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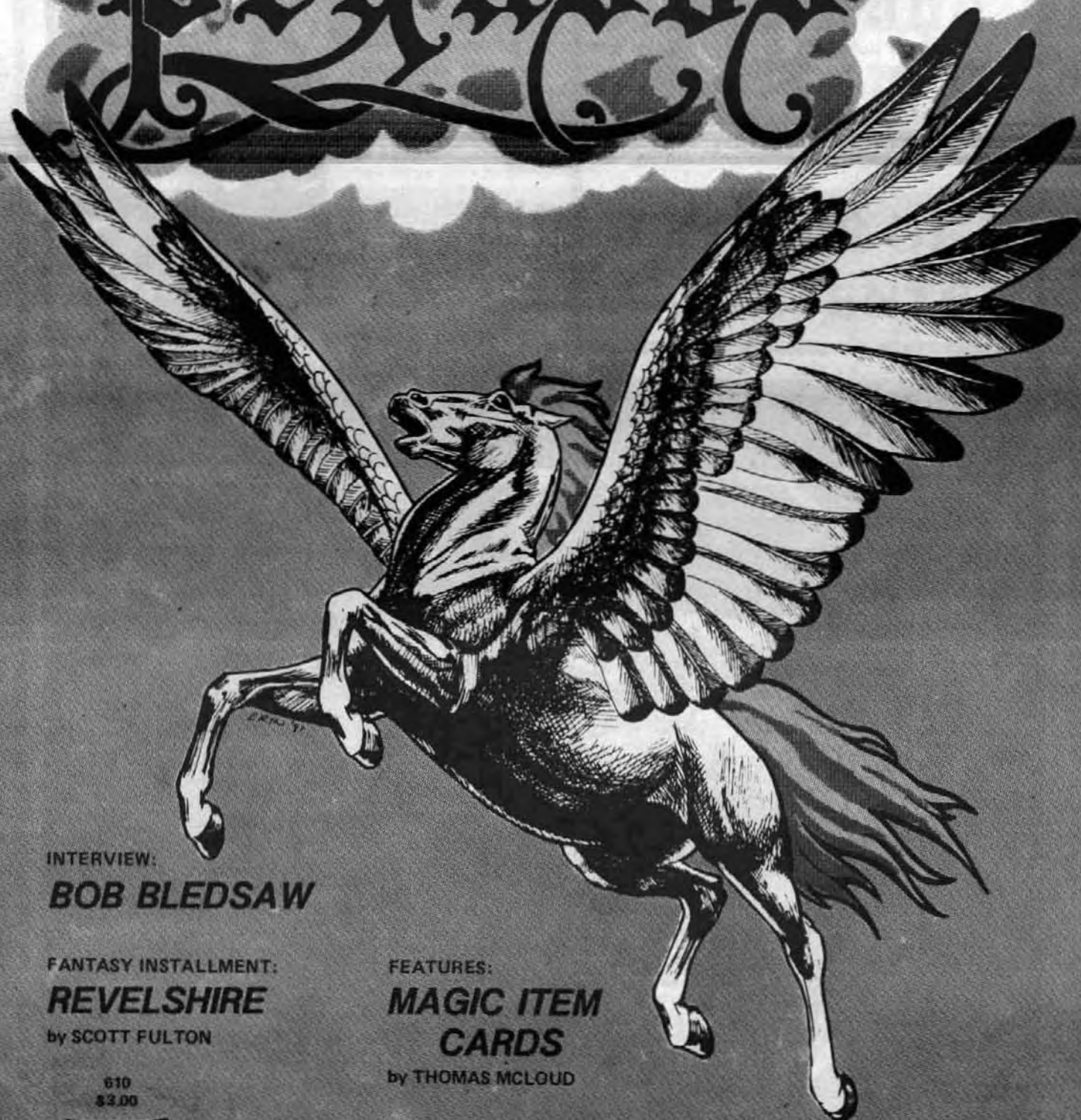
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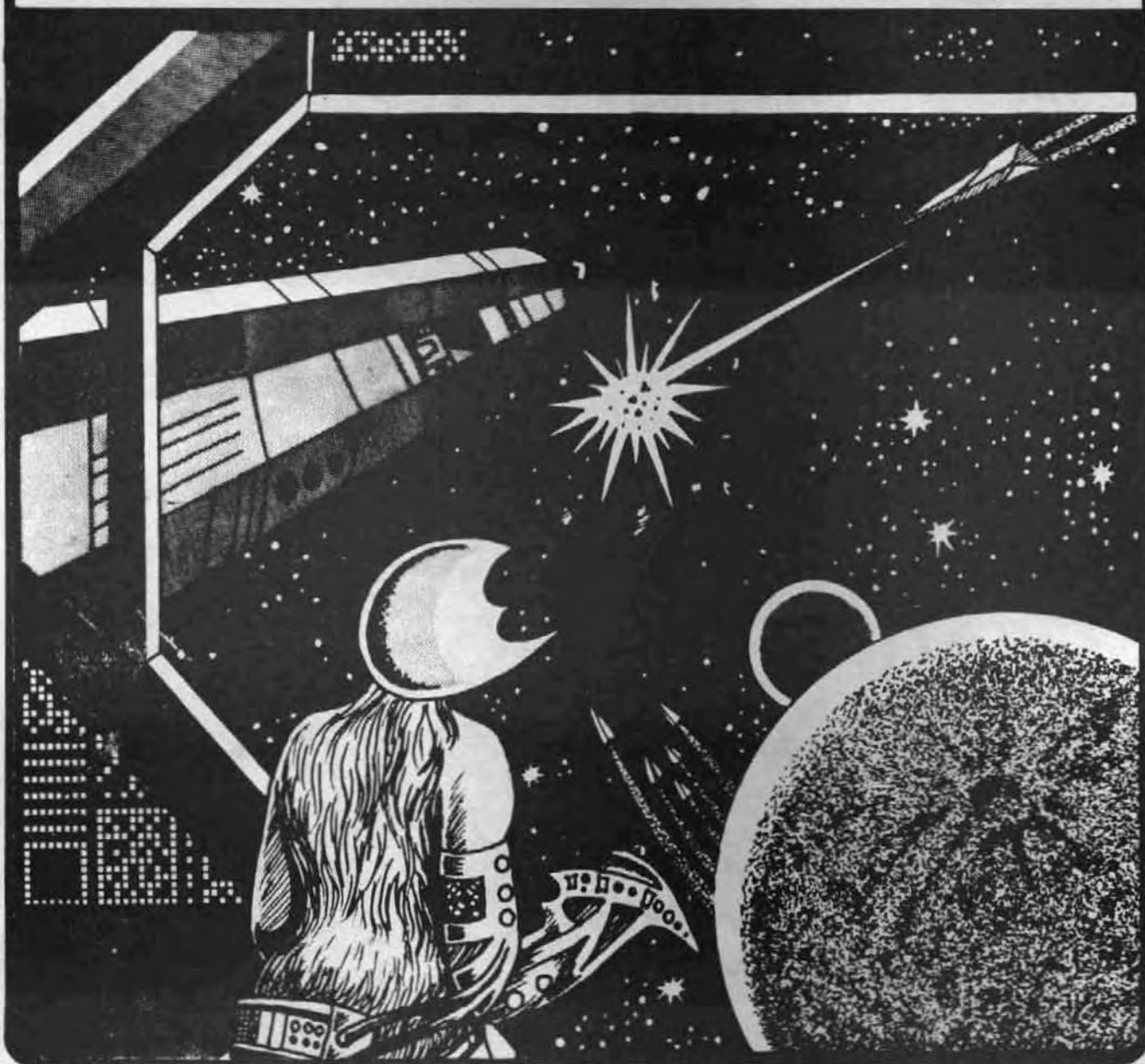
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Dezarus

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AN EDITORIAL

Greetings! Welcome once again to HORSE FEATHERS. As you may have noticed, our magazine has undergone quite a number of format changes, before settling down in PEGASUS. We thought it would be a good idea, this month, to take you on a guided tour of our departments; sort of a way of introducing you to the various areas of the magazine and familiarize you with what we have to offer. So, let us be off without further delay.

Our first stop, curiously enough, is HORSE FEATHERS, where we will be bringing you both news and views as they come across the editor's desk. When not in use as an editorial page, HORSE FEATHERS functions as a billboard, calling attention to, and giving a brief description of, the various contents of the magazine. The next area that we will be visiting is the EMPEROR'S COUNSEL, which is basically the Helpful Hints section of PEGASUS. Here we will be presenting the ideas, methods and outlooks of other Judges as they deal with various aspects of Fantasy Role Playing. This section will present you, the reader, with a "hands-on" gaming clinic. The EMPEROR'S COUNSEL should prove to be of great value to both the established Judge, and the novice, through its steady flow of ideas and information.

A STROLL THROUGH THE MARKETPLACE marks the next local point of interest on our travels. This is the place where you can find news

and advance announcements about the latest in upcoming JUDGES GUILD products. Whatever is new from within our halls shall be posted here to keep our readers up to date on our pending releases. After leaving the marketplace, and all its bustling activity, we come upon the next, and most important area of PEGASUS, the CITY STATE CAMPAIGN INSTALLMENT. Now featured as a center pull-out section, the GUILDMEMBER INSTALLMENT will continue to offer all the adventure, excitement, and the occasional heartaches of Fantasy Role Playing, while expanding and developing the world of the JUDGES GUILD CITY STATE CAMPAIGN. Presented as a 32-36 page booklet within the magazine, the installments will cover a wide range of goals and objectives for the players. Nearly anything, from an assault on the stronghold and labyrinths of a long-dead, yet still active, Mage, to a quest for a cache of nearly forgotten books of knowledge and learning, may be presented here. And, while the GUILDMEMBER INSTALLMENTS are set within the framework of the JUDGES GUILD CITY STATE CAMPAIGN, they can easily be fit into most other fantasy worlds.

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an Interview with **BOB BLEDSAW**

ERIN '81

First introduced to **Dungeons & Dragons**™ in August of 1974, Bob Bledsaw has gone on to create and maintain the **Judges Guild**, one of the most prolific companies in the area of fantasy gaming aids. Although the **Judges Guild** did not officially begin until the summer of 1976, Bob had already sown the seeds of this venture way back in the 1950's when he first became interested in game-playing. His start in gaming came about as a result of his avid love of reading, in particular the 'Pulp Fictions'. Much of his spare time was spent in developing games based on that genre and then later playing them with his friends and brother. By the time that wargames became commercially available, Bob and his fellow players were already pretty well involved with the science fiction games and World War II miniatures battles he ran, and so naturally gravitated to the boardgames as well. For a while, the group vacillated between the three areas of gaming on almost a regular basis, but once exposed to **Dungeons & Dragons**™ it pretty much settled down into many hours of play in this area.

Shortly after his first **Dungeons & Dragons**™ session, Bob started to judge a campaign of his own, based on J.R.R. Tolkien's well known Middle Earth. These gaming sessions led to the development of reams of paper covered with rules additions and clarifications, maps, castles, dungeons, and so forth, the majority of which went on to become the basis that the **Judges Guild** began to work from. Later on, when the sessions became longer and as a rule ran from 6 pm to dawn, Bob suggested that Bill Owen take over a section of the world. At this time, other campaigns began to be developed and showed a need for the type of play aids now produced by the **Judges Guild**. After the General Electric Plant at which Bob was employed as a Designer closed it's doors in December of 1975, he began to spend more time developing the material that he and the others had at hand, and made the suggestion to his compatriots that they form a game aid company. For various reasons, things did not get started until the early part of 1976 when Bob and Bill Owen made a visit to TSR. The positive response they received plus the opportunity presented by the upcoming Gen-Con prompted them to start the **Judges Guild**, a company which has since then grown to provide help and inspiration for judges in the United States and Canada, Australia, the United Kingdom and Continental Europe.

Pegasus: As **Judges Guild** celebrates its fifth anniversary would you tell us what inspired you to found **Judges Guild**?

Mr. Bledsaw: The vast amount of effort required to run an active role-playing campaign.

Pegasus: How did you go about getting **Judges Guild** started?

Mr. Bledsaw: Long hours, cramped fingers, and gallons of coffee.

Pegasus: When did you determine that other Judges would be interested in using your **City State Campaign** in their own FRP worlds?

Mr. Bledsaw: It was in February of 1976. That's when I realized that many people wouldn't have the time to completely develop a campaign.

Pegasus: How much time is necessary in developing a campaign?

Mr. Bledsaw: You can spend your whole life at it, but as a rule, it takes about one hour of preparation for every two to three hours of play.

Pegasus: When did you become actively involved in gaming?

Mr. Bledsaw: I got started at the age of thirteen in 1955 and, during the course of several years, developed a reputation for the interpretation of

complex games and designing war-games which required the use of a Judge.

Pegasus: Did you have any idea your campaign would grow to its present size?

Mr. Bledsaw: Yes, I started my campaign with the idea of developing a complete Fantasy world for the players to adventure in.

Pegasus: With the **City State Campaign** covering eighteen maps and over four hundred pages of text, are you planning to expand it beyond its present size?

Mr. Bledsaw: Oh yes! There are still

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many parts of the **City State Campaign** that haven't been released yet.

Pegasus: *How many players were involved in the early days of the City State Campaign?*

Mr. Bledsaw: My Middle Earth Campaign originally involved five gamers and mushroomed to around twenty within the first year.

Pegasus: *What was the first game aid Judges Guild released for FRP?*

Mr. Bledsaw: Judges Guild published **The City State of the Invincible Overlord** in an installment to the Guild-members and then released the entire product to distributors in January of 1977.

"many parts of the City State Campaign... haven't been released yet."

Pegasus: *How did you go about finding a market for your game aids?*

Mr. Bledsaw: We didn't, it found us.

Pegasus: *How long was it before you released your next product?*

Mr. Bledsaw: One month later we released **Tegel Manor**.

Pegasus: *Would you give us a brief history of your company's growth over the last five years.*

Mr. Bledsaw: When we started, Norma and I worked out of our home on a rented typewriter in the diningroom. Now, we are located in a former grade school building with many typewriters, light tables, desks, processing equipment, and offices. The first year was really tough. By the end of 1977, sales were around \$60,000. In 1978, we hired four people and sales grew to \$200,000. In 1979, ten more people had joined our staff and sales grew to \$400,000. 1980 saw our move to the present location and along with the hiring of twenty more people, our sales grew to \$750,000.

Pegasus: *Where is Judges Guild moving to in the future?*

Mr. Bledsaw: If you had helped us with our last move into larger quarters, you would join me in hoping "NO WHERE!" for a long, long time.

Pegasus: *How has the company changed from the beginning?*

Mr. Bledsaw: In a thousand ways. The most significant is the size of the organization and facilities.

Pegasus: *Are you satisfied with the company so far?*

Mr. Bledsaw: No! While we have made some significant contributions to the hobby, we are still in the infant stage in as much as we are all "in training" and developing the skills to become "professional".

Pegasus: *If you could "Portal" back in time, is there anything you would change with Judges Guild?*

Mr. Bledsaw: I was too generous with some royalty arrangements, and this hurt our ability to promote products properly. Also, I made some bad personnel decisions.

Pegasus: *As you look to the future, where do you see FRP going?*

Mr. Bledsaw: I see gaming closely linked to the "cablevision" computer industry in the next decade.

Pegasus: *How do you see Judges Guild's role in gaming in the next five years?*

Mr. Bledsaw: In the forefront of the field - after all, we took the first risks which justified doing game aids and, as long as we remain flexible and responsive to gamer's needs, we should stay on top of the new developments.

Pegasus: *As the time necessary to prepare for a gaming session is still the biggest problem for most Judges, do you ever use other companies game aids in your own campaign and why?*

Mr. Bledsaw: Yes, although I modify them. Every active Judge needs all the help he can get.

Pegasus: *Have you seen a larger number of female gamers taking up FRP?*

Mr. Bledsaw: Not many. Roughly about the same percentage as three or four years ago.

Pegasus: *Do you think female players play differently than their male counterparts and why?*

Mr. Bledsaw: They are usually more sensitive and emotional than the guys. They are great at role-playing and more cautious in dangerous situations.

Pegasus: *What do you feel is the best way to handle characters of differing alignment within the same party?*

Mr. Bledsaw: A complex question that deserves more space, but basically the Judge must respect the freedom of action taken by characters, yet penalize the failure of some to "role-play" properly.

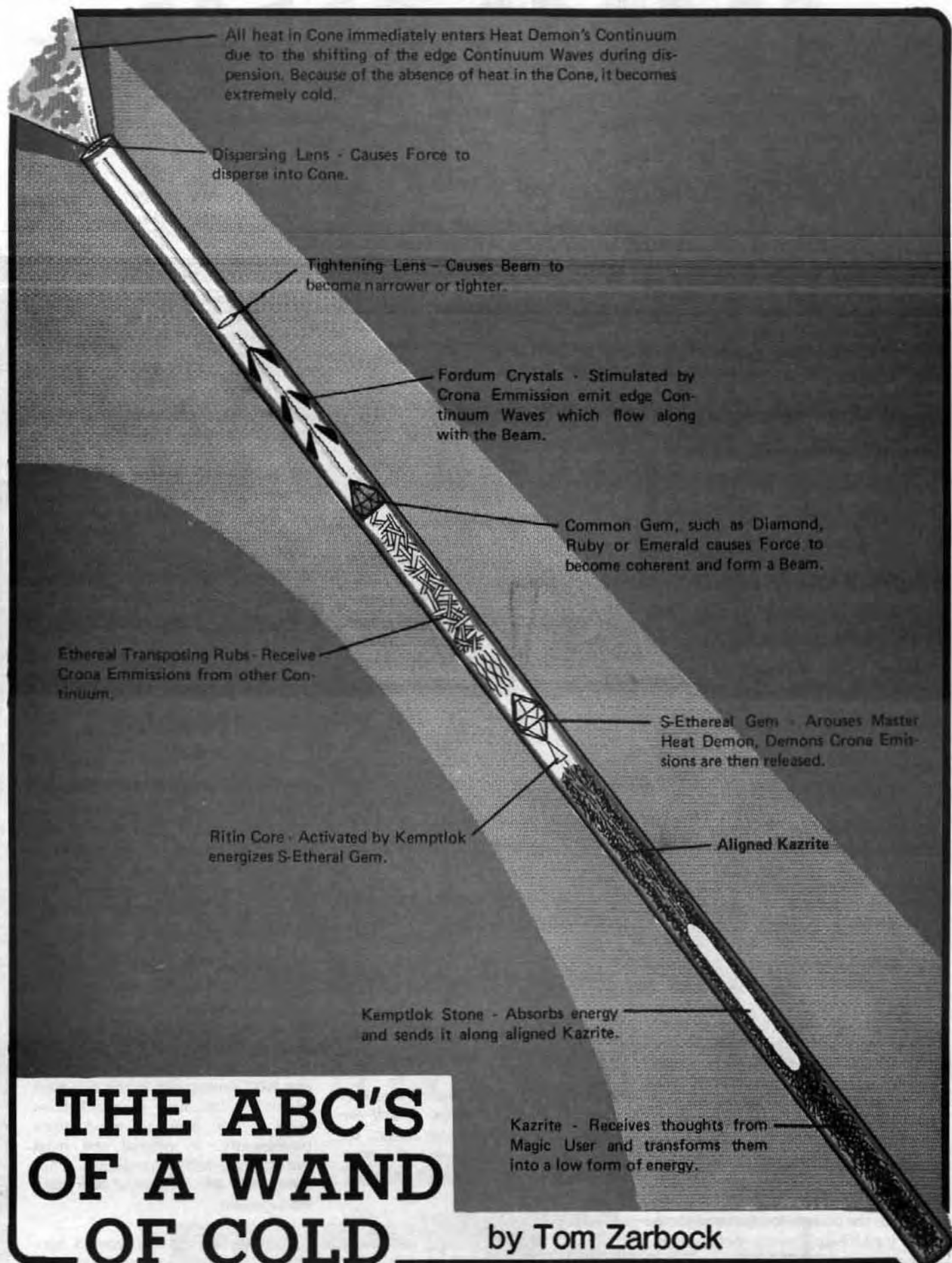
"we... worked out of our home on a rented typewriter..."

Pegasus: *As one of the first Role-Playing Campaign designers, what can you tell us about the development of the City State Campaign? Remember, we have only so much room for this interview, so try to keep it in two hundred words or less!*

Mr. Bledsaw: The **City State** was reached via a "gate" located in the Misty Mountains in my Middle Earth Campaign. This area was a favorite place to visit for many of the gamers and also was the source of more than one NPC protagonist in our hundreds of sessions. Of course, the real Tolkien buffs didn't wish to move there permanently. It offered the most realistic alternative to publish since there was less danger of copyright infringement.

Pegasus: *As many FRP gamers have travelled the halls of Tegel Manor, to*

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All heat in Cone immediately enters Heat Demon's Continuum due to the shifting of the edge Continuum Waves during dispersion. Because of the absence of heat in the Cone, it becomes extremely cold.

Dispersing Lens - Causes Force to disperse into Cone.

Tightening Lens - Causes Beam to become narrower or tighter.

Fordum Crystals - Stimulated by Crona Emission emit edge Continuum Waves which flow along with the Beam.

Common Gem, such as Diamond, Ruby or Emerald causes Force to become coherent and form a Beam.

Ethereal Transposing Rubs - Receive Crona Emissions from other Continuum.

S-Ethereal Gem - Arouses Master Heat Demon, Demons Crona Emissions are then released.

Ritin Core - Activated by Kemptlok energizes S-Ethereal Gem.

Aligned Kazrite

Kemptlok Stone - Absorbs energy and sends it along aligned Kazrite.

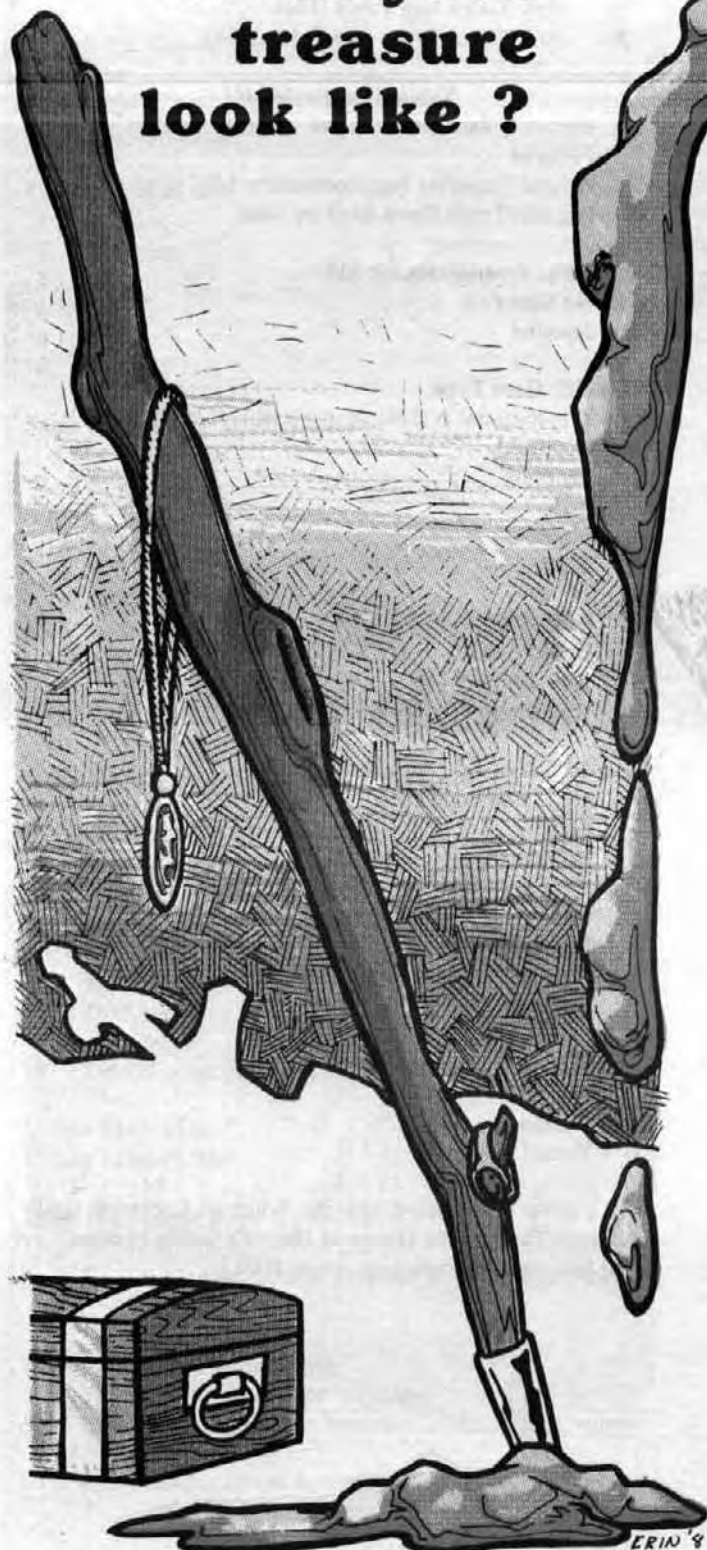
Kazrite - Receives thoughts from Magic User and transforms them into a low form of energy.

THE ABC'S OF A WAND OF COLD

by Tom Zarbock

YOU FIND A VIAL OF GREEN CHUNKY LIQUID

... or what
does your
treasure
look like ?



by Michael Callihan

The appearance of a magic item can change its recognizable traits as well as its desirability. For instance, what simple-minded player would suspect that a grey syrupy liquid, reeking of rotten eggs, is actually a magical potion. After all, everyone knows that alchemists concoct their potions from such diverse components as Shrieker Spores, and Ghost Ectoplasm. With this information in mind, it is easy to see that no two potions would ever be the same.

I) Potions

Table IA: Color of Potion (d20)

1	Clear
2- 4	Red*
5- 7	Blue*
8- 10	Yellow*
11	Green*
12	Orange*
13	Purple*
14	Brown*
15	Grey
16	Black
17	White
18	Silver
19	Gold
20	Fluctuates (Chromatic)

*Transparency and Shade (d6)

Transparency	Shade
1- 2	Clear
3- 4	Translucent
5- 6	Dense
	Light
	Medium
	Dark

Table IAa: Luminescence (d6)

1- 5	Normal
6	Luminescent

Table IB: Consistency (d10)

1	Alcohol
2- 3	Watery
4	Oily
5	Carbonated
6	Syrupy
7	Creamy
8	Molasses
9	Sandy, Gravelly
10	Solid (see Table IBa)

Table IBa: Solidity (d4)

- 1 Pudding
- 2 Gelatinous
- 3 Solid, Dehydrated
- 4 Lumpy*

*For color of lump see Table IA. For texture of lump see Table IB. For size of lump see Table IBb.

Table IBb: Size, and Number of Lumps (d10)

	Size	Number
1 - 2	Gravel	Permeates Potion
3 - 4	Pea-Sized	4 - 40
5 - 6	Marble-sized	1 - 20
7 - 8	½" Diameter	1 - 10
9 - 10	1" Diameter	1 - 6

Table IC: Odor (d8)

- 1 - 2 Odorless
- 3 Sulphurous
- 4 Bitter
- 5 Heavenly
- 6 Alcohol
- 7 Carrion Stench
- 8 Special (see Table ICa)

Table ICa: Special Odor (d10)

- 1 - 2 Poison Gas
- 3 - 4 Sleep Gas
- 5 - 6 Healing Gas (1 - 8 pts)
- 7 - 8 Petrification
- 9 - 10 Effect of Potion (does not detract from potion's contents)

Rings can appear in as many different forms as potions. The following table is designed to give a basic description of any ring. However, the Judge should use the following in conjunction with his imagination. For example, if runes, or designs are indicated on a ring, they could give a clue as to the ring's function, or perhaps be a command word. Also, do not let the tables limit you; some rings can have very specific clues - a Ring of Fire Resistance might be made of woven Red Dragon hide.

II) Rings

Table IIA: Material (d10)

- 1 - 7 Metal
- 8 - 10 Gem (see Table IIC)

**Table IIB: Metal (d20)**

- 1 Iron
- 2 - 3 Copper
- 4 - 5 Bronze
- 6 - 7 Brass
- 8 - 9 Silver
- 10 - 11 Electrum
- 12 - 15 Gold
- 16 - 17 Platinum
- 18 Mithril
- 19 Roll Twice (see Table IIBa)
- 20 Roll Three Times (see Table IIBa)

Table IIBa: Style (d4)

- 1 Woven (Filaments of metal - slightly flexible)
- 2 Filligree
- 3 Wound Together (approximately 1/8" thick wire)
- 4 Double/Triple Band (side by side)

Table IIBb: Embellishment (d6)

- 1 - 5 No Gems
- 6 Jeweled

Table IIC: Gem Type

(d8 if ring material is Gem; if material is Metal, use d10)

- 1 Diamond
- 2 Sapphire
- 3 Ruby
- 4 Emerald
- 5 Glass
- 6 Topaz
- 7 Amethyst
- 8 Opal
- 9 Roll Twice
- 10 Roll Three Times

Table IID: Size, and Number of Gems

(Only if ring material is metal)

Size	Number
1 ½ Carat	1 - 20
2 1 Carat	2 - 16
3 2 Carats	1 - 10
4 3 Carats	2 - 5
5 4 Carats	1 - 2
6 5 Carats	1

Table IIE: Carvings (d6)

- 1 - 4 None
- 5 Design
- 6 Rune*

* If a rune is indicated, use the Random Language Determination Table in the **Dungeon Master's Guide** to determine what language the rune is in (page 102).

Table IIF: What Finger is Ring For (d10)

1	Thumb (impedes grasping ability)
2	Index Finger
3	Middle Finger
4 - 5	Ring Finger
6	Little Finger
7	Two Fingers
8	Three Fingers
9	Four Fingers (like brass knuckles)
10	Special (see Table IIFa)

Table IIFa: Special Size (d6)

1 - 2	Toe
3 - 4	Ankle
5 - 6	Neck (Choker)

Table IIG: Size (d6)

1	Halfling
2	Dwarven
3	Elven
4	Human
5	Ogre
6	Giant

Table IIH: Weight (d20)

1	Weightless
2 - 10	Normal
11	1 GP
12	5 GP
13	10 GP
14	15 GP
15	20 GP
16	40 GP
17	60 GP
18	80 GP
19	100 GP
20	Deadweight (similar to Loadstone)

Table II I: Shape (d8)

1	Triangular*
2	Square*
3	Round**
4	Pentagonal*
5	Hexagonal*
6	Octagonal*
7	Decagonal*
8	Odd Shaped (bent looking)

* See Table II Ia

** See Table II Ib

Table II Ia: Edge Type 1 (d6)

1 - 3	Rounded (cross-section circular)
4 - 6	Squared (cross-section squared or rectangular, depending on width)

Table II Ib: Edge Type 2 (d6)

1 - 2	Rounded (cross-section circular)
3 - 4	Squared (cross-section squared or rectangular, depending on width)
5 - 6	Multifaceted (cross-section polygonal)

Table IIJ: Thickness (Height from Finger) (d10)

1 - 2	Paper Thin
3 - 4	1/16 inch
5 - 6	1/8 inch
7 - 8	1/4 inch
9 - 10	1/2 inch

Table IIK: Width (d6)

1	Paper Thin
2	1/16 inch
3	1/8 inch
4	1/4 inch
5	1/2 inch
6	3/4 inch

It is hard to change the general appearance of a Wand, Staff or Rod, but its function can be hidden quite well by its features. Similar to rings, these items may have special clues - such as runes, designs, or figureheads - as to their use. Other features may give clues to the number of charges, i.e. a gem-encrusted rod may have to have a gem pried out to use the rod.

III) Wands, Staves, and Rods

Table IIIA: Length

Wands:	11 - 20" (d10 + 10)
Staves:	51 - 84" (3d12 + 48)
Rods:	26 - 35" (d10 + 25)

Table IIIB: Diameter of Wand (d6)

1 - 2	3/4 inch
3 - 4	1/2 inch
5 - 6	1/4 inch

Table IIIC: Diameter of Staff (d6)

1	2 inches
2	1 1/4 inches
3	1 1/2 inches
4	1 3/4 inches
5	1 inch
6	3/4 inch

Table IIID: Diameter of Rod (d6)

1 - 2	1 1/2 inches
3 - 4	1 inch
5 - 6	3/4 inch

Table IIIE: Composition (all) (d10)

	Wands	Staves	Rods
--	-------	--------	------

Table IIIE: Composition (all) (d10)

	Wands	Staves	Rods
Wood*	1	1 - 7	--
Metal**	2 - 7	--	1 - 6
Gem***	8 - 9	--	7 - 9
Stone****	10	8 - 10	10

* See Table IIIEa

** See Table IIIEb

*** See Table IIIEc

**** See Table IIIEd

Table IIIEa: Wood Type (d6)

- 1 Oak
- 2 Hickory
- 3 Maple
- 4 Mahoghany
- 5 Yew
- 6 Roll Twice (Ianimated)

Table IIIEaa: Quality of Grain (d6)

- 1 Perfect
- 2-3 Some Knots (2-5)
- 4-5 Very Knotty (d6 + 5)
- 6 Gnarly

Table IIIEb: Metal Type (d12)

- 1-5 Iron
- 6-7 Bronze
- 8 Electrum
- 9 Gold
- 10 Platinum
- 11 Mithril
- 12 Adamantite

Table IIIEc: Gem Type (d8)

- 1 Ruby
- 2 Sapphire
- 3 Emerald
- 4 Glass
- 5 Amethyst
- 6 Opal
- 7 Pearl
- 8 Diamond

Table IIIEd: Stone Type (d6)

- 1 Granite
- 2-3 Marble
- 4 Feldspar
- 5 Quartz
- 6 Pyromorphite

Table IIIF: Weight (all) (d20)

	Wands	Staves	Rods
Anti-gravity	1	1	1
Weightless	2	2	2
10 GP	3-6	3	3-4
20 GP	7-9	4	5-6
30 GP	10-11	5	7-9
40 GP	12-13	6-7	10-12
50 GP	14-15	8-10	13-16
100 GP	16-17	11-14	17
150 GP	18	15-17	18
200 GP	19	18-19	19
Deadweight	20	20	20

Table IIIG: Embellishments (all) (d10)

	Wands	Staves	Rods
None	1-4	1-4	1-4
Runes	5-6	---	5-7
Design	---	5-6	8-9
Gems*	7-8	---	---
Inlays	9-10	7-8	10
Figurehead	---	9-10	---

(N.B. There is a 20% chance that there are two types of Embellishments on any one Wand, Staff or Rod.)

* For Gem Type, see II) Rings: Table IIC, Table IID.



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A Discussion of the Use of Three by Five Cards Holding Descriptions of Non-Standard Items of Magic, Together with a Complex Example to Entice the Interest of Those Already Familiar with the Concepts Involved

or MAGIC ITEM CARDS

by Thomas A. McCloud

Among the assumptions apparently made by E. Gary Gygax, et al., when they wrote the rules of **D&D** tm and **AD&D** tm are that campaigns are "closed" and that magic is "standardized". A closed campaign is a series of adventures run by one Judge for a set of characters who do not go on adventures outside of the series until the campaign is ended. (The Judge may be a team, and the campaign may never end, but the principle is the same.) Standardized magic is that which goes by the "book", whether it be the 3 Volume set, **Greyhawk**, or the new **AD&D** tm books.

A closed campaign has several advantages, but the aspect of relevance to this article is that it lets the Judge add non-standard magic to the game, without having to tell the players what it does. If a character picks up a Trick Magic Spear which is +1 on odd days, and -1 on even days, the Judge knows exactly what it is and how it works when the character pulls it out and tries to use it.

On the other hand, one of the advantages of standardized magic is that when a player moves from one Judge to another, especially in open campaigns, the players and Judges each know how magic will work in each case. A Rod of Lordly Might obtained in one campaign is, in theory at least, immediately understood by the Judge of another. (I am ignoring the problems of reading and interpreting the rule books.)

Unfortunately, among those with whom I have had the opportunity to play **D&D** tm, there are few closed campaigns, and a lot of non-standard magic. Because of this, a custom has grown of using 3" x 5" index cards to describe magic items. (Any item so described is sometimes referred to as a "card item".) (Other size cards are also used, but 3" x 5" is most popular.) When a Judge has a brilliant idea for a new bit of magic, say a Magic Sword that barks like a dog when enemies approach, he writes a description of the item on one side of the card and, if he can, draws a picture of it on the other. Then, when and if someone acquires the item, the Judge simply hands the card to the player. When the player takes that character into another Judge's game, he now has a simple way to show the new Judge what the item is, and what it does.

It should be mentioned that some suppliers of game aids publish magic item cards, sometimes with just pictures

(so the Judge can invent his own magic to match the picture), sometimes with a full printed description of the item.

One handy use of the magic item cards is at the end of an adventure when it is time to divide up the treasure. In this kind of situation, the players usually have no idea what the items do, but thanks to the pictures, they have an idea of how they look. I prefer to have players make their choices on that basis alone. Once the characters actually have possession of the items, and it is the end of the adventure, I usually let the players read the card, on the presumptions that between adventures the characters would learn the nature of the item.

If a player is **not** to be allowed to read a magic item card, then the card ought, in courtesy, to be put into an envelope labeled "for Judge only" or words to that effect. (Any card item whose card is so concealed can be called an "envelope item".) Most players will gladly respect such an envelope, because it really is fun to have an item of unknown power and to try to puzzle out its operation.

Now, card items and envelope items can get into some interesting complexities, and yet still represent playable items. However, a word of warning is in order. **Don't**, I beg you, make up a card item with a description ten pages long, even if the pages are 3" x 5" cards. Setting up for a game is hectic and a Judge with a half dozen or more impatient players on his hands is **not** going to want to peruse a lengthy document, particularly if it consists of lists of new spells and weird powers and strange limitations. (And if he **doesn't** examine such monstrosities beforehand, he can be very irritated in the middle of the game to discover that your Helm of the Ridiculous automatically detects the presence of circles of fire greater than four feet in diameter when under water, if you mention it after he tells you that your party has blundered into that very thing and it has killed seven of them.)

Having given that warning, I now propose to give an intricate example of how item cards and envelope items can be used together, with a related idea: the Monster Card. Note that while the explanation is **long**, it is long by virtue of going into detail in explaining **how** it works, not by virtue of piled on powers. The principles of operation of

the items are actually relatively simple. The following descriptions are, barring typos, exactly as I now have them ready for handing out in a game.

First of all, there is an envelope labeled: "For the Eyes of the Judge Only, Description of the Pouch of Power Together with Cards for the "Things" Which are in the Pouch."

Second, there is a three by five card, bordered in blue and punched for a three ring binder, which has on one side a picture of a pouch with a shoulder strap:



And on the other side: "The Pouch of Power: A very special magic artifact. Complete details in envelope for Judge only. For Player: The Pouch is magical. Looking into it you see only a swirl of mists of many colors. Reaching in, you find that the pouch is much bigger inside than outside, and you are able to touch and pull out, if you wish, strange "things". They are mostly warm, but any other description of how they feel is impossible. If you pull one out, the Judge will tell you what happens." This card, obviously, is one which I intend to hand to the player and does not go into the envelope.

Third, in the envelope is another three by five card, again bordered in blue and punched for a three ring binder, which has on one side a picture of a ring, blue in color and with a visible inscription:



And on the other side: Ring of the Pouch of Power: A magic ring inscribed:

*"As my digit in this ring doth couch,
So I put thee in this pouch.
Thou shalt obey, when next set free,
The foremost word 'tis spoken thee!
Then to the home, thou shalt go,
By the powers of this O."*

Complete details in envelope for Judge's eyes only for the Pouch of Power." This card starts out in the envelope, but comes out later, as will be shown, and is then to be given to the player.

Fourth, in the envelope is an eight and a half by eleven page, typed single spaced, which reads:

The Pouch of Power

As described on the card to be given to the player, this is a very special magic artifact. It is obviously magic. When anyone looks into it, they see only a swirl of mists of many colors. Reaching in, they find that the pouch is much bigger inside than outside, and they are able to touch, and pull out, if they so desire, strange "things". Most of the things are warm, but it is not possible to find out anything else about a "thing" by touch.

The "things" in the pouch are of two kinds: 1) Monsters, 2) the Ring of the Pouch of Power. (Actually, all combinations of these two kinds of things are possible. For example: the pouch may be completely empty; it may hold the Ring, but no Monsters; it may hold Monsters, but not the Ring; etc.) If a character chooses to pull out a thing, please follow the following procedure:

If the Ring is in the Pouch: Roll 1d6 and if the result is 1 or 2, it is the Ring which is pulled out. (Ring is in Pouch if Ring's card is in envelope.)

Otherwise: (either the ring is not in the pouch, or the roll was not 1 or 2) Pull at random one of the cards for the Monsters in the pouch.

If the character wants to check on the item to see if it is warm or not, please allow this by reading the card before it is shown and giving the player an appropriate indication. Most Monsters, e.g. Gnomes, Shedus, Kobolds, Werewolves, etc., are warm. Some, e.g. Spectres, Vampires, Octopi, etc., are not. Feel free to describe Salamanders, etc. as "hot", and Ghosts, etc. as "cold". Note that the Ring is not warm. The character may then choose to let go of that item, getting no further information on it, and grab another, or simply not pull out anything.

After the "warm", "not warm" check, look at the card to see if the Monster can survive in the environment in which it is to be pulled out. For example, an Octopus cannot survive on land, and a Lion cannot survive under water. Also check and see if the Monster is one you do not wish to allow into the game. If the Monster can't survive, or you don't want it in the game, then the character is unable to pull the "thing" out of the pouch.

Once the "thing" is pulled out, it expands almost instantly to its proper size in the nearest convenient space, facing toward the user of the pouch. The Ring, however, appears in the user's hand exactly as it was pulled out. Any Monster so pulled out will then obey the very first command given to it, regardless of who gives the command, and regardless of language. As soon as the command is obeyed, the Monster vanishes and is safely teleported home. Note that if the command is poorly phrased (e.g. "Attack that Thief"), the monster may get to go home early (e.g.

the Monster attacks the Thief exactly once, then disappears). Also, there is a chance that the Monster is home, in which case the Monster is teleported a very short distance, and is back in the game, but not under control.

Please also read "Ring of the Pouch of Power".

Note that the card for the Ring is edged in blue to make it easy to find. If the Ring is pulled, give the Ring card to the player, with a warning not to put it back into the envelope until told to do so.

(Students of D&D literature will note that I am a bit more careless in writing up items that I am in writing up articles.)

Fifth, also in the envelope, is another eight and a half by eleven page, typed single spaced, which reads:

Ring of the Pouch of Power

by Tomas A. McCloud

As described on the card to be given to the player, this is a beautiful blue magic ring inscribed:

*"As my digit in this ring doth couch,
So I put thee in this pouch.
Thou shalt obey, when next set free,
The foremost word 'tis spoken thee!
Then to thy home, thou shalt go,
By the Powers of this O."*

This ring works in conjunction with the Pouch of Power (please read "The Pouch of Power"). Its operation is relatively simple:

First, the user must wear the Ring on a "digit" which means a finger or a toe. Second, the user must also carry the Pouch of Power. Third, the user must point the finger or toe which wears the ring at an attacker and recite aloud the poem inscribed on the ring.

The attacker to which the finger points is then allowed a Saving Throw, without any magical alterations. If the Saving Throw is made, nothing happens. If not, the attacker dwindles almost instantly into the pouch (it does not matter if the pouch is closed) and becomes one of the "things" in the pouch. Whenever this occurs, the Judge for the adventure should immediately make out a 3" x 5" card for the new addition to the pouch. This card should have on it all information available to the Judge concerning the monster such as AC, Move, HD, Attacks, HP, and Special Abilities. References, such as "per *Monster Manual* page 16", or "per *Greyhawk* page 34", are also very useful.

Notice that the description here says "...at an attacker..." A monster does not need to attack the user of the Pouch to qualify, it may be attacking a total stranger,

or anybody, or even anything. Anything which advances rapidly with a weapon in an attacking position qualifies as an attacker. Any other clear and obvious threat will also qualify a monster or character as an attacker. Note that the "attacker" could be one of the user's friends attacking a monster. But, if the wearer of the Ring tries to use it on anything which is not an attacker, then the wearer goes into the Pouch as a "thing" just like any other. For this last, no Saving Throw is allowed, even if the user has other magic which allows a Saving Throw when no Saving Throw is allowed (after all, the user is not really hurt). The Ring does not go with its wearer into the Pouch, although the third time rule may still apply.

Third Time Rule: Whenever the Ring is successfully used (something goes into the Pouch) for the third time after being pulled out of the Pouch, it disappears and goes back into the Pouch. The following crossouts are for keeping track, draw more when these run out: 000 000 000 000 000 000 000 000 000 000 (the next seven lines are all groups of three zeros.)

When the Ring goes back into the pouch, put the ring's card back into the envelope.

Sixth, and last of the paraphernalia prepared, there is in the envelope a small deck (43 cards) of 3" x 5" "Monster Cards". These are cards, such as the following example, which describe monsters. They are quite useful for wandering monsters, or for monsters simply stuffed into more normal containers such as stasis bags of holding. Example:

"Toad - An Ice Toad per *Monster Manual* page 95, HD: 5, AC: 4, Move: 9", Attacks: 1 Bite at 3d4, Special: Leap up to 9". Radiates cold doing 3d6 damage to those within 10' if susceptible, once every other melee round maximum. HP: 24, Crossouts: 00000 00000 00000 00000 0000. Name: Glaze, Speaks Ice Toad."

This article has presented the ideas of the item card, the envelope item, and the monster card. I hope each will add to your own enjoyment of the game, but one final caution ought to be given. Regardless of how strongly you feel about something, the most you can ever do on an item card is suggest. An item card is not a vehicle for compelling other Judges to do things your way. If they choose to say that an item works differently than as specified, well, in their worlds it does. Because of this, it is wiser to avoid ultimates. The hammer whose magic item card states that it "...cannot be altered or destroyed in any way by any magic however powerful!..." is just going to get barred from the game. That's no fun. And, after all, the whole point of playing these games is to have fun.



QUEST BENEATH ROGLAROON

by P.K. Work



Once before Paul had searched for a drug filled evening but had found instead another whole existence. For months after his return life had seemed vastly different and more meaningful. But life has a way of drifting back into old patterns and lately those otherworld lessons had seemed farther and farther away. This day had been especially bad and Paul had set out walking in an attempt to escape his boredom and frustration. How nice it would be to just get stoned and forget it all or to trip and get a new perspective of old things, he thought, or perhaps.

He hadn't been headed anywhere in particular, at least he had not consciously sought it out, but

there across the deserted midnight street was a familiar old antique store, the Dreame Shoppe, known among some of his friends as a place to buy a "really special trip". The first time he had found himself standing outside it's doors he had anticipated some new form of drug. Now he knew better but was no less thrilled by the prospect. For a moment he stood waiting—then he crossed the street and resolutely opened the door of the tiny shop. He found no surprise that it was unlocked, no surprise at the soft glow coming from the back room, and no surprise at the warm pleasure he felt at the old man's greeting, "Come in and welcome. What kept you so long?" Paul only smiled and shrugged in reply.

"Do you wish to explore yourself again?" the old man's voice was soft and patient and no trace of emotion showed on his wrinkled face. Only a sparkle in his eyes reached out to touch Paul.

"Yes," Paul stood quietly. As before he could not find words.

"Step into the room then," the old man said as he opened the door to what looked like an empty closet. "The fee will, as usual, be paid by your summoner. Good luck. Go with goodness." The door closed behind him before Paul could turn to thank the shopkeeper. Abruptly the falling sensation took him and he reached for the walls to steady himself, blinking his eyes shut against the dim gray swirl.





Somehow he had expected to go back to the same place or at least to become the same person, but it was not so. This time he found himself standing instead of sitting and for a moment he felt off balance as if he swayed for a moment as he was deposited. The light around him was dim and all at a distance was lost in the shadows. He seemed to be looking at a wall.

Forewarned by his previous experiences he quickly swung around and crouched down as he looked up, but this three hundred and sixty degree view of the room told him nothing. He was alone in a small empty room apparently without doors. Some measure of calm began to return after that first moment of panic. He approached a wall and carefully inspected it, looking for some sort of hidden door or switch, but always with his ears tuned to changes behind him. Then, when fully certain that at least this wall was only a wall, he put his back against it. As each succeeding quiet second passed away his uneasiness dropped from him and he began to take a close look at his surroundings and himself.

This time he found himself clad in light tan trousers and a very pale blue shirt of some soft cotton-like material. His feet were shod in dark leather calf-high boots and he wore an equally dark belt and from that belt a dagger. Checking more closely he found a second dagger tucked down into his left boot. A small pouch was tucked inside his shirt at the waist. By the clink it made it contained some form of money. Over his heart a small pendant dangled and captured within a finely wrought gold band hung a stone of soft blue to match his shirt. He closed his shirt over the pendant. Important it almost surely was but it would have to wait. For the present he felt like ending his confinement.

A hasty search showed no apparent openings in any of the walls, no cracks, no loose stones, in fact the walls seemed almost carved from

living rock, a thought which chilled him. Looking up he again tried to see the ceiling but it was dim and seemed distant. Suddenly he realized he wasn't sure at all where the light came from. Looking down for the first time he thought that the floor itself seemed to glow. At first his mind fought with that notion but he dredged up less likely happenings from that other time and set his doubts aside.

Still---there was something more to that floor--and bending to examine it more closely he found a round shallow spot in the dust. Brushing the dust aside he found just what he had expected--a recessed brass ring. Paul had seen these before, but not as Paul, as another -- and in another place. He was uncertain how he knew but he was certain that he was a different person this time, changed perhaps because of the changes that had happened inside himself that other time. For a moment he hesitated, lost in thought, then mind and soul clear he dusted off the edges of the trap door, reached down, twisted the ring and slowly, keeping the door between himself and what might lie below, he opened the way into new adventures.

A much brighter light reached up to him out of the open trap and he breathed more easily, then almost laughed at himself. He must, he realized, have been afraid it would be dark. Still he waited for the unexpected -- gas or darts or the delayed clang of metal jaws. Nothing happened but still he waited, gathering himself.

In spite of his preparation he jumped as a croaking voice fairly boomed up from the space beneath him, "Well don't just lurk about up there, there's nothing to see," followed by a nervous tittering, "you found the door quick enough, come on now, come on."

At that Paul shoved his head around the trap door, realizing too late that it might have been a very stupid thing to do. As luck would have it the thin little man staring up at him from some ten feet below looked very harmless. For a moment their eyes locked. Then the little man blinked and stepped back. "Use the pole, don't jump and break something, there's a good lad."

Startled by the self assurance

that seemed to have overtaken the older man below him, Paul hesitated.

"Right there at the base of the trap hinge," the old man called up, then because his new apprentice-to-be seemed almost as frightened as he had been, he added, "At least you aren't the demon I was half expecting."

Demon? Paul thought as he reflexively did as he was told and searched for the pole. Demon? rang again in his mind as he twisted himself into the opening and took hold of the pole. Oh Lord, I'm not an acrobat, and unsure if that thought was a curse or a prayer he consigned himself to his fate and slid down the pole. To his pleasant surprise it was a smooth and almost effortless journey and he actually managed a dignified stop.

He stepped clear of the pole and focused on his adversary, relying on his sense of hearing to help him against any attack from the rear, then he set himself to wait. The old man would have the next move.

"I am known as Aragon. What might you be called?" Standing face to face he realized that this apprentice was neither young nor green. He had, more over, the air of a man who enjoyed what he was doing. With this kind of a man Aragon could deal easily.

"You may call me Rarm," Paul answered only a little surprised and taking the name to himself easily. Rarm--now this was a person within himself whom he would be pleased to come to know. He was different this time, more sure, more at ease. "Of what service may I be to you Master Aragon?" he asked, now certain that this not-so-old, but kindly looking man before him must be his summoner.

Aragon hesitated for a moment, still sizing up Rarm. "I am an alchemist, do you know what that is?" When Rarm nodded he went on, "I had need of another apprentice and to that end I arranged for you to be summoned here. I have not that power myself." He waited but Rarm made no answer.

"May I then ask how you came to answer this summons?"

"I am an adventurer, for hire for the right price. There is one in my world who arranges these jobs for

me. He pays me, and I do your bidding." Rarm smiled inwardly, knowing that the price he charged was not one calculated in gold, but rather calculated in inner peace.

Aragon smiled expansively, "Very good, very good. Welcome to our land then. Perhaps we should be gone from here though. Dode will want her space back I am sure and I do not wish to presume on her hospitality any longer than is necessary. We'll just slip away through the back door there." And grabbing his new apprentice's arm he suited action to words and fairly shoved Rarm out into the street. Just wouldn't do for the lovely Dode to get a look at this one, or the other way around for that matter. Might prove too much of a distraction.

"Why do you smile, Master Aragon?" Rarm looked down at him and Aragon realized that he had come to a halt with his back against the door.

"Oh, nothing important, just trying to avoid the she-witch who summoned you for me. My own reasons. Come, it is getting toward dark and this is a foul street to get caught on at night. Around this corner here." Aragon led off at a rapid pace, leaving Rarm to follow quickly this time or be left.

He's certainly working at keeping me off guard, Rarm thought as he stretched his stride to catch up. On his left huge walls towered above some twenty feet and on his right a group of buildings stretched away into what must be a city block. Signs hanging from doors proclaimed two of the establishments to be inns, one Inn of the Drawn Sword, the other Somethin's Cookin' and the odors which issued from the latter were enticing indeed. He'd have to try that place sometime. The next shop was marked Engineer Warehouse and as they came abreast of it Aragon grunted and nodded towards it.

"City engineers, stay clear of that one, can't build a sand castle right. Bad gambler, too, bad loser."

They walked on around the corner in silence and then Aragon pointed to the alley on their right. "Stay out of alleys hereabouts -- lots of thieves about. That shop there next to the alley -- belongs to a friend -- good fellow Dinn -- but a magician -- have to

watch that side of him. Never have trusted that magic stuff. I'll stick to my chemicals."

Their walk had just brought them around a jog in the road, that Rarm now realized, glancing back, must be some sort of guard tower on the main city wall.

"Well, here we are," said Aragon, breaking Rarm out of his reverie. They had crossed the street to the opposite corner and pointing down one street Aragon explained with pride, "This whole block is my school, west to the alley, and south to the alley. Come, I'll show you to your room, then you must come have supper with me tonight. Perhaps then I can fill you in about where you are and what I need for you to do."

The room was small, neat, and empty of everything but a bed and a small table. There was only one door in the south wall and one window facing an open square across the street to the north. A careful search revealed no hidden openings in the walls, ceiling, or floor. Inspection of the bed likewise yielded nothing, but the table was another matter. It held a small hollow space, accessible from beneath and slightly to the left of center. For now it was empty. Later, he decided, he might

have need of it.

Having no change of clothes and no real need to clean up he stretched out on the bed and began to consider what else he might need in the way of clothing and armaments. If he was to be an alchemist perhaps he would be allowed to use more than a dagger. At least he intended to try. An accounting of his funds revealed several familiar coins. He might not be in Ryan, City State of the Overlord, this time, but he must be somewhere close because he found himself provided with a tidy little sum of coins of that realm -- over two hundred gold pieces worth if he had counted correctly. That was plenty with which to outfit himself for nearly anything Aragon might wish him to do.

The summons to supper was brought by a very young boy, perhaps five or six years old, who scampered off as soon as his message was delivered leaving Rarm to find his way alone back downstairs to Aragon's quarters. He hoped this invitation to dine with the master was also going to be an opportunity to learn more of his mission here. As he reached the foot of the stairs Aragon himself waved Rarm into a softly lit sitting room where a light meal was laid out on the center table.

Continued on page 71



THE EMPEROR'S COUNSEL

VARIANT MAGIC SYSTEM

by Germain Giner



My game has been evolving for the last two years, over this time, again and again, players have expressed doubts about the rendition of combat given by the classical D&D™ melee system. So I have been spurred to create my own.

I took inspiration from Steve Perrin's **Runequest** game to create a new magic system.

Both of these systems are brand new, and require a bit more play-testing than I was able to give them. Please address all feed back in care of this magazine.

Magic

My Magic system is dichotomous, wizardry is a more powerful form of Magic useable only by mages, while Magic is useable to any one save clerics.

Simple magic is powered directly by the spell caster through a characteristic known (creatively) as "Magic." Handle this as battle magic according to **Runequest**.

Wizardry, however is powered by the Magical Force, "Mana", which pervades the whole world. Your Wizard uses his "Magic" points to control the Mana and to summon it with the aid of conjuration.

In order to be a Wizard, the character must have a Magic score of 16 or better, Intelligence of 12, and Dexterity greater than 10.

Each Magic point can control 10 Mana points. Mana returns each 24 hours while Magic renews at a rate of ¼ total each 6 hours. Intelligence multiplied by Magic gives the total Mana available every 24 hours.

This is an important limiting factor, example: Zoot

the Boring, Intelligence: 18, Magic: 18, uses all 180 Mana points he has, in some early morning action. Even though his power is down to zero, Zoot has 144 Mana points available to him. So 6 hours later, our hero has another (¼ of 18, rounded up) 5 Magic points, or 50 Mana points useable.

Mages can not wear any metal of any mass greater than a rapier, because this would insulate the mage from his Mana force. For each 6 hours the mage is so insulated, he must meditate for two hours to regain touch, or suffer a 25% cumulative fumble factor for each 6 hours out of touch.

If leather armor or encumbrance forces effective Dexterity below 10, the Wizard can not perform the needed conjurations, and thus gives himself a cumulative 25% fumble factor per point under 10 that he is.

Capsule Rules

Total Mana per 24 hours: Intelligence x Magic

Total Mana Controllable: Magic x 10

Maximum Spell Level Useable: ½ Intelligence rounded up

Saving Throw: Roll Current Magic or less on D100

Spells require their Level multiplied by 20, plus 10 for each additional turn of duration or 10 meters range.

Spells require ½ x their Level in Melee rounds to conjure. If Concentration is broken, Fumble occurs.

Magic can be increased, roll 30 minus Magic total on D100.

In the event of redundant spells, (draw your magic spells from **Runequest**, Wizard spells from **Dungeons and Dragons**) rule the spell in question as Wizardry.





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Convention Type abbreviations are: G - Gaming; SF - Science Fiction & Fantasy; C - Comics; M - Media. Any more specialized Conventions are noted as such.

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c/o Jeff Berry
343 E. 19th St. Apt. 4B
Minneapolis, MN. 55406*

ARCHON 5 (SF)

*July 10-12 St. Louis, MO.
Archon 5
P.O. Box 15852
Overland, MO. 63114*

ODDYSEY (G)

*July 17-19
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U. N. H. Simulations Game Club
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CWA-CON '81 (G)

*July 16-19 Northlake, IL.
CWA-Con '81
P. O. Box 10397
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SASE*

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*July 17-19 Watertown, N.Y.
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Chris Parker
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*July 24-26 Detroit, MI.
Autoclave
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Detroit, MI. 48219*

MAINECON (G)

*July 31 - Aug. 2 Portland, ME.
Mr. John Wheeler
102 Front St.
Bath, ME. 04530*

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Rockland, ME. 04841*

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The International Space: 1999 Alliance
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Lake Geneva, WI. 53147*

NAPOLEONIC SYMPOSIUM (G)

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Jim Getz
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Worthington, OH. 43085*

U-MASS-CON (G)

*Aug. 22-23 Amherst, MA.
c/o Dennis Wang
11 Dickinson
Amherst, MA. 01002*

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*(World SF Convention)
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Denvention II
Box 11545
Denver, CO. 80211*

CHICON IV (World SF Convention)*Sept. 2 - 6, 1982 Chicago, IL.*

Chicon IV

P.O. Box A3120

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--- HEAR YE! --- HEAR YE! --- HEAR YE! ---

It has been brought to our attention that many of the fine Guildmembers of this fair City State have moved and not notified the Emperor or not notified him soon enough. Accordingly, at some later date, they file a writ of grievance against the Emperor's Runners for failure of delivery of their copies of "Pegasus". Be it known that while the Emperor has many Magicians, Seers and Soothsayers, they cannot oversee each individual all the time. Please notify the Emperor's Runners via Judges Guild, as soon as possible when moving. The Emperor's Runners will not, normally, forward your "Pegasus" to its new stable, and you won't want to miss an issue!

The Guild of Manufacturers of City State News and Publishers of Related Adventures (Judges Guild) has noted that many Guildmembers try to order products or inquire about orders at all hours of the day and night, including 3:30 a.m. Sunday mornings. Unfortunately, the Guild is not staffed in all departments 24 hours a day. Please limit all such calls to 9 a.m. to 4 p.m., City State Time (Central) and Monday thru Friday only.

Both "Pegasus" and Judges Guild are looking for more good Writers and Artists. If you would like to submit material for consideration for publication in or as a product or in our magazine, see page 94 for information and write for our "Writer and Artist Guide" - Free with a S.A.S.E. (Self-Addressed, Stamped Envelope).

GOD-TONGUE

by James Newsome



The harsh ringing of metal echoed through the dark, narrow halls, accompanied by the screams that are identified with violent death, and by the yells and cries of fierce warfare. Greasy smoking torches gave poor illumination to the battle confusion, casting shadows that less experienced fighters found startling and often attacked. But this small band of warriors, though not quite fighting well together, were seasoned enough to ignore the illusions of shadows and concentrate on their Orcish opponents. They would on occasion trip over one another, or miss each other in the wake of powerful misses, but their strengths and hardness soon pressed the enemy host to a severe disadvantage. Before long, the Orcs lay dead in a mass at the feet of the veteran fighters, not one of the foul race left alive. The next few moments were spent in breathless recovery and taking stock on the damage embodied.

A Cleric attended the wounds of their only Dwarven comrade while several large men kicked at the corpses around them. They scorned the poor steel and armor of the Orcs and laughed a trifle too loudly at the female Magic User who took a few moments to more closely examine some of the bodies for some worthy spoils. She silently chuckles as she pockets a peculiarly shaped gemstone. An Elf near her takes note of her find for possible future needs of his own, and, more discreetly, he also searches for some spoils. The largest of the man-fighters cleans his sword on the tunic of one of the fallen Orcs,

and seeing the Cleric at his task decides to comment.

"Well, Priest, how fares our stunted friend?" This man is massive, a young, hulking figure whose muscles threaten the stability of his armor and whose sword is as bulky as the Dwarf he is worried about.

"T'would take more than the likes of these to fell Brandaur," answers the Dwarf gruffly. "I think, friend Ash, we should worry more about the object of this quest than these surface lesions." This Dwarf is a rough figure, not handsome even for his own kind. He has fought for almost a year with these men and has come to like this one for his bravado and prowess. It is not often that he enjoys Human company.

The Cleric finishes his task and moves on to the other Human fighter who is called Darth. Brandaur walks over to one of the Orc bodies and struggles with his broadsword that is embedded in the ribs. After a few minutes of resistance, the sword suddenly pulls free landing him on his arse with a grunt. Everyone tries to stifle their chuckling, though few succeed, even Darth manages to laugh as his leg is being bandaged. Tim, the Cleric, does not even smile for he sees less advantage in their current position.

"We should not be long for these parts," Tim said. "This watch will surely be missed in a matter of hours, and we have much more than these foul carrion to encounter."

"Perhaps we shall," answered Magda the Magic User. "Yes, we must hurry off to our dooms."

If the map they had been given was accurate, then this door was the one they sought. Inside would be found the jailing and torturing chamber of Ragnar Ereban, and most surely Ash the Cleaver's recent bride. The serpent Ragnar wanted Ash, he wanted him badly, though few knew why. It was enough for most of them that the evil Wizard wanted him badly enough to find and kidnap his young bride, it was certainly a move that motivated them to venture far beyond Ragnar's shallower defences.

Eylandir, the Elf, managed on the first attempt to open the door, and returned to the end of the group rather quickly. Ash, Darth, and Brandaur burst the door open and rushed in swinging in a triangular formation, with their swords swishing (as they soon discovered) at the empty air. Though the chamber was large enough for a jail, it was totally empty. Ash strode on into the room swinging his mighty blade at the emptiness, his cautious defense replaced by his ever-present swagger of confidence. They could see that he was worried and confused, but all of them understood his facade of powerful assurance.

"Well, if she is here then she is well hidden," Darth muttered.

"If she be here then it is too late for us to help her," answered Brandaur. "We are not looking for ghosts."

"You are correct about one thing, maggots-spawn. It is too late to help her."

The words were spoken as a large section of the right hand wall

slid away to reveal the true torture chamber, and Ragnar directly in the center. He was leering at them with his arms outstretched and an aura of power surrounding him. When he saw Ash, he smiled and in his hands appeared a red hot poker.

"I have a surprise for you, man-mountain. Your wife awaits you." He stepped aside drawing in his arms and the folds of his robe to reveal Belinda nailed to two wooden beams that crossed in an X. She was hung upside down so that blood from wounds in her throat and on her chest flowed into her mouth making her every breath a coughing hell. Ragnar had tortured her with rats and whips and she was only moments from her death. Her eyes were pinned open and Ragnar placed the poker end only fractions of an inch from her face. They could all hear her scream and the sizzle from the heat. Her agony was intense, her every breath its own torture, but the pain ceased for her as an arrow from Eylandir found its mark in her throat.

"Very good," cackled Ragnar. "You are even braver than I would have guessed. But your foolish interruptions of my works will now cease forever. You shall all join her in the hereafter."

As he spoke more arrows from the Elf's bow flew toward him, but they were stopped in midflight by some unseen force. Ragnar spoke a command and Ash was jerked about by peculiar missiles. Most of the group backed into the hall, but Brandaur had taken advantage of his size to rush

behind an iron maiden device. He could see that Ash was okay, and that several members of the party were loosing arrows at Ragnar as time and opportunity would permit. He heard the scream of a successful strike against Ragnar and used that moment to loose his own hand axe at the Wizard. Only one was a hit against him. The next moment Eylandir had cried as his hand was burned severely, but the distraction enabled someone, Ash, Brandaur could see, to loose a spear. While the spear was in flight the Dwarf took that moment to seize the device that covered him in his oversized hands, and throw it in the direction of his prey.

The spear missed the Wizard but the clatter of the torture device attracted his attention to the Dwarf who was rushing him much faster than his short legs should have been able. The Wizard had no time to get off a spell and thus Brandaur struck him in the thigh with the cutting edge of his broadsword. His momentum carried him a little past Ragnar, but he was able to turn and leap at him. He swung off-stride, narrowly missing, and stumbled. With his legs backpeddling he could see that the Wizard was preparing a spell. He turned to run for some cover and tripped over the defiled body of Belinda and his legs entangled in the cross and the corpse. Brandaur fell with a grunt, pulling the body over him. The last thing he saw were the young girl's eyes, locked in a dead stare with his own.

Ash could feel the heat of the fireball, and the awful stench of

the burning bodies of his wife and his faithful fighting companion was more oppressive than the flame. He rushed at Ragnar in anger, giving the wizard no time to recover for another spell. He swung his awesome sword as if it were made of straw, hitting the invisible barrier that the wizard had to protect him. He continued his relentless attack and backed the wizard towards the cells, dimly aware that he was joined by his friend Darth in the battle. Ragnar was an extremely agile man and was able to dodge and to manipulate the barrier and thus sustained no damage from this attack. But he could not reel off a spell and the huge barbarian did not seem to tire. Ash swung another mighty blow as the wizard backed against a peculiar cell. The swing missed Ragnar, but Ash's follow through carried all of his might against the darkened glass of the cell.

The glass broke and released a greenish gas into the air. A very old man crawled out of the cell, muttering under this breath and choking at the fresh air. The veterans continued to press the magician, unable to hit at him but unwilling to cease. Ragnar, however, was very obviously concerned about the old man, and he nearly ran from his assailants while he reached into a pocket in his cloak. He seemed about to speak the necessary words when the Elf threw a dagger at him from behind. Ragnar screamed a vile curse but he still was able to run for a wall that was opening at his approach. He was almost within safety when a great swirl of air caught him and turned him around. He stood facing in the direction of the old man who now stood very tall as he spoke.

"Still you do not repent of the evil you have wreaked upon this world, Ragnar!" The old man seemed no longer feeble as he spoke. His voice captured the attention not only of Ragnar but also of the fighters who stood around the room. "Do you begin to feel the heat of your God's own Miasmic Breath?" As he spoke flames began to lick at the hem of Ragnar's robe. "Do you feel the touch of his accursed fingers as he even grasps greedily for your soul?" They could all see and even



begin to smell the pestilence that was forming great boils on the Wizard's skin. "Now is the time, Ragnar. In mere moments you shall meet the foul Despiser that is your God. It will not go well with you, who has furthered the ways of Chaos."

Ragnar screamed in pain as the curse consumed his body. The old man looked for the first time at the warriors around him and saw Ash who stood only feet away.

"My friend," he said to Ash, "You must do that which I may not. Rid the world of this vulture, now."

Thus encouraged, the one they called the Cleaver, with one swing of his sword, severed the head of Ragnar. The body slumped to the floor as the head flew to within inches of the charred remains of Brandaur and Belinda. The ordeal was over at last, but the price had been high. There was no rejoicing forthcoming, as they all relaxed their muscles and their guard.

Only Magda felt able to question the old man who seemed to slump into himself after the battle of power. Magda was very young for a Magic User and still felt powerless to help in dire emergencies that this group often encountered. But they protected her and brought her along because they respected her instincts in such times. Though the others were tired and angry, Magda knew that this man represented some danger to them. As she approached him, the old man looked at her directly as if seeing into her soul.

"No Magda, I am not much danger to you. I am Aaron, called God-Tongue. I am one of those who have been called hermits, mad men, seers, soothsayers. I serve God, the one, for I am his prophet."

He turned to the remainder of the warriors and spoke to them. "My God sent me here to the home of Ragnar to stop him. I sought his repentance and would have granted him the favor of my God, but I knew that such was not the way of this man. He served the forces of Chaos, and thus it was granted to him to imprison me and to torture me, for God new the greater plan. I could not have killed him for I may not take a life, but here was I, in readiness for this very party who would be the evil one's down-

fall." He walked back to the cell that had held him and picked up two broken pieces of a once sturdy staff. He turned to them and exhibited the pieces, crying, "Oh, Ragnar, you fool. Never will I replace this wood, for I am far from the lands of Godly forests. Someday we shall rid the earth of such men, someday the works of power shall be released, and the true plans of the Holy One unite all men."

As the old man broke into harsh judgements and doomsaying on the ilk of Ragnar, Tim the Cleric began to perform the familiar rites of passage for the two fallen and beloved friends. The tears in his eyes did not interrupt him from this important task, and the mingled blood, sweat, and ashes covered his knees as he knealt. Aaron had come over and knealt beside the Cleric, joining him in the rites that commended their brave and beloved to the after life. All came by and paid their respect to Brandaur with tears and short prayers, and the lovely Belinda was not forgotten by them. Even Eylandir, who often loathed the gruff and homely Dwarf, had passed by and cried as he kicked the hideous head of Ragnar away into a far corner. When the rites were over, the Cleric helped the old man to his feet, and he searched the face of the aged prophet for some sign.

"You are a great man of God, Aaron. Can you not return these that we have loved to us?"

"Nay, little brother. It is my mission to bring the word of the One to the living. There is no wisdom in asking one such as I to bring the dead to life, for God is the only true conqueror of Death. This one has faithfully served the One, which is most unusual for his kind, but this day he was welcomed with the open arms of God himself, and this night shall he be the guest at a great feast in the Heavens. I am enjoined by the One to preach of the end of Chaos, to prepare men for a new age that He shall soon bring about. The dead are in the care of their deities, but the living must care for themselves. Serving the false Gods of Chaos and his minions is the curse of a world out of control."

Darth had listened long enough to the ranting of this one, and he informed the others that their task was finished and the time was long past ripe to be rid of this place. They all agreed and prepared to go back to the village. Ash had to be prodded to leave behind the remains of two so dear to him, and they shed some tears at the permanent loss that they must endure. They began to leave when



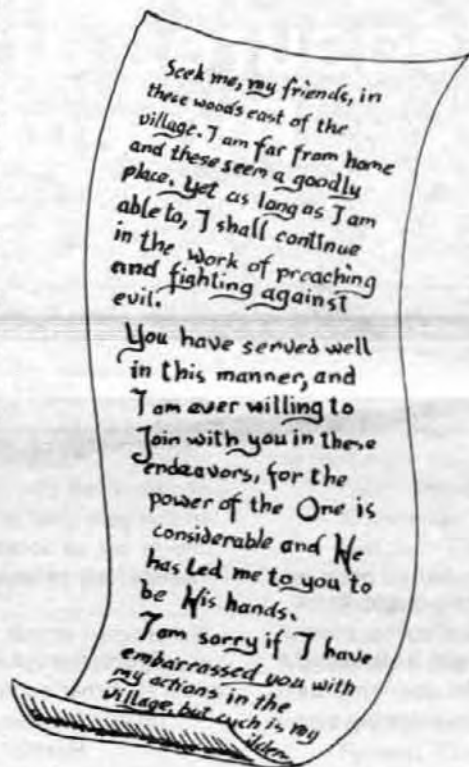
they noticed the hermit had not prepared to accompany them. Magda and Eylandir gathered the few possessions he had that Ragnar had not destroyed and they helped him to walk at the quick pace that Darth had set.

He gained strength as the several day journey to Briol passed. He told them the story of his life. He was the son of a great clergyman, following in the path worn in his father's great stride. But the temple could not hold him, he sought Yahweh in the beauty and comfort of his forests, alone save for his God. His true hermitage ended when an itinerant stumbled into his humble

home, and preached to him the path of the future. He saw that day the boundless love of the One for His children, His finest creation. And he learned the ways of the Chosen Ones, the holy men who heard His voice and knew His mind, and he knew the boundless power of serving Him in this way, of being a vessel.

He learned the truths of the lesser deities and the false gods. They were not the creators, nor were they sustainers, they were falsehoods that led men on the false path towards destruction.

And he worked for many years, helping brave men of God to erase the evils in the world. Many men of power were fought and many died or even repented. And Aaron grew in stature and grew as a receptacle of power. Of the One's power. Such as he were called mad, and they were reviled and hated, but the work of the One continued. Already their numbers had dwindled, until Aaron confided that he knew not of any other in this work. But he would not cease until he



died, or until God unveiled His new plan, the Final Plan.

So it was that Aaron God-Tongue came into Briol that day and his ministry to this new land was begun. They had left him in the village square preaching to the masses that gathered. They were not surprised the next day to hear the news of his enforced departure from town. But they were surprised at the note that awaited them.

Seek me my friends in these woods east of the village. I am far from home and these seem a goodly place. Yet as long as I am able, I shall continue in the work of preaching and fighting against evil. You have served well in this manner, and I am ever willing to join with you on these endeavors, for the power of the One is considerable and He has led me to you to be His hands. I am sorry if I have embarrassed you with my actions in the village, but such is my madness. Seek me in the wilds and I shall find you.

Aaron God-Tongue

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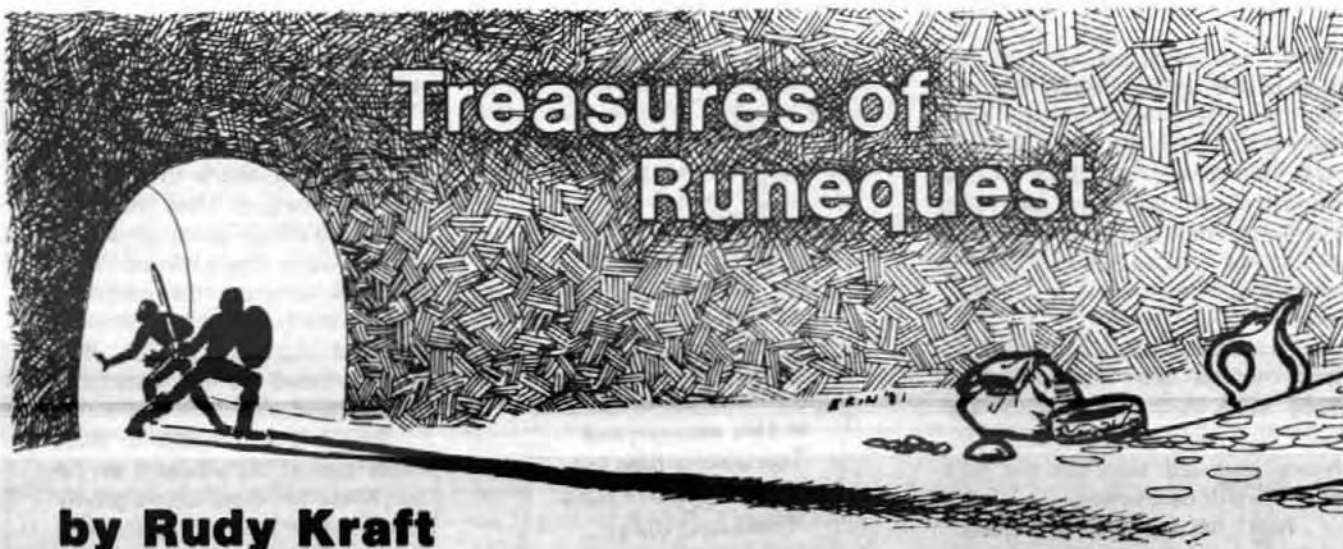
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Treasures of Runequest



by Rudy Kraft

This column consists of several exotic magic items designed for use with the Fantasy Role Playing game, **Runequest**. The format with which each item is described is based on that used in my product, **Plunder**, published by **The Chaosium** and I thank them for permission to use part of it here.

Description: This section describes the item's physical appearance including any obvious magical effects (i.e. glowing).

Cults: This section lists the relationship of the item and its possessor to various cults.

Associated: Members of these cults are the primary makers and/or users of this item.

Friendly: Members of a friendly cult have a presumed friendship with the possessor of an item.

Hostile: Members of hostile cults will have a strong tendency not to like users of the item.

Enemy: Members of enemy cults will generally attack the user of an item on sight (unless the user is obviously far too powerful).

Knowledge: This section will list one or more words or phrases which have specifically defined meanings relating to the extend of public knowledge of the item. The terms are:

Automatic: The item's powers work automatically for nearly everyone if the item is used in the obvious way.

Cult Secret: The making and/or use of the item is known only to a particular cult or group of cults (the associated cults).

Few: Only a limited and small number of these items are in existence.

Famous: The item is well known and its general powers are thought to be common knowledge.

History: This section tells the history of an item.

Procedure: This section tells the procedure (if any) for making or attuning the item.

Powers: The item's powers and uses are explained along with who can or cannot make use of them.

Value: The value of the item on the open market is given here. This is the price a player character could get by selling an item not the price for which it can be easily bought.

Air Geyser

Description: A small hole in the ground out of which spouts air either continuously or at irregular intervals.

Cults: Associated: Air Cults

Hostile: Earth Cults.

Knowledge: Automatic, Cult Secret.

History: During the great darkness many spirits of air were trapped beneath the earth. Since that time, they have been making constant efforts to escape. Few of them have been successful but their attempts do result in air geysers.

Procedure: None.

Powers: Each of these geysers is located above an imprisoned air spirit. As each air spirit has particular characteristics, so too does the air they release. Some of the geysers release pure oxygen while others release poison gases and others flammable gases. No two air spirits are exactly the same, so no two geysers release exactly the same type of air (although many release similar air).

Value: There is no exact value to these geysers because they are not portable. They generally increase the value of the land they are on but not always (for example, a poison geyser might very well reduce value of good grazing land especially if it is far from any civilization which might have a use for poison gas).

Divine Harps

Description: The harp is made of a shimmery, hard, woodlike substance of no fixed color. The strings are made of fine spun gold.

Cults: Associated: Harmony and Music Cults

Friendly: Most other Cults

Hostile: Disorder Cults

Knowledge: Few, Famous.

History: The exact origin of these four harps is not known. The most common assumption is that their existence is a necessary consequence of the existence of the original Divine Harp. In any case the harps first appeared on the scene at the beginning of time in the hands of the four most accomplished harpists in history. Since that

time, the harps have changed hands a number of times and some have disappeared for many, many years only to reappear in the hands of a new master harpist. Currently the location of only one is known for certain. It is in the hands of Dureena, the "Mistress of Music", who resides in the castle of the Pharaoh of the Holy Country.

Powers: The harps can only be used by someone with a 90% skill in harp. If anyone with less skill attempts to use one of these harps he or she loses 1 point of permanent power. To use a harp it must first be tuned. This tuning must be done every time the harp is taken out to be played and every hour while the harp is being played. Tuning requires a successful roll of the user's harping ability and an expenditure of 5 points of Battlemagic power. Failure to make the roll carries no penalty but another attempt to tune the harp will require another five minutes of effort.

Once the harp is tuned, it can be played normally. However, anyone listening to its music will be unable to commit any hostile or violent actions. In fact, they will be unable to do anything but listen or dance to the music. Other than deafness, there is no defense against the "attack" of these harps.

Value: 150,000 Lunars each, but master harpists will never sell them (this rule even applies to starving player characters).

Ghost Ward

Description: An ancient looking wooden stick carved in the shape of a spirit rune.

Cults: None.

Knowledge: Automatic, Few.

History: The history of these items is not commonly

known. It is said by some that they are twigs off the first tree but that does not explain their powers. Another claim is that they were made by a powerful Troll Shaman of the Dawn Ages.

Procedure: None.

Powers: These sticks glow with a bright brownish green light if they are brought within 30 meters of a spirit bound as a ghost. The possessor of one of these sticks cannot be attacked by a ghost. Note that this stick has no effect on those spirits which are not bound as ghosts.

Value: 35,000 Lunars, but someone about to go to a ghost infested region will pay more.

Issaries Guide Coins

Description: A small silver coin with an Issaries Rune on each side.

Cults: Associated: Issaries

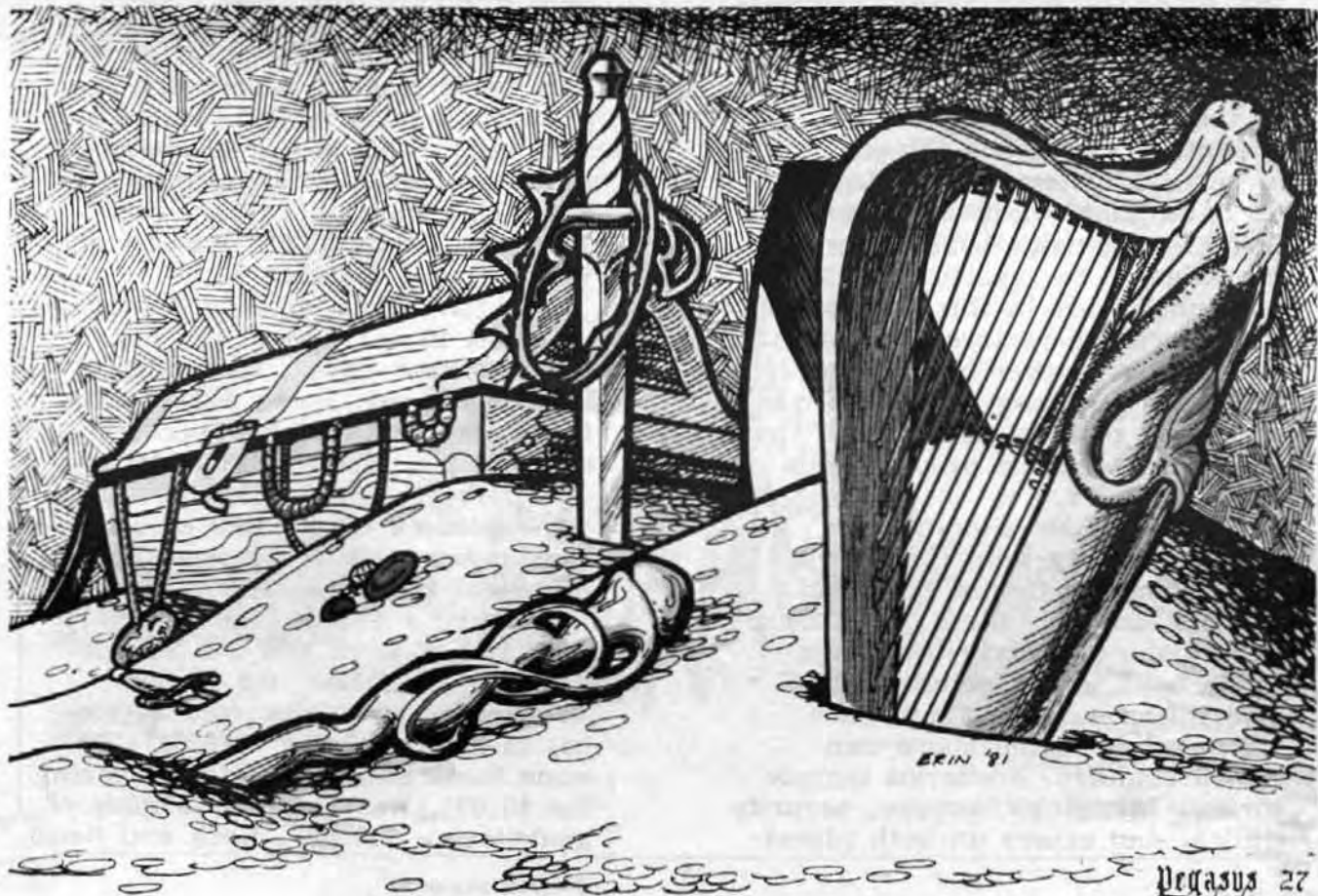
Knowledge: Cult Secret.

History: The ability to make and use these coins was given by Issaries to his worshippers early in time.

Procedure: These coins can be made by any Issaries Rune Lord or Rune Priest. The procedure is fairly simple. A silver coin must have the necessary runes engraved and then one point of divine intervention is used thereby creating the finished item.

Powers: These coins glow with a dim light when the Issaries carrying them continues to travel on a path or road (even an unused and hard to find path). These coins are most useful when an Issaries is leading a party or caravan through unfamiliar wilderness.

Value: 2500 Lunars.





by Ron Lagerstrom

Have I got news for you! Actually, a number of companies have created the news, Judges Guild included, by releasing a number of games and game aids for the marketplace.

So, without further suspense, let us begin.

Judges Guild starts with three new Traveller tm playaids, plus a new AD&D tm game aid, but that is not all! There is also something new for Empire of the Petal Throne.

"Glimmerdrift Reaches is one of the Guild's newest Traveller tm adventure aides. It's the mapping of several systems below "Ley Sector," and, like its predecessor, it includes extensive background information of the systems, planets, and inhabitants in this detailed sector. Player characters will have to deal with a number of inherent conflicts and problems among the many races and political concerns of the area. This detailed product sells for only \$4.98.

"Doom of the Singing Star" includes twenty-four 15mm scale deck plans for Cruise Liners of the Brilliant Gem Class. With these deck plans is a sixty-four page guidebook, which includes extensive information, and scenarios which relate to the above-mentioned cruisers. Scenarios include piracy, hijackings, rescue, security duties, and others on both planet-

side and on board ship adventures. This product sells for only \$11.98.

"Navigator's Starcharts," a 112-page book, provides all the special grids for plotting six complete sectors. There is room for over three thousand stellar systems, which should enable any Judge to eliminate on-going system-creation problems as his player-characters roam about in search of adventure. This welcomed referee aid sells for \$4.98.

"Portals of Irontooth" is the second in the "Portals" series (Portals of Torsch was the first). This forty-eight page book provides descriptions of the Human and Gnome Settlements, lands, and leaders, as well as their history. Such things as Portal types and travel, Wilderness encounters, and other useful information is included in the product. This product can be used in conjunction with "Portals of Torsch," or by itself as a separate adventure. This AD&D tm product sells for \$3.98.

Judges Guild announces its first Empire of the Petal Throne adventure, "The Nightmare Maze of Jigresh." This sixteen-page module takes place in a tortuous maze, in a race against time to locate a holy relic. This mid-level character adventure includes Monster and Wandering Monster Tables, and Treasure Tables. This exciting adventure sells for only \$2.00.

Yaquinto has released a number of games in an "album" format. Five of these games, (Swashbuckler, Beachhead, Hero, Fast Attack Boats, and Battle), had been changed from their original format to an album version. However, they have released eleven new album format games. These games are: Attack of the Mutants (my friend, the Mutant - \$8.00), Barbarians (the Fall of Rome and the Mongol invasion of Europe, for \$8.00), Asteriod Pirates (ship to ship combat in asteroid belts - \$8.00), Demons Run (Starcup Challenge racing for \$8.00), Roaring 20's (a game of gangsters - \$10.00), Neck and Neck

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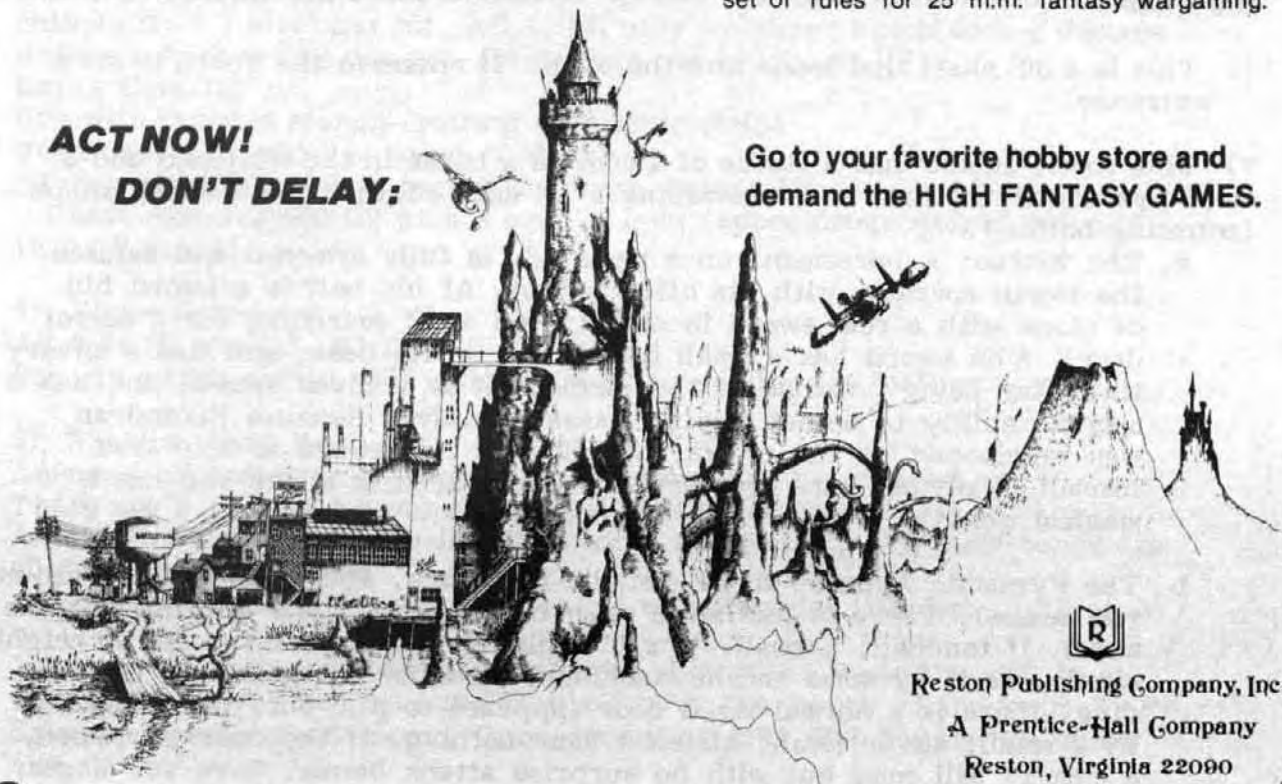


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THE TOMB OF KIXANDRAN

by RUSTY LAMONT



Deep in the realms of darkness where mystery abounds, there once lived a man (some say that he was of the humanoid variety) named Kixandran. It has been written for hundreds of years that he controlled the undead through the use of his crown which no one has seen in that length of time. Some say that he has died, others that he builds a force, but when Kixandran was active, no large raids were made by the undead. Occasionally, a virgin or two would disappear, along with some wine or mead, but the bulk of Kixandran's rule was shadowed in privacy! A wandering group of adventurers, coming out rich with gold and wounds, has made an offer for Professional Ghost Chasers. Any takers will be led to Kixandran's Tomb, where they will be left alone in pursuit of the crown. The hirers want only the crown, and will offer equipment to help the quest.

- 1) This is a 30' shaft that leads into the tomb. It opens to the North to allow entrance.
- 2) This room, 50'x80' has a statue of a man on a horse in the West end and a small pyramid in the East end measuring 5' on each edge; it is a 5-sided shape (counting bottom).
 - a. The Statue: A horseman, on a pedestal, is fully armored and salutes the North corridor with his offed helmet. At his belt is a sword hilt of stone with a real sword in side (noted as if searching for a secret door). The sword has a small inscription on its base, and has a silvery tint after being polished of the tarnish (it is a silver sword, and has a magical ability to detect sloping passages only). Because Kixandran was imprisoned by the crown, he afforded this sword to help free himself if anyone came to rescue him because it is silver and has a magical quality!
 - b. The Pyramid: Appears to be metallic in nature, and quite uniform around (no seams). There is neither a seam between the stone flooring and the metal. If touched, a small, 10'x10' building will grate up to its 7' height slowly, as if by some arcane machinery. On the North side of the building, there is a normal-sized door (appears to pull out) that is locked by a small, silver latch. Listen = hear nothing. If the door is opened, a mummy will come out with no surprise attack bonus. Save vs. Magic, or automatic Fear causes one to run South.

AC 3 39 HP Damage per attack=12

If unwrapped will reveal two golden bracelets on wrists that animate any dead and will make that undead member bent on the destruction of the one that placed the bracelets on it or the first person that takes a swing at it.

- 3) Well in center of room with no roof. On the mouth of the well is a small ring on a silvery string that is off in the well. If it is pulled (by any means of destroying the Cube), a Well-Sickler will appear (shadowy figure using a sickle). Has to be killed with a silvery weapon.

AC 2 D8 damage touch/10 with sickle

8 HP

The ring is a Ring of Invisibility

- 4) Tapestry on the east wall depicting an army of undead defeating an army of humans and also a throne with a crowned man on it. There is a huge pile of bones in the SE corner that will animate (D4 at a time) if the door is shut with a total of 12 skeletons being able to animate. Screams will come from the hallway to induce the closing of the door, usually on the examining of the tapestry.

AC 7 Attack with pummels D6 damage D6 HP per

- 5) 3-6 Ghouls will attack as the door is opened inward or will grab listener and pull him in on the roll of 1 on D6 out of sheer hunger. AC 6 Claws & Teeth D3/D3/D6 Iron does double damage. Save vs. paralyzation if hit only once for all the Ghouls. In the room is a huge pile of skeletons, evidently picked clean of flesh.

- 6) Very thick mist (cannot even see torch) that can't be seen through. In the center is a 10'x10' pit with a Carrion Crawler in the bottom that will immediately eat anyone falling in.

7) Treasure Room

Statue of Wraith (apparent stone) in West/center

Chest (if opened will shoot a beam of light to the Wraith which will of course animate it: -1 level per hit, AC 4, hit only by silver which does $\frac{1}{2}$ damage while magic does full damage, D6 damage per touch, 36 HP).

Empty Clay Jar

Urn with terrible stench (rotting embalming fluid)

Dead body (crumbles at touch to dust)

Pitcher with Yellow Mold inside (Save vs. Poison +2)

Chest contains 900 GP plus 5 bars of gold (approximate weight equal to 1000 GP each!)

8) Three Gargoyles

AC 5 29 HP per D3, D3, D6, D4

90% will attack party: 60% will only want to subdue for torture.

9) Skeletal Army Room

Animate, according to number of skeleton and square stepped on

There are 8 skeletons around the room, armed to the teeth!

All skeletons are armed Chainmail, Sword, and Shield. All their bones are slightly yellow-coloured.

AC 4 Bash with Shields to floor then hit with Swords. D6 dam 12 HP each.

- 10) Well in center of room looks slightly distorted. Over the well is a Gelatinous Cube that has impaled itself over the mouth of the well. 27 HP Save vs. Paralyze on touch. Cube cannot attack! 2D4 damage on touch also.

11) Purple Gunk across hall. 2D10 damage on touch, no attack whatsoever. The first touch will only do 2D10 damage minus 2D10 if armor is present and will seep in in 3 turns (shed).

12) Black Pudding AC 6 48 HP eats Chain in one exposure, Plate in 2. Will avoid fire. 3D6 damage on touch

13) Two huge statues of lions, totally harmless.

14) Huge room. Table on East with servings of dried food on serving trays, goblets, etc. Underneath it is a rathole:

Ratman AC 6 D8 with Sword, Surprise 1-4, 12 HP will lead 2 Rats AC 7 3 HP D3 damage per bite

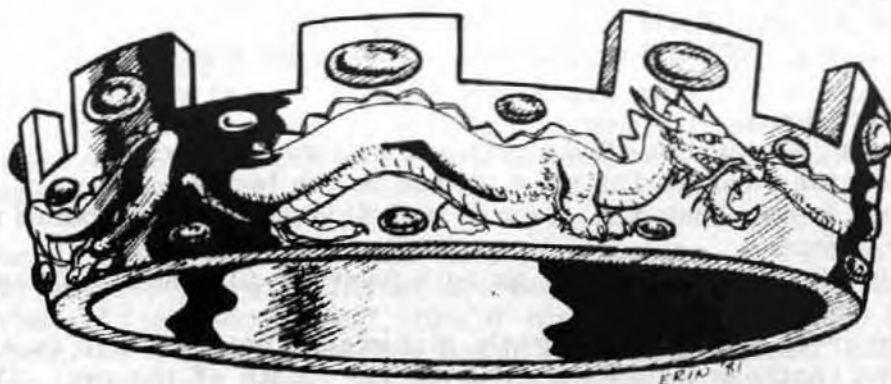
Chaise lounge on West wall is torn and ripped up

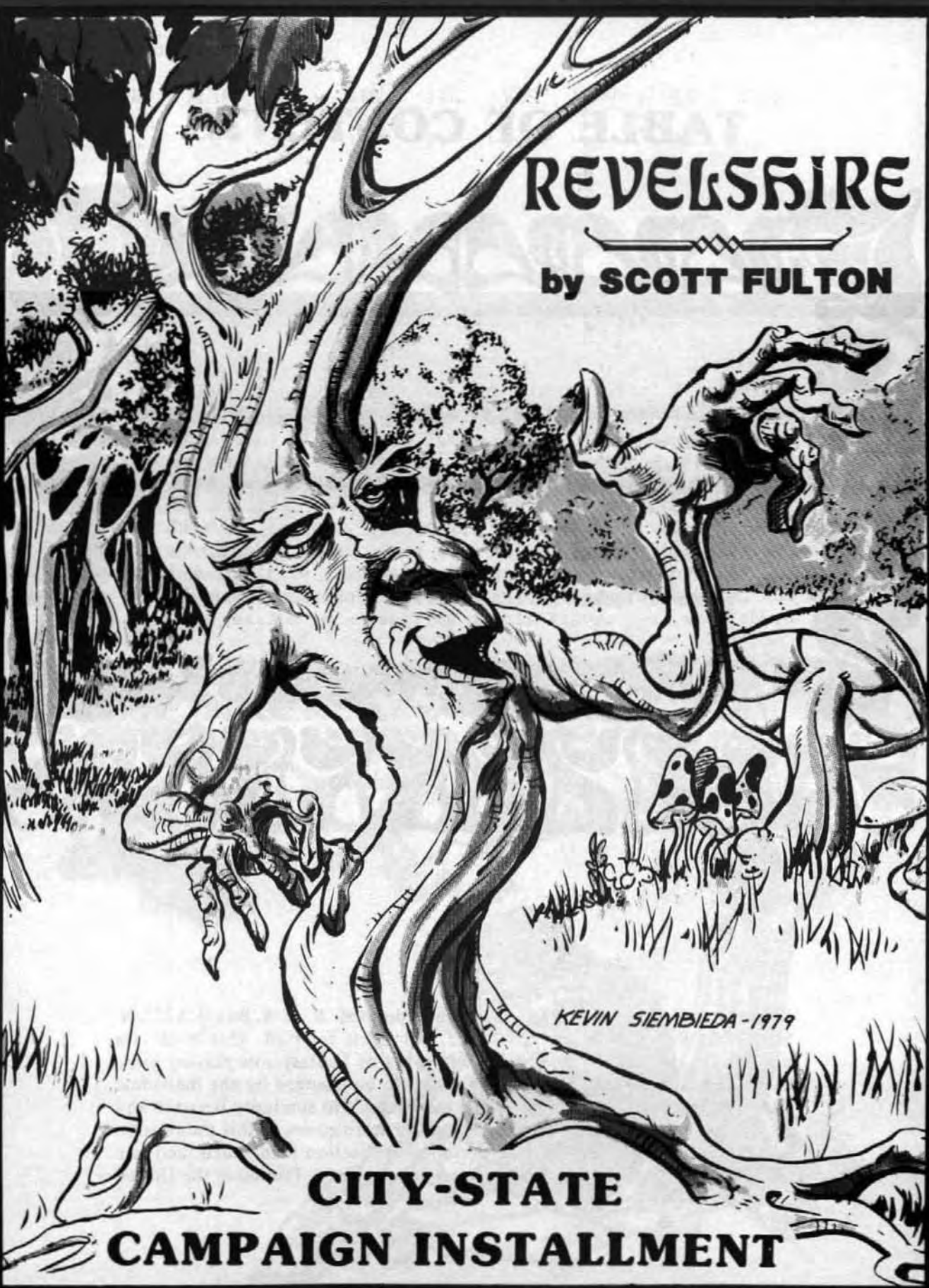
15) Hearing room of Kixandran

Pillars down both sides. There is a throne with a stuffed effigy of Kixandran sitting on it with a false crown on it. Beneath the throne is a huge slime that is attracted by fire and will come towards any torch, very slowly. It will do 4D6 on contact but moves very slowly! The slime will move away from the North wall where there is a sealed (wax) door. If the party enters this room after drawing away the slime by slipping by it on either side and they leave the outside dark and carry the torch inside, the slime will slowly move (but in total surprise unless looked at) towards the door. If it reaches the door, following the flame, it will seal the doorway permanently!

16) Coffin inside with crossed halberds over. Sealed with silver (molten) that will take a long time to cut out to open! Inside is a decayed, dried corpse with a crown on it (crown has the picture of dragon embossed around it with many gems about). If the crown is placed on the head, the wearer will become enslaved on a roll of 3D6 lower than one's Wisdom and the wearer will want to live a very sheltered life in the tomb. He will not harm the rest of the party unless they attempt to "bother" him. In any case, every undead in the whole tomb will report for assignment at the wearing of the crown!

Maps on pages 65 - 66





REVELSHIRE

by **SCOTT FULTON**

KEVIN SIEMBIEDA - 1979

**CITY-STATE
CAMPAIGN INSTALLMENT**

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Komlee, Mayor of Revelshire

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Cleric	9th	N	41	13	13	14	13	16	13

Blue eyes

Blonde hair to shoulders

Pale complexion

Blonde beard and moustache

Age 179

5'1"

144 lbs.

Right handed

Komlee is a peaceful type, who does not want trouble. Nonetheless, he has seen enough of it to be able to handle it. He wears mithril Chainmail (in battle), which gives a +4 on Armor Class, but only weighs half as much as the normal type. He weilds a +3 Mace, and constantly wears a ring which regenerates 1 HP/turn as long as the wearer is alive. He is one of the few people that Revelroot knows by name, and he can often be found near the Treant, especially in times of trouble. He tells all of his problems to Revelroot, not for advice, but for the therapeutic value. Once in a while the Treant does give advice, and it is usually good. It is a mutual enjoyment situation, for although Revelroot is usually in a semi-somnolent state, he enjoys being spoken to, and such activity usually results in a rustling of his leaves even when there is no wind.



Gophe, Weaver/Female half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
MU	1st	LE	4	7	10	6	9	14	7

One green eye, one blue eye
Black hair
Ruddy complexion
Age 103
4' 2"
88 lbs.
Left handed

Gophe has not progressed further in her ability to use magic because it is just a hobby to her. Most of her time is spent weaving cloth from plant fibers, from which the traditional domestic clothing is made. The influx of exotic materials has not hurt her business, because those materials are generally only useful for leisure or ceremonial purposes. The common stuff is still best for work clothing. Because of her hobby, Gophe is very curious, and asks many questions of Magic Users or those with magic items. She understands the ways of magic better than most first level characters, and if allowed to handle a magic item has a relatively small chance of bringing disaster on herself or on others.

Apycmax, Lumberman/Gnome

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	2nd	LE	11	8	15	9	11	13	16

Brown eyes
White hair to shoulders
Dark complexion
Black moustache and beard to knees
Age 68
2' 4"
54 lbs.
Right handed

When Apycmax came to Revelshire, he was suspicious of everyone, and may have been on the run. As soon as he discovered that no one cared about him, he settled down, and was soon employed as a lumberman. His job is to chop the lesser branches from downed trees. He uses a hand Axe to do this, swinging it like a Battle Axe. He uses this same weapon in battle. He is never without Leather Armor and a Dagger.

Remviz, Keeper of the Tower/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Rgr	2nd	NE	14	16	12	9	10	15	10

Blue eyes
Short, black hair
Black moustache and beard to waist
Age 95
4' 6"
125 lbs.
Right handed

As his title suggests, Remviz is the Keeper of Revel Tower. This is essentially a meaningless job, with only sleeping quarters as payment. He also tends the hedge around Revel Green, the area around Revelroot and Revel Tower, and spends much of his time around Revelroot. He is the only person besides the mayor that the Treant knows by name.

Omik, Messenger/ half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	3rd	NE	16	12	8	11	5	16	12

One blue eye, one brown eye
Red hair to shoulders
Bronzed complexion
Age 114
4' 6"
130 lbs.
Right handed

This small individual boasts that he can get to any point in Revelshire faster than anyone else, and quite rightly so. This is because he does not use the established walkways between living areas, but leaps through the branches like a monkey. His high dexterity, and long experience at this, make it fairly safe, but he has come near disaster on several occasions. Nonetheless, he continues his reckless course, earning his money by taking messages from place to place. It is not unusual to see him go swinging past, and the local folk no longer comment upon it. Despite his continual rush, he will usually stop to warn any child he sees that what he is doing is dangerous, even with experience, and positively suicidal without it. Despite this, the possibility that someday some child will be hurt trying to imitate him is always in the back of his mind, but he keeps on doing what he enjoys most, and is best at.

Flokoc, Tree Surgeon/Halfling

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Rgr	6th	LE	40	15	12	12	10	9	14

One black eye, the other varies from green to brown
Short black hair
Ruddy complexion
Age 38
3' 1"
86 lbs.
Left handed

Tree Surgeon is a highly respected and important profession in the community. The folk live for the trees, therefore anyone who can heal them is important. The lumber production of the half-elves is quite low, because they may cut only the trees that Flokoc and his colleagues indicate need to be removed for the good of the Forest.

Fuhot, Sage/half elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
None	---	LE	2	9	16	13	9	4	11

Blue eyes
Short white hair
Age 162
4' 4"
134 lbs.
Right handed

This little fellow is the halfeleven version of the stereo-typical professor. He is very short, with a wizened face and piercing blue eyes. He wears his short, white hair cut close to the head, for ease of handling, and is dreadfully absent-minded. His pipe is almost always in his mouth, even when he is talking, because he forgets to take it out, but this pipe usually has not been lit, or has gone out without his noticing. Should he discover that it is unlit, he will look absently about for a tinder-box or fire. If either is available, he will have the paraphernalia all set to light it before he remembers that he has mastered the trick of lighting it by magic. Unsurprisingly, his area of study is Herb Lore, with a specialization in the lore of trees and Treants. He has a 50% chance of answering any question on plantlife, or a 60% chance on trees or Treants. These probabilities can be adjusted up or down, depending on the difficulty of the question.

Mistress Ojes, Jayor's Wife/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Rgr	1st	LN	6	14	13	7	8	6	13

Brown eyes
Black hair to waist
Bronzed complexion
Age 154
5' 2 1/2"
142 lbs.
Left handed

Unlike her husband, this lady likes to get out into the woods surrounding Revelshire, and explore. Actually, "explore" is not quite the word for it, as she knows the area like the back of her hand. She also knows more than most folk about woodlore. She is by no means an expert, since she has never been forced to learn, but in the area around Revelshire her skills are formidable due to her intimate knowledge of the area. (Treat her as three Levels higher.)

Oka, Tailor/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	3rd	LE	19	13	15	6	10	7	15

Eyes vary from blue to green
Red hair to shoulders
Pale complexion
Age 113
3' 10"
97 lbs.
Right handed

For many years, the Elves had only clothing made of local plant fibers, and skins, and only natural colors, such as green or brown. With the opening of the trade route, silk and linen became available in bright colors, and quickly became popular. This is the type of clothing Oka deals in. He is meticulous, and saves his finest creations for himself. As a result, his clothing is always colorful and impractical. He is well off, and has 134 GP hidden behind a knothole in one of the branches which form the walls of his shop/home.

Pogpu, Fisherman/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Assn	2nd	NE	10	14	6	14	13	16	11

Blue eyes
Brown hair to waist
Dark complexion
Brown beard to knees
Age 67
5' 7"
147 lbs.
Right handed

The folk of Revelshire do not generally have much to do with the river, but Pogpu makes his living from it. He has a small dugout canoe which he floats out into the river, with a line attached to the bank. When he is finished fishing, he simply hauls himself in with the line. He makes a good living selling his fish. The fish are unusually delicious, because the waters of the river are not polluted, and, thus, the fish are in fairly great demand. Pogpu fishes with a hook and line.

Geok, Retired Sailor/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
MU	2nd	N	7	12	13	8	11	14	10

Eyes vary from green to black
Braided brown hair to waist
Bronzed complexion
Beard to waist
Age 160
5' 7"
173 lbs.
Left handed

This gentleman chose to retire to Revelshire, after serving on a ship that regularly visited the port. After retiring, he took up the study of magic, but has never progressed past 2nd Level because he is unwilling to expend the necessary effort. He mainly uses his ability for entertainment purposes.

Dibla, Bowyer/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	3rd	LE	17	11	15	12	9	12	14

Blue eyes
Bald
Ruddy complexion
Black beard
Age 109
5' 5"
172 lbs.
Left handed

Dibla mainly makes composite Bows, as dead wood of the type needed for Bows is not readily available. Most of the Bows in Revelshire (and there are many) are of his make. Due to the demand, his Bows are slightly more expensive than most.

Ovhill, Mayor's Hunter/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Rgr	3rd	LN	27	15	9	11	10	18	12

Black eyes
Brown hair to shoulders
Dark complexion
Age 114
3' 9"
108 lbs.
Right handed

This individual hunts game for the Mayor's family. He will usually hunt with several assistants, and often with Wale along to field dress the kill. He is an excellent archer. (Add +3 to all Bow shots.)

Uzash, Customs Collector/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	2nd	LN	7	12	8	10	4	10	12

Eyes vary from blue to brown
Red hair
Pale complexion
Age 153
4'
126 lbs.
Right handed

Uzash is obviously not well; he is small and sickly-looking. Anyone who tries to put one over on him, however, quickly discovers that his bodily afflictions don't affect his mind. He is tough-minded, and does not accept excuses. The customs must, and will, be paid, or the merchandise will be impounded. There are no exceptions.

Yafind, Merchant/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ill	1st	LE	4	13	12	8	9	10	9

Green eyes
Short, red hair
Pale skin
Age 101
5' 7"
169 lbs.
Left handed

Yafind inherited his merchant business upon the death of his Human father, who had moved to Revelshire because it was an important point on the trade route. He taught his son, Yafind, well, and the business is making a good profit.

Wale, Butcher/Dwarf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	3rd	N	12	16	6	9	8	12	9

One blue eye, one brown eye
Brown hair to waist
Beard to waist
Age 152
2' 11 1/2"
84 lbs.
Right handed

Revelshire has no domestic animals, so Wale's main job is cutting up game into meal-sized portions. He also sometimes goes along with hunting parties to do the field dressing.

Adpa, Undertaker/Dwarf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Assn	1st	LE	3	9	13	12	18	11	13

Blue eyes
Blonde hair
Bronzed complexion
Blonde beard to the ground
Age 92
3' 7"
93 lbs.

Adpas' assassin abilities come directly from his job as undertaker. The job has given him the opportunity to study the humanoid body, and to discover its vulnerable spots. He does not advertise, or make use of, the fact that he knows no less than 20 ways to kill a humanoid without using a weapon. He does not go around killing folk, because the citizenry would not allow him to live peacefully if he did, but he has, on occasion, done in a human who was causing him trouble, although always in such a way that no suspicion was attached to himself.

Gekhax, Scribe/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Cleric	2nd	LE	8	10	17	13	13	10	15

Blue eyes
Red hair to shoulders
Ruddy complexion
Age 108
4' 5"
138 lbs.
Right handed

Gekhax not only acts as scribe, but also as a sort of notary public, since he has been designated to draw up any official documents by the Mayor. As a result, while many of the people can write, they must still go to Gekhax. He is also well known among the Human merchants who trade at Revelshire, and a document with his seal on it is accepted without hesitation.

Urk, Longshoreman/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Assn	2nd	NE	8	14	11	10	10	11	11

Brown eyes
Short, wavy hair
Ruddy complexion
Red moustaches and beard to waist
Age 45
4' 8"
104 lbs.
Right handed

Urk is another tough guy, not above stealing what he wants from Humans. He is also an Assassin for hire. His favorite method of killing is to throw a stolen knife from a hidden spot. He does not always kill, but he has never been caught.

Oakhu, Boat Builder/Human

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	2nd	NE	8	15	11	15	5	12	9

Blue eyes
Blonde hair and beard
Dark complexion
Age 30
5'
180 lbs.
Right handed

Oakhu was a sailor, but fell in love with a local girl, and settled in Revelshire. The only other skill he has, which is useful here, is the building of boats. Some of these boats are bought by trading ships, and a smaller number are bought by the local folk. Actually, there is not a great demand for boats, and he doesn't get much work.

Quelm, Woodcarver/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	6th	NE	34	16	16	16	11	10	8

Green eyes
Blonde hair
Age 149
3' 10"
92 lbs.
Right handed

Quelm, the artisan, works on both functional and decorative pieces, and, indeed, the two usually overlap. Quelm is not content to carve a plain bowl, he decorates it with foxes chasing rabbits, or deer drinking from a stream, or some other natural motif. He is also an expert with dyes and colors, painting his carvings in such natural colors that they nearly need to be touched to ascertain that they are, indeed, only carvings, and not real. This can be very bothersome to an outsider because many of the local folk have chosen to decorate their homes with his work. It is common to see a tree frog, crouching rabbit, or skunk which is actually carved wood, but the first time one assumes an animal to be carved, it will turn out to be real! He has carved a crouching Panther for the meeting hall. Animals and plants are the only subjects he carves. Quelm's fighting ability and Wisdom make him a trusted advisor to the Mayor.

Boguvy, Harbor Master/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	2nd	LN	8	15	12	10	13	13	18

Green eyes
Short grey hair
Ruddy complexion
Black beard below waist
Age 49
4' 8"
128 lbs.
Right handed

Boguvy is tough. Basically, he acts as Foreman for the longshoremen, and deals with the Sailors. Anyone in that kind of job must be tough, and it is a tribute to that toughness, as well as his Charisma, that the Harbor rules as set up by the Mayor are enforced without even a Navy to back him up.

Egoju, Teacher/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
None	---	N	2	10	17	12	9	7	10

Green eyes
Black hair
White complexion
Beard and moustache to waist
Age 183
5' 11"
171 lbs.
Right handed

This gentleman undertakes the teaching of the children of the city. The schooling includes reading, writing, history, and just a little bit of science. By modern standards, this is not a complete education, but it is above average for this level of civilization.

Tedbu, Bridge Guard/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	4th	LN	23	14	4	11	6	10	11

One black eye, one green eye
Red hair to waist
Red beard to knees
Age 30
4' 10"
181 lbs.
Right handed

Tedbu is paunchy and friendly, but not too smart. He simply follows orders, such as "If you are not sure whether someone should be allowed to cross the bridge," (and he often isn't), "don't let them cross until you check with the Mayor. If they insist, cut the rope when they are halfway across." These orders make it fairly clear that Tedbu lives in the lone tree on the south side of the Sandy River. His family has lived there for several generations, guarding the bridge. The eldest son inherits the job upon his father's death.

Bigulryu, Jeweler/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	2nd	LE	7	10	12	12	13	10	11

Blonde hair to shoulders
Pale skin
Blonde moustache, and short beard
Age 165
4' 10"
115 lbs.
Left handed

Bigulryu takes advantage of his light hair and skin by always wearing white clothing. The effect is striking. He also prefers to work with silver and diamonds, but he does work with other metals and gems, as well. It is simply that 90% of his stock will be in silver, and he will pay slightly over the normal rate for silver or diamonds.

Inn Guards

Tydhhybu, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	6th	N	23	11	14	10	13	12	10

Spizo, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Assn	4th	NE	19	12	9	9	14	12	11

Yuisep, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	1st	LE	10	8	11	11	12	11	5

Gu, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	2nd	LE	18	13	5	10	9	10	8

Rheb, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	3rd	NE	20	12	14	15	14	13	17

Loj, Halfling

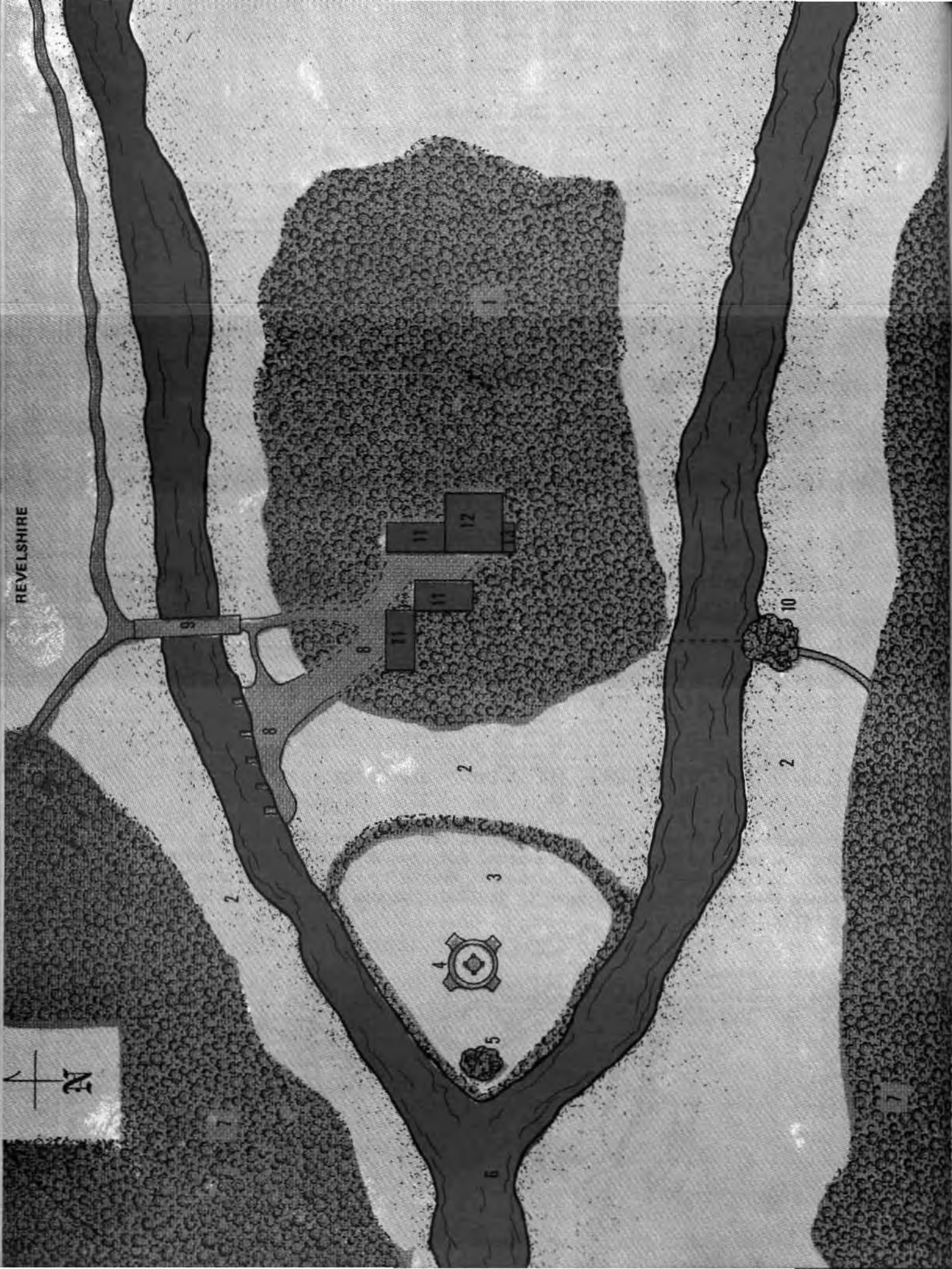
CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	1st	LE	7	9	9	15	9	11	12

Guk, Elf

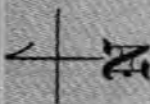
CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Cleric	1st	LN	3	14	11	11	11	10	18

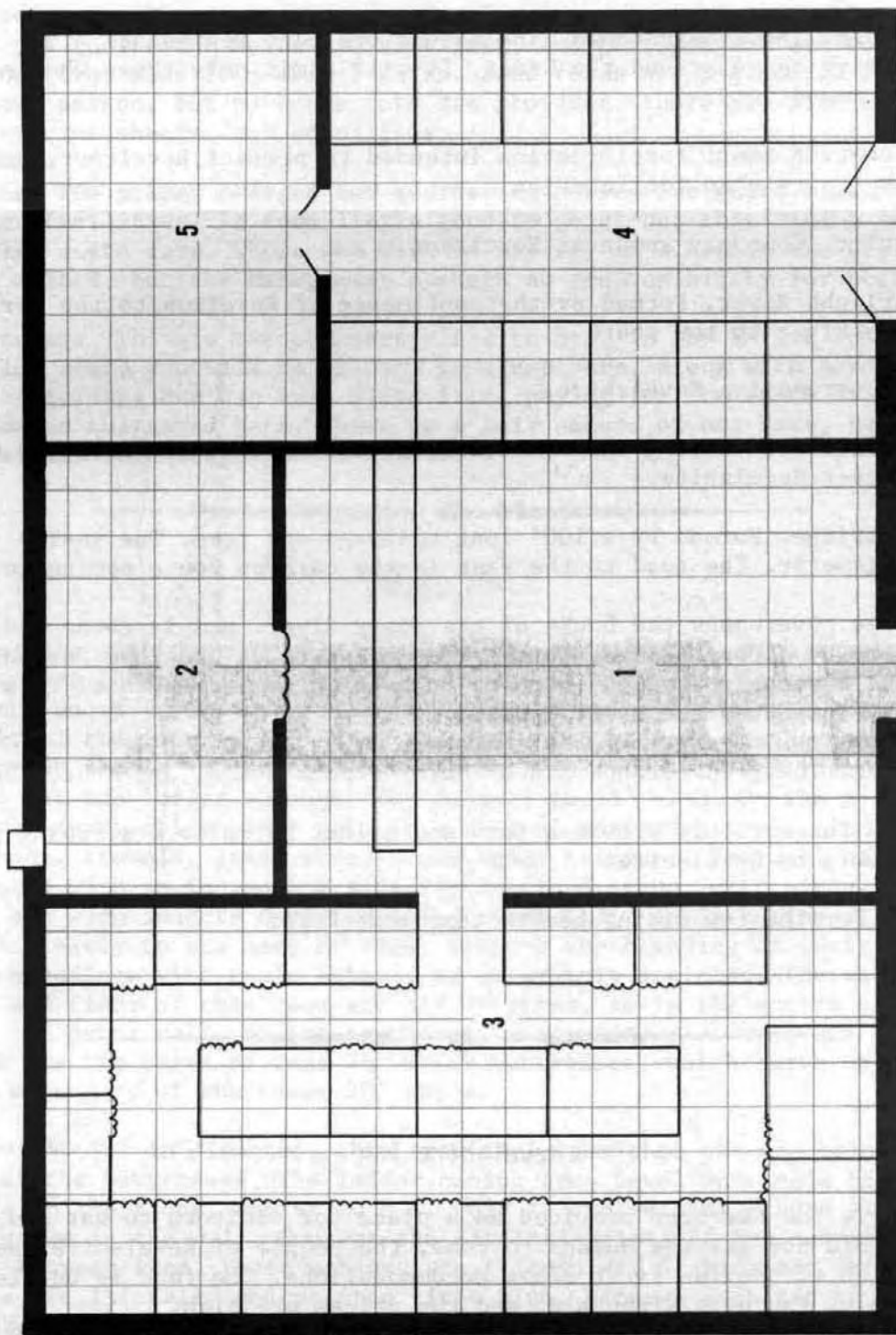
These are the folk who keep order in the Inn provided under the trees for the Humans. They act as bouncers, and prevent those who get drunk from harming the trees, or getting into the tree-city. They have little trouble, since they generally only have to deal with people who are drunk and inexperienced with weapons.





REVELSHIRE





REVELSHIRE INN

Key to Area Map

1. Tree city of Revelshire
2. Open ground
3. Revel Green. The crosshatched line around the edge represents a 10' thick and 20' high hedge around the Green. It will admit only those who know the proper command word.
4. Revel Tower. A small fortification intended to protect Revelroot, and built more for beauty than for function.
5. Najelsthirt. Commonly known as Revelroot.
6. The Starlight River. Formed by the confluence of Revelrun to the north, and the Sandy River to the south.
7. Forests surrounding Revelshire.
8. Docks. Built for trading ships, including the road therefrom to the warehouses under Revelshire.
9. Covered Bridge. Formed by a 100' long hollowed-out tree. The inside is about 20' in diameter. The road to the east is the caravan route coming in.
10. Large Tree. Overhangs the banks of the Sandy River, and is connected to Revelshire by a rope bridge. This bridge consists of one rope for walking upon, and a second, about 3' higher, to hang on to for balance. This is regularly inspected and maintained.
11. Warehouses. The goods brought in by ship or pack animal are stored here.
12. Inn. This Inn not only provides food and drink, but also a sleeping place for visitors to Revelshire.
13. Stables. For the few riding beasts that come here.

Revelshire Inn

Revelshire Inn has been provided as a place for visitors to eat and sleep. Since they did not ask the Humans to come, the people of Revelshire feel under no obligation to provide first class accommodations. The food is edible, the Ale drinkable, the beds sleepable, and the prices are high.

1. Common Room. The Common Room seats about 20 customers, and serves only ale, fish, and hard tack. Fruits or vegetables can be bought at exorbitant prices, and the workers will cook nearly anything you bring in yourself at a minimal cost.

2. Kitchen. Those who have no money can earn the price of a meal and a flaggon of ale by doing the cooking. This would still leave the worker to sleep outside.
3. Sleeping Area. There are 22 separate sleeping compartments, each with a crude cot in it. The walls are very thin, and the openings are covered with curtains made from animal skins. Some rooms are big enough for more than one person, but no extra cots are provided. There are also no blankets, no sheets, and no pillows.
4. Stables. The prices charged for quartering horses are quite high, as there are few facilities. It does little good to point out that riding animals are also quite rare. Those who wish to may try to sleep in the stall with their animal, but the Management assumes no responsibility for accidents.
5. Hay Storage. This is the cheapest place to stay in the entire Inn. At a very low cost, you will be allowed to sleep here, along with anyone else who so decides. One can even sleep free, paying for the space by feeding any horses quartered here. There is a fair amount of hay here, for feeding horses, and for sleeping.

REVEL TOWER

Level One: The main part of this tower is 30' in diameter, with a pair of 5' doors on the east side. (This 5' is the width of the doors at the bottom; the doors taper to a point 20' above, forming a triangle.) In the center of the room is a 5' wide ladder, which ascends to the next level through a hole in the ceiling. The hole is circular, and just wide enough to let the ladder through. The ceiling is 25' high. On the north side of the door, which opens out, is a rack of gardening tools, including spades, hoes, trowels, grass shears, and hedge trimmers. The wall has been painted with an incredibly lifelike woodland scene, with birds, animals, and even insects depicted going about their daily business. One must look closely to see many of them, because the blending of their natural camouflage with their habitat is accurately depicted. The walls, ceiling, and floor of this room are all of stone, as is the entire tower. 15' from the outer walls on the northeast, northwest, southwest and southeast side are the bases of four 7½' thick buttresses, which curve up to join the main part of the tower 20' above.

Level Two: At 40' in diameter, this area is larger than the one below, because of the buttresses. The ladder coming from Level One leads through a 5' hole in the floor, and up to a 5' hole in the ceiling. There are eight windows in the wall, four at the cardinal points of the compass, and four between them. These windows are triangular, 5' wide and 7½' tall. The walls are 15' tall, and painted light blue. Between each set of windows is a bookcase, each shelf containing books on a different subject. The subjects represented are: Botany, Zoology, Astronomy, Philosophy, History, Languages, General Science, Navigation, and Shipbuilding.

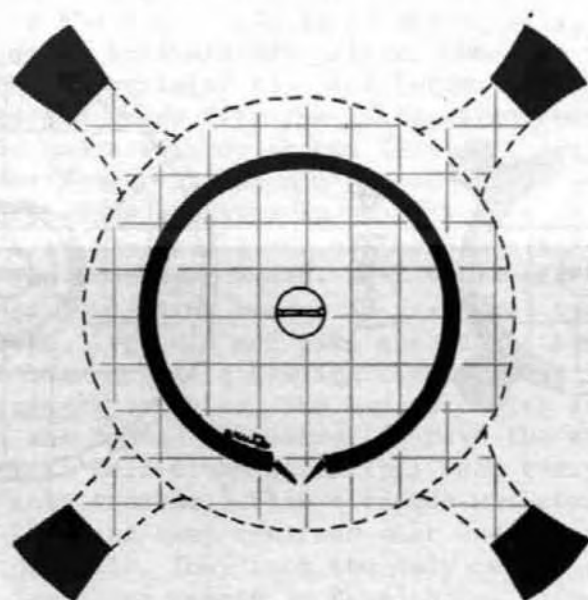
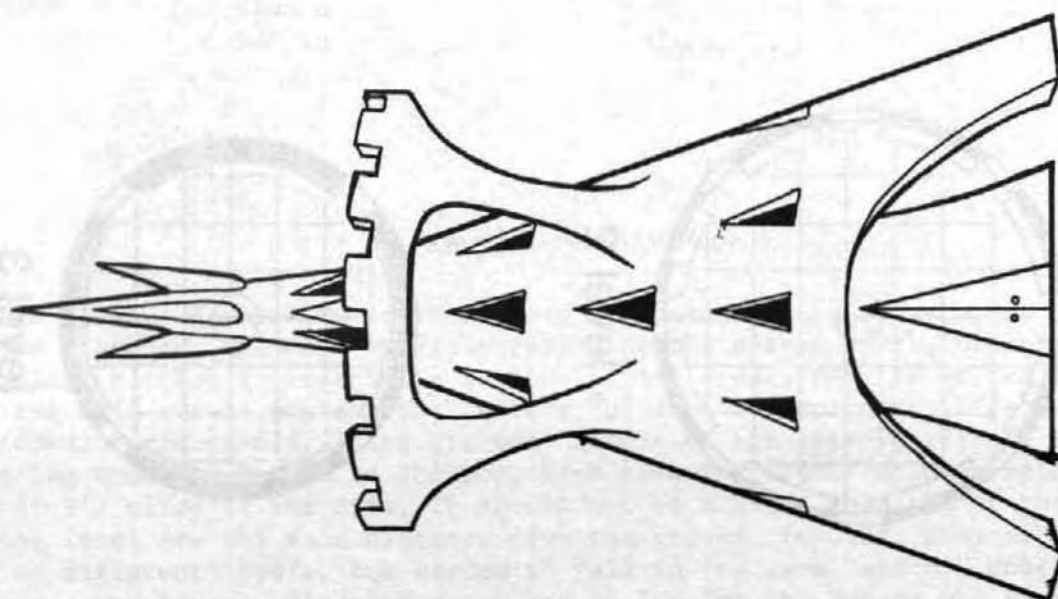
Level Three: Once again, the ladder comes through the floor and continues through the ceiling, through 5' holes. The room is 30' in diameter, and

10' high. It has four triangular windows, which are set 45 degrees away from the cardinal points of the compass. The wall is painted a pastel green. Set at a height of 3' above the floor all the way around the wall is a rack containing Arrows. The rack breaks only for the windows. The Arrows are stored 120 to a rack to a total of 480 Arrows. This is once again an example of beauty over efficiency, because about ten times as many Arrows could be stored by bundling them, rather than racking each one. Both Arrows and racks are intricately carved, and well finished, including stain on the Arrow shafts.

Level Four: This area is the smallest yet, only 20' in diameter. The ladder goes from floor to ceiling, as usual, and the holes in the center of the room are still 5' in diameter. The walls are lemon-yellow, and 15' tall. There are four of the triangular windows, once again at 45 degree angles from the cardinal points of the compass. The four extensions on the cardinal points are the beginnings of the buttress for the parapet on the next level. The walls of this level also have carved and stained racks, these holding Bows. The Bows are also carved and stained, but this does not affect their usefulness. Each Bow has its bowstring wrapped around it in a leather wrapping. There are sixty Bows per rack, and four racks, for a total of two hundred and forty bows. This is another case of beauty over function, for this is far too many Bows for the number of people who could man the tower.

Level Five: There is a 5' hole in the floor of this room, but the ladder stops just after passing through it, for this is the top floor of the tower. It is 10' in diameter and 15' tall, with pastel pink walls. Laying on the floor somewhere in this room will be a bedroll, tied with a leather thong. The level has four triangular windows, which give access to the parapet. This is 15' wide, and goes all the way around the tower. Around the outside is a 2½' thick wall. It is 2½' tall, with eight 2½' high, and 5' long crenellations atop it. These are arranged so that the spaces between them are at the cardinal points of the compass and also halfway between them. The Keeper of the Tower sleeps on the parapet, using the bedroll inside the tower. If the weather is bad, he sleeps inside level five. The outside wall of the tower comes to a point about 22' above the ceiling of level five. Four horns extend from the ceiling of this level, pointing north, south, east, and west. These curve upward for 15'.

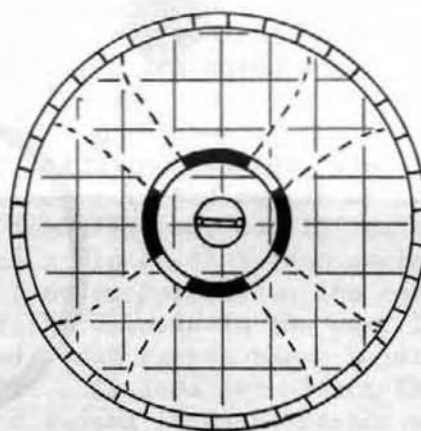
Northwest of Revelshire is a crumbling tower, which is the home of Cima, a 15th Level Wizard. He is not usually given to socializing, but presently he is looking for companions. About 10 miles south of the city, he has discovered the home of a long-dead Sage, and he wishes to recover as many of the books as possible, a task rendered somewhat difficult by the twelve Ghouls that live there. The Wizard already has three companions, but wants more. The three are a husband, wife, and son, all Werebears. These folk live alone, far from all contact with intelligent creatures. They have been treated with such suspicion and contempt that they chose to move to an uninhabited area. They are willing to help the Wizard because he has treated them kindly, and helped them. The inhabitants of Revelshire are unwilling to assist him because they are busy with their own pursuits.



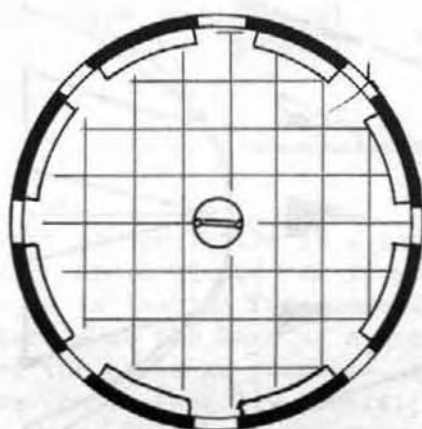
level 1



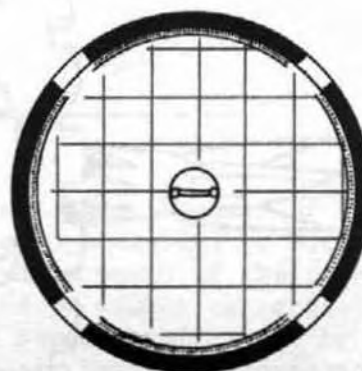
level 4



level 5



level 2



level 3

REVELTOWER



Revelshire History

Revelshire was founded due to the desire of the people to be near, and to protect, Najelsthirt, a Treant, whose name means "Revelroot" when translated into the Common tongue. They built graceful Revel Tower to protect him, as well as the city. This is no normal city: it is in the treetops, for the original builders were Elves, and tree lovers. They caused the trees to grow especially tall and large for this purpose, and formed their homes and shops from the living branches. They also caused an impenetrable hedge to grow around Revelroot and Revel Tower. This was important, for Revelroot has now become almost completely immobile, and is rarely awake enough even to talk.

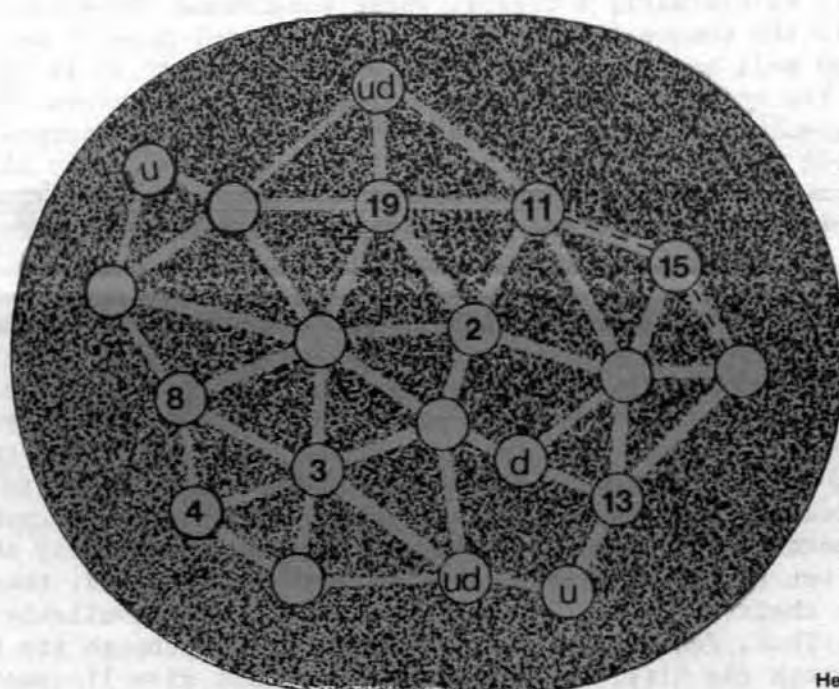
Revelshire is built at the confluence of the Sandy River and Revel Run, where they form the Starlight River. Many years after the founding of Revelshire, the Starlight River became an east-west trade route for the Humans. Although the Elves did not like the idea, they were forced to accept it. Soon Revelshire became a trading center where goods were transferred from animal caravans to ships. The Humans coming in began to interbreed with the Elves. The Humans all seemed to have the same motto, with which they infected their half-Elven offspring: "Get everything you can get, without getting into trouble." This attitude was completely abhorrent to the Elves, but by the time they realized what had happened, they were outnumbered in their own city. They took the only course available to them, and moved out. Thus, few Elves remain in Revelshire, although its former owners still watch the city. The halfelven folk still give lip service to the old Elves' precepts, and still care for the trees and for Revelroot, in fear of Elven retribution. Only a very few still know the words which will cause the hedge to let them through to Revelroot and Revel Tower, and fewer care. The halfelven folk have taken advantage of the demand for timber, weeding out old, sickly, dying and dead trees. The Elves have not decided what to do about this, as it does help the Forest.

Revelshire is located in Hex 4512 on Campaign Map 13. 70% of the inhabitants are halfelven, 20% are Human, 5% are Elven, and 5% belong to other species.

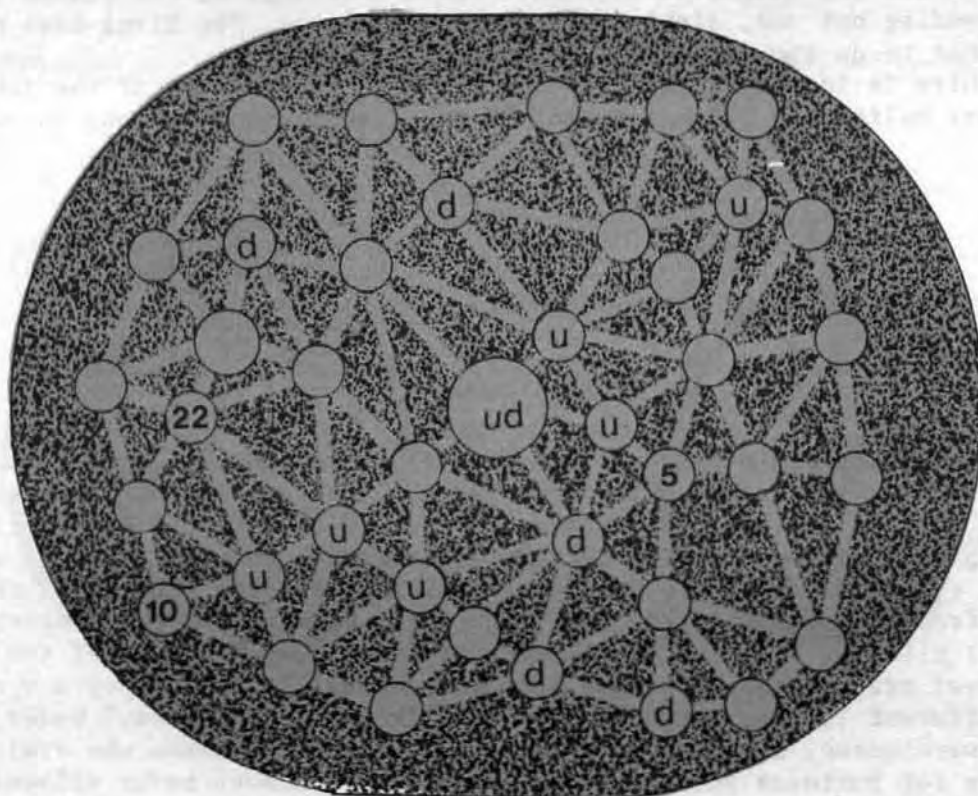
Revelshire City Map

The city of Revelshire is in a grove of trees; not on the ground, but in the branches. The dark outlines represent the extent of the branches. The blank circles represent the various living areas, and the dotted lines are the main travel routes. The letters "u" and "d" represent ladders up and down, respectively. There are four levels of the city labelled 1 through 4, going from the bottom to the top. Each area represents a three-meter (about 9') slice of the city. It should not be assumed that all of the areas on one level are the same distance from the ground. Instead, they are almost all at different levels, but happen to fall in the same "slice." Under the city are warehouses, sleeping rooms and an Inn for the Humans who visit Revelshire for business purposes. These Humans are almost never allowed in the city.

level 1



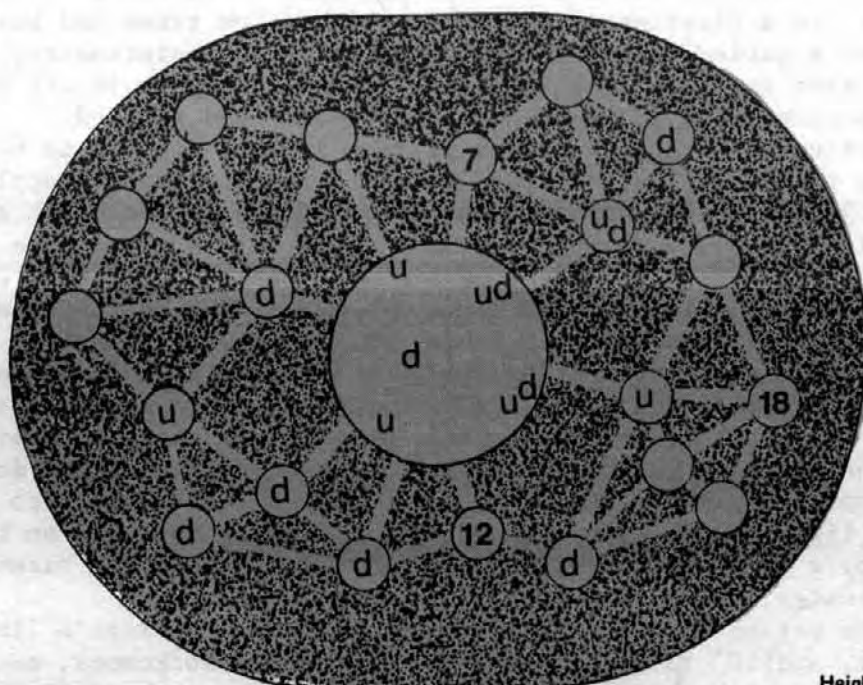
Height = 10 - 13 meters



Height = 14 - 17 meters

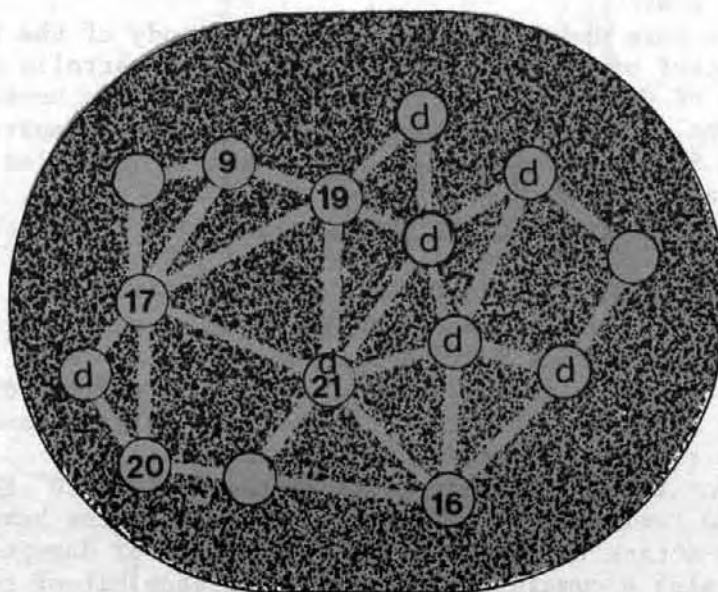
1/4 inch = 50 feet

level 2



Height = 22 - 25 meters

level 3



Height = 18 - 21 meters

level 4

1/4 inch = 50 feet

Sage's Retreat

The map shows the Sage's home as it would have looked had it had regular maintenance. The outside walls are of stone, with door, roof, floor and shutters of wood. It is in a clearing in the woods, with a few trees and bushes growing around it, and a garden to one side. Due to a lack of maintenance, the path to the front door is almost completely overgrown, the door is off the hinges, the roof is sagging, and the garden has grown wild and tangled.

After entering the front door, one will be in what appears to be living quarters. The room is 40' square, and 15' tall, with a door directly across from the one just entered, and two shuttered windows in the north and east walls. The floor is badly warped, but will still hold a reasonable amount of weight. Approximately in the center of the west wall is a fireplace, holding a mass of wood fibers, leaves, and two mouse nests. The hearthstone is cracked. Directly before the fireplace is a table, which has warped, split, and collapsed, and a fairly intact-looking chair, which will crumble as soon as any weight is put on it. In the southeast corner of the room are the remains of a bed with a feather mattress on it. This mattress is badly decayed, and infested with bugs. The floor is generally covered with leaves and forest debris, and there are fungi and plants growing in a few places. There are also several places where light can be seen through the roof. Near the bed, on the floor, and covered by a pile of leaves, is a trapdoor leading to the basement. The trapdoor is rotten, and will collapse if stepped upon.

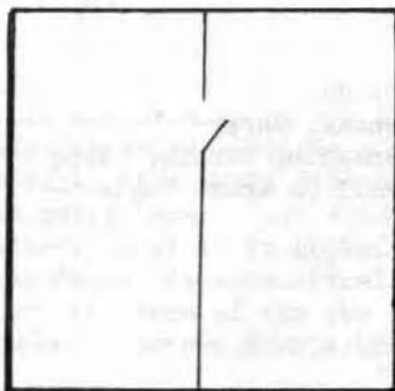
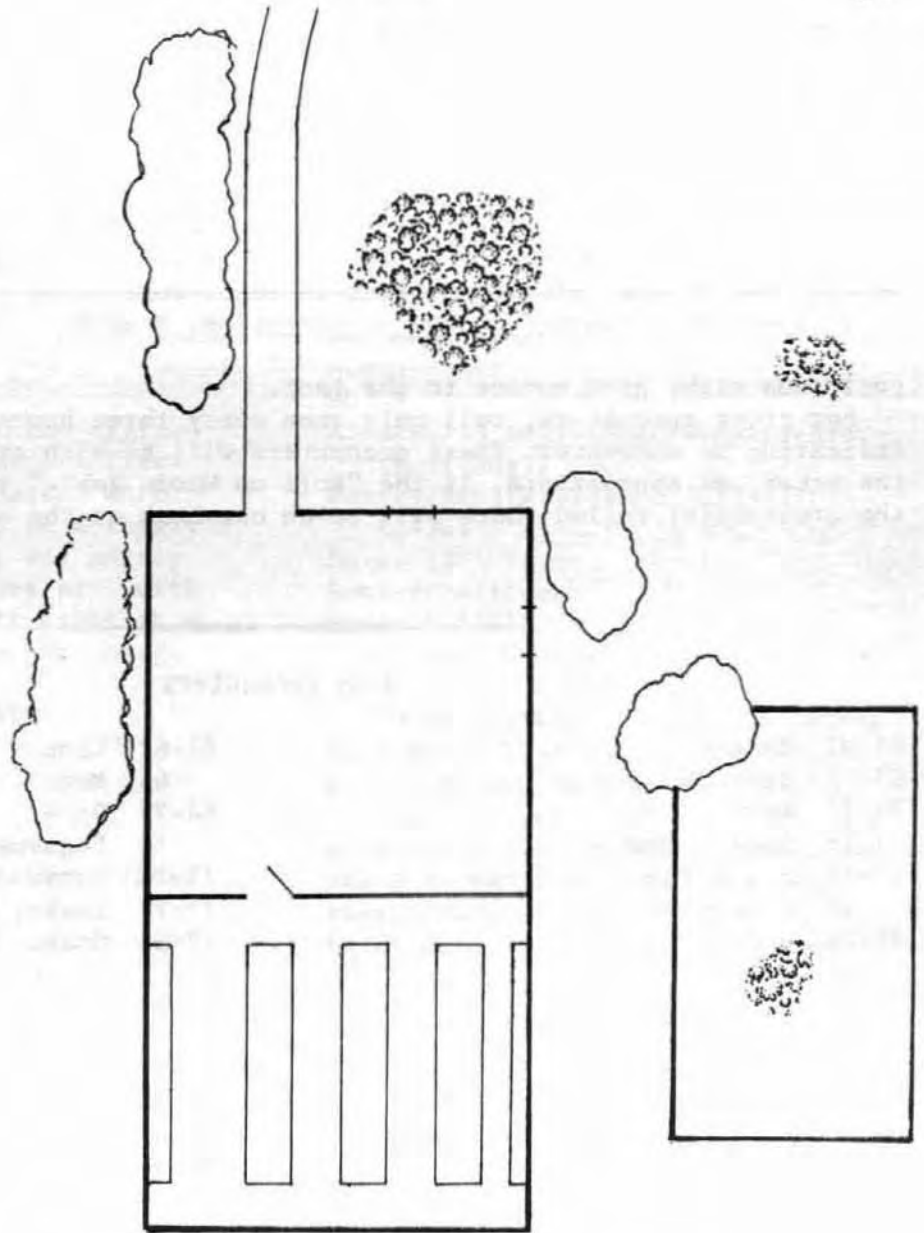
Through the second door in the living quarters is the Sage's library. It is 40' square, and 10' tall. It contains five wooden bookcases, each containing four rows of books. Two of the bookcases are on the wall, but the rest are free-standing, and have shelves on each side. Originally, these held nearly 2500 books and scrolls, but less than 800 remain in readable condition. These books can be taken from their shelves and looked at, with care, but there is a 10% chance for each such examination that the book or scroll will disintegrate. The books and scrolls can only be transported if very strenuous precautions are taken, and each scroll or book would still have a 25% chance of falling apart.

This particular Sage dedicated himself to the study of the Undead, and it is the subject matter of all his books. The books and scrolls are arranged according to type of Undead. Going from west to east, the bookcases contain books about Wraiths, Ghosts, Skeletons, Ghouls, Liches, Vampires, and Zombies. Vampires were the Sage's specialty, and one bookcase is filled on both sides with information about them.

Below the trapdoor in the living quarters is a set of wooden steps leading to the basement. Each of the twenty risers has a 10% chance of breaking each time it is stepped on. If someone falls through the trapdoor, there is a 5% chance of the entire staircase collapsing. The steps lead to a 40' NS by 20' EW room, with a door on the west wall. At least it used to be that large a room; most of the north wall has now collapsed, taking about 10' off the north end of the wall. The floor is dirt, and the walls are of stone. The room has no recognizable contents.

Through the door in the basement is another 40' NS by 20' EW room, which is the lair of the twelve Ghouls. These fearsome creatures have an AC of 8, and HD of 3. They attack twice a turn for 1-6 points of damage for each attack. There is also a cumulative 2% chance for each hit of contracting a randomly chosen disease. These creatures move 9" per combat turn, and attack without fear. They will hear any movement in the house, and immediately attack. The room is filled with bones, and the bodies of partially-eaten creatures. Incidentally, the Sage's Treasure of 250 GP is buried in the northwest corner of this room.

SAGE'S RETREAT



¼ inch = 5 feet

Encounter Tables

When in the woods, roll once each hour for an encounter, a roll of 0 on a D10 indicating that one has occurred. Also, roll once every six hours of travel to see if the party wanders off in a random direction. This is indicated by a 1 on a D6. If they do become lost, roll another D6. A 1 indicates that they travel in the direction they are presently going, 2 indicates a direction 30% to the right, etc., up to a 6, which indicates a direction 30% to the left. If a party is lost, roll every six hours anyway, to indicate an unplanned change of direction. Remember that the party need not be told they are lost, although sunsets, sunrises, and, possibly, star positions might give notice to the fact.

For river encounters, roll only once every three hours with a 1 on a D8 indicating an encounter. These encounters will be with creatures in, or on, the water, as appropriate. If the "Roll on Woods Table" result is rolled, the creature(s) rolled there will be on one bank or the other.

Wood Encounters

01-02	Badger	61-62	Lion
03-13	Bear, Brown	63	Men
14-15	Bear, Cave	64-73	Ogre
16	Bees, Giant	74	Pegasus
17-18	Boar, Wild	75-76	Satyr
19	Centaur	77-78	Snake, Constrictor
20-29	Deer	79-80	Snake, Poisonous, Giant
30	Deer, Irish	81-82	Spider, Giant
31	Dryad	83-84	Tiger
32-43	Elves, Half-	85	Treant
43-53	Elves, Wood	86-87	Troll
54	Gnomes	88	Unicorn
55-56	Goblins	89	Wight
57	Halfling	90-99	Wolf
58-59	Horse, Wild	00	Wolf, English
60	Little Folk		

Water Encounters

01-05	Eel, Electric	29-33	Nyads
06-11	Elves, Half-	34-38	Snake, Water
12-17	Elves, Wood	39-43	Snapping Turtle, Giant
18-22	Frogs, Giant	44-00	Roll on Woods Table
23-28	Men		

Woods Encounters

Badger

No. Appearing: 1-8
AC: 6
HD: 2
Attacks: 3 (Claw/Claw/Bite)
Damage/Attack: 1-3/1-3/1-6
Move: 6" (3" burrowing)
Semi-intelligent
Size: S (2½')
Alignment: Neutral

These creatures are non-aggressive, and slow. They attack fiercely, however, if bothered. When encountered, they will be a family group of Male, Female, and partly grown young. Their hides are worth 1-4 GP each. The adults fight at a +2 to hit if defending the young.

Brown Bears

No. Appearing: 1-6
AC: 5
HD: 6
Attacks: 3(+1) (Paw/Paw/Bite/(Bear-hug))
Damage/Attack: 1-8/1-8/2-12/(1-10)
Move: 12'
Semi-intelligent
Size: L (9')
Alignment: Neutral

Brown Bears are quite bad-tempered, and will attack at the slightest provocation. If taken as a cub, however, one makes an excellent pet. They are quite single-minded in their attacks, and are unlikely to be driven off. They show little sign of serious damage, until they suddenly drop dead on reaching 0 HP. They are willing and able to climb trees. If they hit with both paw attacks on one turn, they also automatically get a bear hug attack. This extra attack is shown in parentheses. Each turn thereafter, until it is broken, the bear hug damage is automatically rolled for, in place of the two paw attacks. A person gets a 10% chance

of breaking free, plus 2% for each Strength point over 15. A group of Bears will consist of one or two adults with partially grown cubs. Adults will fight at a +2 to Hit while defending the cubs.

Cave Bears

No. Appearing: 1-3
AC: 3
HD: 9
Attacks: 3 (+1) (Paw/Paw/Bite/Bear-hug)
Damage/Attack: 2-12/2-12/2-12/(2-20)
Move: 12"
Semi-intelligent
Size: L (12')
Alignment: Neutral

These animals are very different from Brown Bears. They are larger, stronger, and meaner. They will probably attack on sight. They also show no impairment until death, and score a Bear hug as the smaller bears do, although the chances of breaking it are halved. If three are present, the third will be a cub.

Bees, Giant

No. Appearing: 20-200
AC: 4
HD: 4
Attacks: 2 (Jaws/Sting)
Damage/Attack: 1-8/1-4
Non-intelligent
Size: S (3')
Alignment: Neutral

The numbers given are for in the hive; 90% of the encounters will be outside of the hive, with 1-10 workers being present. In the hive, 95% will be workers, 5% will be drones, and there will be one queen. Drones are identical to workers, except that they cannot fly. A queen will have 6 HD, but cannot move, or attack. She will be semi-

intelligent, and 6' long. If a bee hits with its sting (50% chance of trying, each turn), it will die in 1-4 turns. Also, the Victim must Save vs. Poison, or die. This stinger is barbed, and will remain in the wound. An additional 0-2 points will be done removing it. Bees outside the lair will not fight with the party unless attacked. Those in the lair will fight until the queen is killed, and then wander off.

Wild Boar

No. Appearing: 1-8
 AC: 6
 HD: 4
 Attacks: 1 (Bite) (or by weapon type)
 Damage/Attack: 3-18 (or by weapon type)
 Move: 15"
 Semi-intelligent
 Size: M (3' tall)
 Alignment: Neutral

Boars also have a very bad disposition, and will usually attack. They fight until dead. They are omnivorous, usually eating plants, but they will eat meat when they can get it.

Centaur

No. Appearing: 4-40
 AC: 6
 HD: 3
 Attacks: 2 (Hands) (or by weapon type)
 Damage/Attack: 1-8/1-8 (or by weapon type)
 Move: 18"
 Low Intelligence
 Size: L (8')
 Alignment: Neutral Good

These half-men-half-horses are simple and shy, but friendly. 10% of the males will speak Elvish, but no other tongue, save their own,

will be known to them. If 10 or less are encountered, they will all be males in a hunting party. Otherwise, 60% will be females and children, who will fight only if absolutely necessary. 75% of all males will be armed, 25% with Clubs, 25% with Spears, and 25% with slings. These creatures are so strong as to get +2 to damage on all weapon hits.



Deer

No. Appearing: 4-32
 AC: 8
 HD: 3
 Attacks: 1 (Antlers)
 Damage/Attack: 2-12
 Move: 24"
 Semi-intelligent
 Size: L (5' to shoulders)
 Alignment: Neutral

The Statistics given are for Stags, who will make up 25% of the herd. Of the other 75%, 50% will be does, and the rest will be fawns. Does have no horns, and will fight only if cornered. They have three attacks, two hooves, and a bite, for 1-3 points each. The does have only 2 HD.

Irish Deer

No. Appearing: 1-8
AC: 6
HD: 5
Attacks: 2 (Antlers)
Damage/Attack: 2-12
Move: 24"
Semi-intelligent
Size: L (8' to shoulder)
Alignment: Neutral

Once again, these Statistics are for Stags, with the same ratios applying as for normal deer. Indeed, except for size, they are normal deer. The Stags get two attacks because their antlers are spread far enough apart to use on two opponents. The does have 3 HD, and score 1-6 points for each of their three attacks.

Dryad

No. Appearing: 1
AC: 8
HD: 2
Attacks: 1
Damage/Attack: 1-4
Move: 15"
Highly Intelligent
Size: M
Alignment: Neutral

These beautiful, female-appearing creatures are tree spirits. They are the embodiment of one particular tree, which will usually be an oak, always large. Dryads speak the languages of the Wood Elves and the Little Folk, and can speak with any plant. If threatened, the Dryad will step into any tree, and, thereby, magically return to her own tree. If her tree is destroyed, the Dryad dies, and vice versa. To prevent this, the Dryad will use her inherent ability to Charm the aggressor(s), who will then become Dryads themselves.

Half-elves

No. Appearing: 1-20
AC: 7
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 12"
Above Average Intelligence
Size: M (5')
Alignment:

Any half-elves encountered will probably be a group from Revel-shire. There is a 10% chance of a character greater than Level 0, whose Statistics should be determined randomly. Most will be armed with Longsword and/or Bow, with Leather Armor, and a Shield. They will speak both Wood Elvish, and the Common tongue.

Wood Elves

No. Appearing: 1-100
AC: 8
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 15"
Highly Intelligent
Size: M (4½')
Alignment: Neutral

These folk are simple and rustic, preferring nature to any technology whatever. They live a semi-nomadic existence, sometimes staying long in one place, but never building homes. Only 20% will speak the Common tongue of mankind, but fully 40% will know the language of any Forest creature. They can pass almost undetected through the Forest, and do nearly whatever they want with plants. Most will fight and do magic at the first Level, but one in ten will be second Level in each, and one in fifty will be third Level. There is also a 5% chance for

every group of ten to include an Elven Druid of 2nd-4th Level. These shy folk will usually do all they can to avoid contact with outsiders. They wear Leather Armor, but never use Shields. Their armament ratio is: Longsword and Longbow, 10%; Longsword and Spear, 10%; Longbow and Dagger, 20%; Longsword, 30%; Spear and Dagger, 30%.

Gnomes

No. Appearing: 1-100
AC: 6
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 9"
Above Average Intelligence
Size: S (2')
Alignment: Neutral Good

Like the Wood Elves, these small folk are non-technological, but unlike the Elves, they have permanent homes, which are burrows or holes in rocky hills. They speak only their own language, with 20% also speaking Elvish. One in five will be a first Level Fighter, and one in twenty will be second Level. One in fifty will be third Level. There is also a 5% chance for every ten Gnomes, of a 2nd to 4th Level Cleric, and a 2% chance per ten Gnomes of a 2nd to 4th Level Magic User. The Gnomes will wear Leather Armor, with no shield, and will be armed as follows: 25%, Clubs; 25%, Picks, 25%, Hammers; 25%, Axes. The higher AC is due to their small size.



Goblins

No. Appearing: 1-100
AC: 7
HD: 2
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 12"
Average Intelligence
Size: M (4)
Alignment: Lawful Evil

Goblins are the "bad guys" of the area. Few of them speak any language but their own, and few of the Forest folk speak the language of the Goblins. They are vicious, and cruel, and delight in killing for killing's sake. They wear Leather Armor, and use shields. 25% use Maces, 25% use Shortsword, 25% use Spears, and 25% use Shortbows and Shortswords.

Halflings

No. Appearing: 4-40
AC: 7
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 9"
Very Intelligent
Size: S (3')
Alignment: Neutral Good

Of all the Forest folk, these are the most technologically advanced. Their clothes and tools are either purchased from, or copied from, Humans. They live in the trees, underground, or in buildings, and 30% of them are able to speak the Common tongue, and 50% are able to speak Elvish. One in five will be second Level, One in twenty will be third Level, and the rest first Level Fighters. There is a 10% chance for every five Halflings of a 1st-3rd Level Cleric, and a 5% chance for every five of a 1st-3rd Level Magic User. They wear leather Armor, and use Shields. 25% of the

Halflings use a Spear. The rest carry Short Swords; 25% of them also have a Shortbow, and another 25% have a Sling.

Wild Horses

No. Appearing: 3-30
AC: 7
HD: 2
Attacks: 3 (Hoof/Hoof/Bite)
Damage/Attack: 1-4/1-4/1-3
Move: 24"
Low Intelligence
Size: L
Alignment: Neutral

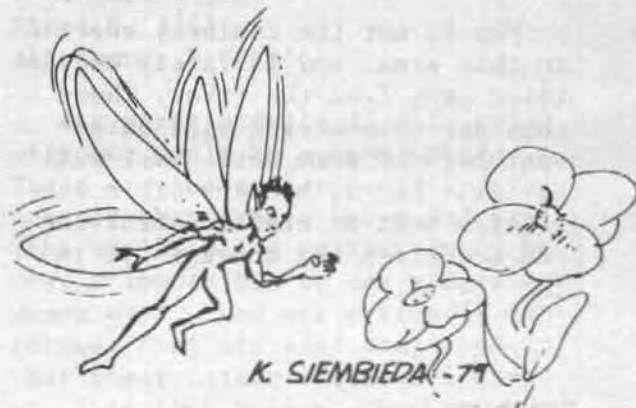
Of all the Forest animals, the Wild Horse is one of the smartest. Indeed, the lead stallion of each herd will be able to outthink many members of the so-called intelligent species. He will also have 3 HD, and be able to travel at up to 27"/turn. These horses are shy, and run away at the slightest provocation, but can be tamed. Indeed, most will consent to bear an Elf, if he is in a hurry, and, possibly, stay to defend the Elf in an attack, if his Charisma is high enough.

Little Folk

No. Appearing: 1-100
AC: 1
HD: 1/2
Attacks: 1
Damage/Attack: 1-3
Move: 12" (24" flying)
Very Intelligent
Size: S (6")
Alignment: Chaotic Neutral

The unusually high AC that these folks have is due to their size, and to the fact that they can become invisible at will. They wear no Armor. These creatures are mischievous, though shy, and will often play jokes which may or may not be funny. They can cause Con-

fusion on touch, cast Illusions, and fly. They do not attack unless their home is disturbed, in which case they are still more likely to snatch important items and hide them than to do battle. Such disturbing of their home is quite likely to be accidental, as the homes are almost impossible to find. Few of the folk will speak any language but their own.



Lions

No. Appearing: 2-12
AC: 7
HD: 5
Attacks: 3 (5) (Claw/Claw/Bite/
(Claw/Claw)
Damage/Attack: 2-8/2-8/3-12/(1-10/
1-10)
Move: 15"
Semi-intelligent
Size: L
Alignment: Neutral

These great beasts are more common on the plains, but also live in the Forests. If less than five are encountered, they will be females hunting for prey. Otherwise, 50% will be female, 25% male, and 25% will be cubs. If the pride is attacked, all the adults will defend it, but otherwise, the males are unlikely to do any fighting. The parenthesized attacks are rear claw rakes, and are only possible if both front claws hit.

Men

No. Appearing: 1-10
 AC: Variable
 HD: 1
 Attacks: (by weapon type)
 Damage/Attack: (by weapon type)
 Move: 12"
 Intelligence: Variable
 Size: M
 Alignment: Variable

Man is not the dominant species in this area, and is rarely encountered away from the river. Those that are encountered will be adventurers of some sort. Most will be first Level, but any other Statistics must be created after the Judge decides why the men are in the Forest.

Ogres

No. Appearing: 2-12
 AC: 6
 HD: 3
 Attacks: 2 (or by weapon type)
 Damage/Attack: 1-6/1-6 (or by weapon type)
 Move: 9"
 Low Intelligence
 Size: L (8')
 Alignment: Neutral Evil

These creatures are stupid and vicious, and are likely to kill any creature they see, eating it only if hungry at the time. The only clothing they wear is uncured hide, and they use only the crudest of weapons. Nevertheless, they are so strong that they get a +2 on damage rolls with weapons. 25% of the Ogres use Clubs, 25% use Spears, 25% use stone Axes, and 25% use nothing at all. They speak only their own rudimentary language.

Pegasus

No. Appearing: 1-4
 AC: 7
 HD: 5
 Attacks: 3 (Hoof/Hoof/Bite)
 Damage/Attack: 1-8/1-8/1-6
 Move: 24"/(28" by flying)
 Very Intelligent
 Size: L
 Alignment: Chaotic Good

If a miracle happens, and one is able to capture a Pegasus, it will prove to be untrainable. It will never accept rider, saddle, or bridle. On the other hand, if a Good character makes friends with a Pegasus, it may consent to carry him, and will then remain loyal for life, although still not accepting saddle or bridle. It will, however, make sure that the rider does not fall off accidentally. Pegasi are shy and hard to find, and, as flying creatures, harder to catch.

Satyrs

No. Appearing: 1-6
 AC: 6
 HD: 3
 Attacks: 1 (Bite) (or by weapon type)
 Damage/Attack: 2-8 (or by weapon type)
 Move: 15"
 Very Intelligent
 Size: M (5')
 Alignment: Chaotic Neutral

Generally, these horned, goat-legged creatures are content to frolic in the woods, without outside contact. They do not actively avoid contact, and are friendly enough when met, but most likely will be unable to communicate, being unable to speak only their own language. 40% will carry Slings, 10% will carry Spears, and 10% will carry both. The remainder will be unarmed.

Constricting Snakes

No. Appearing: 1-2
AC: 6
HD: 4
Attacks: 2 (Bite/Crush)
Damage/Attack: 1-4/3-12
Move: 6"
Semi-intelligent
Size: L (22' long)
Alignment: Neutral

These great snakes seek to kill their prey by wrapping their coils around the prey and squeezing it to death. They can also bite for a limited amount of damage. Upon killing the prey, the snake will swallow it. The largest constrictors will be able to engorge a smaller species, if not a Human. A Constrictor will sleep for 2-6 days after making a kill.

Giant Spider

No. Appearing: 3-30
AC: 4
HD: 4
Attacks: 1
Damage/Attack: 2-8
Move: 12"
Semi-intelligent
Size: L (5')
Alignment: Neutral

These large arachnids spin their webs between trees, and close to the ground, to catch Forest creatures. The spiders will then drop upon the entangled prey, and bite them, injecting poison. If the Saving throw is missed by less than four, the Victim will be paralyzed for 1-6 hours. If missed by more than four, or by exactly four, the Victim dies. After paralyzation, the Victim is trussed, and hung up for later consumption. There is a 2% chance per Spider of 1-10 such Victims. Types should be rolled for on the Encounter Table. These webs are highly adhesive; a character

as a 10% chance for each point over 14 of pulling loose.

Poisonous Snake, Giant

No. Appearing: 1-6
AC: 4
HD: 3
Attacks: 1 (Bite)
Damage/Attack: 1-8
Move: 12"
Semi-intelligent
Size: L (12')
Alignment: Neutral

A typical example of this type of snake would be a King Cobra. These are the coil-and-strike type. Because they are so large and fast, (the strike being so fast as to be nearly impossible to see with the Human eye), they are extremely dangerous. They are also dangerous in that their poison requires a Save at -3 against Poison. This poison will be usable for the first 3-12 hits.

Treant

No. Appearing: 1
AC: 2
HD: 8
Attacks: 4 (Hit/Hit/Kick/Kick)
Damage/Attack: 2-12/2-12/3-18/3-18
Move: 15"
Highly Intelligent
Size: L (15')
Alignment: Neutral Good

For eons before the coming of other intelligent species, the Treants were tree-heroes. As the other species arose, they began to become less and less common, and to fall into a strange slumber. Fully 60% are now fully asleep. 25% are in a partial slumber, and will not often respond to efforts to contact them. 10% are immobile, but easily awakened, and only 5% are fully alert and mobile. They are peaceful and easy-going, but unfightable

when angered. A Treant will have a good chance of knowing the native language of any creature that speaks to it. When motionless, they are almost indistinguishable from trees, and often use this to avoid contact.

Tiger

No. Appearing: 1-4
AC: 6
HD: 6
Attacks: 3 (5) (Claw/Claw/Bite/
(Rake/Rake))
Damage/Attack: 1-6/1-6/1-10/(2-8/
2-8)
Move: 18"
Semi-intelligent
Size: L
Alignment: Neutral

Unlike lions, all of these great cats hunt, and their camouflaging stripes make them very hard to see. If a Tiger scores 2 claw hits, he will be eligible for the two raking attacks in parentheses.

Troll

No. Appearing: 1-10
AC: 6
HD: 3
Attacks: 3 (Claw/Claw/Bite)
Damage/Attack: 1-8/1-8/1-6
Move: 9"
Low Intelligence
Size: L (7')
Alignment: Neutral Evil

These loathsome creatures are strong, fearless, and voracious. They will eat anything they catch. They are truly dangerous, because they heal at the rate of 3 HP per round, until they are dead, and any severed parts continue to fight. The only ways to permanently injure a Troll are with fire, or with acid.

Unicorn

No. Appearing: 1-3
AC: 1
HD: 6
Attacks: 4 (Hoof/Hoof/Bite/Horn)
Damage/Attack: 1-6/1-6/1-4/1-12
Move: 30"
Highly Intelligent
Size: L
Alignment: Lawful Good

These highly magical horned horses are even rarer than Pegasi. They are extremely shy, and will have nothing to do with anyone who is not Lawful Good, except to attack them, if necessary. Even a Lawful Good character may not be able to come near a Unicorn. Only those who are completely pure will be allowed near, and the Unicorn will know. Such a person has a chance of the unicorn becoming a friend, and serving loyally until death. Unicorns will usually escape, if chased, due to their speed and maneuverability. If this fails, they will become invisible, and race away. If captured, a Unicorn will die immediately. Due to the highly magical nature of the creature, a Unicorn's horn will be able to hit any creature, no matter how much magical protection it has. A Unicorn gets a +2 to hit on creatures which do not require magic to hit. The horn loses all magical properties when the Unicorn dies.

Wight

No. Appearing: 1-8
AC: 6
HD: 3
Attacks: 1
Damage/Attack: 1-8
Move: 12"
Low Intelligence
Size: M
Alignment: Chaotic Evil

These are the Undead bodies of those who died in the Forest, and were not buried or eaten. These corpses have reanimated to take their vengeance on all intelligent life. They do this by attacking on sight, and draining one point of CON each time they hit. If a Saving throw versus magic is not made, the loss is permanent. Otherwise, lost points are regained at a rate of one per day of rest. This Saving throw should be made separately for each hit. If a person reaches zero CON, he will die, and become a Wight in 1-8 hours. Wights cannot be hit by non-magical weapons.

Wolf

No. Appearing: 1-20
AC: 7
HD: 2
Attacks: 1
Damage/Attack: 2-8
Move: 18"
Semi-intelligent
Size: M (4')
Alignment: Neutral

Wolves specialize in pack fighting, and are quite strong. They are 60% likely to go for the throat, and such an attack will almost certainly kill, if successful. Another

favorite tactic is hamstringing, or biting through the Achilles' tendon at the back of the lower leg. If found, the cubs can be raised and trained as though they were dogs.

English Wolf

No. Appearing: 1-10
AC: 3
HD: 6
Attacks: 1
Damage/Attack: 3-12
Move: 18"
Low Intelligence
Size: L (8')
Alignment: Neutral

Although larger and smarter than normal Wolves, these fierce creatures are also rarer. The cunning of these beasts is unbelievable, and the Forest animals stand little chance against them. Even the weapons-using creatures are hardly a match for them. In battle, they usually go for the jugular vein, or the Achilles' tendon, as regular Wolves do. Their cubs are also trainable. They are so strong, that it would be possible for one of the smaller species of animal or Human to ride one of these great beasts.

Water Encounters

Electric Eel

No. Appearing: 1-4
AC: 7
HD: 2
Attacks: 1 (Bite)
Damage/Attack: 1-4
Move: 12"
Semi-intelligent
Size: M (6')
Alignment: Neutral

These creatures are called "electric" because they can deliver a shock which will affect anyone in

the water around them. This shock does 20 points of damage, -1 for every foot from Eel to Victim. This ability is usable only once an hour.

Half-elves

No. Appearing: 1-20
AC: 7
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 12"
Above Average Intelligence
Size: M (5')
Alignment: Lawful Evil

These will be similar to those chronicled in the Woods Table, but in boats. The boats may be regular small boats, dugout or animal-hide canoes, or, rarely, small sailing ships. They will almost certainly be going to or from Revelshire.

Wood Elves

No. Appearing: 1-20
AC: 8
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 15"
Highly Intelligent
Size: M (4½')
Alignment: Neutral Good

These also will be similar to those described in the Woods Table. They will usually have an animal-hide canoe, or, rarely, a dugout. They will probably not be going to or from Revelshire, but will be intent on their own business, and will prefer to be left alone.

Giant Frogs

No. Appearing: 1-8
AC: 8
HD: 4
Attacks: 3 (Claw/Bite/Tongue)
Damage/Attack: 1-2/1-4/1
Move: 9" (on land or in water)
Semi-intelligent
Size: L (8')
Alignment: Neutral

Due to their coloration, and their habit of hiding in the water with all but their eyes submerged, these creatures usually surprise a party. Their main form of attack is to wrap their tongues around their Victims, and pull them into their gaping mouths. The tongue of a Giant Frog can hit targets up to 20' away, and will pull in any creature of up to twice the Frog's weight. If a creature is close enough, the Frog can claw once per

round, and if the Victim is still struggling, will try to crush it with his toothless jaws. The tongue itself does 1 point of damage per hit, and one per round in which the person is wrapped up in it. Once the person is inside the Frog, he has only four rounds to get out, or he will suffocate. If a person has a weapon shorter than 2' in hand, it may be used to attack the Frog from the inside. Longer weapons cannot be used, due to space restrictions. The Frog's tongue is made of thick muscle, and has an AC of 1. It will withstand up to ¼ of the creature's HP, and then release the Victim, retracting into the Frog's mouth. On land, Giant Frogs can leap up to 30', reaching a height of 15', or leap 25' straight up. If it lands on someone, and this will be accidental, it will do 4D8 of damage, and will capsize any vessel up to a small sailing ship.

Men

No. Appearing: 5-20
AC: Variable (usually 8 or 10)
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 12"
Variable Intelligence
Size: M
Alignment: Variable (usually Neutral)

90% of these encounters will be with Merchants and/or Sailors who will be on a small sailing ship or a raft. They will be Level 0 Fighter, lightly armed and armored, and usually of Neutral Alignment. The other 10% of encounters will be with a party of adventurers, and must be determined randomly.

Nyads

No. Appearing: 1-3
AC: 8
HD: 2
Attacks: 1
Damage/Attack: 1-4
Move: 15" (30" in water)
Highly Intelligent
Size: M
Alignment: Neutral

These aquatic spirits are cousins of the Dryads, but are tied to the river, rather than to a tree. They will not fight unless attacked, and will usually simply swim away. If a Nyad sees a handsome male, she may seek to *Charm* him (as the spell). If successful, she will swim away with him, and he will live underwater with her for 1-12 months, during which time, she will cause him to be able to breathe under water. This *Charm* can also be used by the Nyad as an offensive weapon, by not providing underwater breathing.

Water Snake

No. Appearing: 1-2
AC: 6
HD: 4
Attacks: 2 (Bite/ Crush)
Damage/Attack: 1-4/3-12
Move: 12" swimming, 6" on land
Semi-intelligent
Size: L (20' long)
Alignment: Neutral

These large creatures closely resemble Constrictors, for their main form of attack is to wrap themselves around the foe. Unlike the Constrictors, however, they then seek to drag the Victim underwater, drowning it. They will often capsize canoes and small boats during an attack, but this is not intentional.

Giant Snapping Turtle

No Appearing: 1
AC: 3
HD: 8
Attacks: 1
Damage/Attack: 4-24
Move: 3" on land, 6" in water
Semi-intelligent
Size: L (10-20')
Alignment: Neutral

These large creatures are stubborn and dangerous. They will often hide just below the surface, and shoot forth their heads to grab a person from a boat or small ship. If that person is not killed immediately, he will drown in two rounds. The Turtle will often capsize a canoe or boat in the same manner as the Water Snake. The Snapping Turtle is very stubborn, and will fight without a pause until dead. Even when dead, the jaws will not release if clamped on something, but must be cut away. Turtle meat is quite edible, and the shell can be used to make shields.



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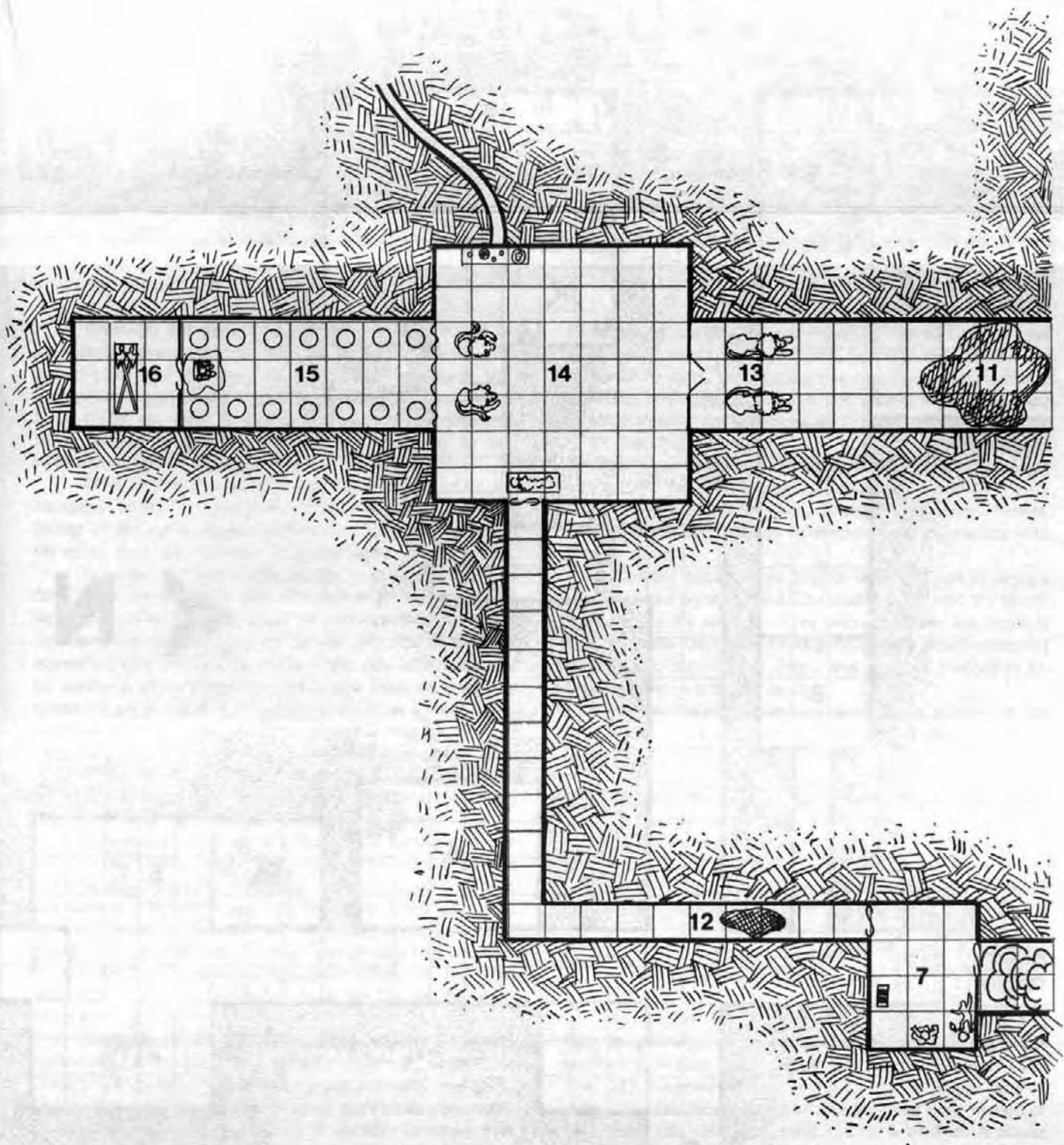
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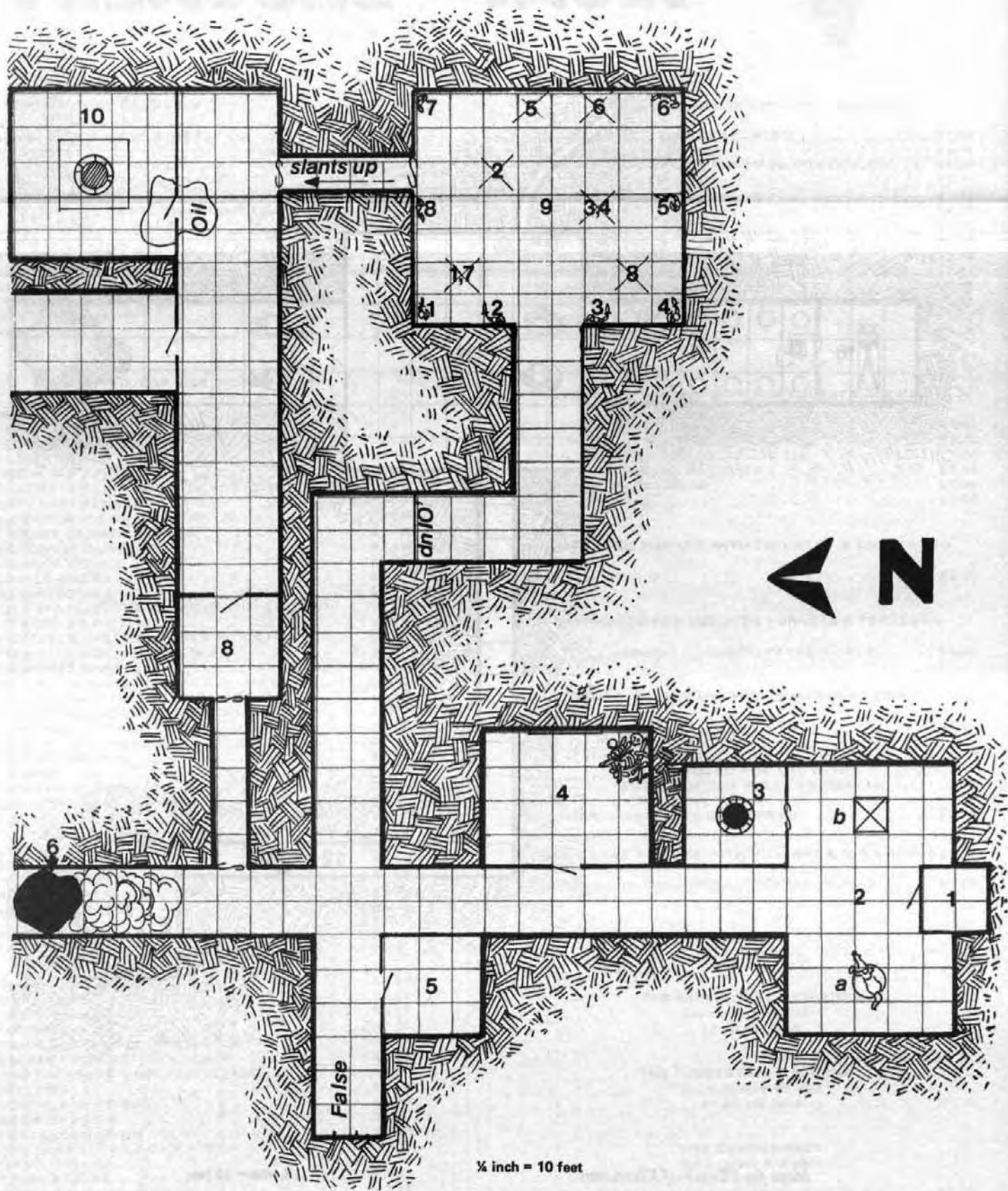
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Maps for "Tomb of Kixandran"

¼ inch = 10 feet



T&T ARMIES

by Ken St. Andre



Although the game of **Tunnels & Trolls** is scaled for individual adventuring, it is only logical to assume that armies exist and that mass conflicts often take place. Various players have dealt with the problem in various ways. Such shifts are valid ways of dealing with the problem. What follows is only my suggestion for one way to deal with the problem of clashing armies.

Most of the armies on Rhalph are organized at the company level. One company is an indigenous group of beings of the same species. While mixed companies can and do exist, they are too rare to worry about in this article.

In order to fight a large battle by any rigid form of rules, it is necessary to have a mapboard. I suggest that a large blank sheet of hex paper be suitably embellished to represent the desired form of terrain. My first attempt at something like this will be to draw the city of Khosht and its environs. Simple symbols, such as a mass of green for forest, or an inverted V to represent a hill, or a line of blue to indicate a river are perfectly adequate for this type of map. If one has a large sheet of clear plastic acetate, one could draw the terrain on it with colored grease pencils or crayons, and wipe it off with a damp cloth when finished, thus permitting one hex sheet to serve as any map.

You will also need some blank die-cut counters. These will be used for creating company counters of various kindreds and strengths. Get two or more colors of blank counters, and do not create your company units until you have to. Since the counters are two-sided, you may wish to turn them over and create a similar unit of only half strength on the reverse. The Combat Resolution Chart for this game deals with victory by attrition - seldom will a unit be eliminated outright in its first combat.

Company types are identified by a letter or letters indicating the kindred and whether they are Archers or Cavalry, below which is a set of numbers such as 10 - 1. The first number in the set is always the Combat Strength, the second number is the Speed in number of hexes that units may move on the board. I set the size of the hexes on my maps at 1/10 of a mile, so even the slowest units are quite mobile when playing in 10 minute turns.

If a number on a counter is expressed as a fraction, thusly: 12/6, it represents different strengths or speeds under different conditions. Such fractions are only given for Cavalry and Archery units. The first number represents the natural condition, such as Mounted Cavalry, while the second number represents the alternate condition, such as

Dismounted Cavalry. In every case, Mounted Cavalry have a better Combat Strength than Dismounted Cavalry. In terms of Archers, the first number represents their strength shooting with the bow while the second represents their strength in hand-to-hand combat.

Stacking limitations: No more than 3 companies belonging to one army may be stacked together in any one hex on the board. Companies belonging to any of the six Good Kindreds: Men, Elves, Dwarves, Halflings, Fairies, and Leprechauns may not be stacked in the same hex with Monster units.

Combat occurs when hostile units attempt to occupy the same hex on the board. The unit moving into the sector is known as the Attacker - the unit already in the sector is known as the Defender. Only Archers may attack units not in the same sector with them, and they are limited to attacking units in adjacent sectors.

Certain types of terrain provide an advantage for certain types of Defenders. These advantages are listed below:

- 1) Defending a wall against units attacking from the ground below doubles the Combat Strength of the Defending unit.
- 2) Defending forest sectors doubles the Combat Strength of any Elvish or Fairy unit.
- 3) Defending a hill doubles the Combat Strength of any Dwarvish or Trollish unit.

Movement: Not all units may or have to move and fight on every turn. Any attacked unit must fight. At the beginning of each turn, each player rolls 1D20 and 1D6. The D20 determines how many units the player gets to move. The D6 determines who gets to move first. In case of tie on the D6, roll again until the tie is broken. A player could easily have 30 units in his army, and only be allowed to move 10 of them on any given turn.

Resolving Combat: After initiative has been determined, the player who has it moves whatever units he can and resolves his combat. When all combats are resolved, the next player moves and fights, etc., until all players have had a chance to move. Units forced to retreat may not be moved again on their own player's turn.

Archers resolve combat first. They always fight at

whatever their best odds are against foes in adjacent sectors, but can ignore any adverse results on the CRT. Units attacked by arrow fire do not have to retreat even if the CRT indicates it, but may do so if they wish. A result of X (for Exchange) has no effect and does no harm to either unit.

Other combats are fought within a single sector. Determine the odds of Attacker to Defender by dividing both Combat Strengths by the smaller value, and then by rounding the number off to a statement of N to 1. Thus, an attacking force with a Combat Strength of 14 against a Defending force with a Combat Strength of 10 would be 1.4 to 1, or 1 to 1 on the CRT. If the attackers had 15, it would be 1.5 to 1 which equals 2 to 1. Both attacker and defender would roll 2 dice, and then cross index the result on the CRT. The side with the odds advantage may add 1 to its die roll for each point of advantage it has. Thus, if the attackers are fighting at 3 to 1, they add 2 points to their die roll. Any die roll higher than 20 will be considered to be a 20, which represents a supreme effort for the Fighters. Any unit which takes losses except in an Exchange must also retreat or be captured. In case of an exchange, both units lose half their forces and both retreat 1 hex. Half of an odd number is always rounded up. Half of a Combat Strength of 3 is 2; half of 1 is 1.

Individual Counters: It is possible to use individuals as counters in T&T armies. There are not enough Dragons, Balors, Giants, Wizards, or Heroes in the world to form whole companies of them. Any 5th level or higher Rogue or Warrior qualifies as a Hero, and any 5th level or higher Mage qualifies as a Wizard. Heroes and Wizards have a Combat Strength of 1 and always escape death if their unit is wiped out except in the case of a Defender or Attacker Eliminated result. If a Hero or Wizard is involved in such a battle outcome against him/her, he/she must make a saving roll on Luck equal to the level of the odds against him/her. A minimum roll of 5 is always required. If the saving roll is made, the Hero or Wizard gets to retreat, even though the rest of his unit is wiped out.

No more than 1 Hero or 1 Wizard may be stacked with any given company.

Giants, Dragons, and Balors may also be used as independent one being counters; however, their Combat Strength is so high that they count as a complete company for combat purposes. A bad result on the Combat Resolution Table and a loss of Combat Strength to such a being counts only as a wound. Such creatures may continue fighting until they are slain.

Dragons also have the option of flying. While in the air they are vulnerable only to Archers, being immune to Wizardly Bolts of Fire and such, and they have a Combat Strength of 10 which represents their Flaming Breath. On the ground they are much stronger, with a Combat Strength of 50, but then they can be attacked by any unit.

Any number of Heroes, Wizards, Dragons, Balors, or Giants may stack together as long as no regular company of troops is in the hex.

The possible units for T&T armies are listed in the table below:

Type	Symbol	ST	SP
Men	M	10	1
Men Archers	MA	8	1
Men Cavalry	MC	12/6	3/1
Elves	E	10	2
Elves Archers	EA	8	2
Elves Cavalry	EC	10/5	4
Dwarves	D	20	1
Dwarves Archers	DA	10/20	1
Halflings	H	6	1
Halfling Archers	HA	10/6	1
Fairies Archers (Missiles only)	FA	5	3
Leprechauns	L	6	2
Orcs	O	10	1
Orc Archers	OA	12/10	1
Half-Orcs	HO	15	1
Half-Orc Archers	HOA	14/10	1
Ogres	OG	30	1
Trolls	T	50	2
Goblins	GB	4	1
Goblin Archers	GBA	8/4	1
Goblin/Warg Cavalry	GW	12/8	2
Centaurs	C	30	3
Wargs	WA	25	2
Ghouls	GL	20	2
Gremlins	GR	2	1
Individual Characters			
Hero	H	1	1
Wizard	W	2	1
Giant	G	2	3
Dragon	DR	10/50	10/1
Balor	B	12	5
Werewolf (or other)	WW	3	1
Demon	DE	5	1
Vampire	Va	2	2
Sphinx	SP	2	1
Shoggoth	SH	12	2
Wyvern	WY	3	5
Manticore	MN	4	2
Griffin	GF	10	5

While it would be possible to extend this chart indefinitely, I leave it to individuals to add other kindreds either in companies or as single beings to their armies list.

Armies should not be created by player fiat, but by a random process that will insure a reasonable distribution of forces for the army under consideration. For example, the only known force to rely heavily on monsters for its troops is the Army of Khazan. Lerotra'hh, ruler of that city, took it with an army of monsters hundreds of years before, and being somewhat non-Human herself, still maintains a military force that is chiefly monsters, although some of the good kindreds do now serve her.

Below I list the composition of the Army of Khazan

and how to construct one, and also the composition of a typical Human Army such as that of Khosht. Note: All kindred types are **not** represented in both armies.

Army of Khazan

A typical Army of Khazan will consist of at least 23 companies. To determine how many companies it has, roll 2D6 and add 20, doubles add and roll over. For each company, roll 1D100 on the chart below to determine what type of unit it is.

Type	Die Roll
Orcs*	1 - 30
Half-Orcs*	31 - 40
Ogres	41 - 50
Trolls	51 - 60
Goblins*	61 - 70
Men*	71 - 80
Dwarves*	81 - 90
Wizards	91 - 92
Heroes	93
Giants	94 - 95
Dragons	96 - 97
Balors	98
Others	99 - 100

* Indicates that the unit may possibly be Cavalry or Archers. Roll 1D6 and ignore impossible results (such as Dwarfish Cavalry) on the table below.

- 1 - 2 Unit of Archers
- 3 Unit of Cavalry
- 4 - 6 Normal Unit

Others Table

Die Roll	Type
1 - 2	Centaur (company)
3 - 4	Wargs (company)
5 - 6	Ghouls (company)
7 - 8	Gremlins (company)
9 - 10	Fairies (company) roll over if for Khazan
11 - 12	Manticore (individual)
13	Werewolf (individual)
14	Demon (individual)
15	Vampire (individual)
16	Sphinx (individual)
17	Shoggoth (individual)
18	Wyvern (individual)
19	Wyvern (individual)
20	Griffin (individual)

Human Dominated Armies

Most of the military forces at large on Rhalph are not as monstrous as Lerotra'hh's. A more normal distribution of kindred types might well look like this.

Type	Die Roll
Men*	1 - 70
Dwarves*	71 - 80
Elves*	81 - 88
Orcs*	89 - 93
Half-Orcs*	94
Halflings*	95
Wizards	96
Heroes	97
Fairies	98
Leprechauns	99
Others	100

* Indicates that the unit may possibly be either Cavalry or Archers. Roll 1D6 and ignore impossible results (such as Dwarfish Cavalry) on the table below.

- 1 - 2 Unit of Archers
- 3 Unit of Cavalry
- 4 - 6 Normal Unit

Others Table

Certain types of monsters might fight as Mercenary units in a Human army. Roll 1D10 and check the table below to see what you have gained.

Die Roll	Type
1	Centaur (company)
2	Ogres (company)
3	Trolls (company)
4	Dragon (individual)
5	Werewolf (individual)
6	Demon (individual)
7	Vampire (individual)
8	Giant (individual)
9	Wyvern (individual)
10	Griffin (individual)

Regular Human armies normally consist of at least 13 companies. Roll 2D6 (doubles add and roll over, of course) and add 10 to determine how many companies are in the military force. Extraordinary individuals count as full companies in such rolling.

Of course it is possible to have armies that are exclusively of one type of being, such as an army of Dwarves or an army of Orcs. Suggested sizes for such pure armies are listed below.

Army Type	Size
Men	2D6 (doubles add and roll over)
Dwarves	1D6 + 5
Elves	1D6 + 3
Halflings	1D6 + 1
Fairies	1D6
Leprechauns	1D6
Orcs (including Half-Orcs)	1D6 + 10
Trolls	1D6
Ogres	1D6
Centaur	1D6 + 1
Gremlins	2D6
Goblins/Wargs	3D6 (triples add and roll over)



Next time your adventurers require a battle, why not try this system?

Combat Resolution Table

	Attackers																		
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
3	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	-D	-D	-D	-D	-D	-D	
4	A1	X	D1	D/4	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	-D	-D	-D	-D	-D	
5	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	-D	-D	-D	-D	
6	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	-D	-D	-D	
7	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	-D	-D	
8	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	-D	
9	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	
10	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	
11	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	
12	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	
13	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	
14	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	
15	-A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	
16	-A	-A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	
17	-A	-A	-A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	
18	-A	-A	-A	-A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	
19	-A	-A	-A	-A	-A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	
20	-A	-A	-A	-A	-A	-A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	

Code

X = Exchange. Both forces lose 1/2 their Strength and must retreat one hex.

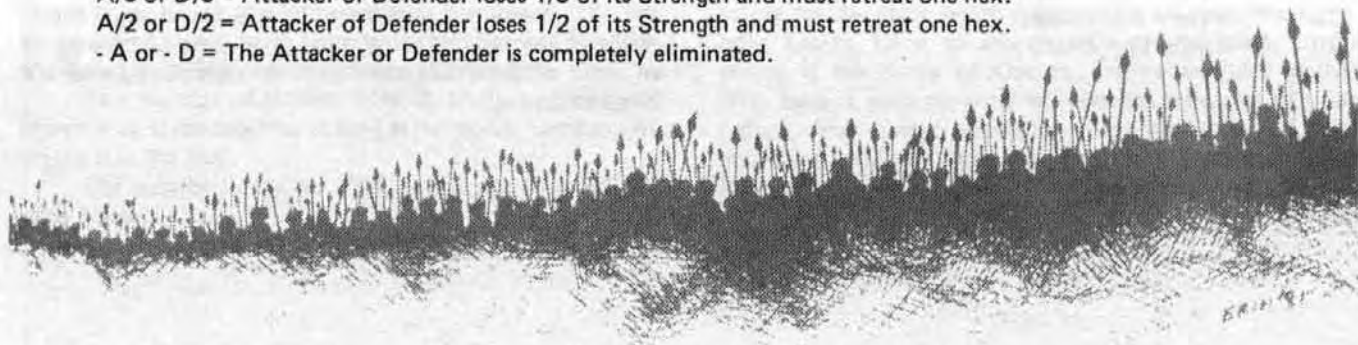
A1 or D1 = Attacker or Defender must retreat one hex. No losses.

A/4 or D/4 = Attacker or Defender loses 1/4 of its Strength and must retreat one hex.

A/3 or D/3 = Attacker or Defender loses 1/3 of its Strength and must retreat one hex.

A/2 or D/2 = Attacker or Defender loses 1/2 of its Strength and must retreat one hex.

-A or -D = The Attacker or Defender is completely eliminated.



Later after much small talk and only confusing bits of information about the city and surrounding areas Aragon seemed ready to come to the point. "Our good Lord Erlic, Duke of Kralinor has requested from me a potion for which I must have certain very hard to obtain ingredients. At present all of this region is constantly at war with the non-humans and beasts which roam the land. Before we came and settled here there were many other cultures. The more evil among us still seek to use those of the old kind to gain power over the land and it is in Erlic's mind to clean up a larger area in and around Modron. To this end he has requested a potion of goodness with which to transform his enemies. Such a potion scroll has been found and I am sure that I can duplicate it but for the need for special ingredients."

Late into the night Aragon talked on, with tales of the City State Ryan to the west and the trade connections Modron provided for the Overlord there. Finding himself back in another part of the same world eased Rarm's mind. It also added another dimension to his existence here; old scores to unsettle him. Evil of many kinds stalked this world. Rarm would happily strike a blow against it in any way he could, and this time he would not be bound by the limits of the Sorcerer's Guild.

At last Rarm sought to interrupt Aragon's wanderings. "Know that I am a willing servant of Good, Master Aragon. With some of your tale I am already familiar. But now, let's get down to the business at hand. Exactly what items do you wish me to acquire?"

"Do you read, Rarm?" asked Aragon in a quiet tone, and at Rarm's nod he rose and crossed his room to a small locked cabinet. Reaching inside he drew out a small scroll. On it was printed in a careful hand four items: a silver pearl, a fan of flower-of-blood, an egg of the dragon turtle, and prayer dust from the Temple of Modron.

"If you have need of it you may take this list with you," Aragon said in the still quiet tone. "It would be better if you did not."

"What is the flower-of-blood?" asked Rarm as he waved away the list.

Returning the scroll to safety Aragon answered at length. "It is the deepest red coral of the Estuary of Roglaroon, wherein you may find all of the items. The flower of blood is said to be found most often near the old wreck. It is said also that the old wreck is heavily guarded by the enchanted dead who remain there as guardians of her treasure."

"The only known place where any silver pearls have ever been found is inside the giant clam which lies on a line between the old temple ruins and the village of Crespar, whose inhabitants think of the Clam Canyon as a holy place."

"No one knows the whereabouts of the Lair of the Dragon Turtle, although many have reported seeing dragon turtles in the estuary. It is doubtful that the dragon turtle will take kindly to such a theft."

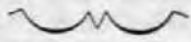
"Still, hazardous as all of these items may be to acquire, the Temple of Modron will contain Mermen of Crespar and underwater those are not to be trifled with."

"What sort of creatures are they?" asked Rarm. The Mermen were legend in Ryan, sea monsters to scare children with.

"Why, they aren't creatures at all," Aragon's surprise was most evident. "They are men such as we, except for their feet and hands and their ability to breathe underwater. Oh, they have a slightly different skin tone, hair color, but such things are superficial, and of little import. They have many powers which we lack, or have lost, and they are very intelligent and very loyal to their Goddess. They will not take any invasion of their temple lightly."

"But how can I get these things from under the sea? How can I possibly stay under water long enough?" Rarm knew he was a mediocre swimmer at best.

"It is said that an old witch who lives by the sea may be persuaded to mix a dish which, if you can stomach it will give you twenty four hours of ability to extract oxygen from the sea water with your lungs. How reliable this potion is I do not know."



Chapter Two

Sunlight through the window woke him and Rarm rolled eagerly out of bed. Outside his window lay a whole city and even a world he had yet to tire of. Today he would spend getting his bearings and acquiring a few necessary pieces of equipment. Across from his window lay the open market where hawkers were already beginning to set up their wares. As good a place to start as any.

Hurrying down stairs, he stepped out the door. The shadows of buildings and walls caused crisp air pockets while the bright patches of sunlight warned of a hot day to come. Sea smells prevailed the air. Wandering across to the open market, he selected some sort of fried roli for breakfast. While paying a few coppers he inquired of the vendor the location of a good weapons shop and was directed down the market street and around the corner to the right.

On his way he passed the Kellarbari tavern and an armorer's shop, while across the street left he saw the Mists of Morn Wine Shop. At the end of the street and across Rampant Real Street lay an imposing jail.

Going into the Weapons Shop, Rarm outlined a light rapier like sword which he would have made for himself and paid in advance half price for the acquiring of material. He also requested a silver helm of Shambley the Armorer next door. He was told he would have to wait until the next day to pick them up.

Having been so easily parted from a substantial amount of gold made him stop and think about his finances. But no matter. Only possessions could aid him where he was going, not gold pieces. Of course he did intend to keep enough by to eat for awhile and he would surely need some coins to sample Esdelia's fare.

Well, there was certainly no more he could do today about his weaponry. Wandering on up the streets lost in thought he turned a corner and almost knocked another man down, only to be instantly the recipient of

a string of curses followed by a flying fist.

Either the fist was ill timed or he was faster than he had remembered. In either case he somehow missed the fate of a smashed face and managed even to grab his opponents arm pulling him even further off balance and dropping him headlong to the ground. As the stunned sailor began to curse himself back to his feet Rarm glanced up to see a large group of similarly clad men staring at him with less than love in their eyes. Suddenly it seemed that leaving might be the best course, so he stepped back through the door that now stood half open so conveniently behind him.

Closing the door he turned to find himself in a room full of bunks and sleep tousled men. "Say fellows, there wouldn't happen to be a back way out of here would there," he said with a grin, but no one smiled. Then the door came crashing open and he leapt for the nearest chair with hopes of bashing it over the oncoming sailor's head.

This time he wasn't fast enough, as a blinding light exploded in his head followed by blissful blackness.

Consciousness returned to him strangely. At first he thought he was falling forward, but then he realized that he was being dragged stumbling down the cobbled street in the early morning light.

"He's coming around. Hurry up lad we haven't got all day."

"Yeah, that was quite a row you started back there. Kings men will be finishing it soon enough and better for us if we don't get caught in it."

Swiftly they half carried him through a shadowy door and deposited him behind some barrels in what seemed to be some sort of dimly lit storage space. "Not a sound now, ya hear." With that one of them disappeared while the other knelt and held him to silence with his eyes.

Old Theark had the right of it, alright, though Jame, first mate of the *Pralendor*. The stone around this man's neck was just like that worn by Slakon and such a stone only served Good, was even reputed to burn the Evil. Then Theark was by his side and once more they made of

lift Rarm, but he pushed them off and tried unsuccessfully to stand on his own. The older man waved him back and grabbed him up causing the world to spin and go dim for a moment. Next thing he knew there were tramping noises over his head and a man's hand clamped roughly over his mouth.

There in the darkness Rarm tried to wait and relax. More sounds of scraping and shuffling accompanied by angry voices came from above followed by more tramping around and then silence. Still they waited.

Untold time passed and then a light sprang up in the space ahead of him and he saw a man descending a staircase. His mouth was released and he was lowered to the floor. The man with the lamp knelt beside him, lifted his necklace and stared long at the gem. Then he nodded. "Welcome to the house of Slakon," he rumbled, then smiled broadly, "though usually I welcome my guests through the front door." Then he turned serious again. "We must see to your head, my friend, then we will talk."

Rarm leaned back and gave a soft sigh of relief. The brew Slakon had brought was quickly easing the throb in his head and he was beginning to feel like himself again.

"Alright, first what happened back there, and then I'll answer your questions if I can." Rarm waited, hoping to gain time by taking the initiative. He still wasn't sure what his new 'friends' had planned for him.

The one called Slakon only shrugged and the younger of the two sailors answered. "My name is Jame. My comrade Theark and I serve aboard the ship *Pralendor*, a trading vessel not overly well known in these waters. We were recruiting in that dormitory, a kind of a way station for out of work sailors, when you came in. By the way, there is no back way out," he grinned. "Anyway, we know the reputation of those sailors. They are WSC men and a bad lot, not at all well liked by the independent sailors. They had their hands full two seconds after they came through that door. Theark here saw your pendant as you dropped and told me. No one much was paying attention so we just pulled you out and made fast away down the street. Apparently someone reported seeing

us come in but Slakon here showed the King's men on out the front with a tale that we had probably gone on through while he was still asleep. It being early morn they believed him right enough."

Jame fell silent and waited. Rarm looked from one man to another. Nothing on their faces hinted of any guile or intent to harm and suddenly Rarm felt a very strong need for friends such as these. "I owe you a very great deal. Even more than my own life, though I don't suspect you'll understand. What can I do for you in return? What would you have of me?"

Slakon nodded. "See, it is as I told you. He could not wear the pendant were he of evil."

Rarm looked down at the peaceful blue stone. It seemed almost to glow. "What is it? The pendant means something to you." He looked up at Slakon. "I only know that I don't want to take it off. Do you want it? Is that it?"

"No, no my friend, Slakon said. Pulling at a chain around his own neck he revealed an identical pendant. "Even though you do not understand its power these stones are the same. While you wear it you cannot drown. Once in a brawl another sailor recognized mine and grabbed it in an attempt to steal it. It seared his hand. It may not be taken, only given, and then only to one who follows good ways. Still, it most certainly marks you as one who would stamp out evil and so should be kept well hid.

"Now, friend, who are you and what brings you to our port?"

"My name is Rarm and I was called here to perform certain tasks for a Master Aragon. Do you know of him?"

"All Modron knows of Master Aragon, of course," said Slakon. "When you say called, I think somehow that you mean summoned. Tell me, who was your actual summoner?"

Rarm felt this was some sort of further test. "Her name is Dode, I think, though I know no more than that about her. Aragon seemed most anxious that we not meet."

"Ah," chuckled Slakon. "Perhaps the good Master Aragon feared the beautiful Dode might interfere with his plans. Very well, then. Dode is also one of us, as is your Master,

though they do not always see eye to eye. Are you to get the ingredients for him then? He asked me but I am not a stranger and that is a part of the formula. It was felt that my help would not do. Perhaps, though, I may now serve by keeping you safe through your ordeal, if, that is, you would have me?"

"Gladly," Rarm smiled, liking this new friend very much.

"Good then. My friends," he now addressed the two sailors, "perhaps it would be best if you three acquired capes to make you less conspicuous and if you also helped Rarm here to get a few things we may be needing." He winked at Jame who nodded.

"Leave him to us and you keep a good ear to the ground. We'll see you tonight at the meet."

With that they led Rarm upstairs and out through the front of the tavern.

"Are you sure you're up to this?" asked Theark.

The older man's concern warmed him as the sparse sunlight failed to do. "Of course. Which ship is yours?" he asked to be friendly.

"The tall masted one yonder."

Rarm followed Jame's nod to see at first only a confusion of poles and ropes reaching into the sky. Then he realized that one of the ships did stand much taller than the others and real interest stirred in him. "Why so much bigger than the others?" He followed Jame's lead around the corner but without taking his gaze from that very large ship.

"Oh, we are an ocean going vessel while most of these ply a coastal or river trade. You need more sails to go the open sea." Jame smiled down at the smaller out worlder. "So ships are that new to you?"

"This kind are legends in my world. Besides, I've never even lived near the sea."

"Well near the sea is sometimes rougher than on the sea so you'd best stay heads up while you walk around this port. Save your thoughtful ways for later."

They were turning another corner and Rarm did begin to look around. A large building with the look of a small fortress loomed off to the left. It was set within the city walls in what appeared to be an open space.

"That yonder would be the



palace I think," spoke Theark by his shoulder.

"Aye," said Jame, "I saw it from the ship as we docked."

They walked along under the walls of the palace for a fair distance, but all was quiet now, with few people about. They continued to hug the buildings on their right and when Rarm asked about crossing they shushed him. He didn't want to have to go past the jail, but at least he now knew where he was. Just as they neared the jail Jame urged them across to Market Street. From there they went on into the Open Market which was now quite busy. Twice Jame dragged them behind stalls to avoid the wandering militia, but soon they were able to cross into another shop.

This place was vast, larger than most warehouses, for this building held the House of Damon, Outfitter Unlimited. Rarm stood near the entrance in stunned silence.

Jame quickly hissed in his ear, "Close your mouth," and urged him toward the more crowded rear of the store. The shop was already fairly busy with sailors brought by Market day to purchase supplies. Theark made quickly for a rack of cloaks and pulled down three of the common dark blue most worn about the city. Handing one to each of his friends he settled his own about his shoulders. "This should help us blend in a bit better."

"Here now," came a quiet voice from behind them. "Were you three planning to blend your way out of here too?"

"Hush yourself friend Damon," answered Jame clasping the hand of the big man who had joined them. "We've had a small run in with the local police and don't wish to be too

conspicuous. We also need quite an assortment of goods, special things, as it were."

"I see, I see. Would this be Aragon's friend? I think it would. Alright, downstairs with the lot of you. I'll join you shortly."

Jame led them behind some crates and through one into a flight of stairs. "That Damon is a hard one to figure. Maybe he's with us, and maybe not, but he's definitely against King and WSC."

As they descended the stair Rarm became aware of a dim light ahead. The walls about them were cold and he was glad for the warmth of the rough woven cloak. The light brightened so that he could easily make out Jame's silhouette ahead of him. They approached some sort of turn in the passage and soon found themselves in a stone hallway fairly well lit with torches in the wall.

Jame hurried down this passage as one who knew where he went and soon brought them into a large chamber.

Rarm looked about the huge stone cave in wonder. The whole floor was littered with randomly placed piles of assorted goods. Most of the piles appeared to have literally been dumped and left to be there until dust had settled on a few. In some places, nearest to the door, the piles began to overlap and some seemed heaped on top of others.

Rarm approached one of the nearest piles and pulled from it what looked like a broken cross bow, the handle only still remaining. This one was made of some light metal, however, and on further inspection he recognized it as some sort of spear gun.

"Those are fairly common in these parts. One shouldn't venture into the Roglaroon without one," said Theark.

Jame nodded, "Dig on through that pile for spears for it, while we try to find another for Slakon. Chances are he has one, but why take chances? Keep watch for special boots. They are formed to last underwater, and will protect you from the coral."

"Do we need anything else special?"

"Only a peculiar shaped dagger for cutting coral."

Rarm had instinctively headed for the right pile or had chanced

A stylized, high-contrast black and white illustration of a castle. The castle features multiple towers with conical roofs and crenellated battlements. A prominent tower on the right has a tall, slender spire. The architecture is reminiscent of a fairytale castle. The illustration uses a stippled or dithered effect for shading, giving it a grainy, textured appearance. The overall composition is vertical, with the castle filling most of the frame.

Jame came back with much the same collection, and quickly explained that the smaller straps were to fix the quiver to one leg and the knife to his arm, two for the knife and one for the bottom of the quiver, the top threading through his waist belt. To add to those he dug through

"We have things here for Slakon, plus some other odds and ends we may need later on." Jame winked at Theark. "Perhaps I'd better go get our host. He seems to have forgotten us. 'With those words, Jame headed back up the passage.

Jame and Damon returned then and they began to haggle over the cost. Eventually Jame ended up spending less than Rarm because of the unusual quality of his spear.

Then when they were ready to go Damon led them to another passage hidden at the back of the cave by one of the several larger carpets that hung there. "Keep to the right hand passage. The first cave on that side is under Master Aragon's. We'll see you at the meeting tonight."

**to be
continued...**

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ALL THAT GLITTERS...

The Coronet of Mind Expansion By Edward R. G. Mortimer

There is a 50% chance that instead of a Coronet being found, a Tiara will be found. Both have the same powers. This item is useable only by psionically endowed individuals. The Coronet (or Tiara) bestows these powers unto it's wearer:

1. Raises Psionic Ability by 10%
2. Gives 1 more Attack Mode (5 maximum)
3. Gives 1 more Defense Mode (5 maximum)

The Coronet (or Tiara) functions as long as it is worn, it will not fall off by accident. The Coronet (or Tiara) will confuse any non-psionic who puts it on (as per the spell) except for Monks. If a Monk puts it on, he/she will realize that it has powers but will also be aware that he/she can't use it. The Coronet (or Tiara) is constructed of Silver, Platinum and Mithral and is engraved with geometric figures.



Megaphone of Tongues By Edward R. G. Mortimer

This Magical Megaphone is useable by Clerics and Magic Users. It is operated by a command word, and will function up to ½ an hour a day and can be activated 3 times a day. Otherwise it duplicates the effects of the **Tongues** spell.

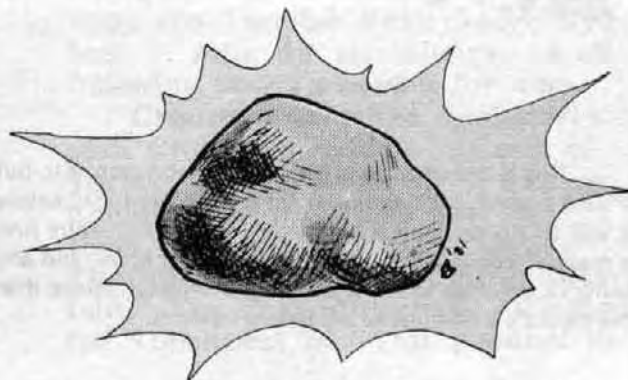


Potion of Lycanthropy By Paul Andrew Denisowski

When imbibed, this potion allows the drinker to voluntarily chance into any type of lycanthrope for one hour per day for a month. There is a 10% chance that the drinker will become a lycanthrope permanently.

Sun Stone By Michael A. Wilson

This fist-sized stone gives off continual light to a radius of 30'.



The Boots of Surefootedness by Clayton J. Miner

Only dimly hinted at in the stories and legends that are still told when friends gather about the fire, or when it is time to put the young to bed these wonderous boots are still believed to exist in some long forgotten corner of the once mighty empires that ruled the land by those who have searched out the truth in the many old and secluded libraries. Highly desired by all who have become convinced that they did indeed exist, these boots are felt to have aided the great Heroes of the past. According to the ancient texts, "...any being who is fortunate enough to wear these boots shall never slip or fall so long as their feet are at least upon the ground from which all things come". After stripping away the quasi-religious phraseology of these archaic records, scholars have come to the conclusion that these boots worked best when in contact with a natural material that has not been worked by intelligent beings, such as the ground or rock. Surfaces made of natural materials that have been worked, such as wood flooring or dungeon passageways reduce the boots to 50% effectiveness, and those areas that have been magically enchanted or are made of artificial materials render the boots totally useless.

Further information in the texts suggested that the wearer must have "the faith of the boots", but current researchers have dismissed this as further religious embroidery. In game terms, a player must be completely convinced that these boots will function, or they will not work. To determine this, the Judge must pay close attention to the players, and if the one wearing these boots expresses doubts about their potential for being of help in a situation, that player must take their Intelligence and Wisdom, add them together for a percentage, and then must roll the result or less to see if the boots will still work for him or her. These boots are priceless, and no one in their right mind would even think of selling them. In fact, if someone tries to sell them, they will most likely be placed in a lunatic asylum.



Sword of Crystal
by Ron Lagerstrom

This is a normal Long Sword to all who gaze at it, but if used against any creature which is of a "fire-type" nature it will (if the creature is hit with it) turn the creature into a mass of crystal. The Sword's magic level is six, and any being or creature which is of a higher magical nature than the Sword's is immune to the Sword's effects.

Boots of Alignment by Ron Lagerstrom

These boots are of an evil nature. Any evil being which puts them on will come to realise that they are but a simple pair of warm, furry boots (lined with some sort of lining). However, if any other differently aligned being puts on the boots, he will notice a strong contraction the moment they're on his feet, getting stronger each second. In 1 - 4 turns, the boots will constrict so badly that the victim's ankles will be broken.



The Ring of Unyielding Education
by Clayton J. Miner

A highly prized ring by those Sorcerors, Priest, and the like who have taken on over anxious apprentices, this is not an item normally found laying about in a dungeon or the wilderness. Every so often, however, one turns up where some unprepared Cleric or Magic User tried to take on something too powerful. More often than not, these rings will fall into players hands at a jewelry shop where they are sometimes sold. Appearing as a heavy gold ring set with a smooth topped dark blue stone, and engraved with finely detailed illustrations and runic wordings. These runes usually translate into the word "Educator" or "Knowledge". The reason these are so prized is that they have been enchanted to teach apprentices patience and the understanding that to learn something well requires a great deal of time and devotion on their part. Whosoever wears this ring will be unable to remove it, and will discover that to learn anything has become twice as difficult, and takes twice as much time. In game terms, the wearer will learn only 50% of whatever experience they would normally receive, and if in a world where experience is granted for the bringing in and spending of treasure, they will receive no experience for this. Normally, an apprentice has been asked to wear this ring by their master, it can only be removed once their master is satisfied that they have learned patience. If someone is unlucky enough to find or purchase one of these rings and puts it on without knowing what it is, they must seek out a master and request that he be generous enough to release them from it. There is a chance then of the ring falling off of the person's hand equal to the level of the master doubled. If sold to the right person, this ring will fetch a high price, between 750 to 1000 Gold coins. When sold to anyone other than a master with apprentice, it will be worth somewhere between 300 to 500 Gold coins.

Necklace of Haze
by Ron Lagerstrom

When this Necklace (seemingly worth about 36 GP) is placed around someone's neck, a light purplish mist will escape from one of the necklace's stones, surrounding the wearer and anyone within 10'. If the wearer (or anyone within the cloud's reach) should participate in combat while in this mist, their opponent will enjoy a +2 to hit them due to the drugging of the player's nervous system by the cloud. The player will also only feel one half the number of hit points inflicted on him, making him think he is taking less damage than he really is.



Protection Boots
By Michael A. Wilson

The wearer is immune to needle traps, fire, falling objects or other things that would cause damage to his/her feet.



Continued from page 28

(a game of horse racing for \$8.00), *Market Madness* (game of the Stock Market for \$10.00), *Apache* (a game of the Old West for \$10.00), *Fall of South Vietnam* (combat in South Vietnam 1973-75 for \$8.00), *Superiority* (invasion of Europe in the near future for \$9.00), and *Adventurer* (man to man brawling in the far future - "Where is my light-sabre?" - for \$9.00).

Fantasy Games Unlimited has released their version of a post-nuclear holocaustic world, "*Aftermath*." This twenty dollar, three-book set of role-playing rules covers almost any aspect of such a devastated world, and players attempt to exist in it. The first scenario booklet, "*Into the Ruins*," has been released for "*Aftermath*." This scenario sells for four dollars.

Simulations Publications, Inc. floods the market with four new releases. "*Task Force*," their game of naval combat in the near future (Soviets vs U.S. forces, and other elements), sells for sixteen dollars.

Mexican and Texan history makes its entry into the marketplace, with the newly released "*Alamo*." Crockett, Bowie, and Travis fans will enjoy this game for only twelve dollars.

"*Frontiers of Alusia*" is SPI's newest "*Dragonquest*" supplement. It consists of a multi-color map of a specific *Dragonquest* world, along with a large amount of background for the world. This supplement sells for six dollars.

The last release from SPI is their latest S&T, #86. It contains the game "*Cedar Mountain*," based upon the *Terrible Swift Sword* system. It sells for six dollars, as all following S&T's will sell for also.

Chaosium joins the marketeers with two new products. "*Cults of Terror*" is a new listing of evil religious cults for *Runequest* tm, their fantasy role playing game. The other product is "*Griffin Mountain*," the first wilderness campaign for *Runequest* tm. This product in-

Continued on page 90



Man-Bats by Mark R. Pennington

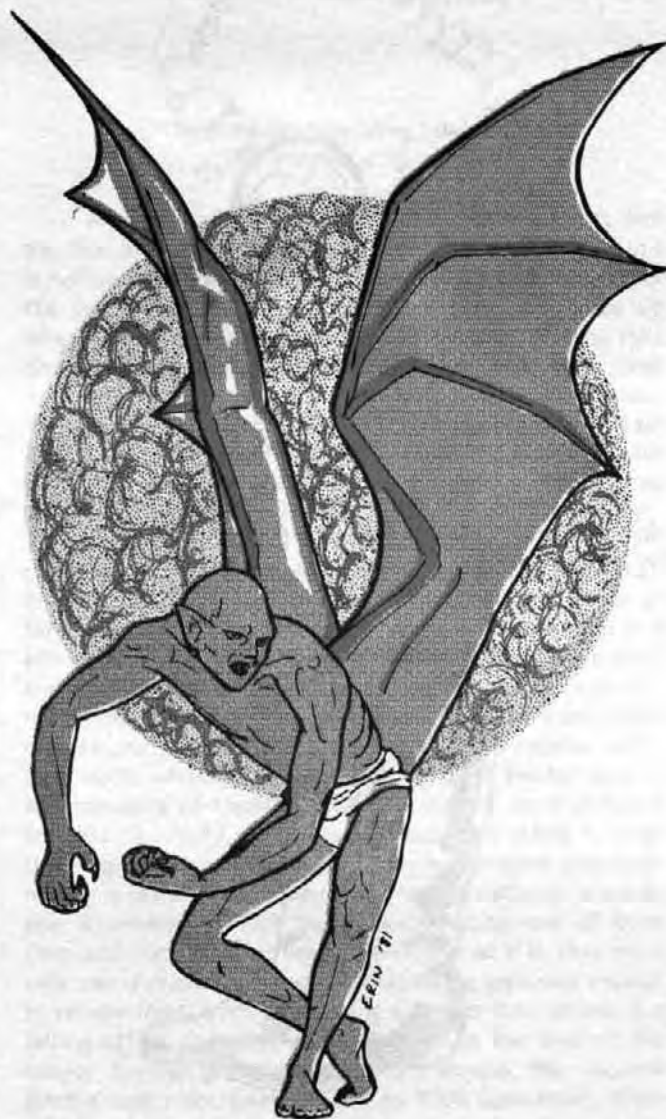
Frequency Uncommon
No. Appearing 20 - 200
AC 7
Move. 6/12
Hit Dice. 1 (see below)
% in Lair 100
Treasure B (R and V)
No. of Attacks 3
Damage/Attack. . . 1 - 2/1 - 2/
1 - 4
Special Attacks . . . see below
Special Defenses Nil
Magic Resistance. Immune to
Sleep and Charm
Intelligence . Low (see below)
Alignment Evil
Size M (up to 6' tall)

These poor wimps look so puny that a Kobold could take one on in a fair fight and come out the winner. Their size is as noted above and other descriptions are: Skin: brownish black and leathery, Eyes: dark red, Body Type: Skinny Humanoid with thin membranous wings.

There isn't really all that much that makes these nards tough; except: 1) When strong light of any source (torches, clerical light, etc.) is used in their cave-like dwellings, there is

a 20% chance, cumulative, per melee turn of driving them berserk. When berserk, they fight for all the world like 3 Hit Dice Monsters with 18:00 Strength. 2) When they score a hit with their jaws, save vs. Poison or begin the painful change to Man-Bat (make system shock roll or die). Cure Disease and Neutralize Poison by a 10th level Cleric will reverse the change. For every point of Intelligence over 14 and Wisdom over 15, there is a 10% chance that the character will retain old level and class skills. Victim will change to Evil Alignment. Which brings us to . . . 3) For every 10 Man-Bats, there is a 10% chance that one of those exceptional Man-Bats will be in charge. Roll 1D6 for Class: 1 - 2 = Fighter, 3 - 4 = Magic User, 5 = Cleric, and 6 = Thief. the leader(s) will have average Hit Dice and stats for their level/class and the R and V Treasure types will be in the trapped leader's Lair.

Note that although they are Sleep and Charm proof, other spells do work against them. Fireball being a good example.



Hell-Wreaks by Duncan Thornton

Frequency Very Rare
No. Appearing 1
AC 0
Move 24"
Hit Dice 2
% in Lair 5
Treasure A
No. of Attacks 3/2/1
(see below)
Damage/Attacks 2 - 6/
2 - 12/4 - 32
Special Attacks see below
Special Defenses Nil
Magic Resistance 75%
Intelligence Semi
Alignment CE, -41/
Chaos, -12/ Evil, -29
Size S (2' diameter sphere)
Psionic Ability Nil
Attack/Defense Modes Nil

Hell-Wreaks are glowing green globes that hover 4' off the ground, dwelling anywhere they can find small, isolated parties. They are treasure hoarders and, not being very quickwitted, they rely only on their awful destructive powers to gain loot; their attack far exceeds their defense. Rather than give up, a Hell-Wreak will attempt one more attack, sure that this will defeat its intended victims.

A Hell-Wreak may be hit by any normal weapon or attack. It has 3 modes of offense, all of which are fiery in nature, and will

choose whichever is most appropriate. The first is composed of 3 bolts of green flame, with a range of 6" - each does 2 - 6 points of damage, if it hits (the monster has a +4 to hit), and each may be directed at a separate target. The second has a range of 10', and does 2 - 12 points; only two such may be used per round, each may be shot towards a different figure. The third mode is a single explosion, radiating 4' in all directions from the globe, doing 4 - 32 points of damage to anyone in that area - a hit need not be scored. Saving Throws are applicable to all three forms of attack.

Once its victims are deceased, the Hell-Wreaks absorbs any treasure into its interior and carts the booty off to the lair. Killing the monster dissolves the globe, and a good chance exists that it contained treasure, which will fall to the ground. Treat chances for treasure and type as a typical room on whatever level the monster has appeared; if encountered outdoors, use 1 - 20% of a Type A Treasure.



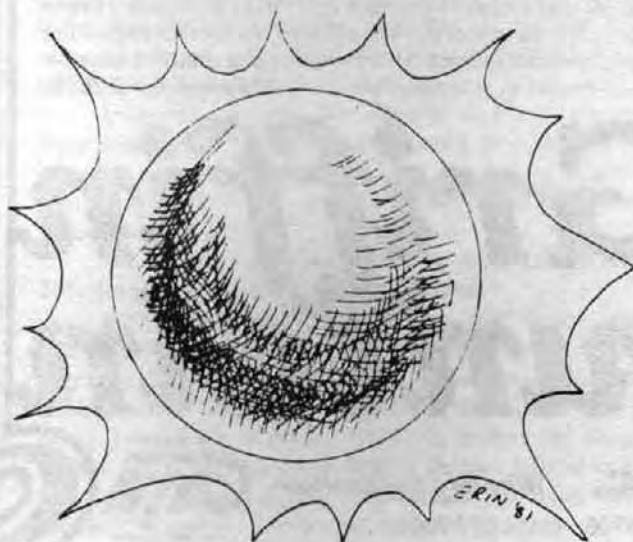
Mithril Monkey
by Jeff Clements

Frequency Rare
No. Appearing 1
AC -4
Move 12/30"
Hit Dice 20
% in Lair 80%
Treasure H, I, R, S,
T, V, U
No. of Attacks 3
Damage/Attack 2 - 12/
2 - 12/6 - 48
Special Attacks Breath Weapons and Magic Use
Special Defenses Nil
Magic Resistance Standard
Intelligence Supra Genius
Alignment Chaotic Evil
Size L (10' tall)
Psionic Abilities Nil
Chance of Speaking: 100%
Magic Use: 100%
Sleeping: 5%

Mithril Monkeys are king-sized monkeys that have skin as tough as Mithril Armor. They are very agile (being able to leap 20' in a single bound). Their Dexterity rating is recommended to be 18. Mithril Monkeys can employ weapons or use claws and/or teeth (2 - 12/2 - 12/6 - 48). These horrible monsters also have Breath Weapons of White, Black, Green, Blue, and Red Dragons.

Mithril Monkeys can travel Astrally or Etherally. They can also employ spells of 1st through 8th level; three of each level of magical spells (or 24 spell levels).

Each Monkey is likely to be accompanied by 1 - 12 Carnivorous Apes.



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ERIN '91

GEMSTONES and their POWERS

by Alfred Donovan

and Solomon Rahloak TIAu'ssy



"By the Egg of the Seal! A Baltorc!"

Before Pessen stood a three meter creature which vaguely resembled a Dwarf, except that its face was distorted by it's incredibly fanged mouth. Despite its relatively Humanoid appearance, Pessen had heard of them before. They were a demonic creature that always pursued their prey until one or the other (usually the prey) was dead.

As a mere Lizard Man, he realized that his only chance of survival was to attack first and kill the Baltorc before it had a chance to defend itself. He leapt. His sword descended with all the force his reptilian body could muster.

The blade hit the Baltorc in the neck...and shattered! Not even staggered by the impact with a 150 kg. Lizard Man, the Baltorc reached down and grabbed Pessen by his weapon harness and hefted him, effortlessly, over its shoulder. Then with a sudden flick, it threw Pessen forward into a stone wall, over seven meters away.

Pessen landed hard and a crack told him that he had broken his tail in at least one place. Suddenly he cursed his luck at losing his other weapons in that gambling game. Hoping that he had something left with which to defend himself, he reached into his backpack. The Baltorc took its time approaching as Pessen knew it would. It enjoyed the game too much to end it too quickly.

Pessen could find only one thing in the bag of any concern, a Gem, Chialtolite, which had somehow escaped his drunken gambling of the night before. He held the stone in his hand and hoped that some god would look kindly upon him in this plight. He then threw the stone as hard as he could straight at the Baltorc's eye.

Incredibly quick, the Baltorc snatched the stone from mid-air and glanced at it curiously. Suddenly he flung it away, but evidently too late, as a mist was slowly appearing and solidifying in the chamber. Slowly but surely, a Humanoid solidified.

"A Baltorc, eh? Well, run my little Lizard friend. This demon and I have a bit to settle here."

With that, the Cleric tapped his Staff to the ground and an expanding sphere of light emerged from it to engulf both the Cleric and the Baltorc. Pessen stayed only long enough to see the Baltorc writhing in the light before hurriedly leaving the chamber, with his broken tail dragging behind him. "By the Great Egg! A Baltorc able to activate Chialtolite." This laughter helped take his mind off his broken tail and the fate he had narrowly escaped. . . .

In most Fantasy Role Playing games, treasure makes up one of the more important goals. You have your miscellaneous Magic Items, Junk Items, Money and, last but not least, Jewels. In the *Dungeon Master's Guide*, Mr. Gygax gives some of the more common Gems and the powers one might give them. In my own game, with a computer to do most of the work, I give out lots of different types of Gems and allow a player a 1% chance of activating them, either using it's powers to help or hinder himself. Here is a list of some of these Jewels.

For instance, the Agate family has many members with special powers. Banded Agate, an Agate with brown, blue, white or reddish stripes, allows one to produce light of any color included in the stone. Another, Clouded Agate, which has cloud scenes on it, gives one a 10% chance of summoning rain clouds. Eye Agate, which can be told by it's concentric circles of gray, white, brown, blue, or green, allows one to see into the Demonic Plane - this could be quite startling at times. Flower Agate, which allows one to communicate with and control 1 - 10 types of flowers, has a flower shape on it. Landscape Agate, an Agate with a Landscape scene on it allows one to cast an Illusion of that Landscape over the present one. It will last for 1 - 10 turns. Scenic Agate, much like Landscape Agate, has a greatly different power. It contains a Pocket Dimension which the activator can point at someone and teleport him into the stone. However, there is a 25% chance that the user is teleported in as well. The activator must also find a way out. One Agate, Plume Agate by name, has a feather shape on it, and when activated it causes all birds within 100 meters to attack the user. Polkadot Agate, a Gem with polkadots on it, causes intense anger in any creature it is directed at. Finally, Tree Agate, a stone with a tree shape on it gives one +2 on all initiative rolls; this being quite useful at times, especially in fights.

Another interesting stone is Amazonite, a green microcline Feldspar, which gives a Female Fighter +2 on her fighting ability. A greenish or grayish white stone, Bronzite by name, allows one to use Bronze weapons at +1 in Hit and Damage, while Californite, a type of green Jade, gives the user +1 on Saves vs. *Charm Person*. Then there is Chialtolite, a black stone, that when activated summons a high level Cleric to attack the user. This is part of a family of attack stones.

Chert is another stone, It is prized by primitive

tribes as it, a grayish flintlike quartz, allows one to make +1 stone weapons. With Agrarian tribes, Chlorospine, a grass-green spinel, is highly prized, as it gives the user a 5% per level chance of talking to a plant. They will give lots of Gold for these Gems, as they are not common in Agrarian areas.

The steel gray stone, Dwarf Nodes by name, is highly prized by Dwarves, as it allows one to shatter up to 1 meter of rock per melee round. They also prize Fluorite, a deep purple Gemstone, that will glow in the dark for 1 - 6 turns when activated. These are used when there are dangerous gases in the area that is being mined. Elves prize the Elf-stone, and rightly so. It is an opaque black stone that glows from red to white when activated, shooting off a 1 - 8 Hit Die Laser Bolt. It will do this once per turn. Psionics prize the Janus stone, which is crystalline with one or more colors in it. They like it because if someone has psionics and is able to activate, it, they can produce pictures inside the stone. They also like the Star stone, a brilliant blue crystal that gives one a 20% chance per level of having psionics. Many races use it to bring out their latent psionic powers.

Other stones include Margusite, a light blue stone,

which can make any object extremely heavy, when pointed at it. A stone for Clerics, is Odontolite, because it is made up of fossilized ivory, bones, or teeth, that are blue in color. They give one +2 on the chance to turn or dispell a skeleton. Violan, a fine blue colored diopside allows one to fly for 1 melee round per level once a week. Finally, to end up this survey of Gemstones is Zoisite, a gray, red or greenish stone that when activated summons all the Rats within 100 meters to attack the user.

The use of these stones might enable the Judge to create a player or non-player character class called Geosage. These people would require the intelligence of a Magus and would be inclined to using the magic of the stones (Judge's discretion). These Geosages would have a cumulative 10% chance per level of activating a stone up to 5th level. At 6th level the percentage would sink to an additional 3% per level. The Geosage would check his ability to activate a stone whenever he wished, once a level. If he tests it every level, then the new chance of activating it is only the difference in chances between the two levels. The Geosage, being what he is, would be effectively a Magus, with a different source for his spells, and so he would be limited to the Hit Dice, Weapons and Armor of a Magic User.



FROM THE HORSE'S MOUTH

PEGASUS Reviews Games and Game Aids



ABYSS POCKET ADVENTURE #2

Released by Flying Buffalo, Inc.

Reviewed by Clayton Miner

Many travellers have come to the same point, where they are battered and bleeding from wounds inflicted on them by people they don't even know, for reasons they do not understand, when finally unable to raise their weapons one last time, they sink to the ground no longer a member of the living. Up till now the only recourse has been a visit to the local High Priest by your companions, or wadding the character sheet into a ball and sending it on a one way trip to the wastebasket. However, with the release of *Abyss*, player characters in the *Tunnels and Trolls* game system have a chance to return from the dead based in their own merits. Number 2 in a series of Pocket Adventures, *Abyss* places dead characters on the very edge of Hell itself, where the slightest error in judgement may mean that you will remain as a permanent 'guest'.

Set up in a style familiar to those who have played *Tunnels and Trolls*, this small booklet of 13 pages runs through the adventure by having the player read an initial paragraph, then listing several options. From there on the player must decide what to do then look up the listed paragraph giving results or additional instructions. For example, a player may be in a position to go down the hill to the plains, go to 8F, or if you wish to enter the small cave go to 2B. This allows for a fair number of choices to be made during the course of the adventure, but also limits character inventiveness. If a player wants to perform an action that is not covered by the directional options, they are out of luck.

One of the nice things about this product is that it makes for interesting play, and can be quite enjoyable

to read through even if you are not running a character. The major problem with *Abyss* is that it becomes predictable after a while. Those people who have had the fortune (or misfortune) to have been through this several times get to know the pathway through the booklet, and will know the right things to do. At this point it no longer becomes a test of player wisdom, but a contest between the dice rolls of the player and the creatures. Unfortunately, there is nothing, other than a Judge limiting the number of times a player may try to take a character through this adventure, that can be done to change this. This fault has surfaced in the majority of solitaire dungeons that have come along in the past few years. However, the amount of adventure that can be found within *Abyss* is well worth the price of \$2.00. The main feature of this item is that it is fun to run through, regardless of the chances of success or failure, and any player who is looking for some additional plat after their character has been slain should pick this up.

SPELLBINDER

Released by Task Force Games

Reviewed by Clayton Miner



After looking through *Spellbinder*, it seemed as if the reverse of *Robots!* was in force, whereas the one, *Robots!* had exceptional counters and a poor map, *Spellbinder* has an excellent map and poorly done counters. It seems to be a rule that Task Force is unable to make both ends of a game meet. *Spellbinder* is a game of Wizards and their armies in conflict with each other as they strive to lay claim to Yof-Pintre, the island stronghold of the mighty Wizard, Yamantsar. Each player assumes the role of one of the four warring Wizards and takes command of an army. Aiding the Wizards are various magic spells falling

into two groups, Offensive and Defensive, with which a person may strike at his enemies from a distance while hopefully being protected against reprisals.

Unfortunately the counters for **Spellbinder** are not of high quality and detract from the appeal of the game. Printed with overlapping colors, all that is displayed is the black silhouette of a Wizard (and his name) and his rather Orcish Henchmen. This is interesting, whereas the cover art depicts men in mortal combat, the counters suggest that there is not a Human in the bunch. In addition to the four armies, there are 2 ships, 4 spell counters, and 4 special black counters which represent the Garrison of Yof-Pintre. The size of a Wizard's army is limited by the number of counters, and at best one can control nine units, although the strength of these units may vary as the game progresses. I am still trying to figure out how to spread 10 Strength Points evenly among 9 army units.

The best part of **Spellbinder** is the game map. It boasts color over the entire playing area, with alot of attention placed on the detail of the mountains and castle areas. The amount of work done on the castles gives a player something to look at while waiting for the others to finish their moves, and when viewed at the right angle, the mountains appear to stand over the surrounding terrain. The forested areas are lacking in detail but the balance between them and the open areas makes up for this. The water areas are well done and contribute to the overall quality of the map. Last but not least, the names of the places blend in well with the map, and do not stand out overshadowing the rest of the graphics.

The Rules Book follows **Task Force Game's** standard procedure, using the Case and Point System developed by SPI. This game however, is somewhat different than **Robots!**, **Intruder**, and **Star Fleet Battles** in that it has a table of contents on the inside front cover. This is a great improvement over the earlier games. However, **Spellbinder** does not have the large amount of rules that **Star Fleet Battles** has, so the lack of a table of contents would not be as big a problem as it has been in the past. As usual this game begins with a short background narrative, which is a nice little touch, but in this case is short and does not have the numerous touches found in others. Actually, a large amount of material is covered in the 12 pages of the rules booklet, mostly in a concise manner, fully explaining what is and is not possible. Unfortunately some of the explanations of the rules can be quite involved and somewhat confusing, requiring several readings before things are made clear. An interesting feature of the game is that the position of the first player in a turn is not always held by one person, but by the high die roller. This will go a long way to bringing the twists of fortune into the game.

Supplied with the game are four sheets of paper on which a player has a copy of the CRT, **Spellbinder** Points, and a Matrix for Spell to Spell Combat Results. The only thing left off of these sheets is the Terrain Effects key, and as usual, it is hidden in the rules. Other than this, and the rather poor counters, the only mark against the game, is the amount of extra bookkeeping that the players have to do. This is in the form of the strength of the armies. However, **Spellbinder** remains an interesting game for 1 to 4 players despite one or two glitches, and should provide players with an afternoon of enjoyment.

SKINWALKERS AND SHAPESHIFTERS A GUIDE TO LYCANTHROPY FOR PLAYERS, DUNGEON MASTER, AND THE CURIOUS

by Morningstar Publishing Company

Reviewed by Clayton Miner

The topic of Lycanthropy has long been a subject of interest to people who partake of the many fantasy role playing games, for where else is one likely to encounter such a fearsome creature as the legendary Werewolf? Yet, until recently other than some well known legends and several cinematic conventions, there has not been a great deal of information for gamers to go on when encountering a Werecreature during their travels. Well, the people at **Morningstar Publishing** have released a small book designed to make the running of the friendly, neighborhood Lycanthrope an easier task. This book performs two services; first it offers guidelines for establishing the Lycanthrope in a world as both player or non-player character, and second it helps to even out the imbalance that often exists between man and beast in many games.

This is done primarily through the textbook style in which the information is presented to the reader. Consisting of 5 chapters, each section of book is dealt with thoroughly, and is accompanied by a section of suggestions on how to incorporate the ideas expressed in the chapter into fantasy gaming. While this is handy for showing people how to use what they have been given, it is also somewhat confusing as the reader must jump several times from the 'real world' to fantasy gaming and back again several times, before they have completed the book. Other than this, there are no other noticable problems with the book. An excellent feature of the book, not found in most other game aids, is a list of Suggested Readings for those who wish to pursue the subject further, or just to get new ideas on types of creatures to include. A number of fiction and non-fiction works are on this list, opening a wide range of material, and each book has been commented on, to help people decide whether or not to use that particular item. As well as the reading list, the book is graced with a table of contents of both the gaming suggestions, and the historical material these ideas were derived from, facilitating quick and easy reference.

The author has divided the book into two 'sections', the first covering the Skinwalkers, those who derive their abilities from a totem, and the Shapeshifters, those who derive their powers from either Sorcerous means, or natural happenings. This has resulted in a wide range of possibilities when encountering the Werebeast, and has helped to revoke the almost instant death sentence most characters are faced with if the Werebeast attacks. A nice idea, and by varying the type, strength and inherent limitations of a Were-

creature, a measure of suspense will be injected into an encounter whose outcome might be otherwise predictable. Another mark in favor of **Skinwalkers and Shapeshifters** is that it is set up for use by both players and Judges, without the problem of one reading something reserved for the other, something which has cropped up several times already on the market.

As well as this, a feature of **Skinwalkers and Shapeshifters** which should attract many gamers is that the guidelines given may be easily expanded to encompass the less traditional Wereforms that have become popular in gaming as of late, such as the Werecat. In fact, in the Shapeshifters section of the book is a new player or non-player character named appropriately enough, the Shapeshifter, which is a culmination of ideas previously expressed, and is tailor-made for those people who like to try out new and unusual things. In addition, the book offers lists of ways to transform ones self into a Werebeast, and vice-versa, either voluntarily or involuntarily. An interesting touch which can add depth to any game. All in all, **Skinwalkers and Shapeshifters** is an interesting, informative, and well thought out product which should be of interest and be of much use to both players and Judges.

MAGE

Released by The Archaeron Games System

Reviewed by Clayton Miner



One of the latest items to come from Canada is **Mage**, one of the modules that go together to form the Archaeron Games System. This part of the system covers the generation and development of the Clerics and Wizards to be used when more of the game is released. On its own **Mage** may be used as a supplement to existing role playing games, or as a game of Sorcerors and Clerics in a magical conflict. While some of the systems and ideas in this book are similar to those found in **Chivalry and Sorcery**, there are a number of new ways of doing things which will be of interest to many gamers. To set up a persona is admittedly a rather complex process, but as most of the rules are straightforward, requiring little or no guesswork by the players or Judge, it is a task which is not overly difficult.

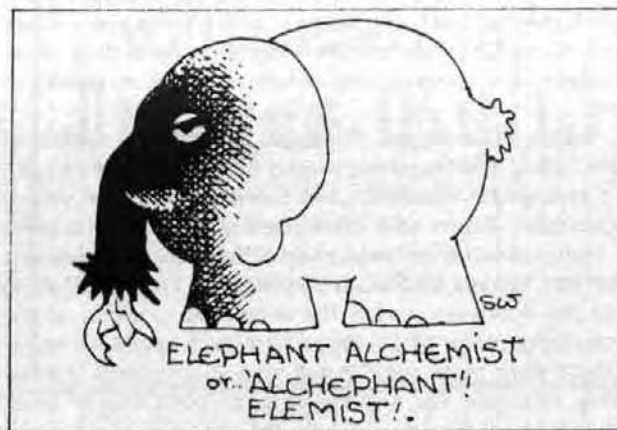
Generating this persona (character refers to the NPCs) is more time consuming than it is complicated, as the player must run through a number of formulas to determine the overall quality of his persona. For example, a Mage's Demonic control is figured as one-third of the Deadliness + Social Attitude + Greed. Another necessary formula is the Psychic Capacity which is the ability to cause things to happen. This is determined by taking one-third of the Stamina + Social Attitude + Sensitivity. There are several other formulas which must be run through to

set up the character, and it is this which takes most of the player's time.

One of the new ideas in the game is that of Body Type as a basis for setting up the character. In the game it is important to know if your persona is a thinking person, a doing person, or an enjoying person. This basic determination then effects things like size and social standing. The most important use for Body Type is in figuring the endurance of a character. This is an interesting way to set up a persona that should appeal to others. A distinct advantage to this game is the thorough Table of Contents, which has made it alot easier to find specific bits of information. Being able to find where a certain rule is, comes in handy when faced with the large number of abbreviations found in the rules. This high number of abbreviations is one of the faults with **Mage**, making it a bit difficult to get through.

When using this product, it may be handy to view it as a simplified variation on the **Chivalry and Sorcery** Magic System, as some of the ideas, like that of specialized Magic Users and the use of a focus are primary parts of play. A nice touch is that the focuses necessary (labeled Personal Magic Devices) are divided into four different types, the Wand, the Medallion, the Chalice, and the Sword, easily recognizable as the four divisions of the Tarot. Each of these types have different effects on spells, depending on the level of device constructed by the Mage. This makes for a wide variation in personae, and an interesting game. One glaring fault with **Mage** is that parts of this have been set up with very little forethought. First and foremost in this is the Sage Personae Class. This fellow has the Power of Prophecy, and as set up, if he is accurate is his predictions, the Judge must change things around so that the events happen. While this may be a fun class, bringing a new dimension to play, the possibilities of upsetting the balance of a world are too high for it to be practical.

One of the biggest disappointments in **Mage** is the artwork, which at best can be labeled as poor. As a contrast to the low quality of the interior artwork, the cover is pretty well done and attracts the eye. Overall, this is an interesting project, with several very good ideas which should make for interesting play. Hopefully the rest of the A.G.S. will be released soon, making **Mage** more of a role playing system than just a game. Play is often fast paced and interesting, with the players becoming quite involved with their personae, another reason that Judges should try this out.



VALKENBURG CASTLE

Released by Task Force Games

Reviewed by Clayton Miner



Like so many that have preceeded it, and like so many yet to come, **Valkenburg Castle** is a board game version of a **D&D** game. And yet **Valkenburg Castle** has something different than most. In this game the players really get a feel for fighting a running battle on several floors of a building at the same time, except that in this game the action takes place in a castle. Because of the many ways in which the five underground levels of the castle connect, this game offers many challenges to inexperienced as well as experienced players. Victory might be almost assured and then suddenly when you least expect it the enemy may drop down the ladder one of your men just found. **Valkenburg Castle** offers a degree of complexity not found in most **D&D** related board games.

The closest game of this genre to date is **Citadel: A Quest Within a Wizard's Tower**, where similar to **Valkenburg Castle**, the object is to enter a multi-level castle held by a Wizard and to complete some objective. In both games, one of the players is the defender trying to keep the other person out, while they (the other person) try to find their way about the castle before time runs out and they are caught by the garrison. This, however, is where the similarity ends. In **Valkenburg Castle**, the player of the 'Good' side has several ways of winning the game, but is faced with a much stronger challenge. Not only is he allowed to roam the castle killing and searching wherever he wants, so is the enemy, and you never know just where the other person will surface. To survive the continually prowling minions of the Evil Overlord (or Wizard) the 'Good' guys need a lot of skill and luck. The castle is represented on the game map as a five level complex. This actually is the dungeon below the castle proper interlinked by stairways and ladders, and split up into many areas by walls. Doors are everywhere, some locked, some unlocked, and some secured, which makes them harder to open.

This map of the floorplans is actually somewhat plain, rather spartan, being mostly black with a grey square grid to regulate movement and combat on a cream yellow background. Along with this square grid system is a series of alpha-numerics to help people find various doorways, staircases, ladders, and to set up the game. This is red, along with the doorways, and is the only thing breaking up the general monotony of the board. It would have been better if there were more color in the map, just to keep it interesting. However, the map serves its purpose, that of being only the visual display of where the action is taking place.

Somewhat disappointing are the counters for the game, which are relatively plain and unassuming. Similar to other games by **Task Force**, these counters consist of simple silhouettes on a colored, or white background. In summation, **Valkenburg Castle** is a very good game (unless you go a little crazy and try to use the rules for modern combat), that lends itself well to the campaign game scenario given in the back, and is well worth the cost, as it will provide many hours of enjoyment and action, in the dark depth of an enemy held catacombe.

Combat is the central idea of the game, and **Valkenburg Castle** seems to have been designed primarily as a lesson in the complexity of such a struggle. The rules to **Valkenburg** are well thought out, and cover the possibilities quite thoroughly. As is usual with rules that go into the amount of detail on combat as this there are bound to be some questions, but several readings, and/or a trial game clear these up quickly.

The rules cover such important things as missile fire, melee, vertical assaults (for those times when you are lucky enough to catch the other guy on a ladder, or are unlucky enough to have that happen to you), magic use, battering down doors, and monster. This is one of the most complex games of its type around, and also one of the longest to learn how to play. This is not due to bad rules, but to the number of them that must be mastered before play begins. **Valkenburg Castle** is by no means a perfect game, it is not as spontaneous as **D&D**, and lacks the general creativity found in most **D&D** games, while being very close to a dungeon run. Another problem with **Valkenburg** is that some of the rules are out of balance, or tend to favor the other player. For example: before the game has started, the 'Evil' player has locked many of the doors in the dungeon, which can only be picked, battered, or chopped down by the 'Good' guys, while the enemy have keys to use. Why not take the keys your ask? Well that is because the 'Good' guy cannot use the keys, as they are slightly magical. However, these imbalances are minor and do not really interfere with the game.

THE NECROMICAN

Released by Fantasy Art Enterprise

Reviewed by Clayton Miner

Magic has long been a fascination of mankind, from the time when primal warriors danced by the fire-light to insure the bounty of the hunt, to today where people spend their time in reading the Tarot or the I Ching. It seems only natural that many of the current fantasy games would include magic use as an itegral part, for often it seems that magic is inextricably bound to the exploits of many heroes of legend and mythology. It is also logical to find the relatively unrestrained use of magic in these games as it is only realms of **Dun-**

geons and Dragons, Chivalry and Sorcery, and Runequest, to name but a few, that one can experiment with these powerful forces without first having to run through lengthy and expensive (both in mortal coin and other forms of wherewithal) procedures, and risk being exposed to the effects, of an untried spell. Few things can be more frightening than being in the middle of a disaster of your own creation and not being able to stop it. This product, **The Necromican**, brings to a player or judge a complete spell book containing many new and wondrous magical performances designed to amaze and delight the user.

A veritable masterpiece of creativity, this product reflects the imagination of five fantasy gamers in their search for the new and unusual with which to bring variety and sparkle to many worlds. While not the only book of its type available, many judge and players will find **The Necromican** most useful book, first on the grounds that it offers something for everybody, not just the Lawful Mage or the Chaotic Wizard, but spells that will be useful to the Druid or Cleric as well, even the wily Illusionist will find a few spells, such as the **Bedazzler**, which will be useful. Admittedly some of these spells, are bit unusual, like the **Sorcerer's Spacecraft**, but by an large, the book offers reasonable, intelligent uses of magic. In fact many of the spells have uses that do not at first come to light. For example, the spell of **Benign Boots** which causes a pair of boots to take a corpse to a place of safety on another plane can be used by a devious Magic User to put an enemy away, where restorative spells will not reach him. One of the best parts of this book is that it opens the way for player and judge ingenuity, something which seems to be lacking in great quantities as of late.

Retailing for \$5.00, this book also offers interesting illustrations covering the effects of some spells, areas the spell can cover, and so on. An interesting little book, this will bring some new life into a sagging campaign, or help a frazzled judge fight back against the party of well equipped high levels that have been virtually running the world. Especially useful to the judge with the reputation for the bizarre, **The Necromican** is sure to raise a few eyebrows when the party meets with a Mage capable of using **Toth Amon's Organ Request**, and proceeds to do so. This is definitely a product that judge and players will find interesting and somewhat amusing. The long term value of new material in a world makes this item well worth the purchase price.



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The WIZARD SWORD

by David Dougher

If you have spent many hours in the futile task of explaining why a Magic User cannot wield a sword, and then been frustrated by quotes of various books in which the Magic User does have one, I offer a simple solution.

The **Wizard Sword**: cost: 20,000 Gold Pieces. Time required: 1 year.

This Magic Sword is the sole sword usable by a Magic User. Further, a Magic User will be 99% likely to keep this weapon once he has created it - player characters included. (Decrease by 20% for every one already owned.) A **Wizard Sword** confers no bonuses, (optionally, for an extra 10,000 GP and an additional 10 weeks, it can be made to "Glow" in the presence of some enemies. Note: Only the blade will glow, so if the weapon is covered by a sheath, no glow will be seen. The blade will glow only for someone or something of direct opposite alignment within 30 feet) nor may it be further "Magicked" to give it bonuses. The sole "Magic Property" of a **Wizard Sword** (excluding glow) is its ability to be carried by a Magic User.

In general, the only way for a Magic User to obtain a **Wizard Sword** is to create one, or kill the owner of one. A **Wizard Sword** will not be found in a treasure! If a treasure is guarded by a Wizard, or a Wizard is encountered as a wandering monster, roll a percentile die. A roll of 00 indicates that the Magic User possesses such a rare weapon.

In addition to being desired by Magic Users, **Wizard Swords** are highly sought after by Thieves who sell them at great profit. If a Thief is offering to sell a sword claiming it to be such a weapon, there is a 10% chance that the

sword is actually a **Wizard Sword**.

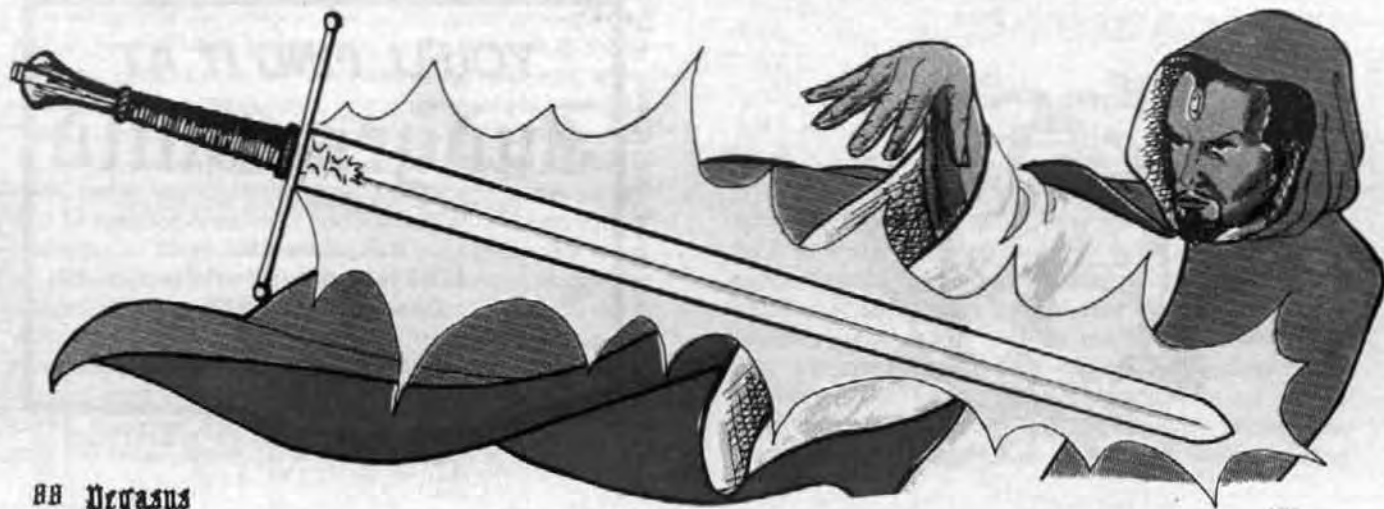
Wizard Swords are able to "sense" the alignment of their owners. Hence, if the sword changes owners the blade will still glow for the new owner if he encounters a creature of opposite alignment. However, when changing itself the sword must make a saving throw or shatter in the new owner's hand! I use a system shock roll giving the sword a Constitution of 15 (16 if it "glows") immediately upon changing owners.

Only Magic Users of Wizard level (11th) or higher may create a **Wizard Sword**; consequently, obtaining one will not be easy!

You will find that in game play a **Wizard Sword** will have little effect. Magic Users must sheath the weapon before conjuring - losing valuable time. High level Magic Users should have little interest in creating such weapons because of the monetary costs, massive time expenditure and low yield result. In combat such weapons are capable of no more damage than a dagger; the bearer is generally singled out for attack ("Get Him! He must be a Wizard!"); and Thieves are always trying to steal them. **Wizard Swords** are subject to all sorts of common damage, and a *Dispel Magic* spell. (Sword saves as 11th level Magic User).

So, now your Magic User can carry a sword! (if they are rich, foolish, indolent, and don't need it.)

A final note: Should anyone protest that this is the only sword a Magic User can carry, explain patiently that such weapons were rare - even in books. Then, drop his character in boiling oil the first chance you get!





what do you attribute its popularity?

Mr. Bledsaw: The free form design of Tegel Manor was a plus in its' favor, but some basic themes seem to work just right and a huge haunted manor house has just the right feel for interesting side action in an otherwise serious campaign.

Pegasus: Does that popularity carry over to other Judges Guild products?

Mr. Bledsaw: To a large degree. Many of our best selling items are simple campaign aids such as Campaign Hex

System and Ready Ref Book.

Pegasus: Would you say the style of FRP games has changed much over the last five years?

Mr. Bledsaw: Not too much. The

"...we remain flexible and responsive to gamer's needs"

gamers still expect a lot of fun and that's what is delivered in countless sessions around the country every day.

Pegasus: If a new FRP designer were thinking of starting his or her own company, what advice would you have for them?

Mr. Bledsaw: Be prepared to work hard, be honest and fair, and don't expect too much of others.

Pegasus: I think I've about used up all my space for this issue's interview, so I'd like to thank you for the interview and good gaming one and all!

Continued from page 77

cludes a two-color map, with very extensive information for both the players and the Judge on this particular scenario. These products sell for ten dollars and sixteen dollars, respectively.

Technical Studies Rules (TSR) has recently released a game based upon an upcoming movie by the same name. "Escape from New York" deals with the attempts of players to rescue the President from New York City. The year is 1997, and New York City has been turned into a large maximum security prison for dangerous criminals once the police wars were over. The President's plane falter, and crashes in the city.... "Escape from New York" sells for twelve dollars.

Gamelords has released "Free City of Haven," which sells for \$14.95. This city is a detailed set of adventures for their "Thieve's Guild" role playing system, although it may be adapted for other campaigns. Free City is part of a four-part Thieve's Guild adventure set.

A new company, Future and Fantasy Games, has just released "Hyperspace," a game of ship to ship combat in the 21st century. This boxed game, which includes five scenarios, has a price tag of three dollars.

Well, there you have it. The list of the newest releases is complete. So, until next time (with its inevitable large number of new releases), may the Force be with you.....

Continued from page 4

The BOOTY LIST points out the next step in this tour of our new magazine. Best described as the register of JUDGES GUILD products, this section of PEGASUS not only lists what we have available, but also includes a rundown of prices, and the component parts for each of our items to make it easier for gamers and Judges to place orders for new releases or replacement parts. ALL THAT GLITTERS... can be quite helpful in bringing back an air of uncertainty to any treasure chest. Something of a companion column, ...AND THINGS THAT GO BUMP IN THE NIGHT is where we will be bringing you a menagerie of new and unusual creatures. Many strange beasts, beings, and monsters of magical and mundane nature will be presented here, along with complete descriptions and statistics for use with the DUNGEONS AND DRAGONS game system.

As we continue our tour of PEGASUS, the next area that we shall be visiting is the CONVENTION COMPENDIUM; our roster of up-and-coming gaming, science fiction, and other assorted conventions. This section of the magazine offers the reader a continually updated list of what is going on, when, and where, with information as to whom to get in touch with to find out more about the event. The COMPENDIUM is also offered as a free service, making it

easier for convention planners to spread word of their planned event.

While on the final leg of this tour, we shall be stopping in on the three remaining departments. The first of the last three areas is FROM THE HORSE'S MOUTH, which will be bringing you reviews of the new products, games, and game aids in the field of board and wargaming, and fantasy and science fiction role playing. This part of the magazine is aimed at informing the gamer as to the various merits and weak points of a number of items, both currently available, and soon to be released. The section GRAND PROMENADE AND SKALD'S STREET is where we will be printing letters to the editor, and his responses to the gamers' questions and remarks. The name of this department, by the way, is also the location of the PEGASUS office in the CITY STATE OF THE WORLD EMPORER. Lastly, we have IN THE

CRYSTAL BALL, the part of the magazine set aside for advanced billing of some of the features of the next issue. This is where we will be giving the reader some idea of what to expect and look for in the near future of our magazine.

Well, here we are at the end of our tour of the magazine, and, before I bring this month's HORSE FEATHERS to a close, there is one last thing I need to cover. A number of subscribers to the JUDGES GUILD JOURNAL and the DUNGEONEER have called or written in with questions concerning their subscriptions. In response to their queries, any subscriptions that were placed before the change in magazines will be prorated, that is extended, to cover the PEGASUS for the duration of the original subscription. None of our subscribers are going to lose out by our change in magazines.

the JOURNAL

of the Travellers' Aid Society

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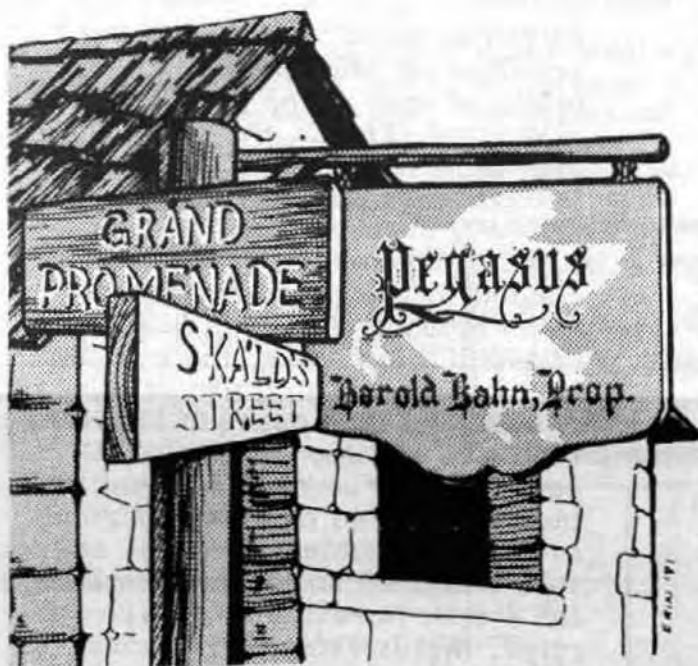
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WINNER — H. G. WELLS AWARD,
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Dear Judges Guild,

As an ardent fan of the TSR fantasy game, *Advanced Dungeons and Dragons*, I find some of the modules that you offer for sale very interesting and entertaining. However, after the purchase and careful examination of one of the modules (*Under the Storm Giant's Castle*), I found a few things that disturbed me about that particular module.

In a game such as *D&D*, borderlines must be drawn between the real and the imaginary. When these borderlines cannot be drawn in a game, then the game ceases to present its true function, and could lead to misconceptions about it and the subject matter it deals with.

I feel that Mr. McCloud's use of angels and the Devil in his module was in extremely poor taste. As previously stated, borderlines must be drawn somewhere, and I feel that they need to be drawn, before they draw in the Almighty and the Holy Bible. If the contents of this module are to remain the same, perhaps the Judges Guild should change the sentence that is on the inside front cover that reads, "All characters, situations, and institutions portrayed herein are fictional, and any resemblance to any person or insti-

tution is purely coincidental." Somehow, I feel that the resemblance between the contents of the module and the institution of Christianity is too great to be called purely "coincidental." Perhaps Mr. McCloud should refer to the *TSR Monster Manual for D&D*, and select his monsters for his modules from this book, instead of from the Bible.

Randall Keiser
Pollock, La.

Randall,

I'm glad to hear that you enjoy most of our products. Unfortunately, I also have to admit that we are not perfect, luckily, no one else is either. You may be right that the line must be drawn somewhere, but where that line is drawn is up to the DM. Sometimes I feel that the line is drawn too far to one side or the other. I personally know Christians who use Christianity in their campaigns for evangelical purposes. In order for the game to be truly fantasy, all religions that ever existed would have to be kept out, which eliminates both Gods, Demigods, and Heros, and Dieties and Demigods, a little late for that now. So, since other religions have been included in the game, it would be discriminatory to say that people couldn't be used in fantasy games. In other words, it is Mr. McCloud's choice of whether or not to use these beings in his *Dungeon*, and it's your choice whether or not to use his *dungeon* in your campaign.

Harold

Hello,
I don't write often, and even less frequently to magazines. However, considering the amount of utilization I get out of *THE DUNGEONEER*, I have decided to send along this letter. Through various means I have

obtained the more "valuable" information of all the issues. (i.e. *Dungeon-er Compendium* 1-6). I use much of this material, somewhat modified of course, in my world. Also, the stories spark many ideas of my own. Because of this, I consider the 'zine an excellent return for the money spent.

Being a member of the Air Force I come into contact with a lot of people and I really am surprised as to how fast the games catch on, especially D&D. Keep up the good work.

Sgt. B. Chapin
Wurtsmith AFB, MI

P.S. I have enclosed a couple of monsters and magic items of my own design.
Like to see what you think.

Sgt. Chapin,

Thanks for the good words.

Harold

Dear Sirs:

When I recieved issue #19 of your good magazine, I read with some interest the article by Thomas McCloud entitled "Estimating Power" I've done a little work on my own with the problem, and I'd like to share it with you.

To my mind, the definitive rating system for monsters of any kind is the one developed by Don Turnbull in *White Dwarf*, issues #1-3. I won't go through it here, save to say the number it generates is essentially the number of rounds an endless string of first level fighters would take to kill the given monster. Interested readers are urged to consult *White Dwarf* for further information.

But it does have a problem. It develops a MonsterMark (the name of the rating) for only a single creature at a time. It can also be used to rate a number of creatures all considered

together, but only with the greatest of difficulty. I went through a number of these calculations, and came up with the following empirical formula: $MM \text{ of the group} = N1.5^{\frac{1}{N}}$ individual MM where N stands for the number in the group, and MM stands for Monster Mark. Curiously, if we square both sides of this equation, and assume that MM is directly proportional to level (though that is not true), we have the formula Mr. McCloud developed in his article.

I have no idea what a 1000th level dragon is like, so I cannot comment on Mr McCloud's example. Instead, I have prepared a quiz for the readers of JGJ. Pick the group or individual you think would win each of the following battles. For convenience, no magic items have been included.

1. 2 skeletons vs. 1 zombie (the skeletons)
2. 10 orcs vs. a sea hag (the orcs, easily)
3. 3 stirges vs. a 1st level fighting man (the stirges)
4. 100 orcs vs. a 12 HD Gold Dragon (the dragon, easily)
5. 20 Copper Dragons vs. a roper (the roper! ?!)

Hope that was fun. When do you plan to announce the winners of the second dungeon contest (or third, or whatever, the latest one)?

Scott R. Turner
Clayton, Mo.

Scott,

Thanks for the information and quiz. As for the Contest winners, they were published in issue No. 21 of the Judges Guild Journal.

Harold





Traveller Combat Revisions

Written by Tom Holsinger, this article presents an alternative way for Traveller™ players to conduct intership combat. Other sections to this cover a wide range of topics including ship design variations, computer programs, and crewing a vessel.

The Wanderer's Merchant Company

David MacKensie sets up for us an interesting system governing the ebb and flow of trade and commerce in a fantasy world setting. The charts and tables in this article make it easy to determine who will end up being the robber barons and who will go to Debtor's Prison.

Swashbuckler

This time, the Guild reviewer examines an inexpensive and enjoyable game that lets its players relive the days of old when the heroes and the villains used flashing steel instead of blazing lasers.

Sea Mages

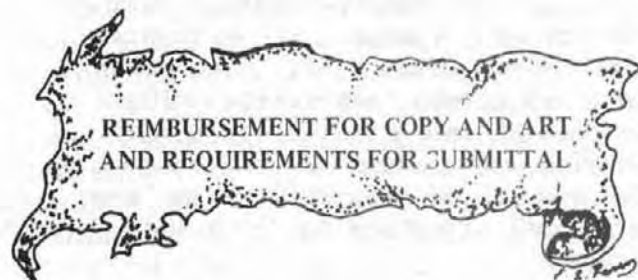
In this article, Paul Elkman has established a new variation on the Magic User, the Sea Mage, a spell caster who draws his power from, and affects the realm of, the seas. **Sea Mages** is complete with all the necessary information needed to incorporate this subclass in any active campaign.

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By Walter and Dorothy Bledsaw, this 32 page book with 22" x 34" color map details a planet in the *Maranatha-Alkalest Sector* of the *Gateway Quadrant*. Complete details are given on the planet *Ghostring* as well as on its sapient native race, the *Hawklings*. One major scenario is given with several additional variants detailed as well as suggestions for Judges' modifications to suit the tone of their own personal campaign. *Ghostring* is but one of a series of Approved *Traveller* tm playaids designed to keep any campaign moving along at Jump 6! \$5.98

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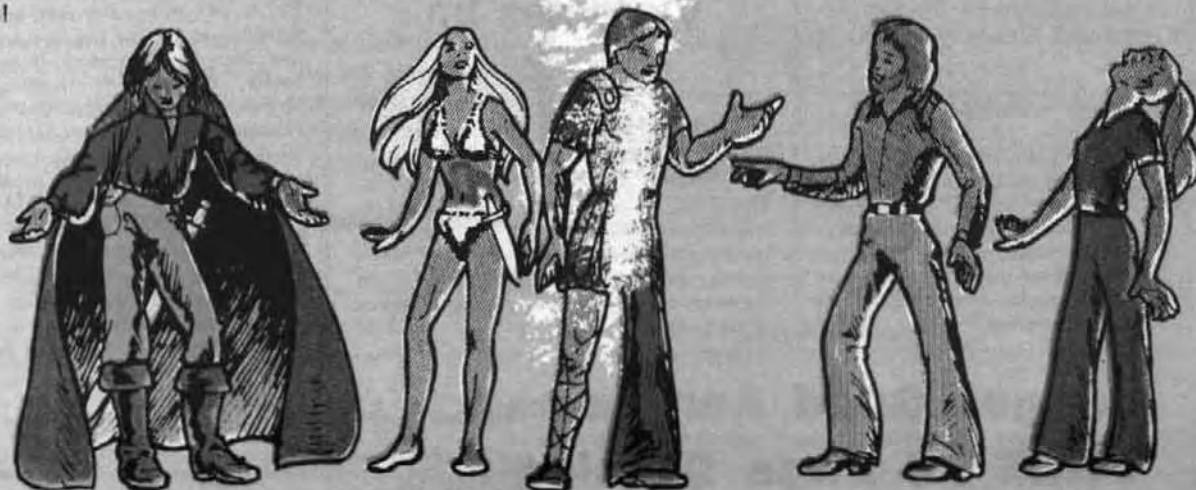
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HORSE FEATHERS

EDITORIAL
by Chuck Anshell

To all my friends out there, a hardy "Hello!" - it's great to be back, even though the name of the magazine has undergone a couple of changes since I was last its Editor, and its internal look has been totally revamped. A Samurai Editor out of its medium is no fun. While I will now be living, for the most part, in distant Oak Park, IL, I will be commuting to Decatur and Judges Guild for the purpose of editing Pegasus. I am really glad that we were able to work out this unusual arrangement. This issue sees me returning as Editor; however, most of the Editorial Work for this issue and the next was set by my predecessors. So issue number 5 will be the first which is "totally" my issue.

While we're on the subject of good news, I want to add that we have, finally, solved our "late issue" problem. While this issue is late, issue number 4 should be sent out on time, and, by the time you receive issue number 5, I will be a whole issue ahead! This means that I have to get used to working on the December issue in August and the June issue in January (Whew - talk about jet lag)!

For all you writers and artists out there, please note that, in addition to our usual reimbursement schedule and blurb, we are also printing a "Copy Call," starting with this issue. Readers should find this interesting as well.

Keep those cards and letters coming in, folks. Let us know what you like; we put this magazine together for you. Also, I would like to hear from you about whom you want us to interview. We have several interviews planned, of course, but we want to know of anyone you are particularly interested in. Are there any special articles you would like, such as How Do You Go About Designing A Product/Scenario From Campaign Material?

NEW! NEW! NEW!

Starting with this issue, we have a new Guildmember bonus: If you are a subscriber,

look for the Pegasus issue logo in ads appearing in each Pegasus. When an ad includes the issue logo, Guildmembers get 10% off the retail price of any item in the ad when ordered from Judges Guild. This includes JG ads and other manufacturer's ads. Your Guildmember Bonus for each issue will be good for one month after the issue date of that Pegasus. That is, if the issue date is Dec/Jan, the Guildmember Bonus is good through February of that year. Be sure to state that you want your discount and list the issue and page number the item appears on, as well as regular ordering info. This is another good reason for all of you Non-Guildmembers to subscribe and to keep your subscription renewed and current!

This issue has quite a few "extra" special items, including an expansion module (that's right! - it's all new) for DUCK TOWER, a delightful article on SEA MAGES, and an interesting variant on TRAVELLER tm combat. We don't stop there, though, for there is also THE WANDERER'S MERCHANT COMPANY, a good article on CATAPULT WARFARE, and an adventure piece, entitled YARDARM McGRAW'S TREASURE for PIECES OF EIGHT - SKULLS CROSSBONES SYSTEM, not to mention the CITY-STATE INSTALLMENT: ISLE OF THE BLEST by JG's own Scott Fulton. Enjoy, Dear Readers. See you next issue.

We at PEGASUS would like to thank Erin McKee and Harold Kahn, the former Editors, for their contribution to our magazine and hope they fare well in their new endeavors.

Also, you asked for it, so now you're really gonna get it! Watch for a NEW CONTEST, coming soon!



an Interview with DAVE SERING

Though involved with fantasy, science-fiction and history as soon as he learned how to read, Dave Sering didn't get involved in simulative gaming until the U. S. Navy stationed him in Rota, Spain in the middle of 1971. At first his gaming activities were restricted to historical subjects only, but friends later introduced him to FRP (Fantasy Role Playing). Historical subjects still remain his favorite even though his profession is now in the field of FRP. Getting out of the Navy, Dave worked for a short time in a factory and then got a job as a 3rd shift security guard while attending classes at a local university. These jobs allowed him enough personal time to referee some rather large campaign games and do some writing at night, between his security rounds. Soon he became involved with putting on conventions with various clubs in the midwest. It was at these cons that he first became acquainted with Judges Guild's products and personnel. After working on a set of plans and drawings for medieval ships, Dave was offered a job at Judges Guild in Decatur, Illinois. Once at Judges Guild, Dave spent most of his time slaving over a hot drafting board. Soon he was called upon to do more and more editing and writing. At present he is one of the senior designers at Judges Guild, his primary area of emphasis being SFRP, especially TRAVELLER™. Dave views his job as a continual challenge with more and more interesting things to do in the future.

Pegasus: *When did you first get involved with Simulations Gaming?*

Mr. Sering: I was reading through a copy of "U. S. Naval Institute Proceedings" when I noticed an advertisement for some company called 'Simulations Publications, Inc.' Having a lot of time on my hands (the Navy provides large quantities for all involved), I sent off and subscribed. The first game I got was "Flying Circus". I thought it was really neat and so did a couple of my friends. A Corpsman buddy of mine took it to work with him and before the day was out half the patients in the ward were trying to shoot each other down. About that time the base exchange toy store got in an assortment of Avalon Hill games and a lot of my friends were off on wargaming, also.

Pegasus: *What types of games did you play?*

Mr. Sering: At first I played all the common boardgames. It didn't take long before I and all my friends were making up new scenarios and modifying rules right and left. In fact we were soon inventing games of our own. Most of us were plastic modellers from way back and soon started painting up a few miniatures and writing rules to game with them. Then, I spent some

time travelling around England in the summer of '73 and looked in on quite a few of the wargamers in that country. When I finally got back to the U. S. I found that a lot of my old college buddies had discovered wargaming on their own. We started a club at Illinois Central Community College which is still going strong. I and my friends became active in the conventions at about that time. Soon after I became involved with Judges Guild.

Pegasus: *How did you become involved with the Guild?*

Mr. Sering: Up 'til then I hadn't been involved in the fantasy end of gaming that much. I had always read fantasy, science-fiction and heroic adventure, but few games were available to play in that genre. While I still spent most of my time in historical types of gaming, this new role-playing game began to interest me. When several of my friends went down to Decatur to visit Judges Guild, I went too. After several trips, Bill Owen, Bob Bledsaw and I talked about a possible project they wanted done. I had a lot of interest in medieval history and technology. Being an ex-Navy man I was, also, interested in ship building. They suggested that I draw up some detailed 25mm plans of ships that FRPers would normally encounter or travel on.

After a few of them were drawn up, and I had written a description to go along with each plan, Bob offered me a job in Decatur at the Guild. I moved

**I moved down
to Decatur in
the summer of
78...**

down to Decatur in the summer of '78 and set to work as rapidly as I could. We just managed to get 'Sea Steeds and Wave Riders' ready for Gencon 78.

Pegasus: *What types of games do you play now?*

Mr. Sering: All types! It has become a very enjoyable part of my job to become familiar with each new development in the gaming industry as soon as it comes out. Our research library here at Judges Guild is very extensive and I make it a practice to examine at least one new game each week or review an old one I haven't played for a time. After finishing off 1/2400 naval miniatures, WWII micro armor and 25mm ancients (at least to the

extent of completing what is available in my selected army or navy), I am now painting up 15mm Napoleonic. At 1/20 scale I am about halfway through my French Army Corps. I have had to call a halt to painting French and go paint up some British in order to put some counter-balancing lead on the other end of the table. Each week we try to schedule some different types of gaming at the Guild so we don't get into a rut with just one type.

Pegasus: *What is your job at the Guild?*

Mr Sering: The job title is Design Manager. What it means is that I am a senior member of the design staff and I either design game projects myself,

I either design game projects myself or I supervise the development of someone else's game project.

or I supervise the development of someone else's game project. Since Judges Guild is still a relatively small company, any and all of our staff may be called upon to fill in for anyone else. Most of my time is spent at a desk or drafting table, editing manuscripts, writing manuscripts and drafting maps and plans are where the Judges Guild employs me. I, also, have charge of the approval process on certain types of material submitted by outside designers.

Pegasus: *What products have you designed?*

Mr Sering: I have designed 'Sea Steeds and Wave Riders', 'Frontier Forts of Kelnore', 'Traveller Logbook', 'Starships & Spacecraft', 'Ley Sector', 'Tancred', 'Glimmerdrift reaches', 'Crucis Margin', 'Amycus Probe', 'Rogue Moon of Spinstorm', 'Simba Safari' and 'Laser Tank'. I helped out with editing, layout and drafting on over thirty more. Probably at least 50 or so products, in all, if magazines are included.

Pegasus: *What products are you currently working on?*

Mr Sering: At present I am developing the Gateway Quadrant Campaign series for TRAVELLER by GDW. Other projects include Judges Guild's own series of general playaids, the first of the universal science-fiction gaming aids is 'Port o Call Number One: Tarlkin's Landing' I am also working on material for a play aid for SPI's 'Dragonquest'. Finally, although on a very low priority, I am working on a series of miniatures rules.

Pegasus: *Then Role Playing is your specialty?*

Mr Sering: That's correct, most of my time is applied to various role playing system gaming aids. With our greater experience in the field we feel we have come closest to achieving playing aids which actually play well with all rules systems. 'Ravenskrug' is the first of our latest series, The Universal Fantasy Role Playing Adventure. Other similar aids are coming out for other areas of role playing. Of course, we will, also, continue to put out our specialist products for the individual game systems.

Pegasus: *What do you see as the major goal of FRP?*

Mr Sering: The major goal of any hobby activity is enjoyment. Fantasy Role Playing contains enjoyment for a great many different types of people. At first many newcomers to FRP enjoy the combat, the thrill of risking the character and coming out in spite of all the odds against you. Soon players are investing more time and care in their characters, developing a personality and a history for each. The players rapidly require a world to live in, not just some cardboard scenery to posture in front of every Tuesday evening. At this point the players come to the rescue of the judge since they are just as important in creating this world as he or she is. To long-term gamers, that is where the enjoyment of FRP comes, the enjoyment of mutual creation of a vital world. The refreshment of being able to step into an entirely different world, even if only in your mind, for an hour or two leads a gamer back to the normal world, renewed. Trying to cope with a plague of angry dragons with only a sharp stick or two makes it much easier to cope with rush hour traffic.

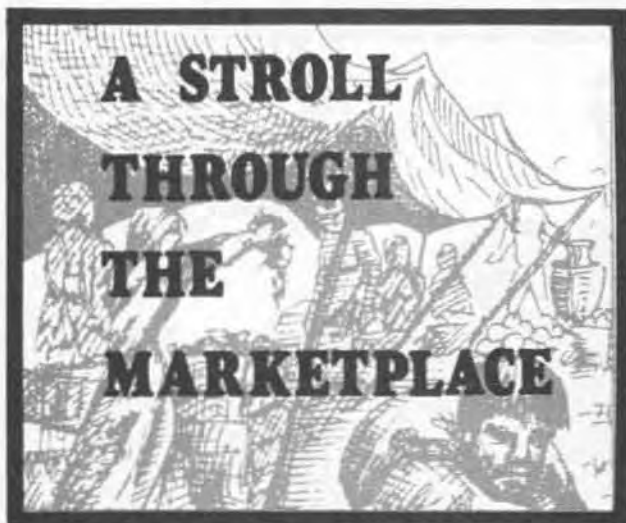
Pegasus: *That's what you get out of Fantasy Role Playing?*

Mr Sering: Yes. The chance to step outside of myself for a while, to be someone else for a while. I find it helps me to be more objective about a problem if I try and view it from as many different viewpoints as possible.

Pegasus: *Would the Guild like to see submissions from the outside continue?*

Mr Sering: By all means, submissions from Guildmembers are part of our life's blood. Though we don't think of it as submissions from 'outside' since all Guildmembers are part of the Guild whether they are in Decatur or Saudi Arabia. When Someone sends us something we read it, even if it isn't in the best of grammatical form or legibility. It helps alot if the material is double-spaced, typed on one side of the paper. If it is, we look at the materials as to whether it would make a suitable product or if it would be more appropriate for the magazine. Magazine material is placed on file, typed up and used when it is appropriate. We try to use material as soon as possible but there may be waits of months in some instances. [This is due in part to our publishing schedule, with mags being worked on in Aug for Dec issues. Also we do notify if material is rejected if an SASE is enclosed. - ed.] Material which could become a product is evaluated and we run a cost estimate to see how much it could cost us to publish it. With this information in mind we send a contract offer to the author with a cash purchase offer and a royalty percentage offer. Upon acceptance of one of the offers and a signed contract, we typeset, do whatever art and maps are required to complete the project and send it to the printers. If required, we arrange for sending the manuscript through the company, which wrote the rules set involved, for official approval. Soon, another Guildmember can point with pride to their contribution to our growing hobby!

Submissions from Guildmembers are part of our Life's Blood!
(see page 77)



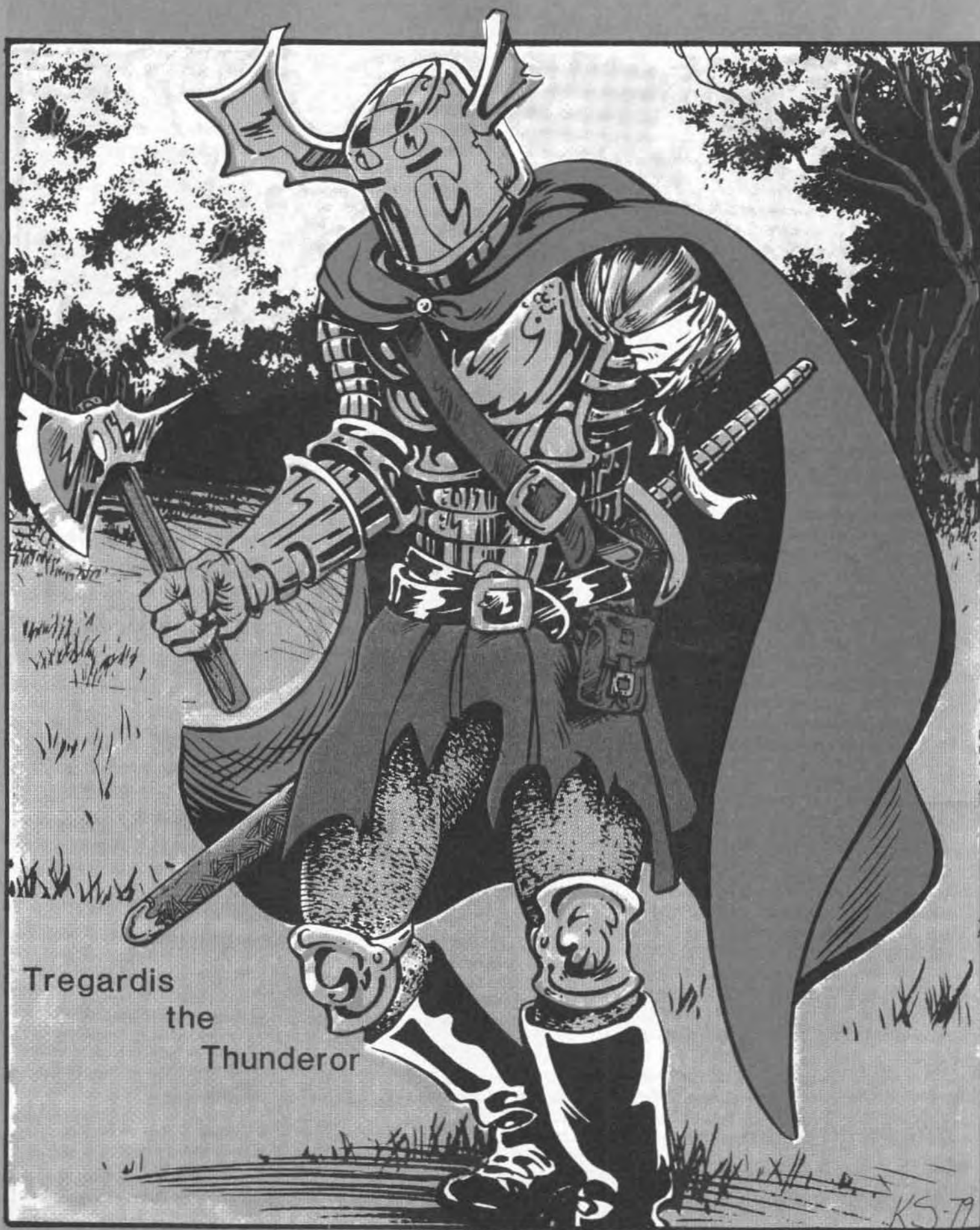
by Clayton J. Miner

Greetings and welcome back once again. This month we have a lot to show you here in our busy Marketplace, as an outstanding number of new products arrived since your last visit here. As is our custom, we shall now give you a brief guided tour of our wares, starting with the Judges Guild. Among the newest items that the Judges Guild has recently released is a product titled Ravenscrag, a 269 room Castle sheltering a wide variety of inhabitants, beasts, intrigues, and mysteries. Complete with a guidebook describing the Castle and its environs, Ravenscrag also includes a full set of floor plans drawn out in 15mm scale. The first in a new product series, the Universal Fantasy Supplement line, Ravenscrag retails for \$10.00. Other new Judges Guild items includes Dragon's Hall, a 32 page solitaire dungeon for use with Advanced Dungeons and Dragons retailing for \$3.50, and Break in at Three Kilometer Island, a 16 page adventure for the Villains and Vailantes game system, which retails for \$3.00. The remaining new releases from the Judges Guild are Lara's Tower, a 16 page adventure within a priestesses' taver, and Crucis Margin, the third in the series of detailed Traveller approved sectors. Lara's Tower has been approved for use with Advanced Dungeons and Dragons and sells for \$3.00, while Crucis Margin retails for \$5.98.

There are also a great many new items from other manufacturers this month, so we will begin with Mayfair Games Inc. A new company their titles include Richard I, the Lion-Heart, a game of Richard I's campaigns for France, The Castle, a skulk through a castle for one to six people, I.C.B.M., a game of thermo nuclear exchange between the U.S. and the U.S.S.R., and Space Empires a game of universal conquest for several players, each for \$5.00. Their last game is an amusing struggle between the angry villagers and the count, titled Transylvania, selling for \$3.00. Task Force Games latest release is Ultra-Warrior, a pocket sized game of combat between the elite warriors of the 23rd century. Retailing for \$3.95 this game re-enacts the battles of these re-born Knights-Errant. Game-lords Ltd. has added to their popular Thieves' Guild series with the additions of Thieves' Guild IV, which pits thief against thief when the Black Hand moves to take control from the Guild, and Thieves' Guild Special #1. Prince of Thieves' 81, the tournament run from Gen Con 81 which selects the best thief of all. These items sell for \$5.95 and \$4.95 respectively.

Fantasy Games Unlimited has also expanded its line of games and game aids. Their newest boardgame, Diadem, a simulation of expansion and conflict in the Diadem Cluster, retailing for \$20.00. The other releases from F.G.U. expand their science fiction role playing game Space Opera. The first of these, Martigan Belt sets up and adventure within an asteroid field, and is available for \$5.00. The remaining two items both sell for \$6.50 and provide the referee with a pre-made area of space to game in. Titled Star Sector Atlas I; The Terran Sector and Star Sector Atlas: The Outworlds, these booklets include maps and information on the flora and fauna of various planets. Tactical Studies Rules latest item is a new module for their Advanced Dungeons and Dragons. Available for \$5.50, L-1 The Secret of Bone Hill is a mystery and adventure

continued on page 76



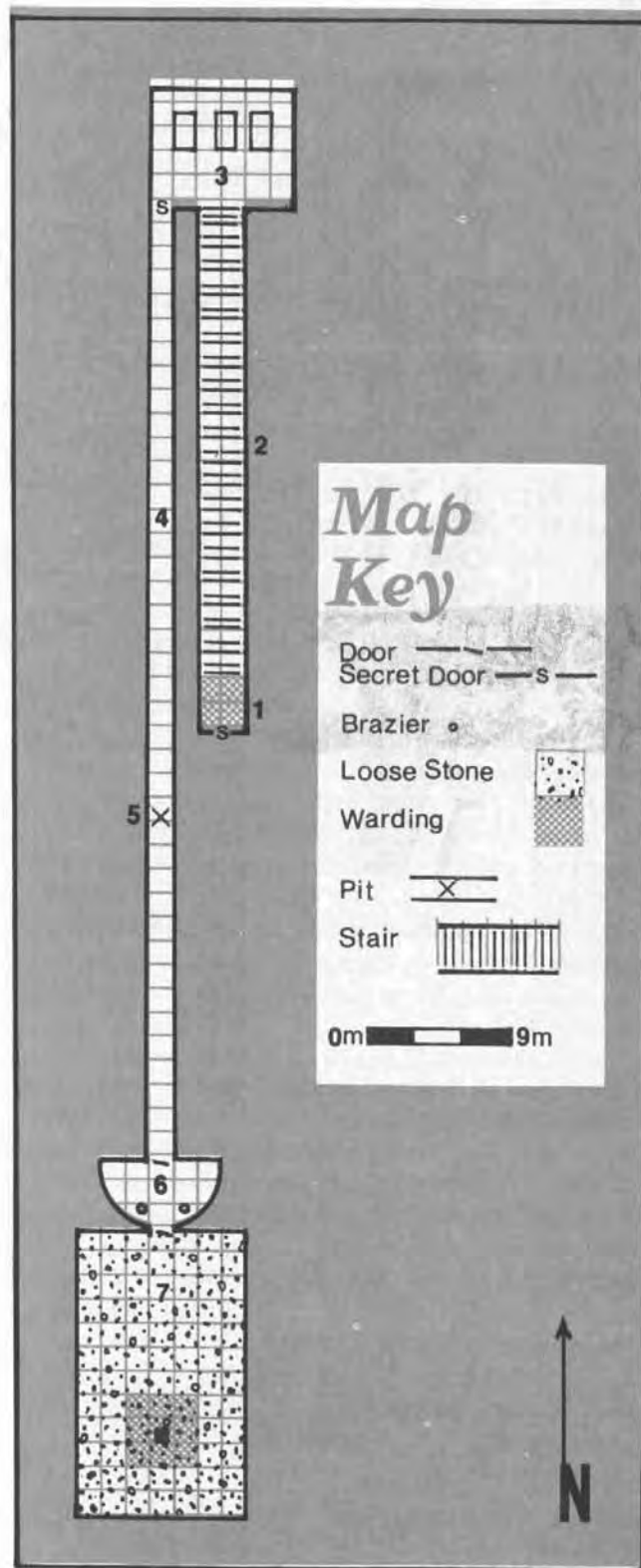
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the
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KS-79

duck tower:

An Expansion of Deathdrake Temple.

By Paul Jaquays



No, this is not an errata or corrections article. Nothing was left out of DUCK TOWER. However, the Runequest scenario created by myself and completed by the eloquent Mr. Rudy Kraft left a lot of room for expansion and personalization. The crypts beneath Deathdrake Temple are just an example of what can be done by taking one of the found objects from tables in the front of the booklet and using it as the basis for a mini-scenario. In this case, it is the Protection 4 shield and the Sword of Yahkkerpupphie from Found Item Table number three, items eight and ten. Since the Humakti (worshippers of the Gloranthan prime death deity, Humakt) represent death as a sword, it was an easy choice as to where this powerful weapon would be located. The shield was thrown in to justify the extreme forms of protection around the sword. The additional treasure, is as rolled in my own campaign.

I will make a point of mentioning that this adventure is indeed of the GATEWAY variety in that my world is not Gloranthan and neither are its deities, although there are great similarities. Deathdrake temple is an abandoned sanctuary of the Angel of Death, Uriel, who is in addition, a minor earth deity allowing use of the 1 point gnome is room 7. Change it if it doesn't fit, I did.

Rationale for adventuring: (Humakti) Certain cult relics are known to be buried somewhere in Deathdrake Temple, a shrine dedicat-

ed both to the worship of Humakt and a duck Hero whose name the temple bears. While ducks are allowed into the cult, they really are ONLY ducks and desecrating such a shrine would not be considered wrong, especially when the possibility of the character's home temple possessing the holy artifacts is involved. There is certainly a chance to raise charisma here! (Non-Humakti) There is a sword in those crypts and it doesn't really belong to the death cult. No protective spirit is bound to that sword.

THE CRYPTS OF DEATHDRAKE TEMPLE

1. In the south side of the base of the stone duck warrior in Death-drake Temple (see No. 29 of Duck Tower), there is a secret door visible only by a spot hidden roll being made on the statue itself (A spot hidden roll made on the entire temple area will reveal the hidden door only if a "critical" spot hidden roll, i.e. 5% of the character's spot hidden ability).

FIRST GLANCE: Room is dark unless light is present. Size is 3x3x3 meters. A 3 meter wide stair leads downward from the north wall of the chamber.

CLOSER LOOKS: Floor is tiled with small, circular, ceramic tiles, no regular pattern is apparent. Walls are stone block, carved with bas-relief murals of a duck warrior championing his people. The carving is unusually sophisticated.

EXITS: A stair descending north and an opening in the ceiling in the center of the south wall that will allow passage, one at a time into the temple above. Creatures of a size larger than 20 will find passage impossible. There is no apparent means of scaling the wall.

HIDDEN SPOTS: A successful roll will reveal a small, circular depression in one of the room's corners, about a finger's width in diameter and not more than a half centimeter deep. It is a stick that makes up a ward. There is one in each corner. (See Traps).

TRAPS: The room is protected by a one point Warding spell that will do 1D3 of damage to any creature entering or leaving the room and will alert the guardian spirit mentioned in DUCK TOWER, room 30 (INT 16, POW 37). The Guardian spirit will then follow the adventuring group to determine whether or not they are desecrating its temple.

2. This is a stair connecting rooms 1 and 3. It is 30 meters long and descends 15 meters. Nothing special about it.

3. THE CRYPT OF THE HIGH PRIESTS

FIRST GLANCE: Room is 9x7.5 meters. Three unusually short crypts are placed equidistant from the walls and each other.

CLOSER LOOKS: On the lid of each crypt is written the following in the common tongue (or in duckspeak) "Defile not these tombs, else the guardian shall hound you to your doom." This writing will normally only be visible from the floor of the crypt (while standing on the floor next to the crypts, that is). A spot hidden roll from the stairs will reveal it also. Walls are damp, stone blocks.

EXITS: Stair to room 1 and a secret door in the southeast corner.

HIDDEN SPOTS: A hidden spot made from the stair on the crypts will reveal the writing on the crypt lids. A successful roll made while searching the room will reveal a dry area where the secret door is.

DENIZENS: Any Humakt worshipper not wearing a duck mask will feel a light touch on the soul that will convey a message of unwelcomeness here. Any non-Humakti entering the room will be immediately attacked by the guardian

spirit until they leave the room. Anyone who defiles the crypts in any way (opening is defiling) will be attacked regardless of cult. If more than one defiler or non-Humakti is present, the Guardian Spirit will summon additional Temple Spirits to assist. INT: 10, POW: 15, INT: 10, POW: 18, INT: 11, POW: 14; INT: 14, POW: 16, INT: 14, POW: 19; INT: 11, POW: 15; INT: 10, POW: 15.

4. THE LONG HALL

This hall is 1.5 meters wide, 90 cm tall (any characters larger than size 5 will have to squat or crawl) and 60 meters long. The hall slopes gently down. The walls are damp and slimey.

TRAPS: 36 meters down the hall is a pit trap (See No. 5).

EXITS: The door at the south end of the hall is made of dense wood, bound in bronze. It is damp and will not ignite. It is also locked. The lock is rusted and -10% on lock picking. If the lock is not picked, the door must be forced (remember that the ceiling is not even a meter high). To open door, a character must roll under his strength (not under his strength times 5, but under his strength, this is a difficult door).

5. PIT TRAP

This is a pit trap in The Long Hall. It is 12 meters deep and will open on a 1-4 roll of a D6 each time it is passed over. It is counter-balanced such that it will swing shut each time. Creatures under 6 in size will not trigger the trap. If characters are probing for the pit, it will require pressure exerted by someone of at least 16 Strength to cause the trap to function (again, a roll of 1-4 on a D6 is required). The pit will do 8D6 of damage to one hit location if fallen in.

6. THE ANTECHAMBER

FIRST GLANCE: Room is semicircular, 7.5 meter diameter. The walls are stone block and two stone braziers spring into life when the room is entered.

CLOSER LOOKS: The walls and floor are carved into arabesques and strange, potent looking designs.

EXITS: Door into the Long Hall and a locked door into room 7.

DENIZENS: A ghost/guardian (INT: 10, POW: 18) in the room has lit the braziers with an ignite spell and has cast the Issaries Rune Spell Lock on the door to room 7. It acts as a 3 point glue spell, duration 8 weeks, along edge of the door (the hinges are not accessible from the outside).

To break the spell, a character must overcome the resistance of a power of 54. Up to two characters may attempt to breach the door simultaneously.

NOTE: For some Arcane reason, the Guardian Spirits of the Temple can not penetrate this far.

7. THE ROOM OF DEADLY GRAVEL

FIRST GLANCE: The room is 10.5x18 meters in size. It will be immediately noticeable that the floor of the chamber is made up of loose gravel of varying size. In the center of the room is a large black stone box, 1x1x1 meter. Only half of the box is visible above the earth.

SPOT HIDDEN: A spot hidden made on the area around the black box will reveal the end of a warding rod. Once the box is opened, a spot hidden made on the floor will reveal a slight movement in the earth, a tremor, but nothing more.

TRAPS: The area around the box is protected by 6 points of warding of which 2 points have been used to expand the area covered. Any character passing through the perimeter of the ward will be struck with 4 points of disruption stacked against one hit location.

DENIZENS: Once the warding is passed, divine intervention will summon a 1 point gnome who will wait for the defilers of the ward to pass out of it towards the door.

Gnome: Hit Points: 34, Size: 3x3x3 meters, STR: 13, Move: 3.

TREASURE: The box is sealed with a 2 point lock spell when the ward is breached, the spell must either be broken or dispelled. The power used to cast the spell is 18.

Inside the box is the following: The Sword of Yahkkerpupphie. This magical silver sword has a POW: 10 storage crystal in the hilt and the following matrixes carved upon it: Bladesharp 2, Repair, Light and Fireblade. The sword has the temper of bronze and may be used by any non-chaotic creature (Remember also, that tempered silver is Rune Metal and Rune Metal is good against lycanthropes). In chaotic hands the blade will untemper, the crystal shatters and the runes fade. An additional power of the blade is to do 1-3 points of disruption damage (Hit points not spell points) every time it hits a chaotic creature, attacking with a POW of 10 every time. The spells POW comes from outside the material plane and does not affect the bearer or the crystal.

The Dragon Shield (Table III, No. 8): This small, dragon bedecorated shield has a Protection 4 matrix inscribed upon the back.

The Helm of Deathdrake. This copper helm may be used by a Duck Priest of Humakt to summon the spirit of the Hero Deathdrake. The Hero will appear as an INT: 13, POW: 32, spirit to do the bidding of the Priest as per a friendly spirit in a Daka Fal Summon Specific Ancestor Spell. Duration is 15 minutes, once per week. The helm has an additional value of 14,000 silvers to the Humakt cult, 3,000 silvers elsewhere. This item will be recognized by a Humakt Rune level immediately.

The Torque of Humakt: This ancient treasure is valued by the cult at 70,000 silvers. There is no way that they can pay this amount in cash, however, they will be long on favors, training etc. Elsewhere the value of the torque will be but 10,000 silvers. Any character who wear the torque who is not a Humakti initiate or higher, will immediately be struck by a POW 20 Sever Spirit spell. This spell will attack a new wearer immediately and continue to attack one per day if the spell fails and the same wearer continue in his folly. This item will be immediately recognizable to a Humakt Rune level.

The following are miscellaneous gems and jewelry in the chest: Each will have the value in silvers following it:

Red gem, 10, flawed Pink gem 27, flawed green gem 27, black rock 10, gaudy necklace 30, orange gem 965, gemmed ring 140, flawed amber gem 15, wrist bracers 50, flawed blue gem 95, cheap torque 50, violet gem 1200, clear red gem 500, pearly-white gem 100, belt 240, sandals 3666, clear gem 5000.

Above maybe easily reduced or added to if so desired. Remember, the characters will have to get back past the temple's guardian spirits.



The End





Physical Descriptions

by Tom Jones



On a number of occasions, I've been asked by the players: "O.K. What's he (or she) look like". For the most part, they have been satisfied with a sketchy description of what the encountered entity is wearing and carrying. This usually provides them with enough information to reach a decision as to the entity's most likely alignment and profession. But every once in a while, the necessity arises to present the players with further information as to the exact appearance of whatever it is the party just bumped into.

The situation may vary from a sudden encounter with a group of nondescript travellers on a road to a catalogue of customers in an inn. The multitude of causes for further detailing can become quite a load for the Judge. In a number of cases I was forced to fall back on the old stand-by of reeling off a thumbnail sketch of one of the players. This has the advantage of confusing the players, since they find it hard to "read" an encounter through an examination of the NPC(s) expression. Unfortunately, the Judge is limited to the number of available players as to the number of times this option may be exercised. Also, it tends to dull with repetition. There are only so many times you can state that that innkeeper "looks a lot like Sam" before the players wonder whether your world is populated by Clones.

Many Judges, of course, have their own systems for getting around this problem and many game aids provide excellent physical descriptions of the personalities involved. But for those who don't have a methodology developed or don't use prepackaged game aids, I present a set of charts for generating a description which I've used with some success.

Each chart may be used separately, integrated with a pre-existing system, or used with the others. There are brief explanatory notes at the end of each chart for modifications as required to conform to Character Classes, Race Variations and Sex, where applicable.

The charts may also prove useful in creating descriptions of Player Characters. Some game systems may require a player to present the Judge with an exact description of his or her character, as if the NPC played by the Judge was, in fact, just meeting the Player Character for the first time.

Physical Descriptor Charts

A) Frame or Build

1 Fighters (including Rangers, Paladins, Dwarves)

01 - 75 Heavy Frame (Strength +2)

76 - 95 Average Frame

96 - 00 Light Frame (Agility +2)

2 Magic Users (includes Elves and Gnomes)

01 - 30 Heavy Frame

31 - 80 Average Frame

81 - 00 Light Frame

3 Clerics (includes Druids and Monks)

01 - 50 Heavy Frame (Strength +1)

51 - 90 Average Frame

91 - 00 Light Frame (Agility +1)

4 Thieves (includes Assassins)

01 - 20 Heavy Frame

21 - 80 Average Frame

81 - 00 Light Frame (Dexterity +1)

B) Height

Height	Light Frame	Average Frame	Heavy Frame
3' 10"	01 - 02	01 - 05	01
4' 00"	03 - 06	06 - 10	02
4' 02"	07 - 10	11 - 15	03
4' 04"	11 - 15	16 - 20	04
4' 06"	16 - 20	21 - 25	05 - 10
4' 08"	21 - 25	26 - 30	11 - 15
4' 10"	26 - 30	31 - 35	16 - 20
5' 00"	31 - 36	36 - 40	21 - 25
5' 02"	37 - 43	41 - 51	26 - 30
5' 04"	44 - 50	52 - 62	31 - 40
5' 06"	51 - 57	63 - 73	41 - 50
5' 08"	58 - 64	74 - 84	51 - 60
5' 10"	65 - 71	85 - 90	61 - 70
6' 00"	72 - 79	91 - 93	71 - 80
6' 02"	80 - 85	94 - 96	81 - 85
6' 04"	86 - 89	97	86 - 90
6' 06"	90 - 93	98	91 - 95
6' 08"	94 - 96	99	96 - 97
6' 10"	97 - 98	00	98
7' 00"	99	NA	99
7' 02"	00	NA	00

Fighters: +10%

Magic Users: -5%

Thieves: - 5%
 Halflings: - 15%
 Gnomes: - 15%

Elves: - 10%
 Dwarves: - 10%
 Female Player Characters: - 5%

C) Weight

Weight	Light Frame	Average Frame	Heavy Frame
80	01 - 05	NA	NA
90	06 - 10	01 - 05	NA
100	11 - 15	06 - 10	NA
110	16 - 20	11 - 15	NA
120	21 - 25	16 - 20	01 - 03
130	26 - 36	21 - 30	04 - 06
140	37 - 47	31 - 40	07 - 09
150	48 - 58	41 - 50	10 - 12
160	59 - 69	51 - 60	13 - 17
170	70 - 80	61 - 70	18 - 22
180	81 - 91	71 - 80	23 - 33
190	92 - 00	81 - 85	34 - 44
200	NA	86 - 90	45 - 65
220	NA	91 - 95	66 - 86
250	NA	96 - 98	87 - 91
280	NA	99 - 00	92 - 96
310	NA	NA	97 - 00

Fighters: +10%
 Thieves: - 5%
 Halflings: - 15%
 Female Player Characters: - 10%

Magic Users: - 5%
 Elves: - 10%
 Gnomes: - 20%

D) Hair Color

- | | |
|---------|----------|
| 1 Red | 5 Silver |
| 2 Black | 6 White |
| 3 Brown | 7 Blonde |
| 4 Gray | 8 Auburn |

D1) Hair Color Modifiers

- | | |
|----------|---------------|
| 1 Light | 5 Irridescent |
| 2 Dark | 6 Streaked |
| 3 Dull | 7 - 10 Normal |
| 4 Glossy | |

E) Hair Length/Style

- | | |
|-------------------|---------------|
| 1 Shaven | 6 Tonsure |
| 2 Crew Cut | 7 Braided |
| 3 Mid Back | 8 Pony Tail |
| 4 Waist Length | 9 Scalp Ridge |
| 5 Shoulder Length | 10 Scalp Lock |

F) Facial Hair

- | | |
|-----------------------|--------------------------|
| 1 None | 6 Full Beard |
| 2 Small Moustache | 7 Full Moustache |
| 3 Small Beard | 8 Full Beard & Moustache |
| 4 Fu-Manchu Moustache | 9 Long Beard |
| 5 Van Dyke Beard | 10 Waxed Moustache |

G) Eye Color

- | | |
|---------|---------------------------|
| 1 Blue | 6 Red (Albinoism implied) |
| 2 Brown | 7 Yellow* |
| 3 Black | 8 Purple* |
| 4 Green | 9 Silver* |
| 5 Gray | 10 Gold* |

Usually found in Non-Humans, but not exclusively.

H) Special Features (Scars, Marks and Tattoos)*

- | | |
|--------------|--------------------------|
| 1 Scar | 4 Physical Deformity |
| 2 Birth Mark | 5 - 6 No Special Feature |
| 3 Tattoo | |

H1) Special Feature Location

- | | |
|---------------------|-------------------------|
| 1 Right Arm | 6 Face - Left Side |
| 2 Left Arm | 7 Right Shoulder |
| 3 Right Hand | 8 Left Shoulder |
| 4 Left Hand | 9 Right Thigh/Lower Leg |
| 5 Face - Right Side | 10 Left Thigh/Lower Leg |

H2) Physical Deformity

- | | |
|------------------------|---------------------------|
| 1 Extremity Withered | 7 1 or more Teeth missing |
| 2 Extremity Paralyzed | 8 Cleft Palet |
| 3 Extremity Missing | 9 Lisp |
| 4 Sensory Organ Damage | 10 Chronic Allergies |
| 5 Sense Organ Missing | 11 Chronic Disease(s) |
| 6 Hemophelia | 12 Stutters when Speaking |

* Use this chart primarily for NPCs. It may be utilized optionally for Player Characters at the Judge's discretion.

I) Skin Color/Complexion

- | | |
|----------|----------------------------------|
| 1 White | 7 Light Complexion |
| 2 Black | 8 Dark Complexion |
| 3 Brown | 9 Olive Complexion |
| 4 Yellow | 10 Mottled Complexion |
| 5 Red | 11 Ruddy Complexion |
| 6 Tan | 12 Moderate (average) Complexion |





Lava Men
by Jon-Pierre Pazevic

No. Appearing1 - 6
AC4
Hit Dice6 - 8
% in Lair30
TreasureD
Damage1 - 12
Greek Fire3 - 18

These are brothers of Fire Elementals, who are sometimes found in caverns leading to volcanoes. They are able to attack their enemies in two ways: 1) by throwing up to 3 balls of Greek Fire (damage from these burns is twice as hard to heal), or 2) by engaging their enemies hand-to-hand, doing terrible burning damage. Non-magical weapons will melt after 3 Hits on them. Cold spells do x 2 damage, Fire and Fire spells have no effect. They will not venture near water.



lava man

Flyke
by Tom O'Cull

Frequency Very rare
No. Appearing1 - 4
Armor Class3
Move6"/18"
Hit Dice4
%in Lair40
Treasure TypeNil
No. of Attacks . . .2 and Special
Damage/Attack3D6
per head;
2D6 for Fire and Cold
Special AttacksFire
and Cold
(each usable 3 times per day)
Special Defenses . . . Tail whip
up to 1 time per 5
melee rounds
Magic Resistance20%
to Fear spells
Intelligence Average
Alignment Chaotic Evil,
Neutral, Lawful Good
Sizeroll 5D10;
Result equals length in feet
Psionic AbilityNil

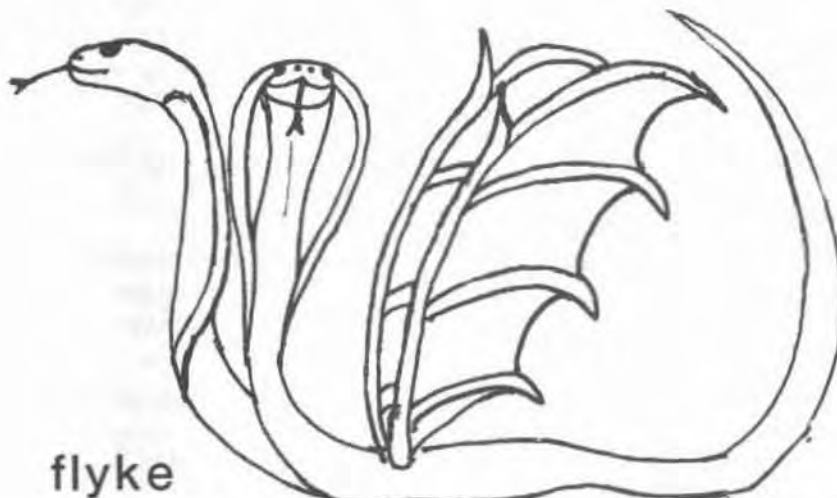
A long time ago there was a tenth-level Wizard named Telsinot, who enjoyed experimenting with animals. He especially liked to try to make them bigger.

One day, the Wizard acquired four king cobras, and began experimenting with them. About a month after he got them, the Wizard fed them a special potion he had prepared. After being fed this potion for 30 days, each cobra began developing another head and Dragon's wings. One of the snakes became Chaotic Evil, two became Neutral, and the last became Lawful Good.

After some more experimenting, the Wizard found that half the snakes became Neutral in Alignment, the other half were equally divided between Chaotic Evil or Lawful Good. He named his creation Flykes because they were snakes that could fly, and because they made a "clicking" noise.

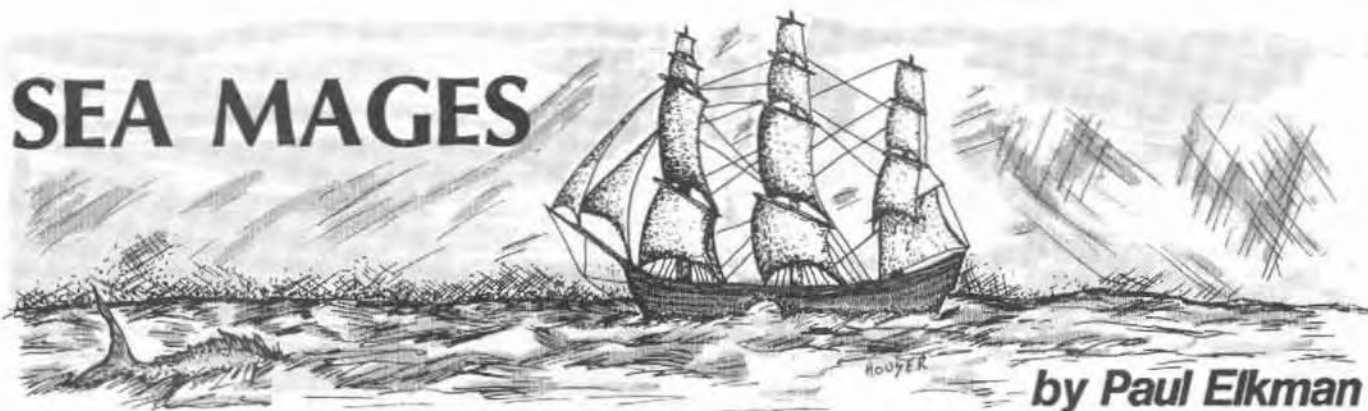
The skin of the Flyke is identical to that of regular snakes, except that it is twice as thick and as strong as Plate Mail. Their wings are like strong leather.

One day the Wizard heard a commotion in the basement of his laboratory. When he investigated, he discovered the Flykes doing battle with a giant rat. To his astonishment, the snakes were using Fire and Frost Breath Weapons to fight the rat, who was just barely dodging them. Finally, one of the snakes used his tail like a horse-whip, and totally dismantled the rat! The Fire Breath of the Flykes is a 90' long cone with a 30' base, and the Frost Breath is a 120' long cone with a 30' base.



flyke

SEA MAGES



by Paul Elkman

For centuries the Free Lands of Goeldria have produced the greatest sailors upon Nidavellir and their skills in aquatic matters are widely acknowledged. It is natural then that their magicians would turn their energies to the water and that their fleets now carry Mages of unusual power and empathy with the Sea. Out of this background has grown another class of Magic-Users, one which shows great promise as an NPC. The Sea Mage would naturally arise of a sea-faring people and would be a natural extension of their interests; he would be encountered either abetting piracy or hunting it, or as an officer aboard military vessels. Because he has essentially no power away from any massive bodies of water, and since few of his spells are melee oriented, he would make an unattractive adventurer in most campaigns. The Sea Mage ought to be able to find a comfortable place in any campaign which emphasizes sea power or has extensive reaches of seacoast and islands.

The Sea Mage spells are arranged through the 9th Spell Level as are standard MU's, and similar restrictions hold relating their INT to the number of spells knowable by the Mage. They have the standard weapon restriction, they can use all Scrolls, Wands and Rings and there are Spell Storing Rings peculiar to them. They may use only those Misc. Magic items which directly concern either Water or Weather. A Sea Mage may wear leather armor but no Shield; this is to protect him better from the dangers of sea voyages and the vagrancies of weather aboard ship.

SPELL EXPLANATIONS (where different from standard)

FIRST SPELL LEVEL

- | | |
|--|---|
| 1. DETECT CURRENT
casting time: 1 round | Determines direction and speed
range: 1/3 mile per 3 levels |
| 2. DETECT LAND/ISLAND | range: 1 hex area |
| 3. LOCATE FISH
casting time: 1 round | Determines species, range,
depth |
| 4. LOCATE WRECK
casting time: 2 rounds | Determines range, depth
range: 1/10 mile per level
caster |
| 5. FIND FAMILIAR | as per Magician spell,
except familiar from this
list |

Special: Alignment CG-LG dolphin/porpoise
 LN-NG sea otter
 LE-NE great tortoise
 CE great white shark

6. SHIPBOARD MESSAGE as 'Message' spell but limited to same ship

7. CREATE DRINKING WATER creates $\frac{1}{2}$ gallon of pure water per caster level
 casting time: 1 round

8. MAGIC SHIRKIN uses a palm-sized brass disk which when thrown (as skipping a stone) reveals razor sharp spikes; it can be used in two ways:
 A. when thrown against rigging and/or sails of another ship it has an 80% chance of cutting support ropes and if not will 1-2 go into the water 3-4 strike the planking of a ship 5-6 strike the rigging of ones own ship. It can also be used against other sailors; when thrown vs. an unarmored sailor it has a 65% chance of hitting, less 3% per DEX over 14 for the sailor.
 Damage location is: 01-08 head (1/6 eyes)
 09-12 neck-throat
 13-65 torso damage is 1-12, hitting the throat
 66-80 arms will kill in 1-3 rounds, hitting the
 81-00 legs means permanent blindness
 casting time: 2 rounds effect time: 1 round range : 200 yds.

9. FLOAT OBJECT keeps afloat up to 40 lbs. of any object, per caster level
 casting time: 2 rounds effect time: 5 minutes/level range: 18'/level.

10. SPEAK TO FISH
 casting time: 1 round effect: 5 minutes/level range : 30'

11. ANCHOR serves to maintain the position of the caster's ship against currents of up to 12 ft./sec. supports up to 550 lbs. of displacement of the boat per caster level.
 casting time: 5 rounds effect : $\frac{1}{2}$ per level range: 1 ship

12. LOCK HOLD as per WIZARD LOCK

13. CHARM SEA PLANT as Druids CHARM PLANT

14. HOLE/PLUG SHIP creates/blocks a line of up to 6 holes of a diameter of up to 2 $\frac{1}{2}$ " at any point along the hull of a boat (usually below the water line) and the holes can be up to 7' apart. Caster's of the 8th level or above can punch holes in metal.
 casting time: 2 rounds effect: perm. range : 50' per level

15. SWIMMER allows 1 creature wearing any armor/clothing to stay afloat in the water and move/swim easily, regardless of the conditions in the sea.
 casting time: 1 round effect : 5 minutes/2 levels range : 40'

16. CURE SCURVY/RICKETS cures the disease in one man and protects for 2 weeks
 casting time: 3 rounds effect: perm. range : touch

17. UNDERTOW creates a powerful current which pulls any object or person not magically supported to a depth of 10' and carries him for 80' per caster level before allowing him/it to surface.
 casting time: 1 round effect: til distance travelled range: 50'

18. **MAGICAL SAIL** spins a magical web of 30' by 40' in the rigging of a single masted ship. Each sail so created can support and propel up to 1000 lbs. of ship displacement.
 casting time: 10 rounds effect : 1 hour/2 level range: 1 ship
19. **DETERMINE POSITION** allows the Mage to commune with the Sea Gods to enough of an extent to know his exact position relative to any point he wishes to know about, anywhere in the world.
 casting time: 6 rounds effect :---- range:----
20. **FOG ENSHROUDMENT** produces a fog bank 150' by 100' by 50' tall which will surround a single ship.
 casting time: 3 rounds effect : 10 minutes/level range: 1 ship
21. **AERIAL PILOT** summons a being which is related to the Aerial Servant, and this being can understand simple telepathic commands and is a reliable steersman and pilot when told where the ship ought to be headed.
 casting time : 15 rounds effect: 1 hour range : 180'
22. **CORAL GROWTH** this spell accelerates the growth of existing coral banks so that within 5 minutes it will triple its volume and it will do so once for every 4 levels of the caster and remain enlarged permanently.
 casting time: 15 rounds effect : perm. range : 130'
23. **RAISE SANDBAR** raises a portion of a sandy ocean bottom up by up to 40' in order to temporarily ground vessels.
 casting time: 2 rounds effect: 1 round range: 35'
24. **DEFLECT RAM** deflects a ram mounted on a ship in a random direction and stuns the crew manning it. This will effect ships of up to 2000lbs. displacement per caster level and will have the velocity and damage caused by ships too large to handle.
 casting time: 2 rounds effect: 1 round range: 35'
25. **BOARDING PLANK** creates a shining board of 4' width which fastens itself upon another ship, keeping itself level at all times and stretching up to 20' to reach to the next hull. It can support up to 10 men in Chainmail before all fall into the sea.
 casting time: 1 round effect: 5 minutes/level range:20'
26. **MAGICAL RAM** creates a spike of 10' length and 4½" thickness on the bow of the caster's boat; the spike is sufficiently strong as to go through wood which is not re-enforced and also through sheet metal.
 casting time: 3 rounds effect: 10 minutes range: 1 ship
27. **CAUSE/CURE BENDS** touch either causes a victim to immediately double over in pain from high pressure gas bubbles forced into his blood stream or it cures the condition as it occurs naturally in diving. Victims get a saving throw; they are unable to move for 3-30 hours and those of CON less than 11 have a $[30 + 3x(12-CON)]\%$ chance of dying.
 casting time: 1 round effect: immediate range: touch
28. **REMEMBER SEAS** A navigational aid, this spell causes the ship itself to memorize the characteristics of the seas it passes through so that at any future time no pilot will be required to steer the boat -- upon command, when the boat is in waters which it remembers it will steer itself indefinitely in a given direction, until it leaves the known area and then it will just drift aimlessly.
 casting time: 25 rounds effect: perm. range: 1 ship

29. **SHIP INVISIBILITY** renders a single ship and everything aboard and/or attached to it, and everything in tow as well, invisible from any view. The ship is able to move while invisible and can raid likewise.
 casting time: 8 rounds effect: $\frac{1}{4}$ hour per level range: 1 ship
30. **PASS THROUGH GALES** creates a calm pocket of sea for a 100 yard radius around the ship and deflects all winds so to protect the ship from all aspects of turbulent weather. It can either use the **ANCHOR SPELL** or drift until the storm passes.
 casting time: 8 rounds effect: $\frac{1}{2}$ hour per 3 level range: 1 ship
31. **GIANT KELP** causes any and all aquatic plants in the affected area to grow to about 12 times their original size; this results in blocking the channel in shallow seas and it catches and holds swimmers and small craft.
 casting time: 1 round effect: 3 hours range: 50 yards
32. **CONJURE WATER ELEMENTAL** this creates a 13d10 Water Elemental on the sea which will follow the orders of the Mage who called it. It moves at slow ship movement rate. It can overturn small boats (skiffs, rowboats, whaling rafts) in 1 round and can knock holes of up to 8" diameter in the hulls of larger craft. It does damage of 3-18 pts.
 casting time: 3 rounds effect: 10 minutes/level range: 20'
33. **WIND WALK LIMITED** allows the body of 1 creature to assume a gaseous state along with whatever he is carrying, and move along the winds at the speed of 90 mph. At any time he wishes, he may return to the ground and become corporal, thus ending the spell
 casting time: 2 rounds effect: 10 minutes/level range: touch
34. **WALK ON WATER** a person touched by the Mage, or the Mage himself can move on the surface of any liquid, regardless of encumbrance and will be able to make forward progress against winds of 5 mph. Does not work over Lava/Magma or over poisons.
 casting time: 2 rounds effect: 15 minutes/3 levels range: touch
35. **LIMITED WAVE** creates a small-scale tidal wave of height 15', which runs in a line that is 200 yds. long. It moves at 12 mph in the direction specified by the caster. Boats of less than 15' length are swamped, of less than 40' length have a 40% of swamping, of less than 60' a 10% chance. The wave cannot be counter-controlled (by a Druid for example), nor can it be fired through with weapons.
 casting time: 6 rounds effect: 10 minutes/3 levels range: immediate are
36. **CAUSE LOCAL CURRENTS** causes a volume of water 500 yds. long by 4' wide to move in simple patterns of the speed of 4 mph. It does this regardless of the natural prevailing conditions in the area.
 casting time: 3 rounds effect: $\frac{1}{2}$ hour per level range: 500 yards
37. **STILL WATER** stops all wave motions in a circle of 100 yard radius centered on the caster. Currents in the area simply divide and go around this perimeter without having any effect on the ship.
38. **SEA WALL** this forms a wall of solid water which is 8' high and 3' thick. Sail-driven vessels trying to break through will suffer 20-50% structural damage and be held aground for the duration of the spell. The length is 20' per caster level and once the wall is constructed, it cannot be moved.
 casting time: 5 rounds effect: 2 hours range: 100 yards
39. **SHIP MISSILE SHIELD** Forms a translucent bubble of force, with radius of 50' around the ship and this will deflect all incoming missiles [spears, ballista, catapult shot, rocks] of a non-magical nature which have a speed of more than 1' per second.
 casting time: 2 rounds effect: 10 minutes/level range: 50'

40. **RAISE ISLAND** raises a bare stretch of rock of dimensions 30' by 50' times the level of the caster divided by five. This can further be improved on by other spells or the work of a Druid.
 casting time: 35 rounds effect: 1 week/level range: 300 yards
41. **RAISE WRECK** will bring to the surface wrecked ships and flotsam in the immediate area adjacent to it as long as such have not been underwater longer than 6 months per caster level. The spell will also hold the ship afloat for 15 minutes per level so that other means can be used to secure it.
 casting time: 10 rounds effect: 15 minutes/level depth: 15'/level
42. **POLYMORPH TO SEA CREATURE** allows the transformation into any natural which lives underwater which is also between 50 lbs. and 350 lbs. gross weight. This spell will give a polymorphed person all abilities of his new form.
 casting time: 1 round effect: 1 day range: touch
43. **POLYMORPH TO SEA MONSTER** as above, but choice is limited to one of the following : Sauhugin, Merman/Triton, Giant Squid/Octopus, Whale, Great White Shark, and marine dinosaur, Giant Sea Snake, Dragon Turtle, Saltwater Giant Gar, Man O' War, Giant Crab, Giant Oyster, Seahag, Sealion.
44. **CREATE WATER WIERD** creates a permanent Wierd under the control of the caster. If it is not named, it cannot be recalled to the Material Plane by its creator but otherwise can be conjured at any time from the sea by simply speaking its name.
 casting time: 65 rounds effect: perm. range: ----
45. **REVERSE CURRENT TEMPORARY** reverses the direction of any natural current which passes within 400 yds. of the caster. This will effect the entire length of the current with 1 hour of casting the spell (currents of up to 100 miles long only).
 casting time: 1 round effect: 1 hour range: 400 yards
46. **PASS THROUGH WAVE** allows 1 ship or person to pass through a series of waves as if they weren't present and neither be hindered or swamped by them.
 casting time: 1 round effect: 1 hour range: 1 ship
47. **DEFLECT GALE** deflects a sever storm which is moving in the direction of the caster in a way such that it moves in a random direction (use 1d8); the storm will then hit somewhere from 10-50 miles away from where it would have--doing up to +20% more damage due to the fiercer winds and additional water it picked up. This spell can only deflect a gale which is more than 10 miles away from the caster.
 casting time: 1 hour effect: duration of storm range: ----
48. **SCALDING SEA** creates a cloud of steam from the surface of the sea, which envelopes an entire ship. The first round it does 1-3 pts. damage to the entire crew of the ship and the second 1-6 and the third 1-10 pts. Remember that an ordinary sailor will have from 1-3 hit points!
 casting time: 1 round effect: 3 rounds range: 60'
49. **CREATE ICEBERG** creates large chunks of ice out of the sea, the total mass of a flow of 1 ton per caster level.
 casting time: 30 rounds effect: perm. range: 100'
50. **AIR BUBBLE** create a bubble of air, of 5' radius per 3 levels of the caster and this bubble can be centered up to 50' below the surface of the water and will remain there despite buoyancy and the effect of currents.
 casting time: 3 rounds effect: 1 hour range: 50'

51. SEA QUAKES as per EARTHQUAKE, it levels structures built underwater, forces silt (contaminants) into the water, creates large waves on the surface and can sink islands of up to 1000 square feet per caster level.
 casting time: 6 rounds effect: immediate range: 500 yards
52. WATERSPOUT creates a funnel of water, resembling a solid tornado, which is 40' tall, 5' at its base and 15' at its top. This whirling mass can be directed by the caster. All men forced into it are automatically drowned. It is an effective weapon vs. ships, capsizing all ships of under 200' length if directed through them. If concentration is broken, the spout falls apart in 2 melee rounds.
 casting time: 5 rounds effect: while concentrating range: 1 mile
53. SHIP DESTRUCT an improved version of Finger of Death which can explode and burn any ship it is aimed at. Mirrors and similar devices do not deflect it but do negate it. A tiny blue beam can be seem reaching from the Mage to the ship to be destroyed. If any living creatures break the beam, the spell is neutralized and that creature will die, no saving throw.
 casting time: 1 round effect: 1 round range: $\frac{1}{4}$ mile
54. ICEBREAK every 5 minutes this spell will destroy a strip of ice which is 200 yards long by 15 yards across, allowing an ice-bound ship to pass.
 casting time: 6 rounds effect: $\frac{1}{2}$ hour range: 200 yards
55. WIND WALK allows up to 4 people and all of their gear to assume gaseous form for up to 20 hours. They can move at 40 mph and re-enter the gaseous state once after becoming physical during those 20 hours.
 casting time: 6 rounds effect: 20 hours range: touch
56. SEA DIKE creates a Sea Wall of length 10 miles (maximum) of which both ends touch land; it can be formed in any shape by the caster. The wall will remain, even should all of the water be pumped out of the diked area.
 casting time: 4 hours effect: perm. range: 10 miles
57. MAJOR WAVE creates a wavefront up to 50 miles long, 15' thick and 30' high. This will move at 30 mph for up to 6 hours (specified by caster) and in a given direction. This wave will capsize all craft it encounter except for wide rafts and merchantmen of 200 + length and draft of at least 35'.
 casting time: 8 hours effect: 6 hours range : 50 miles
58. FLEET INVISIBILITY as per SHIP INVISIBILITY, except that it will cover up to 3 ships per 2 levels of caster and over an area of up to 5 sq. miles.
 casting time : 30 rounds effect: 1 day range: 3 miles
59. SEA VOLCANO creates a crack in the sea floor which allows magma to come to the surface, creating a volcano which will rise to the surface in 2-6 days. Within 2 weeks thereafter it will have a visible surface of its own and an are of up to $\frac{1}{4}$ sq. mile. The crest of the volcano will reach 20-60' above sea level in one months time before it becomes dormant.
 casting time: 5 hours effect: perm range: ----

60. FIRE BEAM this creates a beam of energy from the palm of the caster's hand which will burn any flammable object it touches and does 4-40 pts. to individual men. The spell is best suited to strafing decks of ships, clearing them of sailors and marines as well as setting them afire. Beam intensity and damage decrease by 50% for each unit of 100' between caster and target.
casting time: 2 rounds effect: 1 round range: 1/2 mile

61. RETREAT SEAS this spell will cause an area of ocean, which is less than 30' deep, of dimensions 5x1 mile per 5 levels of caster maximum, to retreat from its current shoreline leaving a new stretch of land. New beaches will be established along a new coastline and the area will be sufficiently dry in 2-4 weeks (assuming summer weather) for habitation and building.
casting time: 15 hours effect: perm range: 1 mile

62. TRUE TIDAL WAVE creates a massive wave, up to 200 miles long which is 40' to 60' high and up to 30' thick. This wave will move in a specified direction for 4 hours at a speed of 70 mph. No vessel can remain upright against it without powerful magical aids.
casting time: 12 hours effect: 4 hours range: 200 miles

SOME OTHER SPELLS, NOT ASSIGNED SPELL LEVELS

63. ETHEREAL SHIPS allows a ship to move in the ethereal plane instead of the normal one. When in this state it can move at double normal movement rate and is not subject to the effects of weather. The general characteristics of the land over which the ship passes can be seen but as through a dense fog; in this state a ship can cross over land. All passengers and crew accompany the ship and ethereal creatures can be clearly seen, as can the ship by them. Monster checks are doubled.
casting time: 1 hour effect: 5 hours range: 1 ship

64. HALLUCINATORY ROCK causes the entire personnel of a ship to imagine land appearing in whatever direction the caster wishes. The land always appears a constant distance away and the ship can never reach it.
casting time: 3 rounds effect: 5 minutes/level range: 1 ship

65. HALLUCINATORY ROCK causes the crew/navigator of a ship to see a large boulder either (a) directly in front of the bow, regardless of how it turns or (b) in one spot, permanently--this is useful to guard harbors and guide invaders onto treacherous (invisible?) shoals. The imagined boulder is useful in that it does not disappear after being touched by a ship, any number of ships can go through it and it is still visible.
casting time: 2 rounds effect: till dispelled range: ----

66. WATERPROOF makes any cloth or container resistant and repellent to water. Covers area of 4'x8' per caster level.
casting time: 1 round effect: perm range: 1 item

67. DRY instantly removes all water from the surface of an item/person and its coverings, rendering them dry to the touch. Note the fact that surface is used here, it will not dehydrate and kill a human.
casting time: 1 round effect: perm. range: 1 item

68. REFLOAT a special LEVITATION spell to get ships off of rocks and sandbars etc. where they are held or stranded. The caster can lift and move up to 1000 lbs. per level with the spell.
casting time: 8 rounds effect: 15 minutes range: 1 ship

69. WAVE TRAVELS allows a SEA MAGE to dive into a wave and re-appear coming out of another wave which is headed in the same direction up to 10 miles away per caster level. If no wave in the desired area is available, then he will surface at a random point along the maximum radius of the spell.

casting time : 4 rounds effect: 1 round range: 1 person

70. FLYING SHIPS allows one craft of up to $\frac{1}{4}$ ton per level of caster (gross mass, not displacement) to fly if using full sail. Flying is done at a height of 20' to 50' above the water and at quadruple normal movement rates. The ship will fly until the sail is lowered.

casting time: $\frac{1}{2}$ hour effect: til dispelled range: 1 ship

71. SHOAL MAP this spell is an assist to navigators in shallow waters, it causes the seas to light up according to the depth of water; this is done in a cone of $\pm 30^\circ$ from the stern and is 400 yds. in radius along that cone.

Shoals and shallows are yellow in color, sand under less than 10' is red, water of less than 10' with rocks underneath are blue, water of under 20' depth is green and deeper water is orange. Kelp beds and other obstructions are black. With a lookout on the bow to note the colors, ships ought to be able to get through the worst channels. Note that this spell will light up features that are invisible and or in the areas where hallucinatory effects are and will conform to the actual configurations.

casting time: 2 rounds effect: $\frac{1}{2}$ hour range: 400 yards

72. ICE RING creates a ring of ice around the waterline of a ship which prevents its movement until melted away by warmer waters. The ring is 6" thick per 2 caster levels and extends 2' along the surface for every three caster levels. Normal fires will not effect it, nor will lightning.

casting time: 5 rounds effect: up to 8 hours range: 1 ship

SPELLS BY LEVEL

I.

DETECT CURRENT
DETECT ISLAND/LAND
LOCATE FISH
LOCATE WRECK
PREDICT WEATHER
FIND FAMILIAR
SHIPBOARD MESSAGE
DANCING LIGHTS
SPIDER CLIMB
CREATE DRINKING
WATER
MAGIC SHIRKIN
FLOAT OBJECT
SPEAK TO FISH
ANCHOR
PURIFY FOOD/DRINK
READ MAGIC

II.

WALL OF FOG
LOCK HOLD
INVISIBILITY
WEB
CHARM SEA PLANT
HOLE/PLUG SHIP
RESIST FIRE-OBJECT
WARP WOOD
DISPEL EXHAUSTION
SWIMMER

CURE SCURVY/RICKETS
UNDERTOW
MAGICAL SAIL
SUMMON CREATURE I
DETERMINE POSITION

III.

DISPEL MAGIC
LIGHTNING BOLT
CHARM SEA ANIMAL
FOG ENSHROUDMENT
SHIP-TO-SHIP MESSAGE
LOWER WATER
AERIAL PILOT
WATER BREATHING
CORAL GROWTH
RAISE SANDBAR

FREE MOVEMENT
UNDERWATER

DEFLECT RAM
SUMMON CREATURE II
BOARDING PLANK
MAGICAL RAM
CAUSE/CURE BENDS

IV.
REMEMBER SEAS
CHARM SEA MONSTER
POLY TO SEA CREATURE
POLY TO SEA MONSTERS
SHIP INVISIBILITY
PASS THROUGH GALES
CONTROL WINDS
PART WATER
GIANT KELP
FIREBALL
CALL LIGHTNING
FLY

VII.
METEOR SWARM
AIR BUBBLE
SEAQUAKE
WATERSPOUT
SHIP DESTRUCT
ICEBREAK
WINDWALK



V.
CONTROL WEATHER
TELEPORT
CONFUSION
CONJURE WATER ELEMENTAL
WIND WALK LIMITED
WALK ON WATER
LIMITED WAVE
SUMMON CREATURE III
CAUSE LOCAL CURRENTS
STILL WATERS
SEA WALL
SHIP MISSILE SHIELD

VIII.
LIMITED WISH
SEA DIKE
MAJOR WAVE
FLEET INVISIBILITY
SEA VOLCANO
FIREBEAM

VI.
DEATH SPELL
DISINTEGRATE
RAISE ISLAND
RAISE WRECK
SUMMON CREATURE IV
CREATE WATER WEIRD
REVERSE CURRENT
TEMPORARY
PASS THROUGH WAVE
DEFLECT GALES
SCALDING SEAS
CREATE ICEBERG

IX.
RETREAT SEAS
TRUE TIDAL WAVE



PROGRESSION FOR SEA MAGES

level	EP	die (4 sided)	spells
1	-----	1d4	2
2	2 800	2	2-1
3	5 600	3	3-2
4	12 000	4	4-3-1
5	25 000	5	4-4-2
6	45 000	6	5-4-3-1
7	65 000	7	5-4-4-2
8	98 000	8	6-5-4-2-1
9	145 000	9	6-5-5-3-2
10	275 000	10	7-6-5-3-3-1
11	400 000	11	7-7-6-3-3-2
12	800 000	12	7-7-7-4-3-2-1
13	1 200 000	12d4 +2 hits	8-7-7-5-4-2-2
14	1 600 000	+2	8-8-7-5-5-3-2-1
15	2 000 000	+2	8-8-8-6-5-4-2-2
16	2 400 000	+2	8-8-8-7-6-4-3-2-1
17	2 800 000	+2	8-8-8-8-7-5-3-3-2
18	3 200 000	+2	9-8-8-8-8-6-4-3-2
19	3 600 000	+2	9-9-8-8-8-7-4-4-3
20	4 000 000	+2	9-9-9-9-8-8-5-4-3

CATAPULT WARFARE

by Keith Bradsher

Many Characters launch entire Navies with their loot from Dragon Hoards. Unfortunately, I have never seen an article published on Ship-to-Ship and Shore-to-Ship Catapult Warfare, the dimensions of Ships, the inhabitants of Sunken wrecks, and the number of Pirate and Buccaneer Vessels encountered. In order to fill in for this discrepancy I have developed these tables.

Widths, Lengths, and Drafts of Vessels

<u>Vessels</u>	<u>Deck space (sq. ft.)</u>	<u>Draft</u>	<u>Width</u>	<u>Length</u>
small merchant ship	540	5'	10'	60'
large merchant ship	2160	14'	20'	120'
large galley	1870	10'	20'	110'
small galley	468	4'	10'	55'
sailed warship	1750	16'	18'	108'
whaler	2700	16'	25'	120'
longship	1084	7'	15'	85'
boat	21	1'	2'	12'
raft	49	$\frac{1}{2}$ '	7'	7'

Catapult Hit Probability

In the chart below, one first column determines the number of square feet of deck space the target has. Then cross-indexes this with the type of catapult being fired. The resulting score is the minimum roll of percentile die to hit. There is always a 1% chance of hitting except in a storm when firing is banned. The chance of hitting increases by 1% for every additional 50 square feet of target.

<u>Target</u> <u>(sq. ft.)</u>	<u>Light</u> <u>Catapult</u>	<u>Heavy</u> <u>Catapult</u>	<u>Trebuchet</u> <u>(fire from land only)</u>
50	00	00	00
100	99	00	00
150	98	00	00
200	97	99	00
250	96	98	00
300	95	97	00
350	94	96	99
400	93	95	98
450	92	94	97
500	91	93	96
550	90	92	95
600	89	91	94
650	88	90	93
700	87	89	92
750	86	88	91
800	85	87	90

Target (sq. ft.)	Light Catapult	Heavy Catapult	Trebuchet (fire from land only)
850	84	86	89
900	83	85	88
950	82	84	87
1000	81	83	86
1050	80	82	85
1100	79	81	84
1150	78	80	83
1200	77	79	82
1250	76	78	81
1300	75	77	80
1350	74	76	79
1400	73	75	78
1450	72	74	77
1500	71	73	76
1550	70	72	75
1600	69	71	74
1650	68	70	73
1700	67	69	72
1750	66	68	71
1800	65	67	70
1850	64	66	69
1900	63	65	68
1950	62	64	67
2000	61	63	66
2050	60	62	65
2100	59	61	64
2150	58	60	63
2200	57	59	62
2250	56	58	61
2300	55	57	60
2350	54	56	59
2400	53	55	58
2450	52	54	57
2500	51	53	56
2550	50	52	55
2600	49	51	54
2650	48	50	53
2700	47	49	52
2750	46	48	51
2800	45	47	50
2850	44	46	49
2900	43	45	48
2950	42	44	47
3000	41	43	46

Average ranges for light catapults, heavy catapults, and trebuchets are 22", 27", and 36" respectively. For every 2" beyond average range, add 1 to the required score to hit. For every 3" short of average range, subtract 1 from the required score. All fractions are eliminated. When firing from a ship, add 2 times the wind speed (2 six-sided die) to the required score. If beating to windward, add 4 to the required score. Firing while rowing slow subtracts 2, just as firing while rowing Fast adds 3 to the required score to hit. Aiming for rigging adds 5. Firing from a galley during a gale increases the chance of shipping water by 20%.

Catapult Hit Allocation on Sailing Ships

<u>Normal</u>	<u>Aiming for Rigging</u>	<u>Damage and Location</u>
01-05		Below waterline--2½ times normal damage
06-13	01-10	Hit a mast - normal damage - ship drifts 1-8 turns, ½ speed after that - 1-6 crew fall from rigging

<u>Normal</u>	<u>Aim for Rigging</u>	<u>Damage and Location</u>
14-30	11-35	Hits rigging - ½ damage - ½ speed 1-3 turns - 30% chance that 1-4 crew fall from rigging.
31-48	36-50	Hits forecastle - normal damage - 60% chance it destroys either catapult or catapult crew
49-66	51-66	Hits sterncastle - normal damage - 60% chance it destroys either catapult or catapult crew - 20% chance hits steering causing ship to drift for 1-10 turns
67-00	67-00	Hits main deck - normal damage - 20% chance hits 1-2 people on main deck

Catapult Hit Allocation on Oared Ships

<u>Roll</u>	<u>Damage and Location</u>
01-05	Below waterline - 2½ times normal damage
06-30	Hits oars - ½ damage - roll six-sided die: 1,2,3, - destroys 1 oar 4,5 - destroys 2 oars 6 - destroys 3 oars 5 rowers die with every destroyed oar
31-48	Hits forecastle - normal damage - 60% chance it destroys either catapult or catapult crew
49-66	Hits sterncastle - normal damage - 60% chance it destroys either catapult or catapult crew - 20% chance hits steering causing ship to drift for 1-10 turns
67-00	Hits main deck - normal damage - 65% it kills 1-8 rowers 20% chance it hits 1-2 people on main deck

Final note on catapults: Charts assume that light catapults, heavy catapults, and trebuchets do 2,3, and 4 points of damage to buildings, ships, etcetera, as in Swords and Spells. As in Book 3 of the basic set, large ships can take 18-24 points of damage before sinking, small ships can take 9-15 points, and a boat can take only three points of damage.

Sunken Wreck Occupants

There is an 85% chance that a sunken wreck will be occupied. Monsters found in sunken wrecks are assumed to be in their lair, with their private treasure being added to the treasure in the wreck.

<u>Roll</u>	<u>Wreck Occupant</u>
01-15	Giant Octopi
16-30	Giant Squid
31-35	Giant Crabs
36-40	Mermen
41-60	Aquatic Elves
61-65	Port. M.O.W.
66-73	Giant Sharks
74-81	Giant Eel
82-91	Ixitxachith
92-00	Sahuagin



Pirate and Buccaneer Encounters

<u>Roll</u>	<u>Small Galleys</u>	<u>Large Galleys</u>	<u>Island Base</u>
01-30	1	-----	-----
31-47	2	-----	-----
48-70	2	1	-----
71-80	3	1	-----
81-90	3	2	-----
91-95	4	2	-----
96-98	5	3	-----
99	7	4	yes
00	9	5	yes

Pirate and Buccaneer Treasure

Roll up a treasure for each captured ship.

Ship	1000's of CP	1000's of SP	1000's of GP
Small Galley	10% 1-2	15% 1-4	40% 1-6
Large Galley	20% 1-4	35% 1-6	60% 1-8

Ship	Gems & Jewelry	Maps & Magic	Pris.	Very Imp. Pris.
Small Galley	20% 1-10 10% 1-6	20%	40% 1-10	20% 1-4
Large Galley	30% 2-16 15% 1-10	35% 2	60% 2-16	30% 1-8

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GRIFFIN MOUNTAIN describes the people and the area of Balazar and the Elder Wilds. Balazar is a sparsely populated hunting ground for approximately 12,000 human barbarians. The Elder Wilds has roughly the same population but is comprised of trolls and elves instead. **GRIFFIN MOUNTAIN** comes alive with multiple maps (including two 20"x 30"), scores of scenarios, dozens of personalities, hundreds of monsters and a start-it-yourself cult. Visit the giant's castle or search for the wondrous Wind Sword. Perfect for beginning and experienced players. This scenario pack establishes a new state-of-the-art in role-playing!

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ALL THAT GLITTERS . . .

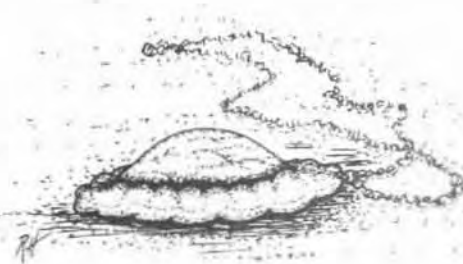
The Dwarven Pick of Mining by Edward R. G. Mortimer

This Mining Pick was created long ago by a Mountain Dwarf king, whose name has been lost to non-Dwarves for ages. This Pick can only be utilized by a Dwarf. It will enable a Dwarf to mine twice as fast as normal. It can also Detect Metals and Gems in a 10' radius, and can communicate this to its Dwarven wielder. If used as a weapon, it does 2 - 7/2 - 8 damage and is considered to be +2 in respect to what it can hit. This is, of course, a Dwarven Artifact, therefore, no Dwarf will permit a non-Dwarf to own it. It is said that only 2 Picks were ever created.



The Gnomish Hammer of Carpentry by Edward R. G. Mortimer

This Gnomish (and Halfling) size carpenter's Hammer can be utilized by anyone 2½' - 3½' tall. With this Hammer, any nail can be driven into wood with one blow. Any nail can also be removed from wood just as fast. This enables the user to work 3 times as fast as normal. This is considered to be the property of the Gnomish Race (by Gnomes, of course), so they will not allow a non-Gnome to possess it. If used as a weapon, it does 1 - 3/1 - 2 damage and is considered to be +2 in respect to what it can hit. There are rumored to be at least 7 of these Hammers.



The Amulet of the Moon by Edward R. G. Mortimer

This Silver and Moonstone Amulet is a cursed item. Anyone who puts it on will become a Lycanthrope; there is no saving throw, and a *Remove Curse* is needed to be rid of the Amulet. Whenever the Moon is in the sky, the wearer will be a Lycanthrope. Consult the following table to determine what kind of Lycanthrope he/she will be:

Alignment of Character is:

Good:

- 1 - 50 Werebear
- 51 - 70 Wereboar
- 71 - 75 Wererat
- 76 - 95 Weretiger
- 96 - 00 Werewolf

Evil:

- 1 - 5 Werebear
- 6 - 15 Wereboar
- 16 - 50 Wererat
- 51 - 60 Weretiger
- 61 - 00 Werewolf

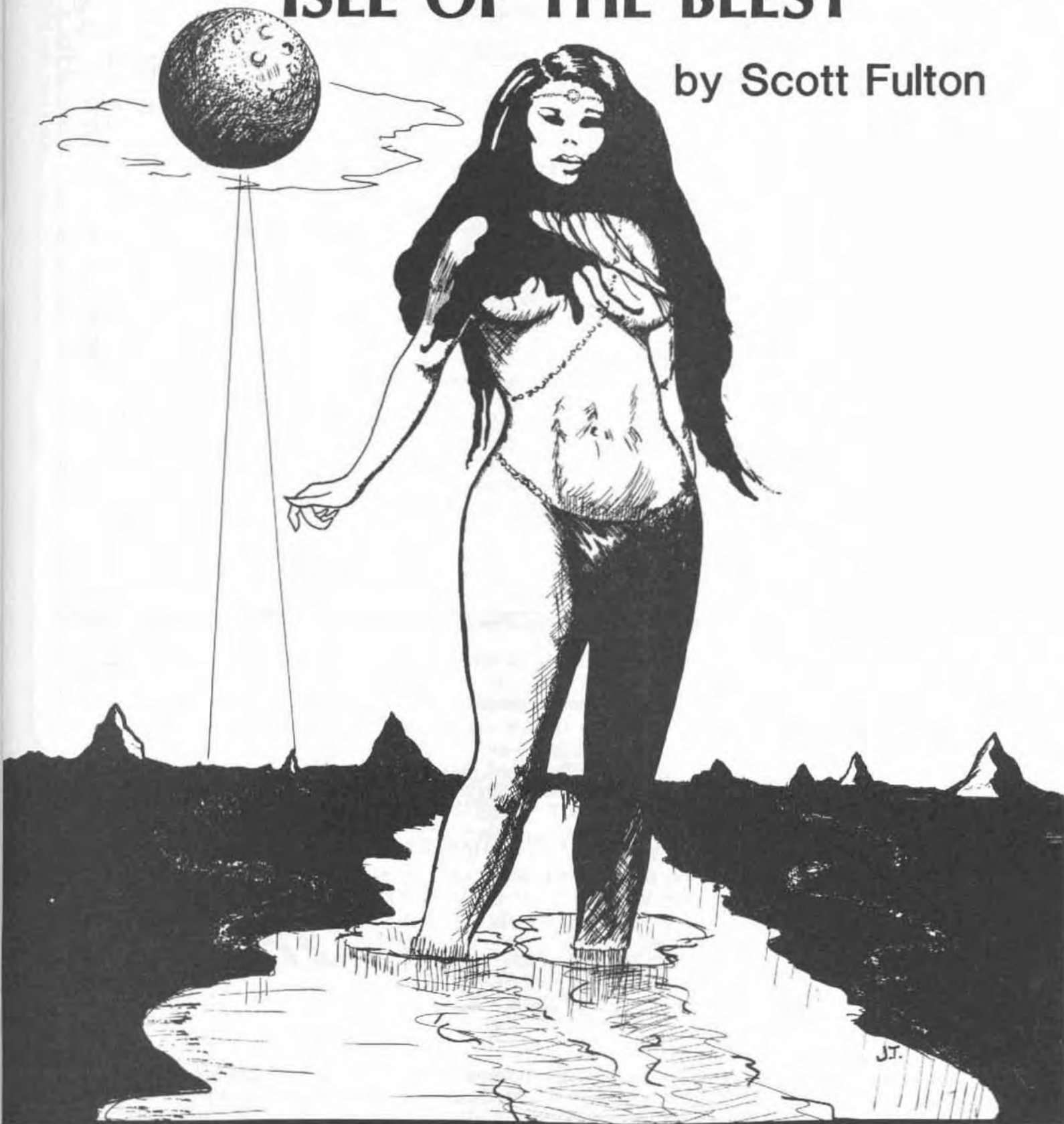
Neutral:

- 1 - 10 Werebear
- 11 - 45 Wereboar
- 46 - 55 Wererat
- 56 - 90 Weretiger
- 91 - 00 Werewolf

Optionally, you may use Were-Other instead of Werebear.

ISLE OF THE BLEST

by Scott Fulton



**CITY STATE
CAMPAIGN INSTALLMENT**

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by Scott Fulton



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ISLE OF THE BLEST

Long ago, this island was populated by a race of people who worshipped a Moon Goddess, whom they believed spent her days beneath the ocean. The island was nearly destroyed in the uttermost war, with only two areas still having human life. One was a small island off the north coast, and the other was the lake in the center of the island. As the two groups recovered from the supernatural conflict, they began to worship different aspects of the Goddess. The folk on the small island began to make human sacrifices at each full moon to placate the Moon Demon Enlifos. They beleived that silver was evil, and that if the light of the full moon, or water in the moonlight, came in contact with the body it would cause leprosy. Therefore the Priests of Enlifos go out each full moon clothed all in black, with only the narrowest of slits for vision. They then take the sacrificial victim and hang him/her head above the water, so that only his/her head will be underwater when hanging straight down. They then stand back and watch as he/she struggles to keep his/her head up. Eventually the victim will tire, and the head will sink below the water, consumating the sacrifice. The symbol of Enlifos is taken from that of the Goddess, a silver crescent moon. His symbol however has it horns pointing down. Rumor and legend say that Enlifos gives his Priests powers to assure taht people keep placating them. The common greeting of dedicated worshippers of the Moon Demon is, "Speak or die!", because for reasons explained later the religions group maintains strict silence wherever they go.

The group around the lake practice a much purer form of worship. They worship the Moon Goddess Amlifos, which may be the name of the original Goddess, but probably is a corruption of her name. They spend the night of the full moon in prayer to the Goddess. Indeed, only while the moon is up, do they speak. This explains their seeming silence. Even during the moonlit hours, one can lnly speak to his colleagues who serve Amlifos. They beleive silver and water are holy. Thus, their symbol is the Silver Crescent (horns up this time). Initiation into the cult of Amlifos, is by baptism, symbolizing the Goddess's passage into and out of the water each night. Only then may the other cultists converse. In an attempt to ease matters the Priests of Amlifos have developed a sign language which anyone can learn. It is useful only for technical and functional situations, and not for philosophy and jokes. They also have developed the habit of helping everyone who needs it and of being passive and retiring, in attempt to please the Goddess. They constructed their temple area under the Lake of the Gods, which is fortunate, as the Enlifans are much more aggressive than they, and have spread out to fill the entire island. It was the Enlifans who rebuilt the former Island Capital of Rallu. The only area not over run by the Enlifans is that around the lake, for the Amlifans feel obligated to defend their temple. Nevertheless, it would have been destroyed by now, if it were not well hidden. Over the centuries, many people have drifted away from both of these religions and others have been brought in, but these are still the strongest.

Rallu

This city was founded on the site of an earlier ruin, which had been the capital of the island. Indeed, Rallu was built with the idea that it would once again be the capital. However, despite the fact that it contains a significant portion of the islands population, and its only seaport, there is no unity. Therefore Rallu is simply its strongest political unit. This strength is largely wasted, however, as any land movement is cut off by the jungles that surround the city, thus the only method Rallu has of showing her strength is her moderately sized Navy. Thus she exerts some

control over the coastline, but none inland. Rallu has 8725 inhabitants and a civilization level of 8. It is one of the few places where Enlifos is still worshipped in the old ways. Even here these rites are dying out. Lord Danston discourages and derides them, although he does not absolutely forbid them. His attitude has earned him the name "Danston the Merciful", although this is not generally meant as a compliment.

There are five main parts of the city, each named for the type of people who congregate there (save two named for their function). The first area is the seafront area, which surrounds the harbor. In this area are warehouses, customs houses and dives where sailors may drink, gamble, carouse or sleep their money away. Thievery is very common here, and murder hardly less so. The army maintains patrols in this area, but wise people do not enter it unless necessary, and then they go ready and armed. To the east of the seafront is the merchants quarters. The buildings in this area are built like little fortresses, thick walls and narrow, heavy doors protect personal warehouses, and luxuriously furnished quarters. They are almost always protected by 10-40 hired guards. Merchants tend toward neutrality and cowardice. South of the merchants quarters is the general quarter. This area is the home of farmers, unskilled workers and retired military men. The houses are small and crowded and the crime rate is rather high, though not as high as in the seafront quarter (40% chance of mugging as here opposed to 50% at the seafront). The merchants quarters give only a 20% chance. Nearly in the center of town is the marketplace. Here too, the streets are narrow, and the buildings are old. This is one of the oldest parts of the city. Most of its buildings have been converted to shops, with the owners living either in the back or upstairs, although few live in the general quarters. The back alleys and abandoned buildings in this section make it a good spot for criminals, and anyone travelling at night here has a 40% chance of being mugged. The Guild quarter is where one would go to find skilled laborers, such as Masons, Metal Smiths, Jewelers. Clothing makers, etc. Workers in a particular Guild will tend to live Clustered near each other. The proper way to get workers is to go to the Guild Hall and deal with the Guild officials. In all cases the Guild Hall will be a converted house, which will also serve as the Guildmasters home. Anyone who tries to hire workers outside the Guild, and any worker accepting work without going through the Guild will be subject to retribution which may go as far as physical violence. There is a 30% chance of muggers here. About the only two Guilds not located here are the Thieves Guild, and the Assassins Guild, both of which are illegal and underground. The Thieves Guild is located on the waterfront. The Assassins are centered in the market. Both are involved in a mutual bribery situation with city officials. The last area in the city is the Nobles quarters. The southwest corner of this quarter, and of the city is taken up by the grounds of the Lords Palace. The Palace grounds are completely surrounded by a wall, which is continuously patrolled by the palace guard. Anyone found in the palace grounds without permission is executed. This permission is not easy to get as the Lord is a busy man, and has little time for visitors. The rest of the quarter is taken up by smaller estates of various Nobles. These are walled and patrolled by the army, and there is only a 10% chance of a mugging. Indeed, the chance of being arrested for loitering or suspicious actions is greater at 20%. Next to the Lords Palace is the Temple District, where almost all of the religious folk live. A few live in the Nobles quarters as the personal Priest of various Nobles. The only other group in the city not mentioned as to living area, is the military. The Navy is quartered in the waterfront, and the army is quartered in barracks spaced around the outside wall.

Lords Personal Bodyguards

<u>Name</u>	<u>Class</u>	<u>Align</u>	<u>Lvl</u>	<u>HP</u>	<u>AC</u>	<u>Str</u>	<u>Int</u>	<u>Wis</u>	<u>Con</u>	<u>Dex</u>	<u>Char</u>	<u>Weapon</u>
Doblad	Ftr	CN	4	26	5	18	11	15	15	16	12	Shortsword

Tebcuk	Ftr	CN	3	7	5	13	7	5	6	16	14	Broadsword
Ebgyb	Ftr	NE	3	16	5	12	13	9	10	14	11	Broadsword
Apekai	Ftr	NE	1	6	5	16	7	11	16	11	12	2-Handed Sword
Owwak	Ftr	CE	2	6	5	13	11	10	11	11	7	Broadsword
Sepaby	Ftr	CE	3	28	5	15	11	5	11	13	13	Longsword
Fobsa	Ftr	CE	2	20	5	14	8	8	14	12	8	2-Handed Sword
Nibm	Ftr	NE	3	13	5	14	10	12	12	10	13	Broadsword
Zikit	Ftr	N	2	6	5	13	14	8	10	13	10	Bastard Sword

Lord's Bodyguards

These men have been chosen for loyalty, dedication, and fighting ability and represent the best of Danstons former command. Each man is ready to give his all that Danston might live. They are led by Doblal, who has been guarding Danston for years.

Hokm Fisherman "The Waterfront Mangler"

Hokm

Ftr. NE 14 10 11 11 12 9 8 7 Dagger

There is nothing really remarkable about Hokm; generally that is. He is a common fisherman, neither rich or powerful, and most people would pass him by without a second thought. He has a pale complexion, red braided hair hanging to his waist, and a red beard. He is 5'9" tall, weighs 163 lbs. and is 30 years old. He is black eyed, and right handed and also a schizoprenia. About one night a week, he turns into the Waterfront Mangler, a beast responsible for 14 unsolved murders of sailors, prostitutes, and drunks. Hokm has no recollection of the Mangler, and remembers having slept all night. The Mangler is very different from Hokm, he has blue eyes, is left handed, and even has different stats, which are as follows:

Mangler

Ftr. None 4 20 10 18 9 8 14 10 10 Dagger

The Mangler only comes out at night, and will attack until his victim is dead, or he is. He will then clean himself up and go back to sleep. The Mangler is able to back stab as a Thief.

Oluku Court Painter

Oluku

None CE 0 8 10 8 9 8 11 11 9 None

This young man seldom leaves his studio, and never spends time out of doors. As a result, his skin is lily white, and soft as a womans. He has short black hair, with a thin little mustache, and hazel green eyes. His clothing runs to ruffles and lace, and he spends his time simpering and flattering the powerful and noble.

He is not well liked, but paints well enough. He has painted many of the notables in the palace, and is presently working on his second portrait of

Danston. He is a slow worker, having already spent four months on the present project and being only half finished.

Tabé Brother and Heir to Danston

Tabé

Magic User CN 3 7 10 12 14 8 11 11 9 Dagger

Because Danston is not married, and thus has no children his brother, Tabé is heir to the title. Tabé has been ruined by a lust for power. Not only is his brother the ruler, but Tabé is also extremely short, and sensitive about it. He is shorter than most people realize, as he wears special shoes which make him seem 3 inches taller than his 4'7½". His diminutive stature and jealousy over his brother's position have driven him into the study of magic, to find power of his own. It would be a disaster should he become Lord, as he is mentally unstable, and could never stand the pressure. A group of unstable and power hungry men have formed around him, and seek to supplant Danston in the office of Lord. Tabé is 26 years old, with red hair, green eyes, and freckled face; which will not look fierce or threatening no matter how he tries. He runs around in a typical Mages outfit, and does things he thinks are mystical, but are actually stupid.

Afcohop Master of the Assassins Guild

Afcohop

Assassin CE 8 16 5 12 12 13 9 15 10 Dagger

This expert killer stays alive by his own cunning. He never sleeps two nights in a row in the same place, and habitually wears +3 leather armor. He has no less than six Daggers hidden about his body, and can place them within a handbreath of each other, within twelve seconds, starting with his back to the target. He is a master of disguise and changes his appearance at least twice a day. Thus, no one is sure of his age, size, weight, or even that he is male. The only certain thing about him is that he is ambidextrous.

Ru Captain of the Palace Guard

Ru

Ftr. CE 5 23 4 13 14 9 10 12 14 +1 Longsword

This warrior has attained his high position at the young age of 25 due to his ferocity and skill. He has piercing black eyes and dark skin, and heightens his fearsome appearance by shaving all of the hair off his head. He is almost always seen wearing chainmail and a black robe with his personal symbol of a sword dripping blood embroidered on it. He is Danston's closest friend. They fought together and saved each other's lives many times.

Ult the Harbor Master of Rallu

Ult

Ftr. CE 2 17 8 14 18 17 8 13 14 Longsword

Ult is immediately noticeable in a crowd. He is an albino. Thus he has extremely pale skin, pink eyes and white hair. He uses this to his advantage by wearing dark, usually black, clothing to make his paleness even more noticeable. This serves him well, as seafaring men are superstitious, and are usually afraid of him. He also served under Danston, who recognized his great intelligence and ability to deal with people. Before Ult became Harbor Master, there was almost no control over who came and went, and where they anchored. Now the operation runs almost without a hitch. Ult is 6'4 1/4" tall, weighs 201 lbs. and is 39 years old, and righthanded.

Gudwi - Chamberlain

Gudwi

None NE 0 3 10 8 10 8 18 14 13 None

Danston inherited this gentleman from his father. He is a capable man, if somewhat corrupt. It is well known, for instance, that anyone wishing to see Danston, other than a personal friend, must bribe Gudwi. He also has deals with the Assassins and Thieves Guild. The Thieves Guild receives the same protection in return for refusing any contract on his life. That is quite fine with the Guildmaster of Assassins, because the only time they did manage to poison him, he was not affected at all.

Uzi Master of the Red Hydra Inn

Uzi

M.U. CE 2 7 10 5 12 11 10 15 8 Wand of Frost (96 Charges)

Uzi was forced to retire from the practice of magic, when he lost his right hand in a fight. He sold all of his equipment and bought the Red Hydra. The only thing he kept was a Wand of Frost, since he knew nothing about weapons. He does not advertise his former profession, and has never been forced to use the wand. There is great speculation among his regular guests as to how he lost his hand, since he is too weak and too soft skinned ever to have been a fighting man. When asked, he simply smiles and tells an impossible and often ridiculous story. Needless to say, he is often asked just for the pleasure of hearing the story.

Glazlo Lords Engineer

Glazlo

Ftr. N 1 2 8 11 16 12 7 10 11 Shortsword

Glazlo has held his post for six years, having served as a military engineer for eighteen years before that. He is responsible for all of the building the Lords want built, plus any seige operations the army is involved in. He is so experienced at his job that he can set a catapult by sight and land a rock within twenty yards of the target. The second such shot usually hits. He was never one of Danstons Cronies, but he respects the Lord and trust his judgement. Glazlo is 6' tall, weighs 196 lbs., has red hair and a red beard, both to the waist. He has a dark complexion and blue eyes. He is 43 years old and right handed.

Myexi Master of the Metalworkers Guild

Myexi

Ftr. CE 2 10 10 18 4 15 11 11 15 Hammer

When still an apprentice, Myexi had his hair and beard burned off. The pain affected his mind, and the scars destroyed his good looks. Despite his simpleness, however, he has a native wisdom and a gift of Metalworking which makes him the perfect Master of the Metalworkers Guild. He is likely to ask advice in the most unexpected places, but has the knack of recognizing good advice and taking it. In other words, he has learned to let others think for him, and then to decide himself. He is also the Lords Metalworker and makes or supervises the making of any metal object for the palace.

The Late Ysingo, Furrier

Ysingo

Ftr. CW 1 8 10 13 6 13 6 15 10 Dagger

Ysingo is known as "The Late" due to his well known hypochondria. His shop is open only about every other day, as he spends much of his time lying in bed, waiting to die. To compensate for this he charges rather high prices for work that is only average. He specializes in fur lined vests, cloaks, and gloves. He is 49 years

with a fringe of grey hair around his bald pate, and green eyes. He is 6'4 1/2" tall, weighs 203 lbs., is right handed and has a tooth brush mustache. Unsurprisingly, his fortune of 90 gold pieces is kept under his pillow.

Irneb the Begger

Irneb

Thief

CN 2 7 10 10 16 11 11 15 16 Dagger

Irneb does quite well for himself, for he is a quite convincing Begger, and most people will spare him a copper. Even those not generally known for supporting Beggers have been known to reward him with a gold piece in appreciation for an excellent performance. There will usually be one or two apprentices hanging about, learning the trade from a master. Irneb is 34 years old, 6' tall, weighs 193 lbs., with green eyes, dark blond hair, a brown beard, and a dark complexion. He is left handed. Those who don't wish to give him money, often do anyway, when he picks their pocket. He never steals from those who give him alms.

Gwix the Waggoner

Gwix

None

CE 0 5 10 8 12 9 8 12 12 Dagger or Club

Although still rather young, Gwix has had many troubles. He has worked previously as a fisherman, shipwright and tailor. All of these excellent jobs were lost due to his "Me first, you last" attitude. Now he can only get jobs as an untrained laborer. All in all, he seems destined to be a criminal leader, or a young corpse. He is 25 years old, 6'3" tall, and weighs 206 lbs. He has blue green eyes, blond hair that goes to his shoulder and a short brown beard. His face is deeply tanned and he is right handed.

Snjnom Admiral of the Fleet

Snjnom

Ftr.

CE 10 47 4 13 10 11 4 9 12 Dagger

In his day, this elderly sailor was incredibly strong and healthy. Years at sea have taken their toll, however. His short hair and mustache both have grey mixed in with their natural brown. His bronzed complexion has turned to grey and his 181 lbs. is nearly 30 below his normal weight. His black eyes are dulled with pain and with the drugs he takes to deaden it. Snjnom is afflicted with a crippling case of arthritis, and will never take to the sea again. Indeed, he now never leaves his chair, which is carried around by four husky sailors. No one knows that he always carries a Dagger with him, and is contemplating using it on himself. About the only thing that stops him is the training of his replacement. He will be dead within the year in any case.

Sko Bartender at the Smiling Mermaid

Sko

Assassin

CE 1 2 10 16 12 17 9 11 10 Dagger

The smiling Mermaid is owned by the Assassins Guild, of which Sko is more or less an honorary member. He acts as a go between for those who wish to contact the Guild. The inn also serves from time to time as a meeting place for guildsmen. It is located in the water front section close to the wharves, and is a favorite of the sailors. It provides cheap ale, filling food, inexpensive rooms and willing companions. The girls are not always pretty, but they are cheap. Their faces can't be seen in the dark anyway. Sko is 6' tall and weighs 192 lbs. He has braided blond hair hanging to his waist and a blond beard. He uses his strength well to keep his clients under control, and often breaks up fights by beating all offenders senseless.

Madam Boifs Mistress of the Whores Guild

Boif

Thief

CE 2 8 10 8 10 5 6 11 16 Dagger

Like so many of her girls, Boif is a thief. They are adept at cleaning out a mans purse and sneaking out, while he sleeps. It goes without saying that she has not actively practiced her trade for some time. Although 47 years old, she is still beautiful enough, but her prices have become far too high. Boifs girls are also adept at gathering information, and work closely with the assassins and thieves guilds. Note: However, that unlike the other two, this organization is completely legal.

Baron Urpgal

Baron Urpgal

Pal.

LG 44 28 1 17 9 11 16 12 17 +1 Longsword

Although a Noble of Rallu, Urpgal is a spy for the Priests of Amlifos. He wears +2 Mail and carries a +1 Shield. He makes no secret of his dislike of the worship of Enlifos, and truly supports Danstom. He is not required to lie, for he truly does wish the best for Rallu, desiring only to eradicate what he sees as the Enlifan here-say. He is 5'1" tall, weighs 169 lbs. has green eyes and blond hair to his waist. He is right handed and 44 years old.

Moboe High Priest of Enlifos in Rallu

Moboe

Cleric

CE 12 45 4 10 14 16 6 7 14 +3Mace

Moboe is upset and scheming. He sees his power wilting under Danstons derision, and has decided to overthrow the Lord and set himself up as theocrat. He is, of course, mentally unbalanced. If he were not, he would realize that getting caught would destroy any power that the Enlifos still have. Moboe is 6' 1/4" tall, weighs 225 lbs., has red braided hair and a red beard, black eyes, and an unnaturally pale complexion. He is right-handed and 43 years old.

Ilej Zop Master of the Fishermans Guild

Ilej Sop

Thief

NE 4 18 7 10 18 14 15 14 11 Dagger

The Fishermans Guild is unusual, in that it is not based on the Guildmans quarters. Instead, it is based on the waterfront quarter where its constituents live and work. Despite his rather advanced age, Ilej Sop goes out every day to fish, weather permitting. It is his job to determine if the weather is too bad for sail fishing. He is 49 years old, 6'5" tall and weighs 217 lbs. His black hair comes to his shoulders, and his beard to his waist. He is lefthanded and green eyed.

Enlifan Underlake Society

After the destruction of the island, society had to be rebuilt. Thus, much knowledge was lost, and many things forgotten. The things which did come through were often changed beyond recognition. One of the few things remembered about the old ways of worship was that the original temple had been under water. Thus, when a new Temple was to be built, it was put on the bottom of the Lake of the Gods. A bubble of some kind was formed on the side of an underwater cliff. Then a tunnel was dug down into it. At present no one is sure what the bubble is made of, or how it works, but it obviously takes oxygen from the lake and releases waste gasses. It also glows and erie blue, which takes time to get used to, but provides plenty of light. The glow causes many to think the bubble is some form of energy, but if one ventures to its edge, it will feel as solid as a rock, and cause no shock damage. Also, despite the glow, the bubble is transparent close up and one may look at the wonders of the un-

Enlitan Underlake Society

Plant Beds

Cliff



Force Shield

Exit

Huts

Storage

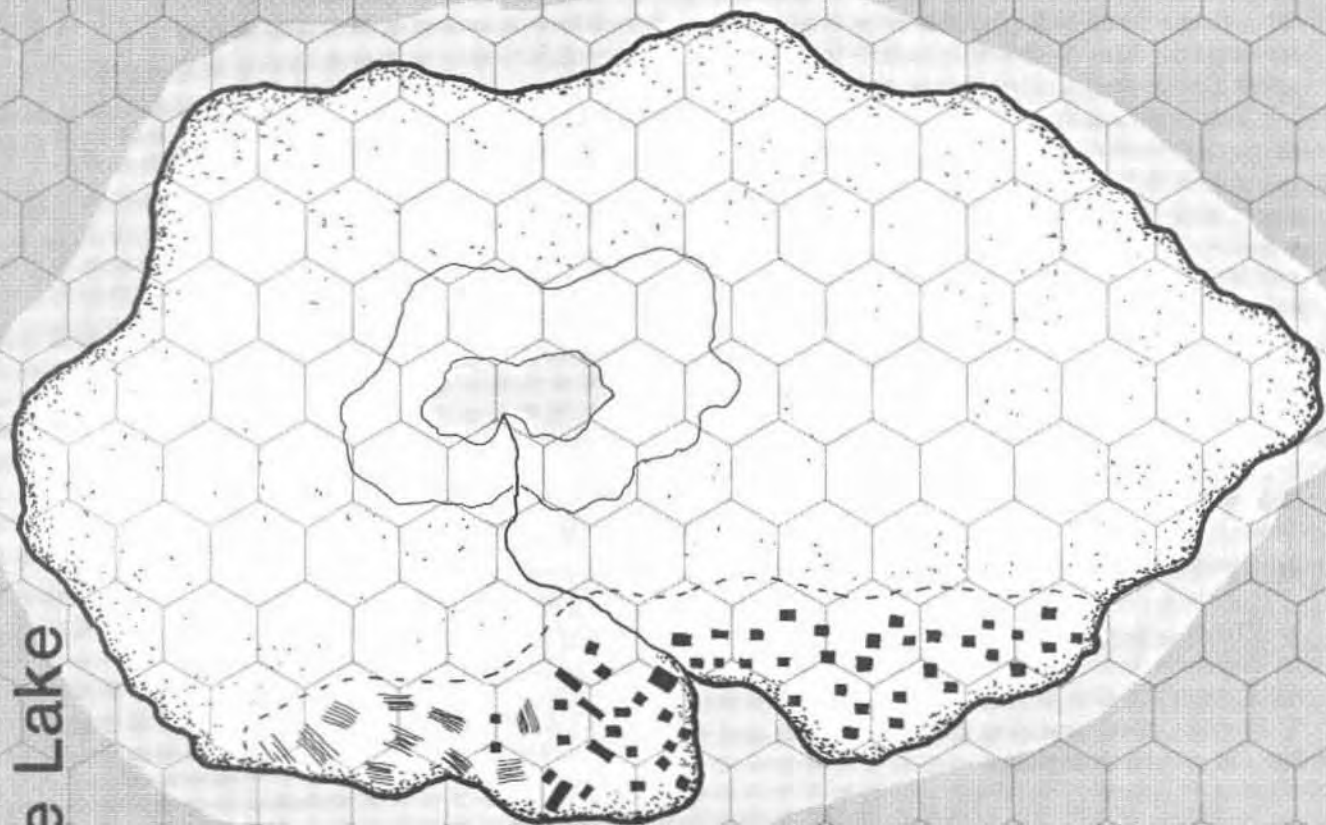
Tunnel

Priest

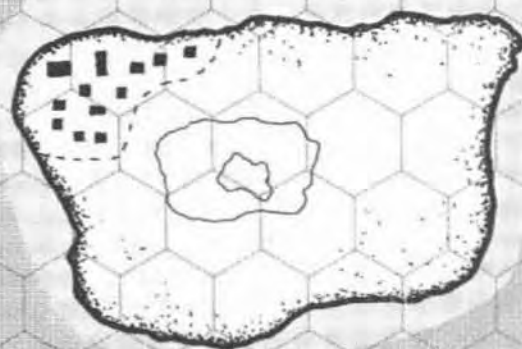
Temple

1 sq. = 20 ft.

Isle of the Lake



Holy Isle



1 hex = .2 mi.

ISLES OF THE SLAIN

der water world. It is impossible to pass through the Dome, or even to harm it, seemingly, except at one point. At about the center of the Dome is a relatively small (about 20' wide) area which one can pass through while wearing a special Silver Helmet which is kept in the Temple. The Helmets will only allow one to pass through in that small area, and somehow allows the wearer to breathe normally underwater. These are used by the inhabitants of the Dome to get out to their farmlands outside the Dome on the map, and are made up of cultivated patches of underwater plants. The helmets also give off a blue glow which makes underwater vision possible. The small squares inside the dome represent 20' square buildings which house an average of two Clerics each. The larger rectangles represent store houses, and the large building to the East is the temple. The connected area is the living quarters of the high priest. Remember that these speak only when the moon is up as indicated by a brightening of the domes glow. During the day they do not speak whatever the circumstances, and never speak to the uninitiated.

Debbek High Priest of Amlifos

Debbek

Cleric	LG	9	45	10	9	10	14	16	6	10	None
--------	----	---	----	----	---	----	----	----	---	----	------

Like all Clerics devoted to Amlifos, Dubbek is Lawful Good, and like all those in the dome, do not use weapons. The only weapons in the dome are some under water Crossbows and Tridents used for hunting by the few low level fighter types who perform that task. Since they are rarely in contact with the outside world, the idea of using these tools on humans would not occur to the dome inhabitants. In case of attack, they would depend on their spell casting ability. Dubbek is 47 years old 6'4" tall, and weighs 217 lbs. He has brown hair to his shoulders and brown eyes. He is right handed.

Hunting Party

Myexi	Ftr.	LG	3	23	8	9	13	14	13	8	10	Trident
Wythaces	Ftr.	LG	2	11	8	12	11	6	13	13	13	Trident
Lhan	Ftr.	LG	2	6	8	13	10	6	9	12	16	Trident
Paft	Ftr.	LG	1	9	8	11	10	11	15	8	5	Trident
Jisr	Ftr.	LG	1	5	8	8	10	13	6	14	11	Trident

These are the men who hunt, and fish for the Dome community. As stated elsewhere, they use Tridents and special underwater Crossbows, but they would never think of using them on another human being. These weapons are stored in the Temple with the Magic Helments. There are 10 of each weapon, along with 200 blots for the Crossbows, and 40 Helmets.

Rany Leader of the Hunting Party

Rany

Cleric	LG	3	12	10	15	16	14	14	9	13	None
--------	----	---	----	----	----	----	----	----	---	----	------

When someone was needed to lead the hunting party Rany was the first person to come to the high priests mind. With that as his only qualification, he has lead the party for 10 years. He is the adventurous sort, however, and has explored almost the entire lake at times, staying out overnight. No one knows that he once performed the unheard of and almost sacreligious act of going up to the surface of the lake. Because of his knowledge of the underwater terrain, the High Priest has put him in charge of evacuating the dome in case of attack. He has appointed his hunters as assistants and laid out routes for each of them to take a group of Amlifans to shore. What he has not thought of is how to get them back together once they reach the surface. Rany is 38 years old, 5'7" tall, weighs 173 lbs. has black hair and a black beard, brown eyes and is right handed. Note: He does not carry a weapon, but in an emergency, might fight barehanded.

Echis

Echis

Cleric LG 5 17 10 10 7 14 10 8 11 None

This holyman is in charge of training the initiates, teaching them the ways of the cult of Amlifos until they reach second level. After that they must study on their own, although Echis is always available to assist and advise them. Echis has held this post since the old teacher died 5 years ago. He is 43 years old, has black eyes, and red hair to his shoulders. He is right handed, 5'7" tall, and weighs 174 lbs.

Takziyen

Takziyen

Cleric LG 7 36 10 13 13 18 13 11 13 None

At 64 Takziyen is the oldest and wisest of the Priests of Amlifos, and an inspiration to all his colleagues. Time has dealt kindly with him. Although old, he is still strong and healthy, and goes out each day to work in the underwater fields. His shoulder length hair and his beard are both snow white, and the wrinkles in his face and hands show dignity rather than weariness. He always has a kind word for everyone, and even seems to fascinate the fish, who cluster around him as he works. There is one old catfish who has been coming to commune with Takziyen as long as anyone can remember. Rumor says that they met the first time he ventured out of the dome, and have done so every day since. Takziyen carefully avoids heights and dangerous places as his bones are now very brittle and the inactivity required for a bone to mend would surely kill him. None the less, he enjoys life fully and faces death serenely. He is 5'4" tall, weighs 156 lbs., and has green eyes.

Tum Chief Scribe

Tum

Cleric LG 5 18 10 15 11 16 7 13 9 None

As Chief Scribe, Tum supervises all of the writing of chronicles and copying of religious works, as well as any other important documents. At 28, he may seem a bit young for such an important position, but he showed an early aptitude for writing and languages, and has the perfectionism necessary to assure faithful reproduction of manuscripts. He also has 15 years of experience as a Scribe. He is 4'8 1/2" tall, weighs 140 lbs., with blond hair, brown eyes and a rather dark complexion. He is right handed and has a brown beard.

Tikrellu the Mason

Tikrellu

Ftr. LG 2 22 8 14 13 9 17 12 11 None

Tikrellu is responsible for the maintenance of the houses, warehouses, and Temple. The Stone Mason is 38 years old, with short red hair and matching beard. He is 6' 6" tall and weighs 231 lbs. He has brown eyes and is right-handed.

Tikrellu is responsible for the maintenance of the houses, warehouses, and Temple. He does his job by getting a silver helmet, going out and finding the stones he needs and then coming back for them with a work party. He uses ground up clam shells for the lime in his mortar. The stoneman is 38 years old, with short red hair and a matching beard. He is 6'6", weighs 231 lbs. and has brown eyes. He is right handed.

Bakm

Bakm

Cleric LG 5 10 10 15 14 13 12 11 10 None

Unofficially, Bakm is the leader of the female Clerics of Amlifos. In fact, she is

generally known as "The High Priestess" because she tends to act as though she had final authority under the dome concerning women. No one minds because she is not unpleasant about it. Her authority is tacitly recognized, as Dubbek regularly consults her about matters concerning women. Bakm is 42 years old, with grey hair that would hang to the floor, if unwrapped from her head. Her eyes are green, and her complexion is rather dark for an Amlifan. She is 5'3" tall, right handed, and weighs 115 lbs.

Nuzr Keeper of the Gate

Nuzr

Cleric

LG 3 11 10 8 12 13 11 16 11 None

Nuzr's job is to tend the entrance to the underground tunnel which leads out of the Dome. He will only allow the uninitiated in if they can give some reason of overriding importance to the Dome dwellers. Near the gate is a large gong, which will sound on Nuzr's mental command. If this happens, strangers can expect hostile reactions from all in the Dome. Nuzr is 5'2" tall and weighs 172 lbs. He has 3' long black hair and a black beard. He is right handed, and his eyes vary in color from light blue to dark green, depending on his mood. His complexion is pale.

Jet the Healer

Jet

Cleric

LG 4 26 10 6 12 16 15 14 16 None

Because they seldom see the light of day, the Dome dwellers are very pale. Thus Jet, who is naturally pale anyway, turns out to be absolutely white. He also shows signs of age, for although his hair is bright red, his beard has progressed a long way to being white. Jet is called the healer, because he is gifted in Healing Magic. If anyone is injured he will be around quickly to soothe the pain and repair the damage. No one can cure an illness faster than Jet. If a person can be saved, Jet will do it. Jet looks older than his 47 years, because of all the energy he expends in trying to save the badly injured. It is common practice for the folk of the area around the lake to send out a call for him whenever someone is gravely ill. He is considered as a Saint because of the way he appears seemingly out of nowhere, heals the patient, and then disappears again with no reward whatsoever. He has even on two different occasions managed to raise the dead. This was possible only by Divine Intervention, of course, and was accomplished each time at the cost or incapacity due to exhaustion. Jet has blue eyes, is right handed, 4'8" tall and weighs 164 lbs.

Kup Chief Farmer

Kup

Cleric

LG 3 20 10 10 15 17 14 14 5 None

Kup is in charge of the agricultural workers, having been born a farmer's son and having worked in the underwater fields for 25 of his 52 years. He is an undisputed authority on the plant life of the lake, and knows nearly as much about its animal life. He has not returned to the surface since he first came to the Dome and thus has a very white complexion. He has black hair that hangs to his ankles and a black beard to his waist. He is in the habit of wearing a rope around his chest, to keep his hair and beard from floating up and blocking his vision in the water. He has blue eyes, is right-handed, 5' 10 1/2" tall, and weighs 167 lbs.

Kopkes Midwife

Kopkes

Cleric

LG 1 8 10 12 8 17 14 12 6 None

There are females as well as males under teh Dome, and the Amlifans are not celibate. Thus, there are marriages, and children are born. Kopkes is the Mid-wife. She is not higher in level because she has devoted her life to caring for children. She is 45 years old, 5'6" tall, weighs 128 lbs. has black hair streaked with grey hanging to her waist, is right handed, and has green eyes.

Isles of the Slain

These small islands are the home of the worshippers of Enlifos. They spread out from here to conquer much of the Isle of the Blest. Nonetheless, those who stayed on the island have remained at a low level of civilization. The smaller island, to the west, is inhabited only by the Priests. There are 35 of them, and they are wupported by the flock on the other island. In the center of the island is a moutain, which is actually an extinct volcano. Its crater is about 150' in diameter and could be gotten into, if someone felt like exploring. Most of the island is covered with jungle, with the clearing for the Pristly village on the northeast corner. The temple is about 50' wide and 100' long and is in the most northeasterly part of the village. Jutting into the water nearby is a 30' long and 15' wide Peir, with an 8' high and 12' long boom at the end of, which is used for sacrifices. South of the temple is another large building which is used for storing food and offerings from the other island. There are about 10 other buildings, small huts in which the Priests live. The High Priest lives in a larger building adjoining the Temple. All of the buildings except the temple are huts made from treebranches and reeds. The Temple is of wood, with a thatched roof.

The larger island also has a mountain in the middle. Atop it is a lake, which is rather warm and has a very high mineral content. It cascades down the side of the mountain, and forms a small stream. The village has been built at its mouth, sprawling along the western shore of the island. The northern part of the village area is filled with fields, shich, along with the Fishermen, support the two islands. The rest of the clearing is filled with about 50 huts which provide homes for some 200 people. There are several long thin buildings for storage, and one extra large hut, which houses the village Chief. Several outrigger canoes are pulled up around the inlet caused by the stream. The rest of this island is also covered with jungle. The smaller island is 900' EW by 600' WS, and is referred to by the Enlifans as The Holy Isle. The other island, called Isle of the Lake, is 1900' EW by 2900' NS. The two islands are separated by a mile of water.

Byvm High Priest of Enlifos

<u>Byvm</u>											
Cleric	CE	9	30	8	5	9	15	8	10	12	Wood Club

Despite his position at the head of an evil cult, Byvm is a truly likable fellow. He serves Enlifos because he believes it necessary, not because he enjoys it. He actively seeks outsiders to sacrifice to spare the villagers, and does what he can to make the victims last hours comfortably. Byvm is 54 years old with snow white hair. He has green eyes and a dark complexion. He is 5'5" tall, weighs 153 lbs. and is right handed.

Ywukhyg

<u>Ywukhyg</u>											
Cleric	CE	9	50	8	7	6	12	14	15	16	Wood Club

Yqukhyg is not nearly so kind as Byvm. In fact, he is eaten by jealousy. He is sure he should have been High Priest instead of Byvm. He takes his frustration out on anyone he can, and has a bit of a sadistic bent. He is not openly rebellious, because he knows that Byvm could easily use him for a sacrifice. Nonetheless, he

watches Byvm like a hawk, hoping the High Priest will make a mistake, and meanwhile keeps his eyes open for simple and safe ways of killing him.

Yek Master of Supplies

Yek
Cleric CE 3 16 8 7 15 12 10 12 7 Wood Club

As Priest in Charge of Supplies, Yek has control over the food, and makes sure to save the best for himself. His clothing is also of better quality than anyone else's. In short, he's got his fingers in the till. He supports Yqukhyg's bid for the High Priesthood, because Byvm makes it difficult to help himself. He is certain that Yqukhyg will fail to notice irregularities, if included in the extra rationing. Yek is 5'9" tall, weighs 209 lbs., and his beard is short and scruffy. He has black eyes, dark complexion, and is right handed.

Oda Sovo

Oda Sovo
Ftr. LG 5 30 10 16 14 4 15 11 12 None

Oda Sovo is being held as a prisoner until the next time of sacrifice. He is a follower of Amlifos who came to The Isles of the Slain out of curiosity (see his low wisdom). He had armor and weapons when he came, but these were taken from him and dumped into the ocean. Oda Sovo has no idea why he is being held, and since he is well treated, makes no attempt to escape. He is 5'4" tall, weighs 170 lbs., is 36 years old, and has blue eyes. His braided black hair hangs to his waist, and his beard hangs even lower. He has a healthy pink glow about him, and is equally dextrous with either hand.

Emgyqhi Master of Novices

Emgyqhi
Cleric CE 4 21 8 14 12 16 14 14 Wood Club

With a smooth bald head, black beard and dark complexion, Emgyqhi is an imposing sight, especially to frightened youths who have just arrived to begin their study for the Priesthood. In such a visage, his mild blue eyes are quite incongruous. He truly enjoys his power, and deals out savage punishments for the slightest failure. He is greatly hated, but his methods work. Motivated by fear, the Novices quickly learn the chants required daily to appease Enlifos. Emgyqhi is intolerant of slow learners, and they run the risk of being sacrificed.

Fo Cook for the Clerics of Enlifos

Fo
None CN 0 3 10 9 9 7 8 9 7 None

Besides cooking, Fo provides other services for the Priests who are not too particular. For the rest, a girl or two are brought over from Isle of the Lake about once a month. Fo is nobodys prize. She is 4'10" tall, weighs 124 lbs., she has very short grey hair, blue eyes, and a pale complexion. She is left handed and 56 years old. She became cook for the Priests 13 years ago when the old cook died. She was chosen because her brothers hut, where she was living, had just burned down with no other survivors, and no one wanted to take care of her.

Murety Chief of the Enlifans

Murety
Ftr. CN 5 26 6 14 17 14 7 11 10 None

Murety is an excellent village Chief and looks the part. He has grey hair streaked with black, a similar beard, which comes below his waist, and smokey grey eyes. He has a much wider experience base than most Enlifans, as he traveled to Rallu as a young man and stayed there for several months. He is therefore aware of how backward his people are, and is trying to stimulate a change. The problem is that the Enlifans are happy, and unwilling to change. Fortunately, Murety is smart enough to go about this effort discretely, or he certainly would have been removed as Chief. He is 5'2 1/2" tall, weighs 168 lbs., is 50 years old, and is right handed.

Py

Py

Cleric CE 3 17 8 15 13 13 13 9 11 Wooden Club

The Clerics of the Holy Isle serve on the Isle of the Lake on a monthly rotation basis. Presently, the Cleric serving is Py. He is 4'6" tall, weighs 149 lbs. and is Ambidextrous. He has blonde hair and beard, a pale complexion and green eyes. He is 35 years old.

Village Council

Vic	Ftr.	Ce	3	14	6	14	13	9	10	17	8	Shortsword
Afcohop	Ftr.	CE	2	6	6	9	8	11	10	11	10	Shortsword
Wolgi	Thief	CE	3	10	6	6	11	10	10	12	12	Dagger
Jilah	Ftr.	CE	2	16	6	11	15	7	7	13	14	Shortsword
Kaci	None	CN	0	4	10	9	16	13	14	7	10	Club
Penfasta	Ftr.	CE	2	11	6	13	15	12	10	15	8	Shortsword
Gudwi	Ftr.	CE	2	6	6	11	14	10	11	8	11	Shortword

These are the folk that along with Murety and the Clerical Representative, make the decisions for The Isle of the Lake. Actually, they form the third leg of a governmental triangle, with the Chief and the Priesthood forming the other two legs. The resulting system is fairly stable, and manages to keep control without interfering too much in peoples lives. The preponderance of fighters on the council is due to the fact that most of the males of the village fall into that class, although they will have other jobs, such as farmers or fishermen. Note: These are special characters, and that the average fighter will not have a Sword. Most will have Daggers, with a few Spears.

Obvog Loresinger

Obvog

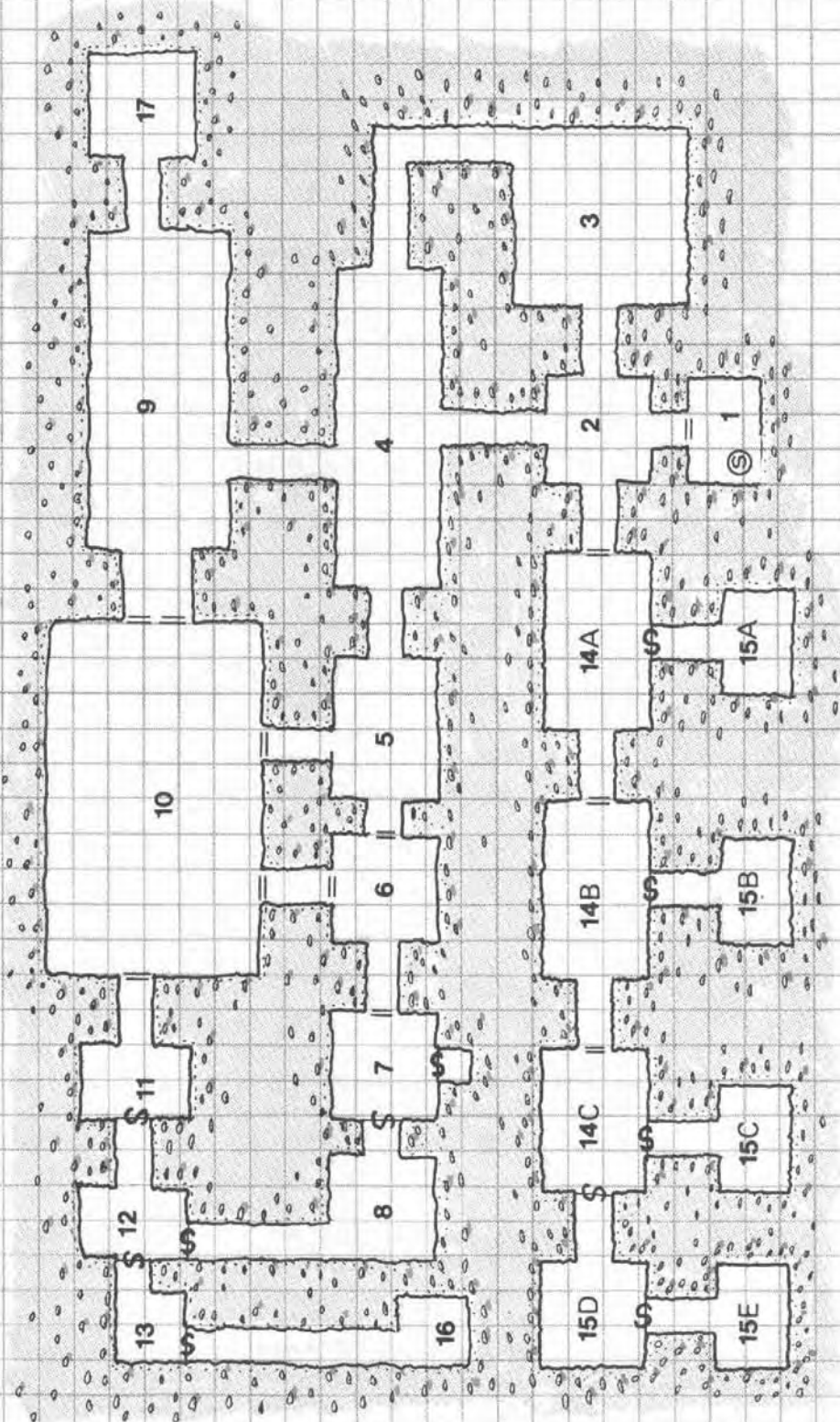
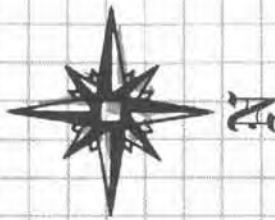
None CE 0 1 10 10 15 11 8 10 12 None

Formerly, Obvog was a Fisherman, well known for his singing of the chanteys used to provide cadence for hauling in the nets. He was often asked to sing at nights for the assembled village. He listened to others sing, and quickly learned all of the

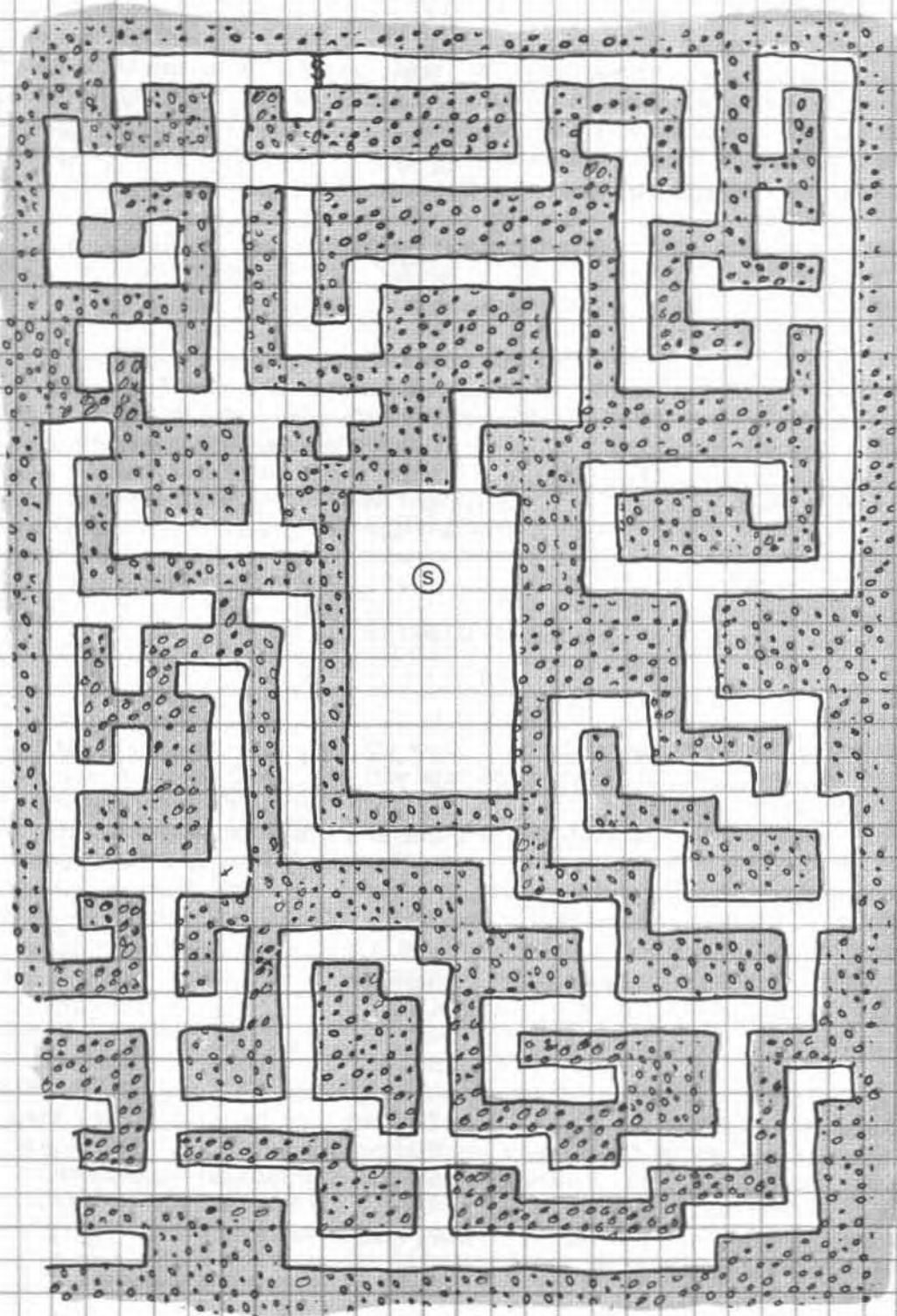
Undersea Temple

1 sq. = 10 ft.

- # Chamber Designation
 - = Door
 - = Double Door
 - Secret Door
 - Ⓢ Secret Door, Ceiling
- 1" = 50'



Undersea Labyrinth



1 sq. = 8 ft.

- ⊗ Secret Door
- Ⓢ Secret Door, Ceiling

traditional songs. Finally, as he began to grow too old for fishing, he stayed ashore, teaching the songs to children, and entertaining the village more often. He lives on the contributions of the people, and gets by quite well. Obvog is 55 years old, and has white hair, black eyes, bronzed complexion and is left handed. He is 5'8" tall, and weighs 169 lbs.

Ayt Warleader

Ayt
Ftr.

CE 7 44 5 16 14 14 12 12 9 Broadsword

The Enlifans don't really have an army, but if required, almost all the men can form into a fighting unit. At these times Ayt leads them. Once the tribe has been committed to battle, not even the Chief can over rule him. This is compensated by the fact that until the Council votes to go to war, Ayt has no power whatsoever, and is simply a Fisherman. He is 5'1" tall, weighs 150 lbs., has red hair and mustache. He has green eyes, is right handed and is 42 years old.

Mipjilwy Trader

Mipjilwy
Thief

CE 6 17 10 7 13 15 12 16 11 Dagger

In order to get the best possible deal from outsiders, the Chief has appointed Mipjilwy as the official village Trader. The merchants who come to the village regularly, know that Mipjilwy recognises and accepts a good deal, but they also know that he would not hesitate to cheat them if an opportunity offered itself. He is usually treated with respect, but seldom with friendship. He is 49 years old with blond hair that is turning grey, and a mustache. He is left handed, has green eyes, is 6' 1/2" tall, and weighs 201 lbs.

Onyegif Boatmaker

Onyegif
Ftr.

CE 1 10 10 16 12 14 7 6 13 Dagger

The boats the Enlifans use are dugout canoes with outriggers, and this is the type that Onyegif builds. He does not have sufficient skill to build the more modern types such as Skiffs. He might, however, be able to repair them. He does not have the Dexterity to put fine detail in his work, but his boats are quite sea worthy. Seaworthy enough, in fact, to travel anywhere in the world, if enough supplies can be provided. Onyegif is short, only 4'8" tall, and 140 lbs. in weight. He has short red hair and a bronzed complexion. He is right handed, blue eyed, and 46 years old.

Kycmoz Basketmaker

Kycmoz
None

NE 0 4 10 7 6 8 12 14 14 None

Despite the fact that she is the stereotype dumb blond, Kycmoz still manages to be a useful member of society. She weaves baskets and is good at her trade. These baskets woven by the women of the village are its main trade item. They are so well made as to be nearly water tight. Kycmoz is not the best basket-weaver in town, but she is very good for her age. She is 22 years old, with blonde hair to her shoulders and clear blue eyes. She is left handed, 5' tall, and weighs 107 lbs. As was stated before, a lot of things go right over her head, but every adult male in town dreams about her regularly.

Gminthoc Netmaker

Gminthoc

Cleric

CN 1 4 10 8 13 11 11 11 7 Club

After spending a short period of time on the Holy Esle, Gminthoc decided he did not wish to be a Priest. Thus, he went back to the Isle of the Lakes, and learned his fathers trade of Netmaking. Nonetheless, he retained his small Clerical abilities, and feels himself to be specially dedicated to serve Enlifos, despite his Non-Clerical attitude.

Hofra Leader of the Enlifan Fishing Fleet

Hofra

Thief

CE 1 4 10 13 8 10 8 15 7 Dogger

For the most part, Hofra has developed his thieving abilities in the course of his work. He sharpened his hearing, for instance, by listening for the splash of the water and creak of the net, which reveal so much to the experienced ear. He developed his deft fingers by tying the little knots required to make a large net operate properly. He developed his climbing ability while jumping from boat to boat. The one skill he did develop outside of his work was the ability to pick pockets. This is generally used only as a practical joke. Hofra is 5' 5" tall, with brown hair, a red beard, black eyes, and a bronzed complexion. He is right-handed, and weighs 180 lbs.

Undersea Labyrinth

On the northeastern coast of the island is an ancient well, or at least so it seems. It is partially crumbled and looks to be in danger of collapsing. It is actually the entrance to an ancient holy complex dedicated to the Moon Goddess worshipped before the island was destroyed. For reasons unknown, the Fane was entered through a Labyrinth. This maze is now the habitation of Giant Rats and the Giant Snakes that hunt them. The Temple itself was subject to many strange effects, as will be detailed later.

It is assumed that anyone who is brave enough to have himself lowered into the "well" will discover a tunnel leading off to the east. This tunnel dips sharply downward for several hundred yards, then levels off for about half a mile, then begins twisting and turning and branching without warning. The tunnel and maze are made of dressed stones, although these may be loose or fallen in places. The material the tunnel runs through is solid rock, so there is little danger of a cave in, although the dressed stones may collapse and injure or temporarily hinder the party. There may also be leaks in the roof and build ups of lime. If the leaking water is tasted it will be salty, for after all, it is the sea that the Labyrinth is under. When one gets to the center of the maze, he will find a large (50' EW by 90' NS) room which is completely empty. The entrance to the temple complex proper is through a secret passage in the floor at the spot indicated on the map. For every two turns spent in the maze, there is a 20% chance of an encounter. If an encounter is indicated, roll a D10. A roll of 1-8 indicates an encounter with 1-10 Giant Rats. A 9 or 0 indicates the encounter is with a Snake.

Giant Rats are nasty creatures that infest secluded places, and eat almost anything, including each other. They have one hit die, and do 1D4 Damage, attacking once per turn. They can move up to 90' per turn, and any one bitten by one of these vermin has a 10% chance of contracting a random disease.

The Snakes in the Labyrinth are spitting Cobras, whose main food source is, of course, the Rats. Some of these reptiles get up to 15' long. They have two hit dice and can move 90' per turn. They are called Spitting Cobras because, besides their normal strike, they are able (and 40% likely) to spit poison quite accurately. When doing so they aim for the eyes. Determine if a hit has been made in a normal matter, treating a full helm as plate armor, and anyone not in a full helm as though they were not wearing armor. If a hit is scored, the victim must roll his constitution or less on 3D6 or be permanently blinded. Even if the save is made, the eyes will sting and water

for two combat rounds, usually quite long enough for the snake to make a kill. When striking, the Cobra does 1-6 points of Damage, and injects poison. In this case, if the victim does not roll less than his constitution on 3D6 he dies; but there is no effect if he makes the save. Both Snake and Rat have an Armor Class of 8. Hidden in the ceiling edge at the point marked X is a small box containing a ring of Spell Turning.

Temple Complex

Just as no one can explain what really destroyed the island, it is impossible to say what happened here. Whatever it was, it killed all of the inhabitants without doing any visible damage to the rooms or their contents. In fact, it looks almost as if everything was put away, and the inhabitants left. There is ample evidence that the inhabitants did not leave, however, as their undead spirits haunt the halls and rooms they lived in. These spirits come in two forms. The first group is that made up of those that animate their skeletons. These will seek to attack and kill intruders on sight, not making a sound except the dreadful clacking and clattering of bones. These undead have 2 Hit Dice and move 90' per turn. They will attack with clawed hands and with teeth, doing 1-6 points of Damage per hit, and being able to get in all three attacks in one combat round 10% of these creatures will wear Chainmail, while another 10% will wield maces, with yet another 10% having both. Those with maces will use them instead of their normal attacks, doing 1-8 points of damage per strike. Those with Chainmail will have an Armor Class of 4 instead of the usual 6.

The other group of spirits is the Ghosts. From the moment one enters the center room of the maze their piteous groans will be heard. They are Spirits of the Dead, who simply wish to be returned to companionship with those still living. In their normal state, they are invisible, invulnerable, and unable to affect our plane. They are, in fact, ethereal, so any examination of that plane might reveal them. It is impossible to tell which direction their cries come from, as it is from another plane. It seems to come from everywhere. If a player insists on trying to determine direction, roll a D12 with 1-8 indicating points of the compass, 9 being up, 10 being down, and 11 or 12 indicating the fact that they can't even guess a direction. When a living creature comes upon a Ghost, it will materialize, that is become visible, although translucent, indicating that it is only partly on our plane. It will then advance slowly toward the living thing, holding out its arms and emitting horrible cries. It does not seek to harm the creature, it just wants contact with life. Upon being touched, a character will instantly be chilled to the bone, and unless his constitution or less is rolled on 3D6, he will lose a point of constitution. The player need not know this. The Judge should simply ask to see the character sheet, and note down the constitution. All the player need be told is that he feels weakened. If a character reaches zero constitution, he dies, but otherwise, the point loss is temporary. Lost points will be regained at a rate of one per hour of rest. All that will be recognizable on a Ghost will be a face, and two arms, the rest of the body will be too vague to be examined even when looking into the ethereal plane. When materialized, a Ghost can hit and can be hit in return, but only by magic weapons. They have 3 Hit Dice, Move 6' per turn, and are considered to be AC5. It is almost impossible to tell if a hit has been scored, for anything, even magical weapons, will pass through with no resistance, and the Ghost will wail even louder, whether damaged or not. This wailing will end in a final heart rending cry when the creature is banished from our plane, either by weapon damage or by Cleric. Such a creature is not destroyed, only rendered unable to materialize. He will remain in the area, still waiting.

Besides the creature set in various places in the Temple there is a 10% chance for every two turns of a random encounter 80% of these will be with 1-10 Ghosts. Note: The number of creatures to be randomly encountered is limited to 46 skeletons and 13 ghosts. When these have been defeated, there will be no more random encounters. Also, anyone killed in the Temple who is not blessed will in 1-12 days become a skeleton (80% chance) or a Ghost (20% chance). These will be similar in all respects to those described, save that the skeleton will use and wear what it had with it when it died.

- 1 Guard room: This room is really quite unnecessary, since the entrance is so well hidden, and so hard to get to. It is 30' EW and 20' NS. It is walled with dressed stone, but the floor and ceiling are of solid rock, formerly polished, but now cracked and lime stained in many places. This is true of most of the complex. It is also generally true that the ceilings are 15' tall. Upon entering the room, a party will immediately be attacked by 6 skeletons. When they are dispatched and the party looks around, they will see a table with two Serches beside it, and an oil lamp sitting on it.

In the center of the south wall is a wooden door, once finely made but now warped and cracked. On the wall beside it is a rack, which was made to hold 14 objects. On the floor below are two tarnished mace heads, which still have bits of decayed wood attached to them. On the floor is what appears to be a green carpet. Originally, there was a carpet on the floor, but with time and dampness, it has been consumed by Mold. This Mold is harmless unless eaten but requires a roll of Dexterity or less on 3D6 or fall, if any unusual act is attempted while on it. If eaten it will make the consumer very ill for 1-2 days, with a 10% chance of dying. This Mold Carpet covers the 10' square in front of the door.

- 2 Entry room: This 30' square room is empty, being just an enlarged intersection. To the east, it leads down a 20' hallway to a door, which opens into #14A. To the south it leads down a 30' long passage and through an opening to #4. To the west a 20' passage leads through an opening to #3. The door to #1 is in a 10' square alcove in the middle of the north wall.
- 3 Recreation room: When the Priest were off duty, they were usually to be found here. This 50' square room is where they ate and where they relaxed. It contains several tables with benches, and a few large armchairs. The armchairs are bug and mouse infested, and the other furniture is badly rotted. On one table is a chess board that appears to be in the middle of a game. The pieces are of wood, and will crumble if picked up. On another table is a plate and cup, both made of silver, and worth 10 GP each. They are covered with some sort of Slime, and must be cleaned off. In a cupboard on the east wall are 43 other sets of cups and plates, also silver and worth 10 GP each. All four walls were originally covered with tapestries, but these have fallen to the floor and almost totally rotted. A corridor leads southward from the southwest corner for 40', then turns east, finally leading to #4.
- 4 Sleeping room: This is the first of two rooms that were used as sleeping quarters for the Priests. It is 90' EW by 30' NS, and contained 16 bunk beds. Only two of these still stand, and the top of one has collapsed onto its bottom. Upon entry into this room the party will be attacked by 4 skeletons. In the center of the east wall is an opening which leads through a 20' passage to #5. On the north, the opening leads through to #2, and the south passage leads to #9 after 30'.
- 5 Sleeping room: Like #4, this 40' EW by 30' NS room also contained bunkbeds, 7 in all, but only one remains standing laying in the ruins of one bed, partially hidden, is a leather encased object. When unwrapped will be seen as a Harp. It's excellent construction and storage leave it still usable, although it has no strings. The leather was soaked in animal oil. It would sell for 85 GP as it is not magical. The room is guarded by 7 skeletons.

- 6 High Priests room: One great privilege of the High Priesthood is privacy. While all the other Clerics sleep in bunk beds, the High Priest gets this 30' square room all to himself. In the southeast corner is a large bed, and on the west wall is a desk. On the desk in a full set of writing paraphernalia, and several scraps of parchment with illegible notations on them, and pushed off to one side is a scroll with a silver band around it. It is written in an unknown tongue, but a sage would pay 1000 GP for it. It is in terrible shape. Part of it is already unreadable, and must be treated with the utmost care or it will disintegrate. The silver band is worth 5 GP. There are three doors out of this room. The first leads through the east wall to #5. The second leads to a 20' long hallway which ends in another door. This leads to #10. The final door is at the end of a 20' hallway to the south, and leads to #7. This door is locked, and the key is in the desk. Its is also trapped. If the door is opened without defusing the trap, a needle will shoot out into the hand on the latch. This was originally poisoned but the poison is no longer potent. Instead, the needle is rusty and the victim must roll less than his constitution on 3D6 or contract tetanus. The room is protected by a Ghost.
- 7 Treasury: When the Temple was still in operation, the money was stored in bags of 100 coins each. By now, however, almost all of the bags have fallen to pieces, spilling their contents onto the floor. All of the coins have acquired a uniform cover crud, so each must be scraped to determine its type. There are 1000 copper pieces, 600 silver pieces, and 600 gold pieces. The only exits from this room are two secret doors. The first is in the center of the north wall. It was opened by speaking the proper command word. Since the fall of the Temple, however, the word has been forgotten and the spell has faded. There is now no way of opening the door. Beyond this hidden door, is the real Temple Treasure: 4000 SP, 1700 GP, 10 Rings, and 6 Necklaces. The Rings are worth 30-50 GP, and the necklaces are worth 100-200 GP. The second secret door is opened by pressing a stone above it. This leads to #8. This door is slightly out of alignment and makes a long grinding noise as it opens.
- 8 Artifact room: A secret room was considered necessary for protection of the special and holy items of the Temple, and that is what this room is used for. It is 30' square and holds the following; one 3' tall silver statue, worth 1000 GP as an art object, a large brass bound book, worth 2000 GP to a sage or the covers are worth 5000 GP, a silver belt with inlaid moonstones, worth 750 GP, a pair of silver candle sticks, worth 200 GP each, and a silver headed Mace which is magicked for a #3 to hit and damage. A 40' passage leads south from the southeast corner to #12, by way of a secret door.
- 9 Ablution room: Before any important ceremony, the Priests had to ritually prepare themselves to enter the inner Temple. That was the purpose this 90' EW by 50' NS room served. On its south wall is a basin carved out of solid rock with crescent moons and stars carved around its upper edge. If a catch on the bottom of the basin is pressed, it will fill with sea water. The water will be filled with silt, and after the catch is pressed the third time, it will never operate again. There is no drain in the basin and if the catch is pushed a second time, while it is still filled with water, it will overflow onto the floor. Also in the room is 83 hooks set into the wall. These originally held ceremonial robes, but most have by now fallen to the floor, and all are beyond hope of repair. A 20' wide and 20' long passage leads from the ablution room to a pair of double doors, beyond them is the inner Temple #10. A 20' long (10' wide) hallway leads west to #17. Room #9 holds 1 Skeleton.
- 10 Inner Temple: In its prime this must have been a beautiful room. Silver is to be seen almost everywhere in its 60' EW by 100' NS area. The entire east wall is covered in silver foil, and a 4' tall and 1' thick silver crescent stands atop the altar.

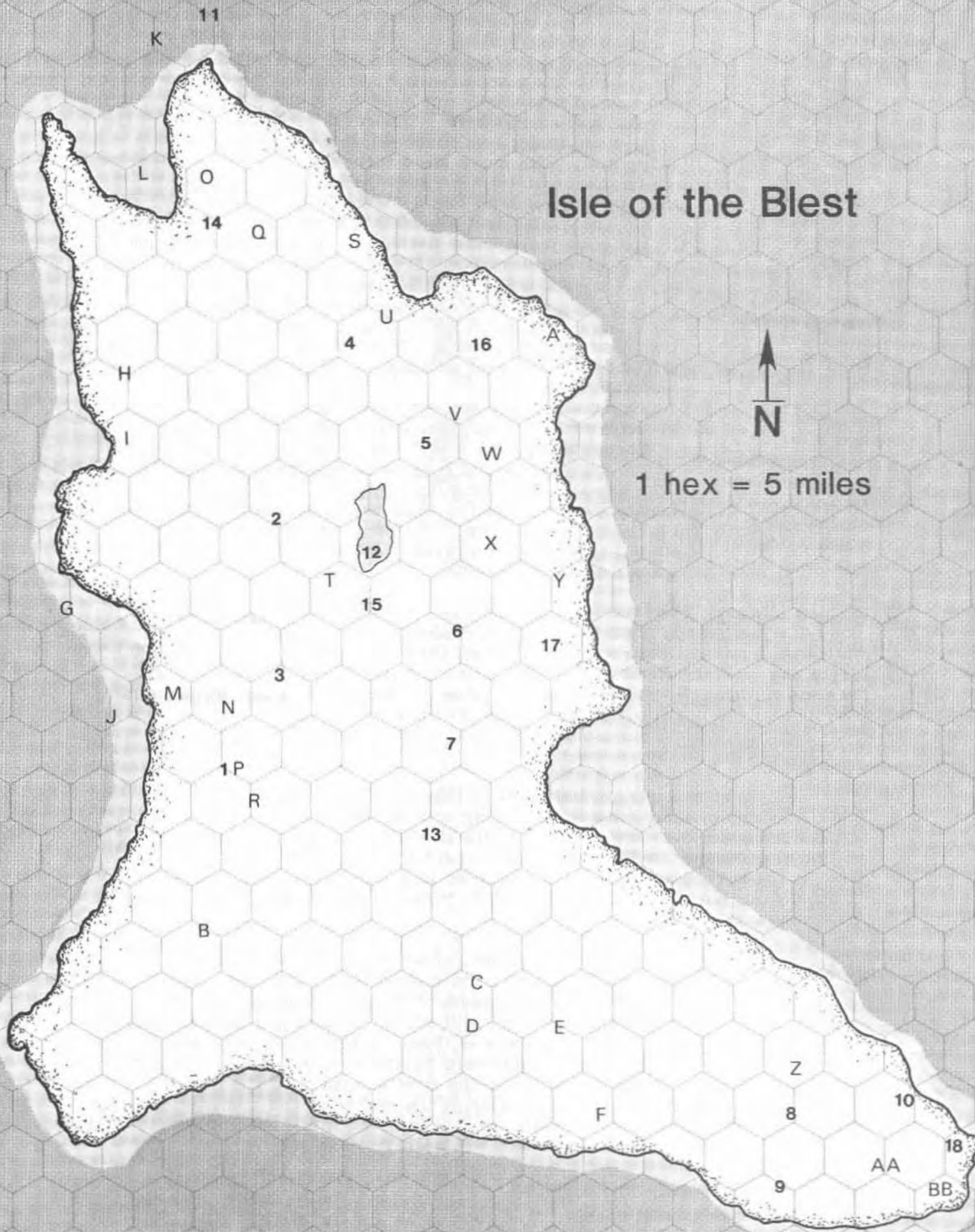
At intervals along the north and south walls are torch brackets also made of silver. All of the door latches to this room are of silver, as are the lintels and hinges. This silver is all blackened now with tarnish, but must have glowed in the torchlight, so that it seemed light came from everywhere. There are ten stone pews in the Temple, each 25 feet long. These originally had silver foil in the carving on the sides, but this has largely disappeared. The north and south walls are covered with rotted tapestries. Although the curtains were an inch thick and closely woven, they now can be torn apart by anyone who has a strength greater than 6. Careful examination will show that these also had silver thread in them. The door equipment is worth about 5 GP for each piece, and the silver crescent is worth 500 GP. The silver foil is worth 1 GP per square foot. There are two doors in the north wall, and a concealed door in the east wall. The eastern door on the north wall leads to #6, and the western on to #5. The door on the east is not hidden, just constructed to be invisible from more than about 20'. This was more for esthetic purposes than to prevent entry into the room beyond. The Temple is haunted by a Ghost who will appear near the silver crescent as soon as the party gets within 30'.

- 11 Library: As might be expected, there are very few works of fiction here. Mainly, this 20' EW by 30' NS room contains religious works with some histories, and a few legendary writings. There are at least 3 alphabets represented, and several more languages. These range from two so old they were unknown when the temple fell, to one that is very close to a modern language. There are 200 of these books and scrolls, in bookcases along the walls. Most are in at least fair condition and would be worth 100 to 1000 GP to a sage. In the center of the east wall is a secret door. When a stone in the floor is pressed, it rotates in a counter clockwise direction, and then closes after 30 seconds.
- 12 Hidden Library: The books in this room are incredibly ancient religious texts, none of which are in good shape. The reason they still exist at all is that special care was taken of them, which preserved them. They would be worth 1000-5000 GP to any N.P.C. Cleric of the 12th level or more. This 20' EW by 30' NS can be excited through two secret doors. One on the east and one on the north. The one on the north opens with pressure on a floor trigger, and leads to room #8. The eastern one opens by pulling out a stone in the wall, and leads to #13. The room is 20' EW by 30' NS.
- 13 The two sets of manacles in the walls of this room are quite obviously old, but show no signs of wear. All things being considered, it is doubtful if this 20' square room was ever used, since it was almost impossible for unauthorized folk to find the Temple, and imprisonment wasn't the Priests style anyway. A secret door in the northeast corner leads to a 60' long northsouth passage which ends in room #18. When a stone in the wall is pressed, the door rotates clockwise. This one must be closed manually.
- 14A Storage: There are three storage rooms, of which this is the first. It is 50' EW by 30' NS and contains food. There were 7 barrels of hard tack which have rotted and the hard tack is molded. The remains of 10 grain barrels also litter the floor, with about a handful from each barrel still edible. There are rat droppings all over the grain area. There were also three barrels which contained some sort of preserved meat. This was all consumed by the rats but one of the barrels remains semi-intact. It will fall apart at the first excuse. To the east is a door at the end of a 20' hallway. A secret door in the center of the north wall opens when the key from the High Priests desk is inserted into what appears to be a natural chink, and turned to the left. It leads to room 15A.
- 14B Storage: Every day items such as shoes, lamp oil, wicks, and ink were kept here. All of it is now gone. The solids have decayed and the liquids evaporated. Nothing in this room is still usable. The room is 50' EW by 30' NS, with a door at the

Isle of the Blest



1 hex = 5 miles



end of a 20' hall in the center of the east wall leading to 14C, and a secret door in the center of the north wall leading to 15B. When a stone on the floor is pressed the door slides to the left, permitting entrance.

- 14C Storage: This room might also be called the armory, for its contents are military in nature. It is 40' EW by 30' NS and contains 41 Maces and 17 suits of Chainmail. The balls of the Maces are of silver, and worth 50 GP a piece. Only 14 Maces still have their hafts, and these will break if swung. The Chainmail is iron and almost completely rust, quite useless. This room has secret doors in the east and north walls. The first rotating clockwise when a stone in the floor is pressed and leading to 15D. The northward secret door slides open with a screech when a stone in the wall is pressed, and leads to 15C.
- 15A Hidden Storage: This room contains spices, which are hidden because of their rarity. It is 30' EW by 20' NS, and contains 14 boxes. Each with a different spice in it. Two are spices known today, but they are still rare. The rest are completely unknown, and would bring 3000 GP each from an herb specialist.
- 15B Hidden Storage: Here are stored extra robes and holy symbols for replacement of those worn out, or for outfitting Novice Clerics. There are 15 holy symbols; silver crescents on silver chains, worth 15 GP each, and an underterminable number of robes. Undeterminable because they have rotted and fallen to pieces. The room is 30' EW by 20' NS.
- 15C Hidden Storage: This room contains 8 Maces which are evidently special, or they would not be stored separately. They look the same as far as can be told, for they are intact and useable. Unsurprisingly, they are magical, all but one giving +1 to hit and damage, the last one giving +2. The room is 30' EW by 20' NS.
- 15D Hidden Storage: Unlike the rest of the room 15's, this one is 30' square. It contains suits of Chainmail. Once again these are usable, and in fact, in pretty good shape. There are four suits, each with a magical +1 added to its Armor Class. A secret door in the center of its north wall gives access to 15E.
- 15E Hidden Storage: The secret door leading to this room no longer opens. There is no way to get in short of battering it down, or something of the like. It also will be prohibitively difficult to find out how it did work. If a party manages to get through this door, the room inside is 20' EW by 20' NS, and completely empty. Unlike the rest of the Temple, this room is in perfect shape. There is no sign of wear, no fallen stones, no water leakage, not even any dust. There is an indefinable feeling of power about the place, but if magic is detected for, none will be found in the room.
- 16 Wine Cellar: The placement and size of the room indicate the importance the order placed on moderation in drink. One must go through three secret doors and a locked door, to get to this 20' square room. It contains 44 bottles. All of which are absolutely dry. They are all sealed, but even the vinegar that the wine turned into, evaporated out the bottles.
- 17 Meditation room: When problems come or interpersonal relationships got strained, the Priests would retire here. This 30' square room has the remains of dark tapestries hanging on the wall, and three armchairs in various states of disrepair. On a stand next to the west wall are the remains of a book with a silver foil crescent on the front cover. It is completely decayed and unreadable. As soon as this room is entered, two Ghosts will appear near the book and advance toward the entrants.

Villages

NO.	NAME	POP.	TYPE	CIV. LEVEL	ALIGN.	RESOURCES
1	Gormcairn	424	Men	3	Neutral	Market
2	Merkab	116	Men	7	Lawful Evil	Flint
3	Entenwold	305	Elves	7	Chaotic Evil	Copper
4	Abject	396	Men	5	Lawful Good	Silk
5	Lanax	150	Men	3	Neutral	Market
6	Foundation	136	Half Elves	7	Chaotic Good	Tin
7	Praetor	199	Elves	4	Chaotic Good	Rope
8	D'alfang	378	Humans	6	Chaotic Good	Fur, Wood
9	Cordoom	197	Humans	7	Neutral	Pearls
10	Rallu	8725	Humans	7	Chaotic Evil	Market

Villages

- 1) Gormcairn: This is a village of people who have ceased to practice either of the major religions of the island. They are mainly farmers, with a little home industry. Their real economic survival is based on their market, which brings folk in from miles around. The name Gormcairn comes from the fact that a great wizard named Gorm is buried atop nearby hill.

Mabagr

Ftr. Neutral 9th 51 4 13 8 11 13 9 9 Broadsword

Formerly, Mabagr was employed in the armies of Rallu, and when he retired, he wanted to get as far away as possible. He lived by his Sword for awhile. Then finally discovered Gormcairn. The people were suspicious of him at first, but he liked the town and settled down and won their confidence. When they got to know him, the people were suspicious of him at first, but he liked the town and settled down and won their confidence. When they got to know him, the people made him Milita Commander, and then Mayor. Mabagr is 5'8" tall, weighs 178 lbs. and is right handed. He has green eyes and braided brown hair that hangs to his waist.

- 2) Merkab: The core of this city was a group of refugees from Viridistan. They left, because they opposed the concept of monarchy and wished to have a representative government. They moved to the then largely uninhabited island, and set up a government of seven elected councilmen. They were educated people and lost little in the way of technology by leaving Viridistan.

Ruathgoth

Bard Neutral 6 33 7 15 11 15 14 18 14 Longsword

Ruathgoth is a local boy who left when quite young to see the world. When he came back his fellow villagers recognized the value of his wider horizons and elected him head of the Council of Seven. A post he has held for 5 years in a row. Ruathgoth no longer practices the religion he was taught as a child, but does not seek to dissuade others from that or any other faith. He is 6'3" tall, weighs 206 lbs. and is 31 years old. He is left handed, has blue eyes and red hair that goes to his waist.

- 3) Etenwold: The Elves of Etenwold are very unusual in that they worship Enlifos. Worship of the Moon Demon is generally restricted to humans, but the village is

under control of the only Elven Cleric of Enlifos there has ever been. Like most converts, they are quite enthusiastic and tend to use any dissenters they find as monthly sacrifices. They are realistic, however, and merchants can visit in relative safety. Their main trade good is the copper they mine out of nearby hills.

Tirunrelei

Cleric CE 8 37 5 10 12 13 17 15 14 Mace

As stated above, Tirunrelei is the only Elf ever to become an Enlifan Priest, and why he did is a mystery. After a long period serving at the Temple in Rallu, he decided to go back and convert his people. To this end, he recruited a large force of Mercenaries and took control by force. After several years, enough of the people had been converted that he was able to lead them in an effort to kill or drive off the Mercenaries who were beginning to ignore Tirunrelei, and do as they pleased. Needless to say, human Swordsmen are unwelcome in Etenwold. Tirunelei is 4'4" tall, weighs 122 lbs., has blue eyes, is right handed, and 87 years old, with a dark complexion. For some unknown reason, he shaves his head.

- 4) Abject: The people of Abject are about the finest dressed villagers you will ever see, because their main industry is making silk, and they generally wear clothes made of that material. They also send a tithe to the Underlake Temple of Amlifos, and all of the ceremonial clothing there is of silk. In fact, they own the High Priest as their Liege and their leader reports to him regularly.

Cakjak

Pal. LG 9 79 4 14 14 16 9 11 17 +2 Broadsword

Besides being the Mayor in proxy of Abject, Cakjak is also Champion of Amlifos and Knight Marshall of the Amlifan Defence Force, Agrandoise name given to the combined militias of Abject and Foundation. The last two titles are mainly honorary, but there is enough friction with the Enlifos spread about the island that he gets plenty of fighting practice. He wears +1 Chainmail.

- 5) Lanax: Rather than people running away from anything, this village simply grew out of a need for mutual protection. Just as there was no intention to create a village, so the drifting away from the old religions was not planned. There was no religious leadership available, and the people simply drifted out of the habit of worship. Lanax serves as a market for the entire Northeastern Section of the island.

Vishantr

Monk Neutral 9 37 10 13 9 15 15 13 11 Hands

Vishantr learned his art from an elderly gentlemen who came to Lanax when he was a child. This elder Monk recognized Vishantr's knack for philosophy and quickness, and taught him all he knew. To this day, Vishantr exercises for four hours a day, and spends a further two in meditation. The result is frighteningly effective.

- 6) Foundation: Originally, Foundation was a village of men, but when Etenwold was taken over by Tirunrelei, about half of the refugees came here. The two groups intermarried, until virtually all of the people in the village have the blood of both races. The Elvish philosophy of living has prevailed, although the people still worship Amlifos. The majority of the villagers make their living by digging tin out of the surrounding hills.

Nybotha (half Elven)

Ftr. LG 9 54 5 15 11 15 9 13 12 Longsword

Nybotha was chosen by the Anlifan High Priest as his Proxy in Foundation because of his trueness to the precepts of the Anlifan religion. He cuts a rather dashing figure with his shoulder length black hair and his calvarymans mustache. He is slim, wiry and tall, at 6'2 1/2" and only 158 lbs. His brown eyes are pertetually full of

humor. He is right handed.

- 7) Praetor: This is where the other half of the refugees from Etenwold went. They were forced to fight for survival, and forgot many of the mechanical and industrial techniques they had known before fleeing. They eventually made contact with the people of the Foundation and are friendly with them. One of the few secrets they have kept is how to make light but strong rope. Many of the villagers are involved either in growing the plants, or weaving the rope.

Khurdland

Elven MU Neutral 10 16 10 12 16 16 12 12 10 Fireball Wand (43 charges)

At 5'6", Khurdland is very tall for an Elf, and thin and pale. He is not ill, but the Elven body just isn't designed to be that tall. It is equivalent to a human at 7' 1/2" tall. None the less, Khurdland survives and carries his height well. He weighs 129 lbs. and has short red hair with a brown mustache. He is left handed and has blue eyes. He rules in Praetor mainly because no one challenges him. Even though he has ruled well, he is sure that challenge is coming soon and he is worried.

- 8) D'alfang: Since it is in the jungle, it is not surprising that this village's main products would be animal skins and lumber. The isolation the jungle provides also frees them from the influence of the Enlifan religion, and they pretty much live their own life.

Brandon

Ftr. CG 9 56 5 16 13 10 12 12 13 Broadsword

Brandon has lived in D'alfang all his life and more or less inherited the post of Mayor from his father. He is 48 years old, 6'3" tall and weighs 219 lbs. He has short black hair, and a beard to the waist, green eyes, a dark complexion, and is right handed.

- 9) Cordoom: Because it is on the coastline, this village is controlled by the Navies of Rallu. The people are not forced to worship Enlifos, but a representative of the Lord of Rallu is in command of the local Garrison. The people of Cordoom make their living out of oyster fishing, consuming the shellfish, and trading the pearls for their other needs.

- 10) Rallu

- 11) Isles of the Slain

- 12) Anlifan Underlake Society

Free Holdings

- 13) Kix

Ftr. LE 5 46 5 15 13 15 16 14 7 Bastard Sword

It would not be true to say that Kix is handsome, but neither is he ugly. His low Charisma is due to his badly scarred visage. He has a scar from his left cheek up to the corner of the eyebrow, and the top of his right ear is missing. He is hard to defeat in battle, however, as he is ambidextrous, and randomly shifts from fighting right handed to left handed to two handed and back again.

He has light blonde hair, a thin blonde mustache and green eyes.

- 14) Ifpah

MU CE 6 16 10 11 13 12 12 12 11 Dagger

Ifpah is only 45, but looks older. His hair is snow white and hangs to his waist.

His skin is wrinkled and darkened. This is the result of dealing with powerful magic. He originally came from the Isles of the Slain, but left when the Priest of Enlifos began to get suspicious of his power. He has 73 men with him as bodyguards. He is 5'4 1/2" tall, weighs 185 lbs. is right handed, and brown eyed.

15) Bagonl

Ftr. CE 4 24 5 16 9 14 16 7 14 2 Handed Sword

It was the idea of the late Lord of Rallu to build a castle here. He felt it would be useful to keep an eye on the Amlifans and also to use as a base when the time came to wipe them out. It was also a shrewd move on his part to send Bagonl, for despite the fact that he is a good leader of men, he personally is not much of a fighter. He is in fact obese at 224 lbs. and only 5'1" tall. Thus he does not look too impressive and the Amlifans are not likely to have too much close contact with him. His habit of wielding a two handed Sword which he is much too clumsy to handle properly, tends to make people overlook his leadership ability. Also with a force of 104 men, he should be able to tie up and kill large numbers of Amlifan soldiers if attacked and possibly survive until Rallu can send aid. All in all, the Enlifans can hardly lose in the present situation. Bagonl has red hair, a brown mustache and black eyes. He is right handed, 41 years old, and has a bronzed complexion.

16) Fykhajaw

Cleric LE 7 91 5 9 12 17 16 13 8 Mace

Five years ago, Fykhajaw came to the island with the idea of showing its inhabitants the joys of Mer Shunna. He has not been very successful in this mission. Most of the people either have a religion or don't want one. Now Fykhajaw and his 61 men spend most of their time finishing off his castle, which is only two thirds completed. He is 6'6" tall, weighs 192 lbs. and is 31 years old. He has blonde hair, a blonde beard which hangs to his waist and a dark complexion. He is right handed and his eyes are vary from black to light brown, depending on how tired he is.

17) Vivgapy

Cleric N 6 22 5 15 11 14 9 15 13 Mace

Vivgapy came to the island six years ago with the same idea, but with the religion in question being that of the Tempters of the Spider Goddess. He was no more successful, although the people roundabout are more friendly. With some help from the natives, his castle is 90% completed. He has 44 men. He is 6'4" tall, 38 years old, and weighs 208 lbs. He has short brown hair, a brown mustache, and a healthy pink complexion. He is right handed and blue eyed.

18) Dexaipyc

MU CE 7 19 10 11 15 10 10 10 12 Dagger

As a Noble of Rallu, Dexaipyc is entitled to a home in the city. He chose to live on a deserted coast so that he might not be disturbed in his research. Nevertheless, he maintains his contacts in the city and tries to visit several times a year. His stronghold is built on the ruins of an ancient fortress, overlooking the sea. Thus, he is quite safe with only 50 retainers. He is 33 years old, 5' 1/2" tall, weighs 176 lbs., has black hair to his shoulders and black eyes. He is right handed.

Adventures and Finds

- A) Ancient undersea maze and Temple (entrance).
- B) At one time there was a palace at this spot, but it was a casualty of the Amlifos/Enlifos conflict. It was burned down. It is thought to be the lair of a Wolfpack,

as passersby have reported howls coming from it at night.

- C) This is the home of a witch, who spends all of her time tending a boiling cauldron. There are hundreds of frogs around her house, for she is in the habit of polymorphing anyone she sees.
- D) This area is being terrorized by four Ankhegs. The inhabitants will richly reward anyone who destroys these monsters.
- E) A tribe of 194 Gholles live on the riverbank. They will insanely attack anyone they see, but will not go out onto or into the river, as they have an unreasoning fear of it.
- F) Two Druids live among the trees. They seek only to be left alone, but will punish anyone who brings harm to "their" jungle.
- G) 13 Sunken Galleys lay just off the coast. Among other treasures there is a full operational Optical Range Finder on the smallest ship.
- H) An abandoned Silvermine uses Dinosaur bones to shore up its sides. Deep below is an abandoned Digging Machine whose power supply is exhausted.
- I) Ten Stone Huts are stacked to form a Pyramid. This is evidently a warning from some powerful creature, as the Huts must be held together with magic for the trick to work.
- J) Baying Island, home of a Giant Wolf who howls at the moon. Anyone hearing him must roll Wisdom or less on 3D6 or do everything in his power to flee the island. His cry carries for 3 miles.
- K) This island is completely surrounded by Coral Reefs and Wrecked Ships.
- L) This island is infested with Land Sharks.
- M) Two Hydra's inhabit a cave halfway up a mountain.
- N) An abandoned Manor House. In the Ante room is a large Silver Skull. A Crossbow is rigged to fire if it is moved.
- O) Tribe of 51 Pixies. They will plague anyone in the hex, and do Malicious Mischief if attacked.
- P) The Cairn of Gorm, a neutral Wizard stands atop a hill near the town of Gormcairn.
- Q) Three Black Dragons lair in a mountain top cavern. They are friendly with Ifpah.
- R) This mountain is haunted by 5 Specters, which gives it its name Specter Mountain.
- S) 5 Were Rats live on the coast. They attract victims by posing as shipwrecked sailors.
- T) Ring-Tail, an abandoned city. Before the destruction, it was the second largest on the island, after Rallu. Many Artifacts might be found here. Especially religious ones.
- U) Troll Hills, 4 of these creatures live here.

- V) South of the mountain are 20 Giant Granite Blocks in a line with 200' between them. Inorganic Matter placed on the northern rock during a waning moon, will be teleported to the Southern Stone. These are an Artifact from before the destructor.
- W) 10 Blink Dogs lurk on the plains. They will stalk anyone who attacks the Amlifan Underlake Temple.
- X) Cairn of a Dead Wizard. This is from before the destruction, and people fear to enter it. The Blink Dogs from "W" will protect it also.
- Y) The jungle is full of very Lifelike Statues, for this is the home of Four Basilisks.
- Z) 23 Apes live in a Rudimentary Tree Village. One to pressure from D'alfang. They will attack Humanoids on sight.
- AA) Two Bronze Dragons live in the deep jungle. A reward of 5000 GP each is offered for their heads in Rallu.
- BB) At the bottom of a cliff are a broken pair of Wooden Wings with feathers glued to them. One of Dexaipyc's assistants thought that he had enchanted them to fly.

Encounter Tables

Monster descriptions are not given, as they are available elsewhere. The two exceptions are Underwater Plants and Tangleweed. Underwater Plants are fairly self explanatory. The encounter will be with a large patch which may obscure vision, and or entangle swimmers. If Underwater Plants are called for, roll again, as this is a favorite hiding place for aquatic creatures. Tangleweed is a life form that straddles the barrier between plant and animal. It is semi-sentient, and will try to entangle living creatures with plantlike fronds. Its victims are brought to a mouth on the lake bed, and fed upon. Each plant will have 10-20 fronds, taking 1-3 Hits each. Attacking the mouth area does not greatly harm it. The only way to defeat it is to sever the fronds. For random encounters on the surface of the sea, any general sea table will work. The seas around the Isle of the Blest is not unique enough for it to require its own table.

Jungle

01-02	Ankheg	47-49	Leopard
03-04	Ape, Carnivorous	50-52	Lion
05	Ape, Gorilla	53-59	Men
06-12	Baboon	60-66	Ogre
13-15	Basilisk	67-73	Shreiker
16-18	Boar, Giant	74-75	Snake, Giant, Constrictor
19-25	Boar, Warthog	76-77	Snake, Giant, Poisonous
26-32	Boar, Wild	78-80	Spider, Giant
33-35	Ceratosaurus, Dinosaur	81-82	Tick, Giant
36-37	Harpy	83-85	Tiger
38-40	Hydra	86-87	Treant
41-42	Jack a 'Were	88-94	Troglodyte
43-45	Jaguar	95-97	Troll
46	Land Shark	98-00	Will-o-the-Wisp

RALLU

1. Lords Street

2. Landgate Street

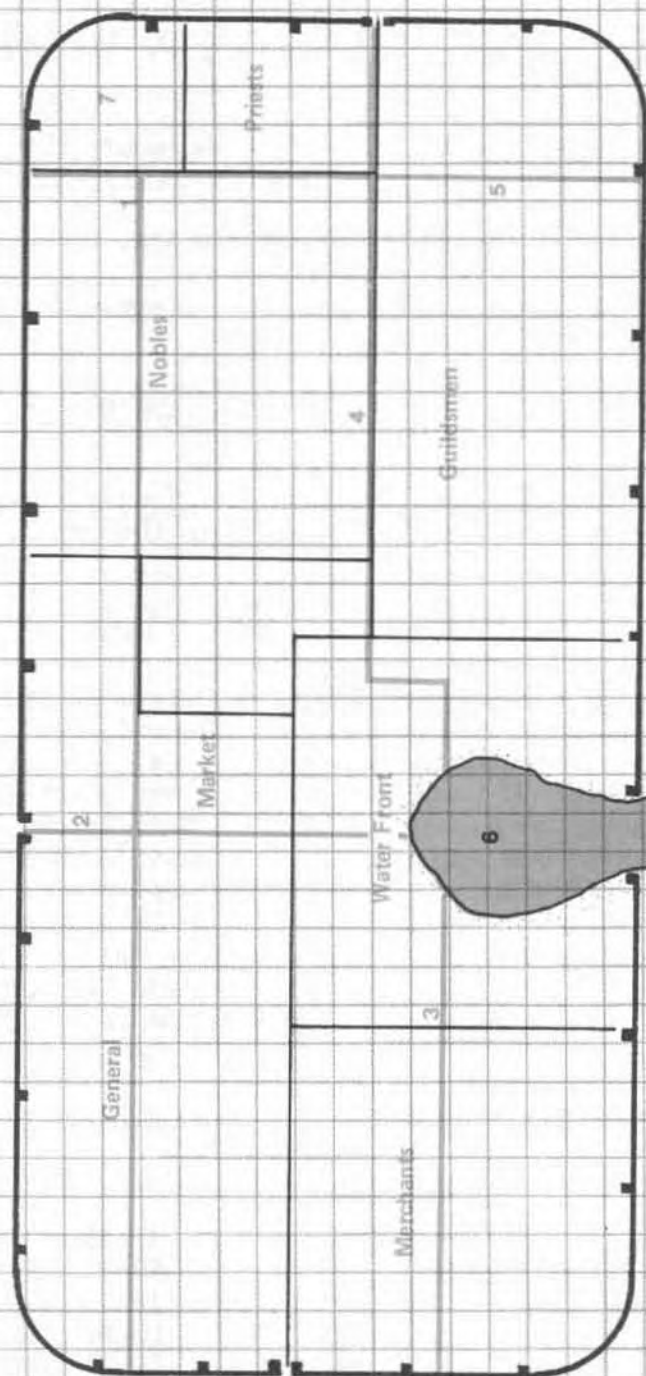
3. Merchants Street

4. Guildsmen Street

5. Seagate Street

6. Harbor

7. Lords Palace Guards



1 sq. = 200 ft.

Open

01-02 Ant, Giant
 03-04 Ape, Carnivorous
 05-06 Ape, Gorilla
 07-12 Baboon
 13-14 Blink Dog
 15-18 Boar, Giant
 19-24 Boar, Warthog
 25-30 Boar, Wild
 31-34 Buffalo
 35-40 Dog, Wild
 41-46 Elephant, African
 47-50 Elf
 51-52 Elf, Half
 53-58 Herd Animal
 59-62 Horse, Wild
 63-64 Land Shark
 65-70 Men
 71-76 Ogres
 77-82 Ostrich, Flightless Bird
 83-88 Rhinoceros
 89-92 Tiger
 93-94 Treant
 95-00 Wolf

Hills

01-02 Ant, Giant
 03-06 Boar, Giant
 07-12 Boar, Warthog
 13-18 Boar, Wild
 19-24 Dog, Wild
 25-26 Eagle, Giant
 27-32 Giant, Hill
 33-34 Harpy
 35-38 Hydra
 39 Land Shark
 40-43 Leopard
 44-47 Lion
 48-53 Men
 54-59 Ogre
 60 Pegasus
 61 Psuedo Dragon
 62-63 Ram, Giant
 64-65 ROC
 66-69 Snake, Giant, Poisonous
 70-75 Spider, Huge
 76-79 Tiger
 80-83 Troll
 84 Vampire
 85-88 Wight
 89-94 Wolf
 95-98 Wolverine
 99-00 Wolverine

Lake

01 Beaver
 02-03 Crab, Giant
 04-11 Crayfish, Giant
 12-31 Crocodile
 32-42 Crocodile, Giant
 43-44 Eel, Electric
 45-46 Gar, Giant
 47-66 Men
 67-68 Otter, Giant
 69-70 Pike, Giant
 71-72 Snake, Giant Water
 73-80 Turtle, Snapping, Giant
 81-00 Underwater Plants

Undersea

01-02 Crab, Giant
 03-09 Crocodile
 10-13 Crocodile, Giant
 14-20 Dinictys, Dinosaur
 21-23 Dolphin
 24 Eel, Electric
 25-27 Eel, Giant
 28 Eel, Weed
 29-30 Hippocampus
 31-33 Lamprey
 34-35 Lamprey, Giant
 36-38 Masher
 39-41 Mermen
 42-43 Nixie
 44-45 Octopus, Giant
 46-48 Ray, Manta
 49-50 Ray, Pungi
 51-57 Ray, Sting
 58-64 Seahorse, Giant
 65-67 Sealion
 68-74 Shark
 75-76 Shark, Giant
 77-79 Snake, Water, Giant
 80-81 Squid, Giant
 82-88 Tangleweed
 89-90 Triton
 91-93 Turtle, Sea, Giant
 94-00 Whale

BOOTY LIST

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Judges Guild

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TRAVELLER COMBAT REVISIONS

by Tom Holsinger

Starships may carry Defensive Screens which can absorb a certain number of hits with no damage to the defending ship.

Screens weigh and cost as much as Jump Drive. Assign a numerical rating of 1 - 24 to all Power Plant, Drive and Screen ratings. Type A is No. 1, Type G is No. 7, Type Z is No. 24, etc.

Ships must allocate power during the Movement Phase as a numerical rating between Maneuver Drive and Screens. Maneuver Drive and Screens may use Power Factors up to, but not exceeding, their numerical rating. A Type H (No. 8) Maneuver Drive needs 8 Power Factors to operate at full capacity, but may be run at reduced capacity with less power, with acceleration, of course, being measured by the letter ratings on page 10 of Vol. 2.

Example: a 1000 ton vessel has Type N (No. 13) Power Plant, Type J (No. 9) Maneuver Drive and Type E (No. 5) Screens. The player decides to allocate 8 Power Factors to the Maneuver Drive and 5 Factors to Screens. 8 Power Factors is equivalent to letter rating G, which will accelerate a 1000 ton vessel at 1 g. 5 Power Factors is equivalent to letter rating E, so the Screens may operate at full value. No more than 5 Power Factors may be allocated to Screens because the maximum Screen numerical rating is No. 5. Big Warships usually carry Screens capable of handling all the ship's power because they have little need to maneuver once they get down to slugging range.

A Screen may absorb a number of hits during any one Fire Phase from any one ship or missile equal to the numerical rating of power allocated to screens, from any and all sources. Any excess is considered an "overload" and the excess hits cause damage as normally.

The Hit Location Table is hereby modified such that a die roll of 12 is now a hit on Screens rather than a Turret hit.

Screens take one hit during each phase in which they are overloaded. Screens take one hit every three times (round up or down as appropriate) a burn-through is suffered. Hits on Screens may be repaired by damage control as normally.

In order for a ship to use Double Fire, one Power Factor must be allocated during the Movement Phase in addition to the Power Factors allocated to Screens and Maneuver Drive. Plus the computer program, of course.

Example: 3000 ton Battlecruiser has Power Plant Z (No. 24), Maneuver Drive X (No. 22), and Screens Z (No. 24). During its Movement Phase, it allocates 15 Power Factors to Maneuver, 8 to Screen and 1 to Double Fire. It takes 11 hits during Intruder Laser Return Fire Phase from any enemy Battleship that it had fired upon. The Battlecruiser's current Screen value is 8, so it takes 3 hits from a burn-through. The Battlecruiser then suffers 8 more hits from the Battleship during Intruder Laser Fire, which

equal but do not exceed its current Screen Factor so it suffers no damage. Then the Battlecruiser takes 14 hits from 4 Missiles during Intruder Ordnance Launch Phase, none of them exceeding 6 hits, so none penetrate as burn-throughs. But, three times the current Screen Factor of 8 is 24, and the Battlecruiser has now taken 33 total Hits, 9 over its overload factor. 3 hits have already penetrated as burn-throughs so another 6 hits from the Missiles penetrate as overload. And the Battlecruiser's Screen takes one hit from the overload plus 1/3 of a hit from the burn-through.

Traveller Ship Design Revisions

Ship Sections: There are now five major sections in each ship: Engineering, Command, Systems, Living Quarters, and Hold. The Engineering Section consists of Power Plant, Maneuver Drive, Jump Drive and Screens. The Command Section consists of the Bridge, the Computer and Fire Control (formerly Turrets). The Ship Systems Section consists of Controls, Life Support, Storerooms, Machine Shops, Galleys and Sick Bay. Living Quarters consist of all berths plus Recreation and Sleep Tanks. The Hold consists of the Boat Deck, Fuel Tanks, Cargo Bay, Fighter Bay and Ordnance (also known as the Magazines).

Power Plants: One factor of energy from Power Plants is necessary for every 20 Beam Lasers engaged in Double Fire (or 40 Pulse Lasers).

Defensive Screens: These cost and weigh as much as Jump Drive; see the Combat Revisions page. Screens are part of the Engineering Section and as such require one Engineer per 35 tons of displacement.

Bridge: The Bridge does not automatically weigh 20 tons, rather it requires one ton of displacement for every person whose battle station is in the Command Section. These consist of the Captain, Exec, all Navigators, all Fire Control Officers, Non-Coms and Gunners, Midshipmen, Yeomen, the Supercargo and one Purser if those are present, and all Officer and Non-Coms on an Admiral's or Commodore's staff if those are present.

Fire Control: These technically represent the unmanned Turrets and their cost is that of a hardpoint, turret and weapons as given originally. A hit in this area knocks out a turret and cannot be repaired. However, the Gunners and Fire Control Non-Coms and Officers are all on the Bridge.

Controls: This item represents all the machinery actually used to control a ship. One ton of controls are required for every 25 tons of ship displacement at a cost of 500,000 Credits per ton.

Life Support: One ton of Life Support equipment is required per nine tons of Command Section and all Ship Systems except the Life Support itself, at a cost of 100,000 Credits per ton.

Storerooms: One ton of supplies is required monthly for every ten crew and passengers not in cold sleep. Repair and replacement part stocks are recommended at the ratio of 0.3% of the ship's mass for most vessels and 1% for military, exploration and hazardous mission vessels. 200k Credits per ton.

Machine Shops: 1 ton minimum, 0.3% or 1% as given for Storerooms. 200k Credits per ton.

Galleys: 1 ton minimum. 1 ton per 10 passengers and crew. 100k Credits per ton.

Sick Bay: 1 ton/30 people most vessels, 1 ton/15 people for military, exploration and hazardous duty vessels. 100k Credits per ton.

Berths: Large - 5 tons, Medium - 3 tons, Small - 2 tons. 100k Credits per ton. Captains of large vessels get large berths, as do Admirals, Commodores, Flag Captains and luxury Passengers. There is a powerful Merchant Seamen's union so all Merchant Vessels must place enlisted crew in small berths with Non-Coms and Officers getting medium berths. Military, exploration and hazardous duty vessels may double-up enlisted personnel in medium berths with Non-Coms getting small berths. Officers, of course, get medium berths. It is possible to stuff still more people in by sleeping in shifts, but only in emergencies because of the strain this puts on the Life Support system.

Recreation: This is necessary to keep the crew and passengers from freaking out on those long voyages. One ton/ten crew plus one ton/five passengers. 100k Credits per ton.

Sleep Tanks: 100k Credits per ton. The die roll to be successfully revived is 4 plus, not 5 plus. People can be placed into cold sleep and revived from it during a voyage. This is handy when a ship runs out of fuel or stores.

Boat Deck: This contains all ships' vehicles save Fighters and certain highly specialized combat and exploration vehicles. The former have their own area and the latter are normally carried as cargo. The Boat Deck costs nothing except tonnage.

Fuel Tanks: These normally carry 10 tons of fuel. Military vessels carry fuel in 5 ton tanks and Ships' Boats and Fighters carry it in one ton tanks. Refined fuel costs 10,000 Credits per ton and can be found at Class A, B, C, and D Starports, as well as any planet with Tech Level 7 or higher. Unfriendly areas may not be willing to sell fuel even if available and technologically backward planets may demand payment in technological items rather than cash (as well as a higher price).

A Jump requires fuel equal to 2% of a ship's mass per level of the Jump. Acceleration of 1 g for one turn uses 0.02% of any vessel's mass (divide by 5000). Landing on and taking off from a planet with the diameter and mass of Earth (1 g at surface, 8000 mile diameter) uses fuel equal to 1% of a vessel's mass. Moving from close orbit to safe Jump distance or vice versa requires a varying amount of fuel depending on how fast you want to get there. All it takes is on 1 g burn and a vessel will drift that far in about a week.

Cargo and Fighter Bays: These carry the items indicated, at no cost save tonnage. It is possible to rig extra fuel tanks at the cost of 100,000 Credits and one ton of displacement per tank, each capable of holding up to 19 tons of fuel.

Ordnance: Also known as the Magazines, this stores all the Missiles and Sand-Kegs carried on board ship and conveys them to the Turrets. They cost money and displace tonnage, coming in clips weighing one ton. Missile Clips contain four Missiles and cost 200,000 Credits. Sand-Keg Clips contain eight Kegs and cost 160,000 Credits. Missiles accelerate at up to 10 gs per turn, variable at the desire of the controlling ship. Sand-Kegs form a square 5000 miles ($\frac{1}{2}$ "') across which has a vector identical to the launching ship at the time they were launched. The cloud forms at a distance of 5000 miles ($\frac{1}{2}$ "') from the ship one turn after launching.

Hard-Points: Military vessels with Jump Drive may have three hard-points per 200 tons of displacement. Military vessels without Jump Drive may have four hard-points per 100 tons of displacement. These are not available to private citizens though Pirates, Rebels and Renegades can usually secure vessels with more firepower than normally permitted.

Maximum Ranges

Beam and Pulse Lasers have a DM of -8 at ranges in excess of 500" and -11 at ranges in excess of 700". Missiles carry only limited tracking equipment and this plus necessary safety features requires that they be within 500" of a target at the time of launch. They will self-destruct if, after launch, their target gets more than 500" from them.

Combat Details I

Boats under 60 tons are automatically -1 to hit due to their small size, and -1 more for each 3 gs of acceleration they are capable of (fractions rounded down), acceleration being the prime component of maneuverability. A pinnacle would be -1 for size, -2 for acceleration and minus half the expertise of the pilot, so that a pinnacle with a pilot having a Boats expertise of 3 would be -4 to hit overall. Fighters are even harder to hit as their pilots get a DM of minus full expertise.

Computer Programs

The **Selective** offensive programs are abolished. Boats are hard enough to hit at all, let alone in selected places, while larger vessels all have screens that make them look like a featureless black sphere.

It is requested that someone develop a more realistic set of programs for **Library**.

Detection programs are now established. All vessels carry enough sensors to detect a gnat at a billion miles provided they can filter out the background noise and occasional deliberate jamming. This filtering is done with computers, so the following new programs are added: Detect 1, 2, 3, 4, and 5. A Detect uses computer "space" units equal to the level of the Detect and costs two million Credits per level of the Detect. Detect 3 costs 6 million Credits and uses 3 units of "space".

Normal range is 400,000 miles (400"') per level of

the Detect. Ships attempting to conceal themselves can be detected at 40,000 miles per level of the Detect. Ships on a planetary surface (1000 or more miles in diameter) can be detected at 4000 miles per level of the Detect. Ships attempting to conceal themselves on a planetary surface cannot be detected. Concealment means screens down, no use of Maneuver Drive, Electromagnetic Silence, etc.

Ships in concealment may use a "passive" Detect at 1/10 the normal range unless they are picking up the "active" Detect of another ship, in which case, they can detect the other ship at half the normal range of their own Detect program.

Armed boats have a Detect of 300,000, 30,000, and 3,000 miles. Other boats have a Detect of 100,000, 10,000, and 1000 miles. Boats under 60 tons which attempt to conceal themselves can only be detected at 4000 miles times the level of the Detect by a ship, 3000 miles by an armed boat and 1000 miles by an unarmed boat.

A Target program cannot pick up targets at ranges in excess of 300,000 miles; a Detect program must be used in conjunction with it in order to fire at ranges in excess of that.

Crew

Captain: Sole authority over his ship just as were sea-captains in the age of sail. Battle Station on the Bridge. His responsibility is to achieve the objective and sometimes to set it as well. Often acts as Pilot, if only to give orders.

Exec: The Executive Officer's duty is to make the ship respond to the Captain's orders while the Captain concentrates on outwitting the enemy. Battle Station is on the Bridge. Normal responsibility is to keep the ship running smoothly. Must be a qualified Pilot.

Engineers: Their task is as given in the original rules. often assisted by qualified Spacehands in battle.

Navigators: These are only found as Officers and Midshipmen. Usually have secondary expertise in Computers and as Pilots. Navigation expertise required for generating a Jump program, though anyone with Computer expertise can plug in a preprogrammed Jump tape. Battle Station is on the Bridge.

Surgeons, Doctors and Medics: Surgeons are Medic - 5 and Dexterity 8 plus; Doctors are Medic - 5. Otherwise as given. Battle Station in Sick Bay.

Ship Systems and Spacehands: These are the personnel who maintain and repair that greater part of a ship outside the Engineering Section, and sometimes they help there too. They are skilled in Electronics and Mechanics. Enlisted personnel are known as Spacehands, Non-Coms and Officers are called Ship Systems Personnel. Their Battle Station is chiefly in the Ship Systems Section, in Controls, Life Support and the Machine Shops. Some help out in the Engineering Section in battle. They direct the less skilled (Marines, Stewards, Cooks, etc.) in Damage Control.

Fire Control: One Fire Control Non-Com is required per 5 or 6 enlisted Gunners. One Fire Control Officer is required per 12 Turrets. The Non-Coms man Fire Control Stations themselves, Officers do not. Turrets can be fired automatically, without the aid of Gunners, but at -2 on the

die roll. Immobile orbital and planetary fortresses carry so much Fire Control equipment that this negative DM does not apply. Battle Station is on the Bridge.

Marine/Security: These personnel maintain order on a ship and provide most of any shore parties. Their Battle Station is in the Ship Systems Section as part of the Damage Control parties.

Supercargo and Purser: The Supercargo is in charge of all cargo and also serves as Chief Purser if there is more than one such officer. One Purser and/or Supercargo is required per 5 Stewards and Cooks. The Battle Station of the Supercargo, plus one Purser, if there is more than one, is on the Bridge operating the computer. Some Computer expertise is required in addition to Steward expertise.

Fighter Pilots: This is an elite version of the Ships' Boats skill. Fighter Pilots and Boat Pilots may operate as Pilots of large vessels in an emergency, though not very well. Fighter Pilots may operate as Boat Pilots with full expertise in Space and 2/3 expertise in Atmosphere. Fighter expertise in a Fighter may be employed at full value as a defensive DM against Laser Fire and as an offensive DM at ranges of 50,000 miles or less, at half value at ranges of 50,000 - 100,000 miles and not at all offensively in excess of 100,000 miles.

Midshipmen: These are expendable Junior Officers ranked as Non-Coms. They are too inexperienced and suicidal to be entrusted with any specific task. They have broad, though not deep, expertise and so can substitute for most any officer in an emergency. Battle Station is on the Bridge.

Yeomen: These are Clerks and Signals Specialists. Battle Station is on the Bridge.

Cooks: One Ship's Cook is required per 20 crew in addition to Stewards for the passengers. They double as Damage Control in battle.

Stewards: As before. A few look after passengers in battle and the rest act as Damage Control parties.

Hit Location

The hit location system introduced here uses percentile dice, and is based on a vessel's tonnage. Any area of the ship can now be hit, and it is possible to determine which members of the crew and passengers have become casualties as well as what damage has been inflicted upon the ship.

Use the Ship Construction chart to make a Hit Location table based on each individual ship. Divide a vessel's tonnage by 100. Then divide each section of the vessel and each area within a section by the resulting figure. Then round fractions up or down. In this manner, determine the percentage of the vessel's total tonnage which is taken up by any given section and area.

Example: a tramp freighter of 1000 tons allocates 200 tons to the Engineering section, 16 tons to the Command section, 94 tons to Ship Systems, 120 tons to Living Quarters, and 570 tons to the Hold. 1000 divided by 100 is 10. Engineering - 20%, Command - 1.6% rounded up to 2%, Ship Systems - 9.4% rounded down to 9%, Living Quarters - 12%, Hold - 57%. Made into a percentage die roll, we have: Engineering: 1-20, Command: 21-22, Systems: 23-31, Living Quarters: 32-43, Hold: 44-100. Then assign die rolls within the figures given for each area, as in Hold:

Boat Deck 44-48, Fuel Tanks 49-75, Cargo Bay 76-99, Magazine-100.

This system can result in some tiny areas such as Computer and Sick Bay being left out, and a second die roll within each given section might be necessary. Say the first die roll falls within the Command Section, weighing 16 tons so there would be a second die roll assigning a 3/16 chance that a hit there would be on the three-ton computer. What would be best, of course, would be a random number generator of 1-1000 for a 1000 ton ship, 1-600 for a 600 ton ship, etc.

Damage

Engineering: Hits cause damage just as in the original rules. Engineers and spacehands should be assigned duty stations within each area of the section, say 4 in the Power Plant, 3 in Maneuver Drive, 1 in Jump Drive and 4 in Screens. There is a 1/3 chance that any given hit will force the characters in that particular area to make a saving throw against death or wounds, because the engine room is so vast.

Bridge: Everyone on the bridge must make a saving throw when the bridge is hit. There is no particular damage done, but the casualties can be horrible.

Computer: Computers can take two hits per ton of mass before failing permanently. A Type I computer that takes two hits is destroyed. A Type IV computer that takes five hits is in bad shape, but can still function, sort of. Make a ratio out of the number of hits a computer has taken relative to the maximum number of hits it can take, to determine the chance every turn that it will break down for one turn. A Type III computer that has taken two hits has a 2/6 chance of failing on any given turn. Computers with an operator tending to their needs get a DM based upon the operator's expertise. Computer hits can be repaired, even in battle, as given, but the character operating the computer (keeping it going) cannot simultaneously repair it. Computer repairs are only temporary; repaired hits will become permanent hits the next time the ship uses its Jump Drive. Any hits in excess of twice the computer's mass in tons cannot be repaired; e.g., a Type II computer that has taken 5 hits, the first 4 of which were repaired, takes the 5th hit as permanent damage. Larger ships with lots of stores and expert computer technicians can build a Type I computer out of spare parts. Interior communications and the manual operation of doors and such are about the only things that can be done when a ship suffers computer failure.

Fire Control: Each hit on this area is considered to be a hit on a turret. Roll to see exactly which turret, sometimes the same one can be hit more than once. These hits cannot be repaired except in a dockyard.

Controls: These hits can be repaired. Make a ratio of hits suffered to total tonnage in this area to determine the chance that the ship will be unable to use its maneuver drive on any given turn. Note that a failure here also means that the ship cannot use a Maneuver/Evade program, and that it cannot rotate to bring all of its turrets to bear on an enemy (reduce firepower by half). A 1000 ton Smuggler with 40 tons of controls which has taken 7 hits has a 7/40 chance of losing control on any given turn. This does not affect Jump Drive. Casualties are determined in the fol-

lowing fashion: 1-40 tons of Controls - everyone present must make a saving throw, 41-80 tons of controls - half make saves, 81-120 tons - 1/3 make saves, 121-160 tons - 1/4 make saves, etc. Choose exactly who at random.

Life Support: These hits can be repaired. Determine Life Support system failure and casualties just as for Controls. It is possible to shut off Life Support to certain areas of the ship in order to reduce the load on the remains of the Life Support system. There is a chance per breakdown, equal to the original chance of breakdown, that any given breakdown of the Life Support system will be serious, in which case it can only be repaired under the same rules as Engines are repaired after a MisJump breakdown (one die roll per day, etc.).

Storerooms: Each hit here knocks out one ton of stores, either consumables or spare parts. Determine which one with a die roll. Figure out your own system for what happens when you've lost most or all of your spare parts and your ship is in dire need of repairs. The consequences of running out of consumables are death, either from suffocation, starvation, or thirst.

Machine Shops: Just as for loss of spare parts. Everyone in the machine shops when they're hit must save at -1 on the die roll.

Galleys: Back to cold canned beans. -1 on the saving throw for anyone present when a galley is hit.

Sick Bay: -1 on the saving throw for anyone present, after first making a save of 5 plus on two six-sided dice against explosive decompression. Sick Bay is always pressurized, though everyone wears a vacc suit with gloves off and visor open in battle. See the section on casualties. Loss of all points in Sick Bay means that all severely wounded personnel die.

Berths: -1 on the saving throw for anyone in a berth when it is hit.

Recreation: Normal saving throw for all present, plus depressurization throw.

Sleep Tanks: Two berths per ton, occupants killed if their berth is hit. Roll to see which berth is hit, if it's necessary to know.

Boat Deck: Roll to see which, if any, boats were hit, and if so, where. Same for Fighter Bay.

Fuel Tanks: Three hits are necessary to knock out two full fuel tanks. Remember that military vessels carry fuel in 5-ton tanks, and others in 10-ton tanks.

Cargo: Sometimes it's necessary to see if a particular item was hit. Figure it out yourself.

Ordnance: Three hits knock out two clips, chosen at random between missiles and sand.

Casualties

When the compartment any character, crew member or passenger is in takes a hit, roll two dice. A roll of 2,3 or 4 means that the person is a casualty. Sometimes the die roll is to be lowered by 1, so that a 2-5 means a casualty. If there is a casualty, roll a six-sided die to see if the wound is fatal. A die roll of 1 or 2 indicates that the person is killed, a 3-6 indicates a wound.

If a person is wounded, roll three 10-sided dice. That is the number of hits that person has taken. If the number of hits is equal to, or greater than, a person's combined

strength, dexterity and endurance, the victim has taken permanent damage. This applies only to player-characters and important non-player-characters. A character can take hits equal to his combined strength, endurance and dexterity, minus one. Subtract that total from the number of hits taken. The remainder is the number of points permanently lost from one of the three character physical requisites. Select exactly which one of the three is affected by rolling a six-sided die for each permanent hit. If any requisite is reduced below 1, the character is a bed-ridden cripple. If a requisite is reduced to less than 0, the character is dead.

Characters with more than eight hits total are considered seriously wounded, and must leave their battle station for Sick Bay. Others simply roll a die, a result of 1 or 2 meaning that their wound is serious. Two minor wounds constitute a serious wound. All seriously wounded persons must leave their battle station and go to Sick Bay. If Sick Bay is inoperative, seriously wounded persons and characters must get into cold sleep or die.

Getting the Hell Out of There

It takes ten turns per level of a Jump for a computer to Generate the program for the Jump. It is possible to make a Jump with an incomplete program, but the chances for a mis-Jump are high. Multiply the number of turns the Generate program has been in operation by ten, divide by the level of the Jump, and subtract fifteen from that. The result is the percentage chance that the Jump will be successful. Example: A Jump-1 program has been generating for six turns. 6×10 is 60, divided by 1 is still 60, minus 15 is 45, or a 45% chance that the Jump will be successful. And a 55% chance that it will be unsuccessful. There is a $1/3$ chance that an unsuccessful Jump will simply cause an automatic drive failure in place, and a $2/3$ chance that there will be a mis-Jump plus an automatic drive failure. Attempting a Jump with a 0 or less % chance of success will cause an automatic drive failure in place.

Small Craft

Small craft are non-starships of 100 tons or less, and the cost of constructing them differs slightly from the larger ships.

Engineering Section: Exactly as normal, though the mass and cost of the smallest units are a fraction of the basic type A Power Plant and Maneuver Drive ($1/2$, $2/3$, $1/6$, etc.).

Command Section: As normal, though the services of a computer can be dispensed with on the simplest ships, such as lighters, lifeboats and gigs. See below.

Ship System: These are different. There are never Machine Shops, Galleys, or Sick Bays. Controls are as normal. Life Support and Storerooms can really be figured out only on an ad hoc basis. Assault Carriers and Shuttles can support their crews as long as the food lasts, but can keep a full load of troops or passengers alive for only ten days before the Life Support system breaks down. Costs as normal.

Living Quarters: No need for Recreation or large Berths, and medium Berths are always doubled up. Add "Bunks," 1 ton holds one person and costs 100,000 Credits. People usually sleep in shifts. Costs as before.

Hold: Cargo space costs 100,000 Credits per ton, and can carry one passenger or one ton of cargo with minimal modification. Otherwise as before.

Hull Costs: Costs 20,000 Credits per ton.

Small Craft Types

Gunboats: 100 tons, 117.8 million Credits, crew of 7. These boats are basically patrol craft within a system. They are very well armed and protected for their size, and can easily take on the 200 ton interstellar Sloop, which is twice their size. They can patrol as long as the food lasts, having adequate life support. Too long a cruise will tend to drive the crew stir-crazy, but at least they can look out at the stars, receive entertainment broadcasts, etc., which starships in Jump cannot. Limited in fuel though, having only enough for 500x1g burns.

Assault Carrier: 100 tons, 88.4 million Credits, 3 crew, and up to 45 troopers in Battle Armor. Designed to land troops on a planetary surface or smaller body against opposition. Fuel for only 250 burns.

Shuttle: 100 tons, 26.2 million Credits, crew of 1. Designed to land people or equipment from orbit as cheaply as possible. 82 passengers or 82 tons of cargo, or any combination thereof, just as for Assault Carriers. Very limited endurance.

Cutter: 50 tons, 68.8 million Credits, crew of 5. The smallest vessel carrying defensive screens, comparable to a Sloop in fighting power. Only 3 weeks endurance, 400 burns. Usually carried by warships.

Lighter: 50 tons, 12.4 million Credits, crew of 1. A half-sized shuttle, can carry 41 passengers or tons of cargo. Standard aboard tramp freighters.

Pinnace: 40 tons, 25.7 million Credits, 2 crew plus 6 passengers and six tons of cargo. 625 burns. Often used for exploring wrecked and deserted space installations, or uncivilized planets. Useful combination of cargo/passenger capacity, endurance and firepower. Excellent life support system.

Ship's Boat: 30 tons, 15.5 million Credits, crew of 1, plus 5 passengers and eight tons of cargo. Stripped-down version of pinnace, more cargo capacity. Only 30 days of life support for six people. 500 burns.

Lifeboat: 20 tons, 5.8 million Credits, 2 crew and 20 passengers in cold sleep. Also carries rations for all of them for 100 days, plus survival gear in a special detachable 2-ton cargo bay. Only 250 burns, which is enough to push off from a crippled ship, drift slowly to a planet, land, and return to the ship for another load of passengers plus another survival kit.

Fighter: 12 tons, 10.3 million Credits, 1 pilot, but can carry one more person in an emergency (cramped, halve endurance, etc.). Also a cold sleep berth. More than 1600 burns available. Designed to intercept missiles, and duel with other fighters, as a protective screen for larger warships and orbital fortresses. Extremely maneuverable.

Gig: 10 tons, 3.6 million Credits, pilot plus 5 passengers and 100 kilograms of luggage each. Very small passenger shuttle. 500 burns, 30 day endurance.

Privateer: 100 tons, 109.5 million Credits, 5 crew and 28 fully equipped troops or tons of cargo (loot). Ideally suited for smash and grab raids on relatively backward

planets, and other illegal activities. Large outward opening hatches so troops can be released in mid-air, just as on an Assault Carrier. 30 days endurance but fuel for only 250 burns as this vessel is designed for quick in-and-out missions, not for space combat. Can carry fuel in extra tanks at expense of hold space.

Battleships: Starship and Warship types are designed for one specific purpose; to grab turf away from somebody else, and that means slugging it out with orbital fortresses and other planetary defenses. To that end, Battleships carry more than 500 tons of missiles, three squadrons of Fighters, 100 extra crew in cold sleep to replace the usual horrible casualties, plus many extra tons of spare parts and machine shops. Berths and space on the Bridge are provided for an Admiral and Staff. Battleships are so massive that they have to drop almost all Screens in order to make a 1 g burn and so usually set a course while beyond range, and then drift through battle, taking and dealing phenomenal punishment.

Survey Ships: These are usually accompanied by several 100 ton Scoutships as well as the one carried internally. They are designed for independent operations of more than a year in duration. The usual procedure is to select a particular solar system with a lost and backward Human colony on it as a base of operations for the exploration and surveying of that whole sector. To that end, Survey Ships carry the essential components of a small fully automated fuel refinery, shipyard, planetary base and mining/smeltering plant, plus the construction equipment to fabricate the simpler components and the actual buildings. Plus, of course, scientific gear and such lab equipment as cannot be fabricated on the spot. The planetary base includes food-processing equipment. The Survey Ship only carries rations for 5½ months so local food supplies must be developed. The Scoutships will do most of the actual surveying of a sector and the Survey Ship will carry scientists to points of interest.

Battlecruiser: The principal purpose of Battlecruisers is to fight other spacecraft. Battlecruisers are almost as heavily protected as Battleships, but carry far less Missiles, using the space instead to carry Marine landing parties and extra fuel for longer range. Battlecruisers are designed more for general purpose duty than Battleships, more to cut trouble off before it gets serious than to blast whole worlds. They are smaller because maneuverability is important in a deep-space battle, as opposed to fortress reduction.

Cruisers: Cruisers are the most common variety of major warship. They are designed more to show the flag and keep trouble from ever getting started than to actually fight stand-up battles. Battlecruisers are designed for offensive and counter-attack roles, Cruisers for defense. Cruisers therefore, carry a little bit of everything: Guns, Missiles, Fighters and Marines. Their range is quite limited.

Destroyers: These are designed as the mobile screen for Battleships, because of the almost nil maneuverability of the latter. Destroyers rarely operate by themselves as they are designed for space combat solely and cannot afford to take losses to any landing party they might send out.

Monitor: These are the non-interstellar equivalent of Battlecruisers. They are chiefly intended for use as the mobile support of planetary defenses. They are ship-killers.

Their fuel is limited, only 585 burns, so they are restricted to the immediate area of the planet or fortress they are defending.

Lancers: These are the non-interstellar equivalent of Destroyers. They are subject to the same limitations as monitors but carry somewhat more fuel (700 burns) and so can be used for patrol duties in an asteroid belt, to overawe small starships, etc.

Couriers: These are 4/5 fuel and engines. They are used to carry messages quickly around the Empire, being able to make two consecutive 6 parsec Jumps and almost make a third, without refueling. They are given a generous margin of fuel above the two 6 parsec Jump requirements to cover such items as battle losses, continuous 6 g acceleration in normal space, sabotage, etc. Couriers carry full Z - 24 Screens.

Sloops: These are the smallest Navy Warships, having little combat value. They are cheap to build and operate and serve as the eyes and ears of Naval Intelligence. They go poking around in asteroid belts, checking into backward planets within the Empire, following up rumors, etc.

Scoutships: These are not normally found in private hands because few people able to afford a starship desire one so defenseless or with such a small cargo capacity. They are chiefly used to patrol areas within the Empire for ships which have mis-Jumped and had their engines wrecked. The Survey Service also uses them extensively.

Free Trader: No different purpose than before. Slow speed, tiny cargo capacity and lack of defenses means that their owners barely manage to eke out a living. Chiefly restricted to trading between backward planets.

Tramp Freighter: The chief type of non-scheduled cargo carrier. The mainstay of the smaller merchant lines though often found even in the big companies' fleets.

Smuggler: Just what it says. Includes a privateer in its hold. Limited cargo capacity restricts it to small bulk, high value items.

Large Freighter: The cheapest means of moving cargo from one world to another, chiefly because 60% of its mass is cargo space. Better protected and armed than the Tramp Freighters.

Fast Liners: Actually the only kind of liner, because those people wishing to travel interstellar distances without the hazards of cold sleep want to get there as quickly as possible. Rather well armed, and with Z - 24 Screens.



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3/4 Page	125	112	100
1/2 Page	90	81	72
1/4 Page	48	43	38
1/8 Page	25	23	21

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Issue	Reservations Due	Camera-Ready Copy Due
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Apr. - May	Feb. 1	Feb. 14
June - July	Apr. 1	Apr. 14
Aug. - Sept.	June 1	June 14
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for characters of the lower levels (2-4). Iron Crown Enterprises, the company that developed Arm's Law, has released a companion product titled Spell Law. Priced at \$17.50, this variant magic system offers over 2000 spells, critical effects, and miscast spells, as only a portion of its contents. Chaosium has continued to expand their line of gaming supplements with the additions of Stormbringer and Thieves World. The first item Stormbringer is a fantasy role playing game set in the world of Michael Moorcock's Young Kingdoms. Available for \$20.00, the game contains rules, maps, character sheets, and dice. Their other new release, Thieves' World, set up the city of Sanctuary for use with nine of the most popular role-playing systems. Thieves' World contains maps and guides to people and places within the city, all for \$16.00. Archive Miniatures has now entered the area of role-playing with the release of Star Rovers: Module 1, a new science fiction role-playing game. Designed to be compatible with their Star Rovers line of miniatures, this item sells for \$19.95.

Additional new items have come from S.P.I. has presented Universe, The Role Playing Game of the Far Future available in two forms, Basic and Complete, players may adventure in any of a large number of star systems in the thirty light year sphere centred around Earth. Available for \$10.00 and \$20.00 respectively, this game offers a lot to the players. Spies! is a multi-player game of international intrigue where diplomacy and a dagger go hand in hand for \$15.00. Argon Games premieres with Husky: Invasion of Sicily, a small scale simulation of the Allied offensive on the island of Sicily for \$14.00.

Metagaming's latest release's have heralded their temporary departure from the micro sized games. Marketed under the label of Metagames, this

series of small boxed games all retail for \$6.95, and offers a wide range of topics to choose from, currently available are; Hitler's War, The Game of European Conflict, The Trojan War- The game of Gods and Heroes, Command at Sea-The 1/4800 Scale Naval Battle Game, and The Air-Eaters Strike Back!- The Space Game of Alien Invasion. One of the most productive companies, Games Designers' Workshop, has released quite a number of new titles since the last tour of the marketed place. Expanding Traveller, ADW has put out a new version of the basic game. Titled Deluxe Traveller and selling for \$19.98, this set contains the same three books plus a great deal of additional information. The Fifth Frontier War-Battles for the Spinward Marches rages in this \$14.98 boxed game that is intended to be compatible with Traveller.

Continuing the line of supplements for Traveller, G.D.W. has released two new ones, #8 Library Data (4-M) a compilation of information from galactic encyclopedias and Imperium memory banks, and #9: Fighting Ships, an index to 25 of the vessels found in the Imperium Navy. The Double Adventure line of items has been increased by the addition of The Arcon Gambit/Death Station and Marooned/Marooned Alone, priced at \$4.98 each. Returning to Earth, G.D.W. has also released a number of historical titles. The first of these, 1941: Operation Barbarossa is a 120 Series game covering Nazi Germany's Invasion of Russia. The second game, Trenchfoot: Bullets Arod Bayonets in the Great War, presents infantry combat in WWI set to a scale of one turn equalling one second of battle-time, available for \$9.98. A House Divided, for \$9.98 as well, covers the American Civil War on a grand strategic scale.

The final items on display here in our market place come from Steve

Jackson Games. The first of these brings a new meaning to role playing games. Titled *Killer*, this live action role playing game of assassination is currently popular on college campuses and sells for \$5.00. Retailing for the same amount as *Killer*, *Game Design, Volume 1: Theory and Practice* is convenient guide for any one interested in designing their own war on role-playing games. Priced at \$3.00 a piece Steve Jackson Games

has also added to the line of pocket sized games with *Car Wars*, a game of offensive motoring on the highways of the future, and *Un-Dead*, the pursuit of Count Dracula through the streets of London in the 1890's. We have now reached the end of this particular journey through our gaming market place, and hope that you have enjoyed it. Be seeing you next time and until then--Good Gaming.□

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Convention Type abbreviations are: G - Gaming; SF - Science Fiction & Fantasy; C - Comics; M - Media. Any more specialized Conventions are noted as such.

Wilderness Roads



In the era of D&D tm, roads were an important part in the life of a traveler. Roads meant the difference between wealth or poverty, power or weakness, even life or death. Unfortunately, very few (if any) systems have been developed for random road location. When mapping wilderness, check each hex. No more than two types of roads will be in each hex. Roll 1D6 for the road's direction at every hex.

Terrain	Trail	Road	Highway	Length
Clear	10%	12%	18%	1 - 12 hexes
Desert	7%	1%	---	1 - 8 hexes
Hills	30%	15%	6%	1 - 6 hexes
Mountain	25%	6%	4%	1 - 4 hexes
Swamp	12%	6%	3%	1 - 4 hexes
Forest	22%	15%	10%	1 - 6 hexes
Scrub	18%	10%	9%	1 - 8 hexes
Dense Forest	16%	11%	6%	1 - 6 hexes
Town	86%	50%	22%	1 - 6 hexes
Hamlet	75%	45%	15%	1 - 4 hexes
City	100%	100%	90%	1 - 10 hexes

Trails increase movement 50%, roads increase movement 75%, and highways increase movement 100%.

Roads were not without danger or mystery. Roll on appropriate table every 40 - 140 minutes.

Trails

- 01 - 20 Nothing
- 21 - 33 Normal Traffic
- 34 - 60 Patrol
- 61 - 87 Roll on Monster Table, Inhabited Regions in DMG
- 88 - 00 Special

Road

- 01 - 30 Nothing
- 31 - 80 Normal Traffic
- 81 - 90 Patrol
- 90 - 95 Roll on Monster Table as above
- 96 - 00 Special

Highway

- 01 - 10 Nothing
- 11 - 40 Normal Traffic
- 41 - 76 Patrol
- 77 - 78 Roll on Monster Table as above
- 79 - 00 Special

by Paul Andrew Denisowski

Special Encounters

- 01 - 16 **Bridge Ahead:** As the party approaches the bridge, 1 - 4 trolls appear and demand a fee of 20 - 200 SP per person and animal, which must be paid in silver. If not paid, the travelers will be restrained from crossing.
- 17 - 35 **Inn Beside the Road:** An inn is ahead on the road. Food costs 50% - 150% normal and rooms are 2 - 40 SP per night. There is a 40% chance of being robbed each night.
- 36 - 60 **Castle Ahead:** A small keep is nearby. Food and lodging are available 65% of the time out of the hospitality of the castle's lord.
- 61 - 85 **Small Village:** A village is beside the road. The buildings in the village number from 10 - 40, half of which will be dwellings. 45% chance of an Inn.
- 86 - 99 **Merchant Caravan:** A 6 - 60 horse caravan approaches. There are 1 - 4 merchants per horse, and there will be 5 fighters of 2 - 8 level for every 10 horses, acting as guards. Total value of goods is 3 - 300 GP per horse.

00 Judge's Choice

Patrol

1 - 12 fighters (or rangers) of 1 - 6 level on horses and armed with Longswords are spotted. They are led by a fighter whose level is 1 - 4 higher than the other fighters. Roll on table below.

- 01 - 10 Immediate attack
- 11 - 30 Follows party at a distance
- 31 - 50 Stops party and demands 6 - 36 GP toll per person
- 51 - 66 Impounds party's horses
- 67 - 80 Arrests party
- 81 - 00 Passes by party without incident

Wanderer's Merchant Company

by David Mackenzie



Recently the players in my campaign acquired a Merchant Ship and began to trade with neighboring City States. Suddenly, I noticed that there were no charts already in existence to aid me in this end of an adventure. I had, however, seen a chart in the *Traveller*™ game system that could help me. After looking this chart over and deciding that the players of my *AD&D*™ campaign could not ship computers, polymers, or other such products the remaining goods were few in number. Well, I managed to make it through that night alright, but by the next time we played, I had devised the following system to simplify my end of the adventure. As was said previously, this system has its basic origins in the *Traveller*™ game system but it has gone through many changes to reach its present state where it is useable in the *AD&D*™ campaign.

It is important to remember that these charts are set up to be looked at from the Merchant's point of view, so that buying refers to the Merchant's purchase and selling refers to the Merchant's selling of his recently acquired goods. There are 12 general types of goods that are bought and sold by Merchants and they are: Meats, Liquors, Spices, Fruits, Grains, Textiles, Woods, Metals, Weapons, Armors, Stones, and Livestock. Each city will have varying amounts of each of these goods - from a huge surplus to an extreme deficiency. It is therefore necessary to determine the quantity of each type of product that each city possesses before the Merchant arrives in the city. This is done by using the following chart and one ten-sided die.

Die Roll	Situation	Buying/Selling Modification	Buying Quantity Variance	Selling Quantity Variance
1	Huge Surplus	-3	+100%	No Market
2	Large Surplus	-2	+ 75%	- 75%
3	Surplus	-1	+ 50%	- 50%
4	No Surplus	0	+ 25%	- 25%
5	Average	0	0	0
6	Average	0	0	0
7	No Deficiency	0	- 25%	+ 25%
8	Deficiency	+2	- 50%	+ 50%
9	Dire Deficiency	+2	- 75%	+ 75%
10	Extreme Deficiency	+3	Not Available	+100%

Adjustments to the above chart are made according to the location of certain natural resources in relation to the city itself, i.e., Forests, Mountains, or Oceans. If an obvious source of a product is in the same 10 mile hex as the city, then a -2 adjustment is applied. If an obvious source is within 20 miles of the city, then a -1 adjustment is applied. If an obvious source of a product is not located within 50 miles of the city, then a +1 adjustment is applied. If an obvious source of a product is not located within 70 miles of the city, then a +2 adjustment is applied.

The number of establishments that cater to a certain product will also vary from city to city and this too should be decided before the Merchants arrive in town. The following chart will facilitate this. Where a difference exists between the number of establishments that will sell to the Merchants and the number that the Merchants may sell to, then they will be listed in the above order.

Meats: 1 - 6 Establishments
 Liquors: 1 - 12 Establishments
 3 - 30 Establishments
 Spices: 1 - 4 Establishments
 Fruits: 4 - 16 Establishments
 Grains: 2 - 12 Establishments
 Textiles: 2 - 6 Establishments
 Woods: 1 - 3 Establishments
 Metals: 1 - 3 Establishments
 Weapons: 2 - 8 Establishments
 Armors: 1 - 6 Establishments
 Stones: 1 - 3 Establishments
 Livestock: 2 - 8 Establishments

Now, let us explore how all of this looks together by looking at an example city from my world. Mathyeon is located on the River Tearsinger. A Forest is located within 5 miles of the city and the lower areas of the Laughing Death Mountains are located across the river about 12 miles away. Mathyeon has the following quantities of

goods and number of establishments to sell to and buy from the Merchants:

Meats: Dire Deficiency; 3/5 Establishments
 Liquors: Surplus; 3/16 Establishments
 Spices: Extreme Deficiency; 0/2 Establishments
 Fruits: Average; 5/9 Establishments
 Grains: Dire Deficiency; 5/8 Establishments
 Textiles: Large Surplus; 3/2 Establishments
 Woods: Large Surplus; 1/1 Establishments
 Metals: Huge Surplus; 3/0 Establishments
 Weapons: Extreme Deficiency; 1/8 Establishments
 Armors: Large Surplus; 5/5 Establishments
 Stones: Deficiency; 3/1 Establishments
 Livestock: Surplus; 5/7 Establishments

The normal or standard prices at which these goods can be bought and sold by the Merchants are given in the detailed trade charts which appear later in this article. In most circumstances, however, the Merchant will acquire these goods for a price below the norm and sell them as high above the norm as possible. In order that the Judge can decide what the prices are, the following charts are presented. The first chart is used when the Merchants are trying to purchase goods, while the second chart is used when the Merchants are attempting to sell their wares. Both charts are rolled on one 20-sided die and are subject to the modifications that pertain to that product from the first chart illustrated in this article.

WHEN BUYING GOODS FOR RESALE

1	10% of Norm
2	20% of Norm
3	30% of Norm
4	40% of Norm
5	50% of Norm
6	60% of Norm
7	70% of Norm
8	80% of Norm
9	90% of Norm
10	100% of Norm
11	110% of Norm
12	120% of Norm
13	130% of Norm
14	140% of Norm
15	150% of Norm
16	160% of Norm
17	170% of Norm
18	180% of Norm
19	200% of Norm
20	Not Available

WHEN SELLING GOODS BOUGHT FOR RESALE

1	No Market
2	10% of Norm
3	20% of Norm
4	30% of Norm
5	40% of Norm
6	50% of Norm
7	60% of Norm
8	70% of Norm
9	80% of Norm
10	90% of Norm
11	100% of Norm
12	120% of Norm
13	140% of Norm
14	160% of Norm
15	180% of Norm
16	200% of Norm
17	250% of Norm
18	300% of Norm
19	350% of Norm
20	400% of Norm

Explanation of Measurements: One Keg is equal to 10 gallons of liquid or 100 pounds dry weight. One Hogs Head is equal to 50 gallons of liquid or 500 pounds of dry measure. One Bushel equals 4 gallons of liquid or 40 pounds of dry measure. One Case is equal to 24 units and weighs 50 pounds. A Standard is equal to 2000 board feet and in most cases weighs over one ton. A Bale is equal to 50 pounds of dry measure. A Lot is a group of units of a specified number.

Example of Trade: The merchant ship **West Wind** puts into the port city of Mathyeen. Her cargo hold contains 42 kegs of beef, 37 bushels of pears, and 400 ingots of iron. After paying the port duty of 6% of the cargo's standard worth the owner or his representative is allowed to go about the city and try to sell his goods. Attempting to sell his most expensive cargo first, the merchant approaches a dealer in metals, only to discover that the market is so saturated with metals of all types that he will be unable to sell his iron here. Disappointed but not willing to stop trying he tries to sell his beef. He enters one of the establishments that are purported to buy meats and starts to haggle. At the end of this complicated ritual the Judge rolls one 20 sided die and consults the merchant's selling chart and his personal chart to discover how the city of Mathyeen fares in the meat market. The roll is an 11 and since Mathyeen is experiencing a dire deficiency in meats 2 points are added to the 11 to acquire a score of 13 in other words the proprietor offered the merchant 140% of the standard cost for his beef. The merchant, however, thinking he can get a better price goes to a second purchaser of meats. The Judge rolls again and a 15 comes up. With the +2 modifier this means that the merchant was offered 250% of the standard cost for his beef. He decides to accept this offer and asks how much the proprietor will purchase. Here the Judge rolls the appropriate dice (6D10) and gets a 32, next he adds in the extra 75% because of the dire deficiency in meats and arrives at the number 56. Since the merchant only has 42 kegs to sell then it is assumed that the buyer will get them all. To figure how much the merchant got for that sale multiply 250% (2.5) by the standard cost for one keg of beef and then multiply that number by the number of kegs the merchant sold at that price. When figured out this comes to 535 GP. When the merchant went to sell his fruit he discovered that there was an average supply of fruit around but through skill and a bit of luck he sold all of his 37 bushels at 200% receiving 74 GP. While returning to the ship the merchant was approached by a darkly clad man, who seeing the merchant's bulging pockets, offered him a deal he could not turn down. . . a subdued young black dragon and for only 500 GP. The **West Wind** will have some fun on the way back to their home port, and you can count on that.



STANDARD COST & MEASURES CHART

Product	Sold In Measures Of	Standard Cost Per Measure	Number of Measures In One Ton	Standard Cost Per Ton	Measures Desired To Sell/Buy
Meats					
1 Beef	1 Keg	5 GP	20	100 GP	6 - 60 Kegs
2 Pork	1 Keg	4 GP	20	80 GP	6 - 60 Kegs
3 Poultry	1 Keg	3 GP	20	60 GP	6 - 60 Kegs
4 Fish	1 Keg	2 GP	20	40 GP	6 - 60 Kegs
Liquors					
1 Beer	1 Hogs Head	10 GP	4	40 GP	2 - 20 Hogs Heads
2 Ale	1 Hogs Head	20 GP	4	80 GP	2 - 20 Hogs Heads
3 Mead	1 Hogs Head	100 GP	4	400 GP	2 - 16 Hogs Heads
4 Wine	1 Hogs Head	200 GP	4	800 GP	1 - 12 Hogs Heads
5 Brandy	1 Case	20 GP	40	800 GP	5 - 50 Cases
6 Whiskey	1 Case	10 GP	40	400 GP	7 - 70 Cases
Spices					
1 Salt	1 Keg	15 GP	20	300 GP	3 - 30 Kegs
2 Pepper	1 Keg	5 GP	20	100 GP	4 - 40 Kegs
3 Vinegar	1 Keg	2 GP	20	40 GP	4 - 40 Kegs
4 Tea	1 Keg	30 GP	20	600 GP	5 - 50 Kegs
5 Garlic	1 Keg	10 GP	20	200 GP	4 - 40 Kegs
6 Herbs	1/2 Keg	10 GP	40	400 GP	2 - 20 Kegs
Fruits					
1 Oranges	1 Bushel	3 GP	50	150 GP	5 - 50 Bushels
2 Lemons	1 Bushel	10 SP	50	25 GP	2 - 20 Bushels
3 Peaches	1 Bushel	1 GP	50	50 GP	6 - 60 Bushels
4 Pears	1 Bushel	1 GP	50	50 GP	6 - 60 Bushels
5 Apples	1 Bushel	1 GP	50	50 GP	6 - 60 Bushels
6 Pomegranites	1 Bushel	2 GP	50	100 GP	4 - 40 Bushels
Grains					
1 Wheat	1 Bushel	10 SP	50	25 GP	20 - 200 Bushels
2 Corn	1 Bushel	1 GP	50	50 GP	10 - 100 Bushels
3 Barley	1 Bushel	10 SP	50	25 GP	20 - 200 Bushels
4 Oats	1 Bushel	6 SP	50	30 GP	30 - 300 Bushels
Textiles					
1 Wool	1 Bale	25 GP	40	1000 GP	5 - 50 Bales
2 Leather	1 Bale	50 GP	40	2000 GP	4 - 40 Bales
3 Cotton	1 Bale	75 GP	40	3000 GP	3 - 30 Bales
4 Silk	1 Bale	100 GP	40	4000 GP	2 - 20 Bales
Woods					
1 Pine	1 Standard	50 GP	1	50 GP	1 - 6 Standards
2 Oak	1 Standard	120 GP	1/2	60 GP	1 - 4 Standards
3 Redwood	1 Standard	280 GP	1/4	70 GP	1 - 3 Standards
4 Teak	1 Standard	480 GP	1/6	80 GP	1 Standard
Metals					
1 Tin	1 Ingot	4 GP	400	1600 GP	400 - 1600 Ingots
2 Copper	1 Ingot	5 GP	300	1500 GP	200 - 1200 Ingots
3 Iron	1 Ingot	7 GP	200	1400 GP	100 - 800 Ingots
4 Silver	1 Ingot	15 GP	100	1500 GP	20 - 200 Ingots
Weapons					
1 Bladed	1 Score	400 GP	40	16000 GP	1 - 20 Score
2 Bludgeoning	1 Score	300 GP	40	12000 GP	2 - 20 Score
3 Missile	1 Score	1000 GP	40	40000 GP	1 - 10 Score
4 Siege	1	850 GP	1	850 GP	1 - 6
Armors					
1 Leather	Lots of 10	100 GP	40	4000 GP	4 - 40 Lots
2 Chain	Lots of 4	200 GP	20	4000 GP	2 - 20 Lots
3 Plate	Lots of 2	400 GP	10	4000 GP	1 - 10 Lots
Stones					
1 Granite	1 Ton	750 GP	1	750 GP	1 - 10 Tons
2 Marble	1 Ton	1000 GP	1	1000 GP	1 - 6 Tons
3 Limestone	1 Ton	500 GP	1	500 GP	1 - 8 Tons
Livestock					
1 Chickens	Lots of 10	30 CP	40	6 GP	20 - 200 Lots
2 Cattle	1	10 GP	4	40 GP	1 - 100
3 Goats	1	1 GP	20	20 GP	1 - 100
4 Horses	1	100 GP	2	200 GP	1 - 100
5 Mules	1	20 GP	10	200 GP	1 - 100
6 Oxen	1	15 GP	4	60 GP	1 - 100
7 Pigs	1	3 GP	10	30 GP	1 - 100
8 Sheep	1	2 GP	10	20 GP	1 - 100

Attention, Warriors and Wizards:

There are new fantasy worlds to conquer!



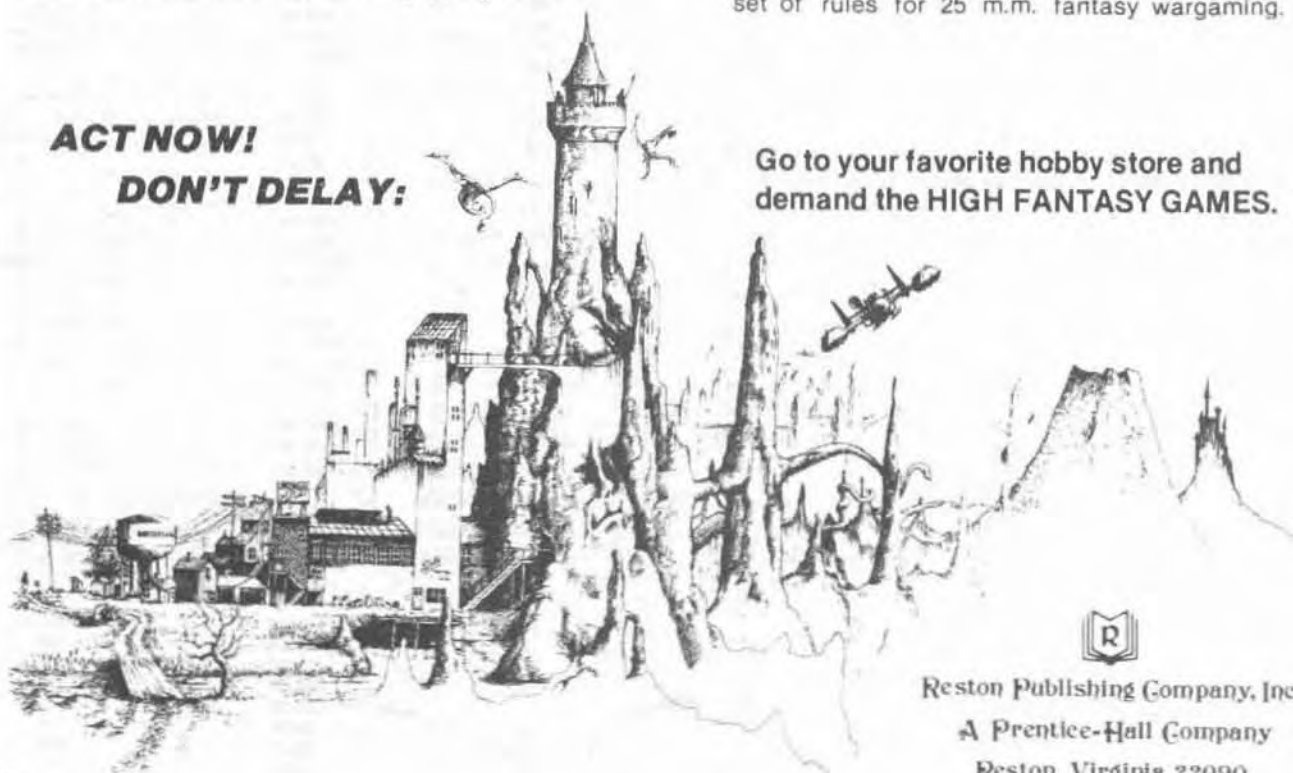
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THE ADVENTURE OF YARDARM MCGRAW'S TREASURE



by Gerald Seppana

You, and some of the lads are seated around a large table in the Fiddler's Cove Inn. A buxom wench has just refilled your mugs with the finest when a little thing gentleman, a bit of a dandy, comes to your table. He says that his name is Timothy Gleason.

"Captain" said Gleason, "I would be pleased to engage you and your crew for the purposes fo recovering "Yardarm" McGraw's Treasure."

All of you start to laugh and pass quaint witticisms like "What a bloody loon" and "ruddy bonkers' is" until the Captain pounds the table and yells for all to clap a hatch on it.

"Do you take us for lubbers" grated the Captain his face darkening, Old Yardarm went down with his ship and the secret went with him. Many a jack fool has tried to find it and all failed. Shove off mate, we have better things to do than sail around in circles with a Gold struck fool."

"I can show you proof of what I say, Captain", said Gleason, it can make you and your crew rich and it will only cost you a few minutes of your time. Ten minutes in your cabin for privacy is all I ask.

The Captain thinks a minute and nods. They depart leaving a very curious crew behind.

Time pases and the crew finally straggles back to the ship. When the last of them had showed, the First Mate pipes "All Hands". The Captain appears with Gleason who looks pleased.

"Mates" says he, "What Gleason said is true." He showed me a puzzle map and I recognize it to be Old Yardarm's for sure. The Old Demon was crazy about puzzling and he plagued me with them enough times. Now there's a part that has me adrift in a bad rip and it has to be figured right quick because the tide waits for no man. Take a look at this bit of verse and see if anything comes to mind. We have three hours before we up anchor. You have that long to cipher it.

"Yardarms" Puzzle Map

*Set Yer Compass at the 250, Follow the Plan Straight to the Sisters,
Follow Yer Course, I Killed Old Tim Here, with No Remorse....*

*Old Tim will Guide Ye, He'll tell Ye the way, course it's hard to hear him
talking, his being Dead that way..... The Gold be above, and also below..
That's a Mighty Good Trick...Ho!...Ho!...Ho!...*

The Judges Notes

The players should be told that the only thing that Gleason wants from the treasure is his log book covering the year 1674. He hopes to clear his fathers name who was accused of cowardice when his ship crossed McGraw's path. Sir Henry was Captain of the Sloop "Derbyshire" and when the smoke cleared off the only survivors had managed to escape. When they returned, they swore it was the cowardly rat, Sir Henry, who lost the battle. Well, the reputation of his father was ruined and the shame of it about ended young Timothy's law practice. Gleason is sure that the book is with the treasure because McGraw kept all of his old logs there, them being covered with Gold.

The puzzle was wadded up in McGraw's old glass and in the battle that turned out to be his last, a cabin boy lifted it and made his escape overboard, it being not that far from shore. The glass, which was covered with Jewels, was bought by Gleason from the former cabin boy in a pub while he was travelling. Only this year, he decided to clean it and found the puzzle inside.

The clues are interpreted as follows:

The stick man represents a dancing man. The Dancing Man Chandlery in Fort de France, Martinique was well known to the old timers and if they should be asked about it, they will remember.

Background: After a pleasant interlude with a Spanish Merchant, McGraw put into Fort de France for repairs. Since his compass, Binnacle and all had been carried away by round shot, McGraw had it replaced at a new Chandlery called, "The Dancing Man. What no one knew, is that the owner had built part of his work room wall using lode stone. When he set his compasses, they were all 10 degrees to Starboard off. Yardarm discovered the discrepancy when he checked it aboard ship, but kept it to himself and swore the Navigator to secrecy also. About then he was plotting out a new hide out for his treasure and the right 10° error had given him an idea of how to fool the opposition in case any of them managed to clap eye on his charts.

The next line is the little fooler, 250 and follow the plan. If they use a compass with the error, their actual course will be 240 degrees. If they follow an accurate 250, they will wind up way off.

The 250 degree heading should be followed all the way which will bring the party to two identical Willow Trees Inland of a cove that the proper course (240 degrees) will lead them to. The willows are in a clearing and are all alone.

The next line refers to the killing of a troublesome Sea Lawyer who disturbed McGraw's tranquility once too often. His arm is pinned at the elbow by a spike and a wind from the right direction will not only swing the arm around towards a cliff nearby, but will set the jaws of the skeleton to chattering which refers to the next two lines. The chances of this are 25% per turn.

The Gold and Jewels as well as the Twenty Gold Covered Log Books are buried in ten chests which are located in a cave half way up the alope of the cliff; above and below as the verse goes. It is set three paces into the cave and ten feet down. The Ho's are the distance from the Mouth of the Cave. The Cave is large enough, 25' back and 20' wide, so it is possible to miss it if they don't figure out the distance. If it is random search, give them a basic 30% chance of hitting it each turn they dig for four turns before declaring they found it.

NOTE: The players may not be able to figure what it is that the stick figure represents. If they show around a copy of it, there is a base 25% chance that one of the old timers thinks of the similarity that it has with the old Dancing Man Chandlery sign.

When they get to Martinique, they will find that the Chandlery has long ago gone out of business because of the unreliability of their compasses. They will, however be able to find old tools in the almost vacant shop and so will be able to set the compass in the old work shop. Once it has been set and returned to the ship, the Navigator will be able to discover the 10 degrees should be followed as said or with the ten degree variance figured in. If they follow the compass that was set in the shop, the 250 will lead them directly down the middle of the right cove, if they factor out the ten degrees, they will be many miles off course and will never find it.

SPECIAL NOTE: The players do not know it, but a rival of the Captain's a Dutchman named Captain Pieter de Hooch, has overheard a part of the conversation at the Inn and he was interested enough to shadow the ship. Each sea turn, there is a 10% chance that the Dutchman gets a little careless and gets spotted. The Dutchman has a Sloop of 18 Guns and an average crew. Twenty of them will be Pistol Armed, ten with Coach Gun, the rest with Cutlass.

The ship is the Redwitch: Captain is Edward "Shark" Toombs, last careened: 2 months, Captain's Level: 6th, Sailmaster's Level: 5th, Damage/Hit points: 0, Type: Sloop, Owning Power: Pirate (crew), Current Max. Speed: 4, Navigator's Level: 5th, Damage Status of Hull: 0, Damage Status of Sails: 0, Damage Status of Rudder: 0, No. of Guns on Port (left): 9, on Starboard (right): 9, Letters on Marque: ENGLAND.

Captain Edward "Shark" Toombs: Skills: Navigator, Lvl: 6, Level Bonus: None, HP: 53, STR: 21, INT: 16, Agility: 19, CON: 20, Luck: 9, Leadership: 21, Gambling: Even, to Hit: +10%, to Dodge: +10%, Damage: +2, Weapons: Rapier, Main Gauche, Pistol, Booty: 250 Gold, Exp points: 25,900, Exp points to next Lvl: 100,000.

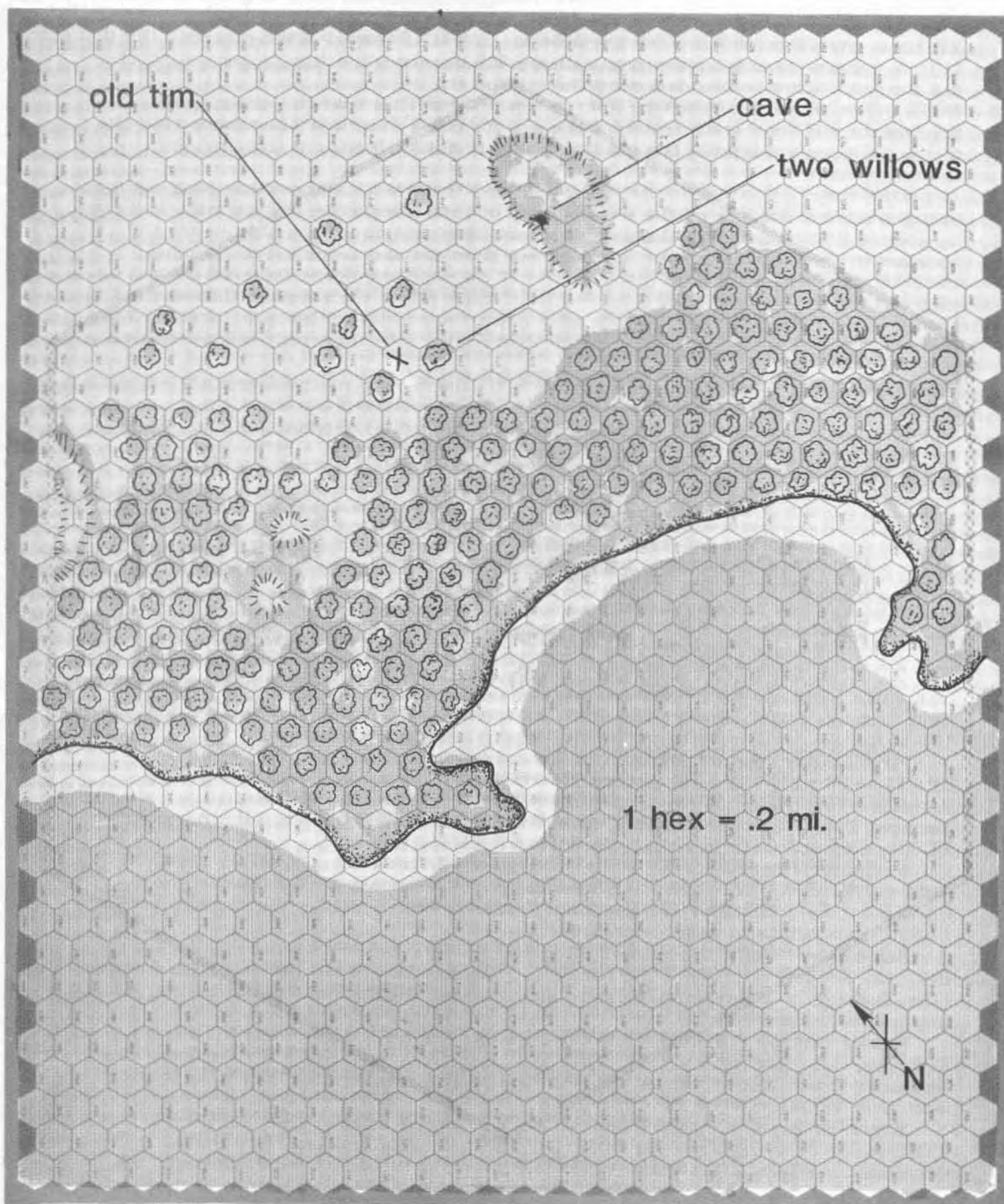
First Officer "Patch" Mullins: Skills: Sail Master, Lvl: 5, Level Bonus: None, HP: 51, STR: 18, INT: 19, Agility: 23, CON: 21, Luck: 20, Leadership: 18, Bonuses & Penalties: +5% exp., Gambling: +10%, to Hit: +20, +10, to Dodge: +20, Damage: Even, Weapons: Rapier, Main Gauche, Pistol, Booty: 50 GP, Exp points: 10,001, Exp points to next Lvl: 25,001.

Navigator Juan Ramirez: Skills: Navigator, Lvl: 5, HP: 38, STR: 19, INT: 22, Agility: 10, CON: 17, Luck: 24, Leadership: 18, Bonuses & Penalties: +5 Exp, Gambling: +30%, Damage: +2, Weapons: Cutlass, Pistol, Booty: 50 GP, Exp points: 10,200, Exp points to next Lvl: 25,001.

Sail Master "Hank Tomkins: Skills: Sail Master, Lvl: 5, HP: 40, STR: 20, INT: 12, Agility: 21, CON: 18, Luck: 11, Leadership: 14, to Hit: +10%, to Dodge: +10%, Damage: +2, Weapons: Rapier, Main Gauche, Booty: 35GP, Exp points: 10,000, Exp points to next Lvl: 25,001.

Master Gunner "Chainshot" McCoy: Skills: Gunner's Mate, Lvl: 5, HP: 49, STR: 24, INT: 12, Agility: 19, CON: 18, Luck: 9, Leadership: 12, Damage: +5, Weapons: Coach Gun, Cutlass, Booty: 30 GP, Exp points: 10,000, Exp points to next Lvl: 25,001.

Master at Arms "Crusher" Jenks: Skills: Gunner's Mate, Lvl: 3, HP: 73, STR: 24, INT: 7, Agility: 19, CON: 24, Luck: 5, Leadership: 17, Bonuses & Penalties: -5% Exp., Gambling: -10%, to Hit: +10%, to Dodge: +10%, Damage: +5, Weapons: Cutlass, Pistol, Booty: 30 GP, Exp points: 600, Exp points to next Lvl: 2,001.



FORT DE FRANCE, MARTINIQUE: As with the map of Port Royal, all of the buildings in Fort de France are shown and numbered but some are labelled with little detail to allow the Game Master to fill in (or not) as he sees fit.

1. Harbor Forts. Each is equivalent to a sloop in fire power, having 18 guns and a garrison of 70 men each.

2. Residence.

3. Residence.

4. Residence.

5. Residence.

6. Rope Merchant.

7. The Cutlass Inn.

8. Business.

9. The Dancing Man Chandlery. Currently boarded up.

10. Le Chevalier. An inn owned by Henri du Pane.

11. Business.

12. Blacksmith Shop.

13. Stable.

14. Residence of Raymond Champot. Champot is the Captain of the Glawe, a French brig.

15. Fort and Jail. A very small 'cracker box.' The fort is equal to a sloop and has a forty man garrison.

16. Customs Shed.

17. Le Rose. An inn owned by Georges St. Regis.

18. Residence.

19. Residence.

20. Residence.

21. Residence.

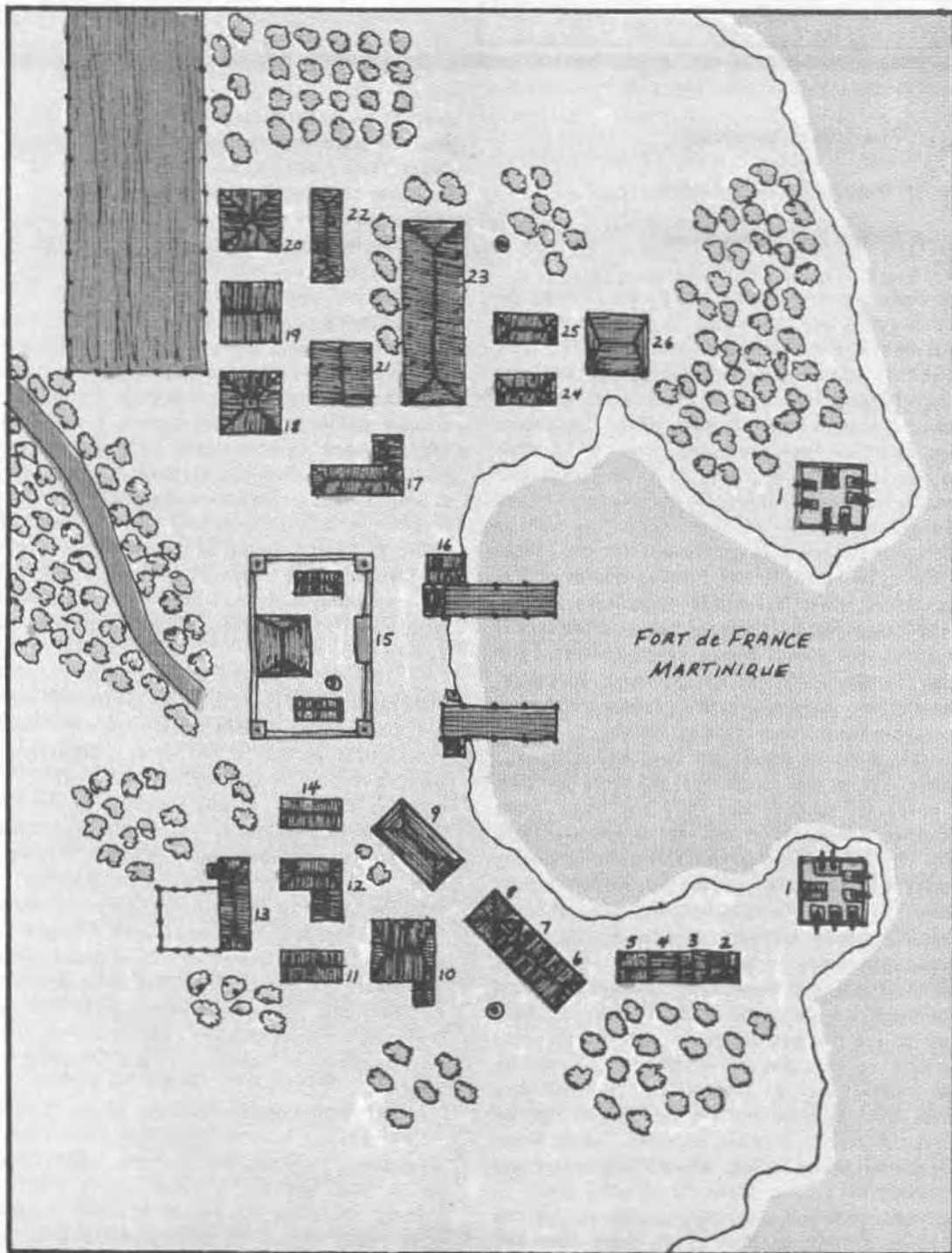
22. Residence.

23. Rum Distillery.

24. Residence.

25. Business.

26. Business.



Map, courtesy of Fantasy Games Unlimited, is from Pieces of Eight, p. 14.



FROM THE HORSE'S MOUTH

PEGASUS Reviews Games and Game Aids

The Arduin Adventure

Released by Grimoire Games

A Review by Clayton Miner

Several years ago there came out on the fantasy gaming market a previously unknown game system titled **The Arduin Grimoire**. Presented as a small but quite thick book, what at first appeared to be a tangled and intricate mass of rules, character classes, monsters, and so forth, quickly began to accumulate followers. Over the course of time, this system has been expanded upon by the addition of two new volumes, **Welcome to Skull Tower** and **The Runes of Doom**. Four pre-packaged dungeon adventures quickly followed the release of these books, as well as several set of cards designed as games aids for the Judge. The latest item to be added to the growing wealth of material is a boxed set titled **The Arduin Adventure**. Similar to TSR's **Basic Dungeons and Dragons Set**, this product is designed to attract the novice gamer to the world of the Arduin Trilogy. Contained within this set are all the things, except for pencils and imagination, that players and Judges will need to explore the magical realm of Arduin.

Packaged in a sturdy cardboard box, which is large enough to carry this set and all three of the more complex books, the purchaser receives not only the basic book, but the materials necessary to run the small adventure included with the book. One of the more disappointing parts of this set is the cover art for the box which depicts some hapless warrior being impaled on the talon of some Gigeresque creature, while a Phraint (an insectoid creature of high Intelligence native to Arduin) moves into attack the beast. In the background stands an underdressed and underprotected female fighter who displays little more than casual interest in the proceedings while some magic using thing on top of a pyramid discharges bolts of light from its hands. Those people who are put off by the inequality between armor worn by male and female Fighters may be dissuaded from purchasing this set. However, underneath this all too common stereotypical artwork is a useful and informative product.

One of the more eye catching components are the magic item cards. Similar to flash cards, these offer the

players an illustration of the various magical devices that may be discovered during the course of play within this set. To prepare these for use it is necessary to first cut them out, and then for the Judge to fill in the essential information on each item, such as the Attack and Defense Bonuses, Powers, Intelligence, Ego, and Alignment of the device. Ranging from Mage's Robes to a Magical Hand and a Half Sword, these cards are handy items. Another part of the set that has proved to be very useful during play are the Character Sheets. These are exceptionally well done, and provide players with a complete outline as to what information they will need to set up their characters. While aimed for use within the Arduin system, these sheets can just as easily be used for other games, such as **Dungeons & Dragons**. Well organized, the use of these sheets makes the task of setting up one's character somewhat easier by displaying at a glance what areas have and have not been filled out. The addition of such things as the character's favorite weapon, or favorite drink helps in building separate personalities for each one. A pair of high impact percentile dice have been included with the game so players can start to use the system at once.

While the other components to this product are of high quality and deserve to be examined, the most important part of **The Arduin Adventure** is the game book itself. Produced in an 8½" x 11" form, it boasts both a front and back cover in full color. Excellently done, the back cover presents a view of a long forgotten tower made of black stone rising over bleak and forbidding mountains. Surrounded by decorative borders reminiscent of Celtic interlace, this gives a mystic air to the product. Less esoteric than the back, the front cover depicts two stalwart (insane?) Fighters engaging in a melee with a brightly colored, fire snorting Dragon. Indeed this cover bears but a hint of the excitement that can be found by those who venture further in this item. Set up with the novice in mind, this book performs a masterful job in explaining the ideas of fantasy role playing, in terms that are understandable by the beginner.

Starting with the function of the Judge, the reader is taken step by step through the procedures of character generation, outfitting the character, conducting a melee and so on. Well written, it takes only a short while to read through the book from cover to cover. Complete explanations make it easy to understand and use the ideas ex-

pressed here. For those who are interested in the use of magical arts, as opposed to steel weaponry, there is a section on spells, how to use them, and their results. Both Sorcerors and Priests will be able to find useful spells in this part of the book. For the aspiring Judge, there has been a great deal of information included in the back of the book. From the various creatures, to a complete and ready to run adventure, everything that a new Judge will need has been covered. While the maps of the five different levels that comprise the Wizard's tower are somewhat poor in quality, the adventure more than makes up for this by being interesting and challenging. It is doubtful that those more experienced gamers who give this a try will find much of a challenge in it, they may still find a few surprises lurking about the halls.

The unfortunate thing about the creatures in this book is that they are more of the mundane variety. Generally speaking, these are the commonly found creatures that roam about many other game systems, such as Dragons, Skeletons, Medusas, and the like. There are few of the wilder creatures that inhabit the Arduin Multiverse. While this is a good product, and is successful in putting the basic elements of the Arduin system on a level understandable by the new player, it seems to be almost too simple. The game mechanics presented here are so far removed from the work done on the Arduin Trilogy, that it may be difficult for players to make the transition. Whether or not this is so, **The Arduin Adventure** is a product that shows a lot of thought and effort before production, and is definitely a useful item for any gamer who is brand new to role playing. This item may even be useful for more experienced gamers who are interested in using the Arduin Trilogy, but are having problems understanding new rules.

ADVENTURE GAMING (Manzakk Publishing Inc. PO Box 12291, Norwood, Ohio 45212), monthly, \$3 per issue or \$29.13/13 months. First issue July 1981, 40 pages. Editor Tim Kask.

What used to be known as wargaming, and is now known as adventure gaming, has expanded rapidly in the past few years thanks to role-playing and personal computers. At the same time, wargames magazines have become more specialized in order to thoroughly cover one aspect of the hobby. On the other hand, thanks to a blurring of lines between different kinds of gaming as the hobby as a whole came out of its ghetto, players now tend to specialize less than they did in the days when you were either a miniatures player, a **Diplomacy** player, a hex gamer, or a non-war gamer. There is a need for a magazine to cover all aspects of gaming, from computers to hex games to role-playing and non-wargames. **ADVENTURE GAMING (AG)** is intended to fill this gap.

Physically, **AG** is printed on slick paper but is not quite as clean-looking in layout, copy-editing, and art as the established zines. The print is fair-sized and easy to read. Not surprisingly, since Tim Kask is former editor of the **Dragon**, **AG** looks a lot like an early issue of **TSR's** magazine.

In a way, **AG** is to gaming as a whole as **TSG** is to SF/F gaming. Just as **TSG** tries to cover all aspects of its field, **AG** intends to cover all aspects of gaming. The first issue includes articles on miniatures, role-playing, board-games, and what might be called the background and philo-

sophy of gaming, and among the regular features promised are interviews, game reviews, a computer column, designers notes, and a column on reviving old games. I understand that **AG** may also run a book review column and **Diplomacy** articles.

The quality of the material is good; I particularly enjoyed the three background/philosophy articles, which you would probably not see in any other games magazine. Almost one third of the first issue consists of articles on "Divine Right" and "Knights of Camelot," including three by the designers, but this may only reflect the domination of fantasy games in the hobby at present (particularly among article writers).

I think the hobby really needs a magazine like this. But the editors of the **Dragon** decided that they couldn't do it in 90 pages a month; can **AG** do it in 40? At any rate, if you have broad gaming interest, buy No. 1 or No. 2, and let's hope that **AG** can build a circulation sufficient to survive.

Lewis Pulsipher

SWASHBUCKLER, A game of sword-play and derring-do

Released by: Yaquinto Publishing Co

Reviewed by Clayton Miner

How many people have watched an old pirate film like Captain Blood, or a swashbuckling film like The Three Musketeers, and have not wished to join in the fun, or have desired that life was full of good food and golden pieces of eight, fine friends and justice, all to be fought for with a lightning wit and flashing rapier. With Swashbuckler one can at least come close to those merry scenes in the movie tavern where you either live or died by dint of your Swordplay. This has to be one of the most enjoyable, and definitely the most light hearted game to come out of the Yaquinto workshops. With this game a person can act out their daydreams in a fashion that allows the improbable to happen, and yet is bound by a couple constraints which keep the action from becoming too outlandish. Part of a new series, Swashbuckler is part of Yaquinto's line of Album Games, games that have been designed to fit inside album covers. Yet despite its small size, this game packs alot of material and even more enjoyment for the players.

Rivals for attention in this game are the counters and the playing surface, both of which are resplendant

in detail. For example, the tavern floor, printed on the inner left side of the fold out album boasts nail heads in the planks, cracks in the wall, a broken pipe in the corner and a seven of diamond lying near the wall. This is only a few of the many items which have been added to the tavern to make a complete scene out of it. The counters which represent the tables show off their wood grain and the knives, forks, and spoons scattered amidst the split meals and broken crockery. Here and there a half eaten loaf of bread and the bones of a chicken breast sit neglected by the customers. Other counters include 8 privateers and 8 musketeers, each with a name and R and L indications to make it easier to maneuver the people. Chairs and chandeliers are all a part of the room furnishings, and along with the shelves, can be placed anywhere the players desire. Empty and full tankards are included in the mix as handy missiles which can and usually are thrown with amazing accuracy. Topping all of this off are the sword and dagger counters which come in handy for determining the weapons at hand. Two cut out carpet sections are included on the Set Up card which also lists the optional procedure for generating a character.

Another part of this card is taken up by an easy to use chart which determines exactly where a person is standing when the fight breaks out. A second card presents to the players the charts that they will need to run through a fight. Among these are the Sword and Dagger Attack Results, Special Attacks and Incidences Table, for such things as trying to throw a tankard of ale at an opponent, or flipping over a table. Much of the card is taken up with the various modifiers that affect the outcome of an attack. A third card is used to set up the Order Sheet, and it is a good idea to photocopy this page as it will be needed for each game. Large enough to accommodate four characters at one time, it also has all the orders listed, plus the enforced rest notations, and in the order of priority. For example, the attempt to throw a mug takes precedence over someone about

to run a prone enemy through. Both of these players get to act before the third person tries to run out the door. In this way, players get away from the old routine of who is going to go first.

For those who would rather run a ship board action, this can be accomplished by using the side opposite the tavern. Here are two stylized ships in boarding position, just waiting for the crew to come aboard and start fighting it out. The entire game is played from a top view, so it becomes important to know where your character is facing at all times. To help players with this, the counters are marked with a name and R and L notations. Using these it is still possible to become disorientated, but it occurs less frequently than it would if the labels were not there. To make the game challenging, each turn is 6 phases long, and all phases must be plotted before hand. When the mandatory rests are included, the game becomes an exercise in outwitting your opponent. The game is an easy one to learn how to play, and players can start up a melee within 15 minutes of opening the package. As is usual with Yaquinto games, the rules are well thought out, and progress from step to step easily. Illustrations and examples make the game much easier to understand. Unlike many other sister games Swashbuckler had just a Basic level. There is a section of Optional rules to keep the game interesting for the players, but as it is, without them, the Basic game is still quite a lot of fun.

This is a great game for players to use to become familiar with Yaquinto's method of setting up rules, and setting up game systems without spending a large amount of money. Swashbuckler is great fun in the tradition of daydreams, and fantasy books, and those films that used to be shown on Saturdays and on the late show. Anyone looking for a simple game that has a good challenge to it, and had outstanding graphics should pick this one up and give it a try. The movies come to life while you and anywhere from one to seven other opponents try to defend their honour and survive the grand melee in The King's Arms Tavern.



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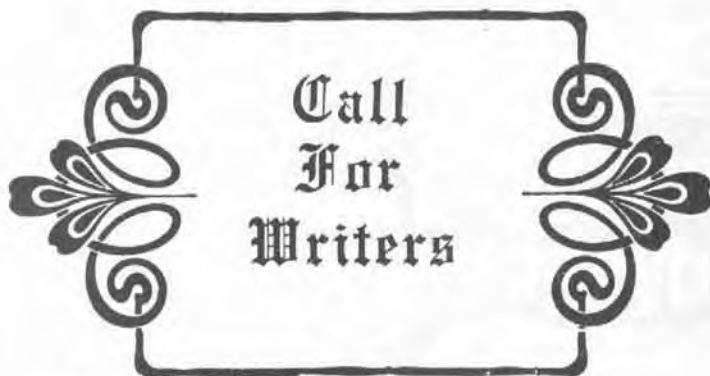
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Pegasus 94



Solo Matrix Revisted

At long last, the awaited charts and tables completing the fantastic solo adventure module by E. Al Hattlestad which originally appeared in **Dungeoneer No. 17**. For those who do not yet own that tome, perchance you should peruse the **Booty** list in this issue.

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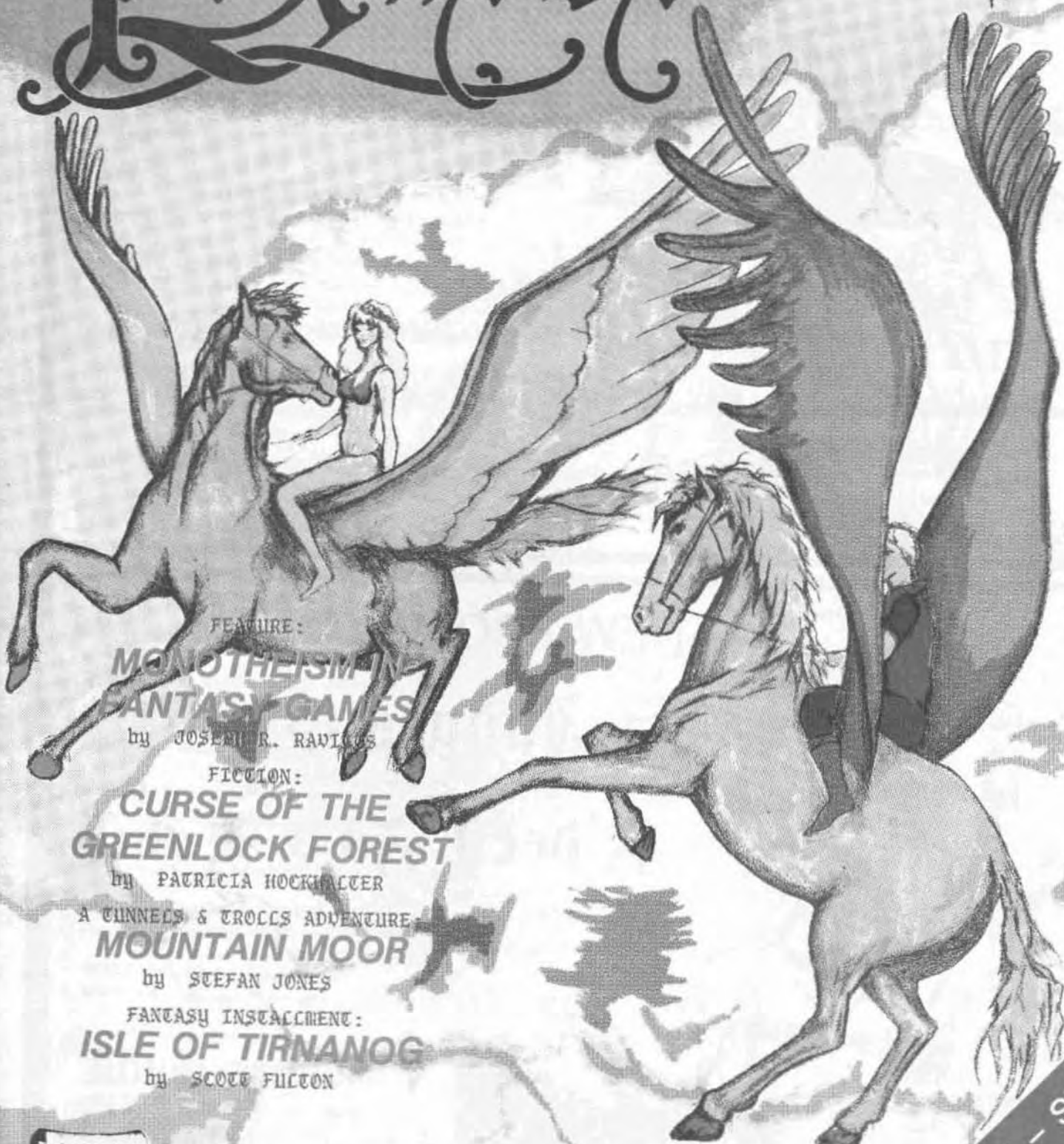
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HORSE FEATHERS

EDITORIAL
by Chuck Anshell

Time Compression! A marvelous tool which allows space travelers to travel, spelunkers to go dungeoneering, gamers to game, and editors to sleep. While *Pegasus* has undergone a two-month time span between the last issue and this, and you have undergone approximately the same two months in, perhaps, 4 - 5 weeks (the time between receiving both issues), your fearless editor has undergone the same two months in two weeks and (as editorials go) a few hours. Therefore, gamers and fan alike should be getting this issue only slightly late, and, with issue No. 5, we should be totally back on schedule (and we intend to stay there)!

All of the typesetters, layout people artists, editors, and publishers deserve a hearty applause and a rotund "Thank you!" for this feat of derring-do. Now, I get to enjoy all the holidays twice each year; once when they actually occur and once when I put together the issue about them months ahead of time. That brings me to a special point. If you are planning to send us a special holiday-theme adventure or article, such as a haunted house for Halloween, we need to have it in our hot little hands at least 6 months prior to the holiday. That means that I am looking for May Day, Solstice, July 4th, etc. adventures NOW (hint, hint) and that I will want Halloween and Thanksgiving adventures in by March 1, etc. It would be helpful if you indicated such special items on the envelop: *Pegasus* (Halloween Issue), 1221 N. Sunny-side Rd., Decatur, IL 62522-9709 (please note new ZIP).

On to more topical things: a reminder to all you **Guildmembers** (subscribers), don't forget to watch the ads for the proper issue logo for added values. Also, due to some major changes which are still being worked out at the time of this writing, we would prefer to receive game modules or scenarios in a non-TSR format (articles are ok, though). There is some question as to whether these can be published without TSR's approval, and we wish to keep our good relationship with them. More on this when more is learned.

There is a new book which will be hitting the bookshelves soon, called **Monsters and Mazes** (I think I have the M's in the right order). It was showcased, with its author, on a Pete Rose show, recently. I will be commenting on the show in the next **Horsefeathers** column. I will, also, review the book when I can get my hands on a copy. The book is a novel about gamers and gaming - particularly FRP gaming - and does not show us in our best light, I suspect, from the way the television interview went. See you soon,

SAMURAI EDITOR

Hi! My name is Edward R. G. Mortimer, and I am going to be your new editor. My sincere thanks to Chuck Anshell (The Samurai Editor) for his help in "breaking me in," without him it would have been much harder (I probably would have broken into millions of pieces instead of the three or four I am currently in). Chuck will be staying with us as Associate/Contributing Editor, but I'll let him explain it in our next issue.

Here at *Pegasus*, we try to give our readers what they want, but, in order to do this, we need input from you, the readers. So send in those letters; we really like to hear from you.

There will be a few changes in format (to be expected when new people take over), and a couple of in-house columns will be added. We hope to cover all of the gaming business or, at least, all that we possibly can cover in 576 pages a year!

The "in-house" columns will include **Hanging Out in the City-State**, which will be detailing life in our City-State of the Invincible Overlord. **Hanging Out** will be done by me. The **Gateway Quadrant** will be appearing in issue No. 5 and will be a vast help to you **Traveller**™ adventurers. The **Gateway Quadrant** will be done by Dave Sering. Hopefully, we will have others in the near future.

So, until next issue, Keep the Peace.

ED, THE EDITOR





A Realistic System For Handling Missile Weapon Combat

by Perry T. Cooper



I happen to be a very avid participant in the game of Advanced Dungeons and Dragons, and I find it very exciting and enjoyable. Like all games, the original rules have a few debatable points, but a large number of well-intentioned gamer/authors have rushed in to provide alternate systems and ideas, with generally commendable results.

But in the area of missile weapon combat, no one has ever come up with a realistic and truly workable system for AD&D. A system which changes its percentage chance for a hit for every three feet of a target creature's height is not what I consider workable; it's enough to drive a Dungeon Master crazy, and I was already going to the asylum quickly enough, as I watched my players ignore the opportunity, time and time again, to employ missile weapons at their disposal because they didn't feel it was worth the effort.

The players didn't let dust gather on their missile weapons because of foolishness or a lack of skill in using them; they simply didn't feel that it was worth taking the time to get the weapons out when, under official AD&D rules, these weapons could only score a measly 1-6 points of damage per hit.

The more I thought about it, the more I agreed with my players. It especially disturbed me to realize that, under these rules, no one with seven or more hit points could be slain with a single Crossbow Bolt or Arrow, even though, realistically, anyone could be killed in such a way. As anyone who has ever seen a John Wayne movie knows, even the sturdiest trooper can suffer immediate death if an arrow suddenly slams into a vital organ, unless, of course, the trooper is The Duke himself.

Eventually I decided that a system which allowed a character with seven or more hit points to be immune to sudden death like this was not realistic. I don't care how high-level your character may be; if he finds himself suffering the sort of migraine that can be caused by a Crossbow Bolt lodged in his grey matter, he's going to keel over. So I set out to reform the system.

As is fairly typical in the hotly-discussed field of fantasy gaming, I discovered that someone was already somewhat ahead of me. For part of the solution to the nagging problem of creatures and characters immune to sudden death had already been dealt with in the form of the "Critical Hit Chart."

Such charts, I understand, have been around quite a while, and they are even mentioned (just barely) in the *Dungeon Master's Guide*. The idea behind any such chart is that any particularly solid blow can damage an opponent in a manner that goes beyond measurement by a mere number of points; there is a chance the blow may temporarily, or even permanently, incapacitate the opponent. I employ such a chart because I find the idea reasonable, but in good conscience I can't reproduce a critical hit chart here, because it isn't my idea, and anyway, any good DM can easily devise one with percentages that are to his own liking.

I find the critical hit chart adds an extra dimension of authenticity to close melee combat. But I submit that the chart can't be designed for realism in both close melee and missile weapon combat, because these two modes of combat have some large differences.

In close melee, it's fairly rare for a swordsman to put a creature with more than, say, 10 hit points down with a single blow. After all, any creature with more than one or two dice has got to have something going for it, whether it be size, speed, smarts or just plain tough hide, and that means a one-punch knockout is going to be difficult to come by. Knockout blows will be dodged, blocked, or otherwise spoiled more often than they will succeed. If nothing else, the fact that the creature is so close it is capable of counterattacking will make it difficult for any character to be too precise with his sword surgery.

Missile weapon combat should produce quick kills much more often. Why? Well, missiles are harder to detect in approaching their targets than swords or clubs are; missiles move swiftly and silently through the air, and approach from a much greater distance than close melee weapons. This means it is often impossible for the target creature to dodge or block the missile in time, and of course the attacker

isn't having to rush his attack for fear his opponent may get him first. Frequently, missiles may not even be noticed by the target creature until the missiles have lodged themselves into the creature, and by then it's a bit late.

In short, no matter how easily Urgo the Hill Giant King may dodge, block, or slip away from blows aimed at his heart by raging swordsmen, ol' Urgo could have a little trouble with a silent Arrow travelling toward his left ventricle at more than 100 miles per hour. He'd need the dexterity of Hermes to do anything about it.

Since there aren't many creatures of any sort with the agility of Hermes, I've devised a "quick kill possibility roll," which I feel accurately reflects the damage a missile can do when it hits.

The idea is simple: every time a creature is struck by a missile weapon, the DM rolls his percentile dice. If the unfortunate creature is listed in the *Monster Manual* as large (bigger than human), it dies on rolls of 01-05. If it is medium-sized, it dies on rolls of 01-20. If it is small, it dies on rolls of 01-35.

The reason for the different percentages is that an Arrow lodging in the tiny body of a rat has a much better chance of piercing a vital organ, and, thus, of causing sudden death, than does an Arrow which comes to rest in the huge body of a dragon.

These odds are not so great as to make missile weapons any sort of "ultimate" weapons, but they make it worthwhile for such weapons to be employed.

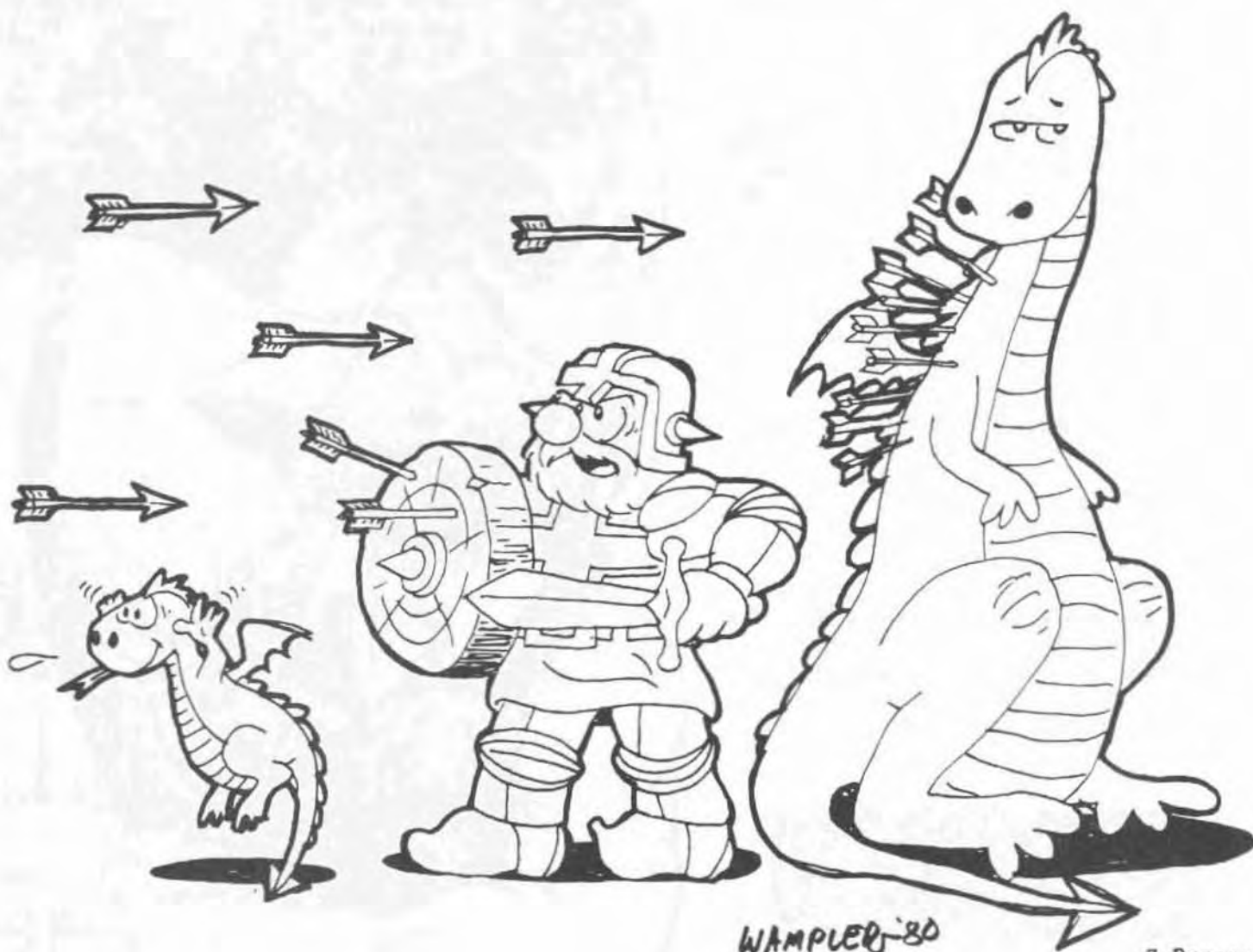
Note that the quick kill possibility roll is not designed merely for the benefit of player characters; it should be employed for monsters which use missile weapons as well. That will not comfort any player who has come across a mantichore, which can rain spikes, and thus death, from above, but it is only fair that, occasionally, a spike should find its way into a player character's heart.

Similarly, it isn't right for a giant to be restricted to a damage total of 2-16 (or 3-18) points each time he scores a hit with a thrown rock. You have to figure that giants do not exactly throw pebbles, and even Mongo the Invincible with a magic Helmet on his head is going to be bothered by a forty-pound fastball smashing against it. The fact is that his brains are going to be scattered to the four winds, and it's going to be time to haul out the High Priest for a *Raise Dead* spell. Sorry, fellows, but these things work both ways.

Now that we've made it worthwhile for both players and monsters to dust off their missile weapons, let's take up the matter of successfully scoring a hit with a missile weapon.

The AD&D system calls for subtraction of an attacker's chances to score a hit with a missile at both "long" and "medium" range, with the odds left alone at "short" range. I find that very reasonable. But I do not find it reasonable that the size of the target creature is not figured in.

Why do I feel size is important? Well, let's say your character has his Crossbow ready, and is firing at three opponents, all of them 100 feet away. The creatures are a pseudo-dragon, a man in plate armor with a shield, and a Green Dragon. The pseudo-dragon is 18 inches long, the man is six feet tall, and the Dragon is 36 feet long. Which one do you think will be the toughest to hit? I think the discrepancy here is obvious.



WAMPLER '80

Some may try to justify the AD&D system by pointing to the fact that the dragon's hide is very tough, but this doesn't wash in my opinion because the man in plate armor isn't exactly thin-skinned either. Anyway, my remedy to this problem is simple. I merely give my missile weapon attackers a +5 "to hit" when they are firing at large creatures, and a -5 when they are firing at small creatures. For medium-sized creatures, the odds are left alone.

All of this may seem complicated, but when you've gone over it a time or two you find it's quite workable. All the DM has to remember is that any missile has a chance of causing sudden death because of the peculiar nature of missile combat, and also that large creatures are generally easier to strike with a missile than small ones. These are simple, logical concepts which any good DM can remember with no trouble.

There will be a temptation for many DMs to make certain creatures exempt from the quick kill possibility roll. It has been suggested to me, for example, that Undead, such as Skeletons, have no heart or brain, and thus cannot be instantly killed with a well-placed arrow. Also, it may not seem right that some incredibly lucky urchin with a Bow could conceivably slay a major demon or godling due to the quick kill possibility. I see the logic in these arguments, but I think these matters are best left to the discretion of individual DMs.

Anyway, I think the system is simple enough to be used by any DM, and realistic enough to add zest to missile weapon combat. Prior to introducing the system, my players were letting spiders spin webs on their Bows. A longtime Ranger like myself couldn't let that go on!





CLERICAL SPELL ATTACK

by Paul Andrew Denisowski



A growing problem in my campaign is the use of spells by hostile Spell Casters. Several Tables have been devised for Magic Users, but I have not seen one for Clerics. Below are the Spell Levels and the Spells. A good rule of thumb is that a Cleric will use Spells over Attack for 5% per level. Thus a 6th level Cleric would use Spells 30% of the time. This may sound low, but the greater number of physical attacks per Spell can be used to balance the figures.

First Level

01-15 Bless
16-29 Command
30-37 Cure Light Wounds
38-44 Detect Evil
45-53 Detect Magic
54-67 Protection from Evil
68-75 Remove Fear
76-84 Resist Cold
85-00 Sanctuary

Second Level

01-11 Augury
12-23 Chant
24-36 Detect Charm
37-45 Hold Person
46-57 Know Alignment
58-64 Resist Fire
65-72 Silence, 15' radius
73-79 Slow Poison
80-00 Spiritual Hammer

Third Level

01-19 Animate Dead
20-39 Continual Light
40-49 Create Food and Water
50-57 Cure Disease
58-67 Dispel Magic
68-79 Feign Death
80-85 Locate Object
86-91 Prayer
92-00 Remove Curse

Fourth Level

- 01-28 Cure Serious Wounds
- 29-38 Divination
- 39-47 Exorcise
- 48-59 Neutralize Poison
- 60-77 Protection from Evil, 10' radius
- 78-89 Sticks to Snakes
- 90-00 Tongues

Fifth Level

- 01-16 Atonement
- 17-24 Commune
- 25-46 Cure Critical Wounds
- 47-52 Dispel Evil
- 53-67 Flamestrike
- 68-74 Insect Plague
- 75-80 Plane Shift
- 81-86 Quest
- 87-96 Raise Dead
- 97-00 True Seeing

Sixth Level

- 01-16 Aerial Servant
- 17-26 Animate Object
- 27-41 Blade Barrier
- 42-50 Conjure Animals
- 51-62 Heal
- 63-73 Speak with Monsters
- 74-86 Stone Tell
- 87-00 Word of Recall

Seventh Level

- 01-14 Astral Spell
- 15-24 Control Weather
- 25-34 Earthquake
- 35-40 Gate
- 41-52 Holy Word
- 53-60 Regenerate
- 61-70 Restoration
- 71-83 Ressurrection
- 84-96 Symbol
- 97-00 Wind Walk



Also, there is a chance a Cleric may have a magical attack item. There is a 3% chance per level of having one. If one is indicated, roll below.

- 01-03 Rod of Absorbtion
- 04-05 Rod of Beguiling
- 06-09 Rod of Smiting
- 10-11 Staff of Command
- 12-15 Staff of the Serpent
- 16-22 Staff of Striking
- 23-25 Staff of Withering
- 26-30 Wand of Fear
- 31-33 Wand of Magic Missiles
- 34 Mace of Disruption
- 35-36 Ring of Djinni Summoning
- 37-40 Ring of Elemental Command
- 41-46 Ring of Human Influence
- 47-53 Ring of Mammel Control
- 54-55 Ring of Wishes
- 56-65 Ring of Shooting Stars
- 66-80 Ring of Spell Storing
- 81-87 Ring of Telekinesis
- 88-94 Figurine of Wonderous Power
- 95-00 Horn of Valhalla

Note that I left off magic weapons save for the Mace of Disruption. Optionally, 40% of all magic items are weapons.

I hope these tables help resolve any Clerical Combat problems and simplify Spell Combat. May your diety always hear you!



A Trip To The Underworld

Fifth of a six part series

By Bill Paley

This time we weren't underground when the whole business happened. See, the group of us... you do remember us, don't you? I'm Deg an' I'm the sword-slinger of this bunch. Then there's Taklin the Dwarf, Evberin the Elf, the Clerical Brothers Frigate 'n' Spigot, Sister Penny (I think she likes me), Melissa (who I wished she'd like me) and Tyrone our Wizard. Oh, an' Finny, the dam' Halfling. There's days I wish he'd... but that's got nothin' to do wit' this story.

See, the King's Messenger (nicknamed the Pegasus Express) dropped some signs off in town. The mayor tacked 'em up in the Inns wheres we could see 'em. Tyrone had to read it to me.

"Deg, this says that the village of Gooding in the south peninsula, *what's a peninsula, I wonder?*, of the Kingdom is being raided by wild wolves or jackals on full moon nights. They are offering a heck of a large reward to anyone who can stop the raids."

"Lots of money, hmm?" says Finney. "Sounds fine to me."

Everybody agreed an' so the next day we're on our way South. Nodbody'd told me yet what a peninsula was... just said not to worry about it. Is it some kinda monster?

It took us 'bout a week or so to get to Gooding, but it seemed to be a pretty rich an' happy place when we got there. Even wit' raids a couple nights a month, they weren't so bad off.

We stayed at the Cooked Goose Inn, even 'though Finney wanted to stay at the Hot Cross Buns. He's strange like that. When the innkeeper heard how we was gonna take care 'o the dogs or wolves or what have you,

he insisted we pay in full, in cash, up front. Taklin grumbled about the guy bein' a trustin' sort, but Evberin disagreed, sayin' "He's no fool, bearded pipsqueak." That led to a chase aroun' the courtyard, Evberin keepin' 'bout six steps ahead o' the Dwarf, and the little guy gettin' madder 'n' madder, his cheeks goin' from pink to red to purple. Tyrone finally broke it up when Taklin got his beard caught in a windmill, and we all laughed ourselves hoarse.

Well, after a night's carousin', we all packed up fer our search o' these wild jackals or whatever. We managed to pick out a trail o' 'bout fifteen or more, but it led to a creek, 'n' there weren't no tracks on the other side, nor anyplace upstream. We gave up near supper an' went back to Gooding.

That night was a full moon, so's I only had three or four ales, to settle my stomach, y'know. Tyrone got mad that I was drinkin', 'n' so he has Frigate throw Neutralize Poison on me. REALLY! Ale, a poison! I can't imagine...

'Bout midnight we hears the barkin' 'n' howlin'. Melissa says "Wolves." I didn't understand, so I says back "outside silly!" which got me doused with ale. I kinda missed the rest, cuz I was suckin' it all outa my beard.

Seems the gang chased outside an' started pounded 'em wit' the magic stuff we all collected under the castle. Well, pretty soon, those canine critters figger they can't handle these folks an' they turn tail 'n' run. By then, I'm outside, swingin' my sword, 'n' Melissa tells me "Watch, you big ape, before you kill sombody!"

Even though they can outrun us, we start trackin' 'em. Like all pack

animals, they stuck together instead a splittin' up. so it's easier fer us. We hiked up hills 'n' through trees... well, I bumped into one anyway... until we find this cave. Dawn's breakin', and we see 'bout forty men an' women, all naked 'n' mad.

"Why do you track us as if we were common animals," shouts the biggest one.

Tyrone, bein' the brightest of us, answered the guy. "You have terrorized the town of Gooding and our aid was requested to eliminate the danger. If you stop your raids, we will leave you in peace."

The fellow got real angry, an' cussed a while in some language. Then he glares down at Tyrone 'n' says, "Once, these people and I were citizens of that town. We slew an evil were-wolf who led his band around about our town, slaying Serfs and Farmers. In destroying this evil, we brought the curse on ourselves. In sorrow, we left the town, returning on moonlit nights to view our beloved homes. But our greedy and vile neighbors have taken our riches to themselves. Tell them this. They must leave us one gem each day from the coffers of Grishla the Jeweler for our expenses in feeding and clothing. Else we will rise up in our wrath and destroy them all!"

Well, this sounded agreeable to us, and by-the-by, to the town leaders. They agreed to it, but refused us the reward "For the threat was not eliminated, but bribed." Oh well, easy come, easy go.

'Course Finney had to wise-crack that night at the inn. The little twerp grins at me when I grumbled 'bout losin' all that treasure, 'n' he says, "Deg, an opal a day keeps the dog pack away."



CONVENTION



COMPENDIUM

VOLCON II (G)

Oct. 31 - Nov. 1 Yakima, WA.
Ken Peterson
P. O. Box 1647
Yakima, WA. 98908

ALPHA CON III (SF)

Nov. 14 - 15 Ithaca, N.Y.
c/o Bill Freebairn
310 N. Sunset Dr.
Ithaca, N.Y. 14850

CONFUSION II (SF)

Jan. 29 - 31, 1982 Plymouth, MI.
Ann Arbor SF Association
P. O. Box 1821
Ann Arbor, MI. 48106

ARMAGEDDON 81 (G)

Nov. 6 - 8 Houston, TX.
Richard McLeod
Program Council,
U of C Houston Central Campus
University Center N-23
Houston, TX 77004
(713) 749-1435

DETROIT GAME FEST (G)

Nov. 20 - 22 Detroit, MI.
(Tentative)

MANNHEIMERCON 82 (G)

(International War Game Convention)
Feb 12 - 15, 1982 Mannheim, West Germany
Grenadierstrasse Kriegspiel Society
181 Trans Bn
APO, NY 09166

WARGAMERS WEEKEND (G)

Nov. 6 - 8 Newburyport, MA
Toy Soldier
20 Unicorn
Newburyport, MA 01950

WINTERCON 10 (G)

Nov. 20 - 22 Detroit, MI.
Metro Detroit Gamers, W10 Info
P. O. Box 787
Troy, MI. 48099

CHICON IV (World SF Convention)

Sept. 2 - 6, 1982 Chicago, IL.
Chicon IV
P.O. Box A3120
Chicago, IL. 60690

RICON

Nov. 14 - 15 Lincoln, RI
Ricon
P. O. Box 171
Lincoln, RI 02865

AGUA CON 81

Nov. 27 - 29 San Mateo, CA
AguaCon 81
P. O. Box 485
Campbell, CA 95008

MICHICON GAMEFEST

June 11 - 13, 1982 Detroit, MI
Metro Detroit Gamers
P. O. Box 787
Troy, MI 48099

SON OF GENGHIS CON

Jan. 16 - 17, 1982 Littleton, CO
Mark P. Simmons
Denver Gamers Association
P. O. Box 2945
Littleton, CO 80161
(303) 798-7201



The Convention Compendium is a free listing of Science Fiction, Fantasy, and Gaming Conventions. Convention planners are invited to send us the information on your Conventions so we can print it for you here. Write to: Convention Compendium, c/o Judges Guild, Inc., R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522, or Call: (217) 422-1930.

Convention Type abbreviations are: G - Gaming; SF - Science Fiction & Fantasy; C - Comics; M - Media. Any more specialized Conventions are noted as such.



Hanging Out in the CITY STATE

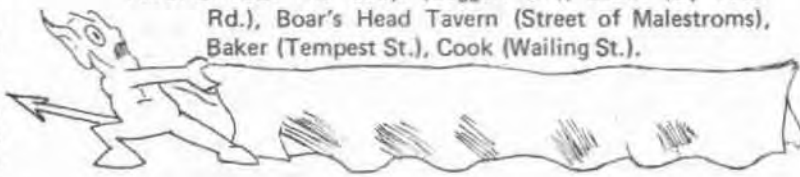


What follows is a playing aid I made to help run my City-State campaign. It made things a bit easier for me, and I hope it will be of help to you. It is a compilation of public establishments where certain types of people can always be found. In other words, it is a list of "partying places" and the people who hang out there.

Note that a couple of places did not specify what type of clientele frequented the establishment, so I took the liberty of inserting the most logical type from those groups not already represented or having very little representation.

AMAZONS: She-Devil Tavern (Regal St.).
ANYBODY AND EVERYBODY: The Balor's Eye (Barter St.), Kick's Tavern (Beggar Street), Grocery (Murky St.), Open Market (Old South Road), Delphia's Delight (Ox-Cart Road), Royal Court (Prefect St.), Low Court (Prefect St.), Tax Collector (Royal St.), Ship Builder (Water Rat Road).
ARTISANS: The Wild Surf Tavern (Beggars St.).
ARTISTS: Potter (Sea Brigands St.).
BANDITS: Boot and Strap (Barter St.), Gaming House (Beggars St.), Starfish Tavern (Caravan St.), Bonnie Black Bear Inn (Alley south of Caravan St.), Wayfarer Inn (Street of Crafts), Silver Eel Inn (Cutpurse Row), Bellowdeck's Inn (Dead Broke St.), Naughty Nannies (Festival St.), Gouge Eye Inn (Guardsman's Rd.), Root Hog Tavern (Guardsman's Rd.), Seahawk Tavern (Regal St.), The Drunken Reveler (Regal St.), Dewy Dryad (Street of Shadows), Wild Boar Tavern (Street of Shadows), Barbarian Shop (Silver St.), Mindwarp Ale House (Temple St.), Crummy Crab Inn (Twilight Rd.), Sailmaker (Water Rat Rd.), Sail Bar (Water Rat Rd.).
BARBARIANS: Green Goblin Inn (Regal St.), Sword-Rat Rest House (Street of Shadows), Wild Boar Tavern (Street of Shadows).
BEGGARS: Candle Maker (Wailing St.).
BERSERKERS: Cut-Throat Inn (Dead Broke St.), Last Ale Inn (Guardsman's Rd.), Wild Boar Tavern (Street of Shadows).
BOWMEN: Root Hog Tavern (Guardsman's Rd.).
BRIGANDS: Tripping Trident Tavern (Beggars St.), Prancing Ki-Rin Saloon (Cutpurse Row), Tanglebones Tavern (Dead Broke St.), Cut-Throat Inn (Dead Broke St.), Pig and Whistle (Old South Rd.), Seahawk Tavern (Regal St.), Wanderers Inn (Tempest St.).
BUCCANEERS: Tripping Trident Tavern (Beggars St.), Messy Massage (Beggars St.), Flipping Frog Tavern (By-Water Rd.), Guided Abyss (Caravan St.), Cut-Throat Inn (Dead Broke St.), Mermaid Tavern (Fog St.), Seahawk Tavern (Regal St.), Water Dog Flop House (Regal St.), Pirates Cove Inn (Sea Brigands St.), Sea Rover Tavern (Water Rat Rd.), Red Pearl Inn (Water Rat Road), Morkoth Saloon (Water Rat Rd.).

CARAVAN DRIVERS: Wanderer's Inn (Tempest St.).
CAVALRYMEN: Lancers Club (Constable St.), Mermaid Tavern (Fog St.).
CLERICS: Exotic Food Shop (Street of Crafts), First Born Inn (Water Rat Rd.).
CONSTABLES: Cook (Beggar St.), The Wild Surf Tavern (Beggars St.), Happy Harpy (Festival St.), Hot House (Street of Malestroms).
DEPUTIES: Dewy Dryad (Street of Shadows).
DWARVES: Ale Shop (Beggars St.), Werelord Tavern (Old South Rd.), Masher's Gaming House (Sea Brigands St.), Mindwarp Ale House (Temple St.).
ELVES: Baker (By-Water Road), Green Goblin Inn (Regal St.), Stronsa Saloon (Water Rat Rd.), Wine Shop (Caravan St.).
FIGHTERS: Wine (Street of Crafts), Pleasure Dome (Beggars St.).
FIGHTER TYPES (FTR, PAL, RGR, & MULTI-CLASS): Bloody Tusk Banquet Hall (Belfry St.).
FISHERMEN: Singing Squid Tavern (By-Water Road), Stronsa Saloon (Water Rat Rd.).
FREEMEN: Blue Dolphin Inn (By-Water Rd.).
FUGITIVE GOBLINS: Prancing Ki-Rin Saloon (Cutpurse Row).
GUILDSMEN: Mermaid Tavern (Fog St.), Mover Bath (Murky St.).
GENTLEMEN: Crystal Flagon Banquet Hall (Damp St.), Patrician Theater (Festival St.), Mermaid Tavern (Fog St.), Hot House (Street of Malestroms), Fur Shop (Plaza of Profuse Pleasures), Velvet Bed or Table (Plaza of Profuse Pleasures), Masher's Gaming House (Sea Brigands St.), Jeweler (Twilight Rd.).
GNOLLS: Prancing Ki-Rin Saloon (Cutpurse Row), Bellowdeck's Inn (Dead Broke St.), Mindwarp Ale House (Temple St.), Beat-A-Slave (Hedonist St.).
GUARDSMEN: Gaming House (Beggars St.), Messy Massage (Beggars St.), Naughty Nannies (Festival St.), Gouge Eye Inn (Guardsman's St.), Mover Bath (Murky St.), Red Axe Inn (Old South Rd.), Werelord Tavern (Old South Rd.), Cup and Dragon (Street of Shadows), Firedrake Mead Hall (Silver St.).
HALF-ELVES: Wine Shop (Caravan St.).
HALFLINGS: Ale Shop (Beggars St.), Baker (By-Water Rd.), Boar's Head Tavern (Street of Malestroms), Baker (Tempest St.), Cook (Wailing St.).



HOURIS: Park of Obscene Statues (Plaza of Profuse Pleasures).
HUNTERS: Boar's Head Tavern (Street of Malestroms), Red Axe Inn (Old South Rd.), Light Gale Inn (Sea Brigands St.).

INFANTRYMEN: Foot Soldiers Club (Street of Malestroms).

KOBOLDS: Gouge Eye Inn (Guardsman's St.).

KNIGHTS: Concubines (Constable's St.), Oarlocks Up (Cross Rd.), The Drunken Reveler (Regal St.), Masher's Gaming House (Sea Brigands St.).

MAGIC USERS & ILLUSIONISTS: Boar's Head Tavern (Street of Malestroms), First Born Inn (Water Rat Rd.), Pleasure Dome (Beggars St.).

MARINES: Stronsa Saloon (Water Rat Rd.), Sea Nymph Inn (Water Rat Rd.), Sea Food Hearth (Water Rat Rd.).



MERCENARIES: Wayfarer Inn (Street of Crafts), Silver Eel Inn (Cutpurse Row), Naughty Nannies (Festival St.), Green Goblin Inn (Regal St.), Sword-Rat Rest House (Street of Shadows), Barbarian Shop (Silver St.), Firedrake Mead Hall (Silver St.).

MILITARY TYPES (CATAPULTISTS, SAPPERS, CROSS-BOWMEN, et. al.): Mead Hall (Twilight Rd.).

MILITIA: Last Ale Inn (Guardsman's Rd.), Root Hog Tavern (Guardsman's Rd.), Light Gale Inn (Sea Brigands St.), Bloody Foam (Temple St.).

MINSTRELS AND BARDS: Bazaar (Slave Market Plaza), Patrician Theater (Festival St.), Noble Playhouse (Festival St.).

MERCHANTS: Exotic Food Shop (Street of Crafts), Oarlocks Up (Cross Rd.), Pig and Whistle (Old South Rd.), Light Gale Inn (Sea Brigands St.), Grub and Grunt (Slash St.), Courtesan (Tasso Garnet) (Twilight Rd.).

MONKS: Guided Abyss (Caravan St.).



NOBLES: The Silver Goblet (Beggars St.), Blue Dolphin Inn (By-Water Rd.), Exotic Food Shop (Street of Crafts), Oarlocks Up (Cross Rd.), Crystal Flagon Banquet Hall (Damp St.), Patrician Theater (Festival St.), Wigs (Haggle St.), Hot House (Street of Malestroms), Fur Shop (Plaza of Profuse Pleasures), Velvet Bed or Table (Plaza of Profuse Pleasures), The Drunken Reveler (Regal St.), Guest Manor (Twilight Rd.), Jeweler (Twilight Rd.), Courtesan (Tasso Garnet) (Twilight Rd.), Perfumer (Twilight Rd.).

NOMADS: Firedrake Mead Hall (Silver St.).

OGRES: Boot and Strap (Barter St.), White Wake Inn (Caravan St.).

PASSENGERS IN PORT: Sea Nymph Inn (Water Rat Rd.).

PILGRIMS: Pig and Whistle (Old South Rd.).

PIRATES: Tripping Trident Tavern (Beggars St.), White Wake Inn (Caravan St.), Bonnie Black Bear Inn (Alley south of Caravan St.), Wayfarer Inn (Street of Crafts), Bellowdeck's Inn (Dead Broke Street), Mermaid Tavern (Fog St.), Pirates Cove Inn (Sea Brigands St.), Sea Rover Tavern (Water Rat Rd.), Red Pearl Inn (Water Rat Rd.), Morkoth Saloon (Water Rat Rd.), Sail Bar (Water Rat Rd.), Sea Food Hearth (Water Rat Rd.).

POETS: Potter (Sea Brigands St.), Noble Playhouse (Festival St.).

ROYALTY: Mover Bath (Murky St.), Velvet Bed or Table (Plaza of Profuse Pleasures).

RUFFIANS AND DRUNKEN ROGUES: Park of Obscene Statues (Plaza of Profuse Pleasures).



SAILORS: Messy Massage (Beggars St.), The Wild Surf Tavern (Beggars St.), Blue Dolphin Inn (By-Water Rd.), Flipping Frog Tavern (By-Water Rd.), Singing Squid Tavern (By-Water Rd.), Starfish Tavern (Caravan St.), Mermaid Tavern (Fog St.), Water Dog Flop House (Regal St.), Pirates Cove Inn (Sea Brigands St.), Barbarian Shop (Silver St.), Bloody Foam (Temple St.), Sea Rover Tavern (Water Rat Rd.), Red Pearl Inn (Water Rat Rd.), Morkoth Saloon (Water Rat Rd.), Sea Nymph Inn (Water Rat Rd.), Sea Food Hearth (Water Rat Rd.).

SAGES: First Born Inn (Water Rat Rd.).

SLAVERS: Starfish Tavern (Caravan St.), Guided Abyss (Caravan St.).

STUDENTS: White Wake Inn (Caravan St.), Scholar's Inn (Street of Malestroms), Water Dog Flop House (Regal St.).

THIEVES: Boot and Strap (Barter St.), Silver Eel Inn (Cutpurse Row), Tanglebones Tavern (Dead Broke St.), Orator (End Gate St.), Wigs (Haggle St.), Scholar's Inn (Street of Malestroms), Park of Obscene Statues (Plaza of Profuse Pleasures), Cup and Dragon (Street of Shadows), Dewy Dryad (Street of Shadows), Sail Bar (Water Rat Rd.).

TRADERS: Last Ale Inn (Guardsman's Rd.), Scholar's Inn (Street of Malestroms), Werelord Tavern (Old South Rd.), Grub and Grunt (Slash St.), Wanderer's Inn (Tempest St.), Bloody Foam (Temple St.).

TRADESMEN: The Silver Goblet (Beggars St.).

TRAPPERS: The Silver Goblet (Beggars St.), Singing Squid Tavern (By-Water Rd.), Red Axe Inn (Old South Rd.).

TROLLS: Prancing Ki-Rin Saloon (Cutpurse Row), Tangle-bones Tavern (Dead Broke St.), Park of Obscene Statues (Plaza of Profuse Pleasures), Beat-A-Slave (Hedonist St.).

URCHINS: Lantern Shop (Alley south of Caravan St.).

VIXENS: Park of Obscene Statues (Plaza of Profuse Pleasures).

WAYFARERS: Cup and Dragon (Street of Shadows).



The preceding listings are, more or less, open to the public. In addition to "hanging out" in public establishments, many people also "hang around" in the streets of the City-State. Following is a compilation of these "street people."

BEGGARS: Beggar St.

CARAVAN WORKERS: Caravan St.

CONSTABLES: Constables St., End Gate Rd.

GUARDSMEN: Guardsman's Rd., End Gate Rd.

HOURIS: Hedonist St.

HUCKSTERS: Brazier St.

LITIGATION TRICKSTERS: Shady St.

NOBLES: Festival St.

PAGES: By-Water Rd.

PEASANTS: Muggy St., Scud St., Silver St.

PIRATES: Sea Brigands St.

THIEVES: Cutpurse Row, Street of Shadows.

URCHINS: Barter St.

VENDORS: Brazier St., Silk Merchant St.

WERE-WOLVES: Damp St.

Also within the City-State are a number of private establishments which cater strictly to members. Those without a membership card (or its equivalent) are refused entry. Following is a listing of these establishments, excluding military and political installations.



ACROBATS, JUGGLERS, MINSTRELS, PRESAGERS, etc.: Minstrels' Guild (Slave Market Plaza).

ASSASSINS: Assassins' Guild (Dead Broke St.).

BANDITS: Rackateer (By-Water Rd.).

BARDS: School of Bards (Festival St.), Minstrels' Guild (Slave Market Plaza).

BEGGARS: Beggars' Guild (Beggars St.).

CAVALRY: Cavalry Club (Twilight Rd.).

CLERICS: Clerics Club (Twilight Rd.).

ELITE (SOCIAL LEVEL 12 AND UP): Bannarets Club (Twilight Rd.).

KNIGHTS: Bachelors Club (Twilight Rd.), Knights of the Realm (Twilight Rd.).

LITIGATION TRICKSTERS: Litigation Tricksters' Guild (Shady St.).

MERCENARIES: Mercenary Guild (Silver St.).

MERCHANTS: Merchants' Guild (Silk Merchant St.).

MONKS: School of Ancient Knowledge (Caravan St.).

NOBLES: Bachelors Club (Twilight Rd.).

SLAVERS: Slave Masters' Guild (Wailing Rd.).

THIEVES: Thieves' Guild (Cutpurse Row).

WITCHES: (the back rooms of the) Seal Maker (Beggars St.).



This information is available from the Thieves' and the Assassins' Guilds, for a slight charge. A random listing will cost only 2 GP; a specific listing costs 10 GP, and, if all the listings are desired, it will cost 800 GP.

Please note that I do not mean to imply that certain types of people can **only** be encountered in certain areas. Any type of person can be encountered just about anywhere in the City State, but, in certain areas, the population is mostly composed of 3 or 4 certain types, with other types of people composing a small minority. Next issue, I will detail one of the above establishments ("...the suspense builds..."), complete with floorplans, inhabitants, a mini-scenario, and whatever else can be fit in.

So, until then, arrivederci!



P.S. While rereading these compilations, I noticed a Gremlin running away with one of the listings. After a wild and crazy chase, I managed to retrieve it. It belongs with the list of public "partying places," and reads thusly:

HOBGOBLINS: Beat-A-Slave (Hedonist St.).



Monotheism In Fantasy Games

by Joseph R. Ravitts

When medieval fantasy characters get used to finding pay telephones, pool tables, and automatic elevators inside "Ancient" catacombs; when Cheryl Ladd emerges from a Mirror of Life trapping which a gallant paladin has shattered with his .45 automatic, and her Evil Wizard-Captor turns out to be Richard Nixon; when the novelty of unjustified, Monty-Pythesque illogic wears off-- the Judge has to make up his/her mind whether the campaign is to be played for laughs or as an exercise in that art which J.R.R. Tolkien called "secondary creation." If it's for laughs, then anything goes (including an item I contemplate writing in the future establishing the characteristics of Popeye the Sailor as a member of the Demigods- and -Heroes Class). But if you want the kind of game the develops fantasy concepts suitable for a serious book (like M.A.R. Barker's projected novelization of E.P.T.), you've got to have consistent internal logic!

Supplying internal logic to your fantasy universe requires, among other things, a philosophical examination of the nature and origins of good and evil. If it seems too demanding to apply serious metaphysics to recreational fantasy, you should realize that all creators of fantasy--including inexperienced Judges--do just that all the time, though often unconsciously.

Consider horror movies. In the old days of Karloff and Lugosi, good almost always gave evil a thorough beating. But in the 1960's, movies with sick endings, like "Rosemary's Baby," "Night of the Living Dead," and "Count Yorga, Vampire," gained popularity. Each of these films, though produced for mere entertainment, was an implied statement about the scriptwriter's opinion of ultimate reality. It was no coincidence that the decade of the "God Is Dead" movement saw the acceptance of horror movies in which the Monsters Won. Nowadays- ever since the TV series "Night Gallery" ran its course - this has become a routine film plot: the characters come to the haunted house, the forbidden jungle, or whatever; they find out

gradually about the Monster, Ghost, or Demon, without ever being able to do anything about it; just before the end, they realize that they were hopelessly doomed from the start; the Monster, Ghost, or Demon then kills or enslaves them, and that's it. No give-and-take; no dramatic conflict. Just how dull and trite this approach is may be seen by reversing it. If a fantasy film were made in which good overpowered evil as easily and one-sidedly as evil destroys good in modern films, wouldn't everyone call it childish and unimaginative? But the "Omnipotent Evil" Theme, no matter how many dreary times it gets re-rehashed, continues to flatter itself for being clever and sophisticated.

A similar bias characterizes much modern literary fantasy. Michael Moorcock's Elric series is a good example: Moorcock, a savagely anti-Christian author, drags his dubious hero from tragedy to failure to atrocity, till at last Elric's own Sword, the accursed Stormbringer, turns on him and consumes his corrupt soul. (To anyone who's just beginning to read the Elric stories, I do not apologize for giving away the outcome; your time would be better spent reading the Earthsea Trilogy or Watership Down.) Likewise- to return to my real topic-many fantasy gamers see nothing wrong with a game-universe ruled by evil forces, or by a callous "Neutrality" barely distinguishable from evil, but let anyone suggest having an omnipotent good power, and they'll scream, "Blasphemy! That spoils the GAME BALANCE!!!!"

It is my thesis that a D&D Campaign can assume the existence of an omnipotent God-in fact, the God of the Bible-Without losing the quality of suspense, just as, in reality, the existence of that same God does not make life predictable or unchallenging on our "Prime Material Plane."



Why does "omnipotent evil" exert such a fascination? One reason is obvious: human nature. All of us have had private fantasies--at least in childhood--of doing selfish, lawless and violent deeds with impunity. This is a major factor in the popularity of Conan, or Fafhrd and the Grey Mouser: they do whatever they wish, and get away with it (all the while patting themselves on the back for "not being civilized hypocrites"). But the obsession with evil has another, subtler cause--also rooted in human nature--which requires some exposition.

In the fantasy classic The Worm Ouroboros, when the valiant Lord Juss

climbs the haunted mountain Zora Rach Nam Psarrion to rescue his captive brother Goldry, he encounters a series of menacing illusions (Phantasmal Forces, if you will). None of these succeeds in frightening him, until a disembodied voice, persuasive as Saruman's begins telling him, "Thou art nothing...for all is nothing!" --meaning that life and the whole universe are futile and senseless. That almost breaks the hero's courage; and the same idea, widespread in our modern world, is the cause of countless suicides. All of us, whether we think about it consciously or not, want the universe to be rational and meaningful; the idea of an impersonal, absurd, meaningless universe appalls us as it did Lord Juss. Yet, at the same time, we find it hard to let ourselves accept such an ultimately optimistic world-view as the Bible offers; it sounds too good to be true, and we fear to be disappointed if we venture to believe it. So, in our quest for something personal in the universe, we find ways to settle for less. A morbid interest in the occult, ghosts, witchcraft and the like is one way of settling for less. A cosmos ruled by devils, while not raising many positive hopes, is at least personal, and so is less horrible than that blank nothingness we all secretly dread.

Yet, if only one will think the matter through, an evil omnipotence is not really more plausible than a good one. C.S. Lewis, a topnotch fantasy author and philosopher, did think the matter through, and, in his book Mere Christianity, logically demolished the idea that evil could be stronger than, or even equal to, good. The following passage, aimed at the concept of Dualism, is applicable to the standard Law-vs. Chaos conflict in works of fantasy:

"Now what do we mean when we call one of them the Good Power and the other the Bad Power? . . . if we mean merely that we happen to prefer the first, then we must give up talking about good and evil at all. For good means what you ought to prefer, quite regardless of what you happen to like at any given moment. So we must mean that one of the two Powers is actually wrong, and the other actually right.

"But the moment you say that, you are putting into the universe a third thing in addition to the two Powers: some law or standard or rule of good which one of the Powers conforms to and the other fails to conform to. But since the two Powers are judged by this standard, then this standard, or the Being who made this standard is farther back and higher up than either of them and He will be the real GOD.

"The same point can be made in a different way. If dualism is true, then the bad Power must be a being who likes badness for its own sake. But in reality, we have no experience of anyone liking badness just because it is bad..wickedness, when you examine it, turns out to be the pursuit of some good in the wrong way. You can do a kind action when it gives you no pleasure, simply because kindness is right; but no one ever did a cruel action simply because cruelty is wrong - only because cruelty was pleasant or useful to him. In other words, badness cannot succeed even in being bad in the same way in which goodness is good. Goodness is, so to speak, itself; badness is only spoiled goodness. And there must be something good first before it can be spoiled... evil is a parasite, not an original thing. The powers which enable evil to carry on are powers given it by goodness."

In the real world, therefore, good is ultimately greater than evil. I submit that this is a principle too basic to be discarded in designing even the most far-out of fantasy worlds - if you want a campaign with internal logic instead of a farce-- just as you would not set up a game in which arithmetic was rejected and two plus two equaled five. In The Two Towers, Tolkien advises us that good and evil are not "one thing among men and another among elves and dwarves." In the remaining installments of this series, I will describe how a Christian viewpoint, recognizing the superiority of good over evil, can be applied in D&D with excellent results.

I began this series by demonstrating philosophically that good is greater than evil, since good can stand by itself (regardless of yin and yang concepts to the contrary), while evil is derivative and parasitical, having no power

that it did not steal from good. It remains to show that the embodiment of supreme good in a specific, personal God is just as healthy and logical for the fantasy worlds created by us as it is for the real world created by Him.

At the close of Michael Moorcock's "The King of the Swords," interdimensional rover Jhary-a-Conel takes leave of a world whose Gods have been destroyed by personifications of blind fate, explaining to protagonist Corum that he prefers to live in a personal universe (which, as I discussed in the previous installment, is really a universal human desire). Bidding him farewell, Corum replies, "Do not despair of this world, Jhary; new Gods can always be created."

The notion that "Man creates God in his image" is not original with Moorcock. It is at least as old as the ancient Romans, who made a god out of any dead man they revered sufficiently; later, their emperors took the logical next step and declared themselves to be Gods (as the Pharaohs of Egypt had long done without bothering about the preliminary stage of writing novels in which men create Gods). There is neither logic nor evidence demonstrating that the ultimate intelligence in the universe owes its existence to a puny primate species on one small planet of one small star in one ordinary galaxy; the idea's survival is entirely due to the collective egotism of that primate species. But it's a convenient idea for ecumenical movements. After all, if every God is an animated cartoon projected from people's brains, one can truly say that all religions amount to the same thing. The Romans, who at heart were atheists like Moorcock, thus had an easy time reconciling the religions of the countries they conquered - all were interchangeable.

Except One.

The Caesars might not have been so baffled by the "narrow-mindedness" of the Judeo-Christian faith if they had only remembered Aristotle's principle that two mutually contradictory statements cannot both be true at the same time. The Biblical belief-system and any other belief-system at all are mutually contradictory. The Bible says that a God with definite characteristics did particular things at particular times in recorded history. He is not a "principle" equally present in all religions; He is a Person, and either you believe in Him on His terms to the extent of the knowledge you possess, or you aren't believing in Him at all (Exodus 20:2-3, Luke 11:23, John 14:6-11, Acts 4:12, Hebrews 1:1-4, Revelation 22:8-9). Burns has told us the Jesus, Buddha, and John Denver are all equally sons of God; and the typical D&D player, believing all religions to be equal because equally false, sees nothing wrong with ranking Crom, Set, Cthulhu and Krishna right alongside Yahweh God and His Son Jesus Christ.

But it won't work, except by an outrageous suspension of logic. Jesus cannot be changed at a Judge's whim into a resident of Melniboné or Barsroom. A truly mythical figure like Odin can, without detriment, be used apart from his historical background (though I appreciated Paul K. Johnstone's excellent pieces in the Dragon about the origins of Odin!); but if you try to take Jesus, the Son of God, out of His Biblical context, you just aren't talking about Jesus anymore. It was at a specific point in space and time that He died to pay the penalty for your sins and mine. You must either accept that fact, or deny it; don't cop out by saying, "It's true for you, but not for everybody."

If you really want internal logic in your game-universe, don't try to make everybody happy by an impossible theological compromise. No universe is big enough for two or more competing omnipotences. If Jesus Christ is going to play any kind of part in your games, you must allow Him to be what He said He was: supreme and without equal. If you don't want the Biblical God and His Son to be absolutely on top of the cosmic heap, you must completely exclude Christianity in all forms from your campaign-and invent some new religious symbol to be used in place of the Cross for turning back vampires. Either way, be sure to let your players know your choice of cosmology. Non-Christian D&D fans entering a Christian Campaign must not be allowed to think that a fighter can maintain paladin status while worshipping Brahma; likewise, if Christians enter a campaign whose premises definitely exclude Christianity, they must, in fairness,

reserve their theological insights for real-life discussions, regarding the game as a recreational exercise in artificial myth (just as one may enjoy "The Iliad" and "The Odyssey" without believing there actually is such a person as Zeus).

It is not my object in this series to prove that Christianity is true in real life; I do, nonetheless, believe it to be true, and on much firmer ground than tradition (I was raised an agnostic) or emotional wish-fulfillment (I became a Christian largely through the study of history at Rockford College). Anyone interested in learning just how great a weight of logic and evidence Christianity has in its favor may read the works of C.S. Lewis and Josh McDowell - or obtain my address from this publication and mail me any questions he or she cares to ask.

If anyone reading this series has been disappointed at how little I have so far said about D&D itself, please don't check morale just yet. I will deal with gaming this time; but it was necessary to establish my philosophical ground first. If we overlook the Biblical God's claim to absolute supremacy, we can't begin to apply Christianity to D&D because we're not yet discussing Christianity at all - only Unitarianism.

An evangelical Christian who takes up fantasy games has to deal with a "stumbling block", namely the whole concept of "Magic." In the real world, all attempts at occult experimentation are regarded by God as rebellion against Him (Leviticus 19:31, Isaiah 8:19, I Corinthians 10:21). We are meant to use the natural abilities God has given us, but to depend on Him in all supernatural matters; to try to take mystic powers into our own hands is to insult God, as if a little boy riding in a car were to try to snatch the steering wheel away from his father. One may reply, "Oh, but I'm not intruding on God's department; magic is a form of science, not a religion," but that is not so. Only the gulf of time between us and the pagan era enables us to make that false dichotomy. Historically, all forms of sorcery or witchcraft have their origin in some kind of religion. The Pharaoh's "Magicians" who opposed Moses in Exodus were really priests; similarly, to day's so-called "Science" of Transcendental Meditation is nothing more or less than Hinduism.

How, then, can a born-again Christian play D&D without seeming to himself or others to be expressing a wish to stray from his faith? The way I do it is to conceive all campaigns as happening in parallel worlds. (By "parallel world," I don't mean an alternate Earth - "Earth as it would have been if Carthage had conquered Rome" - but something more like C.S. Lewis' Narnia; an other-dimensional planet that is not thought of as replacing our Earth.) The Fall of Man and the consequent subjection of our Earth to Satanic powers (I John 5:19) is the main reason why no occult research, even if not consciously intended as rebellion against God, can free itself from association with spiritual evil. But we can always imagine another world in which, although evil exists, the powers of evil have not been able so thoroughly to contaminate the "Metaphysical Environment" as in the case of our world. In such a parallel world, there could be such a thing as good magic - a psychic science, rather than a false religion competing with the true God. On this premise my own D&D Campaign is built.

I imagine my game-world to be Tolkien's Middle-Earth, at at time centuries after the events in "Lord of the Rings." The above theory of parallel worlds helps to reconcile Elvish and other Magic with the worship of the one true God (called by the Elves "Eru Iluvatar"); it also helps to fill in a blank in Tolkien's anthropology. In "The Silmarillion," the First Men, or Edain, simply appear from nowhere, and the Elves never seem to find out their origin. My idea is that these men were natives of our own Earth in its primitive era, and that Yahweh/Eru "plane-shifted" them to Middle-Earth to start a colony of humanity in that world (just as, in the Chronicles of Narnia, C.S. Lewis had Aslan/Christ supply Narnia with human beings from our Earth, instead of creating a separate human race.) The final destruction of Sauron, in my conception, occurred around 100 B.C. by the time-scale of our Earth. Two or three hundred years later, then, I imagine that God arranged for Christians from our world to be transplanted to Middle-Earth

to preach the gospel of Christ to Elves, Dwarves and Halflings as well as to their fellow humans.

Subsequent crossovers from our Earth brought in the English language- and whatever other elements of the real world I wanted to have appear in my game-world. (That's how you can get anachronistic items in your dungeon without spoiling the internal logic!)

Some will object that a Christian D&D campaign, in which good characters are guaranteed to attain everlasting happiness in the end, destroys the suspense of adventure. Not so! There's plenty of room left for uncertainty in what happens before that eternal bliss; Jesus Christ had to warn His followers, "In this world you will have tribulation." Sam Gamgee, in "The Return of the King," had a vision of "light and high beauty forever beyond (Sauron's) reach," but this did not relieve him of the responsibility to fight against the immediate threat to his world.

Others will object that the stern moral authority of the Christian God puts too many limits on a character's freedom. But have you considered the restrictiveness of other cosmologies? The Eastern religions view man as the prisoner of Karma; in Greek mythology, gods and men were subject to Fate, and often brought on a predestined doom in the very act of trying to avoid it; and in Norse mythology, everything that a hero achieved or enjoyed was overshadowed by the inevitability of Ragnarok. The Judeo-Christian view, in contrast, dignifies mankind by asserting that our will is truly free, and our free choices crucial to our eternal destiny (Genesis 4:7, Deuteronomy 30:11-14, Joshua 24:15, Mathew 23:37, James 1:13-14).

My final installment will deal with handling a player character in a Christian D&D campaign; until then, consider some of the advantages for Judge's in such a campaign. If somebody's 20th-Level lord is getting too arrogant, you can have God assign him humiliating tasks; if he refuses the tasks, you can punish him with divine wrath against which there is no saving throw! On the other hand, the Biblical God is also a God of Forgiveness (Ezekiel 18:21-22); this would give you the option of restoring Paladinship to an ex-Paladin if he is truly penitent. Above all, you can go right on making your dungeon frightfully dangerous-and if players complain at the deaths of their characters, you reply, "Well, was your character born-again? If so, he's happy now in the presence of God; I just hope that the same will be true of you when you die!"

How is a player character to be handled in a fantasy campaign which has a universe ruled by the Judeo-Christian God? The crucial difference from the usual polytheistic D&D setup is, of course, in the moral/theological realm, and all pragmatic differences hinge on that.

First, a word on character alignments. T.S.R. did us all a favor by subdividing the original three alignments of Law, Neutrality and Chaos, for, as they have borne out, the conflict between good and evil is not strictly identical to that between regulation and individuality. As long as there were only three alignments, it was correct to associate the Lawful with goodness (for any person who aims to do good will, knowingly or not, be following eternal moral principles which might as well be called "laws"); but in reality, of course, goodness has some room for diversity. Thus, a Lawful Good lammasu, a Neutral Good pseudodragon, and a Chaotic Good storm giant could easily associate with each other, their common moral alignment counting for more than their differences in philosophical alignment. But none of the aforesaid creatures would make an alliance with beings of any evil alignment; they would consider a compromise with evil to be treason against their own alignment. And this brings me to a disagreement with T.S.R. They hold that intelligent beings can be morally Neutral: I, and the Bible (Luke 11:23), hold otherwise. The only grounds for neutrality in any moral issue is ignorance of where the right resides; once known, that right must be obeyed, or else, even by apathy, one is helping the side of evil. Accordingly, I allow only seven alignments in my campaign: Lawful Good, Lawful Evil, Neutral Good, Neutral Evil,

Chaotic (or "Individualistic") Good, Chaotic Evil- and an "absolute Neutrality" available only to dumb animals, the retarded, or beings otherwise incapable of making moral choices.

The following changes in play are not all used in my campaign; but that's only because my campaign grew out of the polytheistic one in which I was first initiated as a wargamer. If I ever get around to starting clean over, my new campaign will be run by these ideas. The core idea is that all Christian characters have advantages and balancing restrictions similar to those affecting Paladins in conventional D&D.

The advantages I would bestow on Christian characters, especially clerics, mostly involve the preservation of free will and mental/spiritual integrity. Christian characters should be immune, or at least extremely resistant, to such spells as *Charm*, *Fear*, *Geas*, *Quest*, and *Beguiling*, as well as to externally forced alignment changes. Psionic control might be allowed but only under such limitations as exist already for Suggestion, i.e. not being able to make the victim knowingly do something contrary to his true nature. Clerics should be immune to being transformed into werebeasts or undead monsters; other Christian characters, if subject to such transformations, should at least be able to restrain their monster-nature (as does the good-guy vampire, Hannibal King, in Marvel Comics' "Tomb of Dracula" series). The Cross should have some hindering effect on all undead types when wielded by any character of good alignment. A Christian magic user should be free of the danger of insanity when using a *Contact Other Plane*.

A character coming from a culture that has not heard of Jesus Christ can be counted as good in alignment if, and only if, his heart is so oriented toward goodness as to make him willing to believe in Jesus once the truth of the gospel is revealed to him (compare the character of Emeth in C.S. Lewis' "The Last Battle"). A character in this state of innocent ignorance would, unlike the Christians, be vulnerable to demonic possession and similar misfortunes, but any Christian Cleric or Paladin, coming upon such a victim, should be able to free him by exorcism. (I hold that "exorcism" should not be an exhaustible *Clerical Spell*, but a reusable power like the power of turning back the undead.)

Christian Clerics (and Christian magic users with a *Wish*) should be the only ones able to restore the dead to life. Evil High Priests should be allowed to do no more than produce higher-level undead types: liches, vampires, or mummies. (Regeneration, however, would still work as in regular campaigns on the scientific ground that a dead person's bodily processes do not shut off instantly upon the technical moment of death.)

Now, before you say, "There goes the Game Balance," I assure that these privileges for Christian characters are contingent upon a stern code of conduct. Most of the restrictions involve respecting in other beings the same liberty and integrity of mind and spirit that God is safeguarding for the Christian character. The Christian cleric, magic user, or psionic would be forbidden to exercise any power that over-rides another being's freedom of choice, except perhaps in the most extreme of emergencies. This restriction might even apply to the conjuring of djinni, elementals, invisible stalkers and so on, though it would not affect the "ordering away" of the undead by clerics. An *Animate Dead Spell* would be permitted to Christian spell-casters only as a means of preserving someone's body for eventual resurrection. Such magic items as Rings of Human Control would be considered inherently evil objects, like Tolkien's One Ring of Sauron, automatically corrupting the user.

Moreover, Christian characters would have to give up the elitism so common in the mutual-admiration societies of long-time D&D buffs, a fault of which I myself have been guilty. The high-level fighters could no longer routinely send low-level hirelings ahead to be slaughtered by vastly superior foes. Patriarchs could no longer "save up" all of their *Raise Dead Spells* just to keep on re-reviving someone's favorite 20th level wizard; the dead infant daughter of an N.P.C. peasant could have equal claim to resurrection.

AD&D campaign played by the above rules should be the more enjoyable for Christians who love fantasy; and a non-Christian who enters such a campaign should, hopefully, be able to see examples of the beauty of unselfish, charitable behavior in the conduct of the Christian characters. (Of course, the flesh-and-blood Christians operating those characters also ought to furnish such examples of goodness; remember your alignment, brethren!)

If wargaming veterans desiring new approaches would like to take a step beyond the variations I have proposed, a radical change could be made very simply by declaring all magic to be incompatible with Christianity (as is the case in the real world). All magic users, illusionists, and Druids would be relegated to evil alignment - Druids being so treated because it is a sin to worship Creation instead of the Creator (Romans 1:22-25). Christians, on the other hand, would be the only ones able to use *Clerical Spells*, and some *Druidic Spells*, such as *Call Lightning*, would be available to Christian clerics. All magic items except Holy Swords, saintly relics, etc. would be inherently evil and corrupting, but, by way of compensation, Christian characters would occasionally be miraculously enabled to do impossible things (as R.E. Howard's Solomon Kane was once able to fight an immaterial ghost successfully without the aid of any magic weapon). Christian characters would accrue experience points by helping innocent people in distress and by persuading evildoers to repent of their sins - not by killing enemies (except when this is unavoidably necessary for the protection of the innocent). of the innocent).

If you want to go still farther, you'll have to take leave of fantasy altogether (temporarily, anyway), and start reading the Bible, where you'll find plenty of adventure in the true stories of people who faced the real world's monsters, armed only with truth, and faith in the God who was rolling the dice for them.



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RUNELETTERS

This edition of **Runeletters** presents an addition to the recently released Source Pack from **Chaosium, Inc., Griffin Mountain**. It provides extra detail on the clan structure of Balazar. Also, there is an expansion to the cult of Votanki, one of the area's indigent religions.

Runequest™ players, please note that there are two projects currently in the works that can use your contributions. John Sapienza and I are each working on projects that desperately need contributors. **Gateway Bestiary Two** and **The Runequest Supplement** are both collective works and need your input. I am editing the **Bestiary** and John the **Supplement**.

For **Runequest Gateway Bestiary Two**, I want original monsters, creatures of chaos, natural animals, mythological creatures, vegetable monsters and sea creatures. For a set of writer's guidelines, send a Self-Addressed, Stamped Envelope (SASE) to: **Runequest Gateway Bestiary Two**, c/o Paul Jaquays, 343 Oakland St. Apt. 31, Manchester CT 06040.

For **The Runequest Supplement**, John wants new spells, rules, cults, and nearly anything pertinent to **Runequest**™. Anything you feel is appropriate may be sent to: John Sapienza, Jr., 2440 Virginia Ave. NW, Apt. D-203, Washington, DC 20037.

Any questions concerning **Runequest**™, **Griffin Mountain**, etc. may be sent to me, care of **Pegasus**. All questions will be answered briefly in this column. If a longer or personal response is required, please enclose a Self-Addressed, Stamped Envelope.

Griffin Mountain Supplement: The Clans of Balazar

The social structure of the Balazaring peoples in **Griffin Mountain** is divided into a basic social unit of 416 people called a clan. The clans were founded by the ten sons of the legendary Votanki. However, many of the original clans have disappeared, while others have split several times. The clans are now chiefly known by their totem or patron animal spirit.

Historically, each clan belongs to one of the three Tribes established by Trilus, Elkoi, and Dykene, the three offspring of the founder hero, Balazar. In practice, the clans may declare the tribe relationship as a point of pedigree, but most Balazarings pay fealty only to their clan. A clan's loyalty to its Tribe is either purchased or earned, not owed.

The citadels all have larger than average clans. These clans are presided over by a King, instead of the usual chieftain. When a clan is listed as being a "Citadel clan" of one of the citadels, it refers to the clan of the reigning King. Not all residents of the citadels are members of the citadel clan. There are usually members of allied clans present, along with tolerated remnants of previous citadel clans.

Table one below and the following descriptions list the clans of Balazar. The clan's Tribal affiliation is shown in parentheses. Also listed are current alliances and enemies. The number following the enemy clan's name shows the degree of animosity for that enemy. Table two defines these degrees of hatred.

The clan table is usable when starting a Balazaring character or when Balazaring hunters are encountered. Differences in clan affiliation can lead to interesting encounters.

Table One: Clans of Balazar

To use the table, roll 1D20

D20	Clan
1	Sable (Trilus) Enemy - Great Bison Clan (5)
2	Great Bison (Dykene) Enemy - Sable Clan (3) Ally - Thunder Lizard Clan
3	Red Sable (Trilus) Enemy - Black Lion Clan (3)
4	Impala (Citadel Clan of Trilus)
5	Great Sable (Elkoi) Enemy - Crocodile Clan (4)
6	Barking Deer (Trilus) Enemy - Griffin Clan (3) Allies - Grey Wolf, Brown Boar and Cave Bear Clans, Citadel of Trilus
7	Thunder Lizard* (Trilus) Allies - Great Bison Clan, Citadel of Trilus
8	Tiger (Elkoi) Ally - River Snake Clan
9	Silver Hawk (Trilus) Enemy - Black Dog Clan (3) Ally - Citadel of Trilus
10	Grey Wolf (Elkoi) Allies - Barking Deer Clan, Citadel of Elkoi
11	Griffin (Dykene) Enemies - Cave Bear (6), Barking Deer (3), all Citadel Dwellers (3)
12	Crocodile (Trilus) Enemy - Great Sable (4) Ally - Citadel of Trilus
13	Black Dog (Citadel Clan of Elkoi) Enemy - Silver Hawk Clan (3)
14	White Goat (Dykene) Ally - Citadel of Dykene
15	Blue Bear (Elkoi) Enemy - This clan is known as the Eubuck hunters and is shunned (Hatred intensity 2) by all other clans.
16	River Snake (Elkoi) Ally - Tiger Clan
17	Tree Ghost (Citadel Clan of Dykene)
18	Black Lion (Dykene) Enemy - Red Sable Clan (3)
19	Brown Boar (Trilus) Enemy - Hatred intensity 1 toward all Citadel Clans Ally - Barking Deer Clan
20	Cave Bear (Elkoi) Enemy - Griffin Clan (5) Allies - Barking Deer Clan, Citadel of Elkoi

*The Thunder Lizard is also known as a Brontosaurus.



Table Two: Intensity of Clan Animosity
To use, roll 1D6

D6	Attitude	Action
1	Dislike	Avoid prolonged contact with enemy.
2	Repugnance	Avoid contact with enemy.
3	Scorn	Taunt enemy from a distance, often hurl stones, offal, and insults.
4	Hostility	Attack enemy from a position of strength (ambush, mobs, on attacker's home ground.)
5	Hatred	Attack enemy on sight (situation may prevent attack).
6	Unreasoning Rancor	Attack enemy on sight, regardless of situation. Attackers fight as if they had <i>Fanaticism</i> cast on them. Combat lasts until one side is destroyed.

The Cult of Votanki

As described on page 15 of *Griffin Mountain*, the cult of Votanki is a minor Hero/ancestor religion; a variant of the Daka Fal cult. Although legend declared him to be the true father of the Balazaring peoples, the Hero/god is not as popular as the later Hero, Balazar. Even so, most clans will usually have a Priest or Shaman who devotes part of his time to the mysteries of Votanki. The limited nature of this cult allows only the following Rune spells: *Discorporation*, *Divination*, *Extension 1 - 3*, *Mind Link*, *Warding*, and the cult special Rune Spell, *Summon Son of Votanki*.

Three Point Spell

Summon Son of Votanki: Duration - combat or 15 min.; Range 160 m of caster; Reusable.

This spell summons a powerful cult spirit, said to be that of the Votanki-son who founded the caster's clan. The caster must be a blood member of the clan or the summoned spirit will immediately attack him or her. The spirit is Friendly, has a POW of 5D6+6, and INT of 3D6, 2D4 Rune spells, and 2D4+6 Battle Magic Spells. The spirit appears in the guise of the clan's beast totem, taking on a semi-solid form. Its attack is equal to its POW x 5 and does 2D10+2 damage. It has Hit Points equal to its POW. The spirit may speak in the tongues of men in this form, using any language known by the caster. If the spirit's physical form is destroyed, it returns to the Spirit Plane. This spell may also be used in the same fashion as the Daka Fal spell, *Summon Spirit Teacher*.

Since the last *Runeletters* column was written, several *Runequest*™ projects have been released by the Chaosium, Inc.

Wyrms' Footnotes, the Chaosium's "other" magazine, has published a pair of issues and gone from being a "House" newsletter for all Chaosium games to devoting itself strictly to the world of Glorantha. Now edited by Charlie Krank, the magazine is beginning to lose the fanzine look that marked earlier issues. Much of the magazine is of

interest to *Runequest*™ players. If anyone is interested in keeping up on what is going on in Glorantha, *Wyrms' Footnotes* is the place to find out. A single issue of *Wyrms' Footnotes* is \$2.25.

Cults of Terror is to the bad guys and monsters what *Cults of Prax* is to the player characters. Nine dangerous dieties for Glorantha are discussed in terrifying detail. Any one of these cults alone can terrorize a campaign. The book gives much insight into the history and cosmology of Glorantha, along with detailed views of brood and scorpion man societies. Use the cults with care. *Cults of Terror* is \$9.95 from Chaosium Inc.

Griffin Mountain is the largest game adventure ever published (Mr. Guinness, are you listening?). It is a complete depiction of a Balazar, a section of Glorantha just north of Dragon Pass and northwest of Prax. Unlike many sourcebooks which offer worlds, *Griffin Mountain* goes into detail about the inhabitants (not just how many people live in what village), giving in depth views of their leaders, their lives, and their land. This is not a dungeon adventure. The book is aimed at holistic, above-ground campaign. Most all of the material can be adapted to the Judge's own campaign, including weather charts, personalized encounters, found encounters, a merchant caravan, barbaric citadels, and two new cults, Foundchild and the Cacodemon. *Griffin Mountain* is \$15.95 from Chaosium.

The previous message should probably be listed as a plug, not as a review, since I am responsible for much of *Griffin Mountain* and some of *Cults of Terror*. (I will bear the burden of all the loathsome deaths attributable to Thanatar.)

The opinions expressed in this column are not necessarily those of Judges Guild or The Chaosium, nor are they approved for the Chaosium's world of Glorantha.



A STROLL THROUGH THE MARKETPLACE

In my first stroll through the marketplace, a wealth of new releases was discovered. So, being the heroic (?) adventurer that I am, I braved many perils to bring you these important news items.

Judges Guild has released ten new play aids for your role playing campaigns. **The Tower of Indomitable Circumstance**, by Corey Cole, is a 32-page adventure detailing the attempt by Math (the demi-god Wizard of the Celtic mythos) to reach godhood. To do so, he needs worshipers, and you are his neophytes. Can you survive the "Initiation Test of the Old Order" and prove your worth to this aspiring demi-god? Play this scenario and find out for only \$4.98. **Masters of Mind**, by Charles Wilson, is an excellent 96-page treatise on psionic powers and their usage. Usable by all role playing games, this is a must for all Judges who have incorporated psionics into their campaign. **Marooned on Ghosting**, by Walter and Dorothy Bledsaw, a 32-page **Traveller** tm adventure selling for \$5.98, details an adventure in the Midormega Subsector of the Maranatha - Alkahest Sector. A new alien race is featured, as well as many new, indigenous life forms. Explore the world of Ghosting (on a 22" x 34" world map) in the fantastic far reaches of science fiction. **House on Hangman's Hill**, by Jon Mattson, lets you explore an AD&D tm haunted house. This is an adventure for a stormy night, with all the flavor of the old monster movies. Selling for \$3.95, I suggest you don't miss this 32-page "nightmare." **Trial By Fire**, by Mike Wilson, is a 32-page introductory adventure for AD&D tm. Explore the ruins of a once-secret military fortress, using the characters provided or your own. This is an excellent adventure for beginners and masters alike. **Amycus Probe**, (\$5.98) by Dave Sering, is the first of a series entitled The Border Prowler Series. Look for **Rogue Moon** and **Darkling Ship** in the near future. A **Traveller** tm adventure, **Amycus Probe** comes complete with rules for tournament play and campaign play, important terrain and ship maps, complete personnel and equipment stats, and new space craft (a 40-ton armoured Assault Shuttle and a 1,000-ton Border Prowler Class Ship). This series is designed to be played with the same set of characters, introduced in this scenario, and promises to be possibly the best **Traveller** tm adventure on the market. **Port O' Call: Tarlkin's Landing**, also by Dave Sering, is a 48-page adventure for all science fiction role playing games. It comes complete with 22" x 34" map, as well as numerous building maps. Opportunities abound for legal and illegal

enterprises. A must for beginning spacemen, this first in the Port O' Call series sells for \$6.98. **Restormel**, by Scott Fulton, is a 32-page adventure usable for all fantasy role playing games. Terror stalks the night in the lonely village of Restormel. Can you help save the inhabitants from the Deep Lurkers? Explore the ruined fortress on a 22" x 36" map, and test your skills and bravery. An excellent scenario for beginning characters. **The Illhiedrin Book**, by Dan Hauffe, is a 32-page AD&D tm scenario detailing the search for a fabulous book by a beautiful Wizardess. Can you defeat the guardian of the Book, recover the Book intact, and return alive? Play this adventure and find out. It sells for only \$3.95. **Zienteck**, by Mark Harmon and Janet Kirby, is an AD&D tm adventure detailing a wilderness trek to gain a forgotten Wizard's treasure. New monsters are featured that were created by the aforementioned Wizard. Many suspense-filled hours are provided in this scenario, which sells for only \$3.50.

Other companies' releases include **Timeline Limited's Game Master's Shield and Reference Tables** (\$5.00) for their game, **The Morrow Project**. Also for **The Morrow Project** are the **Restricted Identity Package** (\$.95), **Vehicular Blueprints** (\$9.95), **Vehicular Basic Loads** (\$5.95), and **Personal Basic Loads** (\$7.95). Then there are FASA's various **Traveller** tm ship designs for use with **Martian Metals: I.S.P.M.V.: Tethys** (\$5.00, Para-Military), **I.S.P.M.V.: Fenris** (\$7.50, Para-Military, also includes the **S.F.V.: Valkyrie** - a fighting ship), **I.S.C.V.: Leander** (\$5.00, commercial vessel), and **Z.I.S.M.V.: Vlezhdatl** (\$7.50, Zhodani military); and GDW's **Double Adventure 4: Marooned** (\$4.98), **Traveller Supplement 9: Fighting Ships** (\$3.98), and their **Traveller's Aid Society Journal No. 9** (\$4.00) featuring information on the Zhodani race. There is also **Chaosium Inc.'s Stormbringer** game (\$20.00) which, of course, deals with the famous soul-stealing Sword of the infamous Elric of Melniboné, and **Simulations Canada's Divine Wind** (\$15.00), a war game for you Kamikazes out there, and **Jahid** (\$15.00) a game of the rise of Islam. Then there's **Task Force Games' Heroes of Olympus** (\$17.95), and **Starfire III Empires** (\$3.95); from ancient Greece to Interstellar space - gee, I wonder if I could combine them. . . ? **Flying Buffalo, Inc.** offers two new scenarios, **Blue Frog Tavern** (\$4.98), a solitaire, and **Catacombs of the Bear Cult** (\$3.95), and, in the realm of miniatures, there are **Heritage's Galacta 25** series which now features three Planetary Policemen and a Grav Scooter (\$3.95), and a very fine set of miniatures by **Saxon** featuring Dragon Eggs, baby Dragons, and Large Spiders feasting on Dragon Eggs (from \$.98 to \$4.98). Lastly, in the magazine end of the business, **Adventure Gaming No. 3** is on the news stands; it has a very interesting article concerning magic kisses (excuse me while I do some homework. . .)

Well, that's all for now, so, until next time -
Keep the Peace!

By

13

Attention, Warriors and Wizards:

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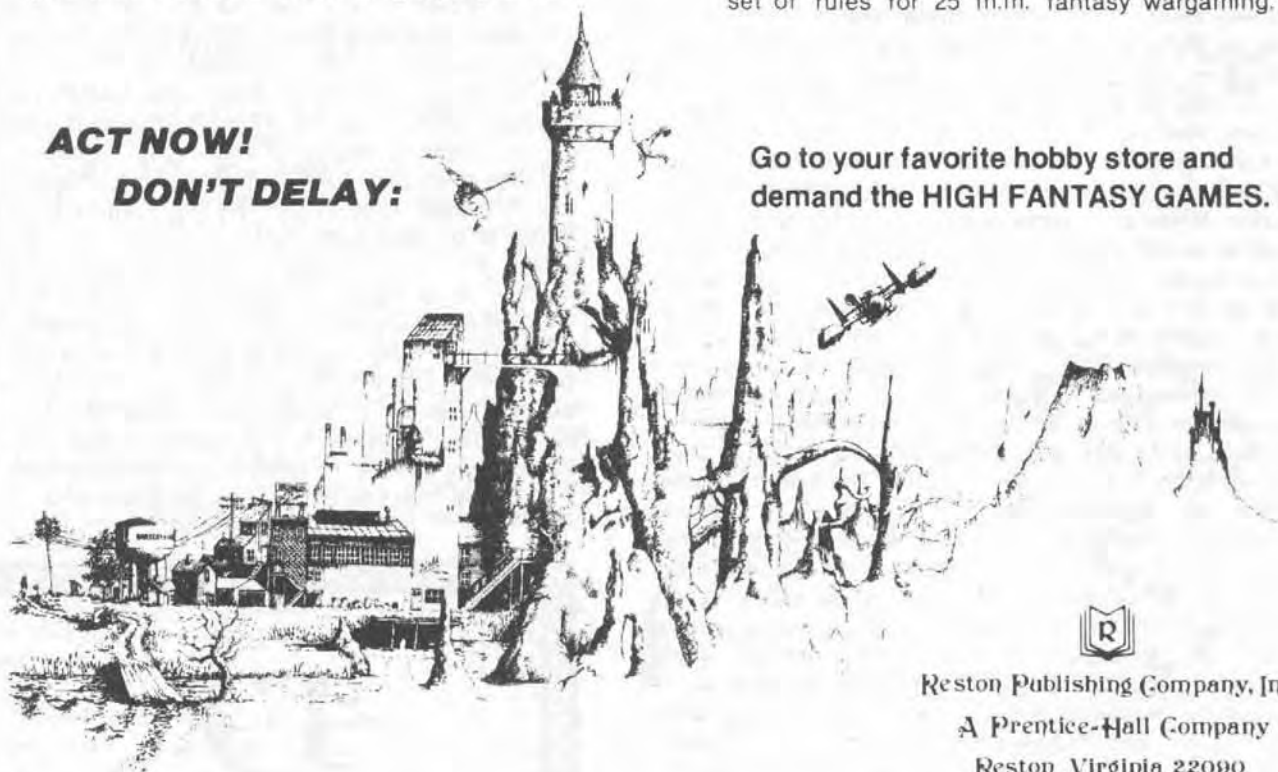
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Cold Reacher
by Tim Grice

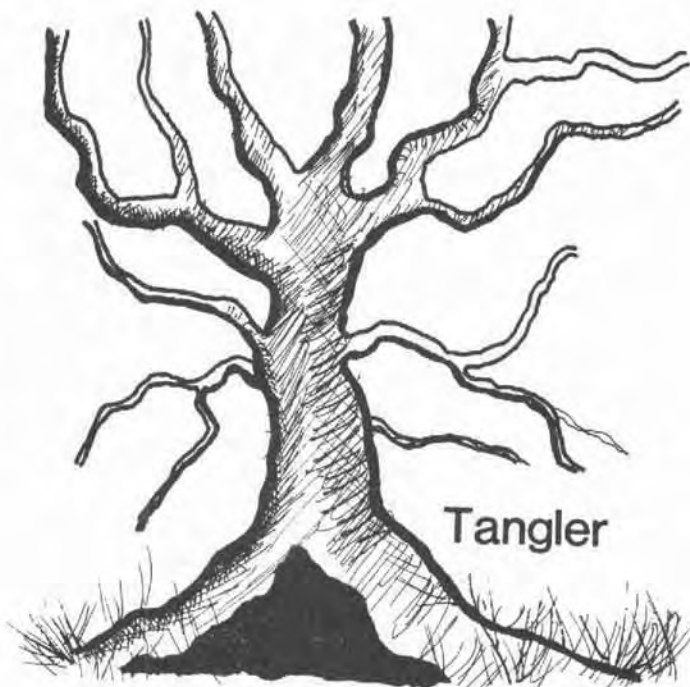
Frequency	Very Rare	Cold Reachers dwell in sheet ice, where they lie in wait for the first passerby. When prey approaches, the Cold Reacher will lash out with its 9 tentacles. Each tentacle that hits will do 2-8 points of damage. When a tentacle hits, it entwines around and may incapacitate one or more of the victim's arms.
No. Appearing	1	
Armor Class	7	
Move.	3" (1")	
Hit Dice.	10	
% in Lair	90	
Treasure Type.	G	
No. of Attacks	9	
Damage/Attack.	2-8	
Special Attacks.	Constriction	
Special Defenses	Surprises on a 1-4	
	Body under 10' of ice	
Magic Resistance.	Standard	
Intelligence	Animal	
Alignment	Neutral	
Size	M	
Psionic Ability	Nil	
Attack/Defense Modes	Nil	
Level/Experience.	7/2850	
Hit Points	14	

When an arm is caught, it can no longer act. If a Shield arm is caught, the Shield no longer helps Armor Class. If the Sword arm is caught, the Sword may no longer be used.

Each tentacle of the Cold Reacher has 9 HP, in addition to the 10 Hit Dice of the body. When 10 or more points of damage has been done to a single tentacle, the tentacle has been severed.

The body of the Cold Reacher is hidden underneath 10' of ice, and is invulnerable to any attack that cannot pierce 10' of ice. Swords, *Fireballs*, and *Magic Missiles* will not harm the main body, but *Lightning Bolts* will. If a *Passwall* or similar spell is used, the body of the Cold Reacher will be exposed. The body is size large, AC 5, and can bit for 3-18 points damage.

After the Cold Reacher loses six or more tentacles, it will retract the remaining tentacles. If attempts to reach the main body are made, the Cold Reacher will burrow away, taking its treasure with it.



Tangler
by Tim Grice

Frequency	Very Rare	Tanglers are a form of carnivorous tree. As such, they are found only in forests, and do not move.
No. Appearing	1	
Armor Class	10	
Move.	0	
Hit Dice.	10 - 200 (10D20)	
% in Lair	100	
Treasure Type.	A, O, S	
No. of Attacks	10 - 200, (same as HD)	
Damage/Attack.	1	
Special Attacks.	Constriction	
Special Defenses	Nil	
Magic Resistance.	Standard	
Intelligence	None	
Alignment	Neutral	
Size	L	
Psionic Ability	Nil	
Attack/Defense Modes	Nil	
Experience Points	3000	
HP	3	

The attack of a tangler is quite simple. Each of the myriad branches of the tree has a full Hit Die, and will attack unceasingly until prey is totally defeated. As the tree has slow vegetable synapsis, each branch attacks as a 1 HD monster, and no more than 30 branches may attack a single medium-sized target. Opponents of AC 7 or less will be hit on two consecutive rolls of 20. When the tangler hits, the branch does one point of constriction damage, and will remain on the victim until chopped off, doing 1 HP damage each round. As the branches entwine around the person hit, each tentacle causes a -1 to hit on the victim's part, to a maximum of -4.

Due to the makeup of the tangler, spells do as little damage to the tree as possible. For instance, a *Fireball* would do 6 - 36 points of damage to the entire tree, not to each branch, or an *Ice Storm* would do 3 - 30 points to the tree, enough to kill four or five branches. *Flesh to Stone*, however, would petrify the entire tangler.

Coldwurm by Tim Grice

Frequency Very Rare
No. Appearing 1-3
Armor Class -1
Move. 24"
Hit Dice. 12-14
% in Lair 30
Treasure Type. H, S,
T, Q (x10), R
No. of Attacks 3
Damage/Attack. . . 1-12/1-12/
4-48
Special Attacks. Breath
Weapon
Special Defenses . . Impervious
to Cold;
Regenerates Fire Damage
Magic Resistance . . . Standard
Intelligence Average
Alignment Neutral Evil
Size L (60' long)
Psionic Ability Nil
Attack/Defense Modes . . . Nil

The Coldwurm is a land-bound relation of the Ice Dragon. Coldwurms share the Ice Dragon's ability to regenerate fire damage Fire damage at the rate of 1 HP per round per -10 degrees centigrade. Ice Dragons are found only in arctic regions. Ice Dragons vary in Hit Dice and Hit Points per die in the same fashion as do Dragons. Coldwurms have a 40% chance of speaking, and a 35% chance of magic use. The spells a Coldwurm can use are one first level spell per age, until the Coldwurm has 4 HP per die, then one second level spell per age. Ancient Coldwurms can use 4 first and 4 second level spells per day. Coldwurms cannot use any Fire spells.

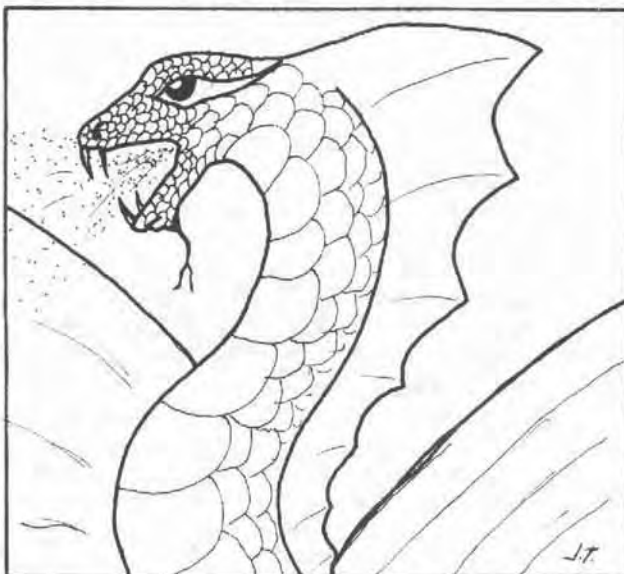
Coldwurms breathe a cone of frost with a ½" origin, a base of 6", and a length of 9".

As Coldwurms do not fly, they have much heavier armor than do Ice Dragons, and the claws of a Coldwurm are much larger than those of an Ice Dragon. The legs of a Coldwurm are very long, which allows Coldwurms to run fast enough to run down a horse.

Coldwurms melt in temperatures above freezing.

Coldwurms in lair will be asleep no less than 50% of the time.

The lair of a Coldwurm will be a cave hollowed out of solid ice. Coldwurms will typically have some monster live in the lair so as to guard the treasure while the Coldwurm hunts. Typical monsters are polar bears, winter wolves, ice toads, or yeti.



Ice Dragon by Tim Grice

Frequency Very Rare
Number Appearing 1-2
Armor Class 1
Move. 10"/30"
Hit Dice. 12-14
% in Lair 40
Treasure Type. H, S,
T, Q (x10)
No. of Attacks 3
Damage/Attack. . . 1-10/1-10/
4-48
Special Attacks. Breath
Weapon
Special Defenses . . Impervious
to Cold;
Regenerates Fire Damage
Magic Resistance . . . Standard
Intelligence Genius
Alignment Neutral
Size L (60' long)
Psionic Ability Nil
Attack/Defense Modes . . . Nil

Ice Dragons are found only in the coldest of regions. This is because Ice Dragons are truly made of ice, and tend to melt in more temperate areas. Ice Dragons sometimes will fly south and terrorize a kingdom during the coldest part of winter. For an Ice Dragon to live the temperature must never rise above freezing. Thus, some snowy peaks of ice-bound mountains will harbor an Ice Dragon all year long, but only if a cave that will be snow-bound all year round is available. During the summer months, the Ice Dragon will estivate.

Ice Dragons are immune to any Cold-based Attack. Also, if the temperature is below zero degrees centigrade, the Ice Dragon will regenerate all Hit Points lost to Fire Attacks at a rate of one Hit Point per round per -10 degrees. Between 0 and -9 degrees, Ice Dragons regenerate 1 HP each round. Between -10 and -19, they regenerate 2 HP a round. Fire damage includes Fireballs, Burning Oil, and Flaming Swords. Note that Ice Dragons will only be found in areas below freezing.

Ice Dragons resemble true dragons in age levels and Hit Points per die. Further, Ice Dragons have a 70% chance of speaking the Common tongue. Ice Dragons also have a 60% chance of using magic. Each age level of the Ice Dragon is equivalent to a level of magic use, so a very young Ice Dragon could use but a single first level spell, while an ancient one could use two fourth level spells, three third level spells, three second level spells, and four first level spells. See the chart of "Spells Usable by Class and Level -- Magic Users" on page 26 of the **Players Handbook** for further details. The spells an Ice Dragon can use will be selected randomly, but no Ice Dragon can ever use any Fire-based spell such as *Burning Hands*, *Pyrotechnics*, or *Fireball*.

Ice Dragons in lair will be asleep 20% of the time. The Breath Weapon of an Ice Dragon is a cone of frost, with a ½" origin, a base of 6", and a length of 9". If killed in an area above freezing, Ice Dragons will melt into a pool of water.

When alive, Ice Dragons are translucent ice blue with many sharp edges.

Ice Dragon



WITH NATIONS UNDERFOOT

by Michael S. Quesenberry

Melshorn's husky frame scurried through the jungle nearly doubled over with the burden of a full-grown male antelope carcass. The path he followed was slippery just like always, except for the nature of the poor footing. Instead of the customary mud and muck, the trail was frozen and covered with snow. The usually profuse flowers were gone, along with most of the animals. Testimony to the fear engendered by the alien weather, was the village of lizardmen two miles to the west of Melshorn's present destination. All were either the victim of suicide or cannibalism. Earlier, Melshorn had considered this source of food as a means of fulfilling his position as hunter for one of the Emperor's special task forces. Luckily, he had found one of the larger animals that had frozen to death.

Greeted by cries of "It's about time, Mell!" and, "We thought we'd have to eat your horse!" Melshorn stumbled into his party's camp just off the path. After placing the meat in the competent hands of the cleric Shane Nostargoth, Melshorn dropped his accoutrements and loped over to the tent which sheltered the leader of the expedition. Inside, Del Thorber leaned over an object which he cradled in his lap. The eerie glow that emanated from the thing, casting ghoully shadows on the kind and fatherly face of Del, brought Melshorn up short. His obstinate and self-assertive nature gave way to the more powerful aura which pervaded the tent. His expressive brown eyes locked with the cold grey eyes of the older man, their previous fire subdued.

"I trust you were able to replenish our food supply. Tell the others that we will leave at dawn. Dismissed."

Melshorn was not chagrined due to the curt manner of his superior. That was Del's nature: stern, fatherly, thoughtful. They all depended on him. Mel sat next to Valentino Pleiadaederle in order to restore some warmth to his body at the fire. The bard's usually sunny attitude was suppressed by the continuous bad weather. Despite his best precautions, the mandolin awarded to him for excellence in ballad delive-

rance had warped and could not be properly tuned. The day before his discovery of the damage to his instrument, Val had gashed his leg fleeing from an angry ogre. Melshorn could sympathize with Val only after a bad rash discomforted the bard enough to cause a dent in his good nature. Even so, he did not sit too near the disgruntled troubador.

"Here, you two, have some soup. It will warm you faster," offered the practical cleric.

Colorless, but useful, Shane was a necessary part of the group. Not given to flowery speech, he could be described in many ways. He called himself practical, though, and left it at that. He was used to being unnoticed, and actually thought of himself as bland. Unknowing, Val and Melshorn enjoyed their soup and left Shane Nostargoth unthanked.

At the approach of twilight, Melshorn looked at the faces gathered in a circle around the fire. Val's curly golden locks rested on the cold hard ground as he tried to catch forty winks. The firelight danced across Shane's square, ruddy face and straight brown hair as he and Del Thorber considered the fine points of hand-to-hand combat. Del's receding hairline contrasted sharply with his fine silver hair and mutton chops. His long thin fingers cradled the crystal ball he had employed earlier. Simon Solezaar was the only one missing, and it was very pleasant not to see the halfling's dark, scowling face. Where could he be?

"Uh, Del..." Melshorn was interrupted by a sharp snapping sound as the halfling in question came down from the trees, as if on cue, to land on the sleeping form of the bard. "Where have you been, you sneaking thief?"

Val brought a hard fist down on the stout little halfling, while cursing and moaning. The grubby halfling showed no indication that he had even felt the blow that might have bowled over a berserker in a tavern brawl. Simon sauntered over and helped himself to the antelope, leaving questions and curses unanswered. When the bard began to rise in order to punish the rogue, Simon merely flicked a knife in

his direction to pin his cloak to a nearby tree. Of course, Val pocketed the finely-balanced throwing knife as payment for the damaged clothing. He cast a meaningful look in Simon's direction, which was understood to indicate that Val would deliver a good solid thrashing to any halfling who stole the knife. Precautions were necessary even against a thief who was a traveling companion.

Del took the first watch, and the night was uneventful until a shaft tipped with poison flew from the jungle. Judging from the angle of the crossbow bolt, Del sent a *Fireball* into the surrounding growth. Simon tore through the growth and killed the would-be assassin in the light of another *Fireball*. A search of the body did not reveal anything, and the lack of valuables prompted the magic user to question Simon.

"Gosh, Del, you know I'd never take anything important," he sneered.

"Well, anyway. . . tomorrow is none too soon to leave this spot. Wake us at daybreak, okay, Shane?" commented Thorber, ignoring the halfling's insubordination for the nonce. He made a mental note, though, intending to bring swift punishment to bear on Simon in the case of a more stressful situation.

The vulnerability of five men strung out in single file along a path weighed heavily on Del's mind during the trek the next day. Melshorn led the group, Shane followed, then came Simon, Del, and Val. Despite the best protective measures, a tragedy was in the making. The arcane powers at Del's disposal were truly feeble at best, so he must rely on his intelligence to guide him. (Luckily, it was great.) The group was well-prepared and cautious, but Del was the only one who had any feelings of apprehension. Those he kept to himself.

As the heavily-laden beasts of burden struggled to maintain their footing, Melshorn looked to the ongoing trail for signs of mischief. They wound their way down into the valley at a conservative pace. Shane occupied himself by looking for possible means of feeding the sorely abused animals.

He felt unhappy because he had not brought a sufficient supply of feed for them. It was difficult for the cleric to endure the rough singing of the halfling behind him. It was nice that the halfling could be joyful for a change, even if he were the only one in the group that felt good and optimistic, but must he try to burn the ears of the cleric with songs of bawdy houses and drunken revelry? Val, the most miserable of the lot, was strangely quiet for a bard.

When the group was able to hear the Needle Falls of the Moorgyor River which ran parallel to the trail they followed, Del announced that the first part of the journey was nearly complete. If they successfully made their way to the foot of the falls, then they could purchase a riverboat capable of withstanding the punishment of the rapids, known locally for the lives lost on the way downriver. The town at which to buy the craft was reportedly only a few miles downstream from the falls. Unfortunately, Del had told them, the group must rapel down the cliff beside the falls because of the urgency of their mission. The questions which followed that statement forced Del to admit that the Emperor had assigned them a key part in correcting the cold and snow which now occupied the jungle in the southern part of the kingdom.

"Shane, I'm afraid we'll have to leave the animals," Del spoke as he dismounted on the edge of the cliff. Simon was already securing the lines. He would be the first to descend.

Melshorn was the first to note something was wrong with Val. "Val, what's wrong? Get down; we're here!" Val did not answer because he was the victim of a poison dart.

Shane's response was immediate. Simon took one glance and continued working, his uncaring attitude broadcasting itself to the two griefstricken warriors, Del Thorber and Melshorn. Shane looked up after a moment.

"The monastery at Gol Dirn is the nearest place we can take him, but it has to be within the next twelve hours. If we can get him down the cliff and build a raft quickly enough, we may make it in time by paddling. We surely could not carry him to the town in time."

Shane and Melshorn looked at Del Thorber for his decision, while Del thought. The life of his friend and companion could be saved without jeopardizing the mission, since Gol Dirn lay en route to their destination. Un-

consciously, Del clutched at the orders which must remain sealed until he passed the Nirmaneon Horn. Any raft they could build would not pass through the rapids whole. Would this delay their mission? Even more important at the moment, would they then be too late to save Val? Or was it already too late? Should he abandon Val? No, but if they did attempt to save him, they might all perish.

"Is there no way that we can get a vessel at the town? Perhaps Melshorn could run ahead with the money and have it ready when the rest of us came down the river in our raft."

"That might work, Del. We must start now," Shane answered.

Del Thorber looked at his stricken companion and gave the necessary orders. His thoughts dwelled on a previous experience. The same apprehensive feeling had overtaken him early in the day. It was as if a tragedy could not be avoided. When it happened, there was the same effort to save the fallen ally, which later proved the undoing of the entire party. As he began similar preparations to aid Val, he knew that there was a greater chance of failure and injury to more of the group than there was of success, but there was no way to avoid the attempt.



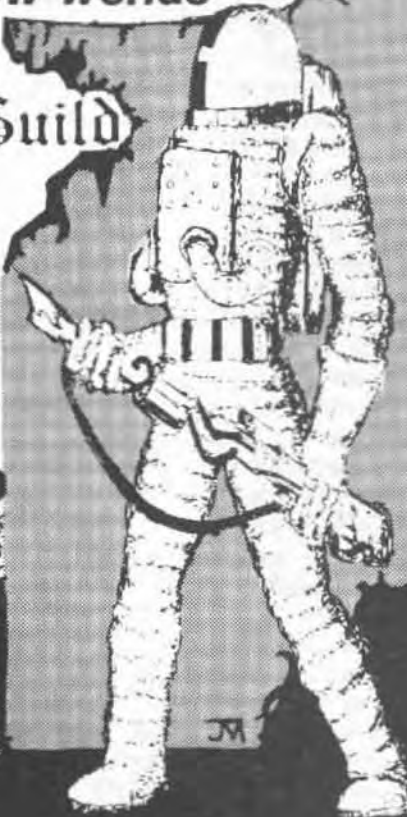
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ISLE OF TIRNANOG

by SCOTT FULTON



CITY STATE CAMPAIGN INSTALLMENT

Tirnanog Isle

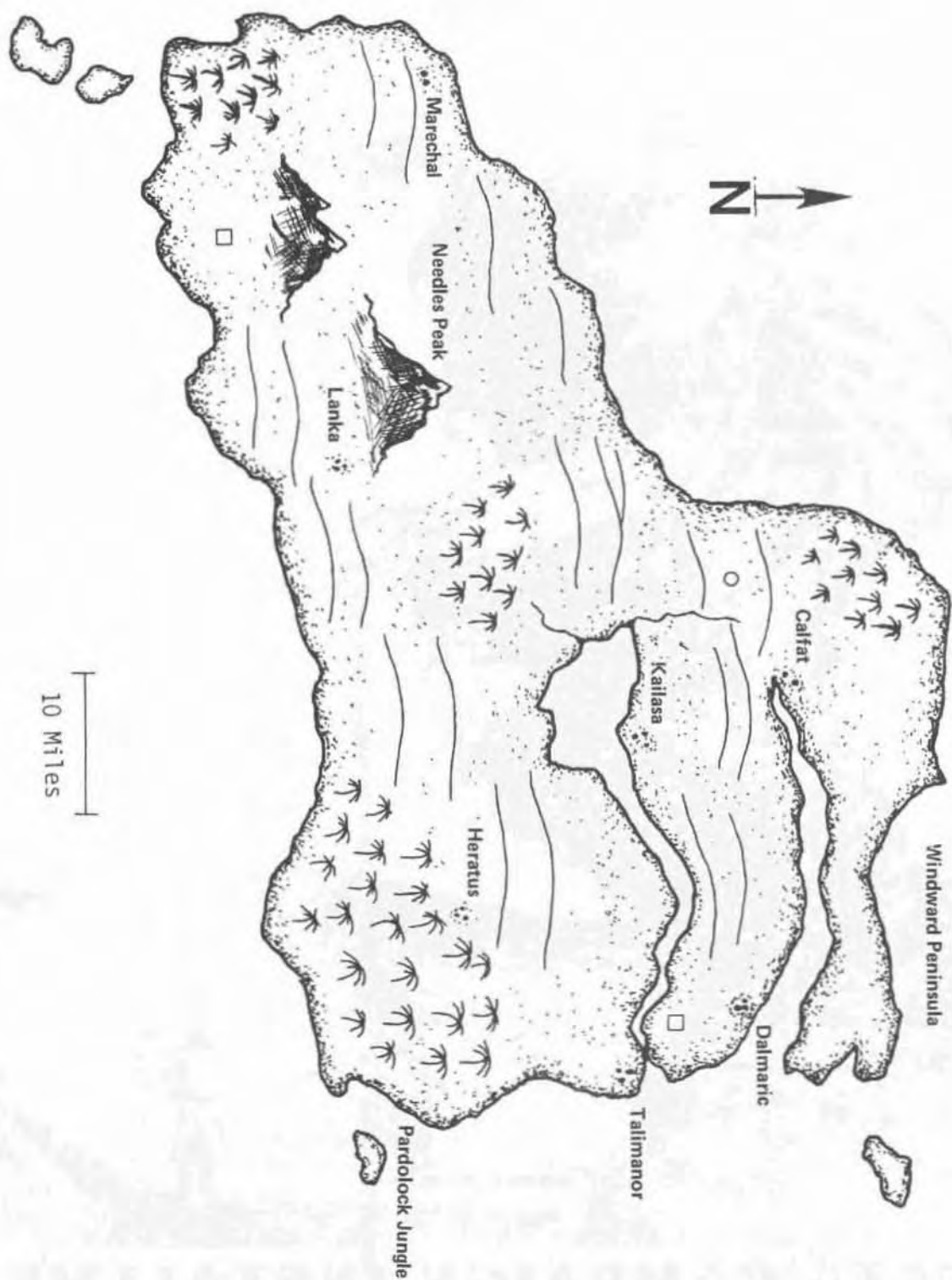


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This Adventure is the Property of:

Tirnanog Isle

The history of this Island goes back to ancient times, and, throughout that history, it has been a peaceful and slightly blase' place. There are no stories of monsters or heroes of great empires and battles. There are few stories of great storms or earthquakes, although minor quakes are not uncommon.

When humans first came to Tirnanog, centuries ago, they found a halfling culture which was already ancient. The halflings only sparsely inhabited the island, and there was plenty of room for human immigrants. In fact, even to this day the island is largely uninhabited. The halflings have only vague and contradictory stories of how and why they came to Tirnanog, but there is general agreement that they first landed on the east side of the island. The humans, according to legend, also landed on the east coast and built the town of Talimanor, named after their first leader, Lord Tali. At various times, groups migrated to various other places on the island but were still nominally under the control of the Lord of Talimanor. Eventually, the Lords of Talimanor died out, and each village went its separate way. Since the initial human migration, visitors have been rare. The only other major addition to the population of the island was a colonization attempt by the folk of the Isle of the Blest. The colony survived, but it soon lost contact with the homeland. The people of Tirnanog are generally tolerant of strangers, as long as they are not bothered. The rich soil, favorable weather, and lack of predators make the island seem a paradise and encourage its inhabitants to ignore the outside world. Thus, they may be slightly resentful, but never hostile toward strangers.

Villages

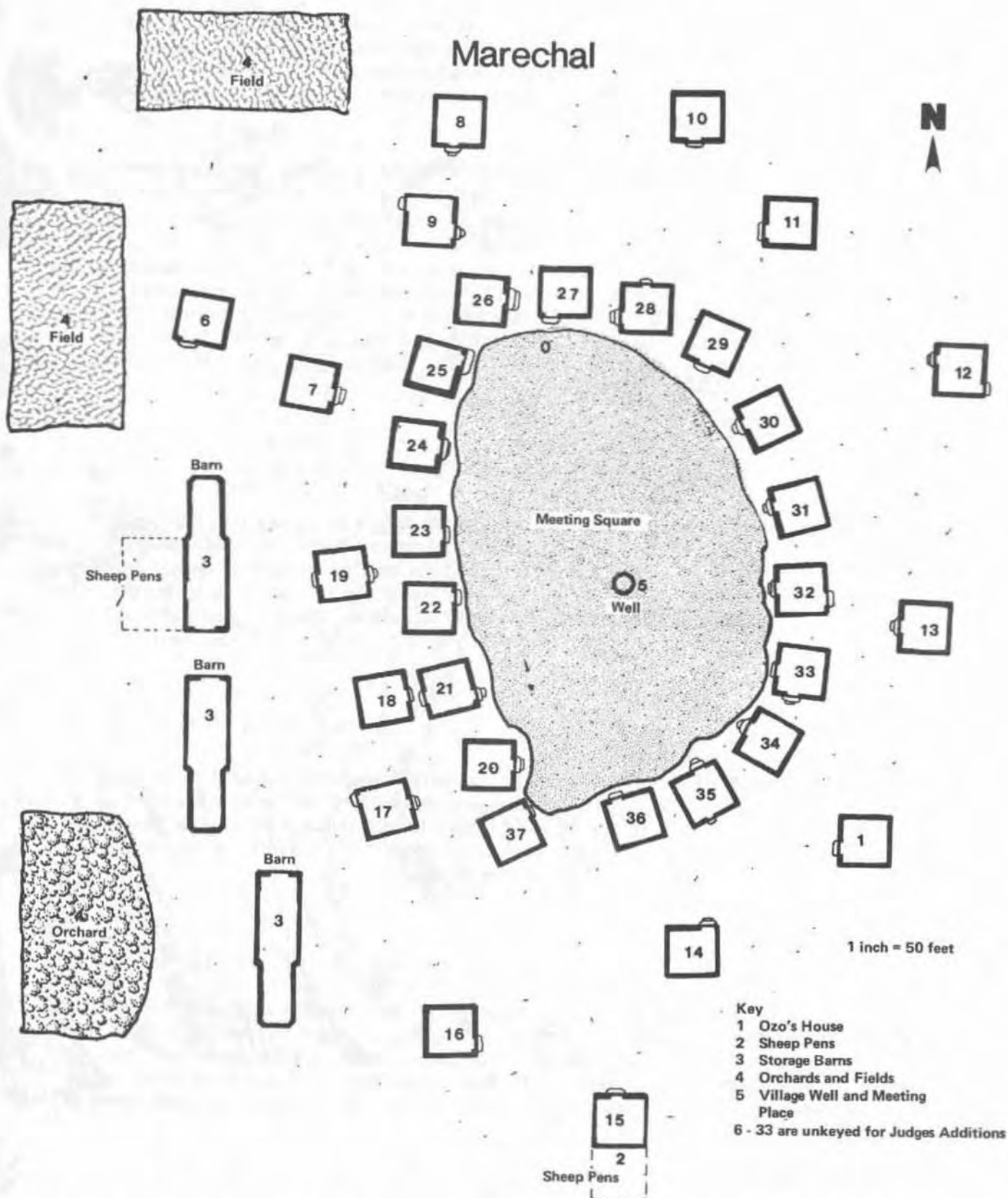
<u>NAME</u>	<u>POP.</u>	<u>TYPE</u>	<u>CIV.</u> <u>LEVEL</u>	<u>ALIGN</u>	<u>RESOURCES</u>
Marechal	91	Halflings	2	Lawful Good	Spices
Heratus	82	Men	6	Chaotic Evil	Market
Lanka	107	Men	3	Neutral	Quartz
Calfat	74	Men	3	Neutral	Lobsters
Dalmaric	126	Halflings	3	Neutral	Market
Talimanor	102	Men	3	Neutral	Fish

- 1) Marechal: This village is a perfect example of the desire of the islanders not to upset the status quo. Although they have their own chief and are capable of running their own government, they accept the claim of overlordship made by a human Magic User. In all fairness, they realize that he does provide valuable services and demands little in return. The Halflings are in the business of growing and selling spices of various kinds, most of which are fairly rare. Merchants have always enjoyed dealing with the people of Marechal because they asked relatively little in return for expensive spices. In fact, even since Dewey Ditol, the "Overlord," took over the spice dealing and raised the prices, the Halflings have received as much as ever, he has had all of his needs supplied, and the merchants have still made a good profit.

Doho: Teamster (Halfling)

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	LG	1	6	10	13	7	14	13	11	11	11	12	12	13	14	15	None

This guy is small, even for a Halfling. He is only 2'7" and weighs 55 lbs. He drives a cart pulled by two ponies, in which he goes once a month to the market in Heratus to trade with the big folks for local goods and crops. It is quite comical to see him sitting like a small child perched on the seat of the full-sized wagon. Doho is



30 years old, has blonde hair and moustache, is right-handed, and has blue eyes.

Daver: Shepherd (Halfling)

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	LG	1	4	10	11	8	7	11	11	13	11	10	12	11	9	11	Dagger

The responsibility for the entire village's flock of sheep falls on Daver's shoulders. He spends his days tending them, along with his dog, which he has imaginatively

named Barky. Actually, he spends most of the day drowsing, as there are only 13 sheep, and Barky can easily take care of them. In the event of an attack, Barky would fight as a 1 HD creature, having 2 Hit Points, while the sheep will simply bleat and run away. They also have one Hit Die. Daver is 39 years old with a bronzed complexion, short black hair, and a black beard to the waist. He is 3'6½", weighs 83 lbs., is right-handed, and has green eyes.

Dewey Ditol: Overlord of Marechal

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
MU	N	4	4	10	6	17	9	6	6	4	13	15	15	10	12	8	Dagger

Ditol is not a dictator. In fact, he really doesn't give orders at all. He has made a few suggestions that improved the crop yield, but that's about all. The reason for his takeover was simple. He needed money and saw a way to get it without causing anyone harm. In return for their accession to his unilateral takeover, he stands ready to use his magic to assist them at any time, and even helps with harvesting, when his assistance is of any value. All things considered, this odd situation works fairly well. Ditol is 35 years old, with a light complexion, blond hair, and brown eyes. He is 5'10½" tall, weighs 201 lbs., and is Ambidextrous.

Gakl: Chieftan of Marechal (Halfling)

FTR	LG	2	14	7	16	9	11	8	12	11	15	16	17	13	16	12	Shortsword
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Here is the real power in Marechal, although he does not press the matter. The people come to him, and he makes decisions. On the other hand, if something big comes up, he does consult with Ditol, both to pick his brain and to preserve peace by pretending to find out his master's will. The two leaders have always come to an agreement, so it is difficult to say which would prevail in a clash of wills. Gakl is 34 years old and bald, with a ruddy complexion and green eyes. He is right handed, 2'6" tall, and weighs 61 lbs.

Ia: Farmer

FTR	LG	1	6	10	10	10	16	9	12	8	8	10	10	8	7	9	Dagger
-----	----	---	---	----	----	----	----	---	----	---	---	----	----	---	---	---	--------

Ia is the chief farmer of Marechal. He is the most experienced and is an expert on the various spices grown. If a problem arises, it usually takes him about five minutes to decide what to do about it. He is 70 years old, bald with a grey-black beard, 2'7" tall, weighs 53 lbs., is left-handed, and blue-eyed. He usually wears a broad, floppy straw hat to protect his head from the sun.

Tri: Trapper (Halfling)

T	N	1	5	8	13	14	12	10	11	14	18	18	18	12	14	14	Dagger
---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	--------

Very few of the folk of Marechal are not involved in growing spices. Tri is one who is not. He is a Trapper, and often rides with Doho to the market and does business on his own. He relies on cunning and carefully-set traps to catch his prey and goes about in a homemade Leather suit, both for camouflage and for protection. He is 25 years old, with short black hair and a moustache. He is right-handed, green-eyed, 3'10" tall, and weighs 99 lbs.

Olmax: Tailor (Halfling)

FTR	N	1	6	10	6	10	12	15	13	13	7	7	7	16	17	15	Scissors
-----	---	---	---	----	---	----	----	----	----	----	---	---	---	----	----	----	----------

There is little cloth made on the island, and people outside don't make Halfling sized clothing. Thus, the people of Marechal have to make their own clothing with imported cloth. This is Olmax's job. He is an excellent designer of clothing, and, as a result, the people of Marechal always look their best. He is 39 years old with long, dark brown hair, and a reddish moustache. He is left handed, green eyed, weighs 68 lbs. and is 2'10" tall.



Rolb and prospective Husband

Let: Carpenter (Halfling)

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	NG	0	4	10	16	8	12	9	15	11	7	5	5	9	11	10	Hammer

As with almost everyone else in the village, Let is involved in the spice trade, although only secondarily. He makes the boxes in which the spices are shipped. He is also, of course able to do most any other carpentry work needed. His sideline is carved boxes and pieces of furniture which he sells at fairly reasonable prices. He is proud of his work, and would rather see other people enjoying it than to get a high price for it. Let is 27 years old, 2'10" tall, and weighs 69 lbs. He has a pale complexion, short red hair with a red beard to his waist, he is right handed and has black eyes.

Pubef: Waggoner (Halfling)

FTR	LG	2	12	4	13	9	10	11	10	13	15	10	16	14	13	18	Shortsword
-----	----	---	----	---	----	---	----	----	----	----	----	----	----	----	----	----	------------

Pubef contributes to the spice trade by driving a wagon to market in Dalmaric and selling spices or trading them for local goods. The trip is a rather long one, requiring him to be on the road about four days a week, plus a day at the market. He nearly lives in Chainmail, and his Shield lays in the seat beside him. This, coupled with his fighting experience has rendered him able to handle anything he has run across, so far. Pubef is an Albino, a rather rare condition for a Halfling. He wears his thin, white hair long, hanging down to his waist. He is ambidextrous, 2' 9½" tall, weighs 54 lbs., and is 25 years old.

Mek: Fisherman (Halfling)

MU	NG	1	3	10	11	14	10	10	11	9	12	11	14	9	12	7	Dagger
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Most Halfling don't like water, but Mek is an exception. He loves the water and is thought of as queer because of it. Nonetheless, the villagers enjoy the fish he brings in and accept him. His boat is a dinghy which is quite roomy for him. However, the size of his boat and the fact that he must work his net alone, keep his daily catch fairly small. Since he has a lot of free time in the afternoons, due to the limiting factors stated above, he has become an assistant to Ditol and as a result, has learned a bit of magic himself.

Loagi: Freight Hauler

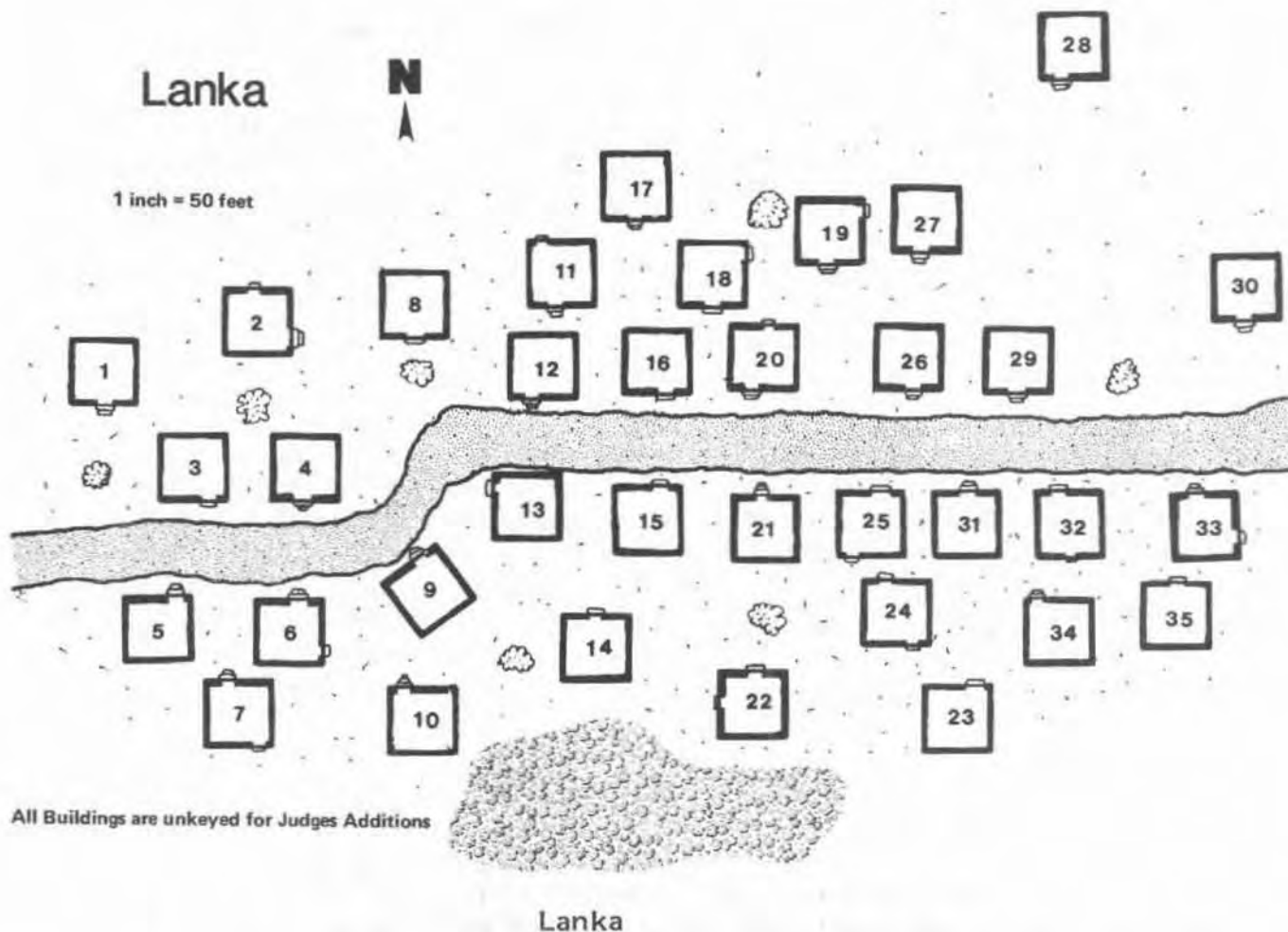
FTR	N	2	6	10	10	16	6	9	7	13	10	12	12	13	16	13	Dagger
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Along with his son, Zephil, this gentleman hauls the stone quarried by the Lankans to Dalmaric where it is sold to merchants. He is 47 years old with white hair and a white beard hanging to his knees. He is 5'5" tall, weighs 178 lbs. has brown eyes and is right handed. His face is bronzed.

Zephil Lackhair: Son of Loagi

FTR	N	1	3	10	9	13	10	12	10	9	11	12	12	15	13	16	None
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Zephil has a lot to learn. Note, for instance, that he goes about unarmed. He is just learning the job, having taken over on the death of his uncle four weeks ago. Due to his relative youth (22 years of age), he still has a very light complexion. As he gets older, he will attain his father's bronzed skin. He is called Lackhair because, despite his age, he is rapidly losing his hair. He is already fairly shiny on top. He wears a stupid-looking little hat to protect him from the sun. He and his father are always on the move, and see each other once a day. One will drive to Talimanor one day and drive home the next while the other drives to Talimanor. Thus, they meet about noon and have lunch together. Zephil is 5' 8" tall with green eyes. He is left-handed and weighs 184 lbs.



This village grew because of the demand for the Quartz from the quarry nearby, and most of its men work there. Rock quarrying is hard work, and as a result, Lanka is very quiet, even for the Isle of Tirnanog.

Sacerdot Two Horse: Mayor of Lanka

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	N	4	21	6	17	9	8	12	13	15	9	11	10	17	18	16	Broadsword

The nickname "Two Horse" came from the fact that Sacerdot can supposedly do the work of Two Horses. As is the case in many such villages, Sacerdot is the Mayor because he can beat anybody in town. Fortunately, he also has the knack of leadership, and keeps things running smoothly. He is 5'6½" tall, with brown hair. He has a brown beard to his waist, is right handed, has black eyes, and weighs 170 lbs. He is 29 years old.

Eerode: Quarry Foreman

FTR	LN	6	23	6	15	9	13	14	14	12	7	10	8	13	13	13	Bastard Sword
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Experience is the reason Eerode is foreman. He has been working in the quarry for five years longer than anyone else. He is very exacting and demands that his orders be followed to the letter. He is backed up on this by Sacerdot because he does know what he's doing, and more than one person has been hurt by disobeying his orders. Eerode is 49 years old and has black hair streaked with grey. His beard is also this salt-and-pepper color and hangs to his waist. His eyes vary from blue to green with his mood. He is right handed, 5'6" tall, and weighs 168 lbs.

Ocpema: Hunter

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	NG	2	5	8	14	15	14	11	14	14	8	7	10	12	10	13	Bastard Sword and Longbow

Since most of the men work in the quarry, someone has to supply the food. Ocpema is one person responsible for providing meat. There are a total of seven hunters. Ocpema is the oldest, and the unofficial leader of the group. He is 42 years old, bald, and bronzed. He is 5'9" tall, weighs 195 lbs., Ambidextrous, and has black eyes.

Uhozh: Farmer

FTR	LG	1	4	10	7	10	10	14	11	9	11	11	9	7	7	9	None
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Most of the food the Lankans eat is purchased with the proceeds of their quarry sales, but they do have their own token farmer. Uhozh is considered just as much a part of the community as any quarry worker. He places his food at the disposal of the village, and in return receives a share of the profits. There is an unspoken feeling that he is the village's hedge against starvation should the quarry fail. As a result, all the villagers will fight to protect him. He is 4'8" tall, and weighs 134 lbs. He is light skinned with red hair, right handed, and has blue eyes. He is 46 years old.

Ijetua: Trapper

FTR	CN	1	3	10	11	6	12	10	12	10	10	13	11	14	15	15	None
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This is another individual who provides food for Lanka, in this case, mainly small game. He is a small fellow of 4'8" tall, and pale almost to the point of looking sickly. The fact is, he was quite sickly as a child, and has never gotten over it. He is not really fit enough to work in the quarry nor clever enough to actively hunt animals, so he sets traps for them instead, an activity which only requires careful planning beforehand. Ijetua's sickly childhood also has caused him to go prematurely bald, although he does retain a large blond moustache. He is 39 years old, left handed, green eyed, and weighs 138 lbs.

Pomerka: Female

FTR	LN	1	6	10	8	8	14	9	8	6	8	8	8	13	12	13	Dagger
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Inasmuch as most of the men are gone all day, someone must be left in charge of the village, and it almost has to be a woman. Pomerka is not an appointed leader but sort of fell into the job. She has a healthy pink complexion, black hair and dark brown eyes. She is right handed, 31 years old, 5'7" tall, and weighs 121 lbs.

Rolb: Female - Midwife

FTR	NE	1	6	10	9	8	8	11	9	11	7	9	5	11	12	13	Dagger
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The Midwife is always an important member of the village, and Rolb is more so than ever, because she is the only person in Lanka who has any real medical skills. She learned them from her mother, who died four years ago. Fittingly enough, she died of an illness she picked up by nursing a sick child. Rolb is very unsure of her skills. She knows that there were many things her mother did not have time to teach her, so while she does her best, she always has the feeling there is something more she should do. She is healthy looking and good sized, at 6'1½" tall and 158 lbs. She is 20 years old, with short, red hair and eyes that vary from hazel to dark brown with her mood, and is left-handed. She has a pet Draconette (blue, 5 HTK) and is looking for a minstrel to fall in love with.

Zedovito: Learning Mistress

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	N	1	5	10	12	14	13	8	9	9	10	12	12	16	16	18	Dagger

Because of her native intelligence and great store of knowledge, Sacerdot has appointed Zedovito as Learning Mistress in charge of teaching the children. The kids love her and learn quickly and well. She is very good with children although she has none of her own. She is being courted by two knights that have come to Lanka, and it will soon become a fight to see who wins her. Both knights are described at the end of this scenario.

Zedovito is 21 years old with black hair hanging to her waist in two braids. She has sparkling black eyes, and her skin is a healthy shade of copper. She is 5' 6" tall, right-handed, and weighs 125 lbs.

Heratus

About 80 years ago, a group of people from the Isle of the Blest landed here and began to build a life for themselves. This was a colony sent by the Lord of Rallu, who hoped to gain control of the island in this way. A market was set up in direct competition to the one in Dalmaric but did not really hurt it. Heratus gets the trade from the west end of the island while the east end still goes to Dalmaric. All in all, the colony was rather a failure. It consists only of this one small village, and even that has taken a native Mayor. While nominally under control of the Lord of Rallu, Heratus no longer pays taxes or tribute, and is rarely visited by expeditions from Rallu.

"Cobra" Nila Nimi: Mayor of Heratus

MU	N	4	10	10	13	18	12	8	12	8	15	18	15	18	18	18	Dagger
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Nila Nimi is called "Cobra" because when he strikes, his vengeance is quick, sure, and deadly, and because those who look him in the eye find it hard to resist his will. As a result, the villagers will look down or turn away in his presence and make signs against the evil eye behind his back. He is the type of leader the people are used to, however, and they will almost certainly do what he says without hesitation. "Cobra" is 45 years old with white hair and a short, white beard. He has brown eyes, is right handed 5'4" tall, and weighs 174 lbs.

Buny: Shepherd

FTR	CE	1	7	8	12	8	14	9	14	9	10	11	13	8	9	7	Longsword
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Between jet black hair, a jet black beard and a dark complexion, Buny tends to be a very sinister looking person. This sinister aspect is not improved by his height of 6'2" and weight of 212 lbs., nor by his possession of the traditionally suspicious trait of left handedness. All this makes his sparkling green eyes seem very out of place. Actually this sinister look is largely false. He probably would be sinister if he were able to, but he is also mentally in the dark. This probably explains why he has happily tended sheep all his life rather than going off adventuring and is, therefore, probably also responsible for his being alive at 47 years of age.

Rettus: Freight

FTR	CN	3	11	5	13	9	6	15	16	17	10	8	12	7	7	10	Broadsword
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Rettus owns a wagon and, for a price, will transport purchases from the market to anywhere on the island. Once there, he will seek to find a load for the ride back and will charge much less for the return trip. He is a careful man and habitually wears a Mail shirt under his tunic. He is 5'4" tall, weighing 172 lbs., and is 34 years old. He has a black moustache, black hair to his shoulders and blue eyes. He is right handed.



Heratus

Ajev: Mason

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
MU	NE	2	3	10	10	12	9	10	13	8	8	7	8	13	11	11	Dagger

Ajev is the grandson of the original Stonemason who came from Rallu. The secrets of the trade have been handed down from father to son. Also handed down was the hobby of dabbling in magic. Ajev has payed attention to "Cobra" and does better than his forefather at the magical hobby. He is 6' 3" tall and 33 years old. He has long, brown hair and a small mustache. He weighs 228 lbs. and is right-handed.

Eofto: Carpenter

FTR	NE	2	4	7	16	9	5	13	14	15	9	7	7	9	12	8	Hammer
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Unlike Ajev, Eofto's trade is not hereditary. Instead, it is something he learned on his own. He is an expert at guesstimating the length of wood needed for a particular purpose. He will look at where the wood needs to go, pick up a piece of wood, and cut it to the size needed. When he finishes a job, he never has a scrap left over that is more than six inches long. He is 5'4½" tall, weighs 175 lbs. and is 31 years old. He has short brown hair cut close to his head and a walrus moustache. He has black eyes, and a dark complexion and is right handed.

Iardo: Furrier

None	CE	0	5	10	10	7	4	11	10	11	10	12	12	11	11	10	None
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Iardo buys furs at the market from traders and makes luxury items from them which he sells. He is not a good bargainer but states the price he wants, and, if he doesn't get it, he acts insulted. This tends to upset his customers because they generally love to haggle. This, coupled with the mild climate which makes furs unnecessary, makes business rather scarce for Iardo. He blames his lack of wealth on his customers who, he considers, have no taste. He is right-handed with black hair and eyes.

Zygti: Trader

MU	N	1	2	10	13	14	12	16	13	18	12	11	14	8	10	9	Dagger
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By acting as a broker, and finding two people who want to trade and taking a percentage from both sides, Zygti has become quite wealthy. Magic is his hobby, and he is always interested in buying, but seldom in trading, magical items. His offers for these items will be good and sometimes even excellent. Zygti is 39 years old, with short brown hair and a moustache. He is right handed, green eyed, 5'7" tall, and weighs 169 lbs.

Jukid: Beggar

FTR	CN	1	1	10	6	8	9	5	6	7	10	13	11	10	13	13	None
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Until three years ago, Jukid was tanner. Then he was in an accident which broke his back and his right arm. He was paralyzed from the waist down, and his arm failed to set properly. As a result, he was unable to work and was forced to become a Beggar. His health was never good and got worse after the accident. His situation is not helped by the fact that the villagers are not interested in helping the helpless. He is 49 years old, with white hair and a very pale complexion. He has green eyes, is 5'1½" tall weighs 145 lbs. and formerly was right handed.

Dwer: Gambler

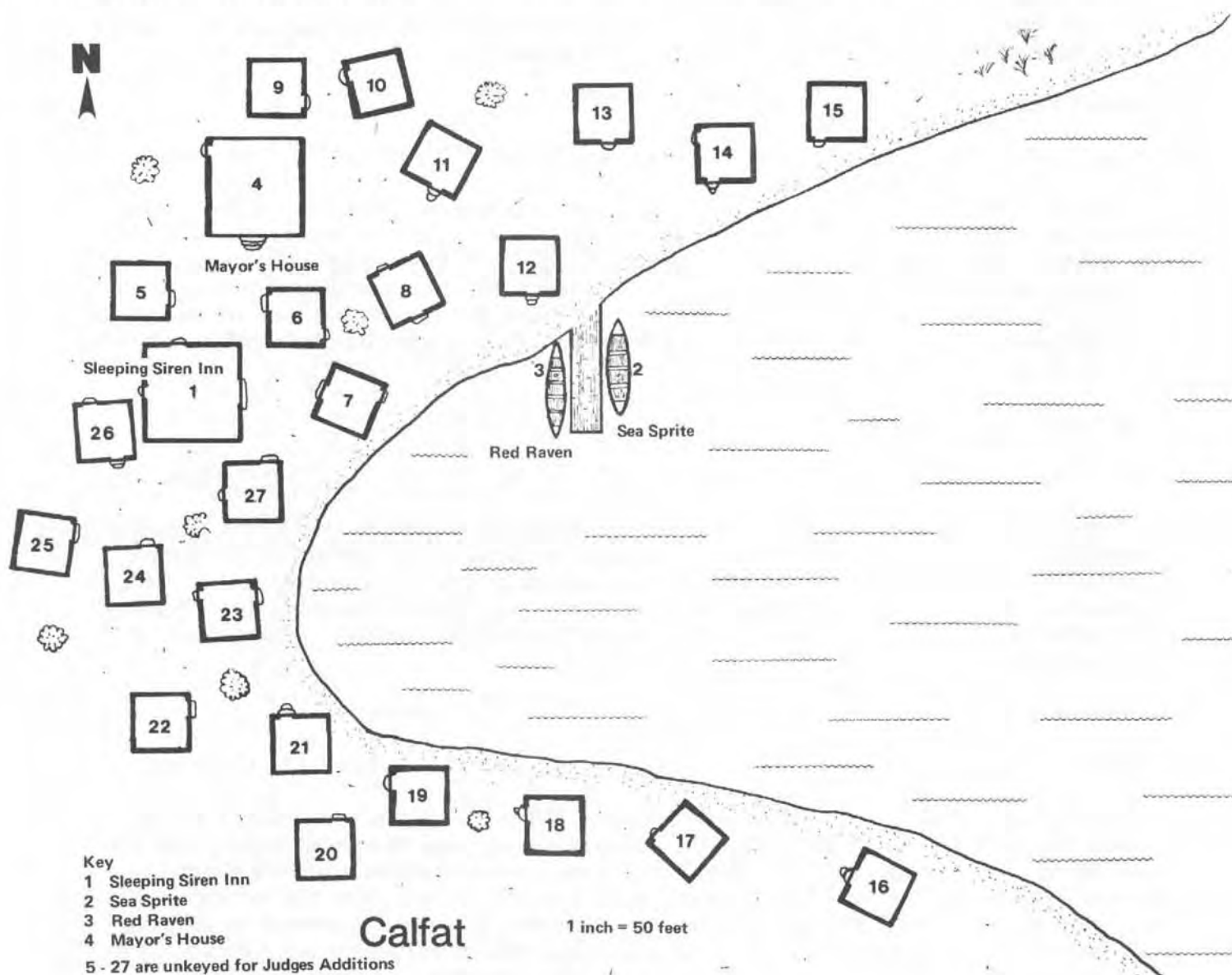
T	CN	2	7	8	12	13	13	9	14	9	12	13	14	15	16	17	Shortsword
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When people come to market, they bring money, and where there is money, there will be gambling available. Dwer will play whatever his customers want, but prefers dice games. He knows the odds, and never risks cheating unless faced by a run of bad luck. On the other hand, he will gladly divest a customer of his money as he leaves, taking care, lest he be caught doing so. He is 38 years old, with black hair hanging to his shoulders and brown eyes. He is right handed, 6'½" tall, and weighs 196 lbs.

Ashyng: Master of the Swinging Satyr

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	CN	1	4	10	6	11	8	7	8	11	8	8	10	15	15	14	Cleaver

The sign above this Inn features a Satyr on a Gallows. This indicates the type of humor Ashnyg indulges in. He is a crude sort of fellow. His prices are not cheap because this is the only Inn for miles around. Ashyng tends to keep the peace by burying a Cleaver in the forehead of any troublemaker. His crudeness and roughness are a front, however, as he is really weak and frail. If stood up to, he will fall apart and begin to cringe and whine.



Calfat

Calfat is a quiet little fishing village whose occupants are very reserved around

outsiders. The men take their boats out to the mouth of the windward fjord each day to empty their lobster pots. The lobsters are then taken to be sold at the market in Dalmaric. The money is then used to buy what the village needs and cannot make.

Jacinth Chanak: Mayor of Calfat

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
MU	N	3	6	10	12	15	12	12	12	11	14	14	12	13	11	15	Dagger

Perhaps it is only in comparison to the rest of the villagers, but Jacinth seems very pale. This is mainly because he spends his time inside all day, and most every one else is outside all day. He has short, brown hair and black eyes. He is 33 years old, right-handed, 4' 7" tall, and weighs 122 lbs.

Dimlako: Captain of the Seasprite

Bard	N	2	13	7	13	9	13	8	9	7	14	15	13	16	16	16	Bastard Sword
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The Seasprite is one of the two large boats in the village fleet. Large is a relative term, though: the rest are about 8' long while the Seasprite measures 20' from stem to stern. Dimlako is prosperous and employs 3 crewmen. He has, on occasion, taken his boat on trips away from the island and has learned a lot about the world. He is 33 years old, with short blond hair and blue eyes. He has a sunburned face, is right handed, 4'9" tall, and weighs 133 lbs.

Mopuk: Mate of the Seasprite

CL	N	3	11	8	11	8	9	10	8	11	11	14	9	13	15	12	Club
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Besides being second in command on the Seasprite, Mopuk is also the religious leader of the village, being the Cleric of a Sea God. He says a prayer over the fleet before it goes out, and accidents are extremely rare. He has made himself a lead lined trunchion to use in case of trouble. He uses this equally well with both hands, being ambidextrous. He is 5' 10" tall, 32 years old, and weighs 188 lbs. He has blond hair and brown eyes.





Nafmigy: Master of the Red Raven

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
T	CE	1	4	7	12	9	8	10	14	13	14	16	13	14	14	16	Dagger

The Red Raven is smaller than the Seasprite, only 14 feet long, and at 48, Nefmigy is not as well off as Dimlako. He is upset and jealous and would probably do Dimlako harm if he could get away with it. Instead, he is friendly, almost to the point of fawning, and looks for a way to enrich himself at Dimlako's expense. He has a dark complexion and black eyes with shoulder-length, red hair. He is right-handed, 6' 2½" tall, and weighs 207 lbs.

Mawok: Owner of the Sleeping Siren Tavern

FTR	LN	1	3	10	8	11	14	14	13	11	15	17	13	12	10	11	Dagger
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As the only Tavern in the village, the Sleeping Siren is the logical place for the fishermen to meet in the evening after a day at the lobster traps. It is ran by Mowak, Mopuk's brother. It is not very large, and does not have rooms for hire. The food and ale are both good, however, as is the conversation, for a villager. If an outsider comes in, the place will get very quiet until he leaves, even Mawok replying to questions with grunts or one word answers. If a local customer is spoken to, he will turn his back. If further molested, he will leave.

Zinkol: Lobersterman

FTR	NE	1	1	10	8	14	11	6	8	6	14	16	15	11	14	12	Dagger
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Zinkol is an albino, with very white skin, white hair and pink eyes. He calls his boat the White Shark, and has it painted with shark teeth, pink eyes and an over all white color. He is not bothered by his lack of pigmentation, and neither is anyone else. He is forced to wear gloves and a hat, as his skin burns very easily. He also smears charcoal under his eyes and has developed an extreme squint, as the sun hurts his eyes. His eyes water heavily, and this combined with the near sightedness caused by his unusual deformity, renders him unable to see beyond the end of the boat. As a result, his younger brother steers the boat while he tends the lobster traps. Zinkol is 29 years old, right-handed, 6' 5½" tall, and weighs 217 lbs.

Camenlaf: Jeweler (Female)

T	CN	1	4	10	14	9	6	5	3	7	16	14	14	12	14	10	None
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This may seem like an odd place for a Jeweler, but Camenlaf is not healthy enough to do normal work, so she passes the time making jewelry out of gold and silver wire, seashells, semi-precious stones, and the like. About once a month, she sends her work (1 - 20 pieces) to market with Dimlako, who is able to sell them fairly quickly. Thus, she keeps herself alive and adds beauty to the world. She is 45 years old with short, red hair and blue eyes. She is left-handed, 5' 1" tall, and weighs 112 lbs.

Ozo: Lumberman

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	CG	1	4	10	15	11	8	11	14	14	11	13	9	12	10	12	Axe

West of Calfat, along the coast, is a forest, and several men from the village work there cutting down trees. Ozo is the leader of this group, and the person who chooses which trees to cut. He takes this job seriously, working hard to make sure that the cutting does not damage the forest and, hopefully, makes it healthier. He wants to be sure that the forest will always be there to provide food and timber. Ozo is 43 years old with grey-blond hair and brown eyes. He is right-handed, weighs 180 lbs., and is 5' 9" tall.

Jensnap: Sailor

FTR	CN	2	12	8	13	10	9	13	11	11	15	17	15	7	7	7	Broadsword
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About half the time Jensnap is not around. He comes back from a voyage, and spends about six months working on the fishing boats. Then the wanderlust comes on him again, and he signs on to a ship for another voyage, returning several months later. When he first returns from a voyage, he is glad to be back and always cheerful. As time goes by, he begins to get bored and surly. Then, one day, he simply disappears, and everyone knows he has gone off sailing. Jesnap is 31 years old with light brown hair hanging to his shoulders and a small mustache. He is right-handed, has green eyes, is 6' ½" tall, and weighs 193 lbs.

Retso: Leather Worker

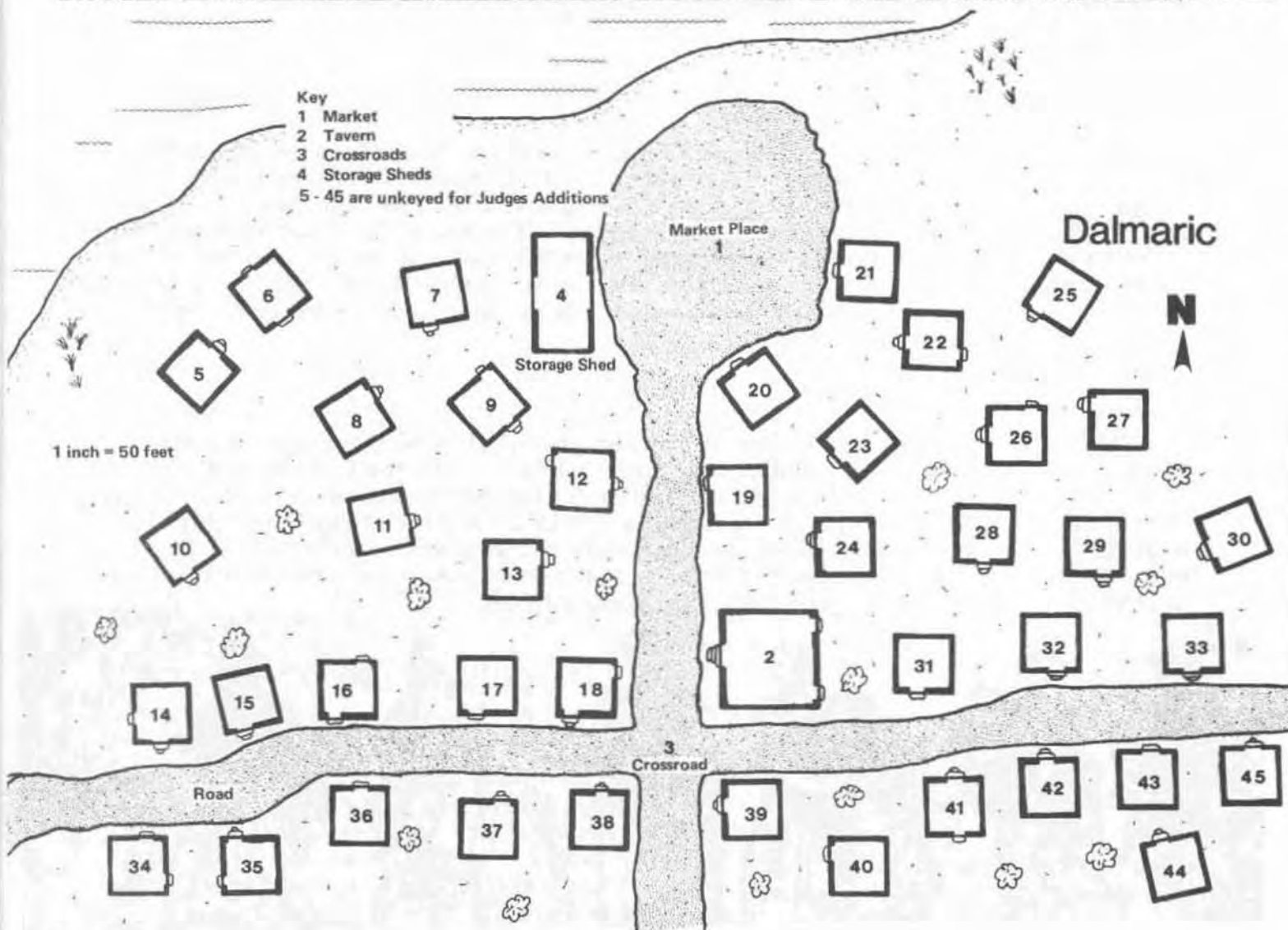
T	CE	3	12	8	12	7	10	12	15	12	15	13	17	8	7	11	Shortsword
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When out working with the lobster traps, the ment of the village go through gloves and other leather clothing quite quickly. Thus Retso is kept very busy. All of his time is taken up with making work clothing and such like. He has no time for fancy dying or tooling, or to make leather armor. If asked to do either of those things, he will refuse, unless offered at least three times the value of the desired object. He always acts in his own best interest, no matter what the cost to others. He is 31 years old, with blond hair and a beard to his waist. He is right handed and green eyed, weighing 163 lbs, and being 6'5" tall.

Dalmaric

This village is located at a very opportune place. It is on the coast near the opening of a fjord-like inlet, and at the junction of a road to the interior and a coastal road. Over the years it became the marketing center for the island, and still retains its position despite the challenge by Heratus. It is an ancient village, possibly the first Halfling village on the island, and certainly the largest concentration of that folk. At any rate, it was important enough that people came clear across the island to trade here until Heratus was built, and some still do.





Malignant Bomgal: Mayor of Dalmaric

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	LE	7	35	4	14	12	12	15	15	15	15	15	15	12	15	13	+1 Shortsword

After an absence of 20 years, Bomgal returned to Dalmaric years ago and was made Mayor. His attitudes are not subscribed to by most of the villagers, but he gets the job done, so no one complains. Bomgal believes in following the letter of the law, whatever the cost, and has doubled the number of village laws since he came to power. Many of the new laws, incidentally, increase his power or are tailored to his personal likes and dislikes. This is why he is known as Malignant, although the adjective is never used to his face. Bomgal is 3'8" tall, and weighs 70 lbs. He has brown hair and a brown beard that hangs to his waist. His eyes are also brown. He is right-handed and 49 years old. If the players are rich, he will jail them on false charges and confiscate their money.

Snisy: Fisherman (Halfling)

Bard	N	4	8	8	13	8	16	13	11	16	17	18	16	13	11	12	Broadsword
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Before the return of Bomgal, Snisy was the Mayor, but gladly gave up the job. Bomgal has always watched him closely as a possible rival. Snisy does not want the job back, and is not bothered by the scrutiny. Part of the reason Bomgal is jealous of him is that the people gather to hear him sing several times a week, while Bomgal's public meetings are sparsely attended. Snisy is 32 years old with short, red hair and a dark complexion. He is 3' 6" tall, weighs 93 lbs. and is right-handed, and he has green eyes.

Cob; Farmer (Halfling)

FTR	LG	1	5	10	14	14	11	12	13	15	7	8	10	9	8	10	Pitchfork
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Cob is quite typical of the folk of Dalmaric. He is hard working and industrious, and plays hard when he takes a break. He does not like Bomgal personally, but feels the Mayor is doing the best he can. Cob is 33 years old, with hair that is prematurely white. His face is bronzed, and his eyes are green. He is 3'1" tall, weighs 57 lbs. and is right handed.

Hinka: Miner (Halfling)

FTR	LE	1	4	10	12	12	10	8	12	9	10	8	10	14	17	17	Pick
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Hinka is convinced that there is gold in a nearby hill and spends each day digging underground. As a result, his skin is very pale. No one has yet seen any sign of the gold, but he is sure he will find it any day. He is always happy to talk about his mine and what he will do with all that gold.



On the other hand should anyone seem to be trying to find out about it, he will get suspicious, and sometimes even belligerent. Bomgal has already quietly enacted a law which will let him confiscate the mine if gold is discovered. Hinka is 30 years old, with red hair and blue eyes. He is right handed, 3'7½" tall, and weighs 86 lbs.

Kikm: Tanner (Halfling)

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	NE	0	3	10	17	3	8	9	15	13	9	9	10	8	10	7	Mallet

Nature often compensates for lack of intelligence with great strength, and Kikm is such a case. He is barely able to take care of himself, and is only able to operate as a tanner because his father patiently taught him over the years. He has no concept of money and his wife handles all financial matters. Kikm has blond hair to his shoulders and green eyes. He is right handed 3' tall, and weighs 90 lbs.

Brik: Carpenter (Halfling)

CL	LG	1	8	10	9	9	18	15	15	15	11	10	10	18	18	18	Flail
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Although taught by his father to be a carpenter, Brik has always had the urge to enter the priesthood. He has always followed Clerical precepts and been devout and has been rewarded by the ability to cast minor Clerical spells. Now he is seriously considering the idea of going to a temple for further study. Brik is 30 years old, with a fair complexion and clear blue eyes. He has brown hair hanging to his shoulders and a short, brown beard. He is 3' 2½" tall, weighs 100 lbs. and is ambidextrous.

Name	Class	Align	Lvl	HP	AC	Str	Int	Wis	Con	Dex	CH	Weapon	Age
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Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
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Glystaf	CN	1	6	10	14	11	11	7	12	13	8	9	13	11	9	14	None
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Haigwi	CN	1	6	10	15	8	11	9	10	11	10	8	9	14	12	8	Dirk
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Aefkiki	CN	1	6	10	14	10	12	10	11	9	10	10	11	12	9	7	Dirk
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Drulril	TH	N	5	14	10	14	8	9	12	14	13	11	13	12	11	12	15	Sabre
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These brothers run a freight service, which will carry goods by wagon all over the island. They are most commonly hired by folk who have bought big at the market.

Impfef: Goat Herd

FTR	NG	1	3	10	10	13	10	12	13	11	11	9	14	10	12	12	Staff
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Being a Herder is thought of as a peaceful job, but it isn't when you have to watch 81 goats with only a dog to help you. Impfef has been looking for someone to help him, but has yet to find someone he trusts who is willing to work for him. He has a suspicious nature and won't trust most folk with his precious goats. Those he does trust generally prefer to avoid the awful smell. Impfef finds this hard to understand, as he enjoys the smell of goats. He is 3'10½" tall, and weighs 88 lbs. He has one black eye, and one green one. His hair is short and blond and his beard is brown. He is right handed, dark featured and 39 years old.



DEED FOR THE LADY ZEDONJTO



Hok: Master of the Leaping Lizard Tavern

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
TH	CG	1	5	10	12	16	15	7	9	11	10	11	10	6	6	8	Dagger

Hok became Master of the Lizard when his father became too old to run it. The Tavern is very old and the ceilings are only 5' tall, making it uncomfortable for humans. Hok is intelligent and possessed of startling insights. He is also quite frustrated because he has great trouble getting his messages across. People usually ask for a beer just before he makes his point. Nonetheless, people always feel that there is more to Hok than meets the eye. Hok is 3' 1" tall, weights 68 lbs., and has a bronzed complexion. His blond hair hangs to his shoulders, but his attempt at growing a beard has only resulted in peachfuzz. He is right-handed, brown eyed, and 28 years old.

Lhusis: Fisherman (Halfling)

FTR	NE	1	4	10	10	15	10	10	12	8	11	11	9	11	11	13	Dagger
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Competition with the fishing fleet at Talimanor has hurt Lhusis, but he still makes a living. He makes the rather doubtful claim that his fish are fresher. He uses a hook and line because it is easier than trying to work a net alone. He has to work alone because no one else in the village will go out on the water. Lhusis is quite tall for a Halfling. He is 3' 10½" tall and weighs 91 lbs. He has brown hair, a brown beard that hangs to his waist, and blue eyes. He is right-handed and 25 years old. He dabbles in poisons and is fond of trying them out on strangers.

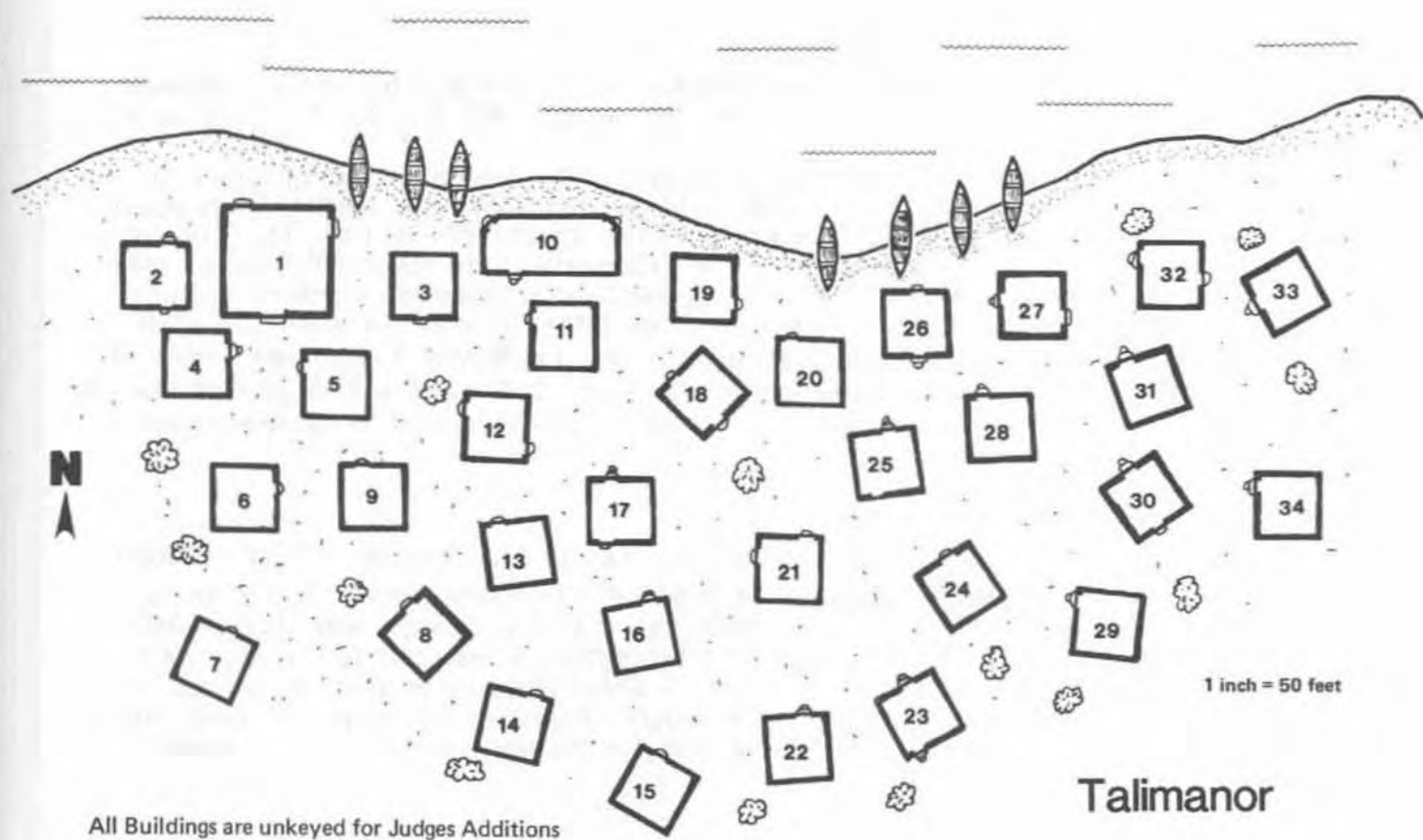
Talimanor

This little fishing village is known to be where humans first landed on Tirnanog, and is proud of it. At that time, a castle was built nearby by the leader of the band of settlers, a Nobleman named Tali. The house of Tali died out, and, for many years, the castle lay abandoned. In the meantime, the Mayor of Talimanor became the leader of the settlers, the Mayors still traditionally claim this leadership role, but everyone knows that they have the title only.

Gand the Nymph: Mayor of Talimanor and Regent of Tirnanog

MU	N	4	9	10	8	14	10	8	8	10	10	12	8	10	11	11	Dagger
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The office of Mayor of Talimanor is hereditary, and, traditionally, the Mayor's firstborn son is named Gand. The present Mayor is the ninth of that name. He is called the Nymph because he has trouble speaking when excited. This gives him a 20% chance of spell failure in stress situations. Gand is quite glad that the title of Regent is not official because he has enough trouble running just one village. Nonetheless, the claim is valid, and Gand will back it up under any circumstances. One should not make the mistake of considering Gand inept. The blood of great leaders and heros runs in his veins, and he is likely to show great courage in adversity. He is 27 years old, with brown hair and a brown beard hanging to his waist. He has a light complexion and jet black eyes. He is 5'8" tall, weighs 176 lbs. and is right handed.



UKKHON RIDING ON THE SOUTH BEACH

Yewor: Master of the Voyagers Rest

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	GL	1	6	10	12	10	9	8	8	9	7	8	6	8	6	8	Club

The Voyagers Rest is an old building, one of the few in the village made of stone. It is built like a fortress, with stout wooden doors and shutters. It boasts a tower where Yewor lives with his wife and two daughters. In fact, the Tavern was built as a strong point into which the community could retreat in time of danger. Yewor is a conscientious host and serves good food at reasonable prices. He is a known and respected member of the community although some consider him a bit goody-goody. Yewor is 38 years old with a short, black beard and black, braided hair hanging below his knees. He is right-handed, 5' 8" tall, and weighs 182 lbs. He has green eyes. It is rumored (and is a fact) that the ghost of an ancient traveler haunts one of the rooms.

Micum: Weaver

FTR	N	1	3	10	12	11	11	17	14	13	13	14	14	13	14	15	Dagger
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Micum is one of the few people on the island who makes cloth. The cloth he makes never gets out of the village. Although it is often rough and always plain, it is also cheaper than imported cloth and the villagers immediately buy it. As a result, Micum is concerned whenever any villagers clothing is harmed, because it is his cloth. Micum is 29 years old, with short blond hair and a blond beard. He is right handed, green eyed, and 6'1" tall, weighs 203 lbs., and has a pale complexion.

Futhorc: Retired Ship's Captain

FTR	NE	3	29	8	16	13	9	15	13	13	14	14	16	15	18	18	Longsword
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Futhorc is rumored to have retired from the sea after a disastrous wreck. The rumor is supported by his taciturnity and by the way his dark blue eyes seem to focus on something far away. He refuses to go out in the boats and never seems to do any work, yet he always has a bag of coins when he comes to the Voyager's Rest each night. There, he drinks heavily and gets quietly drunk; then he goes home. The villagers have also noticed that he is never seen before noon and never suffers any ill effects (or any other kind of effects) from his drinking. The villagers see in him a tortured man and, thoughtfully, leave him alone. Futhorc is 52 years old with leathery skin and brown hair hanging to his shoulders. He is right-handed, 5' 5½" tall, and weighs 164 lbs.

Nasic: Gardener

FTR	LE	1	1	10	12	15	12	6	9	8	11	11	13	10	11	11	Hoe
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Futhorc hired Nasic to plant a flower garden the day after he came to town. Thus, Nasic is as likely to know the truth about Futhorc as anyone, but he's not talking. Nasic had formerly been a farmer, but he had been working on the boats since his farm failed. He has never been in Futhorc's house but has, at least, spoken to him, which is more than most people can say. Nasic is 43 years old with brown hair and hazel green eyes. He is 5' 7" tall, weighs 167 lbs., and is left-handed.

Mugvoh: Tailor

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	CG	3	19	8	12	9	17	9	14	14	12	13	12	12	12	15	Two-handed Sword

Most of Micum's cloth goes to Mugvoh, who makes it into shirts, dresses, and breeches. These are immediately bought by the villagers. Mugvoh has been discussing with Micum the idea of finding a supplier of good dyes to make some brighter cloth and of getting someone to raise some new types of plants to provide material for better cloth. Micum is interested, of course, but neither party knows how to get the projects started. Mugvoh is 38 years old, with blond hair and black eyes. He is 5'3½" tall, weighs 161 lbs. is left handed and has a bronzed complexion.

Eldmaac: Blacksmith

FTR	LN	3	15	5	15	14	12	16	14	14	14	12	17	13	13	15	Two-handed Sword
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Normally, Eldmaac works on common things, like horse shoes and shingle nails, but, whenever he can, he works on armor or weapons. He enjoys making Chainmail, and he has at least one set which he will sell. It might tend to be too big because he used himself as the model. He will also have a couple of Daggers and several Arrowheads, but there is only a 20% chance of any larger weapon being completed. Eldmaac is big at 6' 3" tall and 200 lbs. He has brown hair and a brown cavalryman's moustache. His eyes are black; he is right-handed, and he is 32 years old.

"Admiral" Kneipkil: Leader of the Talimanor Fishing Fleet

FTR	CG	1	4	10	12	10	7	10	13	14	9	10	11	7	7	7	Dagger
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Kneipkil is unanimously called "Admiral" because he commands the fishing fleet. Most anyone in the fleet could navigate it to the fishing grounds; as a matter of fact, no one consciously navigates anymore. All the boats just follow each other to the fishing grounds. Kneipkil's real task is weather prediction, and it is nerve-wracking. Weather on the seas is very changeable; Kneipkil must make what amounts to an educated guess, knowing that a wrong guess could result in the destruction of the fleet. On the other hand, if he plays it safe too often, the village will starve. It is no wonder that Kneipkil looks ten years older than his age of 43. His brown hair is streaked with grey, and his face is deeply lined. When at sea, his green eyes continually scan the horizon. He is left-handed, 5' 7" tall, and weighs 167 lbs.



Ukkhon: Ranger

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
RGR	NG	1	4	5	15	10	9	15	16	13	16	16	17	13	13	16	Broadsword Longbow

Ukkhon actually lives in the forest to the south of Talimanor, but comes to town about once a month. His visits are welcome, as he brings game, which is a rare treat for a fishing village. He will spend the night at the Voyagers Rest, buy supplies the next day, and then stride off again. No one in the village really knows who he is or where he came from, but he has been around long enough to be accepted. He is 33 years old, with short brown hair and a brown beard. He is Ambidextrous, black eyed, 6'2" tall, and weighs 212 lbs.

Jynjerzo's Tower

About 150 years ago, there lived a wizard named Jynjerzo who was very upset. Every time he reached a crucial point in his experiments, some official or adventurer would call and disturb his concentrations, and destroy the experiment by causing psychic disturbance, or physical vibrations, or sometimes by physically bumping into it. Finally, he was forced to flee the city he was living in when he changed an important official into a mouse. After that, he traveled about, looking for a secluded spot to do his work. Eventually, he found it on Tirnanog Island, the place where nothing happens. As added security, he built his tower on a sheer pillar of rock and provided not method of entry except for a door on the roof. Then, at long last, he was able to do his experiments in peace. In the course of time, he died, but the people of Tirnanog did not realize it. Indeed, many did not even know he existed. By now, however, the "Tower in the Sky" is known all over the island, as well as various hair-raising tales about it that are completely fictional. The pillar is 120' high and 30' wide. The Tower extends up another 50'.

Level 1: Living Area. This is the upper area of the tower, which is described first because the only outside door in the Tower is on its East side. The room is 15' in diameter, and has a bed on its north side. At the head of the bed, which is to the east, is a small triangular table. On it is an oil lamp and a scroll. The scroll is written in an archaic form of the Common tongue, but any character with an Intelligence of 12 or more, who can read, will be able to understand it. It is a sleazy romance story. Five others are stored under the table. All are still in good shape, as are most of the things in the Tower, due to its height above the ground, and the benevolent climate of the area. At the foot of the bed is a small chest which contains 5 handkerchiefs and 3 robes, 1 yellow and 1 red and 1 blue. On the south side of the room is a 4' square trap door which gives access to level two.

Level 2: Main Lab. The outside of this, and all other levels, save the first are taken up by a circular stairway which is open and gives access to all levels. In the center of the room is a stone table which is a part of the floor and built up as a solid column 4' in diameter and 3½" tall. The entire Tower is built of stone by the way, with the walls and floor being about 2' thick. There are also several wooden tables around the edges of the room. These are covered with oddly shaped glassware, filled with various solids and a few liquids here and there, and one or two stoppered flasks which seem to contain gasses. These will be of multiple colors, and can be a lot of fun for the Judge, if the players sample them, or open sealed containers. Many of the containers will be empty, as their contents will have evaporated or leaked out. There will also be a load of utensils such as measuring

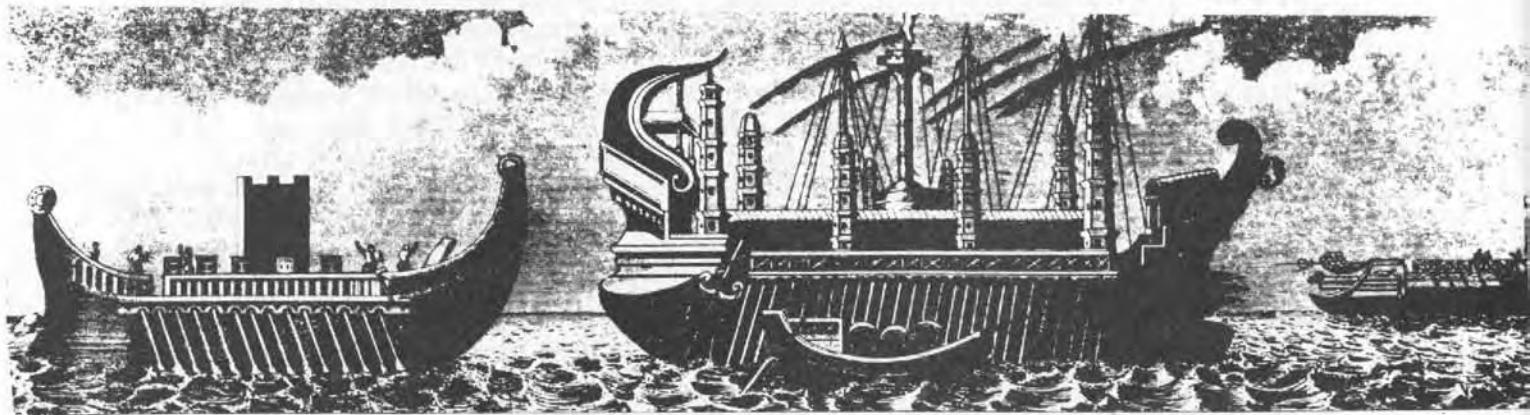


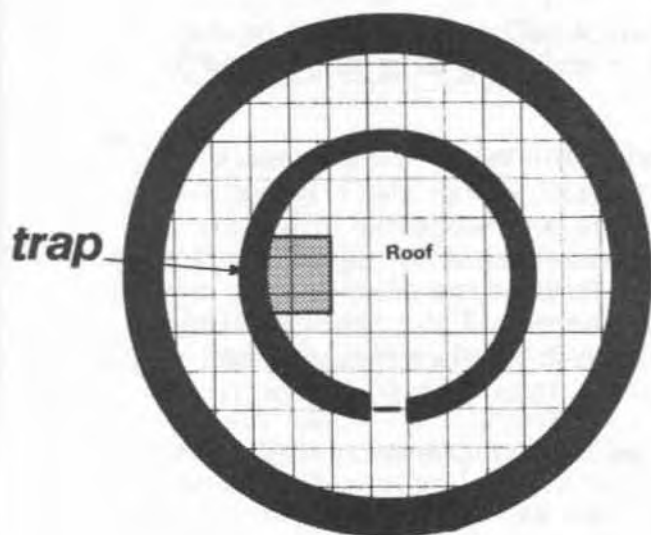
spoons, stirring rods, spatulas, and tongs designed to hold and carry the flasks. Approximately in the center of the table is an alcohol lamp, which still contains a wick with a charred end. Around and above it is a complicated chemical apparatus, which seemed to send gas bubbling through several flask, and then condensed it into a final flask. The flask above the lamp has its bottom covered with a black encrustation, and the final flask has red crystals in it. On the east wall is a 20'-wide window. It looks out on the slopes of Needles Peak.

Level 3. Storage room. Lying in the center of the room is a body in a green robe. Yes, it is Jynerso, and yes he is dead. The same effect that preserved everything else in the tower also preserved the body. It seems to be completely dried out, but has not rotted. Lying beside the body is a smashed vial which contained a blue powder, which is now spread over the floor. More of the blue powder is on a dish in the pan of a set of scales nearby, and a fine dusting of it is on the spoon in the corpse's hand. The pan with the powder is in the air, and the other pan of the scales rests on the table top, being held down by several weights of various sizes. The room is 15' in diameter, in fact all of the rooms are that size, and has a 2' wide table around most of its circumference. The table, and the shelves above it are made of stone, and are built into the wall. On the shelves, and to a lesser extent, the table are hundreds of vials and jars and flasks, most containing some strange looking solid, and almost all labeled. Most of these labels will be quite incomprehensible to most folk, as they are ancient or scientific names. Those which can be figured out will be things like "Coal Tar" or "Gnats Brains". The contents of the other flasks will be guessable just by looking. A few of the containers will seem to be empty, and actually might be. Most of the containers are of a size that they can be comfortably held in one hand, but three notable containers on the west wall are larger, each being about eight inches in diameter and a foot tall. One is full and two are half full. All contain clear liquids. The full bottle, and one of the half full ones contain distilled water, which has no taste. If anyone drinks from the other bottle, determine whether they are sipping or swallowing. If they just sip, tell them that the liquid burns their mouth, although it does no damage (a fake saving throw is optional). If they drink any liquid, they must make a saving throw of less than constitution on 3D6 plus 5 or immediately regurgitate. If the save is made, the character will be very drunk for 24 hours, minus one per constitution point. The third jar contains pure ethyl alcohol. There is a window on the north side of this room. As stated on Level 2, the Judge can have a lot of fun if the characters start sampling the various items. It is suggested, however, that the effects be simple and temporary, with perhaps a 2% chance of death. Each jar would be worth 10-100 GP to a Wizard.

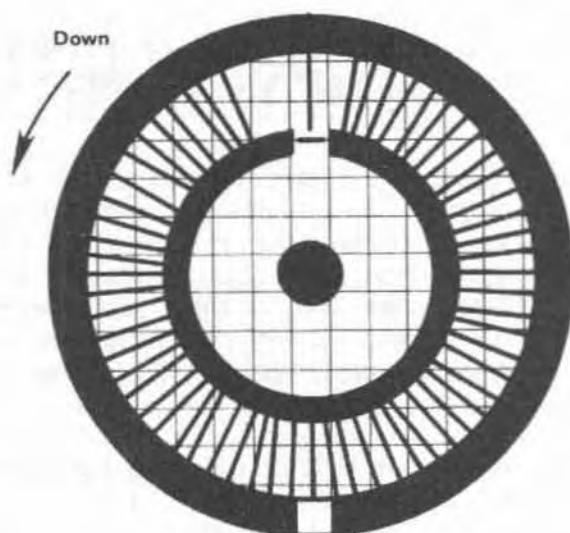
Level 4. Library. A few of the writings stored here will be Magical Books, but most are simply books about magic. There are a couple of Spell Books, and 38 Magical Scrolls, of which 4 are cursed. Most of the rest of the books and scrolls, are simply obscure and esoteric writings, which contain knowledge Jynjerzo needed about his business. The most mundane of the books would be worth 1D6 x 500 GP to a Sage or Wizard, and the rarer or magical ones might be worth 2 or 3 times as much. The window in this room faces west.

Level 5. Magic room. This room is magically booby trapped. When anyone sets foot on its floor, a fireball will explode for 8D6 of damage. A successful Save vs Magic will result in the victim realizing that the fireball is phantasmal and taking no damage. If a person fails his Save and survives, he will see that everything in the room has been destroyed. If anyone makes the Save, that person will realize that nothing in the room has been harmed and will allow another Save at -4 for those who failed the first one. This means that they realize that the room is unharmed, but it does not affect the damage they have taken. The wall is filled with wooden shelves except for a space on the south side where the window is. On the shelves are 95 Wands, 28 Rings, and 130 Potions. None of these are marked as to use, and, in fact, only 5 Wands and 3 Rings have had magic placed on them. All of the potions are viable, but 48 of them are poisons of various kinds. Six of these are poisons that kill instantly upon the slightest taste. Also, two of the Rings are cursed. If the stone in the exact center of the floor is pressed, a secret trap door will spring open when the pressure is removed. Within will be revealed an 8' wide and 12' deep pit. Around the outside edge are two rows of 8' tall and 5' wide glass jars and part of a third row of jars. Altogether, there are 132 of these jars. When examined, each will be seen to contain a perfectly formed doll complete with clothing and accessories in great detail. Each of the jars has been sealed with wax and, if opened, will release a vile smelling gas and cause the "doll" to come to life. The dolls are actually the inhabitants of the village of Tailasa. Jynjerzo became enraged and bottled the entire village when one of its members climbed the pillar and wrecked an experiment. The villagers are now only about 6" tall and are 150 years behind the times but, otherwise, are quite normal. Incidentally, one of the jars is filled with tiny Gold Pieces. They have been magically shrunk. If returned to normal size, they would be worth the regular price. Otherwise, they are worth one SP each as a novelty.

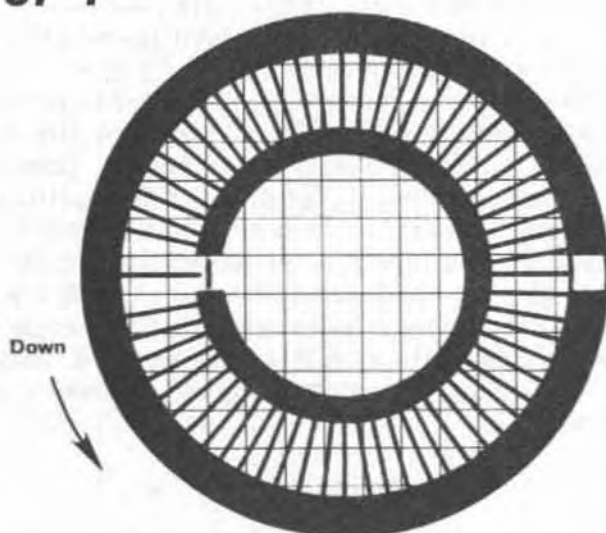




Level 1



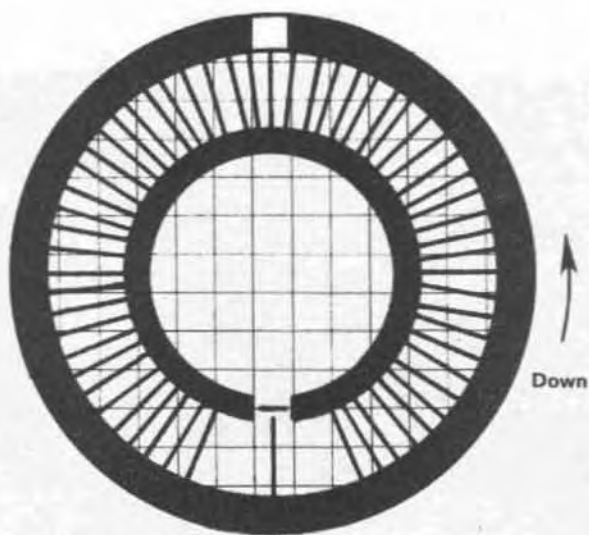
Level 2



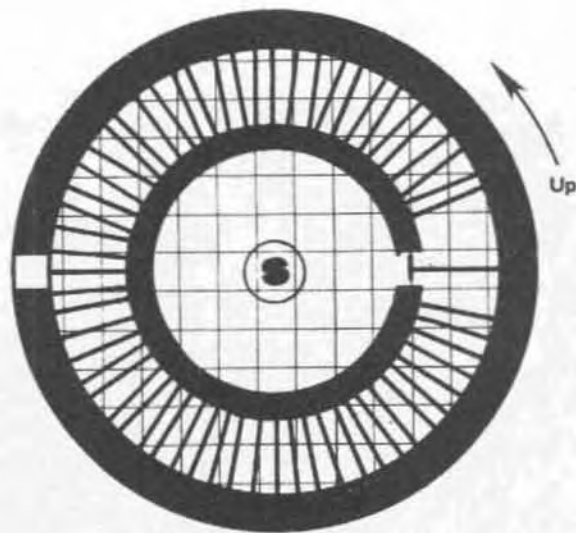
Level 3



1 inch = 50 feet
 1 square = 10 feet
 —■ = door
 S = secret door
 □ = window



Level 4



Level 5

- F The jungle to the southeast is infested with Giant Ticks. A total of 14 of these Thingies lurk about in the trees waiting to drop on animals or men and suck them dry of blood. There is also a cache of eggs somewhere in the jungle, which are almost ready to hatch.
- G Along the beach at the south east extremity of the island is a broad, stonepaved, roadway, which is raised about a foot above the level of the sand. It runs for nearly a jile, abruptly starting and stopping with a jagged edge. Along both sides of the road and spaced about 20' apart are statues. There are 400 of them, each representing a different type of creature, some intelligent, some unintelligent, some no longer known. They are life-sized, or at least the identifiable ones are, and finely detailed, even bearing close examination.
- H Just east of the windward peninsula is a small barren island, surrounded by a huge coral reef. It is covered by Gas Jets and Geysers which spew out powdered pumice and keep the island covered by clouds of the stuff. The only life on the island is a species of very hardy lichen and a colony of Giant Slugs which nest on its north side and live off the lichen. The Giant Slugs are hard to detect due to the pumice clouds which have settled on them and turned them to an uniform grey like the rocks everywhere. The trail of a recently-passed Slug can be seen, however, as a line free from pumice dust.
- I On an island off the south east coast of Tirnanog are the ruins of an ancient temple. Every 12-18 minutes a Geyser shoots from the center of the temple, lasting for about 2 minutes. The water is boiling hot, and anyone hit by it will receive 1 point of damage. The island has sparse vegetation but no animal life of any kind, as indicated by the absolute silence. The only sounds to be heard are the wind and the sounds of the Geyser. On the east side of the island, on a jutting rock formation, sits a man, staring out to sea. He is a Nobleman exiled from Viridistan. He has set adrift in a boat, and by fortune landed here. The boat he came in is beached below.

General Notes

As previously stated, the Isle of Tirnanog is a peaceful place. The only danger to the party, other than Men or Halflings, will come from a few Jungle Cats and Wild Dogs. The climate is favorable for the growth of banana trees, which are wild. They are a staple food of the people, and also feed the hordes of Monkeys which infest the island. The Marshy Region on the west end of the lake in the center of the island is a winter nesting place for Ducks who arrive about a week after the Autumnal Equinox, and leave again about six weeks before the Spring Equinox.





Damliz

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
Ftr.	LG	6	37	2	15	13	9	14	14	12	10	8	9	13	14	15	+1 Mace

Until recently, the Castle south of Talimanor (the one built by Tali) was deserted. Then Damliz moved in, and rebuilt the place. He now protects the area, including offering aid at need to Talimanor. He has 72 men with Leather Armor, Shields, and Broadwords, 21 men with Chainmail, Shields, and Broadwords, and 10 men with Leather Armor, Short Bow, and Longsword. He, himself, wears Platemail and carries a Shield. He is 4' 8" tall, weighs 141 lbs., has blond hair and beard, is right-handed, has blue eyes, and is 38 years old.

Minor Adventures

- A About 5 miles northwest of Marechal, lives a Sea Monster, according to rumor. Exactly what it is supposed to be is not sure, but it is said to have sunk ships and swallowed small boats whole. At different times, the following features have been claimed for it: wings, claws, a giant fish tail, a long neck, the ability to breathe fire, a shark's head, a lizard's head, a snake's body, a squid's body, and horns like a bull. Obviously, all these claims cannot be true, but it seems fairly certain that something is out there.
- B Just south from the western tip of Tirnanog is a group of islands known as the Andaman Isles. Tehy are covered by lush vegetation and inhabited by a band of Chaotic Pygmys. Decades ago, an insane Wizard won their loyalty with an immense fireworks display. He then commanded them to slay all intruders. Now, they sacrifice all captives at the entrance to his tomb. The island closest to Tirnanog also holds 10 deformed Dwarves who are hiding from the Pygmys. The deformities are the result of an encounter with some powerful magic force, which they will not speak of. In fact, the very thought of it panics them. They all suffer from mild forms of insanity. The southern most island holds the wreckage of a beached merchant ship, including 312 barrels of whiskey guarded by 3 Ogres (5HD, 28,24,27 HTK, WEAPONS= Club).
- C The slopes of Needles Peak provide a home for a herd of 42 Deer, including 10 Stags. These Deer are good-sized and healthy since there are few predators on the island.
- D The northern most stretch of beach on the island is infested with Crocodiles. Favorable conditions have allowed these creatures to grow quite large, 12'-20' long, and they will not hesitate to attack almost anything. Due to their size, give these creatures an extra Hit Die.
- E On the north shore of the lake, in the center of the island, is a village. It is deserted, and fallen apart. It is obviously not a recent event and there is no clue as to why it was deserted. It is in fact, the village whose inhabitants Jynjerzo bottled up. For more information, see the section on Jynjerzo's Tower. The name of the village was Kailasa.



The Courting Knights

As mentioned before, there are two knights courting Zedovito the Learning Mistress of the village of Lanka. They both met her on a previous adventure, and the thoughts of her beauty have haunted their memories ever since. Both knights have decided to make her their wife, and, to deepen the rivalry, they are half-brothers who never really liked each other.

Zedovito cannot make up her mind as to who she wants, so the half-brothers, Sir Jonton the Vengeful and Sir Vaxton the Victorious, have decided to duel for her hand, something that Zedovito doesn't want but can't stop now that it is set in motion.

Sir Jonton and Sir Vaxton came to Tirnanog on an Elven trading ship and were dropped off to be picked up when the ship came back. They brought their sturdy war horses, their best Plate Armor and Shields, and their best Bastard Swords. Their rivalry is intense, and they both expected this duel to take place; neither cares if the other dies.

Zedovito will seek to persuade the players to stop the duel, promising anything if both Sir Jonton and Sir Vaxton can be reasoned with and, somehow, stopped. Note that both knights are very gullible, but, when they realize they have been tricked or otherwise made fools of (in their own eyes), they will join together (for a short time) to rectify the wrong that was done to them. If, perchance, Zedovito has to promise to marry one of the players (or the equivalent of marriage), the courting knights will follow that player wherever he goes in order to challenge him to a duel to the death for Zedovito's honor to be upheld. Note that, as soon as this is over with, Zedovito will choose one of the players as her lover. (She is very fickle).

The statistics for these knights are as follows:

Sir Jonton the Vengeful

Class	ALN	LVL	HTK	AT	STR	INT	WIS	CON	DEX	AGL	END	STA	SPD	CHA	LED	LCK	WEAPON
FTR	NE	7	49	1	17	10	8	15	12	15	17	16	13	15	14	9	+1 Bastard Sword

Sir Jonton is an extremely vengeful person, hence his name. He has hated his half-brother since they were little kids because Sir Vaxton always beat him in anything at which they competed. He is now dead-set against losing this time and intends to make sure Sir Vaxton never beats him again. Due to his intense emotion, he will fight Sir Vaxton with a +2 to hit.

Sir Jonton is 34 years old, with short, black hair and neatly trimmed goatee. He is 6' 1" tall, right-handed, and weights 195 lbs.

He wears Plate Armor (+1), and carries a Shield. His horse, Revenge, has 29 HTK.

Sir Vaxton the Victorious

FTR	LE	8	55	0	17	11	10	15	11	13	16	17	14	16	16	12	+2 Bastard Sword
-----	----	---	----	---	----	----	----	----	----	----	----	----	----	----	----	----	------------------

Sir Vaxton, as noted before, has always beaten Sir Jonton at anything they have attempted. Because of this, Sir Vaxton has grown to expect to beat Sir Jonton all of the time. Thus, when they duel, Sir Vaxton will not put his "all" into it (since he expects to win), and will fight at a -2 to hit until he has been wounded twice; then he will realize he has to fight for his life and will attack normally.

Sir Vaxton is the stereo-type of the haughty, snobbish aristocrat.

Physically, he is 33 years old, with medium length brown hair and full beard (neatly trimmed). He is 6' 2" tall, right-handed, and weighs 200 lbs.

He wears Plate Armor (+2) and carries a Shield. His horse, Victory, has 31 HTK.

THE HIT LOCATION CHART

By **Ross E. Mosteller**

Combat in D&D is a very controversial subject. The rules do not provide a hit location chart or state how much damage a part of one's body can take before being functionally incapacitated. In my own campaign I have had numerous instances where a player character wanted to knock a vial out of a Wizard's hand, or cripple someone without killing them, etc. So I have whipped up the following charts and tables in hopes that will solve the problems mentioned above.

When a monster scores a hit, consult the below table.

Die Roll	Part of Body	Hits*	Unmodified AC
1-2	Left foot	7	8
3-4	Right foot	7	8
5-6	Left leg	9	9
7-8	Right leg	9	9
9-10	Abdomen	11	9
11-14	Chest	12	9
15	Neck	5	9
16	Left arm	6	9
17	Right arm	6	9
18	Left hand	4	8
19	Right hand	4	8
20	Head	6	9

* This indicates the amount of damage the member can sustain from a single blow from a physical weapon, not a fireball for instance, without having Special Damage done to it (see charts here after). The number indicated will go up one (1) point for every 7 total HTK that the player has; Example: Hron, a fighter with 27 HTK will get a bonus of 3 points added to each specific part indicated above; therefore, his right hand would be able to sustain 7 points of damage without having Special Damage done to it.

Clothing has effects on the AC of the parts listed above. The armor listed in the Players Handbook covers the Abdomen, Chest and each body parts individual AC.

Part of Body	Type of Clothing Worn	Adjusted AC
Left foot	Boots; High Hard; High Soft; Sandals	5; 7; 0;
Right foot	Same as above	Same as above
Left leg	Leather breeches; Cotton breeches	6; 7
Right leg	Same as above	Same as above
Neck	Scarf	8
Left arm	Shirt sleeves; Leather shirt sleeves	8; 7
Right arm	Same as above	Same as above
Left hand	Leather gloves; cestus; heavy; light	7; 2; 4
Right hand	Same as above	Same as above
Head	Cap; Hat; Hood; any helmet	8; 8; 7; 3

Note: Full plate armor covers the entire body, this making it all AC 2.

Special Damage

When a part of the body exceeds its hit point limitation from a single blow, roll on a 6-sided die and consult the below chart.

1-2 Heavy bleeding, must be stopped in 1 turn or unconsciousness will result. Then it must be stopped within 1/2 hour or death results.

- 3 Critical bleeding, must be stopped in 6 rounds or the victim bleeds to death.
- 4 Limb is useless, anything held by it is dropped, a roll of 19-20 on a 20-sided die means the limb is severed.
- 5 An 17-20 on a 20-sided die means the limb is severed and victim is unconscious, otherwise the victim is unconscious and will bleed to death in 1-4 turns.
- 6 Victim is unconscious, a roll of 15-20 on a 20-sided die means limb is severed, 19-20 means victim is dead, otherwise is unconscious and will bleed to death in 1-4 turns.

Neck: When the die roll indicates the neck has been hit, roll a 4-sided die and consult the following table.

- 1 Bleeding, must be stopped within 5 rounds or victim bleeds to death.
- 2 Serious bleeding, must be stopped within 5 rounds or victim bleeds to death, victim is unconscious.
- 3 A roll of over 15 on a 20-sided die means victim has lost power of speech, and number 2 is in effect, otherwise 2 is in effect.
- 4 A roll of 18-20 on a 20-sided die means death, otherwise number 2 is in effect.

Head: When the die roll indicates the head has been hit, roll a 3-sided die and consult the following chart.

- 1 Heavy bleeding, must be stopped within 8 rounds or unconsciousness results, then must be treated in a 1/2 an hour or victim bleeds to death.
- 2 Victim is unconscious and bleeding must be stopped in 5 rounds or victim bleeds to death.
- 3 A roll of 15-20 on a 20-sided die means the victim is dead, otherwise number 2 is in effect.

The above charts are only for humanoid subjects, you may want to modify these charts for different animals and monsters. I hope this article brings life to your campaign as it did to mine.

BUT MR. DM, IT WOULDN'T TAKE SOMEONE WITH TWO BROKEN ARMS 60 SECONDS TO DRAW A DAGGER By Emil Parker

Being that I have actually used some of the weapons listed in the AD&D tm Players Handbook, I simply cannot agree with the generalization that it takes a round, which is 60 seconds, to draw a new weapon in AD&D tm. The amount of time needed to draw a weapon, the armor, or lack thereof being worn by the user, the additional encumbrance, as well as the position of the weapon on the user's body. In light of this, I have designed a brief table for use in any Judges campaign who wishes it, with the segment as the base unit.

Weapon	Base Time Required
Dagger	2 Segments
Long Sword	4 Segments
Short Sword	3 Segments
Broadsword	4 Segments
Bastard Sword	4 Segments
Two-Handed Sword	5 Segments
Axe, Battle	5 Segments
Axe, Hand	3 Segments
Mace	4 Segments
Flail	4 Segments
Scimitar	4 Segments
Spear, Stabbing	5 Segments
Club	3 Segments
Bo/Jo Stick	4 Segments
Javelin	4 Segments
Sling	5 Segments
Halberd	6 Segments
Short Bow	6 Segments
Long Bow	7 Segments
Composite Bow	8 Segments
Dart	1 Segment

The above table assumes that the weapons are in belt sheaths excepting Bows, Spears, Javelins and Halberds, which are assumed to be worn in shoulder sheaths or on the side of a backpack. This table only covers the major weapons of AD&D tm. From the above table, a Judge can draw the general idea, and can compare to see the speed of any non-listed weapon, or at least a reasonable facsimile thereof. This table is not meant to give the characters 2 Attacks/Melee round instead of one, or anything of the sort. Generally the resheathing time for a weapon is the same for the drawing time, and is not included above. If the drawing time is 5 or less segments, I suggest you permit the players to draw and attack with the weapon in the same round, but not to draw one weapon, attack with it, resheath it, then repeat the procedure in the same round. A number of other factors can influence the drawing time of a weapon. The above table assumes a combat situation, i.e. requiring a character to jump back out of combat to get a chance to draw a new weapon and this factor is taken into account on the table, but factors such as encumbrance and armor have not been. Thus, the below table.

<u>Condition</u>	<u>Bonus/Minus</u>
Leather Armor	None
Padded Armor	None
Splint Mail	+2 Segments
Studded Leather	+1 Segments
Scale Mail	+2 Segments
Chainmail	+2 Segments
Plate Mail	+3 Segments
Field Plate	+4 Segments
80-100 pounds Encumbrance (modified by Strength)	+1 Segments
101-140 pounds Encumbrance	+2 Segments
141-180 pounds Encumbrance	+3 Segments
181+ pounds Encumbrance	+4 Segments
15 Dexterity	-1 Segment
16 Dexterity	-2 Segments
17 Dexterity	-2 Segments
18+ Dexterity	-3 Segments
3 Dexterity	+3 Segments
4 Dexterity	+2 Segments
5 Dexterity	+2 Segments

The Dexterity adjustments show the speed and fluidity the character is able to muster in dodging his opponent long enough to draw his weapon smoothly. The above tables are designed for Judges who wish to have a faster, more (dare I say it?) realistic combat weapon drawing system, to avoid a one round lapse between the sheathing of one weapon and the drawing of another. Oh, and one final thing, it is suggested that one segment be the minimum possible time for drawing a weapon and one round the maximum time, regardless of Bonuses/Minuses.

Hear Ye

Hear Ye

IF YOU HAVE MOVED TO A NEW CASTLE, PLEASE CONTACT US AT YOUR EARLIEST CONVENIENCE
SO YOU WILL NOT MISS ANY ISSUES OF YOUR FAVORITE FANTASY MAGAZINE, THE PEGASUS
P.S. DON'T LOOK IN THE DUNGEON



OHMYGAWD!

I CAN'T SEE!

By Tim Grice

The causes of blindness are legion, from the eighth level *Power Word, Blind* spell to simply dousing the torches, from clouds of blinding smoke to having closed eyes. But what are the effects of being blind? Blindness has effect on movement, melee, saving throws and spell casting.

Movement

The speed of a blind person is 1/2 the normal rate. Moving at this speed will necessitate a saving throw less than or equal to dexterity on a D20 to avoid falling. The condition of the floor will modify the resulting roll.

No obstacles	+1
Bodies and/or rubble	-2
Melee in progress	-4

Moving full speed will cause falls 100% of the time. Moving 1/4 speed will insure sure footing.

Melee

Being unable to see means being unable to dodge, so dexterity bonuses do not apply to blind characters. Further, all attacks on a blind person are at +4 to hit, but no additional bonuses for attacking from behind apply.

Under most conditions, attacks from blind characters are at -4 to hit. This allows the selection of which foe is hit by the attack. If the sightless man does not care who he hits, he can attack wildly, with a -2 penalty against a random foe. In this case the character will have NO influence on who is

hit, and his blows will score on friend as often as foe. (When the character no longer has any friends left alive is a good time to swing wildly.)

Saving Throws

As with melee, blind characters gain no dexterity bonus.

While a blind person cannot see to dodge, he can still feel, hear, and think. Thus, saving throws can be made, but at a penalty of -4 versus most attacks.

Against poisons and death magic, which are resisted, rather than dodged, saving throws are normal.

Gaze weapons normally have no effect on blind creatures. Note, however, that the gaze of the catoblepas kills the sighted and blind alike.

A digression into the ways of gaze weapons is in order here. Monsters with gaze weapons have hypnotic and compelling eyes. Even the slightest glimpse out of the corner of the eye is often enough to ensure looking directly into the deadly eyes. If the owner of those eyes happens to be looking back, well, too bad. More experienced characters have a better chance of avoiding that first, deadly glimpse (a better saving throw). Gazing takes next to no effort at all, so monsters with gaze weapons can gaze and attack physically. Most gaze and weapons affect only a single opponent, and the monster usually will attack and gaze at the same foe. If mirrors are used against, say a Basilisk, the sequence goes thus: The Basilisk gazes at somebody. That person must make his save or be petrified. If he does survive, then he has interposed

his mirror between him and the Basilisk. The Basilisk must then make its save or turn to stone. If the party fighting the Basilisk wishes, it can close its eyes and become immune, and blind.

Spell Casting

Area effect spells (such as *Fireball*, *Lightening*, *Cone of Cold*) can be cast by blind casters, but as the caster cannot see, the directions will be such as "50 feet in front of me" rather than "at that bunch of orcs over by the grey stone". Casting these blind gives a good chance of hitting friends and missing foes, but they can be cast.

All other spells must be cast with the range reduced to "touch." The caster must hit (at -4) the victim to ensure hitting the one he aims at.

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MAKING THE MOST OF A FIGHTER CHARACTER

By Mark Schumann

What's your favorite character class? Chances are, most D&Ders love to have a Magic-User or a Cleric. On rare occasions, one of those selfish neutrals will tell you he likes to be the Druid of the party, or the halfling sitting next to you enjoys playing Thief or Assassin. But who wants to be a **Fighter**? Oh, sure, the goody-goody Paladins are just fine, and Rangers are wonderful, but a Fighter? Who needs him? (Answer: Everybody.) Who wants to play him? (Answer: Nobody.) As a result, we get a party top-heavy with spellcasters and nobody to swing a Sword.

Most AD&D tm players dislike being a Fighter because it's so much more glamorous to cast spells or climb walls and pick pockets. Besides that, the humble warrior isn't even allowed to use most of the wands, scrolls, or miscellaneous magic items a dungeon party might turn up. Because Monty Haul magic refereeing is prevalent in many campaigns (mine included), the Fighter usually gets stuck sitting around and waiting for the MU's to run out of *Fireballs*.

But there are a few things in favor of the Fighter. Everyone knows that **someone** has to stand in front and defend the MU's. A Fighter can be of any alignment, which makes him useful in almost any situation. And, because the AD&D tm combat system is not all that complicated, especially when compared to the magic system, a Fighter persona is the best way to learn the basic mechanics of the game. Still, the Fighter role tends to get a little dull, after a while, because the other players gain new spells and abilities while the Fighter just adds Hit Dice.

Of course, the major idea of AD&D tm is role playing, and that's what can make the Fighter class interesting. A Fighter may be the "meat and potatoes" of any game, but his statistics and abilities don't exactly make for an exciting exercise in higher math. The Thieves have their backstabbing, hiding, and listening; the Clerics and Magic-Users get to cast spells. However, the Fighter doesn't have to be bothered with all that nonsense, so his player is free to use his/her imagination in creating a personality for that character. Here are a few ideas, selected from my formidable gallery of NPC's:

The **Blacksheep Wanderer** is the disinherited son of a noble, or an escaped criminal. He/she can be of any race, and can also be a Paladin or Ranger. Some are multi-classed. This one may or may not have much money to begin with, but rarely, if ever, has any recognized social status.

The **Footstep Follower** usually is the son of a hero of the latest big war, and now Dad is pushing him to do the same. This type of character is usually not very happy with his profession and is often depressed. Commonly, the Footstep Follower will be out to make his father happy or proud of him. Evil characters will sometimes try to do away with a pushy parent.

The **Kamikaze** has nothing to live for. This type will take all the crazy chances for the party because he wouldn't mind dying (and saves a lot on resurrection expenses). He could be a brokenhearted lover, a war fanatic, or a death-wisher.

The **Mid-Life Crisis** is usually stuck in some boring, dead-end job. He wants something more out of life than a few Copper Pieces and no future. So, he buys a Sword with the money he was able to save and ventures off into the wilderness with a crew of experienced old hands. The Judge should remember that this character would start his adventuring career at "middle age."

The **Musclebound Barbarian** encompasses everything from Fafhrd to Conan to Gardner Fox's Niall of the Far Travels. This type is normally anti-magic and will resent having to be accompanied by a spellcaster of any type, although Magic-Users and Illusionists are most objectionable. He also probably dislikes non-humans, regarding elves as less macho and the others as below him. These are very rarely found in the female gender.

The **Perpetual Drunk** is probably the least desirable of all these. He makes his living hacking monsters to pieces only because it pays enough money to buy some more booze. Often dipsomaniacs, Perpetual Drunks are always unreliable in a pinch.

The **Reluctant Warrior** is the kind who is attracted to adventuring because of the money and glamour but is a little repulsed by all the violence. He often tries to negotiate his way past obstacles rather than slugging it out and urges the Magic-Users and Clerics to use their *Charm*, *Hold*, and *Sleep* spells if at all possible.

The **Romantic Hero** has heard of the great heroes of the past (probably from the friendly neighborhood Bard) and wants the chance to become part of the legend. This type is likely to become a Bard himself if he has the ability. These are most often human and/or elvish, although dwarves sometimes tend toward this type also.

The **Royal Bastard** is self-explanatory. His parents probably don't acknowledge his existence, or even know of it ("But Aramethia, I thought you had gotten rid of him..."). Maybe he's been given over to a foster family and hasn't been told (yet!). It could keep this character busy a long time trying to find his real parents, providing he wants to find them.

These personalities are usually best developed outside the dungeon, where there is more of a chance to deal with NPC's. Remember that adventuring is not necessarily confined to dungeon or wilderness areas, either. There are fortresses to attack, ships to sail, armies to lead. You can try to get yourself appointed to political office, make some money in the caravan business, or serve as purveyor to an alchemist. Or, try impersonating the long-lost son of a far-away king. . . .

CHARACTER CODE

by **MICHAEL S. QUESENBERRY**

When a player new to the game creates his first Dungeons and Dragons character, he discovers the necessity of recording certain randomly created numbers designated Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. If the initiate does not record these properties, now being used in a new and unusual context requiring additional attention to nuances of each provided definition, in abbreviated form, then more time must be taken to call out spelling. This process is tedious at best, and if one stopped the hassling and writing long enough to consider the point, then it would be conceded as a tormentingly unnecessary waste of time. Advanced players should agree even more readily to this point than "rookies" because they have done this so many times. Actually it is also a waste of space that could be put to better use, like itemizing the weight and location of equipment, listing properties of magic items, recording saving throws, or making notes on the campaign.

The solution is a system of recording these numbers in one pattern so that the first number always represents the character's randomly determined strength followed by his/her Intelligence, Wisdom, Dexterity, Constitution, and Charisma — in the same order each time to avoid confusion. Simple, easy, and efficient. However, this system works only for single digit figures. Naturally the letter A would take the place of the number ten, B must stand for eleven, and C takes the place of twelve. Thirteen is replaced by D, fourteen by E, fifteen by F, sixteen by G and H for seventeen. Eighteen is of course replaced by I, and if any higher numbers are needed the reader can only surmise what letter would be an appropriate substitute.

The system presented to this point has good merit in itself, but there is more. A dash separates the previous section from the Armor Class of the characteristics previously recorded. A slash in turn distinguishes between this and the Hit Points of the character. This middle section (yes, there is more) goes through the most changes, and is therefore more truncated.

The third entry contains the following, in order: the Race and Sex of the character and his/her Alignment, Class, and Level. Abbreviations should not be a great problem, but here are a few examples: Human, H; Eleven, E; Half-Elf, 1/2E. Half-Orc, 1/2O, and Halfling, 1/2. Class abbreviations are CL for Clerics, MU for Magic Users, FR for Fighters and TH for Thief. Most abbreviations are common knowledge. It is difficult to confuse Sex abbreviations with contractions for Alignment or Race. Likewise, others are naturally separable.

One more review should suffice before examples of the character code are given. Entries are made in the following order: Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma - Dash - Armor Class Class/Slash/Hit Points, - Dash - Race, Sex, Alignment, Class, and Level. For example:

Schmelly Goot: H9ABC6-2/30-HMCEFr4
Loromir Nellson: 4FCC98-10/12- EMLGMu5
Cleo Creoss: 9BDC9A-5/20-DFCNC13
Seth: FFFFGE-10/30-HMLEAs5
Ellharaderringer Von Nam: A9B8C7-
3/10-1/2 OMCNFr2

These simple low level characters show only a few possibilities of the new system I have proposed. Eighteen fifty-six Strength would be shown as follows: 1/56. This and other unusual circumstances are sometimes encountered. A little good judgment should suffice to iron out any problems.

QUESTING

AAL 979

The Wa' Kahn-doh tribe of Saliyana, Nepal. A primitive people which has a belief upon many Idols. The tribes people hold spiritual ceremonies, in an endeavor to appease judgement upon themselves, to their Gods. The religious zealot is chief to the tribe, in whom the villagers lay their rest upon his faith. This night they celebrate to the new moon... wearing costumes in sacrificial dance and worship.

Their zealot priest, interrupts the ceremony, standing before the sacrificial flames...

Aaron Arocho: writer/artist.

MY PEOPLE, HEED MY WORDS, THE SPIRITS OF THE GODS HAVE VISITED ME IN MY SLEEP.

THEY WISH A MEMBER TO ENTER INTO THEIR SANCTUM, ON THE MOUNT.

THEY WISH A WORTHY ONE, AND WANT THAT I SHOULD CHOOSE ONE AMONG OUR PEOPLE.



HOWEVER, IT SHALL BE I
WHO WILL TAKE THE REQUEST
OF THE GODS, I WHO AM
IN SAMENESS WITH OUR
HEAVENLY HOSTS,

The tribe members are disquieted among themselves
of their prigger's settlement in choice.

The next morning the prodigy sets
off in his determination...



with nary but a
bag of food and
a wrapping upon his back.



At the village, the people
hold a service of prayers
to their Idols, asking they
find their leader acceptable
to being recieved in their
Sanctum,



Attop the mountain DHULAGIRI, where the natives Gods are
to reside... the chief-priest is astounded at the sight
of a snow covered region, seemingly unlived in,



He takes witness to
a resplendent flow
of colors in the
distant peaks...
assuming this
a calling from his
wondrous Gods,

... He continues his trek down the slope
into the cold atmosphere...

A month has past and the villagers have carved an image of their former deity... assuming the Gods have accepted their zealot and have put him in a place of wonder.



The heir to the head of the tribe stands on a cliff over-looking the mount of his Gods. Standing awestruck and set astray from his peoples old belief.



Above, in the frigid climate of mount CHAULAGIRI, in a deep crevasse between the layers of ice and snow...



...lies the body of the zealot priest... where he rests in -

A PLACE with the GODS

CURSE OF THE GREEN LOCK FOREST

by Patricia Hockhalter

An icy wind was howling through the barren trees and small animals were scurrying for shelter; Lisa knew a storm must be approaching. She moved slowly, checking the latch on each window, stopping a moment to gaze out, hopeful that Karl would be in view. He had left the cabin two days earlier, rifle in hand, to search for food. Lisa, heavy with child, had remained behind. The meat from the cougar, shot six weeks ago, was completely gone, so no amount of pleading on Lisa's part could keep Karl home. Their money was almost gone; more food had to be obtained to sustain them through the harsh Montana winter.

Windows secure, another log placed on the fire, Lisa finally sat in the rocker and tenderly patted her stomach. She picked up a book, forgotten for weeks, and again tried to read. The book contained descriptions of the Indians who lived here, in "Green Lock Forest," over a hundred years before. Chapter Seven, "Superstitions," said, "Killing of cougars is forbidden; they are looked upon as carrying the spirits of many powerful gods."

An unfamiliar sound near the front window disrupted Lisa's concentration. Closing the book, she sat a moment, listening and watching. "It must have been the wind," she thought, for Karl would always use the door.

She thought of Karl, the tall, red-haired man she had married. How she loved him! She had given up everything for him. Because his desire to paint was overwhelming, he had quit his accounting job, sold all their possessions, built this one-room cabin, and moved Lisa out into the wilderness eight months ago.

"Only eight months," thought Lisa. "It seems like a lifetime."

She remembered that he had said, "I have to be with nature, to commune with the wilderness. That is the only way to become a great artist."

The kerosene lamp turned down, Lisa knew she would spend another night alone in the bed, but she hoped

Karl would be home tomorrow. She removed a pink and white comforter from the metal trunk and placed it on the bed, her only remaining luxury. Karl had made all the pieces of furniture in the cabin. He did the best he knew how, but Karl was not very handy with tools.

The bed was warm as Lisa gathered her thoughts and tried to sleep. A glow from the fire sent lights dancing through the room, illuminating her meager belongings: a bed, table, two chairs, chest, rocker, and an end table. This was all for her child or children to inherit. Sobbing softly, she finally went to sleep.

Deep in slumber, Lisa did not hear the muffled thud hit against the front door. Again and again, the thud continued, until the door could not stand the pressure. It flew open, and the icy wind entered before the intruder. Cautiously, the intruder moved to the sleeping Lisa. She awoke with a start, sensing impending danger.

"No!" she screamed.

She heard heavy breathing, and, from the right corner of the bed, she noted two red, glaring eyes. Terror completely consumed her; she could not move. Scream after scream burst from her throat, until a feeling of nothingness surrounded her.

"Lisa, Lisa, my love!" yelled Karl, as he approached the cabin.

Dropping his bulky burden outside, he entered his icy abode. The fire had gone out hours before, leaving the place as cold as a tomb. Lisa was cowering in the far corner of the bed, motionless. She did not even move as Karl placed his arms gently around her.

"Darling, what's wrong? Come see the deer I killed. We have enough meat for at least a month!"

He bent down, removing the comforter, and noticed the tiny pool of blood she was sitting in.

"Dear God, Lisa! What has happened?" he screamed.

Quickly he restarted the fire and removed her clothes, talking as

reassuringly as he knew how. She did not respond. Examination showed there were no wounds; his dear wife was just in the first stage of labor. Karl could see the pain and terror in her eyes, but no sound rose from her lips. Five hours later, Karl delivered his tiny daughter and wrapped her warmly in the pink and white comforter. Completely exhausted, Karl slept with his arms around his two loved ones.

As the weeks wore on, Lisa did not get any better. Karl cared for both Lisa and the baby with great tenderness, holding the baby to her mother's breast to receive nourishment. As winter moved in, Karl began to panic because he knew he needed help for Lisa and someone to care for his baby daughter, Kylie.

Spring finally arrived, and none too soon. Rations were down to a minimum. Karl felt it was time to leave. Putting Kylie in his knapsack, and kissing Lisa, who remained unmoving in the bed, he began the long journey.

However, after only an hour on the trail, Karl saw a jeep with six men in it heading into the wilderness, rifles in tow.

"Wait up!" he yelled, running after them as fast as he could.

After Karl poured out his story to the strangers, they walked back with him to his cabin, to see if they could help with Lisa.

The door was open, and Lisa was nowhere to be seen. Karl and the men searched for three days before giving up. The campers donated a can of milk to help Karl feed the baby, but it was soon gone. With a heavy heart, Karl again prepared to leave, determined to return later. He gazed around the cabin, spied the book Lisa had been reading, and placed it in his knapsack. Then he stepped out, closing the door on a very important part of his life. Kylie was now Karl's most important responsibility.

The years went by, and Kylie grew tall, graceful, and blond, resembling her mother in every way.

"Please, Kylie, won't you marry me?" pleaded Josh. "I know I could make you happy; my love for you is overwhelming."

"No, Josh," Kylie replied. "My dad needs me. He has raised me himself all these years. Now that he isn't well, I must take care of him."

Karl Martin had indeed aged over the past twenty years. Until five years ago, he spent every summer searching the wilderness for his beloved Lisa. Now, with arthritis consuming him, he just sat and rocked. Kylie was his only companion because no one ever visited him.

While cleaning one day, Kylie came across an old book in a green knapsack hidden in a back closet. The pages had yellowed with age, but were still readable. On the front page of the book, entitled "Green Lock Forest," were inscribed these words: "This book is given to Lisa by her loving husband, Karl." She caressed the book with love. It was something that had belonged to her mother, and she cherished it. Her dad had spoken of her mother so often that Kylie felt she had been with them all along.

In her spare time, Kylie read and reread the book. Chapter Seven was her favorite.

"The Indians loved the forest, and never hunted the cougars," it read. The book went on to say, "The spirit of Itosh, The Great One, was believed to take the form of these cats. They believed that whoever killed a cougar might accidentally harm Itosh, and that punishment would be given out."

Kylie became obsessed with the book, and she stopped dating. Finally, Josh ceased coming to the house.

Kylie tossed and turned every night after she found the book. Her sleep was never peaceful, but was troubled with pain and confusion. The days were no better. Food turned her stomach, and even Karl could not seem to help her. When he suggested a doctor, she became upset.

"Shut up, dad! I will not see a doctor. Just leave me alone! Why can't you leave me alone?" she shouted, as she stormed out of the room.

"Damn cat must have come down from the forest," said Sheriff Lund. "Been killing livestock every night for two weeks. First time a cougar has ever come into town. Tell the townspeople to arm themselves at night. A reward will be given for the remains of the cat."

That night, Josh was out late, his pistol swinging from his right hip. Like the other townsfolk, he was terrified of the cougar, and worried that the cat would try to go after people.

Suddenly he heard a scream, and then another. They were coming from the Martin house. Josh ran toward it, the sweat pouring profusely down his face.

"Kylie! Kylie!" he yelled.

He pushed open the door. There on the floor was Mr. Martin, who was being mauled by a huge cougar. The red, glaring eyes stared at Josh. Quickly, he removed his pistol from the holster, aimed, then pulled the trigger. A human cry

erupted from the cat as it leaped through the closed window, sending glass shattering through the entire room. Josh ran to Karl, but no help would be of use to him now. A single word rolled off the dying man's tongue.

"Lisa."

"Kylie!" Josh called.

He ran to her room, but she was not there. Then he ran to the back of the house, where he saw the cat stalking Kylie. But no, it was not stalking her! As Josh watched, the big cat crept up to Kylie and seemed to embrace her with its paws.

Kylie screamed as the animal fell to the ground, blood pouring from its gunshot wound. Josh gathered the now-trembling girl in his arms. Moments later, he noticed the body of the cougar had vanished.

"Kylie, my love, it's all over," he said, holding her even closer.

He turned her face to him, to kiss the quivering lips. A smile parted her lips as he stared into her red, glaring eyes.



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CRIME IN D&D

by ADAM GRIFFITH

Crime in D&D tm is a problem I have often had to deal with. Some character seem to consider themselves above the law, and they murder and steal without a second thought or a twinge of guilt. For this reason I have come up with a table of punishments for crimes that might occasionally occur.

<u>CRIME</u>	<u>PUNISHMENT *</u>
** Petty Theft.....	Whipping (1-6 pts), 2-4 weeks
Theft.....	Whipping (1-8 pts), 6-12 months
Grand Theft-	Whipping (1-12 pts), 1-4 years
Manslaughter.....	1-6 years
Murder.....	Beheading
Mass Murder.....	Disembowment
Rape.....	Castration, 1-4 years, 1000 Gp to victim
Assault and Battery.....	Whipping (1-6 pts), 1-4 months 500 GP to victim
Assault with Intent to Murder.....	Whipping (1-8 pts), 1-2 years, 750 GP to victim
Public Mayhem.....	1-8 days
Pickpocketing.....	As for theft, but after third conviction hand amputation
False Witness.....	1/2 sentence of the crime
Kidnapping.....	Blinding, 1-10 years 500 GP to victim
Adultery.....	Naked in stocks for 1-6 days
Piracy.....	Death by stoning
Robbery.....	10-20 years
Ensorcelment (To Bewitch).....	Depends on circumstance

* Punishment will increase after repeated convictions

** The amount of money that would be considered petty or grand would vary from world to world. I leave it up to you to decide.

ENFORCEMENT

In a world that abounds with magic, it can be alot easier to bring a criminal to justice than it might seem. Although the police might not waste time searching for a minor pickpocket, they would certainly look for a mass murderer. There are endless ways in which a criminal may be caught, ranging from a crystal ball to a ranger's tracking skill. Offering rewards is also a good means of catching a crook; it has been known to turn a criminal's friends against him!

THE TRIAL

There are many different ways to run a trial. The fairness of the legal system will vary according to the flavor of your world. Don't over look the use of magic in a trial, ESP, (although I consider it an invasion of privacy and don't use it) and detect lie spells can be a helpful aide in convicting a criminal. Roll an alignment for the judge, it can make all the difference.

PRISON

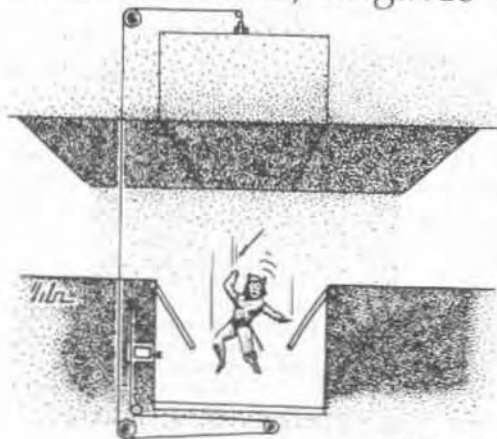
One of the biggest problems you will have will probably be keeping prisoners from escaping. In my world more often than not, a criminal (with a little help from his friends) would have escaped before the second day of his imprisonment. Recently though, a huge prison has been constructed that is nearly escape-proof, due to its thick steel doors, and its anti-magic field (to stop teleporting mages). Prisons of this nature are necessary to contain some more powerful people who would otherwise escape.



Grimtooth's TRAPS

a
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ALL
role-playing systems

*One hundred and one catastrophic traps,
sinister snares, engines of evil, and deadly devices . . .*



Grimtooth's TRAPS have been presented without game mechanics of any kind; the nature, cause, and effect of each trap has been thoroughly described so that any GM may introduce these devices of deliver destruction into his or her games with ease. For example:

Between A Rock and A Hard Place is a clever variation on the common pit-in-the-corridor trap, and will ensure that characters keep on their toes at all times — or they will lose their toes! A standard pit in the floor is activated by whatever method you choose. When a character falls to the bottom of the pit, he will find that he is in too deep to climb out on his own.

When the trap door slams down against the side of the pit, it hits a button on the wall which causes a vial of acid to shatter. The acid rapidly dissolves a wire that runs up through the dungeon wall to secure in place the section of roof above the pit. As long as weight remains on the floor of the pit the pressure plate therein will insure that the block of ceiling remains in place. If all the weight is removed, then the ceiling (continued on page 18 of Grimtooth's TRAPS)

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MOUNTAIN MOOR

by Stefan Jones

In the Granite Mountains is the fabled alabaster city. A dwarven iron mine being dug nearby unearthed a network of monster-filled tunnels. Recently, an expedition into the city found an entrance into this underworld. Bold (and foolhardy...) adventurers flock from miles around to explore this mysterious pit, said to contain a vast treasure.

Others have been drawn here also. A sect of demon worshippers and a gang of raiding orcs are said to dwell within.

KEY: DOORS: These open in the direction indicated by the arrow. If there is no arrow, the door can open both ways.

SECRET DOORS: A level (2 s.r.) on luck is needed to spot one if a search is being made. Secret doors open either way.

SHADOW-ARCHES: These are ordinary archways, but a "curtain" of black nothingness has been put across them. They can be passed thru easily, but light, sound, and magic will be blocked.

Traps are marked with NUMBERS, rooms with LETTERS.

WANDERING MONSTERS:

For each full turn spent in hallways or empty rooms, there is a chance of a wandering monster. Roll a die; if a (1) comes up, a monster appears. Roll (2) dice to determine the monster(s) encountered, on the WM chart. WM's will have treasure on a roll of (1) or (2) on one die.

BERSERK MONSTERS:

If out numbered or enraged, some monsters go berserk. Berserk monsters do not lose dice and adds as there MR is reduced, and any ones (1) that it rolls are added up and rolled over. Only beast type lions and tigers and bears! and intelligent monsters go berserk.

WANDERING MONSTER CHART.

1. Die roll
2. The grateful undead. See room E, level two. The first six of the G.U. appear.
3. Cave lions, 1-3 appear. They have a MR of 40. No treasure.
4. Troll. This beast has a MR of 50, and tough hide that takes 4 hits.
5. & 6. Orcs. 1-6 app. They have a MR of 20, and wear battered armour that takes a total of 8 hits. (They are warriors).
7. & 8. Goblins 2-12 app. They have a MR of 10, and wear leather jerkins that take 2 hits.
9. Bats. These have a MR of 10. 1-3 attack each party member.
10. Giant rats. 3-18 attack party, with a MR of 4 per rat. No treasure
11. Zombies. 2-12 app. They have a MR of 18, and do not lose dice and adds as they lose MR. (They must be ground to a pulp before "dying").
12. The Monster Gang. See room 0, level one. Roll twice for treasure.

TRAPS (Level One)

1.(a) This is a section of stairs rigged to fall flat, forming a slide. Make a lvl. 2 s.r. on dx. to avoid falling down to the next landing.

1.(b) This is a 5' sq. iron grating. If a character tumbles down from above, he or she must make a lev. 3 s.r. on lk. or avoid flipping open the grate, releasing 6 blood bats (MR 10), and falling down the shaft to level two.

2. A tiny doorway. Behind it is the lair of Little Nuisance, a black hobbit. His attributes are: St. 7, IQ. 13, Lk. 13, Dx. 17, Cn. 22, Chr. 5. Lit' will follow party, picking off stragglers and making mischief. He is armed with ax, an sling, and wears leather armor. The door is locked, and Lit' will not open it unless party has their backs turned.

3. A pitfall. When anything with a weight of more than 100 lbs passes over this spot, the pit opens. The fall is 15', characters falling take one die of damage; armor doesn't help. The bottom of the pit is covered with bones and 3 dice worth of copper pieces. From 1-6 rats (MR 8) will also occupy the pit.

4. This section is a 10' wide corridor. The floor is sunken 6" deeper than the rest of this level. 600 small twigs litter the floor. Each twig has been enchanted into a make-shift staff, and may be used as such. But, any time a *Magic Fangs* spell is cast on this level, all the twigs turn into snakes! They then wander about the area, looking for food.

5. This 10' wide section of floor is a foot lower than the rest of the corridor. This depression is filled with dust, concealing rows and rows of rusty nails sticking upwards. Anybody walking barefoot will take 1 hit and run at half speed. He or she may also get tetanus.....

6. Leaning on the south wall is a huge concave mirror, 6' in front of the mirror is a smile face button, embedded in the floor. This button marks the focal point of the mirror, 3' off the floor. The light of the parties torches is concentrated on this spot. Anyone passing thru it takes one die of damage per torch lit. Armor will take damage in this case.

7. Two stone catwalks over a 10' deep pit. Anytime one (1) person is on the walk, the walk will pivot, tumbling the person into the pit. Allow level 2 s.r. on dx. to avoid a fall. The pit is padded with moss, so no damage is done, but if the victim misses the roll by more than 4 points, he KO-ed. If he is not KO-ed, he may climb out unhindered, but if the victim is unconscious, 1000 cave mice will run out of 100 cave mouse holes and strip the character of any possessions he has on. (Things weighting more than 200 g.p. are safe.) The mouse warrens contain 5 randomly rolled treasures, should they be broken into.

8. MORE MICE- The section of corridor that looks like swiss cheese. The cheese is worth one silver piece per 10wt. units are taken at one time, the guardian of the cheese will be summoned. It is a gigantic mouse, with a MR of 100.

TRAPS (level two)

1. This is a pitfall, identical to # 3 above.

2. Any one entering the secret door from the east is caught in this trap.

Victims must make a level 3 sr on luck or be hit with a anvil falling from above. Persons missing the roll take one point of damage per point the roll was flubbed by.

3. This is an alarm to warn the greatful undead of intruders. See room E, level two.

4. Another pitfall, but this time the pit is full of poisonous snakes. Each round, characters in the pit must make a Lve. (1) s.r. on Lk. or take one hit and be paralyzed one turn. Taking more than 6 hits is fatal. Monsters know the location of all traps, and know how to cross them unharmed.

LEVEL ONE ROOMS

A. A long time ago, the citizens of the Alabaster city used this dungeon to get rid of insane and simple minded folk. Though the city has long been ruins, the mad folk have prospered and lived. This room is their major living space. There are 12 raving maniacs here. Each has a MR of 12, one is crouched above the door, waiting to jump on the first character entering. The first time the maniacs take damage, they will go berserk.

In the corner is the maniac's treasure: 100 c.p., 170 g.p., a toe, two dry chicken livers and a small piece of orc hair.

B. In the center of the room is a statue of Venus, with arms missing, in each of the corners of the room is a stone arm; 2 of hairy mens' arms, two for a lady. If the ladies' arms are attached to the statue, it will come to life, thank party, and offer services for one fight. She has a MR of 30, and armor of 10, with the ladies arms on. If the mens' pair is put on, the statue will attack party with a MR of 40, armor 10. The hollow head of the statue contains 4 gems; 2 pearls worth 750 g.p. each, and 2 ivory worth 70 g.p. each.

C. Running along the east wall of this room is a 5' wide ledge. The rest of the room is a 10' deep pool, full of cold, glowing mist. One the bottom of the pool are 5 magick myrmidons. These enscorcelled fighters have a MR of 20, wear fancy but battered leather armor (takes 12 hits) and carry long pole weapons (add 2 dice to each warriors roll) too poke at people on ledge. The myrmidons regenerate 2 pts. of MR each round they are not damaged.

When the myrmidons have been defeated, the bodies evaporated, leaving only the armour (which has flash and glitter worth 20 g.p.) and their glowing, bronze helmets. If a character puts one on, he or she is turned into an magick myrmidon, and is teleported to the greatful undead room E, level 2.

D. Twelve goblins, they have a MR of 10, and wear steel caps and leather jerkins (total of 4 armor). A locked strong box contains 90 s.p., 110 g.p., and a potion which heals 4 pts. of constitution.

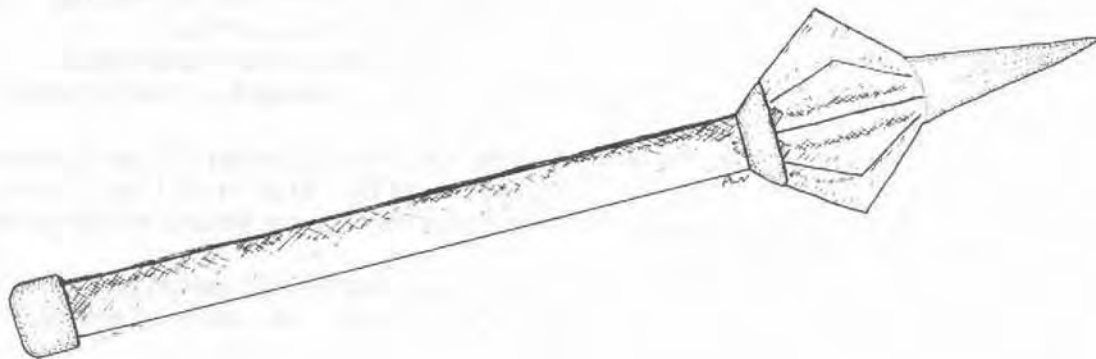
E.. Clones, 8 identical men, in identical leather armor and using bucklers, broadswords. They attack on sight, and can co-ordinate their attacks so precisely that 25% is added to their total. Each swordsman has identical characteristics: St. 12, IQ. 9, Lk. 12, Dx. 12 Cn. 12, Ch. 9, Broadswords do 3 dice +4, armor takes a total of 18 hits.....

When the party examines the bodies, they will find that the belts of the fighters are jeweled and magical. They are worth 300 g.p., if sold. If a character puts a belt on, his characteristics will change, 1 pt, per characteristic per turn, till he or she has the same characteristics as one of the fighters. That character than gets an irresistible urge to go to this room and fight anyone who enters. A level 4 " curses foiled" is needed to remove the belt once the character returns to the room.

F.. The north wall of this room is pitch black, like a shadow-arch. Stepping thru teleports the stepper to a tropical island, swarming with cannibals. This gateway is located in the treasure room of the chiefs' hut. It contains a wicker basket with a jeweled cup worth 1,750 g.p., a potion which adds 5 pts. to strength till fatigued or spelled away, and 150 s.p. The chief will come in (1) turn after the party enters, and will not be very happy. He has a MR of 30, and will call on his warriors to help if needed. There are 20 warriors, with a MR of 20, and carrying shields that takes 6 hits a round. They will persue intruders into the dungeon, up to 50' from the room where the gate is.

G... The Cult of OK-FRUJ, this is the regional temple of a dread demon worshipping cult... There is a horrid altar on the north wall, with a statue of the cults diety, a 6-headed weasel. The room is guarded by 4 guards (MR 20, wearing leather armor), 5 acolytes (MR 10) and Zargo, the head priest. Zargo has a MR of 40, and wears ring-joined plate armor (takes 7 hits). He uses the magic mace, Ash maker, in combat.

There is one random treasure hidden in the altar; and another divided among the guards; the mace, Ash Maker, is a black, blood-stained weapon with a charred wood handle. A ST. of 14 and DX. of 10 is needed to yield it. Ash Maker gets 5 dice in combat, and doubles the adds of the user. If the IQ of the owner ever drops below 7, he or she has been possessed by the mace. IQ is raised to 16, LK drops to 9. The DM should instruct the player so possessed to do evil acts, leaving details up to him. Especially nasty acts should be rewarded with bonus adventure points.



H... More insane folk. This room is full of crazies believing one of there number to be a great military commander. They will attack anyone who enters, to capture and interrogate. They have a MR of 12 each, except for the leader, who has MR 8, he fights with one hand in his jerkin.. The loonies have a chest full of strange uniforms, a rack of wooden swords, and a ring that renders the wearer invisible for 12 turns a day. The leader carries this, but doesn't use it.

I.. The floor of this room is 20' deep, and covered with 4' long spikes. A fall on the spikes should be fatal.

J.. A little old man, MR 10, lives here, he cleans off the spikes in room I. The room is full of battered equipment, half-eaten bodies, and a scattering of coins; 120 c.p., 70 s.p., 130 g.p...

K.. In the middle of this room is a polished iron statue of a wolf. The statue is highly electrified; touchers receive one of damage, doubled if metal armour is worn! If any magic is used in this room the THUNDER-BUNNY will be summoned, a rain cloud, thundering and flashing; condenses over the statue. It gradually forms into a rabbit-shape. The Thunder-bunny will follow the party till it meets up with orcs; the bunny then attacks the orcs, and disappears after 2 rounds. It has a MR of 50...

L.. The Hyena Fountain. In the middle of this room is a pool, with a statue of a hyena acting as a fountain in the middle of it. In the south end of the room is a dome-shaped mound of mud and sticks. In this mound is a hole, about 6" wide.

If any characters drink from the fountain, they become beavers. Said rodents will head for the pile of twigs and mud, and pop down into the hole. (This leads to room G on level two, the beaver pond).

While the party is trying to catch the lost party members, the hyena statue will begin to laugh, insult and mock the party. If flattered and asked politely it will inform the party of the directions to the beaver pond and how to rehumanize the enchanted party member(s); a second dunking in the fountain water.

M.. Sword and Statue. In the middle of the room is a 20' high statue of a fighter, armed with spear and shielded, in roman armor. The eyes are large flame-gems, worth 500 g.p. On the pedestal of the statue is a velvet pillow, on which is a jewelled sword.

Persons touching the sword will realize that the statue is staring at them. If the sword is removed, the statue will follow the carrier with its eyes. If the carrying character heads for the door, the statues' eyes glow, and the characters clothes catch fire! A level 3 s.r. is needed to remove clothes. If this fails a lvl.2 s.r. is needed. If the burning character fails this one, he may try again, on the first level. For each point that each roll was missed by, take 1 hit damage.

The only safe way to remove the sword is to cover the eyes of the statue while the carrier runs out of the room. The sword is a flamberge, with jewels worth 650 g.p. The sword is magical in nature, so it can hit enchanted creatures. The hilt glows when undead creatures lurk nearby.

N.. This room is the lair of B flat, a shaggoth. It has a MR of 250, but the damage done is to subdue, not kill, the beasts opponents. When a characters constitution reaches zero, he or she is unconscious no dead. After the party is either routed or defeated, B flat will enslave the ones he has captured. They will be made to play silver piccolos' for as many years as their luck rating.

If B flat is defeated, the party may take the piccolos; these are worth 100 g.p. each, and weigh 5 wt. units. There will be one piccolo per person in party.

O.. The monster club. This is a social club for the high-class monsters on this level. They organize community affairs, such as raids on nearby villages, dwarf roasts, and neighborhood mess-up drives.

Present at the moment are: Adder Mane, lamias (MR 40); Slugbrain, goblin wizard (MR 14), he has the first level spells and an ordinary staff; Ergo and Forgo, orc twins (MR 20); Mac, ogre (MR 48); Ghastly Roof, werewolf (MR 30) ordinary weapons do no damage, but they help in defense.

A locked strong box contains 120 g.p., 140 s.p., a bottle of vanishing cream (turns user invisible for 3 turns when rubbed on skin) and a small cake labeled "eat me" (the eater shrinks; treat as a "Smaller is Smarter" spell).

P.. This room is full of old furniture, grotesque statues, and a cauldron of bubbling liquid. Waiting by the cauldron is a large black tomcat. If the cauldron is approached, the cat will attack. He has a MR of 5. After he is killed, the body will evaporate, and redondense to form another cat. This time the cat has a MR of 10. Each time the cat is killed, it will reform, with twice the MR of it's last life. The progression is; 5, 10, 20, 40, 80, 160, 320, 640, 1,280. After 9 lives the cat will not return. (Die roll, effect of cauldron brew on drinker.)

1. & 2. The brew cures any Con. damage.
3. & 4. The brew adds 20 to the strength of the drinker. This lasts til fatigued or spelled away, or the end of the expedition (which ever comes first).
5. The drinker falls to sleep till next sunday.
6. The drinker explodes, doing 2 dice of damage to all in the room.

Q.. The Guard House . This room has 5 prison cells. They may have non-player captives, or may contain player characters captured on previous expeditions.

The room is guarded by a half orc, MR 30, but he is using a giant orcish scimitar, adding 2 dice to his roll. He also wears leather armor, for 12 hits a round. His desk contains some provisions, a pack of cards, and 15 g.p.

R.. Six orcs make their home here. They have a MR of 20, and wear battered leather armor, for 8 hits. Their treasure consists of 80 s.p., 170 c.p. and a bag of marbles.

S.. This room is littered with hundreds of green glass bottles. The only way to get inside, is to break the bottles. Inside each bottle is an orc, who will attack the opener. The bottled orcs have a MR of 18. About one bottle in ten contains a human, who may be grateful for being released. (See room J on level two, to find out how things get in the bottles..)



LEVEL TWO, ROOMS

Add 5 to the MR of wandering monsters on level two.

A.. Fenris Bore. This room is baroquely decorated; fancy columns, murals, expensive furniture. The east wall has a wood framed glass door opening on a balcony. Nothing is visible but mist and fog.

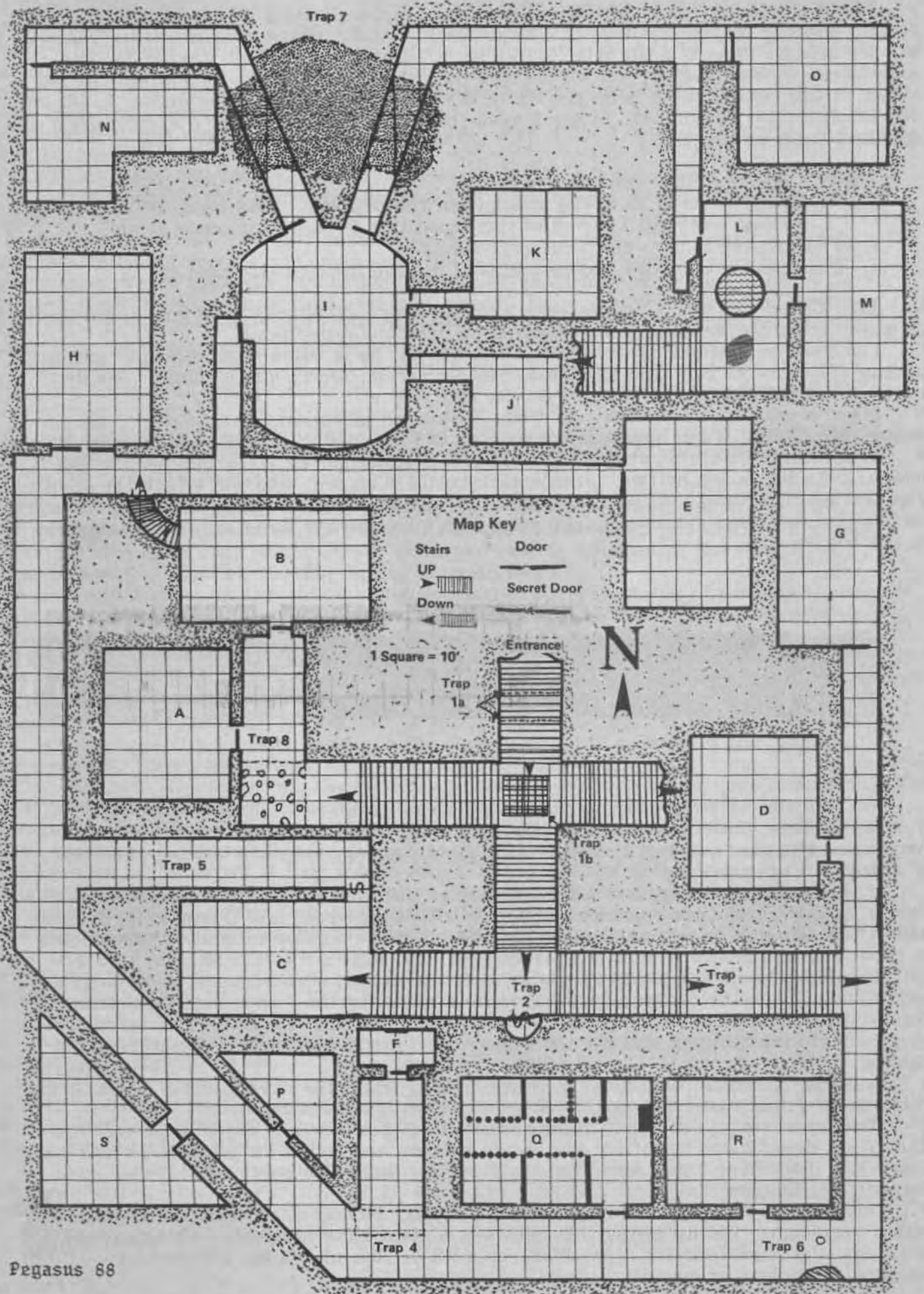
In the middle of the room is a rotting wooden chest. While the party is examining this, Fenris Bore will make his entrance. The door will swing open, and a floppishly dressed bandit will swing in on a rope. He will demand all of the parties valuables, threatening to shoot any who resist. His attributes are: ST. 20, IQ. 9, DX. 17, LK. 13, CN. 21, CH. 14. He is armed with a foil (2 dice plus 1), stiletto (2 dice minus 1) and two flint-lock pistols. These do 5 dice plus 15 damage, and can be fired once before reloading. Fenris will not hesitate to swing back out if things turn sour for him. If defeated, the party will find nothing on him but the guns (3,000 g.p.) and pockets full of strange flowers.

B.. Renegade dwarves. 4 dwarves from the nearby iron mine have found a rich vein of gold ore near this room. (About 100 ft. north, through the north door.)

These dwarves are in a gold frenzy, and will attack any who enter to protect their find. Each dwarf has a MR of 20, and wears helmets and jerkin for a total of 4 hits armor. There is a pile of ore here, worth one c.p. per st. unit. The party can take as much ore as they can carry.

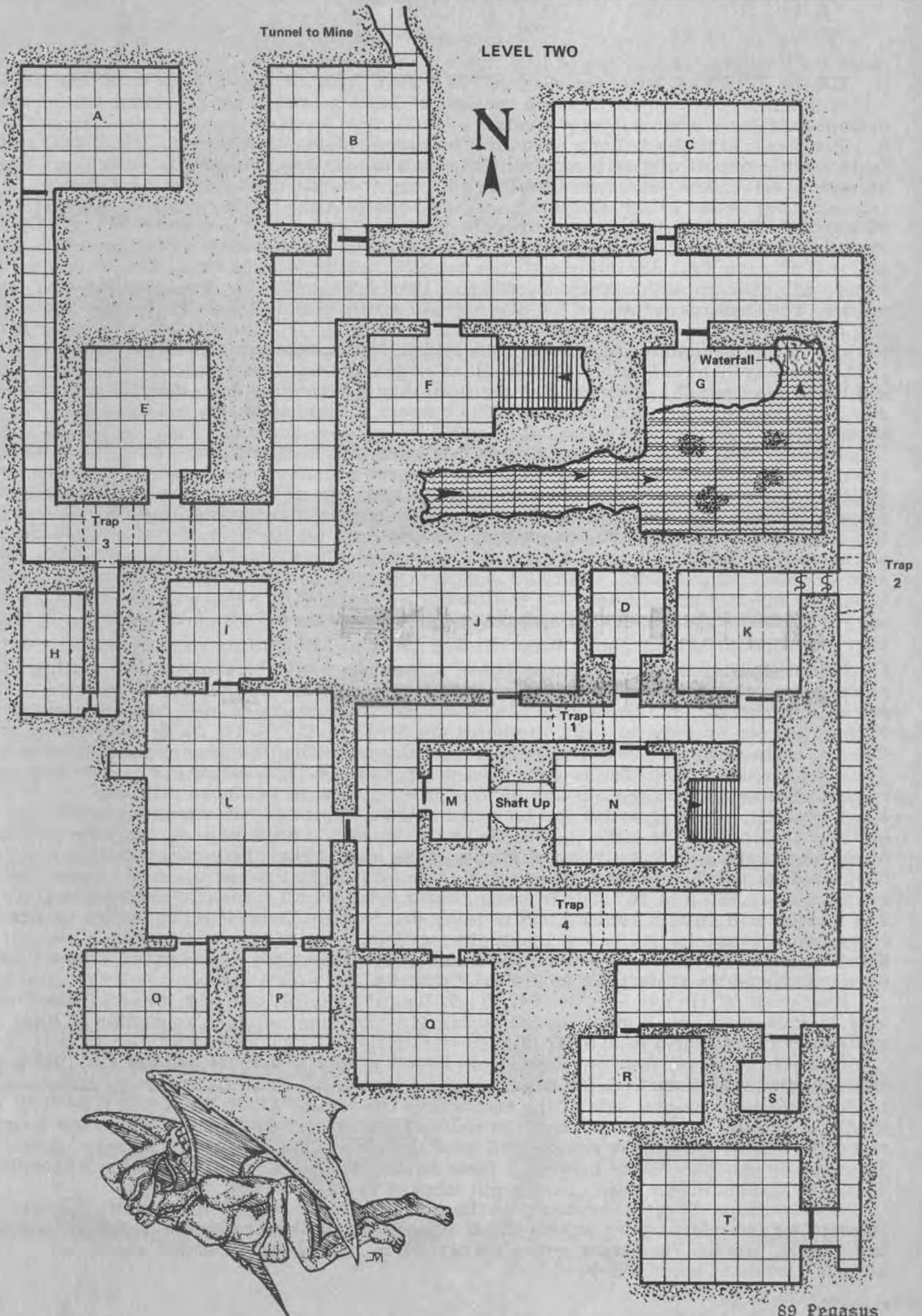
C.. This room is loaded with dusty furniture, empty boxes, a few bones and some rotten provisions. Hiding among this debris is a giant slime monster, waiting to feed upon any who stumble into it. The blob has a MR of 200, and is not affected by weapons nor poison or magic.

LEVEL ONE



Tunnel to Mine

LEVEL TWO



D.. George Gutsmeat, minotaur. George has a MR of 100. He has a giant club that adds 4 dice to his roll. George's treasure consists of 140 s.p. and 120 g.p., and a suit of armor custom made for a centaur, takes 6 hits.

E.. The Greatful Undead. Eerie music can be heard outside of this room. The inhabitants are a group of undead monsters. They occasionally send out patrols to find delvers to eat. There are: 5 zombies (MR 18, dice and adds don't decrease) 4 ghouls (MR 40). The wounds they deal don't heal unless magicked, 2 living skeletons (MR of 36 and 24). The weaker skeleton knows the level one spells, and a vampire (MR of 48). He can turn into a bat in emergencies. (Only magic will damage him). If the dead are met as WM's, the first 6 starting with the Zombies, will appear. If room, Con level one, cters turned any characters into Magic Myrmidons, they will be added to the list after the ghouls. The Undeads treasure? 130 SP, 220 GP, a ruby worth 1,500 GP, 3 spare myrmi-don helmets, and a box of strange clothing.

F.. A polished iron statue of a troll. The iron is from a meteorite; all magic in the room is absorbed by it, but if more than 5 levels of magic are cast in the same round, the statue will begin to overload. If overloaded for more than 3 turns in a row, the statue explodes doing 4 dice of damage to all in room. The current inhabitant of this room is a troll, MR of 60..

G.. Beaver Lake. A river flows through this room, to a dam and over the falls. A small tunnel leads up to room L on level one. Any beaver-people can be found here, along with 24 other beavers. The beavers will not attack unless one of there lodges is disturbed (there or fore). Beavers have a MR of 8, each lodge has one random treasure.

H.. When this door is opened, green leafy tendrils with sharp thorns burst out and grab at the nearest person. A level 2 s.r. on Dx. is needed to avoid the vines. If failed, the victim takes 1 hit per point the roll was missed by, and is dragged into the room. Inside is a killer kudzu-plant, hungry for fertilizer. It has a MR of 150. Anyone caught in the vine is helpless, and takes 1 hit a round as the life is squeezed out of him or her. If the party manages to kill the plant, they will find 150 s.p. 170 g.p.

I.. This room is very plain, but a statue of a young boy in nobles' clothing is leaning against the wall. Sticking to his bottom is a wooden paddle. If this is removed, the statue will come to life. He is little Lord-Nawtyboy, an obnoxious brat dumped down here by his fed up parents. His attributes are St.8, IQ 12, Lk 14, Dx 9, Con. 80, Chr. 2, he has had an enchantment thrown on him protecting him from normal weapons. The GM should use Nawtyboy to annoy the party and lead them astray. The only way besides magic to silence this nuisance is the paddle; if it hits him he is stoned instantly.

J.. A clicking, whirring sound can be heard outside this room. It contains a magic bottling machine used to make the "bottled orcs" in room S on level one. Any one stepping inside must make a level 2 s.r. on dexterity or be sucked into the innards, bottled, and teleported to room S. Anyone escaping this fate must fight the half orc who guards the machine. He has MR of 30, leather armor, and a great sword (add 2 dice to his roll). The machine will sustain 100 hits before being destroyed. There is a one in six chance of a trapped character still being inside the machine.

K.. Khargoid, the troll. He guards the secret door in his room Why, nobody knows. The room is outfitted in comfortable troll sized furniture.

Khargoids' attributes are; St. 54, IQ. 9, Dx. 15, Lk. 10, Con. 36, Chr. 14. He gets 45 adds, and uses a giant Bec-de corbin (18 dice) and wears a breastplate (5 hits) and helmet (1 hit) for a total of 12 hits.

Against the secret door is a heavy iron bound wooden chest. It has 520 s.p., 380 g.p., and a jeweled goblet worth 1,300 g.p..

L.. Inscribed on the east side of the east wall is the words "KEEP YOUR DESTINATION IN MIND" in orcish. If anyone crosses the room without a destination (I.E. one of the doors), he or she will be dazzled by random and constantly changing visions of far-away lands. Then, he or she find him or herself in these lands. If the character heads for a specific door, the visions will be seen, but he will arrive at his destination.

M.. Six Gremlins. These mischievous devils patrol the corridor the room is on, creating mischief for intruders. They have a MR of 10, and carry daggers coated in spider venom to backstab people. The leader wears leather armor, and wears an amulet which can absorb 6 levels of magic a day.

The room is locked while the gremlins are out, and is guarded by a trained rat pack (5 rats, MR of 13). The treasure is in a pile of dead leaves; 160 s.p., 210 c.p. N.. In the middle of the room is a column of red hot iron. The rooms current occupant is The Steamer, a oyster shell on legs. It has a MR of 88, and has armor that takes 12 hits each round. Once each round, the Steamer breathes a jet of plasma hot steam at one party member. This does 3 dice of damage and blinds character for 4 rounds.

Because of the unbearable heat, characters with armor on lose 1 St. point a round. The steamer has 280 s.p., 480 g.p., and a magic cake similar to the one in room O on level one.

O.. A Magic Myrmidon (MR 30, 12 hits armor) Stands by the door, guarding the room.

Against the west wall is a lectern, with a huge, leather bound book open on it. The table of contents is as so: "Winning friends and influencing people". " Raising hell for fun and profit". "Things man was not meant to know". (One person may read on chapter: the book then disappears.)

"Winning Friends"..... Allows the reader to automatically make the next 4 saving rolls made on his charisma. "Raising Hell"..... Let's the user call up one demon by sacrificing a human maiden. It serves for 2 weeks. "Things Man".... The user knows, but becomes a frog!FOREVER.

P.. Nine Orcs, MR is 25, they wear armor worth 8 hits. The head orc has a magic sword. It adds 2 dice to his roll (gets 5 dice when used by a character) takes 2 hits as though it were armor, and glows green near magic. The orcs treasure is 200 s.p. 240 g.p.

Q...Six Boogie Men..These foul creatures look like masses of rotting swampy vegetation. They have a monster rating of 30, and only take half damage from edged weapons due to their rotten nature. The floor of his room is covered with rotting leaves, making it very slippery. Hidden beneath is the boogie means treasure; 340 g.p., and a dagger that, when used by a wizard, can suck (IQ points) from the victim equal to the number of con. damage the victim took. These points are added to the wizards strength. There is also a jar of vanishing cream,(see room O on level one) and a ring that allows wearer to see in the dark for on hour each day.

R.. Five Giant Budgies... These are huge killer parakeets bred in the dungeons. They have a MR of 48, and smell so foully that characters failing a s.r. are stunned the first round. There treasure consists of 160 g.p. and a magic cookie that causes eater to grow 6 feet.

S.. This room is occupied by Zoo Manners, an insane midget who ran here after killing a tall man in the circus he worked at. He has sworn to himself to kill all he meets over 5'1". He has a MR of 40, wears a helmet (1 hit) and uses a dagger poisoned with curare le (double damage). He waits above the door to jump on the first tall person. His treasure:p. 240 gp and a huge ruby worth 7,500 gp.

T.. A level 5 Wizard and Twelve Orcs live here, occasionally raiding villages for fun and profit. The orcs have a MR of 25, wear leather armor, and have light selfbows. The wizards attributes: St. 31, IQ. 21, Dx. 13, Lk. 13, Con. 13, Ch. 15, he wears leather armor (6 hits) uses a sax (2 dice plus 5) and has a deluxe staff. He has all the spells up to 5th level. The treasure is 140 g.p., a potion which heals any damage on Con., a magic amulet which absobs 6 levels of magic a day, and a helmet which takes 6 hits, but gives weares such a headache his adds are halved. Only a "Curses Foiled" will remove the helmet.

THE END





Dear Sir,

"Never argue about religion, politics, or baseball." However, Randall Keiser's letter in *Pegasus* No. 2 clearly deserves a reply. In doing so, let me state one point quite early, so that readers may know my viewpoint. I am a Christian. So that there is no doubt as to what that means: I hold it to be true that Jesus of Nazareth was, in fact, Almighty God; I have accepted Him as my Savior, and I seek to obey Him as my Lord.

Often, of course, I fail Him. If I did so in including "Satan" and a "guardian angel" in *Under the Storm Giant's Castle*, it was not intended. Indeed, the opposite was intended.

Two aspects of *Dungeons & Dragons*™ which bother me are the system used for Clerics and the inclusion of devils and demons unbalanced by angels.

In the original *D&D*™, it is clear from such things as the no-edged-weapons restriction that Clerics are usually assumed to be Christians. Yet Christianity is never acknowledged, and Clerics perform by casting "spells," making them Magic-Users. This, to me, was quite wrong, and I answered it long ago by developing a system based on Faith and prayer. (Refer to "Faith" by Thomas A. McCloud, *The Dungeoneer* No. 11, May-June 1979, pp. 34-36.)

Demons surfaced in *Eldritch Wizardry*, followed by devils and devils in the *Advanced Dungeons & Dragons*™ *Monster Manual*. But, by traditional Judeo-Christian theology, devils are fallen angels. Here, in the game, were the fiends of Hell. Where were the angels of Heaven? To answer this, I deliberately put an angel into *Under the Storm Giant's Castle*.

There are two points of theology being illustrated, admittedly not nearly so clearly as I would have liked. The first is the interesting concept of the guardian angel which is based on Matthew 18:10. The second is that a single angel, doing God's will, is more than a match for Satan himself which is based on Revelations 20:1-2. (For those interested, I recommend *All About Angels*, by C. Leslie Miller; *Protected by Angels*, by Don Dickerman; and, most of all, the Bible itself, with the Apocrypha if you're looking for Raphael.)

Returning to Mr. Keiser's letter, it is interesting to consider the questions of drawing borderlines between the "real" and the "imaginary." To borrow from J. R. R. Tolkien's *The Two Towers* (Houghton Mifflin Co., 1963, p. 37):

"But they [halflings] are only a little people in old songs and children's tales out of the North. Do we walk in legends or on the green earth in the daylight?"

"The green earth, say you? That is a mighty matter of legend, though you tread it under the light of day!"

In other words, things which appear in fantasies are often images of things from our own reality. If the Devil and angels are, indeed, real, then it is illogical to exclude them on that basis unless everything, from aardvark to zebra, is equally excluded.

Concerning misconceptions, I see two possibilities, but, for the first, I must (almost) disclaim responsibility, and the second required unwarranted presumption.

The first misconception can be stated in three sentences:

(1) "All characters, situations, and institutions portrayed herein (in *Under the Storm Giant's Castle*) are fictional, . . ."

(2) Satan and angels are portrayed in *Under the Storm Giant's Castle*.

(3) Therefore, Satan and angels are fictional.

I did not write the sentence that reads: "All characters, situations, and institutions portrayed herein are fictional, and any resemblance to any person or institution is purely coincidental." But, I would never have seen the flaw in it had not Mr. Keiser pointed it out, and it is a very standard legal-loophole statement that I might have anticipated.

Perhaps a better way to start the sentence would be, "All portrayals of characters, situations, and institutions herein is fictional, . . ."

The resemblance-is-coincidence clause is false. The "resemblance between the contents of the module and the institution of Christianity," to borrow Mr. Keiser's phrase, was not coincidence; it was very deliberate. Presumably, the purpose of the clause is to forestall lawsuits by, for example, someone named Louie de Cachot who claims that "he" was "used" without permission in room 2 of Level Six. Perhaps the JG could use: ". . . and any resemblance to any person or institution not in the public domain is purely coincidental."

The second possible misconception is a kind of reverse of the first:

- (1) Satan and angels are real.
- (2) Satan and angels are portrayed in **Under the Storm Giant's Castle**.
- (3) The portrayals of Satan and angels in **Under the Storm Giant's Castle** are portrayals of the real Satan and real angels.

But it is presumptuous to ever assume that descriptions in a fictional work are intended to describe reality. Sometimes they do. ("Clouds are white.") Sometimes they don't. ("All the world knows that the American Patriots lost their war for independence from England; [sic] that their army was shattered, [sic] that their leaders were either killed or driven into exile." [from H' Beam Piper's story, "He Walked Around the Horses."]) Sometimes they have no relevance. ("Dozens of dragons boiled out of the ground where the warrior's teeth had been sown.") That is simply the nature of fiction.

Concerning the question of taste, there seem to be those who feel that any use of the Holy Bible or any of its subjects outside of Church is sacrilegious. But there have been books, paintings, songs, stories, and

even comic books, T. V. shows, and movies made with angels and/or the devil and/or God in them. The recent George Burns movie, **Oh, God!**, is an excellent example. So is Dante Alighieri's *Divine Comedy*. Inclusion of sacred subjects in a **D&D**™ module is something which I, obviously, simply do not consider to be disrespectful in and of itself.

Neither do I feel that my particular treatment of Satan and the guardian angel was offensive. I should warn that I have recently felt Called upon to go further, and I am now preparing **Josterlosk** for submission to the Judges Guild.

Josterlosk is a theme dungeon where the theme is the Holy Bible. All of the monsters are selected from the Bible or else related to Biblical questions. All of the puzzles are based on either Bible lore or basic Christian ideas. It is a dungeon where you literally need a Bible in front of you to play it.

It is possible that either the JG or TSR will balk, and **Josterlosk** might never be published. In any event, I advise all readers to avoid anything I write if finding borrowings from Christianity is going to offend them.

Yours truly,
Thomas A. McCloud



--- HEAR YE! --- HEAR YE! --- HEAR YE! ---

It has been brought to our attention that many of the fine Guildmembers of this fair City State have moved and not notified the Emperor or not notified him soon enough. Accordingly, at some later date, they file a writ of grievance against the Emperor's Runners for failure of delivery of their copies of "Pegasus". Be it known that while the Emperor has many Magicians, Seers and Soothsayers, they cannot oversee each individual all the time. Please notify the Emperor's Runners via Judges Guild, as soon as possible when moving. The Emperor's Runners will not, normally, forward your "Pegasus" to its new stable, and you won't want to miss an issue!

The Guild of Manufacturers of City State News and Publishers of Related Adventures (Judges Guild) has noted that many Guildmembers try to order products or inquire about orders at all hours of the day and night, including 3:30 a.m. Sunday mornings. Unfortunately, the Guild is not staffed in all departments 24 hours a day. Please limit all such calls to 9 a.m. to 4 p.m., City State Time (Central) and Monday thru Friday only.

Both "Pegasus" and Judges Guild are looking for more good Writers and Artists. If you would like to submit material for consideration for publication in or as a product or in our magazine, see page 94 for information and write for our "Writer and Artist Guide" - Free with a S.A.S.E. (Self-Addressed, Stamped Envelope).



The Morrow Project Report

Our very own weapons smith has decided to add new and different weapons and vehicles to enhance and bring new life to any **Morrow Project** campaign. This column is designed to be a part of any existing campaign or can be used in starting a whole new one.

Screen Scenes

by C. J. Henderson. Featuring **Time Bandits**, a review of a brand-new fantasy movie, here and now. Also by C. J. is a book column, **Magik Tomes**, of latest releases in the sci fi/fantasy genre. These two columns will be regular **Pegasus** occurrences.

Stunning Adventure Comix

Featuring two new color strips, "Interstellar Fantasies," which follows the intrepid crew of the I.S.S. Maralyn as they conquer (?) all adversities. Our other new comic, "The Vile File," explores the world of dungeon adventures. Follow Akron and Slickness on their hilarious trek through the underworld.

Gateway Quadrant

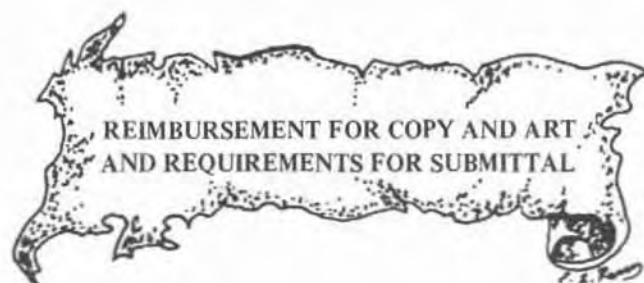
A new column by Dave Sering which will consist of explanations and use of Judges Guild **Traveller**™ products. It will also focus on specific problems encountered in typical **Traveller**™ campaigns and the solving of those problems using Judges Guild material.

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Judges Guild welcomes all contributions of copy and art for the **Pegasus**. There are certain restrictions that apply: Letters to the Editor will not be paid for; articles submitted by Game Manufacturers or Designers reviewing their own products will not be paid for; Rules Variants, Clarification, Scenarios, etc., or Reviews of the products of others will be paid for.

Artists unfamiliar with the "fake" color process will find an excellent article on it, with required charts, in issue 12 of **The Dungeoneer**, available as a back-issue. Black and White Artwork which we add color to is paid for at Black and White rates. Artwork may have to be reduced or blown-up to fit our needs. All Art is paid for at published sizes. We reserve the right to determine type, size and style, published size for art, and all other editorial rights. Full page size is between 8½" x 11" and 7¼" x 9½" (full page of copy).

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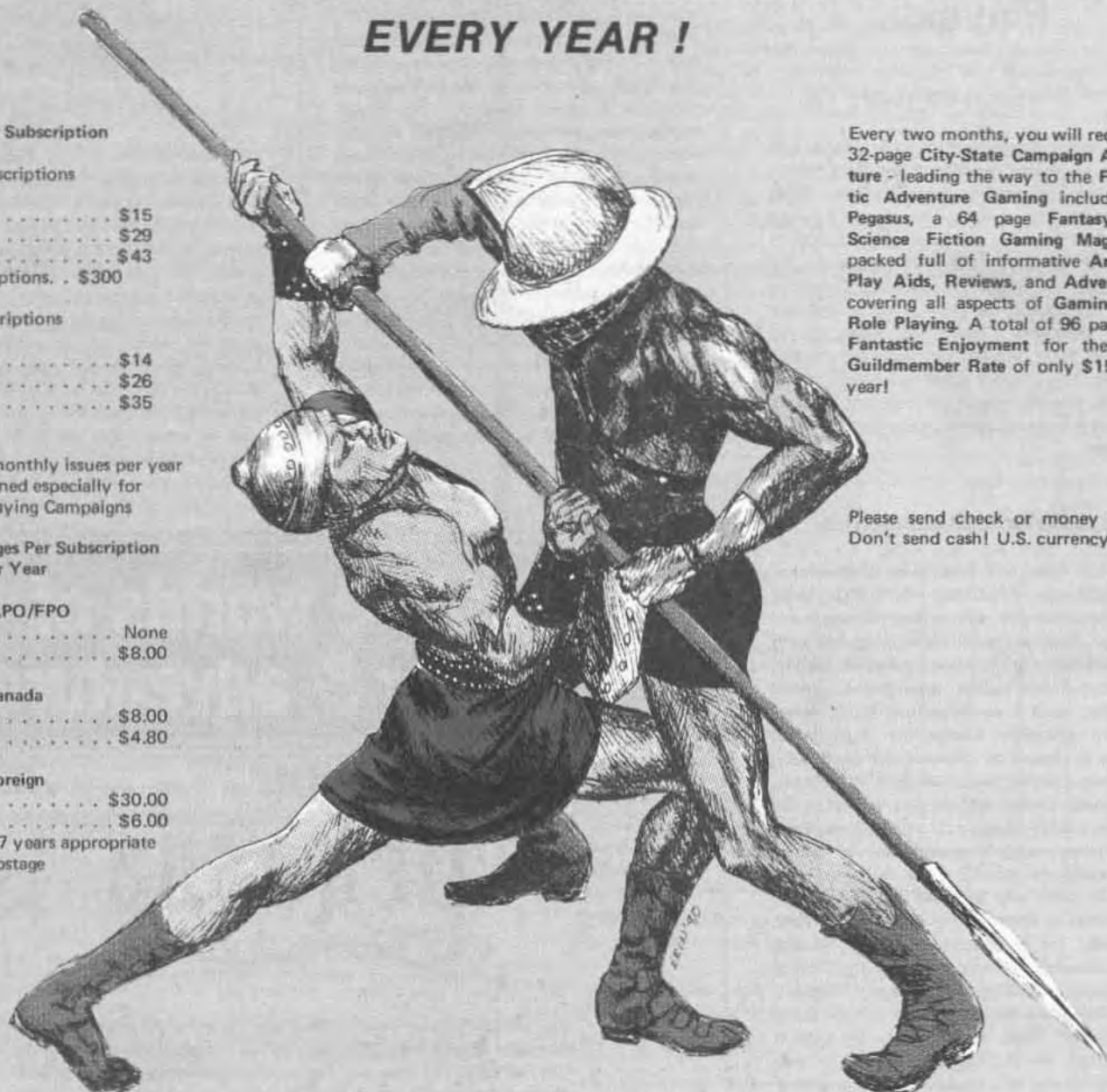
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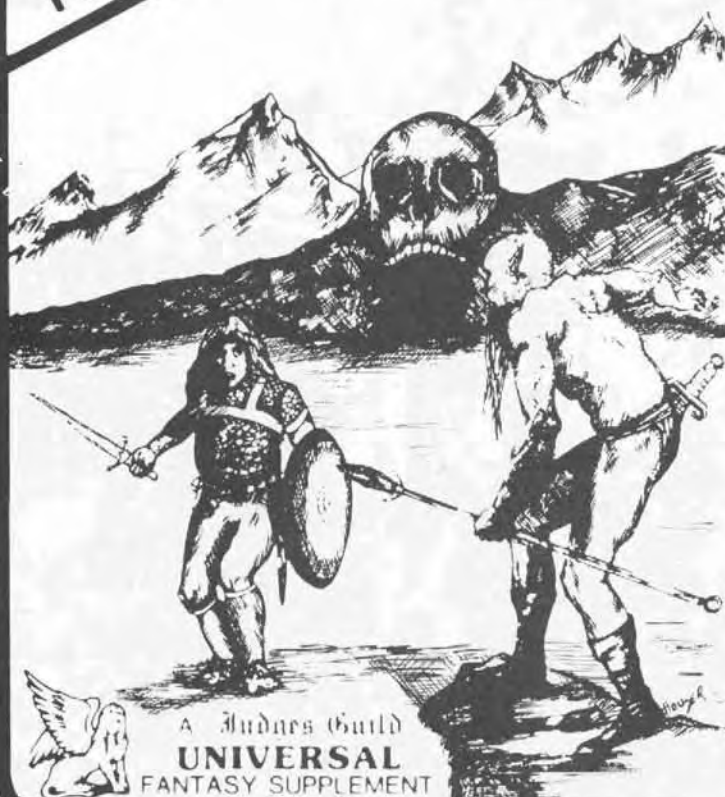
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IMPERIAL Pegasus

ISSUE FIVE

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HORSE FEATHERS

EDITORIAL

by Edward R. G. Mortimer

Greetings, one and all! I have some good news and some bad news for you, so let's get the bad news out of the way immediately so that you can get down to enjoying this issue of the *Imperial Pegasus*.

This issue is not on time as Chuck (the Samurai Editor) promised you it would be. This is mainly because issue No. 4 was so far behind. But, enough of excuses. Hopefully, issue No. 6 will be on time, but, in any event, starting with issue No. 7, we will be on time if I have to pull a few teeth to do it!

Also, one of the features I promised you will not be appearing in this, or any, issue in the foreseeable future. The feature was to be "Interstellar Fantasies," a comic strip. This is due to circumstances beyond our control (a copout if I ever heard one, and I've heard a few, but, in this case, it is true). I hope the rest of this issue pleases you enough to overlook this unfulfilled promise.

Chuck has not been in touch with me, so the review and comments he promised on *Monsters and Mazes* will have to be published at a later date.

We sincerely apologize to Gerald Seypura for misspelling his name in issue No. 3. Mr. Seypura is, of course, one of the co-designers of the game, *Skull and Crossbones*, for which he designed the adventure scenario, *Yardarm McGraw's Treasure*. We are proud to have Mr. Seypura's work grace our pages, as is evidenced by this issue's S&C adventure, *The Adventure of Devil's Luck*. We hope to hear more from Mr. Seypura in the future.

Well, that's all the bad news; I hope it wasn't too hard to swallow.

The good news is that I think we have put together the best issue to date (a conceited grin - er, I mean, a proud smile - plays upon my countenance). Please write to me and let me know what you think of it.

Now that all that is out of the way, it is time for me to do some...uh...hmm! This has been bothering me since last issue; just what am I supposed to say in an editorial? I'm new at this job! To find the answer to that question, I read all the editorials from all the magazines I could (or wanted to) get my hands on. My conclusion is that they (editors) talk a bit about what's inside the magazine, but, mostly, they talk about whatever they want. I guess that's a privilege one gets when one is an editor, so, here goes...

Pegasus 4

In this issue, we have several treats for you. On page 16 we present *The Vile File*, an hilarious comic strip about your "average" player-characters, Akron and Slickness. *The Vile File* shall be a regular feature, and we welcome Will Faust to our Guild.

Other new and interesting features include *The Morrow Project Report* by Weaponsmith, Bill Pixley, *The Gateway Quadrant* by Inter-Galactic Space Scout, Dave Sering, and the second installment of *Hanging Out in the City-State* by yours truly.

There are many more treats in store for you within these pages, so I'll let you move on very soon.

In the future (probably in the summer), I plan to do a comparison of most of the major gaming magazines. Now, you are probably thinking that I will rate the *Pegasus* at or near the top, but not so, dear reader, not so. I will **not** be doing a review, I will be doing a **comparison**. It will be a straight, mathematical comparison, and you, the reader, will be the judge, not I. I think the results will be very interesting. Even though I have forewarned the competition, I challenge them to consistently put out a better magazine than we do. Nothing like a little friendly rivalry to keep the quality up, and this is better for us all, both those who sell and those who buy.

Well, that's about all; have a Merry Christmas and a Happy New Year, and I wish all of you the best of luck in all good endeavors.

Ed, the Editor

ATTENTION

EXPRESS YOUR OPINIONS!

USE THE ORIGINS AWARDS

BALLOT (page 5). ➡





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for the year 1981, to be presented at ORIGINS '82, July 23, 24, 25, 1982, in Baltimore, Maryland
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The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H.G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, \$2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send \$2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US \$2, payable to Bill Somers.

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Magazine, 1981: _____
9. All Time Best Miniatures Rules for
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THE ORIGIN OF THE 'BLACK ARTS'



by WILLIAM HAMBLIN



As is well known, the term, "Black Arts," designates many of the different forms of magical practices of the Middle Ages in Europe. Although there is general agreement on what the "Black Arts" meant to the people of the Middle Ages, there is a wide variety of opinions as to exactly what the origins of those "Black Arts" were.

The Latin word for "Black Art," "nigromantia," is generally thought to be a corruption of the Greek "nekromanteia," which means prophetic or oracular knowledge obtained by summoning and speaking with the dead. (nekros = dead; manteia = prophetic power or mode of divination) The word "nekromanteia" was first used by Homer in Book XI of the *Odyssey*. Odysseus goes through a ritual of offerings, prayers, and sacrifices to the Spirits of the dead, by which he summons a number of them from Hades. He then engages in a conversation with some of the Shades of his old, deceased comrades who tell him of current events in other places and offer cryptic remarks about the future. "Nekromanteia" is used in this sense by a number of other Classical Greek writers and, eventually, was transliterated into Latin by pagan Roman authors as the word, "necromantia," with the same meaning as the Greek word and from which our English "necromancy" is derived.

Early Christian writers such as Augustine used "necromantia" in its classical sense of obtaining prophetic knowledge through conversation with the dead, but, as the Middle Ages proceeded, "necromantia" eventually came to signify any form of magical practice. Around 1100 A.D., we find the first use of the Latin word, "nigromantia," meaning magical practices or the "Black Arts," (nigro is Latin for black) which is thought to have been a scribal error in writing "necromantia."

The English "Black Art" is a translation of "nigromantia" which first occurs in the Sixteenth century.

There is, however, an alternative explanation as to the origin and meaning of the word, "nigromantia," which offers an interesting clue to a possible origin for the Black Arts themselves. To understand this alternative, we must return to the year 682 A.D., to Damascus. The Umayyad Caliph Yazid had died, leaving as heir his eldest son, Khalid, who was still a minor. The Lords of the Islamic Empire, therefore, decided to place the government in the hands of Yazid's brother, Muawiya II. Khalid was to succeed to the Throne upon the death of Muawiya but, in the meantime, was sent to Egypt to study.



In Alexandria, Khalid met and studied with a certain Marianos, a Greek Christian who claimed to be the most recent in an unbroken series of sages and transmitters stretching back to the scholars and priests of Ancient Egypt. According to the legend, Marianos imparted the ancient secret of the Philosopher's Stone to Khalid who later transmitted the arcane knowledge to other Arabs by means of cryptic Arabic verses in books such as *The Book of the Amulets* and *The Great and Small Books of the Scroll*. The correct interpretation of these verses could be discerned only by those who had been initiated into the Secret Art and its symbolic terms. Khalid, who never did ascend the Throne, became the first in

a long succession of transmitters of Islamic Alchemy.

The most famous of these Islamic Alchemists was Jabir ibn Hayyan, a member of the Imperial Court of Harun al-Rashid at Baghdad. Jabir wrote a number of treatises on Alchemy, many of which were eventually transmitted to the west by Latin scholars studying in Spain and Sicily, both of which were ruled by Muslim dynasties during part of the Middle Ages. The writings of Jabir (known to the Latins as Geber) formed the basis of European Alchemy.

What has all this got to do with the Black Arts? First, we should look at the word, alchemy, which is a latinization of the Arabic word "al-kimiya." There are differing opinions as to the exact meaning of "al-kimiya," but one prominent possibility is that it has reference to the ancient Egyptian word, "kemet" which, in a general sense, means "black" but was specifically used to designate "the Black Land," which is what the Ancient Egyptians called Egypt. "Kemet" has reference to the black alluvial agricultural soil of the Nile valley as opposed to the red soil of the infertile desert. The Arabic "al-kimiya," then, would literally mean "the learning of the Black Land" (i.e. Egypt) or, more simply, "the Black Knowledge," or "Black Art."

There are other interesting parallels that can be discovered based on the assumption that the "Black Arts" have an Egypto-Arab origin. In the Islamic World, most people who practiced "al-kimiya," including Jabir ibn Hayyan, were also Sufi mystics. For the Sufi Alchemist, the chemical experiments of "al-kimiya," where it was attempted to turn base metals into gold, were symbolic of the attempts in

life to turn a base or evil Soul into a divine and eternal Soul (a symbolism which was also widely utilized by the more philosophical of the European Alchemists). These Sufi Alchemists, as well as all Sufis in general, usually organized themselves into groups for prayer, study, and the training of new initiates. These groups were called, in Arabic, "fahmiya," meaning "those who understand." But, by coincidence, in Arabic there is another homophonous word, also pronounced "fah-miya" but with a more guttural "h," which means "black" or "coal-like." Because of this, the color black took on a special, symbolic significance for the Sufi Alchemists and for Muslims in general. For example, the official Imperial Robes of the Abbasid Caliphs were black. When the Sufi Alchemist spoke of practicing his mystical and alchemical exercises, he would call his activities the "art of understanding," which, of course, would also be understood as the "art of blackness" or the "Black Art."



When Europeans began to study Islamic learning in the Eleventh century, one of the first branches of knowledge which captured their attention was Alchemy. Many European scholars traveled to Muslim Spain and Sicily to learn the secrets of Alchemy at the feet of Muslim Alchemists and then returned to Europe to transmit their new knowledge to others. Furthermore, there was no dearth of Muslim wizards, astrologers, and magicians in the Middle Ages, most of whom also practiced Alchemy. These polymathic sages would teach their Magic and Alchemy as an indivisible system, which would be so transmitted to the West.



The early non-practicing Europeans often considered, perhaps with some justification, that Alchemy and Black Magic were one and the same. They were thought to be evil arts which the Alchemists had learned from the Devil and his disciples. Of course, what was a socially acceptable practice in the Muslim world and, indeed, could be considered pious, would naturally be considered as evil knowledge in Medieval Europe precisely because it came from Muslims who were, indeed, in the opinions of many Europeans, the "disciples of the Devil."

Eventually, there developed in Europe a socially acceptable branch of the Muslim "art of understanding," "learning of Egypt," or "the Black Arts," known by the Arabic name "al-kimiya" or, as written in the Latin script, "Alchemy," which could be practiced even by priests and kings. A socially unacceptable form of this knowledge, combined with the ancient European magical practices of pagan times, became known as "nigromantia," "the Black Arts," being a translation of what the Arabs often called their similar body of knowledge and practices. This form was practiced by magicians and wizards and became increasingly arcane, secretive, and associated with the worship of the Devil. If the foregoing speculations are true, then it is not impossible that both of these branches of Medieval learning trace their origins back through a long line of initiated transmitters via the Arabs to the ancient and arcane knowledge and practices of the Priests and Magicians in the Temples of Ammon and Horus in "the Black Land" of Egypt.

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Nasr, Seyyed Hossein. **An Introduction to Islamic Cosmological Doctrines.** A scholarly treatment of how Muslims viewed the Universe in the Middle Ages, including their Astrology, Magic, Alchemy, etc.

Shah, Indries. **The Sufis.** Presents some interesting ideas about the Sufis but is generally controversial; his ideas should be accepted with caution.



Protection From Protection Spell by Scott Fulton

This spell is used to cancel the effects of a normal *Protection Spell* (i.e. *Protection From Evil*, *Protection From Werewolves*, etc.). In effect, it makes whatever it is cast upon immune from the effects of the type of spell named in the casting until there is no such spell in effect within 100 feet of the recipient. This is not automatic. There is a chance of success equal to 50% minus 5% per level of the original spell plus 5% for each level of the *Protection From Protection Spell*.

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THE CRUSADE AGAINST FANTASY ROLE PLAYING

by DR. ROBERT M. PRICE

Dr. Robert M. Price currently teaches in the Philosophy and Religion Department of Montclair State College, New Jersey.

With the "Moral Majority" zealots apparently intent upon stamping out everything not actually mentioned in the Bible, it really should have been no surprise when they turned their guns on fantasy gaming. For instance, one Moral Majoritarian led a successful crusade to have **Dungeons & Dragons** tm banned from a community youth recreation program. Another, Gary North, advocates "a national alert to boycott these games and get them out of the public schools." What, specifically, is it about sword- and - sorcery games that spurs the fundamentalists to such a frenzy?

Beware of Demons

In an editorial entitled "Games of Horror," Gary North expresses the alarm shared by many fundamentalists: "Without any doubt in my own mind, . . . I can say with confidence: These games are the most effective . . . introduction to the occult in man's recorded history. Period. . . . This is no game." Like most of today's political fundamentalists, North has the paranoid fear that he and the other good Christians of America are the intended victims of an all-powerful conspiracy of Satanic "secular humanists." So, he believes that **Dungeons & Dragons** tm, **Runequest** tm, and similar games are actually cleverly disguised propaganda intended to teach kids real live demonism and witchcraft! It makes no difference that both the players and creators of these games do not see it that way. North believes that they are dupes of Satan, whether witting or unwitting ones.

The ironic thing about all this is that, if one is familiar with the writings of North and Company, it is obvious that they are actually projecting onto others what is really their own plan. You see, Gary North is a leader of a radical fundamentalist clique called

"The Chalcedon School" which advocates a sort of Christian counterpart to Khomeini's Islamic Republic. North advocates the establishment of a theocratic state where all Old Testament laws would be in force. This includes capital punishment for gays, adulterers, heretics, and kids who sass their parents! (See Rousas John Rushdoony's **Institutes of Biblical Law** and Greg Bahnsen's **Theonomy in Christian Ethics**.)

In North's crusade against fantasy gaming, no holds are barred. He advises his readers, "remember, **play dumb**. Don't come on like a threat to the system while you're gathering information. You're just a possible buyer of the games (evidence). You're just interested in whether your child or grandchild can join one of these clubs." This is pretty much the same as the "heavenly deception" practiced upon the unwary by the Moonies. So, who does it look like is the conspirator here? And who doesn't mind using duplicity and deception?

Beyond Reality

But we wouldn't want to overlook an interesting point raised by the fundamentalist critics. The notion that fantasy games are propaganda for witchcraft and occultism is absurd. Satan didn't invent **Dungeons & Dragons** tm any more than, according to anti-rock 'n' roll crusader, Bob Larsen, he dictated the lyrics of "Jesus Christ, Superstar." But, is it possible that some players might go over the edge and start taking all this stuff literally. Well, sort of. For example, there is, in the New York area, a self-proclaimed "Starry Wisdom Sect" that believes H. P. Lovecraft was writing more than fiction (see the "Cthulhu Mythos" chapter in **Dieties and Demigods**). This group takes its name from the worshipers of the cosmic monster, "Nyarlathotep" in Lovecraft's "The Haunter of the Dark."

A more famous instance is the "Church of All Worlds," founded in 1961 as a real-life incarnation of



Robert A. Heinlein's Martian religion in **Stranger in a Strange Land**. Have these people lost their minds? After all, it would seem fairly easy for most of us to separate science fiction from reality. The members of the Church of All Worlds do not seem to have lost this ability. They simply recognize that all religious doctrines are built upon myths which symbolically express a particular view of life. One does not have to believe in the myths literally to take them seriously in a symbolic way. So, instead of traditional religious myths, the All-Worlders have simply lifted their myths from science fiction because they accept the vision of existence expressed there. This is all rather interesting.

True Believers

But what is even more remarkable is that the fundamentalists do not seem able to make this distinction between fantasy and reality. We can see this by recalling some of the other unlikely targets of fundamentalist wrath. When the movie **Star Wars** appeared, several born-again Christian reviewers seemed to think that "the Force" was being promoted by George Lucas as a genuine religion! It was as if **Star Wars** were a Billy Graham evangelistic film! Still today, one can find fundamentalists criticizing the "false gospel" of the Force.

Gary North adds super-hero comic books to his list of forbidden books: "If you thought all those 1960s Marvel Comics featuring Norse gods were innocuous, you were wrong." He is apparently afraid someone will accept Thor as their personal savior.

How can crusading fundamentalists be so blind to the difference between avowed fantasy and reality? Perhaps it is because they already live in a fantasy world themselves. Now, this is not to imply that their Christian beliefs are silly or impossible. A great number of sane and serious people hold pretty much the same beliefs. It is rather the psychological manner of believing that



Dear Horse Feathers,

I, too, was once a fanatical AD&D player and DM. However, I recently have become won over to Metagaming's **The Fantasy Trip**.

The Fantasy Trip has internal logic and simplicity combined with enormous variety of options for the player and DM.

I would like to see a review published and see dungeons and adventures published in this format. Perhaps you could issue modules for **The Fantasy Trip**. What I really would like to see is some of your extant modules released in a TFT edition.

The Fantasy Trip is a better game than AD&D and deserves at least equal treatment by your excellent publication.

I laud your magazine's courage in publishing "Monotheism in Fantasy Games" by Joseph Ravitts (*Pegasus* No. 4). Although, as a "born again Christian," I don't feel it is necessary to go to the lengths he described, he certainly presents a valid option. A third option is available. My campaign has a base much closer to Tolkien, with God sending out gods to do his will (Yes! Some of them do rebel!). Final judgement and reward can wait until after Ragnarok. (c.f. *The Last Battle* by C. S. Lewis.) This system leaves the game substantially intact.

Sincerely,
Joseph C. Rast III

P. S. My sympathy with regards to the mail you are flooded with!

Joseph,

Well, thank you very much; your letter made my day. Concerning **The Fantasy Trip**, we have only one TFT adventure in our file, and it will be in issue No. 6, so if you would like to see some more of them in the pages of our magazine, send some in (that goes for all of you out there). I have been thinking of doing a TFT adventure myself, but I have not yet got around to it. Perhaps now, I will.

As for re-publishing some of our existing products in TFT format, it is an interesting idea and one to which we will give some thought.

In closing, I would like to say that we will be printing more TFT stuff in the *Pegasus*, and, if anyone out there would like to see things about other games that we have not yet touched on or have touched on only very lightly, please send material in to us. After all, this is a magazine that you, the readers, have a clear and substantial voice in. Don't be afraid to send material into us. Good material has an excellent chance to see publication.

Give me a chance to show you that this is, indeed, your magazine.

Ed, the Editor



"AND BESIDES THAT... E' AD OUR LAST BOTTLE OF WINE!"

Dear Editor;

I am the author of "The Tangler," "The Cold Reacher," etc. in issue No. 4 of the *Pegasus*, and I am writing to inform you that, somewhere along the line, a very important minus sign got dropped in the description of the Tangler. The line should have read, "Opponents of AC -7 or less will be hit on two consecutive rolls of 20," not "AC 7 or less." Also, the last line of the stats should have been "Experience Points per Hit Point," not "HP."

I am quite gratified that you accepted my submissions.

In closing, I would like to say that I like your magazine very much and hope to see its high quality continue (although, possibly, with another proof-reader).

Merry Christmas
Tim Grice

Tim,

Whoops! I seem to have missed something there (I am the proofreader). But thanks anyway; I'm sure our readers will appreciate the quick corrections.

ED

**IF YOU ARE MOVING,
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SO WE CAN MAKE
SURE YOU RECEIVE
EVERY ISSUE OF THE
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To the Editor of the *Pegasus*:

Here are a few (hopefully) constructive and helpful criticisms of Issue No. 4 of the *Pegasus*.

The cover art was rather unimpressive. Part of this could be the fact that all of your covers have had a *Pegasus* on them. After four issues, it seems time for a change.

The missile combat system by Perry Cooper brought up some good points and seemed easily workable, though I don't relish the idea that one out of every five arrows to hit my human-sized characters will do them in. Good art by Wampler.

Joe Ravitts' article talked only about running Christians in a campaign, not monotheism in general. His article was very disappointing. I would like to see an article on monotheism written for its usefulness in gaming instead of personal ethics.

Ross Mosteller and Emil Parker had some good ideas, but their complications out-weighed their usefulness in already confused D&D combat.

Tim Grice's article on blindness was well-written and quite workable.

I was very impressed by Mark Schumann's "Making the Most of a Fighter Character." It shows there is still role-playing left in role-playing games.

The fiction was about average.

"Mountain Moor," the T&T dungeon by Stefan Jones, looked very interesting.

I'm looking forward to the new comics and columns. Good luck to ED the Editor and all his elves.

Fred Weining

Fred,

Thank you for your fine letter and criticisms. This is the type of letter which helps us put together a good magazine.

Oh, by the way, I don't have any Elves working for me, just Dwarves and Gnomes!

ED



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A Trip To The Underworld

FINAL INSTALLMENT

by **BILL PALEY**

It's me, Deg, again, with another story 'bout some o' the things that have happened with our group. This time we were comin' back from a trip up north, and even though we were indoors (or in this volcano's cave) an' nice 'n' warm the whole time, Finney, that dam' Halfling, somehow caught a heck o' a cold. So we're ridin' down the road, an' every couple hunnerd feet, Finney lets loose with a blast - "Achoo!"

Now, we were warned to stay away from one fok in the road, even though it was the short way home. With Finney sneezin' and moanin' 'bout how his head hurt, we finally decided to cut the trip short. The fork led us past this one mountain real pretty. Sister Penny really liked it, an' she couldn't keep her eyes off it. Good thing, too!

We were half way home when Penny cries out, "Look up there!" We all turn to see, an' way up there is

this strange bird thing. It weren't flappin' its wings, it was sorta twirlin' them around 'n' around. What worried us, though, was that it was divin' right down on top o' us.

Well, we shot off a volley o' arrows, and switched to our swords and whatnot, but that bird thing came tearing down on us. In this first pass it wounded both the twins, an' took a swipe from my sword. Then it came twirlin' around and dived again.

I guess that monster thought we were easy food, 'cause on the next swoop, it landed almost right on top of us. It took a chunk o' meat outta my right shoulder when I laid into it an' then it got hazy. When I next was noticin' things (like five or six seconds later) I see that bird turnin' on Finney. Half the group is wounded, an' Finney is swingin' his sling.

Just as this bird is about to swallow the Halfling, he lets loose with the granddaddy of all sneezes right into its beak. Finney fell over, tangled in his

own sling, while the bird thing is sittin' there lookin' stunned. We all started hittin' it again, so it flew off in its weird way.

Halfway up the mountain the thing starts sneezin', itself! It got so fouled up that it crashed on a cliff, killin' it, I guess. The Clerics started healin' us up, and bindin' our wounds. We were able to ride on a little bit later.

It sure was nice to get back to town. That evenin' Finney was gettin' himself soused, an' he was tellin' the story to the regular crowd. "Folks," he said, "I was sure that this was the end. This bird didn't look like he was going to die very easily. I almost turned to run away. At the last moment, I recalled a saying my dad told me when I was just a few months old. . . a saying that saved our lives. . ." He paused as his audience called for the sayin'.

"The whirling bird catches the germ."

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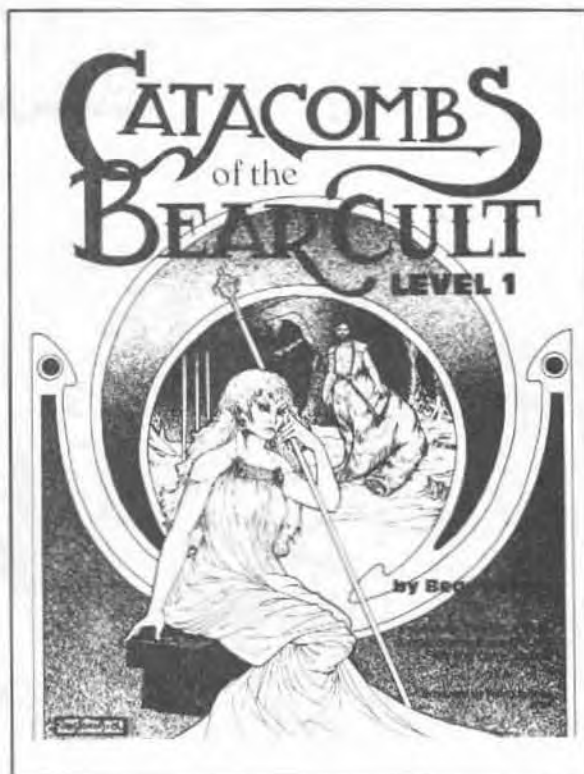
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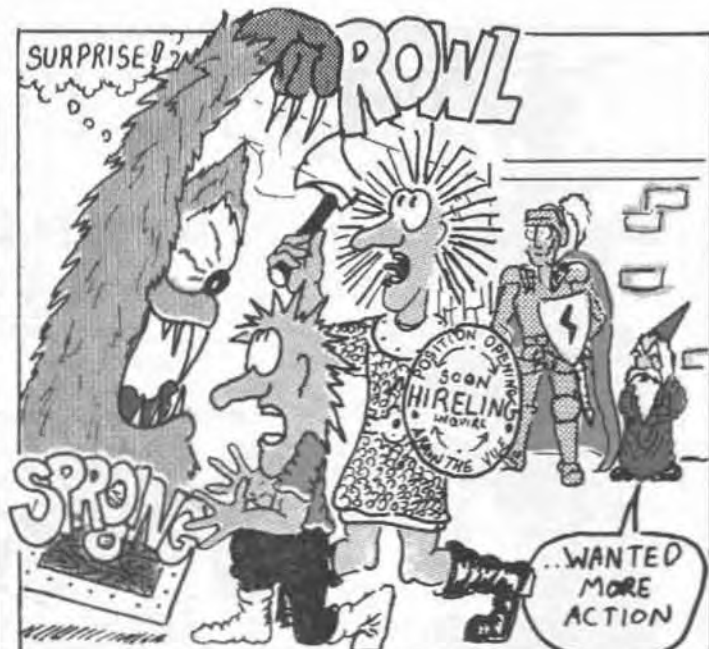
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MORROW PROJECT REPORT

By Bill Pixley



Krell Weapons

One of the problems that the Warriors of Krell ran into after the destruction or over-running of the early Morrow Project settlements and bases is that, while they captured a lot of 20mm ammo, most of the vehicle-mounted cannons were destroyed in the assault on Morrow. They were, therefore, stuck with very deadly ammo but a lack of weapons to use it. The answer to this problem was to steal an old, pre-WWII idea and create the 20mm, single-shot, bolt-action, anti-tank rifle with which to arm their infantry and home-made armored vehicles.

Krell 20mm Single-shot, Bolt-action Anti-tank Rifle:

Weight: 25kg
Effective Range: 1500m
Maximum Range: 6500m
Rate of Fire: 20 RPM
Feed Device: Single-shot,
Bolt-action

Krell Armor Vehicles

Though some Morrow Project vehicles were captured by the Krell, a large number of the Krell forces were without armored support. The answer was that one of Krell's lieutenants (a man by the name of M. Raygun) had built a number of boiler-plate covered trucks and, with a weapon on central pedestal in the open back of the trucks, gave the Warriors of Krell a bit of an advantage over most of the regular population.

Weapon can only be fired if bipod braced or if on vehicle weapon mount. Weapon uses 20mm M56A1 and 20mm T221E3 ammo. Rifles are issued with either a belt of 6 of each for non-vehicle use, or a box of 20 of each for use in vehicles. Due to the age of the ammo, there is a 1 in 6 chance of the round failing to fire and being a dud.

Krell Armored Car:

Crew: 6
Length: 6m
Width: 2m
Ground Clearance: 15m
Turning Radius: 10m
Maximum Road Speed: ... 50 km/hr
Fording Depth: 2m
Trench: 25m
Armor Class: 25

Treat the vehicle as a jeep vs explosive fire. Armament: Either an LMG or an Anti-tank Rifle on a central pedestal. Note the pedestal has an AC: 10 screen on it.



The vehicle resembles a large pickup truck covered with armor and having an open end. Radius of operation for the vehicle is 20 km.



Light Artillery Piece

In the Morrow Project Handbook, in the case of the New Confederacy and the Lakeman, they are supposed to have light artillery, but there is no explanation of what kind



of light artillery they have and what it does. So, based upon the average range and explosion burst of a number of guns from the 1860s to the 1890s, I have come up with the New Armory Light Artillery Piece.

The New Armory Light Artillery Piece: 3-inch Breechloader:

Weight (gun and wheeled carriage): 1500 kg
Crew: 3 trained men
4 - 8 untrained gun movers
Actions to set up Gun: 3
Movement by Full Crew
Pushing: . . 1m per combat turn
Movement by 4-Horse
Team: . . . 16m per combat turn

Rate of Fire: 6 RPM
Ammo Type: HE Shell
Maximum Range: 3000m
Minimum Range: 100m
Burst Radius: 10m
E-factor: 6
Anti-armor Class: E
Shell Weight: 4.5 kg

Note ammo carried in cassion with gun-cassion contains 20 shells.



The 4.2 inch mortar is the heaviest commonly used mortar of the U.S. Army. This mortar is usually used by the Army to lay smoke and other chemical gases. For the Morrow Project, the mortar is used by the Rich Five, by the Warriors of Krell, and by the Morrow Project. The Krell and the Project use the mortar as a light bombardment piece for those occasions when an 81 mm mortar shell is too light to do the job (bombarding a fortress or a bunker complex). The Rich Five, on the other hand, use the mortar as the main artillery weapon for their various fortifications. Note: due to the extreme weight of the mortar, if it is not mounted on a vehicle, a light trailer is used to haul the mortar around.

Smoke M2:

Minimum Range: 870m
Maximum Range: 4,620m
Burst Radius: 60m
Weight: 11.32 kg.

Illum M335:

Minimum Range: 640m
Maximum Range: 4,800m
Illuminated Area: . . . 800m diameter
Burning Time: 60 seconds
Rate of Descent: . . . 10m per second
Weight: 12.09 kg

XM630 Tactical CS:

Minimum Range: 1,540m
Maximum Range: 5,650m
Weight: 11.64 kg

Tear gas filling burns for 120 seconds.



4.2 in Mortar M30:

Weight Assembled: 305 kg
Rate of Fire: . . 9 RPM for 5 minutes
then sustained fire of 3 RPM

Ammo Types:

HE M3:

Minimum Range: 870m
Maximum Range: 4,620m
Fragment E-factor: 6
Weight: 12.21 kg
Burst Radius: 20m



Gateway

By
Dave Sering

Quadrant

On the Trailing edge of the Imperium lies an area of adventure. In that tangle of mixed client states between the Hive Federation, the Two Thousand Worlds, and the Imperium lurks adventure enough and more. Exerpts from the chronicles of this region are brought to **Traveller**™ Adventurers everywhere in the Gateway Quadrant Series. This series of products forms a complete Science Fiction Role Playing Campaign with detailed material published at all levels from individual ships and crewmen up to sector-spanning empires. Each adventure can stand on its own but all are designed to mesh together to supply a ready made campaign to assist the busy Judge.

The Gateway Quadrant material is comprised of several series of publications. The basic starting products are the Sector Guides. There are four separate sectors, each of which has a guide published for it: **Ley**, **Glimmerdrift Reaches**, **Crucis Margin**, and **Maranantha-Alkahest**. Each Sector Guide is composed of a 22" x 34" three color map and a 32 page Guidebook. The map is a single sheet showing the entire expanse of the sector at a glance with all political boundaries and jump routes. The location of each solar system is shown but no planetary names are given. Significant intrastellar navigational hazards are noted. Also depicted are the subsector names and boundaries. A quick reference summary of the major political groupings is repeated on the map for convenience. The reverse side of the map sheet depicts eight of the planets of the sector in detail. The planets chosen are selected to give a good selection of the different types of planets available. They are also selected to give at least one from each major political grouping and are spread evenly across the surface of the sector. All

relevant statistics are given again for each planet. Then a summary of the planetary configuration of the solar system is printed along with any significant information on other planets in that system. A background history of the planet is summarized along with the current political and/or military significance of the planet or system. Finally any significant economic information on resources, exports, and imports is given.

Each Sector Guidebook commences with a historical overview. The galactographic significance of the sector location is given. Involvement of the galactographic significance of the sector location is given. Involvement of the Major Races and their political relationships with the sector is then summarized. Each interstellar state and significant race is summarized, giving history, political philosophy and significant diplomatic relationships. Each subsector has a page devoted to it. The right half of the page gives a detailed map of the subsector with all of the systems named and political boundaries and jump routes depicted. The adjacent subsectors are named on the map as well. The left half of the page begins with a summary of the significant galactographic features and major historical events. Next, the significant planet of each system is listed in the Standard **Traveller** format: Name, Political Affiliation, Coordinates, Universal Planetary Profile, Bases, Remarks, Travel Zone, and Gas Giant. A statistical summary of the subsector is given. Across the bottom is repeated the Political Allegiance Codes applicable to that subsector. Special information on races or intrastellar conditions that is intended for the Judge's use only are given on special pages prominently marked Judge's Information Only. The next section provided is a special

Rumors Table. The first portion of the table is devoted to general rumors, the second to rumors specific to political or galactographic locations. The intended method of use is for the Judge to roll on the general table first and then consult the local table if appropriate. Rumors are intended to be used repeatedly and will require adjustment by the Judge to maintain variety. In some instances, a built-in variance on a die roll is provided. The next section is an Encounters Table, again split into general and local or specific encounters. Encounters are also for repeated use and may be modified by the Judge for each successive use. Also in this section may be a set of Event Tables. Events are singular encounters which occur only once. Other special charts and lists which may be present include Spaceship Encounters, Animal Encounters, and Space Encounters. The final two pages comprise an alphabetical listing of the planets in the sector.

The second series of products are the System/Planetary Guides, each of which concentrate on a single solar system and its major planet. These are intended to form a completely detailed area for a Judge to utilize as he or she sees fit. Each System Guide has detailed area for a Judge to utilize as he or she sees fit. Each System Guide has detailed astrographic information giving all pertinent data on the planets and satellites.

As the Sector Guide Series provides an initiating point for a campaign, other series of **Judges Guild Traveller** products provide for both expansion and detailing of the gamers universe. The **Navigator's Starcharts** is a playing aid to assist the Judge or players in mapping their gaming star cluster. It consists of six complete sets of sector maps. Each set has an overall miniature map of the sector, a section

LEY SECTOR

MARANATHA-ALKAHEST SECTOR



GLIMMERDRIFT REACHES

CRUCIS MARGIN

LEY SECTOR

1. Imperium
2. Sydemie Empire

GLIMMERDRIFT REACHES

1. Imperium
2. Marlan Primate
3. Ginlenchy Concordance
4. Mandanin Co Dominion
5. Krax Confederation
6. Zarian Realm

CRUCIS MARGIN

1. Sphere Fenix
2. Chhung Kuo
3. Mandanin Co Dominion
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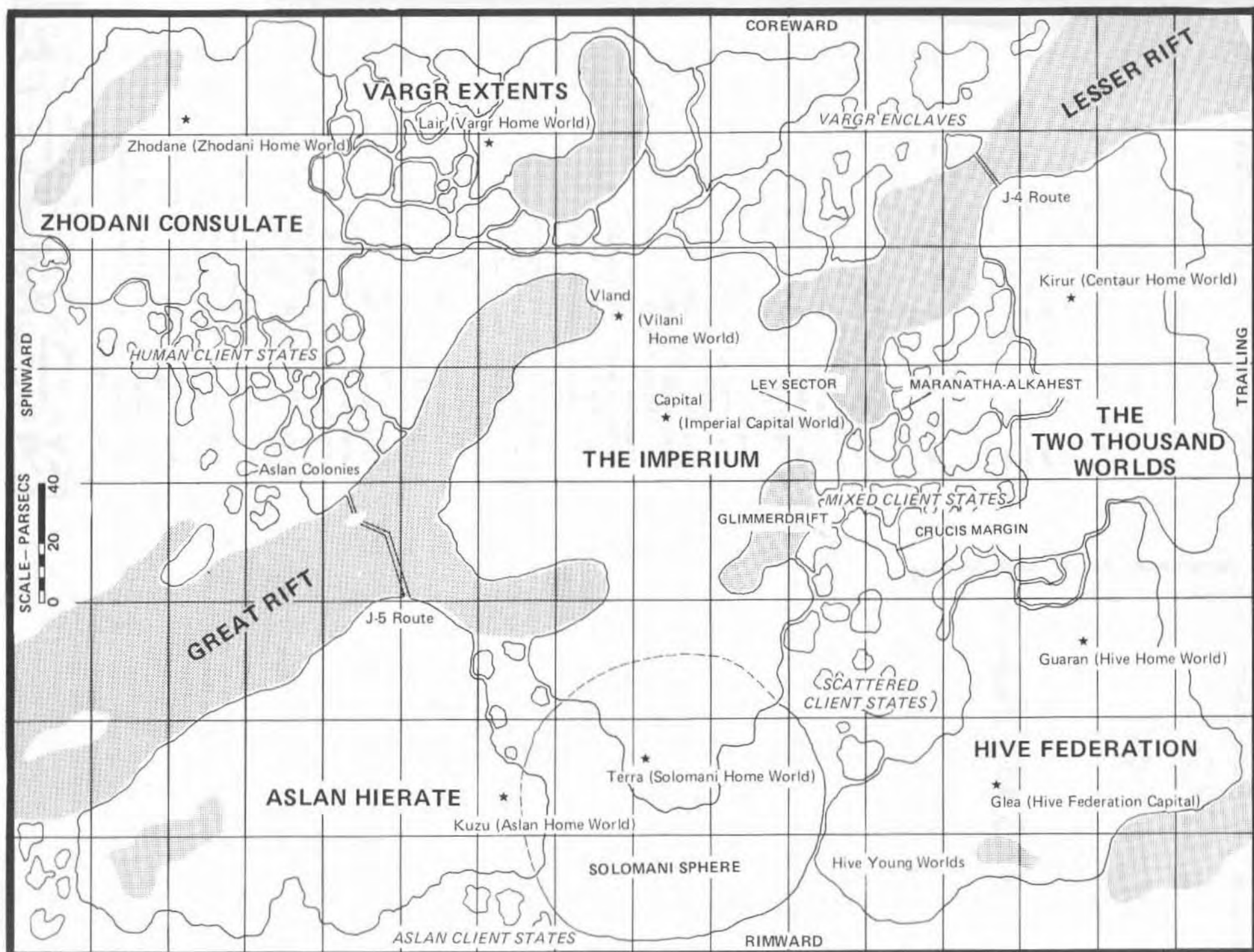
of notes and mapping symbols, and sixteen subsector maps numbered in the **Conmoid Traveller** system with accompanying form sheets for recording statistical data on the star systems. The Judge may utilize the **Navigator's Starcharts** to expand the published areas of the **Traveller** universe with his or her own creations. As an alternative, the players may build their own playing map of the game universe as they discover it. Tentative or approximate information may be entered in pencil and be replaced with accurate information in ink as the players discover it. In this way, both the players and Judge are continually aware of the extent and accuracy of the characters information on their own universe. This simple procedure has been of great value to the smooth running of many a campaign. Covering over parsecs of space and with room for data on star systems, there is area enough for any active campaign to grow for many a wild gaming session.

Another useful product at this particular point is the Judges Guild Universal Science Fiction Roleplaying Aid, the **Astrogator's Chartbook**. While the previous product took the gaming universe from star clusters through Sectors and Subsectors down to the

individual Stellar System, this product provides a series of standardized mapping formats to detail a Stellar System from the millions of kilometers of interplanetary space right down to the meters of buildings and their individual features. Geodesic maps are provided to chart individual planets while also in a special logarithmic scale the position of that planet in its Stellar System is summarized. Each individual hexagon on the planetary map may then be enlarged to whatever scale the game play requires by use of the Judges Guild **Campaign Hexagon System**. Further detail may be achieved by transferring at the most enlarged end to the square grid contained herein for buildings, vehicles, and other artificial structures requiring such a depiction. Each map sheet has a facing sheet specifically provided for it which contains symbol keys appropriate to that map type as well as note space to record significant information. **Astrogator's Chartbook** is thus a unified system which permits a Judge to quickly and easily portray a solar system and its contents in whatever degree of detail the game situation requires.

Making integrated use of these and other Judges Guild systems is an additional series of **Traveller** products

termed the Planetary Guides. This series concentrates on providing a Judge with an entire planet detailed to serve as a background for adventuring in a campaign. Examples of this series are **Tancred**, **Marooned on Ghosting**, and **Waspwinter**, all of which are set in the Gateway Quadrant. The emphasis in this series is to provide the Judge with a location for adventures with all the background worked up in detail ahead of time. All the statistical data is elaborated, explained and amplified with charts and tables greatly organized. All necessary maps are provided as well as history, politics, economics, ecology, and special occurrences. Tables are provided for rumors and special events. Animal Encounter Charts are made up for each type of terrain. All the terrain special events are completely explained and any game affect thoroughly detailed. All new types of lifeforms are explained in detail. All new sapient races are given a complete rundown in **Traveller** terms, including physical and mental abilities, technical and social information as well as military and political significance. As is Judges Guild standard practice, a mini-adventure is given to help the Judge in getting things moving. Additional campaign tips and hints are given to



MAP OF THE IMPERIUM, 1105

A STROLL THROUGH THE MARKETPLACE

On this stroll through the market place, I bumped into the Merchant Master who kindly agreed to show me his new wares while I sat in complete luxury in the middle of the square (right next to the hairy guy in the stocks!). So, from my comfortable vantage point, I shall inform you of these wares as the Merchant Master hurriedly scurries to and fro, bringing them to me for my delectation.

Judges Guild, Inc. has created their very own Judges Guild Jackets for only \$20. These finely-crafted wind-breakers come in red, navy, and royal blue with the Judges Guild logo on the back. They are a must for all gamers; everyone up here already has one or two! A warming thought for Christmas gifts or any time, this extra-ordinary item is available from your favorite game-aid company, Judges Guild.

Eight new adventure releases from Judges Guild include *Waspwinter*, a Traveller tm adventure featuring daring space pirates who raid passing ships for booty, new technology, and slaves. *Waspwinter* is written by Dorothy Bledsaw and sells for \$5.98. Also new on the Traveller tm scene are *Maranatha-Alkahest Sector* and *Rogue Moon of Spinstorme*, both by Dave Sering. *Maranatha - Alkahest Sector* completes the background for the entire Gateway Quadrant and sells for \$5.98. *Rogue Moon of Spinstorme* details a commando raid, alien warbots, and much more for only \$5.98.

Dave Sering has also written our new *Dragonquest* adventure, *The Quest for the Azure Sea Falcon*. This product should soon be on the shelves of game and hobby shops across the country, or you can order it direct from Judges Guild.

We also have *Portals of Twilight*, by Rudy Kraft, which brings the adventurer to another reality. Journey forth and discover the secrets of the twilight world for only \$4.98. *Portals of Twilight* is designed for use with AD&D tm.

The Glory Hole Dwarven Mine, by Edward R. G. Mortimer, takes you through the adventurous and treacherous tunnels of the Dwarven mine located right outside the City-State of the Invincible Overlord. *Glory Hole* is for use with most FRP games systems currently on the market and is easily worth twice the listed price of \$3.98. Also by Edward R. G. Mortimer, we have *Heroic Expeditions*, which sells for \$3.98. Three quests are offered here: one for Halflings, one for Half-Orcs, and one for a single high level character. *Heroic Expeditions* is designed to be played with

most FRP systems. Finally, we have *F'deckFo's Tomb*, by Scott Fulton. It takes you on a magical adventure to uncover and remove the awful curse laid upon the Great Druid, F'deckFo. *F'deckFo's Tomb* is priced at a mere \$2.00.

We have a few new releases from GDW. There is the *Journal of the Traveller's Aid Society No. 10* (\$2.50), featuring an article on Planet Building and another alien race called K'Kree (or Centaurs). GDW has also released two boxed games, *Invasion: Earth* about the final battle of the Solomani Rim War (\$11.98), and *Fifth Frontier War*, a campaign game portraying the battles for the Spinward Marches (\$14.98). Both games are approved for use with Traveller tm.

From FASA, we have *Adventure Class Ships* (\$9.00), featuring blueprints on 15mm scale of 10 new ships along with a 16-page booklet containing descriptions of each. This product is approved for use with Traveller tm and should find its way into every good science fiction campaign. Also from FASA are three new Traveller tm approved adventures: *The Legend of the Sky Raiders* (an archeological expedition searching for a lost civilization); *Action Aboard* (adventure on the King Richard, the pride of the PEL fleet), and *Uragyad'n of the Seven Pillars* (detailing an attempt to free a civilization from the ruthless grip of a military dictatorship). All three adventures sell for \$6.00 and appear to be very interesting, especially *Uragyad'n*.

SPI has released a new game called *Dragonslayer* (\$15.00), which is based on the movie of the same name. *Strategy and Tactics No. 88* is also on the stands (\$6.00).

Flying Buffalo, Inc. has released the *Sorcerer's Apprentice No. 12*, featuring Viking weapons and tactics for *Tunnels and Trolls tm* (\$2.50).

Eon has released four new games, *Darkover* (\$15.00) (based on Marion Zimmer Bradley's best-selling novels), *Quirks* (\$12.00) (a game of "unnatural selection"), *Hoax* (\$10.00) (a role-playing game of bluffs and counter-bluffs), and *Runes* (\$10.00) (an unique and intriguing word game).

Chaosium, Inc. has just produced the *Call of Cthulhu*, a game based on the works of H. P. Lovecraft (\$20.00). They also have released *Different Worlds No. 16* (\$2.50) which has a good article on mythological monsters for *The Fantasy Trip*.

Xolotl Games, Inc. has released rules for naval warfare from Salamis to Bolognas (No, I'm sorry; it's Salamis to Actium; I just couldn't resist), called *Embolos*. *Embolos* appears to be a well-thought-out rules system and completely playable. *Embolos* sells for only \$4.50.

FGU has released *Shelden's Compendium of Starcraft I* (\$6.00) for use with *Space Opera*. This booklet details 21 starships with all necessary deck plans. A must for all science-fiction campaigns. Also by FGU are two adventures for *Space Opera*, *Alien Base* (\$5.00) (an investigative adventure which uncovers a major alien invasion of the United Federation of Planets), and *Probe* (\$5.00) (a survey mission to NCG8436 with loads of adventure on this "routine" mission).

Avalon Hill has released Volume 18, Number 3 of *The General*, featuring *Operation Torchlight*, the end-game in *Afrika Korps* (\$2.50).

(continued on p. 93)



POTIONS.....PERILOUS



By Roy Cram

The players had all arrived and were getting their character sheets and lead figures ready, so, settling down behind my Judges screen for another long AD&D evening session, I made my usual request, "OK, guys, let's have your copy of stats and equipment." The sly smirk on each player's face should have warned me, but I was still taken by surprise to see, in the section of each and every player's sheet reserved for recording magic items, at least a dozen new potions.

My stinginess with all types of magical treasure is something of a legend among the club members; you earn what you get when I'm running things. Consequently, other than the healing potions, which I consider a necessary evil, potions, scrolls, wands, rings, etc., are as rare as hen's teeth. I soon learned that they had acquired their extra potions in a weekend Monty Hauler run by another club Judge who is much more open-handed with his goodies than I am. So, there I sat, facing a dilemma. If I disallowed the windfall and disappointed everyone, I would have to listen to an all-night bitch-and-moan session. If, on the other hand, I let them keep and use their shiny new toys, the balance of my carefully-planned adventure would be totally disrupted and force me to make many time-consuming adjustments to redress the situation.

At that moment, my Malice gland switched into high gear and cranked out about a half-pint of Nasty hormones, I had an inspiration, and the prototype system on which this article is based was born. The original version, I confess, was a bit more punitive, and, perhaps, I was just a little overzealous in applying it, but, before the night was over, I had instilled in my players a strong sense of caution regarding potions they had picked up in some other Judge's dungeon.

I am sure that other Judges have run into problems that involve a plethora of potions, also. To help them deal with this annoying situation, I have developed the following system and recommend it to them for their entertainment and to use as they see fit. It

will not only put a stop to interminable chug-a-lug sessions before and during every encounter, but it will add not a little spice and interest to the adventure, as well.

The premise on which this method is based is that making potions is a very tricky and complicated business involving numerous hard-to-get and delicate ingredients. Any such procedure almost necessarily invites errors and mistakes; add to this the serendipitous nature of magic itself, and you have a stage all set up and waiting with bated breath for something out of the ordinary to happen.

The *Dungeon Master's Guide* recommends, on page 117, a 5% to 20% failure probability, suggesting that potions which fail become Delusion Potions of the type attempted. Instead of having all potions that "fail" automatically become Potions of Delusion, I created a Potion Defect Table (q.v.) which takes into account a wider range of possible results. Each potion is assigned a Defect Probability rating as follows: The GP sale value of each potion as listed in the *Dungeon Master's Guide* is divided by 100 and the resulting number added to 4. This is the potion's basic defect probability rating. For example, a Potion of Diminution costs 500 GP. Hence, its DP rating is $4 + 500/100$ or $4 + 5 = 9\%$. If a potion's origin is of a dubious nature, i.e. you bought it from Happy Herman, the itinerate potion-hawker, found it in a dungeon treasure cache, or don't know who made it, roll 1D10 and add the number rolled to the potion's DP rating. Finally, for potions that have been subjected to severe magical stresses, such as teleportation, extremes of temperature, powerful magnetic fields, and what have you, another 1% to 10% penalty should be tacked on to allow for "damage" to what is surely a delicate and highly-fragile system. However, the overall DP rating should never exceed 20% in any case, to keep it in line with the recommendations of the *Dungeon Master's Guide* and to keep the system from rendering certain high-cost potions too dangerous to use under any

circumstances.

Whenever the dice roll indicates that the potion consumed is defective, the percent dice should be rolled again and the Potion Defect Table consulted to see what has occurred.

Potion Defect Table

01 - 08	No. 1. Potion's normal effect enhanced 10 - 100%.
09 - 10	No. 1 plus Side Effects (see Side Effects table).
11	No. 1 plus Unusual Effects (see Unusual Effects table).
12 - 24	No. 2. Potion's normal effect diminished 10 - 100%.
25 - 26	No. 2 plus Side Effects (see Side Effects table).
27	No. 2 plus Unusual Effects (see Unusual Effects table).
28 - 34	No. 3. Side Effects (see Side Effects table)
35 - 38	No. 3. Unusual Effects (see Unusual Effects table)
39 - 50	No. 4. Delusion: User thinks it works, but it doesn't.
51 - 60	No. 4 with Side Effects (see Side Effects table)
61 - 70	No. 4 with Unusual Effects (see Unusual Effects table)
71 - 75	No. 5. Potion failure; no effects whatsoever.
76 - 80	No. 5 except for Side Effects (see Side Effects table)
81 - 85	No. 5 except for Unusual Effects (see Unusual Effects table)
86	No. 6. Potion has become toxic; Save vs Poison or die.
87 - 00	Potion appears to be one kind but is actually another kind. Select which type it really is from the table on page 121 of the <i>Dungeon Master's Guide</i> .

Side effects are reactions caused by a potion's ingredients that are usually not related to their primary desired action; this is due to the fact that many of the substances used in making potions possess pharmacological activity as well as magical. Thus, there is always a risk of these additional, undesired effects occurring when a potion is taken, whether or not

it works. The following table is used to determine what side effects have been elicited when they are called for by the Potion Defect Table.

Side Effects Table

01 - 09	Dizziness, vertigo
10 - 21	Headache, disorientation
22 - 35	Nausea, possibly vomiting
36 - 44	Flatulence, diarrhea
45 - 53	Pronounced diuresis
54 - 62	Blindness or impaired visual activity
63 - 71	Impaired hearing or deafness
72 - 80	Muscular weakness, flaccid paralysis
85 - 89	Fainting, extreme drowsiness, coma
90 - 93	Tremors, convulsions
94 - 96	Acute psychotic symptoms, insanity (see <i>Dungeon Master's Guide</i> , p. 83)
97 - 98	Two of the above (roll again, twice)
99 - 00	Three of the above (roll again, three times)

Side effects last from 1 - 12 hours and are seldom prolonged more than 72 hours (5% chance). Their duration is a function of the half-life of the responsible ingredient.

Unusual Effects

Unusual potion effects result from a modification or a malfunction of the magical elements used in making the potion. They are strongly influenced by the type of magic attempted or by the special ingredients used in the potion's manufacture. Several possible unusual effects for each of the potions listed in the *Dungeon Master's Guide* are listed below. Judges may select one (or more) at random, or simply and arbitrarily pick one that suits the fancy at the moment. Judges should also feel perfectly free to improvise wherever it suits them to improve on the limited choices offered below. Have fun!



Pegasus 24

Potion of Climbing

BDP: 9%. Requires the legs of giant insects.

Character develops a hard, chitinous exoskeleton (AC: 3, but DEX decreased to 5).

Character grows long, grasshopper legs (but, boy! can he jump!).

Character sprouts 7' long antennae, very sensitive.

Potion of Diminuation

BDP: 9%. Requires Kobold horn and Wererat blood to make.

Character's equipment not affected by the potion.

Character grows a pair of 7 - 12 inch horns on head.

Character contracts Lycanthropy of the Wererat variety (let him find out the hard way).

Character shrinks away to nothing.

Character gets stuck, permanently, in a diminished size.

Potion of Dragon Control

BDP: 20%. Requires Dragon brain to make.

Character develops a Dragon Breath weapon.

Magalomania; character wants to conquer the world.

Character polymorphed 1 - 100% into a Dragon.

Character irresistibly attracted to Dragon.

Dragon irresistibly attracted to the character.

Dragon controls character (Potion effect reversed).

Potion of Animal Control

Basic Defect Probability: 8%. Requires animal gland or organ to make.

Character afflicted to believe he and animals can conquer the world (magalomania).

Character 1 - 100% polymorphed

into the animal he is trying to control.

Animals react very negatively to potion user.

Animals find potion user irresistibly attractive.

Character finds animals irresistibly attractive.

Potion of Clairaudience

BDP: 8%. Requires primate thalamus gland or ear from an animal with keen hearing.

Character's ears grow from one to six times normal size.

Character unable to endure any noise whatsoever.

Character starts to resemble a monkey.

Vastly enhanced sensory input makes character crazy.

Potion of Clairvoyance

BDP: 9%. Requires primate thalamus gland or eye from an animal with keen vision.

Character's eyes increase in size from one to four times.

Character develops X-ray vision.

Character afflicted with extreme photophobia.

Character experiences terrifying hallucinations.

Character grows a long, monkey tail.

Potion of ESP

BDP: 13%. Requires Brain of a Mind Flayer to make.

Character gains psionic powers of a Mind Flayer.

Character sprouts four ugly tentacles from his face.

Character has irresistible craving to eat brains.

Character's thoughts broadcast to all creatures around.

Character driven mad; picks up

all thought for miles around, simultaneously.

Potion of Extra-Healing

BDP: 4%*. Requires Troll blood to make.

Character gains a Troll's sense of smell.

Character smells like a Troll.

Character gains limited powers of regeneration.

Character polymorphed 1 - 100% into a Troll.

Character's nose grows 7 - 12 inches.

*I try not to discourage the use of Healing Potions. Also, the Healing Potions made from the hair of a saint never fail or have any defects. This kind is, unfortunately, very rare.

Potion of Fire Resistance

BDP: 8%. Requires Salamander's scales to make.

Character's skin turns fiery red.

Character grows scales all over his body.

Character craves extreme heat; can't endure normal temperatures.

Character polymorphed 1 - 100% into a Salamander.

Potion of Flying

BDP: 12%. Requires Hippogriff feathers and Wyvern blood.

Character grows feathers all over his body.

Character sprouts functional wings from back.

Character grows a long, ugly tail with a venomous sting.

Potion of Gaseous Form

BDP: 8%. Requires Vampire dust or Ogre Magi teeth to make.

Character seized with an irresistible craving to drink warm blood.

Character develops an abnormal

dread of Holy symbols or objects.

Character unable to endure sunlight.

Character sprouts 6" tusks and grows a 9" horn on his forehead.

Character turns lavender.

Potion of Giant Control

BDP: 20%. Requires Giant brain to make.

Character believes that he is a Giant.

Giants irresistibly attracted to character.

Character irresistibly attracted to Giants.

Character afflicted with megalomania and delusions of grandeur.

Potion of Giant Strength

BDP: 13% - 18%. Requires Giant sweat (whew!) to make.

Character smells like a Giant's locker room.

Character increases in size from 1 - 100%.

Character perspires profusely.

Character may injure himself using Giant strength; potion fails to give him a Giant's durability!

Potion of Growth

BDP: 7%. Requires Pituitary gland of an Ogre magus.

Equipment not affected by potion.

Potion affects only the character's equipment.

Character gains powers of an Ogre magus.

Character polymorphed 1 - 100% into an Ogre magus.

Character afflicted with priapism.

Character gets stuck in enlarged size.

Potion of Healing

BDP: 1%. Requires blood of an Ogre

magus to make.

See Potion of Growth above.

Use of Healing Potions should not be discouraged.

Potion of Heroism

BDP: 9% (100% for non-fighters!) Requires heart of a Lion or other large cat.

Character polymorphed 1 - 100% into a cat.

Character grows cat fur all over his body.

Potion works in reverse.

Character afflicted with feline version of Lycanthropy. (Again, let him find out the hard way.)

Character has an irresistible urge to lick himself all over.

Potion of Human Control

BDP: 13%. Requires Vampire's eye or Nixie blood to make.

Character seized with a craving for warm blood.

Character able to use a *Charm* spell once daily.

Character afflicted with photophobia; gains infravision.

Character must get wet and stay wet or suffocate.

Character afflicted with magalomania and delusions of grandeur.

Potion of Invisibility

BDP: 9%. Requires Invisible Stalker ichor to make.

Only character's flesh affected. Equipment still visible.

Only character's equipment affected. Character appears naked.

Character unable to regain visibility.

Character rendered ethereal as well as invisible.



Oil of Etherealness

BDP: 19%. Requires Demon brain or Shedun fat.

Gains innate demonic (or Shedun) abilities.

Character stuck in ethereal form.

Character possessed by a demon.

Character gains 10 - 100 pounds of ugly fat.

Character grows stubby, non-functional wings on back.

Philtre of Love

BDP: 7%. Requires Dryad hair to make.

Character becomes shy and non-violent.

Character cannot bear to be more than 36 feet away from an Oak tree.

Character afflicted with priapism.

Character's hair grows to six feet in length.

Potion's effects reversed.

Potion of Invulnerability

BDP: 9% (100% for non-fighters). Requires Gargoyle horn or Lycanthrope skin to make.

Character grows a 10" Gargoyle horn on his forehead.

Character transformed 1 - 100% into a Gargoyle.

Potion works in reverse.

Character contracts Lycanthropy (let him find out the hard way).

Potion of Levitation

BDP: 8%. Requires eye of a Beholder to make.

Character gains one spell ability of a Beholder (select at random).

Character goes insane; thinks he is a Beholder.

Character unable to close his eyes.

Character unable to control spell and continues to rise until the

potion wears off. . . .

Potion of Longevity

BDP: 14%. Requires Dragon or Elf blood, and Treant sap.

Character acquires a Dragon Breath weapon.

Character turns green, develops bark on skin, sprouts leaves, becomes sluggish and drowsy.

Potion works in reverse. Ages character.

Character gains Elven abilities and attributes.

Philtre of Persuasiveness

BDP: 12% - 13%. Requires Harpy's or Devil's tongue to make.

Character's tongue grows one to four feet in length.

Character unable to stop talking.

Character's voice attracts all living creatures within hearing.

Character possessed by a devil (voice only).

Character compelled to sing everything he wants to say.

Potion of Plant Control

BDP: 7%. Shrieker spores and Umber Hulk eyes needed to make it.

Character's gaze causes confusion.

Light or movement within 30' makes character scream.

Character afflicted with magalomania, delusions of grandeur.

Character develops infravision.

Character has an irresistible urge to burrow in the dirt.

Character thinks he is a Petunia.

Potion of Polymorph Self

BDP: 7% - 8%. Requires Mimic skin or Succubus hair to make.

Character's skin exudes an instant-bonding superglue.

Character can steal a level by kissing other characters.

Character's hair grows one foot per minute without stopping.

Character stuck in new shape; can't change back.

Character gains innate demonic abilities.

Character attracts any nearby demons.

Potion of Speed

BDP: 8% - 9%. Requires heart of a Pegasus and Giant Weasel blood.

Character develops insatiable craving for warm blood.

Character grows large, white, functional wings.

Character grows Weasel fur all over his body.

Character is irresistibly attracted to horses and horse-like creatures.

Character unable to slow down again. Will age one year for each hour of time until *Dispel Magic* is cast on him.

Potion of Super-Heroism

BDP: 11% - 12%. (100% for non-fighters). Requires Giant Wolverine blood and Minotaur heart to make.

Character goes homicidally berserk.

Character sprouts horns like a bull.

Character develops keen Minotaurian senses.

Character exudes Giant Wolverine musk from skin.

Character becomes vicious and bloodthirsty, cruel and savage by nature.

Potion works in reverse.

Potion of Treasure Finding

BDP: 6% - 7%. Requires Gold Dragon Scales or six powdered gem stones.

Character grows golden scales all over his body. AC: 2.

Character becomes insatiably greedy.

Potion works in reverse.

Character's skin turns gem-colored (color is Judge's option).

Potion of Undead Control

BDP: 20%. Requires Spectre dust, Vampire brain, or Lich tongue.

Character turns into a Zombie.

Undead are irresistibly attracted to character.

Character afflicted with megalomania.

Character acquires ability and craving to touch other characters; each touch drains one level.

Character acquires dread of Clerics and Holy symbols.

Character turns into a bat or a rat (50/50 chance).

Character is irresistibly attracted to dead things and to undead creatures.

Potion of Water Breathing

BDP: 13%. Requires Water Naga blood, or Nixie organs.

Character is irresistibly attracted to snakes and snake-like creatures.

Character gains ability to use a *Charm* spell once per day.

Character loses ability to breathe air.

Character turns into a Giant Constrictor Snake.

Character acquires a passion for Nixies.

Character thinks he is a Water Naga.

Unusual effects, for the most part, last no longer than the potion's normal effects would have endured, except where noted above. Most of the persistent effects can be nullified or rectified by a 7th level or greater *Dispel Magic* spell. Lycanthropy, of course, will have to be cured in the normal manner.

There, for better or worse, is my

system for dealing with excessive potion abuse. I hope you will have fun using it in your campaigns.

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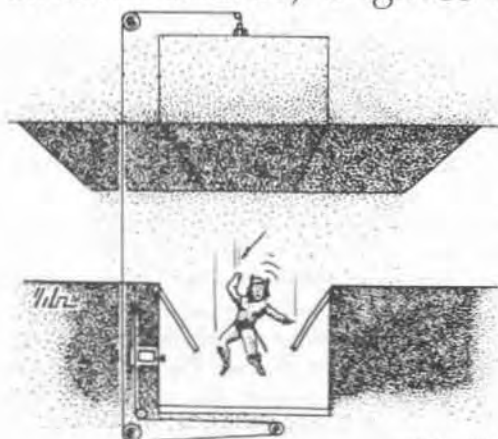
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ALL THAT GLITTERS . . .

The Everfull Bottles by Edward R. G. Mortimer

There are several types of Bottles; each is of liter size and is made from a single Rock Crystal. Upon utterance of the command word (each Bottle has a different one), the Bottle will fill itself with its particular type of liquid. When a Bottle is found, consult the table below to determine what type it is:

1 - 5	Red Wine	41 - 48	Iced Tea
6 - 10	White Wine	46 - 48	Light Beer
11 - 13	Dandelion Wine	49 - 58	Dark Beer
14 - 16	Fruit Wine (Sangria)	59 - 65	Mead
17 - 22	Spring Water	66 - 71	Ale
23 - 25	Goat's Milk	72 - 80	Whiskey
26 - 28	Cow's Milk	81 - 85	Rum (151 proof)
29 - 31	Grape Juice	86 - 88	Vodka (100 proof)
32 - 37	Apple Juice	89 - 92	Brandy
38 - 40	Cranberry Juice	93 - 95	Wild Cherry Brandy
		95 - 98	Peach Brandy
		99	Pure Grain Alcohol
		00	Other

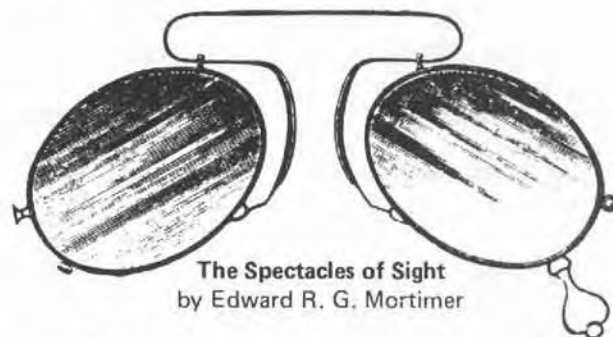
The Bottles will function 3 times a day.



Web Seeds by Edward R. G. Mortimer

Web Seeds appear to be fibrous, grey husks about 3 inches in diameter. They can be used by anyone who knows the command word. They can be thrown (up to 30 yards) or shot from a sling (normal). Upon impact, after the command word is spoken, they "explode" into the same dimensions and effect as a *Web Spell*. The duration is 5 hours.

Pegasus 30



The Spectacles of Sight
by Edward R. G. Mortimer

These Spectacles enable the wearer to see certain vibrations to the exclusion of all others. In other words, the wearer can only see what the Spectacles have the power to reveal, so the wearer does not have normal sight. The Spectacles can function once a day for as long as they are worn; they will not fall off accidentally but can be removed by somebody other than the wearer. To determine what kind of Spectacles are found, consult the table below:

- 01 - 10 Spectacles of Far Sight: act as a telescope with 100x power.
- 11 - 20 Spectacles of Minute Sight: act as a microscope with 100x magnification.
- 21 - 30 Spectacles of Ethereal Sight: enable wearer to see into the Ethereal Plane.
- 31 - 37 Spectacles of Astral Sight: enable wearer to see into the Astral Plane.
- 38 - 44 Spectacles of Invisible Sight: enable the wearer to see things hidden by the *Invisibility* spell, or the Psionic discipline (only).
- 45 - 55 Spectacles of Infravision: give the wearer Infravision sight at 120 yards (or feet).
- 56 - 65 Spectacles of Ultravision: give the wearer Ultravision sight.
- 66 - 73 Spectacles of Magic Aura Sight: enable the wearer to see the Aura radiated by magic items and spells, even if the spell has been cast upon a person (such as a *Charm*, *Curse*, etc.).
- 74 - 79 Spectacles of Personal Aura Sight: enable the Aura of an individual to be seen. After experimentation, alignment can be determined by the person's Aura.
- 80 - 00 Spectacles of Shaded Sight: These magical sunglasses will protect the eyes from bright lights, glare, and all radiations which affect the eyes; only normal sight in lighted areas is possible.

The Spectacles can be used by any being who normally has 2 eyes, a nose, and 2 ears. The Spectacles will enlarge or shrink to fit the wearer.

Ring of Levitation
by Michael A. Wilson

Allows the wearer to levitate himself and his gear (up to 400 pounds) to a height of 10 feet for 2 turns (20 minutes) twice a day.

Boots of Giant Stomping
by Scott Fulton

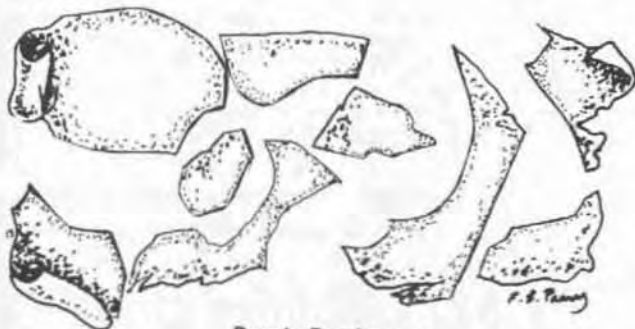
In an earlier magazine, an item known as Boots of Halfling Stomping was introduced. These boots are a variation on those. Like the other boots, these appear to be normal boots until tried on. They will then conform to the foot as magical boots do. They will not reveal their nature, however, until the wearer is in sight of a true giant. When this happens, he will have an uncontrollable urge to kick the creature to death. While wearing the boots, he will not engage in any other attack against a giant. The boots, in fact, give a +2 to hit vs. giants and do 1-8 points of damage per attack. If a giant is in sight, they cannot be removed in any manner short of a *Wish*. Otherwise, they can be taken off and put on normally. Note that they only cause this kicking frenzy when worn.

Quill of Commanding
by Michael A. Wilson

Functions as a scribe. Will translate voice into written language for up to two hours per day.

Bracelet of Luck
by Paul W. Vinton

This bracelet appears as an ordinary silver wrist band, 2" wide and solid. It adds +2 to all saving throws, but once per day for three melee rounds, adds 1 to all opponents chances to hit its wearer.



Puzzle Parchment
By Michael A. Wilson

Once this paper has been written on, it can be torn up in such a way that only the person who tore it is able to piece it back together. Partial successes (up to 50%) are possible by other persons.



Spell Staff
By Paul Andrew Denisowski

This appears to be a short (8") metal tube. It functions much like a Rod of Absorption, with the exception that it can only absorb spells cast upon it by its user. The Staff can hold up to 101 spell levels, knowledge of which is given to the user when grasped. The stored spells can be discharged at will in one segment (it could be used in melee). The 101 spell levels may be filled or emptied at any time and are never lost. If the Staff is broken, all stored spells go off as if cast at the spot where the Staff was broken. There is a 5% chance that first level Spell Caster will be given one by his Mentor. Suggested GP Sale Value: 80,000



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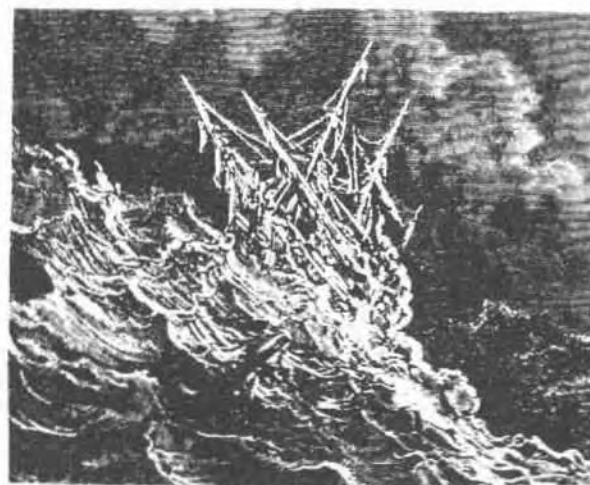
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**THE QUEST
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EMPRESS

by

CLAYTON MINER

THE QUEST FOR THE SILVER EMPRESS

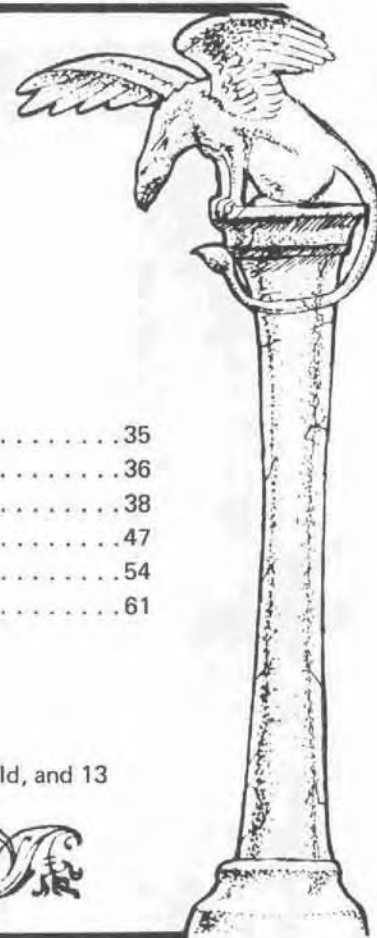
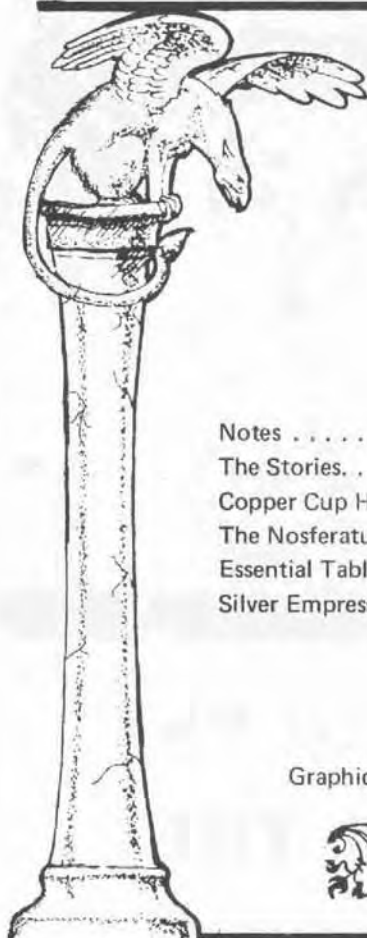


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This Adventure

Belongs To: _____



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Notes for the Judge

The descriptions of the NPCs found in the Copper Cup House are, as a rule, longer than those of the other NPCs encountered. To a great deal, this is because the players stand a chance of convincing the majority of these NPCs to join the group. Generally, the other NPCs, such as the fishermen and the ship's crew, will not want to or will not be in a position to accompany the players anywhere.

I strongly recommend that any Judge who is interested in running this adventure should read through it thoroughly. There are few, if any, hidden problems designed to cause either the players or the Judge any difficulties, but it is best to read through it in order to establish some image of the NPCs.

I have not included pre-generated player-characters in this scenario because I feel it is better if the players risk using a character with which they are familiar; also, they will probably enjoy it more and play better if they use their own characters. To facilitate using this adventure, it is necessary for the Judge to make some arrangements with one or two of the players. I would suggest setting this up in advance with the people because they may become suspicious if you suddenly lay an "Oh, b the way. . ." on them that suggests that one or more of them all at once knew something vital to the adventure. The type of information you will want to set up with the players beforehand should be in some way to their benefit in the adventure, primarily in figuring out where to look for the ship. To go about this, you can use the following ideas or come up with your own:

1. One of the players comes from a long line of sailors and, as a child and young man, heard many tales from his relatives, one of which was about a great treasure ship lost in a northern sea near the coast of Tarantis during a wild storm.
2. The player in question may have been the recipient of some vague prophecy about riches and a wine-dark sea and has been searching for the answer.
3. Instead of being the recipient of a prophecy, as a child, the player was a native of the region. A resident of the castle which housed the survivor of the wreck, the player remembers traveling with his father to the beaches to search for signs indicating the proximity of the hull of the Empress.

The **Quest for the Silver Empress** is not intended to be a simple "hack and slash, pick up the treasure" adventure. It has been set up primarily as a thinking adventure where the players rely more on their brains and their abilities than on a Sword or an Axe. True, there may, and, most likely, will, be some killing before the adventure is over, but that is not the main thrust to this installment; intelligent and creative play is. As a few final words to the prospective Judges of this installment, you may find that I have glossed over some areas that you would like to have seen covered, such as the castle or the cities and villages. That may be, but, remember, once you have decided to use this installment, it becomes part of your world system, and my views on a castle or village may be quite different from yours. The major intent of setting up the **Quest for the Silver Empress** was to provide a framework for an adventure and, as such, centers primarily on main points of interest. As Judge, you should feel free to expand this installment to your liking, for example, by adding a land campaign section to cover the party's travels from a port to the beach, and so on.

The following table explains the Armor designations used in this adventure. Animals, of course, don't wear Armor but have natural defenses. In the case of an animal, a letter designation indicates that an animal is as difficult to damage as a person wearing that type of Armor.

A	Unarmored	E	Chainmail
B	Shield Only	F	Chain and Shield
C	Leather Armor	G	Plate Armor
D	Leather and Shield	H	Plate and Shield



The Copper Cup House

A small, well cared for tavern set along the Silver Shod Canal, the Copper Cup House sheds a cheerful light upon darkened streets and alleyways. The Copper Cup House is a modest place nestled among old warehouses, residences, and shops that, for the most part, have seen better days. Even though the area around the Copper Cup House slowly decays with age

and rot spawned by the moisture in the air, Polybis and his employees somehow continually manage to keep the place clean and in good repair. The main claim to fame of the Copper Cup House, and the greatest part of its drawing power, is its reputation for being a place where anyone's bad fortune turns to good. Whether or not this is true, or that some beneficial spirit watches over the tavern, has never been determined, but one thing that is a certainty is that friendship and good fellowship dwell within its walls. Polybis, owner and proprietor of the Copper Cup House, has made it an established rule that the doors of his establishment will remain open to anyone, regardless of their race, however wretched they may be, or whatever their situation. Many is the time that Polybis has served a meal free to the city's poor and often has been repaid in a number of ways.

The Story of the Quest for the Silver Empress (To be read to the players)

It has been a rather pleasant evening for you and your comrades as you sit around one of the tables of the Copper Cup House, one of the better eating and drinking establishments to be found in the City State of the World Emperor. The meat and ale of the place is good and so is the conversation flowing between yourselves and the gentleman who joined your company to listen to tales of your recent exploits. Introducing himself as Polybis Beak-Breaker, a one-time adventurer and current owner of the Copper Cup House, he has hauled over a chair for himself and invited himself to your reminiscing, occasionally ordering a round of drinks for all of you. The only thing that has marred the overall quality of this night out on the town is the presence of a small gang of rowdies who seem to enjoy creating a ruckus and making themselves heard over everybody else, but, as they are paying customers, Polybis is doing his best to ignore them. Before long, however, the rowdies congregate on a table occupied by some anonymous old man and begin to harass him, often sneeringly demanding that he "tell that old fishstory again, Granpa!" in a collectively nasal voice. This goes on for a few minutes until your host and a scarred female sitting at a table in the corner tell this group to put up or shut up, which they quickly do. Now being encouraged by Polybis to "tell your tale to my companions here and to anyone else who may not have heard it," the old man, whose name is Old Scarly, proceeds to do so.

"Old Scarly" Drachsha:



"Old Scarly's" Story

"I remember the days I served on the Silver Empress; a proud and beautiful ship she was. None like 'er anywhere in t' entire world as that there beautiful lady. She were near unto 200 feet long from the great carvin's on 'er stern to the point o' 'er bowsprit, an' she carried three great, 'uge masts that could really 'old a mess o' sailcloth. Leastways, she could 'ave afore she went down near about thirty year ago. Anyways, there was none like the Empress; she were a right ol' queen o' the sea, she was. The Empress were a special ship made exclusively to the orders of the king o' Valon. Can't seem to remember 'is name right off, but 'e sure seemed to know what types o' ships 'e wanted us to sail. Anyway, the Empress was 'is pride an' joy, an' it were we that were sent on all the important runs, like our last voyage.

"We 'ad been out o' port for about a week 'aulin' a load of silver ingots an' suchlike valuables back to 'is Majesty in Valon that we 'ad gotten while in Tarantis. I never did figure out why we were goin' after such a prize, us relatively undefended an' all, but orders is orders, an' we 'ad to get this load back 'ome. Well, the Cap'n was sorter nervous on the trip an' must o' been a bit worried that we might be jumped by raiders, but I guess that we were lucky on that score. Another one of the Cap'n's worries, an' the rest o' us, too, was that our load might suddenly shift to one side o' the 'old should things get bad. But, for the most part, our luck 'ad 'eld.

"Well, 'twas on the afternoon o' the tenth day out from port an' after we 'ad put considerable distance atween ourselves an' the shipkillin' reefs along the shoreline that our lookout in the crow's spots what 'e takes to be a gatherin' storm. Sure enough, that's what it turns out to be, an' the Cap'n decides it would be best if we were t' give it a wide berth. Well, we turn the ship to grab ourselves a good breeze an' get around the storm as fast as we can, an', to 'elp things along, the Cap'n orders that we put on full sail, someat we did as fast as we could 'cause none o' us liked what we could see. Unfortunately for us, our luck turned bad, real bad, for, as we were movin' along at a real good rate o' speed, we 'it somethin' 'ard, real 'ard. Well, we never found out what it was we 'it. I guess it could a been a whale or somethin, a might bit worse, but we kept goin' with what we thought to be only mild damage. There were some timbers forced that required patchin', but the bad news was that we 'ad lost our rudder an. were all but 'elpless. Of course, 'twas about this time that we noticed that the storm 'ad not only built up but 'ad changed course an' was 'eading in our direction.

"The Cap'n orders the ship's carpenter to cut out some o' the cabin walls an' build us a temporary rudder. It were a good idea, but it came too late to 'elp us. Before the rudder were finished, we were becalmed right before this wallopin' great storm. Well, she finally caught up with us, an' we started to move back towards where we knew the coastline was, but, as things weren't too bad, yet, we 'ad 'opes o' seein' our families again. But the Empress' luck were all used up an' afore long we were at the mercy o' a dreadful storm. What with the timbers below creakin' like a demon's knees an' the waves a-crashin' over the bow above, we really knew what fear were all about.

"Well, it weren't too long afore the wind 'ad torn open the sails the Cap'n 'ad ordered reefed right after we lost the rudder, an', afore we could do anythin' about it, we lost most o' them along with parts o' them magnificent masts I told ye about. We lost a couple o' men right then when the crown o' our mizzen came crashin' to the deck in a tangle o' sailcloth an' riggin' like ye'd never want to see.

"Well, we knew at that point that our beautiful Silver Empress were doomed to go down as we were springin' leaks an' some o' the deck planks were torn up, but things just 'ad to get worse. Somehow, she 'ad gotten turned broadsides to the win' an' we got slapped by a great wave. This must o' been the final straw for the ol' girl 'cause the main beam split open an' our cargo broke loose. We 'ad figured on the storm lessenin' up by now, but it showed no signs o' lettin' up. As near as we could tell, in the dark an' the cold, we were gettin' perilously close to those reefs, so we were really in trouble. We 'ad all gathered on the aft deck to 'ear what the Cap'n 'ad to say, an', as we expected, it were the order to abandon ship. With certain death ahead o' us, many felt they would stand a better chance over the side.

"As first mate, I stayed back to join the Cap'n when 'e left the Empress, but, before 'e could leave 'er, part o' a yard-arm fell an' pinned 'im to the deck. By the time I was able to reach the Cap'n an' try to lift the arm, the Empress 'ad reached the reefs. We struck full on, an' I was thrown for'ard o' the Cap'n an' almost were hit by what was left o' the main mast as it went over the side. Seein' as 'ow we were bein' jammed in tight by the force o' the gale, I went back to try to free the Cap'n, but he were dead at last. The storm all at once lifted the Empress off the one reef an' drove 'er right onto t' other, where she stuck fast again. By that time, though, she were so low in the water an' stuck at such an angle that you could just step from the aft deck into the sea, which I did.

"As I was driven past the bow o' the Empress, I 'eard a sudden crack an' saw the silver-painted figurehead break free an' fall towards me. I'll never forget 'ow she looked like an avengin' angel as the lightenin' lit 'er up on 'er way down, an' I can remember 'ow I thought I were goin' to be killed by my own ship, but she missed me an' fell into the surf. At that point, a wave came along an' lifted me right over the sharp edges o' the reef an' set me down in the open waters between that an' the shore. The next thing I recall was wakin' up on a beach somewhere an' looking about for me mates. Nearby lay the remains o' one o' our ship's boats an' some bits o' wreckage includin' some o' the crew's gear an' sailcloth. Out away from the shore some 900 to 1,000 feet was the remains o' the Empress still impaled on the spines o' the reef. I guess she 'ad shipped a good bit o' water an' the weight o' it were more than she could stand, for, as I watched, she broke off the reef an' went down to the bottom. For a few minutes, I could see bubbles an' bits o' this an' that comin' up, but then they stopped, an' I figures that she's probably about 20 feet down there. Once she were finally gone, I found me a fesh water river openin' up to the sea nearby an' started to follow it. They say that a group o' noblemen found me still wanderin' along that there river, out o' my wits. Supposedly, they was out a-huntin', but I don't know about that part o' the story. All I know about that is I found myself in a great stone castle where I was brought back to 'ealth an' sent on 'ere to the City-State an' me 'ome."

Once Old Scarly finishes his story, the punks start up again, telling him that their folks all say there never was any ship by that name and that he is making it all up. Several of them pull out knives and threaten to shut him up once and for all, but, before they can act, a person whom nobody had noticed was there steps out of the shadows with Sword drawn to defend Old Scarly. Before anyone can act, however, the nearest punk slashes the man and lets him drop to the floor, apparently lifeless (although you are unable to judge that from your vantage point), and turns back to Old Scarly. This, then, is your situation; what are you going to do?

(From here, the game is started)

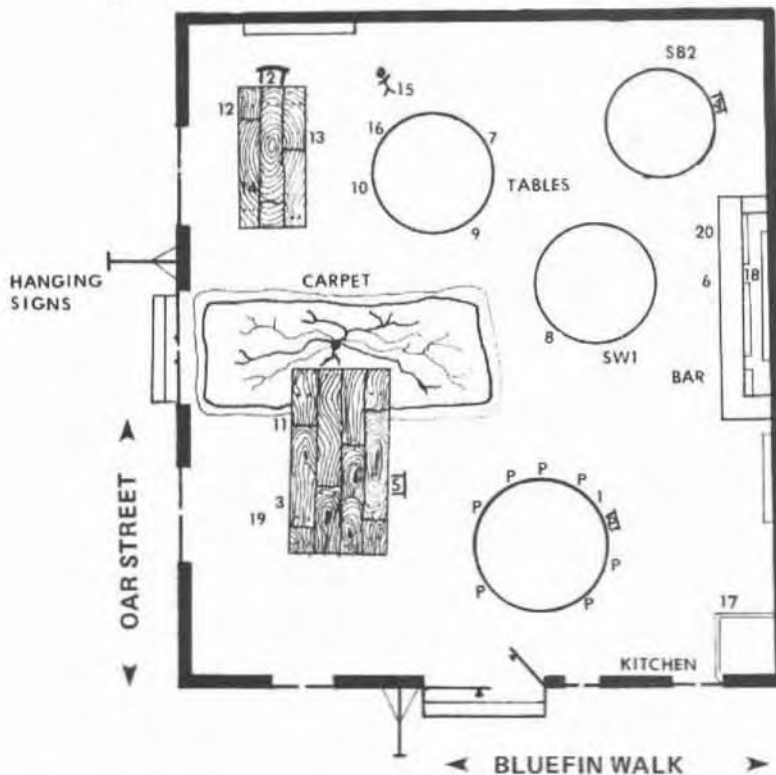
Seated

- 1 Polybis (Owner)
- 2 "Old Scarly" (Sailor/Story Teller)
- 3 Verian (Customer)
- 4 Ellisey (Customer)
- 5 Jacthra (Customer)
- 6 Cyne (Customer)
- 7 Khand (Customer)
- 8 Edward (Customer)
- 9 Ivar (Customer)
- 10 Penelian (Customer)
- 11 Ponsonby (Customer)
- 12 "Black Jack" (a Punk)
- 13 "Mangler" (a Punk)
- 14 "Weasle" (a Punk)
- 15 Grawulf (a Punk)
- 16 Oreath (a Punk)
- 17 Kristoferap Riis (Cook)
- 18 Kilburton Cramfast (Barkeep)
- 19 Silvina Cramfast (Serving Girl)
- 20 "Knavish" Haliford (Serving Boy)

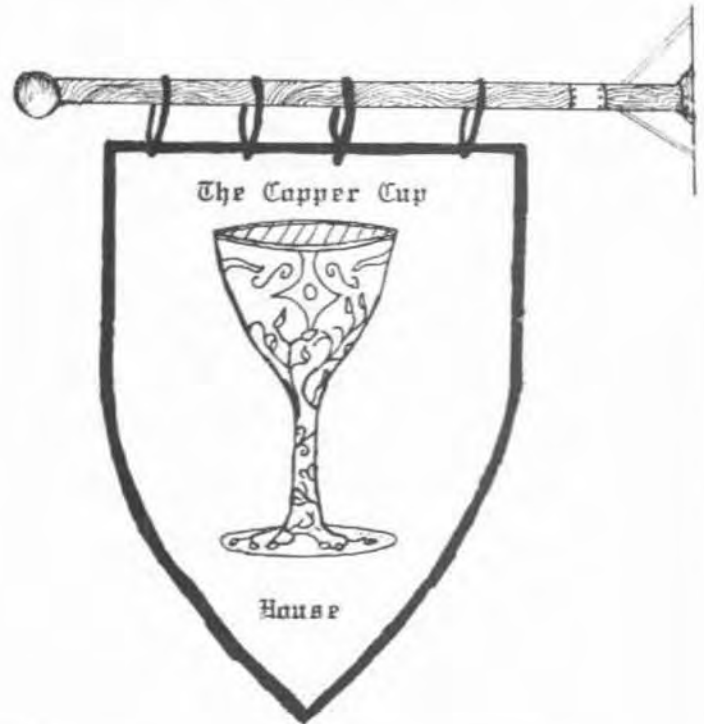
Key

P = Party Members

 = 1st Victim of Punks



THE COPPER CUP HOUSE



The Copper Cup House is located on the corner of Oarstreet and Bluefin Walk on the banks of the Silvershod Canal (Hex 1427 of the City State of the World Emperor Map).



Polybis Beak-Breaker:

The NPCs in the Tavern

Polybis Beak-Breaker: CLS: FTR; ALN: N; LVL: 1; HTK: 7; ARM: LJK; PSL: 6; STR: 15; INT: 10; WIS: 9; CON: 12; DEX: 13; CHAR: 13; END: 15; AGL: 10; LED: 16; LCK: 16; PSY: 12; WPN: Rapier. Polybis is a portly gentleman given to frivolity. However, he does run a half-way decent inn. Continually on the prowl for a good joke or clever story, he frequently mingles with the guests and passes his jokes and tales around. Always cheerful, he makes a point of personally greeting patrons as they enter, and, if this is the first time they have visited his place, he gives them their first drink free and has them sign in. The north wall is covered with the names of the patrons and the date they first entered.

"Old Scarly" Drachsha: CLS: FTR; ALN: LG; LVL: 4; HTK: 16; STR: 14; INT: 8; WIS: 8; DEX: 8; CON: 13; CHAR: 11; AGL: 9; END: 13; STA: 12; SPD: 8; LED: 14; LCK: 10; AT: C; WPN: Dagger. Wealth on Hand: 110 SP. 5' 4" tall, 128 lbs. with watery blue eyes, grey hair 3" long, coarse, tanned skin, and medium voice. He is right-handed and 64 years old. A quiet, unassuming man with hardly any enemies in the entire world, "Old Scarly" is content now to sit in the back of the Copper Cup House and share a pipe and some tales with his old sailing buddies. Having spent a full and active life of adventure on the high seas, he now sees no reason why he and his contemporaries should not be able to sit back and reminisce at their leisure and let the young folks have the fun and rewards of adventuring. Throughout his half-century of sailing the great oceans and rivers, "Old Scarly" has collected a great number of tales and delights in telling them to anyone who will listen. He can go on for hours at a time. Fortunately, he has always had the good fortune to have companions who enjoy hearing a well-told tale. To those who are good friends of "Old Scarly," it comes as no surprise that, of his entire stock of yarns, his favorite is his recounting of the sinking of the Silver Empress, a fabled treasure ship known to many a sailor, ship's captain, and navigator but almost unheard of outside the naval profession.

Also a man of meagre wealth, "Old Scarly" manages to keep himself alive through the continual use of his many talents which include chartmaking, teaching others the art of knot tying, and fishing. There is hardly a day that goes by that "Old Scarly" is not down by the canal edge dangling a line into its waters. Frequently, "Old Scarly" can be found down by the docks watching the ships enter and leave the port. Many's the time he has tried in vain to find a ship's master that will take him on for a voyage; so far, none have been willing to take the chance on his advanced years, and so he continues to look about.

Verian Dellansar: CLS: FTR; LVL: 3; HTK: 22; ALN: N; STR: 13; INT: 10; WIS: 13; DEX: 14; CON: 11; CHAR: 14; AGL: 14; END: 16; STA: 15; SPD: 14; LED: 10; LCK: 10; WPN: Broadsword; AT: F. Wealth: 310 GP. 5' 7" tall, 178 lbs., piercing green eyes, black hair 4" long with beard and mustache, tanned skin, and low voice. He is left-handed and 21 years old. A relative new-comer to the varied charms and delights of the Copper Cup House, Verian has yet to hear the greatest portion of the tales spun by "Old Scarly" and his several transient friends. In that he spends almost all of his time traveling from place to place in search of fun and excitement plus a gold piece or two, it is most unlikely that he ever will. In some ways, this is unfortunate for the young man as he has not yet heard Scarly's tale of the loss of the Silver Empress and, at the least, would be very interested in that he lost his father with that ship. When present in the tavern, Verian feels a very strong attraction to "Old Scarly" whom he feels uncannily resembles the portrait of his father that hung in his home. Verian's continually active lifestyle has turned this once-sickly little boy into a fine, strong lad, fit enough to go out and battle just about anything that crosses his path.

Although Verian tries his best to control himself and be a peaceful man, he has had the misfortune to have been borne with a fierce temper that frequently erupts at the slightest provocation. Otherwise inclined to be somewhat reticent, a goodly number of people have come to believe that he is a berserker, but he has yet to display any special prowess in battle. At one time felt by his parents to be destined to join the Clerics, Verian was unable to see the sense in trusting one's existence to the whims of an invisible, and, possibly, not even real, power claiming to be a god when one could learn how to survive with a visible and highly tangible Sword. As a result of this thinking, he left his home to roam through the world as an adventurer and a mercenary rather than remain confined to a drafty stone building. Perhaps it is this that troubles him and contributes to his short temper and moody countenance.



Ellisey of the Shimmering Beach:

KEVIN SIEMBIEDA-79



"The Weasel:"



Adward Skraelson: CL: Cleric; LVL: 2; ALN: LG; HTK: 7; STR: 12; INT: 14; WIS: 16; DEX: 14; CON: 14; CHAR: 12; AGIL: 14; END: 15; STA: 15; SPD: 14; LED: 12; LCK: 14; WPN: Morningstar; AT: E. 5' 5" tall, 160 lbs., white hair, blue eyes, clean shaven, high cheekbones, deepset eyes, and low voice. He is right-handed and 27 years old. Spell Casting Ability: 2nd Level: 3. Spells: 1st Level: *Heal Minor Wounds*, *Food Purification*, *Detect Magic Auras*, *Detect Evil Auras*, *Personal Protection from Evil*, and *Sphere of Light*. Merely a tired traveler who is looking for someplace to bathe, eat, and get some sleep, Adward could not possibly be any more disinterested in what is going on in this particular tavern. He is particularly disinterested in whatever it was that prompted some youngish Elf to look at him with a mixture of anger and distrust on his face and then stick out his tongue. So far, the only need that Adward has been able to satisfy is the one for food, but this is due to the fact that he is too tired, right now, to try to find a place with bath and bed. All things considered, Adward has been seriously thinking of just crawling into one of the corners with his well-worn blanket and spending the night. Just coming from a highly successful adventure that brought him a total of 1,200 GP in coins and gems, Adward is intending to stuff himself until he all but bursts. Accustomed to the finer things in life, Adward finds dungeon adventuring to his liking, except for the food. In his blood-spattered and torn clothing and with a 5-day growth of beard, he looks very much the hard-bitten adventurer, and so far, for the most part, has been left alone. Somewhat interested in what the local news was while he and his few friends were off traveling about, Adward has been trying to get somebody to come over and talk with him, but, so far, he has been unsuccessful.

Weary to the bone from chasing and being chased by many and varied dungeon occupants, Adward really hopes that nothing out of the ordinary occurs tonight because he is just too tired to be effective in a fight. He is not that foolish, however, and realizes that the rowdies in the place are going to cause trouble before they are finished, and his biggest hope is that there will not be too much bloodshed. Currently, he is on his third helping of steak and roasted potatoes and, much to the dismay of the serving girl that has been attending him, it appears as if he is going to call her over again. Basically, she is somewhat afraid of this blood-stained man who keeps putting his steak bones on the table in front of him instead of letting her clear them away. On his part, Adward is planning on using them as missiles in case any fighting breaks out. Adward is a pretty good shot when it comes to throwing things and is counting on the surprise value of beaming someone with a chunk of bone.

Ivar Kasparian: CL: Thief; LVL: 5; ALN: N; HTK: 13; STR: 16; INT: 13; WIS: 13; DEX: 17; CON: 12; CHAR: 12; AGIL: 18; END: 14; STA: 14; SPD: 13; LED: 11; LCK: 14; WPN: Rapier; AT: C. Wealth: 190 GP. 5' 6" tall, 110 lbs., black hair and mustache, pale blue eyes, and average complexion. He is right-handed and 23 years old. A long-time prowler of bars, taverns, and inns, Ivar has become quite proficient at sensing those situations that can be turned to his advantage, and the coming conflict is one of them. Quite skillful at lifting pouches, his mode of operation is to wade into the middle of the battle while delicately cutting the purses of those involved. He is the first to admit that this is a dangerous practice, but he also will admit to living his life solely for adventure. Quite the swashbuckler, Ivar displays a very odd form of ethics while in combat, such as allowing the enemy to retrieve a lost weapon, pointing out untied bootlaces, and so forth. These little niceties are frequently only a prelude to a rather cheap and nasty trick such as a knee to the face when his opponent bends over to retrieve a weapon. Outfitted in wide-cuffed boots, a blue velvet poncho and a soft hat with a huge plume in it, he cuts a magnificent figure in the many duels he fights.

Also quite a religious person, Ivar has always shown deference to any clerical type that he chances to meet, but let them cross him and he will not rest until he has put them in their graves. At last count, he was plotting revenge on the last 67 Clerics he has run across. There are those who are familiar with the members of the local thieving guild who are of the opinion that baiting Clerics has become a hobby with the young man and may have something to do with the time he was left for dead in a street fight by a Cleric he was trying to help. This may most certainly be true because, ever since that day, Ivar has held a veritable open season against what he considers to be "false" or "unworthy" Clerics.

Penelian Harlanor: CL: FTR; LVL: 4; ALN: CN; HTK: 19; STR: 17; INT: 16; WIS: 14; CEX: 12; CON: 13; CHAR: 9; AGIL: 11; END: 11; STA: 12; SPD: 15; LED: 10; LCK: 9; WPN: Broadsword; AT: F (+1 Mail). Wealth: 78 GP. 6' 1" tall, 210 lbs., flaxen hair, clean shaven, brown eyes, tanned complexion, pronounced facial bones, and low voice. He is right-handed and 48 years old. Considered by many to possess one of the finest military minds currently in existence, Penelian has been able to sustain quite a high standard of living for himself through his highly effective mercenary groups. Sought after by many political factions, Penelian's men operate on the simple principle that, if someone has enough cash, they will fight for them. The only rule that they lay down on potential employers is that at no time are two groups of Penelian's highly-trained forces to be put in a situation where they are attacking one another. There is one known instance where someone decided to put an end to Penelian's mercenaries and financed a small war in which both sides were supplied from the same group. This attempt, however, failed quite miserably on the first day of fighting when the attempted trickery was discovered. The resulting number of casualties to their employer's own forces and, eventually, to his own family, has served as a good example of what a contract-breaker can expect from Penelian and his crew.

The most outstanding of Penelian's personal possessions is a silver and gold inlay hilted Broadsword which he wears at all times. Carried in a black leather-wrapped scabbard, this weapon has attracted the gaze of many as he moves about and is reputed to have shed the blood of every Thief that has dared to remove it. Rumored to be a gift from an Elven King, no one but Penelian knows precisely where it came from, and he is not saying. Currently, he and his second in command, a well-seasoned warrior named Giyrd of Neverich, are visiting various places in the City-State in hopes of turning up a new contract. So far, they have had no luck, and Penelian has stopped here only for some rest and a quick pint before moving on. Like Adward, the Cleric, Penelian dearly hopes that all will be quiet while he is having his drink. Already quite irritated by the carryings-on of the rowdy guests of the Copper Cup House, Penelian is not very far from being fed up and taking matters into his own hands. Quite proficient an armed opponent, it is unlikely that he will be faced with any difficulties with this small group of rabble-rousers. In fact, Penelian is so sure that there is going to be trouble that he has taken the precaution of loosening his fine Sword in its scabbard.

Ponsonby Scramff: CL: Magic User; LVL: 2; ALN: N; HTK: 8; STR: 15; INT: 17; WIS: 9; DEX: 16; CON: 15; CHAR: 12; AGIL: 16; END: 16; STA: 13; SPD: 17; LED: 12; LCK: 12; WPN: Dagger (2x); AT: A. Wealth: 15 GP. 5' 2" tall, green eyes, brown hair 3" long, average complexion, and medium voice. He is right-handed and 24 years old. Spell Casting Ability: 1st Level: 2. Spells Available: *Detect Magic Auras, Lock, Read Magic Script, Personal Protection from Evil, Sphere of Light, Charm, Slumber, Magic Shield, Magic Bolt, and Ventriloquism.* Keeping pretty much to himself while he sits and eats his rather simple meal, Ponsonby is trying to project an image of a calm and urbane gentleman at one time used to many of the finer things in life but currently down on his luck. Unfortunately, his rather shabby clothing and many furtive glances throughout the room have given most of the clientele the impression that he is either a beggar of some sort or, perhaps, an outlaw on the run. While neither of these assumptions are strictly true, the conclusion that he is an outlaw on the run is certainly the closest. He is currently being sought by the local legal authorities for his involvement in and suspected instigation of a highly destructive riot at the Hundred Fountain Square. This has made Ponsonby quite a nervous person, likely to bolt at a moment's notice. Along with his fears of being recognized and being held for questioning by the authorities, he is further put on edge because of his plans for this particular evening. Although a Magic User by training and a baker by upbringing, Ponsonby is present at the Copper Cup House tonight for an attempt at an assassination; it is something he is not looking forward to. While not cut out to be an Assassin, either physically or mentally, he has agreed to make the attempt in exchange for having all the charges stemming from the riot currently against him being dropped. Being somewhat of a realist, Ponsonby is aware that his chances of survival are not at all promising, especially considering that his assigned target is the mercenary leader, Penelian.

Even though he is, for the most part, unprepared for the attempt, Ponsonby has pretty much resolved himself to go through with it because it is the only way out of his present difficulties, insofar as he is aware. Armed only with his long, well-sharpened Dagger and a nebulous plan to slip up behind Penelian at some point and stab him with it, Ponsonby may very well balk and fail to act when the opportunity arises. Currently, Ponsonby has been forming a new plan which involves his waiting for Penelian to advance on the trouble-makers in the room and then slipping the Dagger into him as he goes by Ponsonby's table. As this plan involves quite a number of variables, Ponsonby is no surer of the outcome but is a bit more comfortable with it, as it is, at least, a more detailed plan than his previous one. Once the deed has been done, Ponsonby is in the dark about what he is to do, but he remains sure (or hopeful, at least) that the people who originally made him the deal will contact him.



"Black-Jack" Davy: CL: FTR; LVL: 3; ALN: NE; HTK: 12; STR: 13; INT: 12; WIS: 14; DEX: 8; CON: 8; CHAR: 13; AGIL: 8; END: 13; STA: 12; SPD: 7; LED: 11; LCK: 11; WPN: Black-Jack and Shortsword; AT: C. 5' 2" tall, 100 lbs., black hair 1" long, clean shaven, black eyes, olive complexion, heavily scarred face and hands, and medium voice. He is right-handed and 22 years old. Leader of the gang of punks, "Black-Jack" maintains tight control over this group of young toughs with an iron fist and rock-hard determination. Like so many of his fellows who also occupy the lower strata of the City-State's social order, Davy is nearly insane with hatred towards those he sees as being his betters as well as with the frustration of not being able to escape a lifestyle he finds intolerable. Almost a total illiterate, along with the rest of his following, Davy has turned to traveling the streets at night and engaging in petty thievery, muggings, vandalism, and the occasional rape as his way of staging a protest. Usually, the favored areas of Davy and his gang, the Gorgon's Claws, are the park areas and the fringes of the merchant's quarter, but tonight they have chosen to roam through the sailor's quarters for a change of pace. Unofficially the "Warlord" for the Gorgon's as well as their leader, Davy bears many scars as testimony to the frequent altercations between the rival gangs and the City Guard. One of the reasons underlying Davy's continual search for trouble is a subconscious death wish of which he is, for the most part, unaware.

At one time the devoted son of a moderately successful adventurer, Davy has been on his own in the slimier parts of the City-State since his father died in a tavern brawl 14 years ago. Fortunately, Davy's father had possessed the foresight to start to train the boy in the use of weapons almost as soon as he could walk. The loss of his father and his experiences during the next four years contributed greatly to his bitterness toward the well-to-do citizens of Veridistan. Through many hours of continual practice and instruction, "Black-Jack" Davy has turned his looney-knit band of followers into an effective fighting force that usually comes off well in the many brawls they stir up. Although he keeps subconsciously hoping to be killed during one of their many excursions into the well-patrolled quarters of the City-State, Davy is, nonetheless, pleased and somewhat proud that the Gorgon's Claws routinely inflict more injuries than they receive.

Gustav "The Mauler" Hawkins: CL: FTR; LVL: 3; ALN: N; HTK: 9; STR: 16; INT: 14; WIS: 9; DEX: 10; CON: 13; CHAR: 8; AGIL: 12; END: 13; STA: 14; SPD: 12; LED: 11; LCK: 11; WPN: Bare Hands; AT: D. 5' 10" tall, 199 lbs., Reddish-orange hair, crew cut, green eyes, pale complexion, high voice, freckles, buck teeth, "barn door" ears, and a high voice. He is left-handed. Right-hand man and constant companion to "Black-Jack," there are few places Davy goes that his body-guard, "The Mauler," does not follow. For the most part, this almost dog-like devotion and loyalty on the part of Gustav has been a great asset to both Davy and the Gorgon's, but there have been occasions where it has led to some friction between the two. Fortunately for the group, these instances have been relatively few in number and do not last long. To a great extent, it is Gustav's devotion to Davy that has kept the balance of power intact in the Gorgon's because most of the members of the gang are afraid of Gustav and his massive hands. Cursed with a malformed body, Gustav is often viewed by those outside of the gang to be little more than a dumb brute or an illiterate country clod. Although Gustav is, in actuality, a highly intelligent person gifted with a great deal of natural cunning, he has not been granted any sense of finesse whatsoever which has reinforced his image of being a bumbling clod.

Named "The Mauler" by his companions in the Gorgon's Claws, Gustav has demonstrated any number of times that this nickname is well-earned. His unusual, two-fisted style of killing leaves no doubts among his fellows that they do not wish to share the same fate as that of his many victims. Ever since the time he knocked out a Guardsman's horse with one hit, and it was later found to be suffering from a major concussion, the other members of the gang have treated him with great deference. Although Gustav is highly intelligent, he is, at the same time, a dangerously warped person and has shown an almost pathological love for killing people in particularly shocking and horribly messy ways. Another way in which Gustav's devotion to "Black-Jack" has manifested itself is in his willingness to die for his leader which Davy, with his still-unrecognized death wish, finds mildly annoying.

"The Weasel": CL: FTR; LVL: 3; ALN: N; HTK: 17; STR: 12; INT: 13; WIS: 12; DEX: 11; CON: 9; CHAR: 10; AGIL: 10; END: 11; STA: 17; SPD: 11; LED: 9; LCK: 9; WPN: Longsword; AT: C. 4' 9" tall, 95 lbs., brown hair 2" long, black eyes, swarthy complexion, thin lips, thin limbs, low voice, and big eyes. He is right-handed and 18 years old. Nicknamed "The Weasel" by the other members of the Gorgons for his amazing talents of evasion and escape and for several times when he was suspected of informing on the gang's activities, "The Weasel" has shown himself to be of great use to the group. Having lived through his rather lengthy trial which involved several repeatedly shouted accusations, a number of nail-studded leather strips, and the loss of close to two pints of blood, "The Weasel" is once again a member in good standing among the Gorgons. Frequently posted as a lookout while the rest of the gang is occupied with ransacking the interior of some merchant's store or a private citizen's home, he has many a time demonstrated his talents and his value to the group by alerting the others to the arrival of a rival gang or a contingent of the City Guard. His speed and stealth have, in many situations, given the Gorgons enough time to prepare for a fight or make good their escape, whichever is deemed the best course of action. As a sort of reward for his services to the Gorgons, "The Weasel" has been appointed to the unofficial position of exchequer to the gang and given first pick of the booty after it has been sifted by "Black-Jack" and "The Mauler." This has been quite an improvement from his previous status, which left him with whatever the 20-odd other Gorgons did not want.

Looking out, pretty much, for his own interests, "The Weasel" is, for the most part, unconcerned about the affairs of the other members of the gang so long as their actions do not jeopardize either his life or position in the gang. While trying, for the most part, to keep his mind on the activities in the Copper Cup House, he is, nonetheless, some-

what alarmed by "Black-Jack's" decision to come here tonight with so few members of the Gorgons and then to start causing trouble when there are so many obviously well-trained people in the place. "The Weasel" has already decided to make a move for the door if and when things get out of hand due to Davy's actions. With his talents of sneaking about and hiding, he feels quite confident that he can make good his escape with only minimal difficulties and injuries.

"Rabid" Grawulf Thornal: CL: FTR; LVL: 2; ALN: NE; HTK: 13; STR: 11; INT: 8; WIS: 7; DEX: 7; CON: 10; CHAR: 11; AGIL: 9; END: 12; STA: 12; SPD: 7; LED: 14; LCK: 9; WPN: Dagger and Whip; AT: C. 5' 4" tall, 165 lbs., dark brown hair 4" long, black eyes, low voice, and facial scars. He is right-handed and smiles a lot. One of the meanest, most savage, and dirtiest street fighters that anyone could ever hope to avoid, Grawulf alone can truthfully boast of having defeated more opponents than any other member of the Gorgons. In fact, a great many of the gang's victories can be ascribed to this man's ferocity in battle. When wielding his favored weapon, a 6' wire-and-nail-studded Whip, he is truly a terrible sight to behold. In battle, Grawulf is totally devoid of any sense of mercy or restraint, and he has been known to press an attack long after his opponent has surrendered. He also has a reputation for provoking altercations with unarmed and defenseless passers-by. Apparently, Grawulf does this for some form of enjoyment rather than for a profit as it is rare for him to rob his victims once he has beaten them senseless. There have been a few times when his excessive brutality has gone too far, and several of the unfortunates who have run up against him have died. Inasmuch as one of these people was the eldest son of one of the lesser noblemen living in the city, there is currently a price on his head of 5,000 GP (less if he is dead). Fortunately for Grawulf, none of the other members of the Gorgons have heard of this reward.

Grawulf also enjoys using Knives on people, particularly if the Knives are quite sharp, and has developed a fair degree of proficiency in handling them. When it comes to using his glittering, sharp Knives, Grawulf's favorite method is to sit astraddle his victim while carving what he considers to be "pretty little pictures" into the victim's skin. Grawulf's prowess with a Knife stops with his artistic endeavors, and, as such, he is, at best, only average when it comes to fighting with a Dagger. In fact, he is somewhat less than average in a Knife fight as can be evidenced by the scars on his face. Somewhat of a morbid person as well as brutal, Grawulf makes it a habit to collect "momentos" of his triumphs. One entire wall of his room is decorated with weapons, clothing, personal possessions, etc. of his successes in combat, and, on his person, he sports a necklace of human teeth and finger bones around his neck and a belt woven of human scalps around his waist. Needless to say, even the other members of the Gorgons are a trifle leery of him.



Ponsonby Scramff:

Silvina Darkfast:

Jacthra of the Silvertrove: CL: Thief; LVL: 6; ALN: CG; HTK: 18; STR: 12; INT: 11; WIS: 13; DEX: 17; CON: 14; CHAR: 13; AGL: 18; END: 16; STA: 14; SPD: 17; LED: 12; LCK: 15; WPN: Rapier; AT: C. Wealth: 60 GP, 6 SP. Race: Elven. 5' 5" tall, 120 lbs., brown hair 2" long, copper eyes, low voice, left-handed, thick eyebrows, and 352 years old. Almost always a welcome sight at the Copper Cup House, Jacthra continually brings along with him a wealth of tales, jokes, coins, and tricks. It is his love of the latter item that has brought about his occasional stretches of unpopularity with Polybis, who has a tendency to get a bit upset when Jacthra's antics go too far. The last time, he had been shown the door and the garbage-laced canal out back for snitching the door knobs to the private rooms upstairs while there were tenants using them. A frail and easygoing fellow, Jacthra has successfully covered his three-member thieving ring under the guise of a highly successful traveling medicine show, and one can be sure that any city, town, or castle that Jacthra's troupe visits will find a sudden imbalance in its stock of valuables. His undercover activities have not spawned any conflicts with his "good" tendencies as he views robbery as being a more efficient means of redistributing the wealth between those who have it and those who don't.

Jacthra usually tries to keep a low presence when he is around the clergy because he is convinced that they are after his soul, and he has every intention of saving it for his own use. Admittedly, his fears are not entirely groundless because he seems to have been cursed to attract more than his fair share of representatives of "off-the-wall" religions. While he has had better luck with the more "established" religions, the ones that can afford the prestigious structures, he is still a bit leery of them as well because they, too, have tried to convert him in the past. The only reason that he gets along with Ellisey to any degree is that she has impressed him as being someone who doesn't care any more; also, the fact that she has occasionally joined in one or two of his wilder songs has affected the way he views her. While Jacthra will not be foolish enough to try to rob one of the regulars, he makes it a practice to snatch a newcomer's pouch, take a few coins from it, put it back, and then buy the newcomer and himself a round of drinks with the money.

Cyne Biogan: CL: Magic User; LVL: 3; ALN: NG; HTK: 6; STR: 14; INT: 15; WIS: 14; DEX: 14; CON: 15; CHAR: 15; AGIL: 14; END: 15; STA: 15; SPD: 14; LED: 11; LCK: 10; WPN: Dagger; AT: A. Wealth: 80 GP, 4' 6" tall, 97 lbs., grey hair and mustache, green eyes, faintly yellowish skin, and gravelly voice. He is right-handed and 52 years old. Spell Casting Ability: 1st Level Spells: 3; Second Level Spells: 1. Spells Available: 1st Level: *Lock, Read Magic Script, Understand Languages, Personal Protection from Evil, Sphere of Light, Slumber, and Magic Shield*; Second Level: *Fireworks, Find Possession, Break, Open, Sphere of Darkness, Spider Web, Multiple Images, and Magic Message*. The shortest of the regulars to the Copper Cup House, Cyne is also one of the most lively. Always active, he makes a perfect companion for Jacthra and has been known to outlast the capricious Thief in assorted punning and drinking contests. His short stories, jokes, and remarks have been so painful at times that Polybis and the other regulars have used him on the transient customers as a form of "punishment" for getting out of hand. All of the repeat clientele remember the day (or evening, actually) when the punning duel between Polybis, Jacthra, and Cyne became so intense that that the City Guard was called in to disarm the participants. Cyne is no stranger to the City Gaol as his seemingly boundless energy has prompted him to carry out some "off duty" carousing long after the taverns were closed.

Possessing a strength far greater than one would expect from someone as short as he, Cyne has become the undisputed champion at arm wrestling for the tavern. Through his standing challenge to anyone to come in the House and face him, he has gained a fair amount of coin, and Polybis has gained a great deal more business. Although it is rumored by many of his detractors, usually those he beats, that he is casting spells to insure his victories against larger opponents, there has never been any indication that this is so. A highly intelligent man, Cyne has proven himself to be quite an inventive fellow. As a result of his pattering about in his study for the better part of a month, combined with a fortuitous spill, he came up with a more durable parchment for writing scrolls upon that also make it easier to do so. This parchment, which is being examined quite thoroughly by the local wizards, will retain the text of a spell almost indefinitely, only losing the power of the spell once it is used. He has hopes that the wizards in the City will be pleased and will help him set up a commercial outlet for it.

Khand, 'the Bear': CL: FTR; LVL: 4; ALN: N; HTK: 19; STR: 15; INT: 7; WIS: 6; DEX: 8; CON: 16; CHAR: 7; AGIL: 8; END: 9; STA: 13; SPD: 10; LED: 7; LCK: 7; WPN: Broadsword (+1); AT: E. Wealth: 160 GP, 6' 3" tall, 268 lbs., black hair and beard, brown eyes, and very deep voice. He is right-handed and 34 years old. On the whole, a pretty good fighter and a valiant companion to have by one's side in a desperate situation, "The Bear" spends most of his time trying to scrape together the few coins necessary to purchase the one or two trinkets in the bazaar that he fancies. Born in the small village of Doomford (hex 1005, map 5), his style of clothing and manner of speech mark him to be a stranger and leaves him open to some suspicion on the part of those he deals with, a problem which he really does not understand. At one time a highly inquisitive man, Khand unfortunately suffered brain damage when the raft he and his friends were using overturned and his armor dragged him to the bottom. Although he was rescued by his comrades and then revived as soon as possible, the damage was done and now his mind operates on a rather simple level. Even though he is no longer the great fighter he once was, Khand has managed to relearn enough about the use of Sword and Shield to be able to once more travel with his friends.

Currently in the Copper Cup House because he enjoys listening to others tell stories of excitement and adventure and because the food had been recommended to him, Khand has been having a great time chatting with people and making new friends. However, the six rowdies in the place that have been bothering "Old Scarly" have upset him. He keeps hoping that someone will side with him if he tries to roust out these ruffians, but he is afraid that he would end up fighting on his own.

Oreath the Merrybegotten: CL: FTR; LVL: 2; ALN: NE; HTK: 8; STR: 16; INT: 11; WIS: 8; DEX: 13; CON: 16; CHAR: 9; AGIL: 13; STA: 16; END: 15; SPD: 11; LED: 12; LCK: 8; WPN: Dagger and Shortsword; AT: C. 5' 9" tall, 173 lbs., blonde hair 1" long, pale green eyes, medium voice, and dark skin. He is right-handed and 14 years old. One of the youngest members of the Gorgon's Claws, Oreath is also one of their most ambitious members. Eager to assume a position of authority within the gang, his current low status among the others is something he finds quite frustrating. Along with his resentment of the leaders of the Gorgons, Oreath is also a chronic failure at 90% of everything he tries to do, which does not improve his self-esteem. As such, Oreath has little confidence in himself and is considering leaving the Gorgons at the end of tonight's activities. Aware that this resolve is, most likely, going to get him killed and that being such a bungler and yet remaining a member of the Gorgon's Claws is, most likely, also going to get him killed, Oreath is almost at the point of desparation. In fact, there are times when Oreath has his doubts as to whether or not he is really enjoying himself as a gang member, but his fear of reprisals from the others in the gang have prevented him from trying to break away. Although Oreath is a complete bungler when it comes to planning and executing a plan, he is a passable Fighter, and his strength has been a great asset to his companions. His abundance of brute force is one of the reasons that Oreath is brought along as much as he is.

The one thing that Oreath seems to be totally unaware of is that he is somewhat well-liked by members of the gang, despite some rather obvious flaws in his leadership abilities, and he would be liked even more if he were not so moody a fellow. His repetative depression is due, in part, to his lack of self-confidence, but it is also due to premonitions he has involving the deaths of members of the Gorgon's Claws. Tonight, he is especially subdued, having foreseen the coming demise of at least three members of the gang although he remains uncertain of who they will be and when it will occur. Since the small group came into the Copper Cup House, Oreath has become increasingly agitated, but, as of yet, he has not made the connection between his dream and this place.

Kristoffer ap Riis: CL: FTR; LVL: 5; ALN: LN; HTK: 30; STR: 12; INT: 13; WIS: 14; DEX: 15; CON: 16; CHAR: 15; AGIL: 15; STA: 17; END: 17; SPD: 18; LED: 15; LCK: 17; WPN: Meat Cleaver and Frying Pan; AT: B. 4' 11" tall, 105 lbs., sandy hair, grey eyes, slight lisp, medium voice, and a dimpled chin. He is right-handed and 47 years old. A calm and easygoing fellow who's had more than his share of adventurous living, Kristoffer is just as fond of tales of great deeds and far away places as Polybis, but he does manage to keep his mind on business somewhat better than does his employer. Throughout the many busy evenings that occupy much of Kristoffer's time, he entertains himself by listening to what snatches of conversation he can overhear in the steady stream of voices and letting his mind wander over his own dungeoneering exploits. Having first met Polybis during a tavern brawl in Thunderhold, the two of them formed an almost immediate friendship and partnership. Later on, this pair went on to become two of the best-known and most successfull adventurers of their time. Now that they have both retired, Polybis and Kristoffer have maintained their friendship and their partnership through joint operation of the Copper Cup House.



Verian Dellansar:



Oreath the Merrybegotten:

Although Kristoffer prefers to present the image of an unperturbable, efficient cook contentedly going about his work, he greatly enjoys life when there is something exciting going on. On his days off from the grill in the Copper Cup House, one can be certain of finding Kristoffer wherever there is some action, even if he has to go to the extent of causing it. There have been one or two occasions when Kristoffer has missed a few extra days of work due to the intervention of the City Guards. While he may find enjoyment from watching people unwind in a tavern brawl and may gleefully join in one himself, Kristoffer does not approve of lethal weapons being drawn in the midst of a brawl. If this should occur, he will do his best to reach and disarm the owner of the offending weapon. Should an armed brawl break out in the Copper Cup House, things will be a bit different. Armed with a trusty frying pan and a well-used Meat Cleaver, Kristoffer will attempt to subdue or, if necessary, kill those people who have pulled their weapons unless, of course, those weapons were drawn in self-defense.

Kilburton Darkfast: CL: FTR; LVL: 3; ALN: N; STR: 14; INT: 11; WIS: 14; DEX: 11; CON: 11; CHAR: 11; AGIL: 10; STA: 11; END: 12; SPD: 13; LED: 13; LCK: 14; WPN: Dagger; AT: A. 6' 2" tall, 213 lbs., grey hair 2" long, blue eyes, pale complexion, medium voice, and receding hairline. He is right-handed and 38 years old. Possessing all the grace, learning, and sophistication of a country gentleman, Kilburton cuts an imposing figure as he stands and tends customers behind the great oak bar along the wall. An amazingly well-educated man, Kilburton seems to be capable of partaking in a discussion on any subject from philosophy to the arts magical. In addition to being one of the most interesting people in the City-State to engage in conversation, he is also a good listener which is one of the essential traits for a successful barkeep. Little is known of Kilburton's past and even less is known about his private life except that he has an only daughter and makes a hobby out of collecting and playing musical instruments. This shroud of mystery around Kilburton has given rise to a number of speculations as to his past, but most of them are wildly improbable. The only information about him that is a certainty is that he fiercely protects his daughter and that the two of them live somewhere in the northern end of the City-State.

Many are the times that customers in the Copper Cup House on a slow day have seen Kilburton idly fingering one of his prized instruments as if lost in thought or trying to remember something long forgotten. Although he has never openly played a tune or a song while at the Copper Cup House, and nobody can ever recall his performing anywhere else, his daughter, the serving girl, frequently claims that he plays for her quite often and is the best musician in the whole of the City-State. She has made mention of the fact that, when he does play, however, he seems to be a different man. These observations of hers have recently fired up more speculation on Kilburton's past, but there has been no evidence to confirm or deny even the least of these rumors.

Silvina Darkfast: CL: FTR; LVL: 1; ALN: LN; HTK: 6; STR: 14; INT: 12; WIS: 10; DEX: 11; CON: 9; CHAR: 13; AGIL: 14; STA: 11; END: 10; SPD: 13; LED: 13; LCK: 16; WPN: Dagger and Hair Comb; AT: B. 5' 4" tall, 120 lbs., blonde hair 4" long, green eyes, high voice, and thin face. She is right-handed and 14 years old. A calm and restrained young girl, Silvina goes about her duties as a server at the Copper Cup House with the air of a person who is totally content with her lot in life. A pretty girl, as well, Silvina exudes an almost mystical aura about her as she moves from table to table waiting on the various customers of the tavern. Her polite demeanor has won her the admiration and approval of her employer, Polybis, who sees to it that her duties are not too demanding. Silvina makes a practice of not saying much while serving the guests, preferring to listen and to learn as much as she can from the various conversations that are going on almost continually. This reticence has worried her father, Kilburton, somewhat because he fears that a spell or ensorcellment of some bizarre nature has been placed on her which prevents her from speaking unless spoken to first. Fortunately, Silvina does not appear to have inherited as much superstitiousness as that which her father displays.

Silvina has found her attractiveness to be a burden only a few times when working. This was primarily when passing groups of nomads or the northern barbarians had visited the Copper Cup House. However, the training she has received from her father and several of his warrior friends in the use of small weapons for self-defense has stood her in good stead and helped her to avoid trouble. Armed with a good-sized Dagger, Silvina will draw it only if she feels threatened or if she feels that she has been insulted. If disarmed or outnumbered, she will draw the ornamental comb in her hair and attack with it, using the four sharpened tines to puncture and rake.

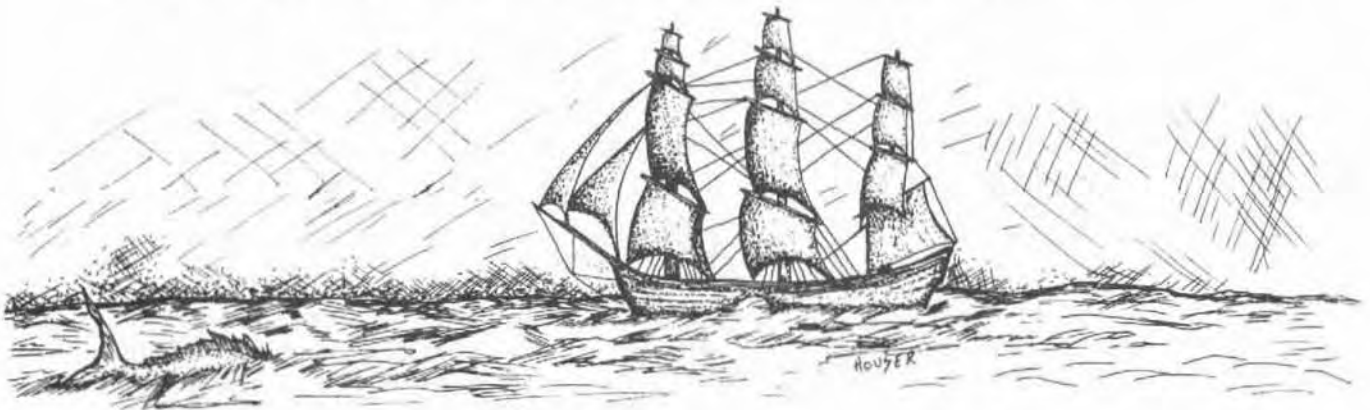
"Knavish" Halivord of Demon's End: CL: Thief; LVL: 2; ALN: CN; HTK: 5; STR: 11; INT: 8; WIS: 11; DEX: 14; CON: 9; CHAR: 12; AGIL: 12; STA: 10; END: 7; SPD: 16; LED: 11; LCK: 13; WPN: Stiletto; AT: C. 5' 1" tall, 110 lbs., curly, reddish-brown hair 2" long, narrow, green eyes, and low voice. He is left-handed and 26 years old. An interesting combination of traits, "Knavish" Halivord is not the type of person one would expect to find eking out a living as a serving "boy" in a tavern. At least, that is the impression most people get after being around him for a short while. Halivord projects the image of a person who would much prefer to be let loose to roam about the world rather than be confined in a small, boisterous ale house. Something of a loner by nature, Halivord prefers to be off by himself where it is quiet, and he has a tendency to act peculiar when forced to be around too many people for too much of the time. Some of his almost innumerable quirks include an intense dislike of children counter-pointed by an equally intense love of cats, a raving distrust of Elves, dogs, and windowsills, an obsessive belief that someday he will spontaneously turn into a clump of asparagus, and a tendency to wear his clothes on backwards while working. Another of his oddities is an argumentative nature which centers on a person's taste in food. Should someone be so unfortunate as to request something to eat that Halivord does not like, he or she will find that the service is brusque and he becomes quite melodramatic about serving it, doing so with a great number of actions, gestures, and words designed to impress

the person with how much he, Halivord, dislikes the dish.

Halivord is not a stupid person, merely somewhat unbalanced. If he senses that he has gone too far with his antics, he will immediately back off, giving his target an opportunity to calm down. Even when he is in his eccentric phases, Halivord's thieving talents remain as sharp as ever, and he uses every opportunity to sharpen them further. It is possible that the excellent cover provided by his position as a server is the one reason he remains where he is. Halivord is not a man for hobbies, but, if one must be listed, it would be causing bar-room brawls. In this one area, he excels greatly; he surreptitiously instigates a fight and then lifts pouches and wallets from the participants. In the event of a fight breaking out here in the Copper Cup House, Halivord shall cover his activities by at least appearing to try to break up the action.

Ellisey of the Shimmering Beach: CLS: Cleric; LVL: 3; ALN: LN; HTK: 18; STR: 12; INT: 11; WIS: 15; DEX: 14; CON: 13; CHAR: 16; AGL: 13; END: 15; STA: 14; SPD: 14; LED: 11; LCK: 12; WPN: Mace (+1/+1); AT: D. Wealth: 32 GP. 5' 10" tall, 170 lbs., green eyes, brown hair 4" long, average complexion and skin, and medium voice. She is right-handed, 29 years old, and has a scar on her face. Spell Casting Ability: 1st Level: 2. Spells: 1st Level: *Heal Minor Wounds*, *Detect Magic Auras*, *Personal Protection from Evil*, and *Sphere of Light*. Other than the nearby teenaged serving girl who is trying her best to serve the evening's customers amid all the bustle, Ellisey is the only woman currently in the tavern. One of the regulars, she prefers to quietly sit at one of the corner tables where she can easily keep an eye on the doors to the tavern as well as the main mass of the clientele. Having shown her usefulness as a Cleric and as a bouncer at times past when several excessively violent fights broke out, she is given preferential treatment by Polybis and his employees. While this has caused some grumblings among one or two of the old timers who have been coming around longer than she has, there have been no problems. This is due partly to her rather fiery eyes and her practice, when sitting down, of placing her Mace on the table next to her Knife. Those few who have approached her table with less than peaceful intentions have sworn that, when they got close to her, the Mace flickered with a pale blue light, but this has been scoffed off by the other patrons as being the product of an alcohol-soaked brain.

A very calm and quiet woman who wishes merely to enjoy the few pleasures in her life, she bears an active dislike, combined with distrust, of any man older than herself. This is due to the way her father and two brothers treated her when she first announced that she was planning on leaving the farm to join the ranks of the 1,000, an elite Warrior-Priest group dedicated to spreading education throughout the world. At first merely cajoled into staying, then beaten and threatened when she tried to leave, Ellisey finally ran from home on the evening her father decided to "put an end to this Warrior-Priest nonsense once and for all" and proceeded to slash her face down to the cheekbones with a dull knife. Claiming to be the only survivor of a Troll raid that resulted in the farmstead burning, Ellisey declined to enter the order of the Warrior-Priests as she was no longer qualified to be a member of the 1,000. Actually, they would be willing to accept her, but she has kept a low profile while going her own way.



The Nosferatu

Originally constructed and christened The Trader's Lord for a growing merchant coalition, this vessel spent many of its earlier years plying the waters of foreign seas on missions of trade and commerce. For a while, the company was quite successful, but fortunes changed, and the company failed due to bad luck. To satisfy the demands of the creditors, the few ships that had survived the bad times were sold off to various companies or private individuals. The Trader's Lord was just one of those vessels that had to be sold to pay the bills of the company. Purchased by Captain Kendaris Martlet at an outstandingly low price, the ship was paid for upon receipt and almost immediately pulled into dry dock for substantial modifications. The most important work was done below the level of the hold deck, where the hull was slimmed down and reshaped to form a sharper, more narrow keel. Above decks, the masts were replaced with ones that were taller and stronger and allowed for a greater area of sail to be used. Other, smaller modifications that were made contributed toward making The Trader's Lord into a faster ship. The only problem that came up during the refitting of this vessel was that not enough ballast was on hand, so gravel from a nearby graveyard was substituted for the maiden voyage.

Painted black with gold filigree wood working and name boards and white masts and bulwarks, the ship was re-christened The Nosferatu and once more went out to sea. Her maiden voyage was an unnerving one with a near-collision with several barges, reports of ghostly apparitions, and the deaths of several crewmembers in a freak storm that almost claimed the entire vessel. Upon reaching their destination, the Captain speedily unloaded the entire cargo and all the ballast and had a high-powered exorcism done on board. While this eliminated most of the supernatural occurrences on The Nosferatu, there are still a number of unexplained happenings plaguing the ship. The Nosferatu has a reputation among other mariners of being a haunted vessel, and the sign against the evil eye is often made when this black and white ship enters a port.

Currently (when the players come across her), The Nosferatu is taking on cargo consisting of a variety of foodstuffs, some weaponry, and 50 oblong wooden boxes measuring 6' in length, 4' in width and 4' in depth. All of this is being stacked in the hold, and, as soon as this is finished, the ship will leave port. If the players can summon the courage to find the opportunity to search through these boxes (which are all nailed shut), they will find each one filled with some sort of earth or dust. This is not what it may appear to be, for, while the players may jump to the conclusion that there is a vampire on board, this shipment is actually of a business nature. The material is being sent to an alchemist in Tarantis who is actively engaged in the transmutation of metals. However, the shipment is also a cover for a number of smuggled rare art objects, antique weapons, and the like. This may be discovered on a chance of 2% cumulative per box searched.

If, by any chance, the players are discovered searching the hold, those who were involved will be taken prisoner and locked in a storage compartment for the night. The next day they shall be given 20 lashes by Schreck for attempted thievery and turned over to the port authorities upon arrival in Tarantis. There is a percentage chance equal to the character's CON subtracted from 25 of the character dying as a result of the flogging.

A partial list of some of the unexplained and somewhat supernatural occurrences going on on board The Nosferatu when she is at sea includes the following:

1. Singing in the hold when no one is there.
2. Doors quietly opening and closing on their own.
3. Lights dancing around the mast and crow's nest.
4. A large, greyish-white dog appears that no one can explain or capture.
5. The appearance of a tall, gaunt man in black.
6. The cargo is occasionally rearranged.
7. Ghostly eyes staring at people from darkened corners.
8. Names or conversations being whispered in hallways.
9. Metal weapons taking on a reddish tinge.

And so on. For the most part, the occurrences are low-key, aimed at being malicious rather than violent or aggressive.

The Ship's Cat

Known as Jones or Jonesy, the cat of The Nosferatu is a somewhat skittish, orange-colored tom that is rarely found in one place for any length of time. Quite affectionate, Jonesy likes to roam the ship and hunt for rats. After dark, though, Jonesy will usually single out one person and stick to the chosen one like glue. If encountered while roaming the ship, Jonesy will try to hide behind anything convenient. Following the cat or cornering it will cause it to arch its back and hiss, all the while looking over the person's shoulder. Jonesy will then take the opportunity created by the person's instinctive reaction to check behind him to slip away.



Captain Christigan Martlet: CL: Thief; LVL: 14; ALN: N; HTK: 26; STR: 13; INT: 13; WIS: 12; DEX: 17; CON: 14; CHAR: 16; AGIL: 15; STA: 14; END: 15; SPD: 15; LED: 18; LCK: 16; WPN: Dagger and Rapier; AT: C. 5' 8" tall, 175 lbs., gray hair 3" long, blue eyes, average complexion, and low voice. He is right-handed. The owner and captain of the well-known and somewhat unusual ship, The Nosferatu, Christigan is always on the lookout for excitement and adventure, particularly if it will bring fun and profit to himself and his crew. While Captain Martlet may appear to be a pillar of the community and a guiding beacon of goodness in the darkness of sin and wickedness, he is actually the leader of a highly successful smuggling operation. A highly intelligent and crafty man, he has managed to avoid any hint of suspicion throughout the 4 years that he has kept his smugglers in operation. He is always willing to take on paying passengers but makes no guarantees that the passengers will arrive safely in their port of destination.

"Mad Dog" Madhao: CL: FTR; LVL: 10; ALN: CG; HTK: 71; STR: 11; INT: 13; WIS: 13; DEX: 9; CON: 9; CHAR: 11; AGIL: 8; STA: 9; END: 10; SPD: 9; LED: 13; LCK: 13; WPN: Hand Axe; AT: C. 5' 3" tall, 115 lbs., black hair 5" long, black, almond-shaped eyes, small nose, and medium voice. He is ambidextrous. A small and wiry man, well capable of handling himself in a fight, "Mad Dog" is also one of the quietest members of the Nosferatu's crew. It is a common occurrence for passengers to go through an entire voyage without hearing his voice once. Having spent much time in perfecting his skills in stealth and hiding, it is also a common occurrence for passengers and crew to walk right past him, even if they are looking for him! Madhao's nickname came about as a result of his actual name and the behavior he exhibits in battle. In a combat situation, Madhao is prone to wade into the fray, laying about with his Axe and yelling excitedly in a foreign tongue. To many of the sailors of the Nosferatu, this resembled the barking of a dog, and so the name came into being.

"Tiny" Tillinghast: CL: FTR; LVL: 7; ALN: NG; HTK: 39; STR: 15; INT: 9; WIS: 7; DEX: 13; CON: 11; CHAR: 14; AGIL: 14; STA: 13; END: 13; SPD: 13; LED: 14; LCK: 17; WPN: Broadsword and Horsebow; AT: C. 6' tall, 195 lbs., red hair, narrow, blue eyes, tanned skin, medium voice, big ears, and high cheekbones. He is right-handed. A member of the unofficial boarding party that the Nosferatu sports, "Tiny" makes an impressive sight as he charges across a deck waving his Broadsword. A good friend of Max Wood, the two are almost inseparable and, when in port, can be seen frequenting taverns and inns throughout the waterfront areas. "Tiny" is considered something of an oddity among his crew mates, who find it hard to understand how such a violent fighter can be so gentle with others. When not engaged in war of some sort, "Tiny" displays a touching kindness that clashes greatly with the bloodlust he exhibits in battle. Little is known about "Tiny's" background, and a quick way to alienate his easy-going nature is to ask questions along those lines.

Eliard Camplin: CL: FTR; LVL: 10; ALN: N; HTK: 59; STR: 16; INT: 12; WIS: 9; DEX: 12; CON: 9; CHAR: 11; AGIL: 9; STA: 16; END: 12; SPD: 12; LED: 10; LCK: 14; WPN: Cutlass; AT: C. 5' 9" tall, 160 lbs., blond hair 3" long, green eyes, and a high voice. He is right-handed. At one time the owner of a fair-sized fleet of merchant vessels, Eliard is now a broken man. Earlier in life, Eliard was a very successful merchant and held a comfortable place in society, but disaster overtook his business as, one by one, his ships and cargoes were either lost at sea or impounded to satisfy his creditors. The final stroke to his venture came when his best and last ship, the Madame Mina, was lost with all hands in a sudden hurricane in the Silver Skein Islands. Soon after that, Eliard's wife left him to the mercy of his creditors, taking with her his child and whatever valuable objects she could lay her grasping hands upon. Penniless and faced with a protracted stay in Debtor's Prison for non-payment of bills, Eliard slipped away from his home to find a ship on which to make his escape. Every so often, when the Nosferatu is in port, he will spot one of the surviving vessels of his fleet and wonder what became of his family.

Ridley, Ship's Navigator: CL: FTR; LVL: 8; ALN: NG; HTK: 41; STR: 14; INT: 14; WIS: 8; DEX: 11; CON: 7; CHAR: 13; AGIL: 14; STA: 8; END: 10; SPD: 9; LED: 14; LCK: 15; WPN: Dirk and Longsword; AT: B. 6' 1" tall, 220 lbs., greyish-brown hair 5" long, beard, brown eyes, tanned skin, low voice, hawk nose, and lantern chin. He is right handed. A loud and boisterous man who is constantly in good cheer, Ridley is an exceptional fellow. Capable of wearing a smile regardless of the situation, Ridley is also a highly qualified navigator. Originally signed on board by Christegan to merely assist in plotting the course, the captain has become quite dependent on his skills over the years. Ridley makes quite a flamboyant sight when on the bridge in his red and black patterned kilt and playing his ornate set of bagpipes. Quite often, he will be present by the captain's side when the Nosferatu leaves a port. Something of an exhibitionist, Ridley often moves about the ship wearing only his boots and kilt and playing a small musical instrument of some sort.

Haljorn, "The Cub": CL: FTR; LVL: 4; ALN: NG; HTK: 28; STR: 15; INT: 11; WIS: 9; DEX: 12; CON: 8; CHAR: 15; AGIL: 14; STA: 9; END: 13; SPD: 14; LED: 15; LCK: 18; WPN: Battle Axe; AT: C. 4' 11" tall, 95 lbs., black hair 2" long and bushy eyebrows, brown eyes, and a facial scar. He is right-handed. An eager young man, anxious for adventure and filled with romantic notions of life at sea, treasure hunts, and glorious battles with pirates, Haljorn occupies the position of cabin boy. Usually, Haljorn has little to do in this capacity and spends much of his time as a lookout or as a rope hauler down on the deck. He is slowly being disabused of his notions of life aboard ship and is not finding the lifestyle particularly enjoyable. Already, Haljorn is bristling under the boredom of shipboard life and is becoming desperate for something to do. His feelings of frustration at his current situation are slowly corrupting Haljorn and causing him to look at the captain and his fellow crew members with hatred.

"Holy" Ector: CL: Cleric; LVL: 4; ALN: NG; HTK: 15; STR: 16; INT: 7; WIS: 17; DEX: 14; CON: 13; CHAR: 10; AGIL: 13; STA: 15; END: 13; SPD: 13; LED: 10; LCK: 11; WPN: Cudgel; AT: A. 5' 9" tall, 150 lbs., curly gray hair 3" long, green eyes, fair skin, and medium voice. He is left-handed. A fairly competent Cleric, capable of the standard, expected rituals, Ector really lacks some indefinable quality to his ministrations. Although he does not show it, Ector has been finding it increasingly difficult to get his spells to function. So far, he has been able to cover this with elaborate rituals, but he is afraid that, sooner or later, his failing as a Cleric will be found out, and he will be done away with as a fraud. Currently, Ector is wallowing in an ever-increasing pool of self-doubt as well as doubts about his chosen god, which is

contributing to his present problem. Unbeknownst to Ector, some of the more observant crew members have noticed his difficulties lately and are already spreading dissension among their fellows.

"Peg-Leg" Quincy: CL: FTR; LVL: 8; ALN: NE; HTK: 42; STR: 15; INT: 6; WIS: 13; DEX: 8; CON: 15; CHAR: 11; AGIL: 10; STA: 18; END: 17; SPD: 9; LED: 14; LCK: 14; WPN: Gladius; AT: G. 5' 5" tall, 180 lbs., brown hair 1" long, brown eyes, dark skinned, medium voice, and wooden left leg. He is right-handed. Pretty much the picture of a weather-beaten, hard-fighting sailor, "Peg-Leg" could well be found on any recruiting parlor or handbill anywhere in Veridistan. A tough man who has seen many years before the mast, "Peg-Leg" has been, in one capacity or another, a member of a crew for most of his life. Originally brought on board as a slave purchased from a passing merchant who needed the funds more than he needed his servant, "Peg-Leg" eventually was granted his freedom by the captain. By this time, however, he had become accustomed to life at sea and decided to stay with the Nosferatu. Despite the loss of his left leg from the knee on down in an attack by sahuagin, he has remained a formidable warrior. Almost through sheer stubbornness, "Peg-Leg" has retained the mannerisms, accents, and customs of the southern "barbarians" with whom he was raised.

Ridley



Peg Leg Quincy

Gravin of Howarth Flat: CL: FTR; LVL: 2; ALN: NG; HTK: 9; STR: 9; INT: 12; WIS: 10; DEX: 12; CON: 7; CHAR: 15; AGIL: 12; STA: 6; END: 9; SPD: 13; LED: 18; LCK: 16; WPN: Heavy Club; AT: C. Wealth: 10 SP. 5' 6" tall, 150 lbs., brown hair 3" long, blue eyes, dark skin, and high voice. He is right-handed. An average sort of man, almost non-descript, in fact, Gravin's position on board can be described in the same fashion. To the captain and crew, Gravin is viewed as being a general worker, someone who is on hand when extra people are needed. To Gravin, this means that he is continually being called upon to do somebody else's job or to act as a servant. Only rarely has Gravin been called to help someone instead of to do their job. Not a particularly good Fighter nor possessed of any great strength, Gravin has developed the opinion that the others take advantage of him because of his failings. He is, however, determined to put up with the situation as long as is necessary to prove that he is as strong and as valiant as the others.

Rannulf of Herbert Wells: CL: FTR; ALN: LG; HTK: 14; STR: 15; INT: 13; WIS: 11; DEX: 13; CON: 7; CHAR: 11; AGIL: 11; STA: 11; END: 9; SPD: 15; LED: 11; LCK: 14; WPN: Broadsword and Net; AT: D/C (use lower value if without net). Wealth: 19 GP. 5' 10" tall, 162 lbs., blonde hair 3" long, grey eyes, and medium voice. He is right-handed. A strange man with some pretty wild ideas, Rannulf is looked upon with a mixture of alarm, consternation, and amusement by the crew of the *Nosferatu*, as well as by any one else who listens to him. For the most part, the crew is of the opinion that Rannulf is just plain crazy. As far as Rannulf is concerned, it is the others that are crazy and not he. Among his totally preposterous ideas are that someday, in the future, magic will either cease to function, or people will have forgotten how to use it; mankind will rule the world through the use of intricate machinery; ghosts, dragons, liches, and all manner of magic creatures will no longer exist, and so on. The one idea that he has that always brings laughter to his listeners is that, in this future, man will reach to the stars without the use of magic. Indeed, Rannulf professes that, even now, magic does not work, and, while those around him try to laugh that off as well, no one can ever recall any magic ever having affected the man. (Judge's note: Rannulf possesses a natural anti-magic field and is 100% resistant to all magic.)

Albart Tygler: CL: Thief; LVL: 2; ALN: N; HTK: 7; STR: 10; INT: 9; WIS: 8; DEX: 15; CON: 14; CHAR: 7; AGIL: 15; STA: 13; END: 9; SPD: 18; LED: 8; LCK: 6; WPN: Rapier and Dagger; AT: C. 5' 10" tall, 170 lbs., blonde hair 3" long, grey eyes, medium voice, and facial scar. He is right-handed. The average, run-of-the-mill Thief, there is little in the way of skills that would make Albart stand out in any crowd. In terms of following one's chosen profession, this is much to his liking, but being continually anonymous greatly rubs against Albart's vanity. Something of a megalomaniac, Albart burns with the desire to be a leader of men and to be well-known wherever he travels. Needless to say, it is most unlikely that he will ever become anything more than a second-rate Thief.



Aldwin Hansard: CL: MU; LVL: 3; ALN: LG; HTK: 25; STR: 10; INT: 15; WIS: 9; DEX: 15; CON: 11; CHAR: 16; AGIL: 18; STA: 9; END: 8; SPD: 16; LED: 18; LCK: 18; WPN: Quarterstaff; AT: A. 5' 5" tall, 165 lbs. gray hair 5" long, gray eyes, tanned skin, and medium voice. He is right-handed. Spell Casting: 1st Level: 3; 2nd Level: 1. Spells: 1st Level: *Magic Bolt*, *Detect Magic*, *Read Magic*, *Read Languages*, *Sphere of Light*, *Charm*, and *Magic Shield*; 2nd Level: *See Invisible Objects*, *Levitation*, *Invisibility*, *Improved Lock*, *Detect Evil*, *Read Minds*, *Permanent Sphere of Light*, *Strength*, *Fireworks*, and *Open*. Considered by most of the crew to be the ship's wizard and wise man, Aldwin is often kept busy by various people coming to him with a wide range of personal problems or needing minor charms, spells, and enchantments. Somewhat flattered that he has been more accepted by the crew than has been Ector, the rather narrow-minded Cleric, Aldwin has also found all the attention somewhat bothersome. So far, he has found little time for himself. While it may be contrary to his beliefs, Aldwin has concealed the full extent of his abilities from the others, primarily because he is afraid that they will become even more reliant on him than they are now. Generally, he performs showy rituals to pacify the water and weather spirits and calm the superstitious sailor, as well.



Led Renfield, 1st Mate: CL: FTR; LVL: 13; ALN: N; HTK: 77; STR: 15; INT: 11; WIS: 12; DEX: 14; CON: 14; CHAR: 14; AGIL: 15; STA: 15; END: 12; SPD: 14; LED: 12; LCK: 15; WPN: Sword; AT: C. Wealth: 15 GP. 5' 5" tall, 135 lbs., sandy hair 3" long, green eyes, small mouth, and medium voice. He is left-handed. An appropriately unusual man for an unusual vessel, Renfield currently occupies the position of First Mate to the Nosferatu. His overall views on life and his odd mannerisms can all be summed up with the statement, "That one's a tad balmy, that one is" - a comment that can often be heard on board when Renfield comes up in conversation. One of his most outstanding eccentricities is his love of fire and explosions. To this end, he always has a number of molotov cocktails ready for use in his sleeping area as well as 1D6 on his person at all times.

Hanz N. Pfoeffler, Ship's Cook: CL: FTR; LVL: 10; ALN: NG; HTK: 57; STR: 17; INT: 16; WIS: 12; DEX: 11; CON: 11; CHAR: 15; AGIL: 10; STA: 14; END: 14; SPD: 14; LED: 13; LCK: 17; WPN: Meat Cleaver and Frying Pan; AT: C. 5' 7" tall, 170 lbs., blonde hair 2" long, blue eyes set far apart, tanned skin, and medium voice. He is right-handed. Having the near-legendary expert in Imperial cuisine, Hanz N. Pfoeffler, serving aboard as the Ship's Cook has imparted a great deal of prestige to the Nosferatu. At one time the head of the Emperor's kitchen, Hanz eventually grew weary of the position and retired, hoping to spend the last years of his life traveling about and adventuring. There are few that can match Hanz's skill in preparing a meal, and it is often said on other vessels that the crew of the Nosferatu is the best fed. When not actually engaged in fixing something for someone to eat, Hanz usually sits and whittles or tries his hand at catching a few fish. His position on the Nosferatu is somewhat unique because no one dares to cross him for fear that he will not cook dinner for them.

Max Wood: CL: FTR; LVL: 6; ALN: N; HTK: 28; STR: 14; INT: 14; WIS: 14; DEX: 15; CON: 12; CHAR: 15; AGIL: 18; STA: 12; END: 14; SPD: 18; LED: 15; LCK: 15; WPN: Broadsword; AT: C. 5' 5" tall, 143 lbs., black hair 2" long, blue eyes, tanned skin, and high voice. He is right-handed. Max is only one of the general deck hands with no really special talents to his credit. Indeed, he is somewhat of a jack-of-all-trades and, perhaps, is of more value this way. Born and bred to the sea in one of the northern fishing villages, Max looks upon land dwellers with disdain. An adventurous soul with the enviable gift of knowing when to keep silent, Max is Christegan's partner whenever smuggling arrangements need to be made. A fearless warrior, Max has been in many battles and has shown himself to be an excellent leader of men. If a combat situation goes against him and his men, and Max is required to make a morale check, he does so with a +4 modifier in his favor.

Wilholm Schreck: CL: FTR; LVL: 9; ALN: N; HTK: 51; STR: 18; INT: 9; WIS: 12; DEX: 11; CON: 9; CHAR: 14; AGIL: 14; STA: 13; END: 9; SPD: 10; LED: 13; LCK: 16; WPN: Sword and Cat-O'-Nine-Tails; AT: C. 5' 6" tall, 165 lbs., blonde hair 4" long, blue eyes, medium voice, long teeth, and high forehead with scar. He is right-handed. A well-built and powerful man, Wilholm is unofficially in charge of the loading and unloading of cargo. Part of the smuggling operation, his responsibilities also include updating and maintaining records, seeing to it that illicit materials are well-hidden, and altering and forging various documents, a task he performs amazingly well. Along with the unofficial position of cargo master, Wilholm holds the position of Provost Marshal AKA the "Head Flogger." Despite his continual readiness to use his Cat-O'-Nine-Tails and his immense strength, Wilholm has never been known to beat a man to death. In addition, Wilholm has not been known to use his whip without sufficient reason.

Sigourney, Ship's Sailmaker: CL: FTR; LVL: 5; ALN: N; HTK: 26; STR: 9; INT: 12; WIS: 10; DEX: 13; CON: 12; CHAR: 12; AGIL: 15; STA: 7; END: 9; SPD: 11; LED: 15; LCK: 13; WPN: Dirk; AT: A. 5' 9" tall, 180 lbs. brown hair 3" long, brown eyes, and low voice. He is right-handed. Occupying one of the more essential positions on board as Sailmaker, Sigourney also spends a good part of his time doubling as ship's carpenter. To a large extent, it is his efforts that keep the Nosferatu in good shape and ready to sail. Not really an active member of the smuggling ring, it, nevertheless, falls on him to construct the crates or hidden compartments for the materials the smugglers are hired to transport. While Sigourney does his best to keep quiet and not say anything, the situation bothers him, and he has been known to occasionally slip and say something about it to the wrong person. So far, nothing has come of his infrequent comments, but he is being treated with suspicion by both the port authorities and some of his crew mates.

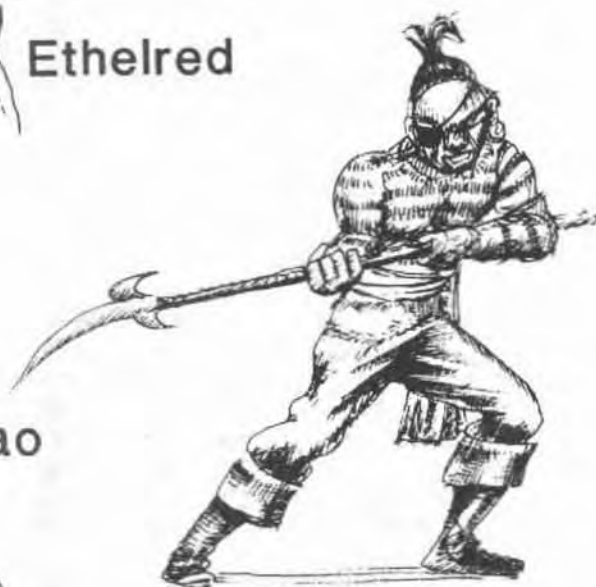
"Blundering" Odo: CL: FTR; LVL: 6; ALN: NG; HTK: 23; STR: 17; INT: 18; WIS: 8; DEX: 9; CON: 13; CHAR: 13; AGIL: 11; STA: 17; END: 17; SPD: 10; LED: 12; LCK: 12; WPN: War Hammer; AT: A. 5' 2" tall, 110 lbs., curly brown hair 5" long, green eyes, medium voice, and freckles. He is left-handed. Another one of the general hands on board the Nosferatu, Odo does his best to find a place that his well-developed muscles will help him fill. So far, he has not been made to feel all that welcome by the rest of the crew and has been spending much of his time thinking about jumping ship at the next available opportunity. The major reason behind the crew's dislike of Odo is that he is so clumsy. During the few months that he has been on the Nosferatu, Odo has been responsible for the loss of an anchor while at port, a sail set afire, the Captain being knocked down one of the gangways, and a yardarm crashing to the deck. While the accidents have been coincidental and did not result in any permanent damage, the crew has become convinced that he is a jinx and want him off the ship as soon as possible.

"Bearbait" Ethelred: CL: FTR; LVL: 4; ALN: N; HTK: 19; STR: 10; INT: 13; WIS: 10; DEX: 14; CON: 10; CHAR: 14; AGIL: 12; STA: 8; END: 10; SPD: 13; LED: 17; LCK: 15; WPN: Mace; AT: C. Wealth: 25 GP. 6' tall, 210 lbs., black hair 3" long, blue eyes, pale skin, low voice, broken nose, upturned eyebrows, and pointed ears. He is right-handed. One of the biggest members of the crew of the Nosferatu, Ethelred gives testimony of the northern blood running through his veins by his physical make up. On no other way does he bear any resemblance to any of the sea raiders who stormed his home village with the intent to burn, pillage, and rape anything female. Born as a result of that forced union, Ethelred, as a child, was subjected to the contempt and taunts of neighbors who were more interested in believing that his mother gave herself freely to the raiders than in remembering the rape, as well as the dislike of his mother who saw in him a living reminder of that night. When he was old enough, Ethelred fled from home vowing to seek out a life of adventure and to never return to his mother's house.



Ethelred

Holy Ector



Tiny Tillinghast

Maddog Madhao



Galliard



Galliard of Myrthin's Hill: CL: FTR; LVL: 3; ALN: LG; HTK: 18; STR: 16; INT: 12; WIS: 12; DEX: 13; CON: 13; CHA: 15; AGIL: 16; STA: 16; END: 12; SPD: 14; LED: 15; LCK: 13; WPN: Bastard Sword; AT: C. 5' 10" tall, 160 lbs., blonde hair 4" long, grey eyes, and low voice. He is right-handed. One of the newest members of the crew, Galliard is only a temporary addition to the company. Signed on only three days earlier, shortly after the Nosferatu docked, he is planning on only working for his passage across the sea to the City-State of Tarantis. His ultimate goal is to reach the Windedark Sea and explore the coast, seeking some clues as to the resting place of the Silver Empress. He, too, has heard the tale (four nights earlier, as a matter of fact) and is convinced of the wreck's existence. Galliard is somewhat suspicious that this motley crowd he has become involved with may try to sell him to a slaver, and he is continually on his guard. As he came on board, most of the crew were struck by the great similarity between Galliard and Albart, and the suspicion is that they are brothers. As of yet, no one has broached the subject, so the speculations are rife.

Duration of Dive Table

This table is designed to give the players and the Judge some guidelines to determine how long a character may remain submerged. If desired, this table may be used in conjunction with the Sink or Swim tables originally printed in the *Modron* (JG 0034) installment and repeated on page 21 of the *Ready Ref Book* (JG 0014).

Condition of Diver	Duration of Dive*
Holding one's breath	$\frac{1}{2}$ of CON (rounded down) in phases. For each phase on bottom past limit, add 10% chance of drowning.
Using spell of <i>Water Respiration</i>	As spell description. For each phase on bottom past limit, add 7% to chance of drowning.
Using Potion of Water Respiration	As potion description. For each phase on bottom past limit, add 5% to chance of drowning.
Using Ring of Water Respiration	See description. For each phase on bottom past limit, add 3% to chance of drowning.

*this does not include the time involved in ascent and descent.

Repetition of Dive

This section of the Judge's tables for the *Quest For the Silver Empress* is intended to offer some guidelines on how often a person may safely dive for treasure in this installment. It brings into play a measure of preparedness of the diver and the effects of fatigue. To determine the amount of time a diver will require to regain his or her strength and prepare for the next dive, take the number of feet dived and divide this by five, rounding off to the nearest whole number. This represents the number of 10 second periods the person should remain on the surface. There will always be people, however, who do not wait, so, to determine the effects of not preparing one's self fully, use the following guideline:

For every 10 second period less than that required by the previous formula, the person diving may spend 10 seconds less on the bottom, plus adding a 2% cumulative chance to the drowning possibility.

Recovering Treasure

Because of the nature of this installment, much of the activity will involve the attempt to recover some portion of the lost treasure. To govern this possibility, use the following formula to determine if any of the treasure is spotted. The Judge should be aware that recovery of the treasure does not involve a complete underwater archeological dig, nor is the treasure merely laying about on the ocean floor. The players and whatever followers, hirelings, and henchmen they have with them must not only spot a potential treasure but recognize it for what it is.

% of Discovery = $10 \times (\text{INT} + \text{WIS} + \text{DEX})$ or $10 (\text{INT} + \text{WIS} + \text{LCK})$ (whichever is greater) divided by the number of seconds on the bottom* + Level or HD (whichever is greater).

* if holding breath only

For Example: Stephan of Blueknoll (7th Level, INT: 12, WIS: 8, DEX: 9, CON: 12) is going to make an attempt at recovering some of the treasure, pretty much unaided by magical means.

Duration of Dive: 60 seconds (CON: $12/2 = 6$)

Repetition of Dive: rests for 30 seconds ($15/5 = 3$)

Once Stephan is on the bottom, he begins his search for some of the Treasure. His chances of finding some are as follows:

1st 10 Seconds:	$(12 + 8 + 9)/1 + 7 = 36\%$
2nd 10 Seconds:	$(12 + 8 + 9)/2 + 7 = 22\%$
3rd 10 Seconds:	$(12 + 8 + 9)/3 + 7 = 17\%$
4th 10 Seconds:	$(12 + 8 + 9)/4 + 7 = 14\%$
5th 10 Seconds:	$(12 + 8 + 9)/5 + 7 = 13\%$
6th 10 Seconds:	$(12 + 8 + 9)/6 + 7 = 12\%$

If Stephan remains below, his chances for finding any treasure will continue to decrease, while his chances for drowning will increase.

WEATHER TABLES

Order of Roll

Roll	Name of Table	Table Number	Modifiers
1st	Wind Strength	I	Terrain
2nd	Wind Direction	II	Zone
3rd	Precipitation Probability	III	Month, Zone Special
4th	Base Temperature	IV	Month, Zone
5th	Precipitation Type	V	Temperature
6th	Precipitation Amount	VI	Zone, Special

Roll	Result
1 - 4	Calm, 0 - 3 mph
5 - 11	Light, 4 - 18 mph, -1 Longrange Missile Fire
12 - 17	Strong, 19 - 39 mph, -2 Long and Effective Range Missile Fire
18	Special (see Table Ia)
19 - 20	Gale, 40 - 70 mph, -3 Short Range Missile Fire

(Flat Plains and Mountains add 2 to Die Roll)

Special Table Ia

Arctic

1 - 15	Squall
16 - 20	Blizzard

Cold

1 - 15	Squall
16 - 18	Blizzard
19 - 20	Thunderstorm

Temperate

1 - 15	Thunderstorm
16 - 18	Tornado
19 - 20	Hurricane/ Blizzard

Sub-Tropical

16	Thunderstorm
17	Tornado
18 - 20	Hurricane

Tropical

1 - 17	Thunderstorm
18	Tornado
19 - 20	Hurricane

Semi-Arid Desert

1 - 15	Dust Devil
16 - 20	Sandstorm

Table II Wind Direction (Roll 1D20)

Direction	Arctic	Cold	Temperate	Sub-Tropical	Tropical
N	1 - 4	1 - 4	1 - 2	1 - 2	1 - 2
NE	5 - 11	5 - 9	3 - 4	3 - 14	3 - 8
SE	12 - 13	10	5 - 6	15 - 17	9 - 14
S	14	11	7 - 8	18	15 - 16
SW	15 - 16	12 - 13	9 - 17	19	17 - 18
NW	17 - 20	14 - 20	18 - 20	20	19 - 20

Table III Precipitation Chance

Month	Arctic	Cold	Temperate	Sub-Tropical	Tropical
I	20	10	30	05	10
II	15	15	25	25	15
III	10	20	20	20	25
IV	05	25	35	20	30
V	05	35	25	25	35
VI	05	35	15	35	35
VII	05	25	05	25	30
VIII	05	20	05	20	25
IX	10	15	15	20	20
X	15	15	25	15	10
XI	20	10	25	05	10
XII	20	05	30	05	10

Table IV
Base Temperature
(Measured in degrees Celsius/Fahrenheit)

Month	Arctic	Cold	Temperate	Sub-Tropical	Tropical
I	-38/-36	-25/-13	-8/18	7/45	22/72
II	-40/-40	-22/-8	-6/21	7/45	22/72
III	-33/-27	-17/1	0/32	8/46	23/73
IV	-22/-8	-8/18	5/41	9/48	24/75
V	-10/14	3/37	0/32	11/52	25/77
VI	0/32	8/46	15/59	13/55	24/75
VII	5/41	11/52	16/61	15/59	23/73
VIII	0/32	9/48	15/59	15/59	23/73
IX	-12/10	2/36	12/54	14/57	25/77
X	-24/-11	-11/12	7/45	10/50	25/77
XI	-32/-26	-20/-4	-1/30	8/46	24/75
XII	-35/-31	-25/-13	-8/18	6/43	23/73

Normal Temperature Variance: Roll 1D10 and 1D6; on 1 - 3, add 1D10; on 4 - 6, subtract 1D10.

		Table V Precipitation Type (Roll D%)					
Base Temperature Range:	Below -10/14	-10/14 - 0/32	1/33 - 10/50	11/52 - 25/77	25/77+		
Weather Type							
Snow	1 - 98	1 - 80	1 - 20	1 - 2	---		
Sleet	99 - 00	81 - 89	21 - 22	3 - 4	1		
Hail	---	90 - 97	23 - 25	5 - 7	2 - 4		
Rain	---	98 - 00	26 - 00	8 - 00	5 - 00		

50% chance of precipitation temporarily raising wind strength one category. Precipitation temporarily lowers temperature by 10 degrees Fahrenheit.

		Table VI Precipitation Amount (Roll D%)					
Type	Arctic	Cold	Temperate	Sub-Tropical	Tropical	Desert	Semi-Arid
Trace	1 - 59	1 - 39	1 - 20	1 - 40	1 - 10	1 - 75	1 - 75
Slight	60 - 97	40 - 69	21 - 70	41 - 92	11 - 45	76 - 100	76 - 97
Moderate	98 - 100	70 - 94	71 - 90	93 - 97	46 - 87	---	98 - 100
Heavy	---	95 - 99	91 - 97	98 - 100	88 - 95	---	---
Steady	---	100	98 - 100	---	96 - 100	---	---

Special Note: Semi-Arid has constant 5% chance of precipitation; Desert has a constant 1% chance of precipitation. Precipitation is highly localized in cloudburst.

Special Precipitation Amount Chart

Type	Amount
Trace	0 - .1 cm
Slight	.2 - .5 cm
Moderate	.6 - 1 cm
Heavy	1.1 - 3 cm
Steady	3+ cm in 24 hrs.

Encounter Tables
(Roll 1D6 x 10 +D%)

Roll	Encounter		
100 - 160	Man	444 - 459	Ocean Sunfish
161 - 176	Lamprey Eel	460 - 475	Blue Marlin
177 - 192	Merman	476 - 491	Portugese Man-O-War
193 - 208	Dolphin	492 - 507	Giant Squid
209 - 224	Seahorse, Giant	508 - 523	Stingray
225 - 236	Giant Crab	524 - 539	Giant Catfish
237 - 296	Crocodile	540 - 555	Devil Ray
297 - 308	Pungi Ray	556 - 571	Moray Eel
309 - 324	Sea Snake	572 - 587	Sea Bass
325 - 332	Leviathan	588 - 603	Sea Raven
333 - 340	Water Elemental	604 - 619	Giant Porcupine Puffer
341 - 348	Air Elemental	620 - 633	Wolf Fish
349 - 409	Whale	636 - 651	Mako Shark
410 - 425	Sea Turtle (Giant)	652 - 667	Bay Shark
426 - 427	God(ess)	668 - 683	Great Hammerhead Shark
428 - 443	Barracuda, Giant	684 - 699	Great White Shark



Treasure Table
(Roll D% each time a Detection Roll is Successful)

Roll	CP	SP	GP	Gems	Jewelry	Special
01 - 02	1D8	---	---	---	---	---
03 - 04	---	---	1D6	---	---	---
05 - 06	---	1D10	---	---	---	---
07 - 08	---	---	---	1D20	---	---
09 - 10	---	---	1D4	---	---	---
11 - 12	---	---	---	---	1D4	---
13 - 14	1D6	---	---	---	---	---
15 - 16	---	---	---	---	---	1D2 Silver Ingots, 15 lbs. each
17 - 18	---	---	1D4	---	---	---
19 - 20	---	1D20	---	---	---	---
21 - 22	1D10	---	---	---	---	---
23 - 24	---	---	---	1D8	---	---
25 - 26	---	---	1D3	---	---	---
27 - 28	---	---	---	---	1D6	---
29 - 30	1D4	---	---	---	---	---
31 - 32	---	---	---	---	---	1 Random Magic Item
33 - 34	---	1D12	---	---	---	---
35 - 36	---	---	---	1D12	---	---
37 - 38	---	---	---	---	---	1D3 Gold Ingots, 40 lbs. each
39 - 40	---	---	---	---	1D2	---
41 - 42	---	---	1D8	---	---	---
43 - 44	---	---	---	---	1D12	---
45 - 46	---	---	---	---	---	1D4 Gold Ingots, 40 lbs. each
47 - 48	---	---	---	1D10	---	---
49 - 50	---	1D8	---	---	---	---
51 - 52	1D3	---	---	---	---	---
53 - 54	---	---	1D20	---	---	---
55 - 56	1D2	---	---	---	---	---
57 - 58	---	---	---	---	---	1 Random Magic Item
59 - 60	---	1D2	---	---	---	---
61 - 62	---	---	---	---	1D20	---
63 - 64	---	---	1D12	---	---	---
65 - 66	---	---	---	---	---	1D4 Silver Ingot, 15 lbs. each
67 - 68	---	---	---	---	1D10	---

69 - 70	---	---	---	1D4	---
71 - 72	1D4	---	---	---	---
73 - 74	---	---	---	---	1D3
75 - 76	---	1D3	---	---	---
77 - 78	---	---	---	1D3	---
79 - 80	---	---	---	---	1D12
81 - 82	1D6	---	---	---	---
83 - 84	---	---	1D10	---	---
85 - 86	---	---	---	---	1D8
87 - 88	---	1D6	---	---	---
89 - 90	---	---	---	---	1D6
91 - 92	1D20	---	---	---	---
93 - 94	---	---	---	1D2	---
95 - 96	---	1D4	---	---	---
97 - 98	---	---	---	---	---
99 - 00	---	---	---	1D6	---

1 Magic Weapon

Indigenous Underwater Encounter Table
(At Site of Wreck)
(Roll D%)

Roll	Type	Size	Armor Type	Damage	Hit Dice	Number Appearing	Move	Attack %	Special
01 - 05	Great Barracuda	10'	D	1 - 8	3	1 - 4	12"	10	
06 - 10	Dolphin	6'	D	1 - 8	2 + 2	2 - 20	15"/21"	10	Ram Attacks
11 - 15	Ocean Sunfish	6'	A	1 - 4	4	1 - 2	4"	10	
16 - 20	Blue Marlin	20'	E	1 - 6	3	1 - 12	10"	10	
21 - 25	Portugese Man-O-War	20'	A	1 - 4	5	1 - 4	3"	10	Poison Type 5
26 - 30	Giant Squid	20'	C/G	1 - 8	6	2 - 12	3"/12"	12	1 - 10 points due to bite
31 - 35	Stingray	2' R	B	1	1	1 - 4	2"	10	Poison Type 4
36 - 40	Catfish	12'	C	1 - 6	3	1 - 6	8"	10	
41 - 45	Stingargers	10'	C	1	2	2 - 8	3"	10	3 Stingers
46 - 50	Devil Ray	20'	E	2 - 12	6	1 - 4	12"	10	Poison Class 3
51 - 55	Moray Eel	6'	C	1 - 4	1 + 4	2 - 16	12"	10	Smother in 2 - 8 turns
56 - 60	Sea Bass	7'	B	1 - 6	5	2 - 12	8"	10	Poison Type 6
61 - 65	Sea Raven	20'	G	1 - 6	3 + 1	1 - 4	8"	10	Ram to Subdue
66 - 70	Porcupine Puffer	3'/9'	D	1 - 4	2	1 - 6	3"	10	Back is AT: C
71 - 75	Wolfish	6'	A	1 - 8	3 + 2	2 - 12	4"	10	Poison Spines Type 5
76 - 80	Hagfish	3'	B	1 - 4	1	1 - 10	5"	10	
81 - 85	Sea Turtle	20'	D	1 - 4	5	1 - 4	20"	10	Blood at Rate of 1 - 2 STR points/phase
86 - 90	Mako Shark	12'	D	1 - 8	5	1 - 8	20"	70	Shell is AT: H
91 - 95	Bay Shark	15'	C	1 - 8	5	2 - 8	10"	60	
96 - 00	Great Hammerhead Shark	15'	C	1 - 8	3	2 - 8	5"	50	



POISON EFFECTS

Poison Type	Rounds Effects Delayed	Points of Damage Per Round/No. of Rounds*	(In Addition to Damage) Effect when Saving Throw***	Per Potion Distill Cost
0	9	0/0	Man-Sized Half Actions	10 GP
1	8	1/1	Coma	100 GP
2	7	2/2	III	200 GP
3	6	3/3	Paralyzed	300 GP
4	5	4/4	III	400 GP
5	4	5/5	Paralyzed	500 GP
6	3	6/6	Coma	600 GP
7	2	7/7	III	700 GP
8	1	8/8	Paralyzed	800 GP
9	0	9/9	Coma**	900 GP

* If Saving Throw is not made, figures show Damage Points received per round and number of rounds suffered. If Saving Throw is made, halve figures shown (drop fractions) - being Damage received.

** In addition to Damage received and Coma effects, -1 on Dexterity, permanently, is suffered.

*** Effects shown last according to size: Duration
 Man-Sized: 1 - 10 days
 Ogre-Sized: 12 - 48 hours
 Dragon-Sized: 6 - 36 rounds

When Saving Throw is made, only half Damage occurs - no III, Coma, etc. When Saving Throw is not made, special effects below occur in addition to Damage:

Half Actions: All actions: Spells, Speech, Movement are performed at half rate or are delayed a round, at Judges option.

Move Halved: Movement, only, is at half rate, usually precludes flight capability.

Coma: is Unconscious, thus no actions, etc.

III: is Unconscious most of the time and no actions; limited Movement allowed, per Judge.

Paralyzed: Conscious but no actions are allowed.

Delay of a certain number of rounds will occur before any Damage is suffered, or any special effects, per above chart.

Poisons can only be placed on weapons by Alchemists. The Poison stays potent for one week, and becomes ineffective after causing six Hits. Each Poison Potion will treat ten small weapons or three large ones. Attempting to strike a specific point (such as a head or body) with a Poisoned Weapon reduces Hit Probability by -4. Generally, pits in the upper dungeon levels (with Poisoned Spikes) will have type 1 - 6.



Major Underwater Encounters

Residing within the decaying hull of the Silver Empress are two creatures acting in some form of master-pet relationship and, together, currently presiding over the positions of "guardian" and "executor" of the treasure. Their relationship to the treasure is one of accident rather than of desire as neither of the occupants are interested in the sand-obscured wealth accumulated around them. The only notice that has been paid to the remains of the ship and its cargo has been an occasional rummage about for tools by "The Beast," and, one or two times, the Octopus has played about with gems it has uncovered while looking for something to eat. It is possible that the fishermen have seen the Octopus tossing the gems to watch them float down and reflect the sunlight and drew the conclusion that it owned the treasure. Whatever the reason, the fishermen have avoided the wreck itself and know nothing about it.

The Giant Octopus has made its home here within the wreck merely because it is seeking a secluded and easily defensible habitat in which it can hide and rest. Pretty much a cowardly creature, despite its rather ferocious appearance, if the Octopus is encountered outside the hull, it will flee if surprised or threatened, leaving behind a cloud of murky, foul-tasting ink to cover its return to the wreck. Usually, when the Octopus is encountered outside its lair, it is hunting for a meal. Under these circumstances, there is a slight (10%) chance that it will attack a person under the erroneous impression that it has found food. Stumbling across the Giant Octopus when it is in the wreck is a different matter altogether. The Octopus views any intrusion upon its lair as an attempted attack and shall respond accordingly. The Octopus will fight until either all the intruders are dead or it is better than three-quarters damaged, at which time it will flee, leaving behind the oily cloud of ink.

The other inhabitant of the Silver Empress is a creature that has only rarely been glimpsed by the fishermen or visitors to this area. All that is known about it is that it is a ferocious fighter, seemingly intelligent, and has been spotted on land at times. Even though the fishermen know of its presence in the vicinity of the wreck, they are not absolutely sure where its lair is located. All they know for certain is that they are deathly afraid of it. Despite their fear, they have made no attempt to destroy "The Beast." Truly a deadly monstrosity, nobody knows what "The Beast" is or why it exhibits such unbridled

aggression. "The Beast" is a large creature measuring 7' when standing and 11' from nose to tail-tip when swimming and weighing roughly 1,000 lbs. It is somewhat lizard-like in its appearance and is armed with razor-sharp fangs and scythe-shaped talons which it uses with incredible precision.

While "The Beast" may not appear to be a life form capable of doing a great deal of thinking, it is, nonetheless, amazingly intelligent as well as highly cunning. This has been borne out by its demonstrated ability to plan, anticipate, and evaluate. Many ambushes by would-be treasure seekers have failed and have even been reversed, snaring them instead. The apparent cunning of "The Beast" is matched only by its strength, which is reputed by the fishermen to be great enough to tear a man's chest in half with ease. No stories are capable of doing justice to "The Beast" which can best be described as an intelligent, four-limbed shark. Its senses of hearing, touch, and smell are all highly developed while the senses of taste and sight are somewhat limited, being only marginally poorer than that of the average human. Even though it does not possess outstanding vision, its eyes are well-adapted to salt water, allowing it to see as well in water as men can see on dry land.

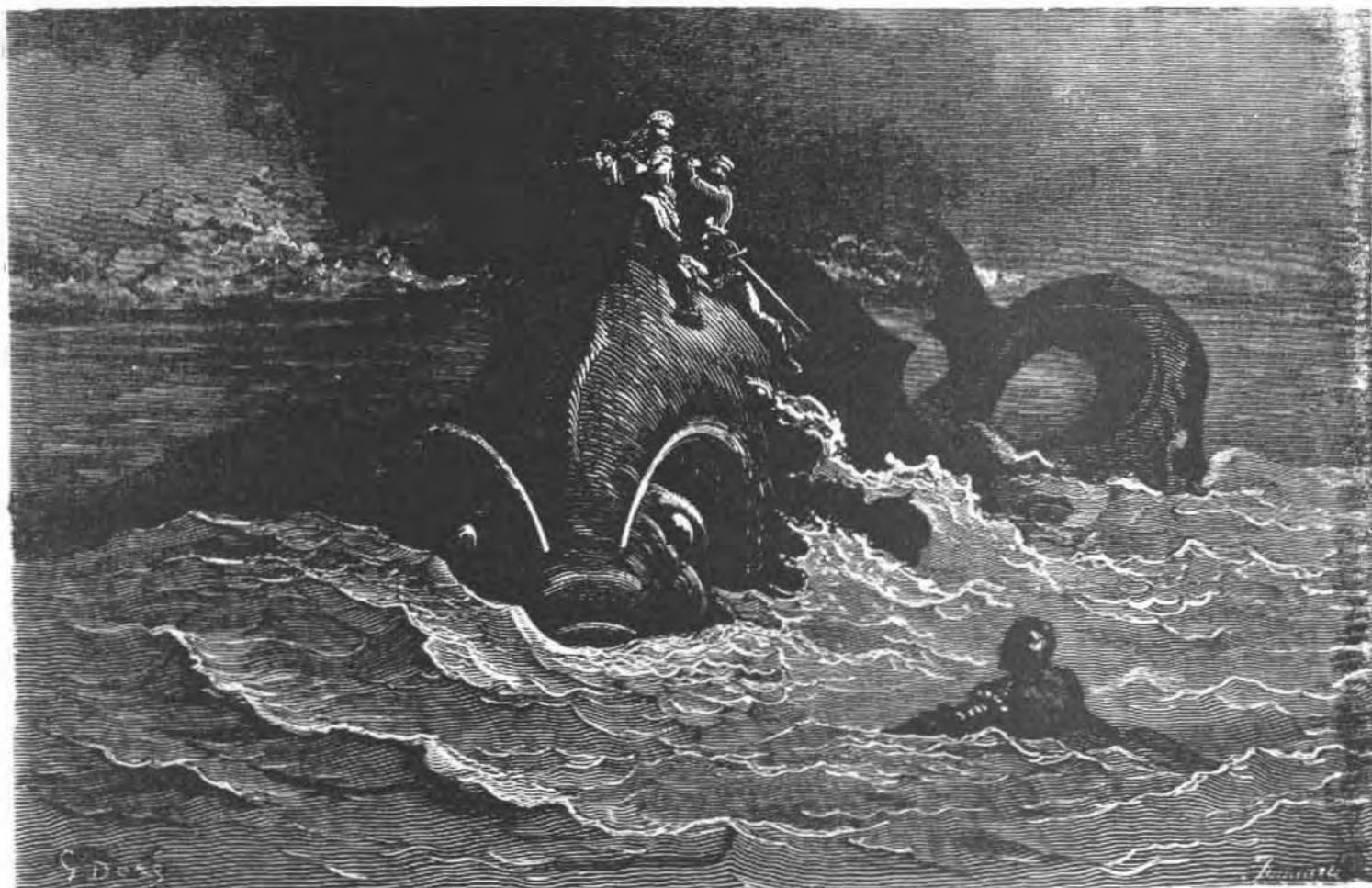
The main driving force within "The Beast" is its highly attuned territorial imperative. Other than hunger, nothing can spark the ferocity of "The Beast" like an invasion of what it considers to be its area. Currently, it has claimed the hull of the Silver Empress and everything around it for a space of 10' to be its territory and will conduct a lightning-swift attack if that zone is entered by someone. If, by some stroke of misfortune, "The Beast" is encountered while it is out hunting, it will attack anyone who comes within 30' of it. There have been very few that have survived its rapacious attacks, and those who have survived have ended up being maimed or crippled for life. The creature does not always engage in these savage attacks; if it encounters a group or a person outside its territorial limits, it will spend hours in hiding and observing the strangers.

Giant Octopus

Body Size: 10' diameter
 Tentacles: 30' in length
 Hit Dice: 10
 Hits to Kill Main Body: 35
 Hits to Kill Single Tentacle: 10
 (tentacle must lose all points to be severed)
 Damage: 1 - 8 (crush with tentacles)
 1 - 10 (Bite plus Save vs Poison or all voluntary
 muscles paralyzed)
 Chance per Turn of Being Outside Hull: 10%

The Beast

Hit Dice: 10
 Hits to Kill: 71
 AT: G
 Move: 30"/9" (Ocean/Land)
 Damage: 2 - 12 per hand
 3 - 18 bite
 Lair: 25% of being in hull
 Treasure: None





Silver Empress First Hit by Storm and Disabled Here *

Silver Empress First Spots Storm Here *

Lost Sails and Started Taking Water Here *

Crew of Silver Empress Abandons Ship Here
All But One Perish *

Presumed Resting Place of the Silver Empress
Wreckage and Sole Survivor Land Here *

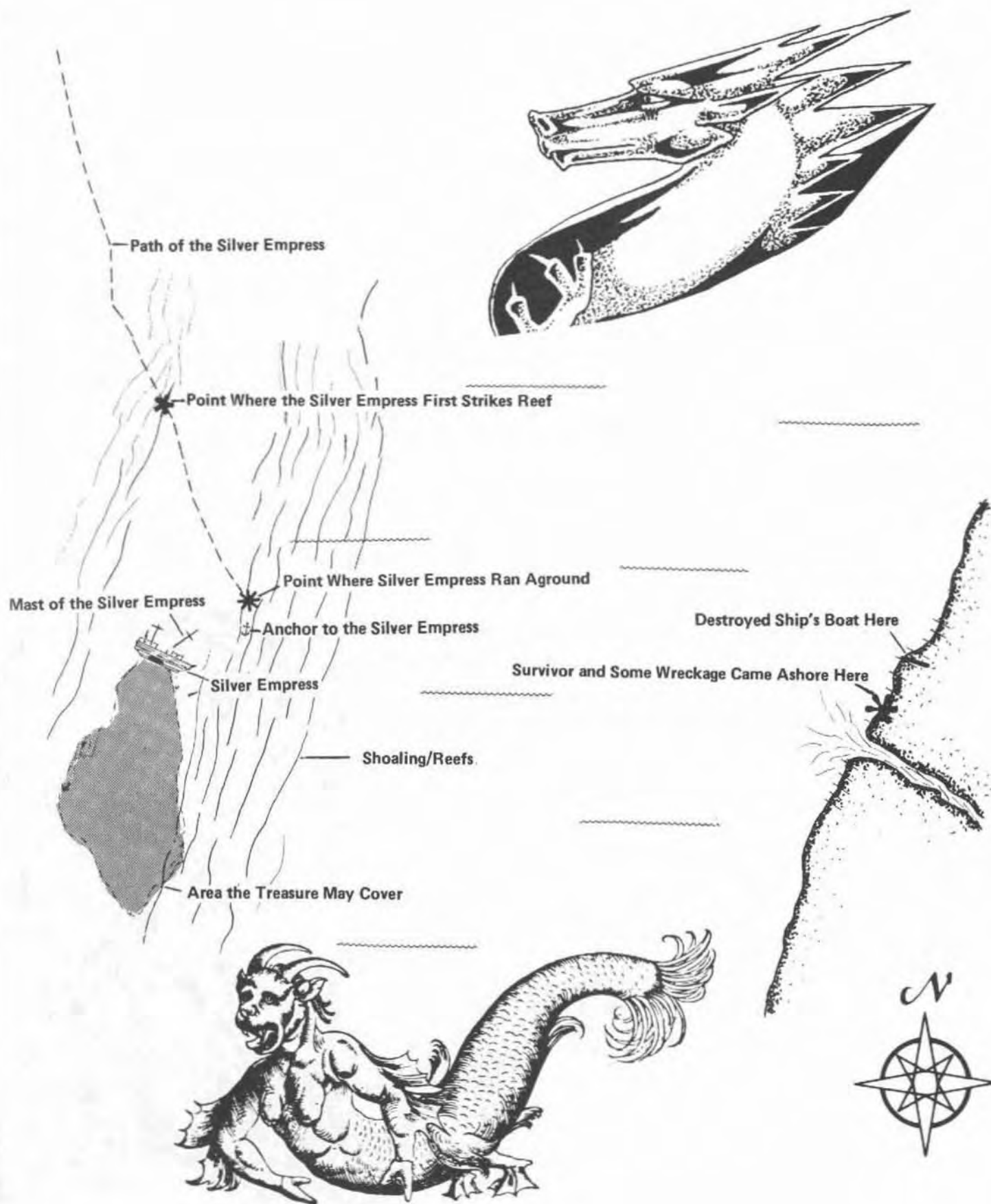
Temporary Fishing Village *

Survivor Found Here With Ship's Log *



VALLEY of the ANCIENTS

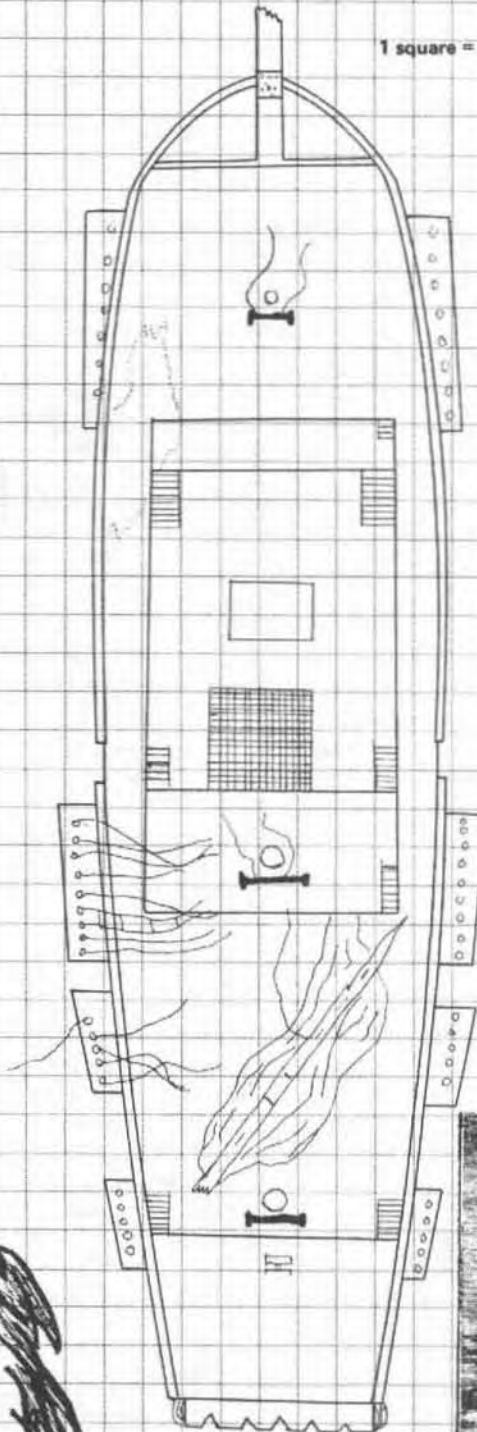
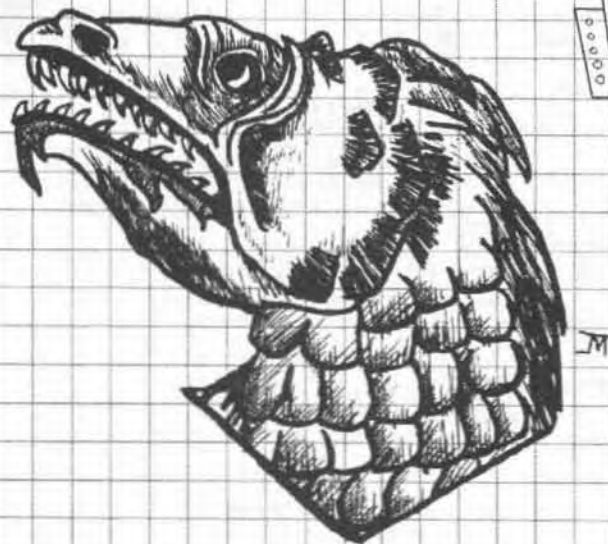
Campaign Map Three



PLAYERS MAP

THE WRECK OF THE SILVER EMPRESS

1 square = 10 feet



JUDGES GUILD



Various Metal Fittings

Hold Grating
(Broken Through)

Mast Stumps

Dotted Line Sections indicate Hull Damage

Each has Rope around it

Lair of
Major Underwater Encounter

Area Where Treasure
May Have Spread

Silver Bars

Remains of Yard Arm
with Sail and Rope

Ship's Wheel

Ornamental Carving

1 square = 10 feet

THE WRECK OF THE SILVER EMPRESS



THE SAVING OF KRIS KRINGLE

BY BART HUGHES



Judges Notes

This adventure was designed for 5 - 7 characters of 5 - 6th Level. The Judge should give one of the players a Scroll of Invisibility (usable only once) to help them get out of the city and through the enemy lines. Remember, this is just for fun, so have a Merry Christmas.

As the great wars racking the North cities of the Buska Mountain range wear on, the battle-weary human allies' morale drops lower and lower. Things have never been like this. The humanoids had always pushed previous Orcish invasions, started in Spring, back into the mountains. That was, however, before Drassak.

Drassak is the most cunning of any previous commander and is said to be smarter than any three Goblins or Orcs combined. Drassak has successfully defeated the Border Patrols of the Buska Mountains and captured two cities. These cities were really villages, and most of the inhabitants escaped back to Norwell before the Orcs could catch them. The North's most walled city, Norwell has taken in most of the refugees.

Drassak has used these two victories to whip his troops into a battle frenzy. The morale of his troops has increased with each settler's home they burned. Any captured prisoners are maimed and sent to the city of Norwell which the Orc and Goblin host now besieges. Every day at noon, Drassak tortures another human as the city watches.

The effect on the city has been devastating. Morale is at its lowest. Many who now dwell in the city feel that they will not live to see the Winter Equinox.

To make matters worse, the commander of the city Guard, Sorvic Holmshorn, is a pessimistic old fool. All assaults against the invading host have been spontaneous attacks with little planning and have, thus, been failures. Sorvic puts the blame on his sub-commanders, his soldiers, the direction of the wind, anywhere but on himself. In fact, his troops are actually better than the Orcs and Goblins, and his sub-captains are excellent leaders. Sorvic is old and set in his ways, however. At 65, he has spent most of his life in the cavalry of the lower plains. He only seems to know two combat techniques: Charge and Retreat. This type of fighting is much more effective in the plains of the South where there are no tricks like waiting for the charging troops to follow bait into ravines where a rainstorm of Arrows, Darts, and rocks can destroy them.

Actually, a swift victory is the invader's only hope. If the walled city can hold until spring, the regular troops of the South will be able to get through the snow and chase the Orcs and Goblins back into the mountains. The Goblin chief knows this and plans to attack the city on the night of the Winter Equinox. On the day of the Winter Equinox, Kris Kringle of the North flies around the world, under a spell of *Speed*, depositing gifts and trinkets under decorated pine trees. This day is a real shot in the arm for morale. This year, however, the Goblin chief plans a change. As a final morale effect, Drassak sent a group of fifty of his most-prized Orcs and Goblins with a vanguard of eight Snow Trolls to the far North, to Castle Kringle. The force entered a seemingly-abandoned cave and tunneled their way under the small wall and into the storage dungeon under Kris' house. Then they broke into the house when Kris was inspecting his magic reindeer, captured Mrs. Kringle, and left a note saying they would kill her unless Kris came, alone and unarmed, to pay a ransom. Now Kris, being the kind of person he is, went down with the ransom of 10,000 GP and, predictably enough, was set upon by the Orcs, who finally captured him, although he managed to kill 9 of them. Mrs. Kringle escaped in the tussle and is now inside the house with 22 of the Lyynger Elves.

The Goblin's luck has gone downhill ever since. That "seemingly abandoned cave" they tunneled in from now has some inhabitants, a group of 57 Ice Gorillas. The Goblins would be hard-pressed to defeat such adversaries. They now face the choice of trying to fight their way out through the Ice Gorillas or go through Kris' house.

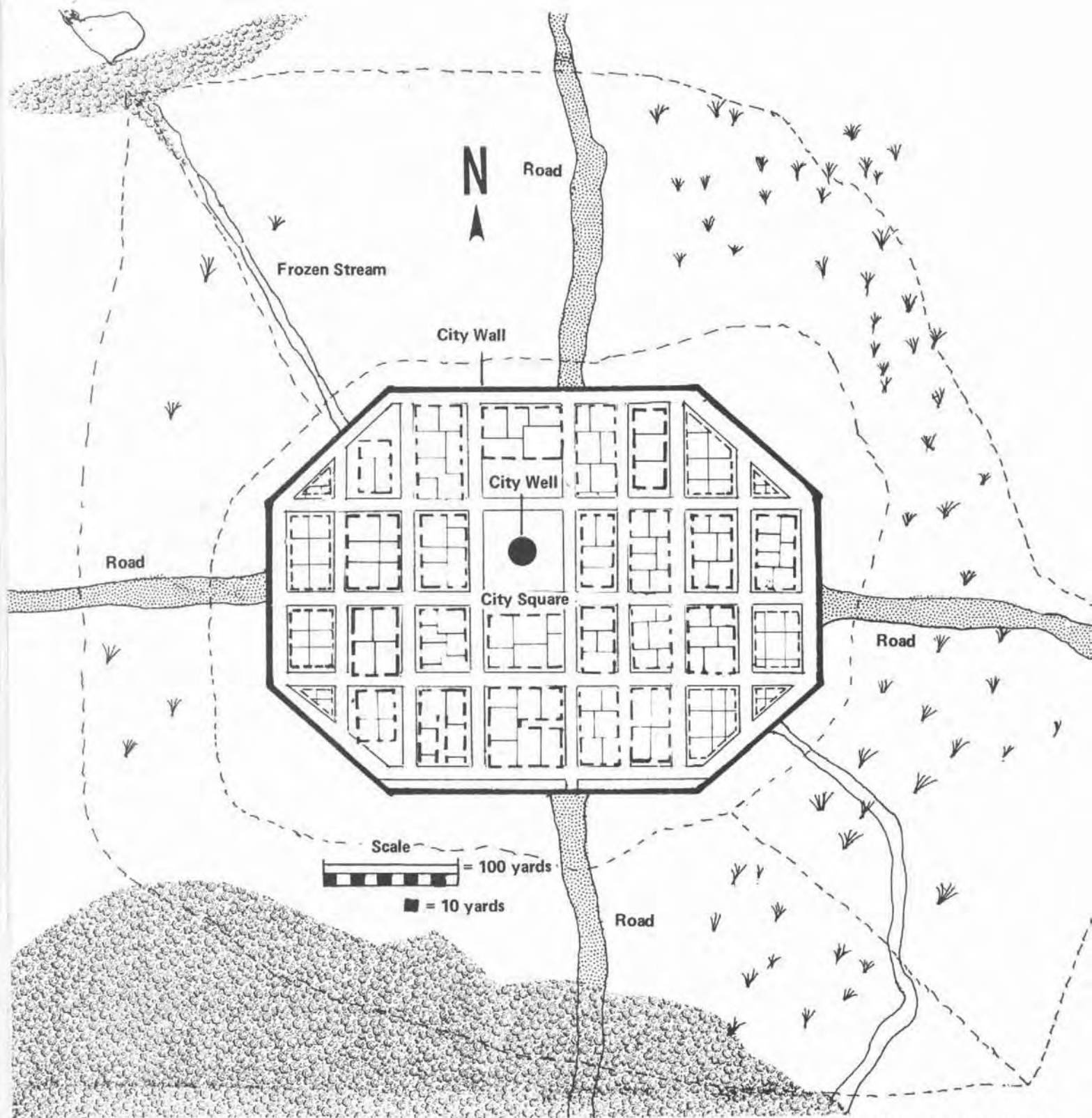
One week before the Winter Equinox, a Snow Dove will land at the player-character's residence bearing the following message:

"Time is running out. We can't hold the Orcs off much longer. Be at the Glistening Falls and read the following out loud as soon as possible:

'Eight reindeer pull the sleigh,
One Elf to lead the way,
Help arrives to save the day,
Now that fortune looks our way.'

Signed: Glenda Kringle"

First the player-characters will need to escape the town. General Sorvic has issued an ordinance that none may leave the city while it is being besieged. The characters must figure a way out of the city. The city wall that encircles the town is 30' wide and 60' high. Four portulli, one at each of the four entrances, contain fifty guards. Twenty pairs of guards are continually patrolling the walls. Rolling a 6 on 1D6 indicates that a guard pair walks past (roll every 3 minutes). If the adventurers are on the wall when guards walk by, roll 1D6. 1 - 3 indicates the guards see them, 4 - 5 indicates that they do not, and 6 indicates



the guards think they hear something, and the Judge must roll again. If the guards see them, because it is war time, they will probably throw Spears first and ask questions later while sounding the alarm.

Once outside the city, the Adventurers must make it through the enemy lines. The best place for them to do this is along the lines where the Goblin and the Orc factions touch. This is due to the communication breakdown (remember, Orcs and Goblins are not known for their rigid order); consequently, neither side really knows who is supposed to be there. The players may think of this or the Judge may choose to hint at this. At any rate, if the players are invisible, there is a 1 in 6 chance of being noticed. If they are not invisible, there is a 1 in 4 chance per 2 minutes of being spotted. If spotted and recognized (roll 1 - 6 on 1D8), the camp will chase after them with 100 - 200 bloodthirsty Goblins and Orcs.

If the adventurers make it through the enemy lines, roll 1D6 every hour. 1 indicates an encounter.

Glistening Falls is a waterfall that freezes every winter, creating a beautiful spectacle. The place was once *Blessed* by Kris, and any entering the clearing around the Falls will receive 1 - 4 HTK back if they have lost any during the struggle to exit the city and cross enemy lines. They must then speak the poem. Within 30 seconds of its recital, sleigh bells will be heard, and 2 minutes later a red sleigh pulled by 8 tiny reindeer will fly through the sky toward the characters and land near them. A

small Elf will be driving the sleigh, and he will tell the adventurers that his name is Gimbi and that it is urgent that they be on their way back to Castle Kringle. He will also tell them, once in the air, that Kris has been captured and Mrs. Kringle is in danger. He will say that the Orcs plan to kill Kris in front of the city before they assault it on the Winter Equinox. It will take the sleigh-load of adventurers 6 hours of flying to get to Castle Kringle.

Gimbi Silverton: CL: Clairvoyant/FTR; LVL: 2; Race: Lyynger Elf; HTK: 7; STR: 11; INT: 13; WIS: 14; CON: 13; DEX: 15; AGIL: 15; STA: 12; SPD: 15; LEAD: 13; LCK: 9; WPN: Shortsword (+1) and Short Bow (+2).

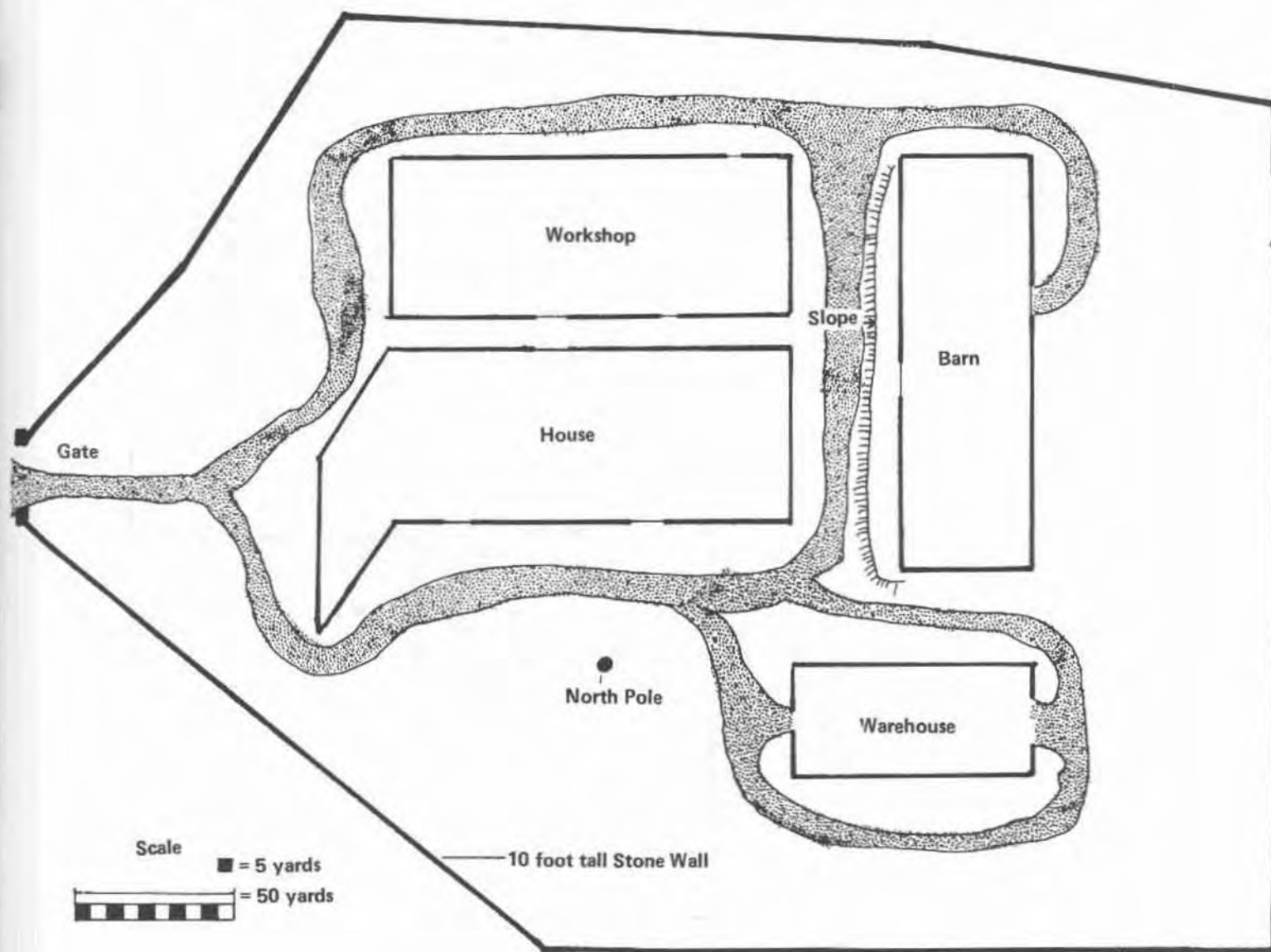
Gimbi has the ability to know who people are, what their motives are, and some of the immediate future. He is 4' 6" tall and weighs 89 lbs.

Gimbi will land the sleigh behind the barn unless the adventurers instruct him otherwise.

Inside the house, Mrs. Kringle is holding off the Orcs and Goblins with the remaining 16 Lyynger elves (not counting Gimbi). Until the time the adventurers arrive, the Orcs and Goblins have tried nothing but frontal assaults against the one opening from the dungeon. It has been 1 - 6 hours since their last attack. Mrs. Kringle will tell the characters that her group has killed 5 of the Orcs, 4 Goblins, and 1 Troll. She will give them a map of the two-level dungeon and split her force of 16 Elves, giving 8 to Gimbi and telling him to aid the adventurers. She is wounded and will guard the top of the stairs with the remaining Elves.

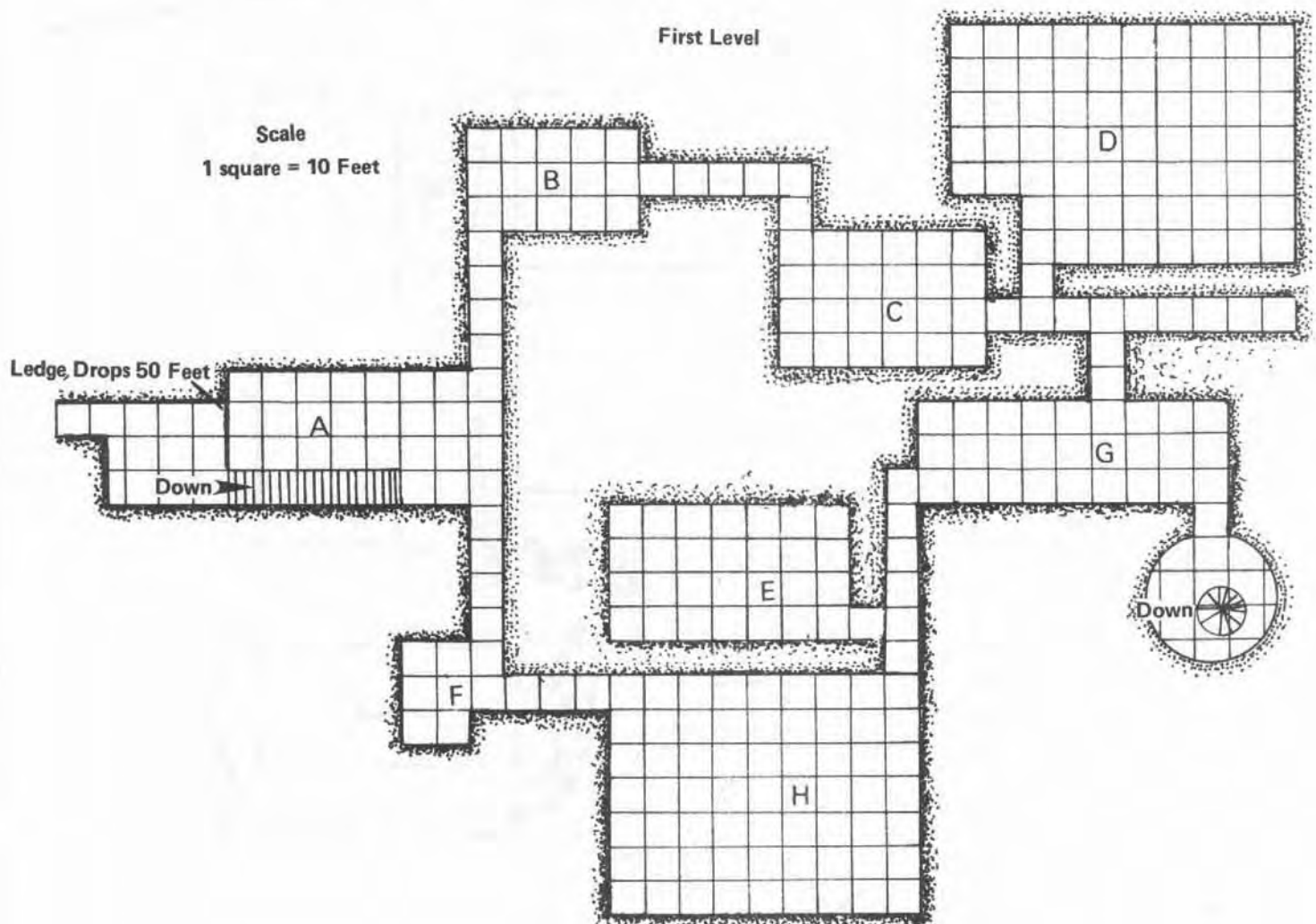
Glenda Kringle: CL: Mage/Cleric; LVL: 6; Race: Human; AT: E; HTK: 47; STR: 11; INT: 14; WIS: 14; CON: 12; DEX: 12; AGIL: 12; STA: 10; SPD: 11; LEAD: 14; LCK: 12; WPN: Rolling Pin. Height: 5' 1"; Weight: 169 lbs.

Garbed in red fur, Glenda wears her snow-white hair up in a bun. She has picked up most of her magical and Clerical ability from her husband. She is rather chubby with a melodius voice and, normally, wouldn't hurt a flea, but, with Kris in danger, she will do anything to save him.



Level One

- Room A:** Storage Room. This room contains the magical trinkets and toys Kris and his Elves produce. It also looks somewhat like a battleground. The door at the top of the 40' staircase is torn off its hinges. This happened when the Orcs raided the house the first time. The floor contains the bodies of 5 Orcs, 4 Goblins, and the massive body of a Troll. 5 Elves also lie on the stairs.
- Room B:** This room is empty except for the 2 Orc guards. They are HD: 3; HTK: 16, 10; AT: GB (Scale Mail, Shield, Helmet); WPN: Falchion (1 - 8/1 - 8) and Light Crossbow and Shortsword. The Orcs have drilled a hole in the door and take turns watching. If they see the adventurers coming, one will go to get help, and the other will fire Crossbow Bolts until the first guard gets back with help from Room H or he feels the party will break through the door. The door is now spiked shut, and it will take the other Orc 2 minutes to relay the message and get help.
The Goblin Sub-Captain in Room H will send 2 sentries (AT: F; HD: 3; HTK: 11, 16; WPN: Broadsword, Shortsword) to room G to spike the door shut and go below to warn their leader.
- Room C:** This room, by the time the adventurers get to it, will have the door spiked shut. It has the remains of a meal and some Orc droppings left by the Orcs on this level.
- Room D:** More trinkets and gifts. This room is obviously a store room. The Orcs have broken into some of the boxes, but, other than that, there is nothing out of the ordinary.
- Room E:** Another Storage Room. This room is empty except for one box of gifts.
- Room F:** 3 Goblins and 1 Orc guard this room. If the Goblins meet the party, they will throw as many of their 4 Daggers as possible and make a fighting withdrawal to Room H. The Orc will immediately retreat to Room H to get help.
Goblins: HD: 2; HTK: 12, 10, 9; WPN: 4 Daggers and Broadsword each. Orc: HD: 3; HTK: 16; AT: F; WPN: Spear and Scimitar.



Room G: Empty except for six crates of fruit.

Room H: This room contains 11 Orcs, 1 Goblin, and 1 Troll. Orcs: AT: G (Scale Mail); HD: 3; HTK: 9, 11, 13, 6, 9, 14, 3, 5, 20, 16, and 10; WPN: Scimitars. Goblin: AT: F; HD: 2; HTK: 8; WPN: Shortsword. Snow Troll: HD: 5; HTK: 27; AT: H (Giant Scale Mail); WPN: Giant Mace (1 - 10) or Fists (1 - 8/1 - 8), plus, characters under 300 lbs. are knocked off their feet. Score of 20 on dice knocks character unconscious.

This party of reinforcements is composed of battle-hardened veterans. They will fight until one side or the other is dead.

Level Two

Room I: 4 Sentries: 2 Orcs: AT: GB (Scale Mail and Shields); HD: 3; HTK: 12, 8; and 2 Goblins: AT: E; HD: 2; HTK: 13, 7; WPN: Light Crossbow and Scimitar. These troops will fire a volley of Light Crossbow Bolts and run to Room N. If the lower level is alerted, the Captain will combine all the forces that previously had been working on digging a tunnel out into the main grounds of Castle Kringle.

The Stats for the assembled war party are as follows: 8 Goblins: AT: EB (Studded Leather and Shield); HD: 2; HTK: 13, 11, 11, 10, 4, 6, 7, 9; WPN: Shortsword; 8 Orcs: AT: GB (Scale Mail and Shield); HD: 3; HTK: 18, 14, 15, 10, 13, 6, 9, 15; WPN: Scimitar; 4 Trolls: AT: J (Giant Splint Mail); HD: 5; HTK: 24, 24, 21, 26; WPN: Fist or Club, both 1 - 10 DAM. The Trolls will attack immediately, followed by the Orcs. The rest of the war party will not be able to attack until 3 Trolls are dead or a party member gets between the Trolls and Orcs. They will not retreat because they have nowhere to retreat to.

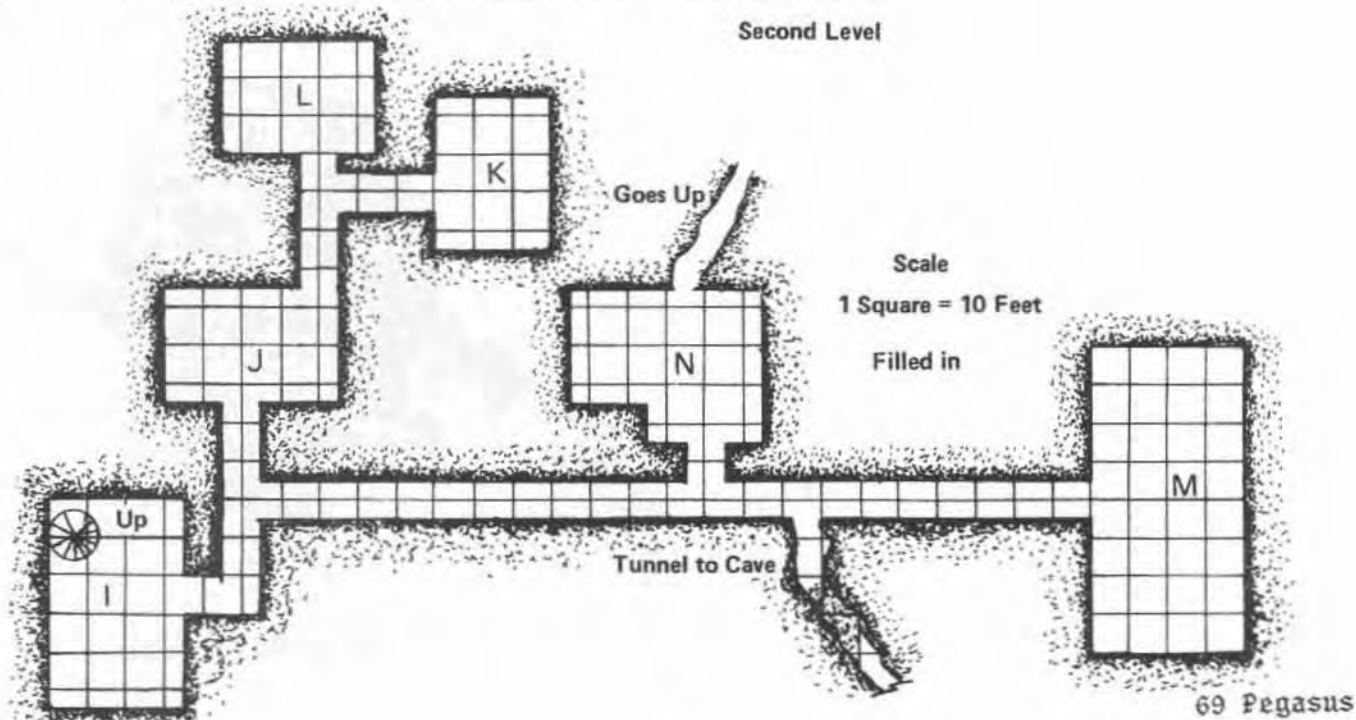
Room J: This room contains crates of foodstuffs. 17 of these crates have been opened, and the Orcs have turned this room into a kitchen. There are no Orcs in this room at this time.

Room K: Being about 600 ft. underground, this room makes a great food locker, as would any room on this level. It contains 6 sides of beef and 2 reindeer and 4 lamb carcasses. The Orcs have also broken in here and eaten some of the food.

Room L: Another storage room for clothing, etc. The invaders have done nothing more than open a few of the crates.

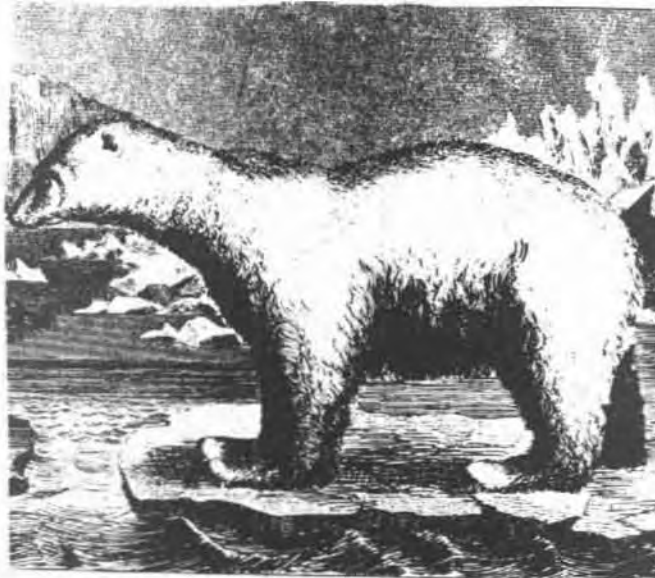
Room N: Kris is tied up here with a bag over his head. He is weary but not really harmed. Guarding him are 2 Orcs: AT: G; HD: 3; HTK: 11, 10; WPN: Shortsword, Scimitar; 3 Goblins: AT: E; HD: 2; HTK: 4, 9, 7; WPN: Shortsword; and 2 Trolls: AT: J (Giant Splint Mail); HD: 5; HTK: 30, 26; WPN: Clubs and Fists. These guys are desperate. The Trolls will attack immediately while the others hide behind Kris. If the Trolls are killed, the Goblins will hold a Dagger to Kris' throat and threaten to kill him unless the player-characters let them leave.

Kris has a spell that he needs only his mind to perform: *Super Slumber*. He will cast it when he hears the party members answer. All enemies of the party will fall asleep. After the party has untied him, Kris will thank the party members by giving them a ring with one *Wish*. That's right; this ring will give them almost anything they want. I would recommend that the Judge not describe it quite so grandly, however. The ring is only usable once. Kris will also give each player 1,000 GP each and have Gimbi take them wherever they wish to go. He will not take them himself because he must prepare for the Winter Equinox.



Encounter Table

01 - 06	1 - 4 Brown Bears
07 - 12	10 - 20 Orcs on Patrol
13 - 19	1 - 2 Black Bears
20 - 28	1 - 10 Ice Gorillas
29 - 37	5 - 20 Snow Hens
38 - 46	3 - 18 Ducks
47 - 54	2 - 12 Geese
55 - 66	1 - 6 Snow Trolls
67 - 74	10 - 50 Goblins on Patrol
75 - 90	1 - 6 Polar Bears
91 - 97	1 - 20 Dwarves
98 - 00	1 - 10 Lyynger Elves



Monster Description

Ice Gorillas

AT:E
 HD:5
 ATTACKS: 3 (1 - 8/1 - 8 or by mouth 1 - 6)

These Gorillas travel in loose bands of 10 - 50 over the tundra of the North. They are carnivorous and, of course, enjoy human flesh.

Snow Trolls

AT: D plus Armor
 HD:5
 ATTACKS: 1 plus weapon
 DAMAGE: By weapon or fists 1 - 10
 SPECIAL ATTACK: See Below
 FREQUENCY: Uncommon
 MOVE: 5 mph

Due to their incredible strength, when an opponent under 300 lbs. is struck by the Snow Troll, the opponent will be knocked off its feet. These huge creatures derived from giants in the far reaches of the north. They are of average intelligence.

Goblin

AC: B (Natural, but can wear Armor)
 HD: 1D6, 1, 2, 3, 4, or 5
 MOVE: 9" or 12" (1D6 - 3 HD or 4 - 5 HD)
 DAMAGE: By Weapon
 (Usually Club, Spear, or Morning Star)

Goblins are ugly, misshapen, evil, and mischievous beings. They love to torture most life forms. They sometimes live and work well with Worgs and are sometimes enslaved by larger monster-types or powerful beings.

Lyynger Elves

AT:E
 AD:3
 ATTACK:1
 WEAPONS: Shortsword or Dagger

These Elves differ from other Elves in that they are much smaller and live much longer. Their average height is about 3' 6", and they weigh about 72 lbs. They have some mining ability and enjoy doing precision work. They have infra-vision.

Orcs

AT: B (Natural, but can wear Armor)
 HD: 1, 2, 3, 4, 5, or 6
 MOVE: 12"
 DAMAGE: By Weapon

Orcs are larger, fiercer, Goblinoids. They are good miners and can see into the infra-red spectrum. They usually wear Ring or Chain Mail and favor Scimitars, Axes, Hammers, and all sorts of Pole Arms.



Snow Troll



HANGING OUT IN THE CITY STATE

by
**EDWARD
R. G.
MORTIMER**

Here we are, again, at the City-State. In this issue, I have a very special treat for you Thieves out there - a special invitation to a party at The Slave Masters Guild. It promises to be a gala event with many rich folk attending. Here's your chance to rub elbows with (and pick the pockets of) the City-State's most influential citizens. But, please, be careful; if you should get caught, I shudder to think how long you would spend in jail.

So, without further delay - on to the party!

Judge's Notes

This scenario is designed to be used by Thief-type characters who have a high probability of success when picking pockets.

To begin this scenario, the player-character(s) must find the special invitation(s). This is very easy to do. If the character frequents a tavern, the following sequence of events will take place. They can either be narrated or acted out by the players. The choice is yours.

Tavern

One night, as you (the player-characters) are enjoying yourself at your favorite bar, some new people enter (as many as there are player-characters). These people are obviously drunk (from their ridiculous antics) and rich (from their expensive clothes and jewelry). They order drinks and sit at the table next to you. One pulls out

a deck of cards, and they start to play poker. Another asks you if you wish to join the game. You accept. As the night wears on, they get more intoxicated until, finally, only one is awake. He, too, then falls asleep. It is late at night; your group is the only one left in the tavern. You slyly reach over and cut the purse(s) off the one(s) next to you and calmly proceed to shovel the coins from the table. You look around; nobody is paying any attention to you, so you remove a couple of rings and the purses from the rest and say your good-nights as you exit into the cool night air of the City-State.

If your player-characters do not frequent a tavern, then the following sequence of events will take place. As with the preceding sequence, this can be narrated or played out.

Non-Tavern

One night, as you (the player-characters) are strolling through the streets of the City-State, a few drunken revelers approach from the other end of the street. As you watch, they stumble into an alleyway, and you can hear them making fun of someone who passed out. By the time you approach the alleyway, there are no longer any sounds emanating from it. You carefully peer into the darkness, and you see them sprawled about the alley, all "dead to the world." From their clothes, you can tell they are rich. You look around; no one is in sight, so you calmly walk up and rob them blind.

In either case, tavern or non-tavern, the loot garnered will be the following:

- 100 GP per person
- 70 SP per person
- 3 Amethysts per person
- 1 Ring per person (gold and diamonds worth 800 GP each)
- 1 Silver inlaid, mahogany square (3" x 3") which is an invitation to a party at the Slave Masters' Guild (one for each person) which is taking place "tomorrow" night

A Brief History of the Slave Master, Ragolet the Ruffian

Ragolet began his long career as a common ruffian, hence, his name. He was not to remain a ruffian for long! Quickly, he learned that selling people as slaves was very profitable. Some say he discovered this fact after being "kidnapped" and sold into slavery himself. He was astounded by the price that was paid for him, and the "little wheels inside his head" began formulating the start of a "brilliant" career.

After "losing" his new master, Ragolet gathered his ruffian friends together and started a kidnapping and selling business. Profits poured in, and, by exercising a little (ruffian) muscle, he eventually became the Guildmaster of Slave Masters.



As Guildmaster, Ragolet collects one slave a year (his choice) from each Slave Master. From these commissions, he has collected 20 of the most exotic female slaves from all over the world. They are his pride and joy, and he constantly looks to increase their number.

Physically, Ragolet is short and slightly stocky. He has a short, cropped beard that is salted by white whiskers, and his hair flows wildly from his head. His hands are large and gnarled and somewhat clumsy. He is bothered by a chronic cough which has affected his health a great deal. At one time, he was known for his talent at wrist-wrestling, but he has not accepted a challenge since he lost 13 straight matches 8 years ago. Ragolet is 49 years old.

Ragolet carries a magical +1 Broadsword at his side, encased in a silver-studded scabbard worth 75 GP. His clothes are made of the finest materials available, and he is partial to furs, especially marten.

One throwback to his ruffian days is his love of wild parties. Food, drink, and entertainment abound when Ragolet throws a party. Indeed, he even allows his prized slaves, the 20 exotic females, to serve and entertain his guests.

Each of his treasured slaves is at least an 18 CHAR, and he gives them jewelry to demonstrate his pleasure in them. Each slave wears 1,000 GP worth of jewelry (silver and Sapphires).

The Adventure

The adventure is detailed in the following manner: The rooms are numbered, and in the description will be listed all the people that are in each room. The personal descriptions of the people can be found at the end of this scenario. Also with the personal descriptions is a quoted sentence. These sentences are to be used by you, the Judge, to initiate and/or sustain a conversation with the player-characters. They indicate what is uppermost upon that particular person's mind and what he or she is most inclined to talk about.

There are two characters that need some clarification. One is Sylperi the Spellbinder, the owner of the Red Pearl Inn on Water-Rat Road. Sylperi is at the party uninvited, but nobody knows he is there because he is invisible when the adventure begins. He is sneaking around, picking pockets at his leisure, and enjoying himself as he Pegasus 72

samples the fine food and drink that is available. He also loves to play harmless pranks on unsuspecting victims (and, to an invisible person, nearly everyone is an unsuspecting victim).

Sylperi does this sort of thing quite often. He is able to do these invisible adventures with the aid of a spell he created. By using this spell (*Sylperi's Marvelous Ensorcellment*), he is able to become and remain invisible for a length of 168 hours (1 week). He may voluntarily become visible at any time during the spell's duration, but can only be forced to become invisible by the use of some sort of magic-cancelling spell, magic item, or technological device. If he becomes voluntarily visible, he can become invisible again by simply wishing to do so. This is a very powerful spell, but it does have one drawback of which Sylperi is not aware. Each time the spell is used upon a person, there is a 50% chance that the person will permanently lose one point of LCK or WIS (determine randomly). So far, Sylperi has been lucky, but, sooner or later, he will pay for his many uses of the spell. If neither of the above ratings are used in your campaign, choose whichever ratings you think are most appropriate.

Remember that the player-character(s) are just as vulnerable as anyone to Sylperi's pranks and/or thievery. He almost never picks pockets, but steals items that are laid down by the owner; all items he wishes (that he is touching and is entirely within a 10-foot radius) to become invisible will be invisible and subject to the normal effects of the spell from there on).

The second character is Hippotier the Kind, the owner of the Bazaar on Bywater Road. Hippotier is a very clever "Japanese Ogre." This type of Ogre differs from normal Ogres in that they are very intelligent and can cast magic. They also have two special abilities. One is to become invisible at will; the other is the ability to assume the shape of any human-type being (e.g. Humans, Elves, Dwarves, Goblins, etc.). This second ability is particular enough that the Japanese Ogre can assume the shape of a specific person.

Hippotier masquerades as a kindly, old gentleman who loves to chat about nearly everything.

He is here to make new friends (all of his old ones have been eaten. . .), and, perhaps, buy another female Altanian slave or two. He will offer to

sell items from his shop at a 30% discount to his newly-acquired friends (the players).

The Party

Only information not available in the City State of the Invincible Overlord is given here.

The following table is for wandering encounters during the party. Every 15 minutes, one roll should be made. A roll of 1 - 3 on 1D6 indicates an encounter.



Encounter Table

Roll % dice to determine who is encountered. The following abbreviations are used:

G = Garb
TT = Tress Tints
C = Complexion
H = Height
VS = Vital Statistics
A = Age
PP = Platinum Pieces
GP = Gold Pieces
MP = Mithral Pieces
SP = Silver Pieces
GM = No./No. = Gems = Number of gems/total worth of gems in GP.
JW = No./No. = Jewelry = Number of pieces of jewelry/total worth of jewelry in GP.
FR = No./No. = Fur Clothes = Number of fur items/total worth of furs in GP
FTR = Fighter profession
LVL = Level of proficiency.

When Exotic Female Slaves are encountered, they will be acting as serving maids. Everything is available for the asking - this is a rich party.

- | | |
|----|--|
| 01 | Exotic Female Slave No. 1: G = Amazon, TT = Sky Blue, C = Ebony, H = 4' 9", VS = 37 - 25 - 35, A = 29. |
| 02 | Exotic Female Slave No. 2: G = Amazon, TT = Brunette, C = Milky White, H = 4' 6", VS = 35 - 23 - 33, A = 27. |
| 03 | Exotic Female Slave No. 3: G = Priestess, TT = Auburn, C = Red, H = 6' 6", VS = 39 - 28 - 37, A = 17. |
| 04 | Exotic Female Slave No. 4: G = Wood Nymph, TT = Brunette, C = Ebony, H = 4' 3", VS = 34 - 22 - 32, A = 17. |
| 05 | Exotic Female Slave No. 5: G = Wood Nymph, TT = Blonde, C = Ebony, H = 5' 0", VS = 33 - 22 - 31, A = 27. |
| 06 | Exotic Female Slave No. 6: G = Priestess, TT = Brunette, C = Bronze, H = 4' 3", VS = 34 - 24 - 32, A = 28. |
| 07 | Exotic Female Slave No. 7: G = Priestess, TT = Sable, C = Dusky Olive, H = 4' 6", VS = 35 - 25 - 33, A = 26. |
| 08 | Exotic Female Slave No. 8: G = Sea Nymph, TT = Silver, C = Milky White, H = 5' 0", VS = 38 - 26 - 36, A = 19. |
| 09 | Exotic Female Slave No. 9: G = Page, TT = Blonde, C = Bronze, H = 4' 9", VS = 36 - 25 - 34, A = 21. |
| 10 | Exotic Female Slave No. 10: G = Shepherdess, TT = Sable, C = Ebony, H = 4' 9", VS = 38 - 28 - 36, A = 19. |
| 11 | Exotic Female Slave No. 11: G = Sea Nymph, TT = Lilac, C = Bronze, H = 4' 9", VS = 42 - 30 - 40, A = 17. |
| 12 | Exotic Female Slave No. 12: G = Amazon, TT = Blonde, C = Downy Golden Fur and Feline Tail, H = 5' 0", VS = 32 - 22 - 30, A = 25. |
| 13 | Exotic Female Slave No. 13: G = Shepherdess, TT = Brunette, C = Dusky Olive, H = 5' 6", VS = 38 - 26 - 36, A = 20. |

- 14 **Exotic Female Slave No. 14:** G = Beggar Girl, TT = Light Green, C = Pale Blue, H = 5' 3", VS = 40-28-38, A = 23.
- 15 **Exotic Female Slave No. 15:** G = Page, TT = Blonde, C = Feathery Down and Wings, H = 4' 3", VS = 35-25-33, A = 18.
- 16 **Exotic Female Slave No. 16:** G = Priestess, TT = Silver, C = Dusky Olive, H = 5' 3", VS = 38-28-36, A = 30.
- 17 **Exotic Female Slave No. 17:** G = Mermaid, TT = Irridescent, C = Scaled and half mermaid, H = 5' 9", VS = 33-22-31, Age = 17.
- 18 **Exotic Female Slave No. 18:** G = Beggar Girl, TT = Sable, C = Bronze, H = 4' 3", VS = 35-23-33, A = 21.
- 19 **Exotic Female Slave No. 19:** G = Priestess, TT = Sable, C = Yellow, H = 4' 6", VS = 32-22-30, A = 21.
- 20 **Exotic Female Slave No. 20:** G = Page, TT = Sky Blue, C = Milky White, H = 6' 6", VS = 39-27-37, A = Amazon.
- 21 **Hippotlier the Kind** (Bazaar, Bywater Road): 20 PP, "I have just the right for you at my bazaar!"
- 22 **Muelash Bahdar** (Money-Lender, Silver St.): GM = 5/1,500, "Let's go take a gander at the slaves for sale; maybe we'll see one we like."
- 23 **Whelp Roarbek** (Firedrake Mead Hall, Silver St.): 10 PP, 50 GP, "This party ain't bad, but I put on a better show every night at my place."
- 24 **Knafar Ketil** (Money Changer, Silver St.): 50 PP, "Have you seen Muelash Bahdar around?"
- 25 **Tregardis the Thunderer** (Mercenary Guild, Silver St.): 47 GP, "I've got a good job available for Warriors such as yourself - as harem guards!"
- 26 **Llandwellan the Blue** (Wizard's Keep, Water Rat Rd.): GM = 20/6,000, Ring of Flight, Wand of Ice, "It's good to get away from the humdrum of guarding the City."
- 27 **Roenar Kavin** (Sea Captain, Water Rat Rd.): 100 GP, 3 MP, "Next week I sail across the Windark Sea for the Overlord!"
- 28 **Gruen Guffaw** (Laundry, Water Rat Rd.): 1 GP, 3 SP, "Wow! I never dreamed..."
- 29 **Demioi the Drunkard** (Ship Builder, Water Rat Rd.): 10 MP, 50 GP, "Come on over to my place next Thor's Day; I'm throwing a real party!"
- 30 **Varlik the Patriot** (Admiral, Water Rat Rd.): 100 GP, "...and then there's the time I held off an entire army of Goblins all by myself..."
- 31 **Pyom the Charlatan** (First Born Inn, Water Rat Rd.): 50 PP, "Hmm, let's see, you're a Leo, right?"
- 32 **Durdar Tawag** (First Born Inn, Water Rat Rd.): 50 PP, "So, you say you need a potion?"
- 33 **Flakis Boarck** (First Born Inn, Water Rat Rd.): 50 PP, "One time, as I was gilding a party through a mountain pass, a Roc..."
- 34 **Balinoika the Fay** (Shipping Magnate, Water Rat Rd.): 200 GP, Efretil Bottle with an Efretil inside, "My merchant fleet is growing fast. Pretty soon..."
- 35 **Plump Ponwer** (Perfumer, Wailing St.): GM = 7/350, "You need a false I.D.?"
- 36 **Tasso Garnet** (Courtesan, Twilight Rd.): 2,860 GP worth of Body Jewelry, 3 Dwarf Jugglers, 4 Halfling Guards, and 3 Hand Maidens, "You've been ogling me all night!"
- 37 **Dukas Prem** (Jeweler, Twilight Rd.): GM = 8/1,600, "Fine party..."
- 38 **Masher Meryl** (Masher's Gaming House, Sea Brigand's St.): 50 PP, "You like to gamble? I've got the best games in the City!"
- 39 **Atmiot the Tenth-Thane** (Government Bureau, Regal St.): GM = 5/750, 50 PP, "The Overlord can't get along without me!"

- 40 **Athelbrus the Affable** (Sorcerer's Supply House, Regal St.): GM = 2/200, 50 GP, Medallion of Magic Aura Detection, Ring of Fiery Bolts, "I heard you were interested in obtaining various monster parts. If so, I'm the man to see!"
- 41-50 **Cenachis the Bare, Ember Ochter, Jugs Karizna, and Fluttering Bizet** (Dancers, Plaza of Profuse Pleasures): JW = 8/60 each, "What are you boys doing?"
- 51 **Crackers Rastiknor** (Velvet Bed or Table, Plaza of Profuse Pleasures): 50 PP, "I've got 160 female slaves working in my establishment!"
- 52 **Herald Varklet** (Fur Shop, Plaza of Profuse Pleasures): FR = 4/480, 50 PP, "You'd look fantastic in a Leopard cloak!"
- 53 **Gnarling Guikarn** (Tax Collector, Slave Market Plaza): 50 GP, "Did you pay the Royal Tax on those slaves?"
- 54 **Hodatti of Altania** (Bazaar, Slave Market Plaza): 50 GP, Gold Key around neck worth 20 GP, "Hey, are you interested in a brass gong? Real cheap!"
- 55-60 **Amlith the Riotous, Slesbert the Intoner, and Budbredi** (Minstrels, Slave Market Plaza): 20 PP, 30 GP each, "Let us sing you a song of the forest."
- 61 **Zog the Mutant** (Brass Bazaar, Slave Market Plaza): 50 PP, "I got all kinds of metal ware at my shop..."
- 62 **Cetmiot** (Winery, Slave Market Plaza): 30 GP, "I gosh shum o da besh shtuff in da hhole City!"
- 63 **Veli the Rank** (Lust Shop, Slave Market Plaza): 22 GP, "I can guarantee..."
- 64 **Delphia the Tender** (Delphia's Delight, Slave Market Plaza): 30 GP, Amulet of Youth (10 years younger), "How about a late night snack at my place?"
- 65-75 **Wench Delfansa, Bumps Clorina, Brazen Belina, and Laychina the Bundle** (Dancers, Murky St.): JW = 3/70 each, "Hey, where have you been all night?"
- 76 **Gilamar and Merwina the Lithe** (Fortune Teller, Street of Maelstroms): 50 PP each and Merwina has JW = 1/350. Both have a jewelled magic Dagger, "Would you care to know what the future holds in store for you?"
- 77 **Beleroptar** (Boar's Head Tavern, Street of Maelstroms): 50 GP and wears a garlic necklace, "You haven't seen any Vampires around, have you?"
- 78 **Lady Amphisbia** (Hot House, Street of Maelstroms): JW = 10/1,250, "How'd you like a sauna?"
- 79 **Slavemaster Makcalet** (Slave Fire Brigade, Guardsman's Rd.): 60 GP, "That's a mighty fine weapon you have there, boy!"
- 80 **Scultor the Miniaturist** (Artist, Festival St.): JW = 1/100, "My, my! You're the spittin' image of World Emperor! You better not let the Overlord see you!"
- 81 **Muliena the Lioness** (Happy Harpy, Festival St.): FR = 1/100, "Purrrrr!"
- 82 **Bergin the Loafer** (Poet, End Gate Rd.): 45 SP, "ZZZZZZZZZZZZ!!!"
- 83 **Castig Sun-hiker** (Slaver, End Gate Rd.): 50 PP, 10 MP, "I heard you were looking for a Dwarf slave."
- 84 **Lampoon Tryfineri** (Crystal Flagon Banquet Hall, Damp St.): "Trash like you would never get into my place!!!"
- 85 **Rewang the Reconciler** (Magistrate's Residence, Cross Road): JW = 1/500, 50 GP, "Ahhh! nothing like good food, good people, and a good party!"
- 86 **Alobroge Ruta** (Slaver, Caravan St.): 50 SP, and a huge nose, "Hey! You leave my nose out of it!!!"
- 87 **Thestorina** (Courtesan, Caravan St.): JW = 4/480, "Hey, big boy! You have any deep, dark secrets you'd like to tell me?"
- 88 **Ragolet the Ruffian** (Your Host): JW = 4/400, "I hope you're enjoying yourself."

89-00 1 - 3 **Slave Guards** (Scimitar, FTR, LVL: 1): Whatever is appropriate, which is mostly silence.



The Maps

Below are the details of the keyed areas on the floor plans.

- 1 **Front Door:** Here stand two Slave Guards (see table above). They will demand to see an invitation and then will allow entry when one is produced. Exotic Female Slave No. 15 is here bringing wine to the guards.
- 2 **Main Reception Hall:** Here, the party is in full swing. The room is decorated in Early City-State (e.g. suits of armor, coats of arms, overstuffed chairs, elegantly carved furniture, 25 marble statuettes of mythical creatures worth 100 GP each, silver candle sconces which are too big to pocket, etc.), and many chairs, couches, and loveseats have been made available to the guests.
Currently in this room are 15 of the people listed in the table. Choose them randomly or specifically, whichever you prefer.
- 3 **Hallway:** Some of the party-goers are hanging around in the hallway. Choose 6 and place them here. The hallway is decorated with tapestries that depict different views of the City-State and are worth 50 GP each. There are eight silver candle sconces which provide light.
- 4 **Dining Area:** This area is decorated with carved oak tables and chairs, overstuffed chairs, ebony end tables, silver oil lamps worth 35 GP each, and tapestries depicting banquets, feasts, and festivals (worth 50 GP each).
Within the room, munching on all types of exquisite foods, are 11 party-goers (see 5 also).
- 5 **Stairway:** This stairway leads up to the second floor. There is a Slave Guard here, keeping an eye on things.
- 6 **Kitchen:** This kitchen is completely stocked with every imaginable utensil and exotic food-stuffs. Working here are four old cooks (females). They will cook anything desired by the guests.

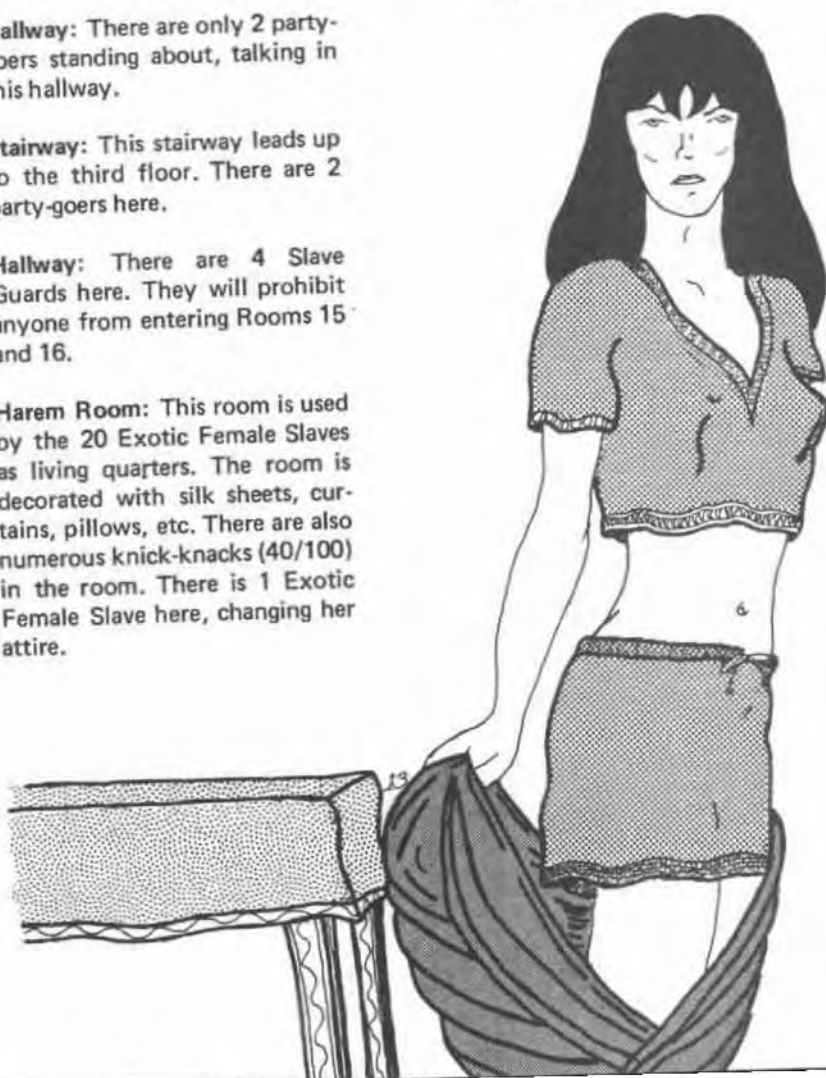
- 7 **Upstairs Landing:** There is a Slave Guard here, keeping an eye on things.
- 8 **Private Room:** Used for guests, this room is an extravagantly furnished bedroom. Many silver knick-knacks are placed about (10/500). Two party-goers are currently here.
A secret compartment in the stone wall hides 430 GP in a sack.
- 9 **Private Room:** As No. 8 in all respects except that the gold is hidden under a loose floor board.
- 10 **Living Room:** This room is used by Ragolet and his Exotic Female Slaves when they are just relaxing. The ebony end tables hide a total of 10 gold plates on their undersides. Each plate is worth 100 GP.
There are 4 party-goers within.
- 11 **Hallway:** There are 5 party-goers standing about, talking.
- 12 **Hallway:** There are only 2 party-goers standing about, talking in this hallway.
- 13 **Stairway:** This stairway leads up to the third floor. There are 2 party-goers here.
- 14 **Hallway:** There are 4 Slave Guards here. They will prohibit anyone from entering Rooms 15 and 16.
- 15 **Harem Room:** This room is used by the 20 Exotic Female Slaves as living quarters. The room is decorated with silk sheets, curtains, pillows, etc. There are also numerous knick-knacks (40/100) in the room. There is 1 Exotic Female Slave here, changing her attire.

- 16 **Master Bedroom:** Ragolet's room is furnished in mahogany, satin, and silver. He also has a wall-to-wall giant ram rug and several hunting trophies on the wall (Tiger, Baby Dragon, Griffon, Hippogriff).

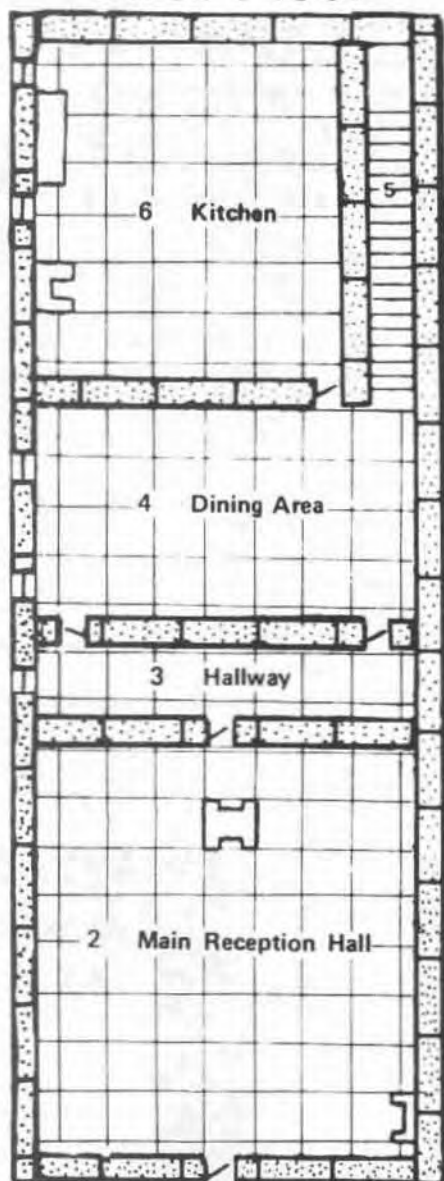
He has 10 gold plates hidden under loose floorboards, worth 100 GP each. A secret compartment in the outside wall hides 430 GP in a sack.

His clothes are stored in various mahogany chests and are mostly made of silk or leather.

- 17 **Library:** This room is chock-full of bookshelves, and the bookshelves are chock-full of books, scrolls, alchemical equipment, star charts, and silver knick-knacks (10/500). Ragolet used this room for a Wizard companion he once had. Ragolet hardly ever comes up here now because the Wizard died here of mysterious causes, and his ghost still wanders about the room reading books and making notes. The ghost does not like to be disturbed.



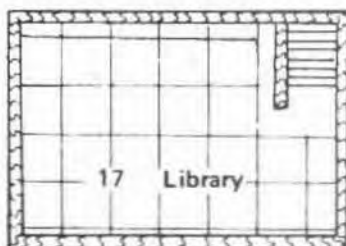
First Floor



1 Front Door

SLAVE MASTERS GUILD

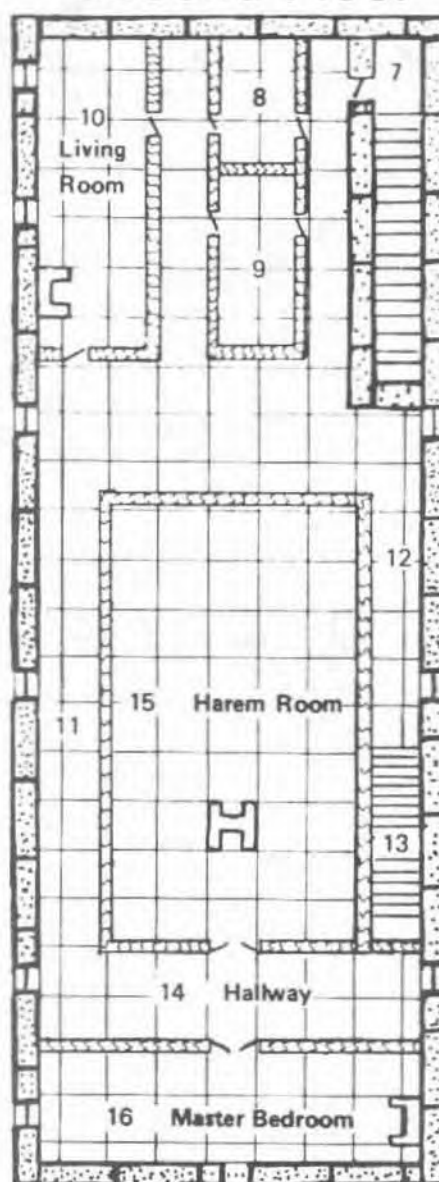
3rd Floor



17 Library



Second Floor



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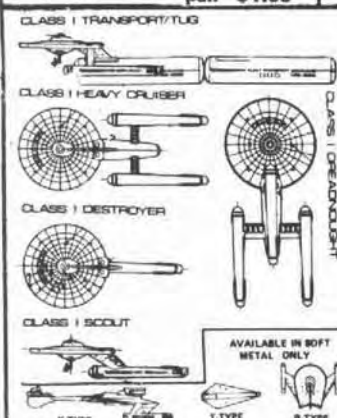
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SCREEN SCENES



Christopher-John J. Henderson is a professional author who has had articles, reviews, and fiction published in many leading magazines including Questar, Quest/Star, Starlog, Ares, The Science Fiction Review, and Media Showcase. He is a graduate (B. S.) of California State College (PA) and did his post-graduate work at The New York School. He has had experience with magazine production, editing, teaching, and theater management and has had novels published by Ariel Books and Ace/Tempo Books and fiction published by Pegasus, Questar, and Marvel Comics, among others. He has won the Golden Scroll Award (Academy of Science-Fiction, Fantasy, and Horror Films) and will now be writing for Pegasus on a regular basis. We, at Pegasus are pleased to add Mr. Henderson to our growing list of accomplished writers.

Time Bandits

Reviewed by C. J. Henderson

Producer/DirectorTerry Gilliam
ScreenplayMicheal Palin
Director of Photography. Peter Biziou
EditorJulian Doyle
MusicRay Cooper

King AgamemnonSean Connery
The Supreme BeingSir Ralph
Richardson
Evil Genius.David Warner
Vincent.Micheal Palin
Robin HoodJohn Cleese
FidgitKenny Baker
and
KevinCraig Warnock

Recently, a movie was released which caused quite a critical stir. Some critics said that it was the funniest picture of the year; others said it was disappointingly unhumorous. Some reviewers have labeled it an important work of fantasy, as important as *The Wizard of Oz* or *King Kong*; others have called it a hopeless muddle. And, unfortunately, in the case of the film, *Time Bandits*, they are all correct.

Time Bandits is an unusual film in the broadest sense of the words. It opens in the suburban home of a proper British family, sometime in the future. A bright-eyed, eleven-year-old boy, tired of listening to his mother and father dully debate the merits of owning an automatic packaged opener, retires for the night to the peace of his toy-strewn room. He changes clothes and then makes his way to bed through a miniature army of soldiers, Greek heroes, medieval warriors, toy rocketships, cowboys, and Lego blocks. He has barely dozed off, however, when a full-sized, armored knight crashes through the wardrobe door on horseback, thunders through the room, and then disappears through the next wall which has vanished to be replaced by a field. Kevin blinks for a moment, and, suddenly, the room is back to normal, and his father's head is angrily juttied into view, ordering him to stop making so much noise.

Kevin returns to bed with his camera and a flashlight, waiting for something else to happen. What happens is the emergence of six dwarves from the same wardrobe. They have stolen the Supreme Being's map of the time holes in the fabric of the Universe. The holes remained unrepaired when the Supreme Being grew weary at the end of the First Week and, somehow, overlooked them.

The problem is, the Supreme Being wants his map back; the dwarves don't want to give it back, and innocent Kevin suddenly finds himself swept up in a rampage through time and space which puts him face to face with the likes of Robin Hood, Napoleon, Agamemnon, and a lot of other historical and legendary figures - in other words, every little boy's dream come true.

The problem with *Time Bandits* is, however, that the dream is a little

too erratic a rampage for many people. Audiences are used to following the basic idea of a comedy from one end to the other without having to think about what is going on. This is not possible with *Time Bandits*; this is basically because *Time Bandits*, although hysterically funny in many parts, is not a comedy.

Even director/producer, Terry Gilliam confessed, "I'm not sure what kind of film it is. I just want it to entertain and amaze everyone. I'd like them to come out asking, 'Is it real - isn't it real - or doesn't it matter?'"

Time Bandits is a dramatic fantasy. The premise is a serious one. The plot developments are also serious ones. The movie's trouble begins with the placement and order of these developments. Gilliam admits, "The whole thing was organic; the script was forever trying to keep up with the production."

The film had many problems during shooting. When it was only two-thirds shot, there was already over two hours of screentime. By the time the final picture was cut together, one entire major sequence had to be cut. This, coupled with other problems, forced changes in the movie which, unfortunately, give it an uneven flow. "We had to keep re-writing," said Gilliam, "as each new problem arose. There were things we found we couldn't do because they were too costly or just impossible, and so the script had to be revised to adapt to the problem."

As much as these sound like excuses, however, they really aren't. It is true that the film flows unevenly and that better use of the premise could have been made. It is also true that the goings on within it seem a bit too rushed. But this is the point of the film. The audience is supposed to feel hurried; the dwarves are fleeing,

pel-mel, from God. They are running for more than their lives; the mightiest being in the Universe is enraged with them. Normal, intelligent men would flee stupidly in a panicking gibber - these culprits are far from intelligent.

I am not suggesting that it was Gilliam's plan from the beginning, but it does work out. As the film progresses, the pacing grows faster and more erratic with every moment. The audience may want more bits with, say, King Tut or Keats or, maybe, Caligula, but that is the point; there isn't time for sightseeing - God is coming, and everyone has to keep moving.

All in all, **Time Bandits** does more than its makers set out to accomplish. Although it is not a moralizing film, it presents a better picture of God than any ever shown before in the movies. God is cruel; He is inhuman. Of course

He's not human - He's God. We are things made; we don't count. The struggle between good and evil will continue forever, and being meek is not the way to keep from being destroyed. Stupid, dull, or lazy people will always be evil's tools, and, although goodness is an effective shield against evil's manipulations, it is not a sufficient shield against evil itself. To beat evil, one needs power, courage, and an understanding of evil and its workings.

This is the lesson young Kevin is presented with before he faces the film's tragic and confusing ending. It is not the message of a comedy.

The main reason so many people have gone to **Time Bandits** expecting a comedy is because three (Cleese, Palin, and Gilliam) ex-Monty Python alumni are involved with it. Having cast them in a certain frame of mind, audiences

have condemned the film for not being Pythonesque in style, even though none of the film's advertising suggests that it is a Monty Python film (which is a lot like the country electing Henry Fonda President because he played Abraham Lincoln so well in the movies and then blaming him when he doesn't do as good a job as Lincoln did).

To sum up briefly, **Time Bandits** is not essentially a comedy. What it is, is fast-paced, irreverent, damn funny, and damn entertaining. And, compared to a lot of films which have come out this year, that is almost more than one could hope for.



MAGIK TOMES

The Best of Harry Harrison
by Harry Harrison
Released by Timescape Books
Reviewed by C. J. Henderson

People who read science fiction break down into many categories. Two of the major divisions are those people who read science fiction magazines and those who do not. For those who do not, the only way they can ever catch up on all of the best short stories in the field is to wait for collections and anthologies to be printed.

For those people who do not read science fiction magazines, there is good news; Timescape Books has just released a gathering of Harry Harrison's best. Introduced by Barry Malzeberg, the volume contains over 300 pages of Harrison's finest work. The stories stretch over nearly twenty years of his career. There are fantasy stories, science fiction stories, and some which are hard to categorize. What they all are, however, is good.

The book opens with Harrison's classic, "The Streets of Askelon." This story, first written in the early '60s, was so radical for the times that it took several years to finally get it into print. The tale of the story's history, along with Harrison's personal comments on censorship, precede the story. Each of the shorts within the collection are preceded by, at least, a short paragraph (some, by several paragraphs) telling the reader something about the story, Harrison's feelings about it, or how it came to be written. In these passages, the author explains some of the private jokes within the stories, the ways some of them came into being, and other little bits of information which help give the book a warmer, more personal feeling.

As interesting and informative as these preludes are, however, it is the stories themselves which are of main interest. Harrison is a quiet writer; he is not given to large scenes of sweeping emotion. His stories grow in silence; the awful truth of what is about to happen creeps up darkly out of the corners of the paragraphs and slips before the reader, almost unnoticed.

This is not to imply that Harrison is another Harlan Ellison. Many of his stories are very funny, although there are not too many humorous ones in this collection. The second one in the book, "Captain Honario Harpplayer, R. N.," is a good example of Harrison's tongue-in-cheek style of humor in full swing.

But, although his power to amuse is a fair one, his power to shock the sensibilities of the average person is a great one. Stories like "I Always Do What Teddy Says" or "A Criminal Act," show Harrison's very personal feelings toward violence and the senseless kind of social non-thinking which can bring violence about.

To review each story would take far too long. To give away any of the surprises would be unfair. The best I can do is to direct people to **The Best of Harry Harrison** and let them take it from there. I am fairly sure no one will be disappointed.



Horn Crown
by Andre Norton
Released by DAW Books
Reviewed by C. J. Henderson

One of the happiest moments of any fantasy reader's life is when they finish a great book and find out it is part of a series. Although the fantasy *genre* has suffered some terrible indignities, many of the series within its boundaries make fine reading, novel after novel.

One such series is Andre Norton's Witch World books. Although (as it is to be expected) some of them have been better than others, all of them have made for very good reading. Now, DAW books has released her newest one, **Horn Crown**, in which she finally goes back to the beginning of the series and sets the stage for all of the novels which have gone before.

In **Horn Crown**, we are taken all the way back to the beginning of the human "occupation" of the Witch World. It is set shortly after the time when the Elder People have deserted their home, and the Cosmic Gates have opened to allow the migration of the human households which would become the land's new masters. Though the land is abandoned, the new owners find signs of those who have left. Shrines of both darkness and light are found, some of them out in the open, some of them hidden. Evil black birds protect some areas; hideous magical traps protect others.

Due to a disturbance between the balance between dark and light, two people are drawn into a quest which will not only alter their lives but the entire face of the humanity which has escaped into the Witch World. The first, Elron the Clanless, finds himself

on the trail of his ex-lord's daughter. Blaming himself for her disappearance (the admitting of guilt being the thing which makes him clanless in the first place), he determines to trail and retrieve her for her father. He does not hope for a minute that this action will reinstate him with his clan; he is only a good warrior doing his duty.

On the other hand, Gatheia the Wise Woman also trails the missing girl. She, however, wants to find her for the more selfish reason of obtaining power for herself. It is her power by right, she feels, but, even if this is so, Gatheia does not understand the risk in trying to obtain it.

Elron and Gatheia cross paths and separate several times throughout the novel, facing terrible dangers both separately and together. Since the novel is written from Elron's point of view, we get only sketchy parts of Gatheia's adventures away from Elron, but it does not matter. Every scene we are given is a good one, and each leads us further into the mystery which both the hero and heroine are chasing.

Horn Crown is an excellently crafted book. Both of the book's major figures come across as real people. Their character traits, both good and bad, are so well-defined that, a third of the way through the book, the reader is able to tell what decisions they will make as easily as they can of friends they have known half a lifetime.

One of Norton's major achievements in this day of female author dominated fantasy novels is that, for once, the major male figure is not a completely unlikable, corrupt, or whathaveyou personality. He is an average (actually, maybe, better-than-average) man doing what he feels to be right. Before he spends too much time in Gatheia's company, the readers find themselves hoping that he will get a chance to show her up. Norton has portrayed her Wise Woman as basically an arrogant snob, what one would, most likely, expect a young woman with power, on the trail of more power, to be like. She spends more time telling Elron how stupid and naive men are than she does working toward her goal.

What I am applauding here is not the fact that the major female character is haughty to the point of annoyance, but that Norton has realized that both

men and women can act stupid. For too much of what we have seen lately in the fantasy field has been a testament to the glory of womankind and a condemnation of the lowly male rather than a balanced gathering of both brought together to tell a story.

And **Horn Crown** certainly tells a good one. This latest **Witch World** book is one of the best in the series. Although violent action is limited, when it is center stage, it is riveting. Norton's characters speak naturally, conveying and hiding their feelings with a sense of realness which is overwhelmingly solid and enjoyable. The scenery of the novel is painted in light but detailed strokes. Every image is clearly set, but none of them is ponderous. No time is wasted anywhere throughout. From cover to cover, it is one of the tightest stories Norton has ever written.

Horn Crown is good reading. For anyone who has ever read a **Witch World** novel, this one is an absolute must. For anyone who has never read one, I couldn't recommend a better one to start with.



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Triple Entente

By Edward Vaughn

Jathral could hear them up there, a rumble and a rage like thunder. Under him, the ground shook. His footing was precarious. Jathral clutched the hilt of his powerful Sword tightly in his huge hand. They were close; he knew that. He could sense them.

Morgs! Those renegade Elves who had joined forces with the Orcs and Trolls. Behind him, Jathral could hear the steady breathing of the Wizard, the rasp and stink of his wine-soaked breath. It made Jathral angry and ill, the thought that the entire party relied on that tosspot for its ultimate safety.

What, Jathral wondered, could that decrepit old man do against half a dozen Berserkers? Or even against three of the Morgs that waited so near now? Jathral could sense them, feel the amber hair at the nape of his neck raise in anticipation. Soon, soon. The battle would be soon. They were close.

Suddenly, from overhead, there was a tremendous roar. The earth heaved and Jathral lost his footing. His Sword clashed against the ground, numbing his arm, and he feared, for a moment, that his wonderous blade had shattered. Only his Leathers protected

him from injury. He rolled, came erect, and spun in a circle, frightened. That had been the worst quake so far. And they continued to grow worse the closer the group got to the outside world and freedom.

From somewhere up ahead had come a scream, the piteous wail of the defeated, the dying. It had come the moment the ground shook. The cry had come from a human throat, and Jathral knew it to be that of Barshak, the point man. It could be no other. So, Jathral thought, another member of our party has died. For a moment he smirked

inwardly as he considered replacing Barshak with the Wizard, Navermane. But he dismissed the idea. The Wizard, annoyance though he was, was still too valuable to be wasted. It was he who carried the map.

How many were left? Five? Six? It was too late for a head count, but it couldn't be more than that. Six, perhaps, out of twenty who had started. Still, Jathral knew that the spoils they had collected went to those who survived, and he planned to be among them.



Jathral ordered the woman, Jamine, forward as lookout. If Barshak could do it, she could as well, he reasoned. Besides, they all shared fully or not at all.

The halls they walked were dark, nearly devoid of light, and smelled a fetid odor of long disuse. The dust on the floor showed no footsteps other than those of Barshak and, now, Jamine. No tracks of even the Morgs Jathral knew to be so very close. But he was aware that they could have been

erased. Magic!

As though on command, Navermane appeared at Jathral's side, reeking of cheap spirits. Where he kept the stuff, Jathral could never determine, though he searched. Perhaps that was the old man's lone magical trick, Jathral thought.

Ignoring him, Jathral strode forward down the long, dim corridor, following the course Jamine had set. When he reached the place where the golden-haired, shield-bearing woman stood, he stopped. Beside her on the floor were Barshak's Dirk and Mace. Of the body, no sign remained. Navermane and the others tramped up, standing in a semi-circle, warily casting glances down the corridor. A few meters ahead, the tunnel branched off, splitting in three directions.

"Well?" Jathral snarled at Navermane. "Which way?"

Gnarled hands dug deep into the torn and stained robe, pulling forth a tattered and ragged slip of paper. This map was their lone guide. Navermane had made it during their descent. Now, he studied it carefully.

"Forward," he said, his voice a rheumy whisper.

Jathral stared hard at the wizened Wizard, wondering why he had allowed anyone so obviously incompetent to join his expedition in the first place.

"See, that wasn't so hard, was it, old man?" Jathral sneered.

"Beware, lad. You mock too freely."

"Enough, old man," Jathral said, repeating his insult. "Let's just get out of here."

Jathral walked alone to the branching of the corridor, standing and staring into the murkiness. There were Morgs there, along the route the Mage had indicated; he could feel them. He turned back to the others. Angrily, Jathral snatched the map from the magiker's quivering fingers and held it before his face, attempting to read in the dim light. For a moment, he puzzled over the curious script, and then it struck him.

"It's gone!" he bellowed. "It's not here! Where is the rest of the map, you stupid clot? Where is it?"

"I... It's gone."

"I know it's gone!" Jathral howled in fury. He swept his sword free, raising it threateningly above his head. "I want to know where it is."

"It wasn't my fault," Navermane pleaded. "A Morg must have crept in while we were sleeping, stealing it from my robe. But... but I remember

the path. I do. I remember."

Jathral lowered his blade slowly. "Oh?" he said.

"Yes, I do. It's that way, there," said the Wizard, indicating the tunnel to the left."

Jathral hesitated, uncertain. In two attempts, the Wizard had made two separate choices. Would a third prove the same? Jathral did not want to be the one to choose. He turned to the remaining members of the troop.

"Well," he said. "Which shall it be?"

IT IS SUGGESTED THAT, AT THIS POINT, THE READER TAKE OUT A 1D6. AS THERE ARE THREE TUNNELS, THERE ARE THREE SEPARATE ENDINGS FOR THIS STORY. ROLL THE DIE. WITH A ROLL OF 1 OR 4, READ ENDING ONE. A ROLL OF 2 OR 6, READ ENDING TWO. FOR A ROLL OF EITHER 3 OR 5, ENDING THREE SHOULD BE READ.

GOOD LUCK!

Ending One: The Tunnel to the Right

The members of the company trudged hesitantly down the corridor to the right, casting furtive glances to both front and rear. The tunnel seemed to be growing darker, the air more dank and filled with the odor of rot. Jathral motioned Navermane forward.

"I do not remember this," he said, indicating the steps that led downward. "You lied."

"No, I swear," the Mage pleaded, his voice a whine in the near-blackness. "Besides, you chose. You all chose. It was not my decision alone."

"Ah, begone!" Jathral shoved the white-haired magiker ahead, down the stairs. The remainder of the party followed stealthily, fingers clutching weapons, shoulders hunched in anticipation.

"Magicians! You never can count on them," Jathral grumbled. "So smart they think they are. Better, somehow. Naw, give me a blade and Leather to bind myself..."

Jamine shouted from the front. "It ends up here. The steps stop at a wall."

From behind them came the rumble of stone against stone. Everyone turned, startled. For a moment, nothing seemed to be happening. Then they saw it. The roof was collapsing inward. Navermane stood frozen, unable to move.

Jathral raced toward the crum-

bling ceiling, but too late. Before he arrived, the entire tunnel had been blocked, huge slabs of stone littering the passageway. In a fury, Jathral swung his Sword, bringing it crashing down against one of the immobile chunks of rock. The blade snapped, whinging wickedly through the dust-filled air and slamming against the wall.

"Trapped!" Jathral raged.

His eyes burning, his face contorted with anger, muscles bunched, the warrior turned away from the rubble and away from the other members of the group. Clutching the remnants of his once-mighty Sword, Jathral walked toward the stairs. He sought the Wizard.

Ending Two: The Tunnel to the Left

The members of the company trudged hesitantly down the empty corridor to the left, casting furtive glances both to the front and to the rear. The tunnel seemed to be growing darker, the air becoming more filled with the odor of decay. Jathral moved ahead slowly. He motioned Navermane forward.

"I do not remember this," he said, pointing to the deserted cells that lined the path along which they walked. "You lied."

"No, I swear," the magician pleaded, his voice a thin cry in the inkiness of the tunnel. "Besides, you all chose. All of you chose together, not just me."

"Ah, begone!" Jathral shoved Navermane forward, farther down the corridor. The remainder of the party followed stealthily, weapons held to the ready, muscles taut in anticipation.

"Magicians! You can't trust them, ever," Jathral grumbled. "Airs they always put on. Superior they pretend to be. Naw, give me a blade and Leather to bind myself and. . ."

From behind them came the sound of drums, hundreds of drums, thumping and pounding down the passage. Everyone turned, startled. For a moment only, the drums sounded, deep, resonant, and timed, a sound like the very earth rending.

Then it came, from ahead, a surge of horns, screeching and blaring, howling the defiance of the Morgs at the stunned humans. They all froze, terrified. So many. There were so many.

The first to move was the Wizard. From somewhere within himself, Navermane found the strength to resist the evil that confronted them. Stepping

forward and pulling the sleeves of his ragged robe back, Navermane raised his staff and began to chant. Slowly, inaudible amid the din that raged from both front and rear, Navermane wove his magic. With his motions, incomprehensible to the others, he carved secret runic signs in the air.

And suddenly, in front of him, the air itself came to life, a glowing, churning maelstrom of color and energy. Jathral stared in awe. The old man had done it. Before them was the ultimate weapon: a power of such fury that none had ever heard it named. The drums halted; the pipes fell silent.

From overhead came a raucous rumble. The earth shook violently. Jathral watched from the floor as the ball of light and radiant energy spread out in all directions. Slowly, inexorably, it moved, sweeping down the long length of the tunnel, lighting everything in its path, bringing the light of day to this netherworld for, perhaps, the first time.

Then it stopped a few scant meters short of their foes. It halted, its light wavering, dying. The tunnel plunged into blackness.

"You missed!" Jathral screamed.

It would be only a matter of seconds now, Jathral knew, before the huge throng would be upon them. For the magician's failure, for his miscalculation, Jathral's fury knew no bounds.

His eyes burning, face taut with the strain of his anger, his muscles bunched, Jathral turned away from the others of the company and made his way toward Navermane. Sword in hand, he stalked the Wizard.

Ending Three: The Tunnel Straight Ahead

The members of the group trudged hesitantly down the central corridor, casting furtive glances ahead and to the rear. The tunnel seemed to grow darker with each step, the air becoming more dank and filled with a necrotic smell. Jathral could feel the presence of the Morgs. They were here. But there was more, much, much more. Here, lay evil, terrible wrong. Jathral motioned Navermane forward.

"I do not remember any of this," he said, indicating the bizarre carvings on the wall. "You lied. We have not been here before."

"No, I swear," the Mage pleaded, his voice a whine in the jet-colored air. "Besides, you chose. You all chose. It was not my decision alone that we come this way."

"Ah, begone!" Jathral shoved Navermane forward, deeper into the black of the corridor. The remaining party members followed stealthily, hands clutching weapons, muscles alert in anticipation.

"Magicians! You cannot count on them. Never!" Jathral grumbled. "So smart and wise they think themselves. Better than other folk, they think. Naw, give me a length of steel and Leather to wrap myself and. . ."

From ahead in the gloom and silence came the sound of feet and breathing, loud, strident, and very confident. Whatever was ahead was huge. Then Jathral heard voices, Morg voices, and he knew that this was to be the last stand, the final test before they carried their plunder to the safety of the outside world. Jathral set himself and walked forward.

For a moment he did not notice the quiet form of Navermane striding alongside him, matching his gait step for step. The magicker was suddenly alert, his eyes bright and fixed on some distant object not visible to Jathral. The tip of his staff glowed in the dark, a blue-white light that ached the eyes.

The creature's roar caught Jathral off-guard. Something immense was ahead, something Jathral had never seen before, something he could not name, something evil. In a rush, it came at them, bellowing. Jathral stepped aside, letting the creature pass. He knew that mere steel could not deal with that. But, for the filthy vermin which followed the horror. . . ah, for them, the steel was precisely the weapon.

Jathral sprang forward into the midst of the Morgs. The sky resounded with thunder almost like the sound of gigantic voices; the ground shifted violently underfoot. Jathral went down but sprang erect again instantly. To his side, the others came, Jamine crying her war song. The Morgs hesitated, backing off, gibbering among themselves. Jathral knew them to be gathering courage for the final rush.

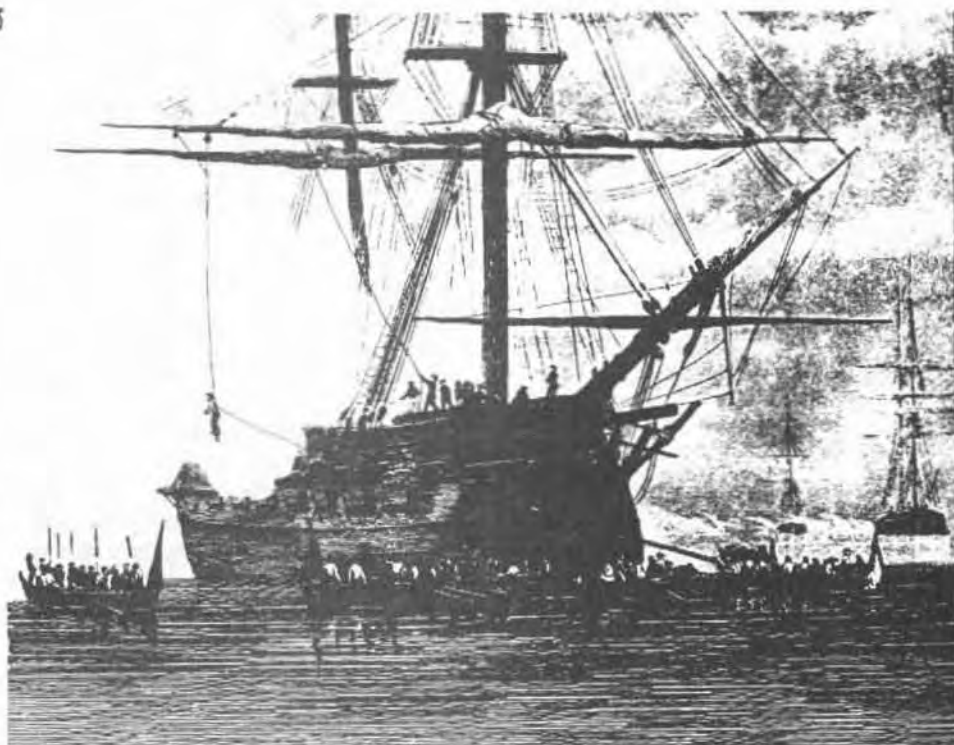
And it came. Dozens of perverted, twisted little creatures raced at them, screaming and howling. The humans held their ground, Swords flashing, voices raised in battle chant, weapons wielding their deadly work. For a moment, the balance seemed precarious. Two of the humans went down under the rush and died in agony. The world shook, and the sky roared, but, still, the brave band fought on. And on.

Then, as suddenly as it had begun, the attack ended. Almost with-

THE ADVENTURE OF THE DEVIL'S LUCK

BY

GERALD SEYPURA



Dawn on the Carribean and a battered Sloop limping into Port Royal; Main Mast cracked and her sails tattered. Aboard is her master, Edward Mansvelt, a free lance Pirate. A flurry of activity and she is warped into her berth, her impatient Captain eagerly making his way ashore after a sulphurous blast at his First Officer to see that she is repaired and fast. He makes his way to the Brigantine "Devil's Luck" and his old friend Captain Charles York.



"Ye say she made her way to Piper's Cove?" How sure can ye be with the sightin bein' so bad as ye say? Oh, I'll grant that ye saw the Dons running a convoy through those waters; I'll even grant that the thing was broke up by the storm, but to claim you know the berthing of any one of them with the seas that high; hard to credit.



Captain York was feeling amite feisty from too little activity and decided to be a little obstreperous with his old friend.

"I followed her" yelled Captain Mansvelt, "most of the way, anyway, before my main Mast cracked and I had to come about. It's the only sheltered cove around, the only one with any kind of port in it that she could reach. I told you, her formast was at least as bad off as my main Mast and she'll be there for two or three weeks at least." Thumping his chair for emphasis, Mansvelt went on, "Blast You, this is a golden opportunity, what are ye waitin' for?"

"Not a thing, old friend, you'll sail with us, will ye not? First Officer, we sail with the tide, make ready."

The ship is the Neptune: Captain Edward Mansvelt, last careened: 4 months, Captain's Lvl: 6, Type: Sloop, Owning Power: Crew, Current Max. speed: 2, Navigator's Lvl: 4, Sailmasters Lvl: 4, Damage/Hit Points: 79, Cost of Repair: 50 Gold, Damage Status of Hull: -21 points, Damage Status of Sails: Cracked main Mast, Damage Status of Rudder: None, No. of Guns of Port (left): 9, on Starboard (right): 9, Crew on deck to board or repel boarders: 65, Casualties Suffered: 5 Sail handlers, Letters of Marque: None.

Captain Edward Mansvelt: Skills: Master Gunner, Lvl: 6, Lvl. Bonus: +2 Lead., HP: 32, STR: 15, INT: 16, Agility: 15, CON: 17, Luck: 12, Leadership: 17 +3 bonus -20, Bonuses & Penalties: None, Gambling: Average, Election Table: +10%, to Hit: +12% (Expertise), to Dodge: +12% (Expertise), Damage: Average, Weapons: Cutlass, Pistol, Exp points: 40,000, Exp points to next Lvl: 60,000.



The ship is Devil's Luck: Captain Charles York, Type: Brigantine, Last Careened: One month, Owning Power: Crew, Current Max. Speed: 3, Captain's Lvl.: 6, Sailmaster's Lvl.: 5, Navigator's Lvl.: 5, Damage/Hit Points: 200, Cost of Repair: 100, Damage Status of Hull: 0, Damage Status of Sails: 0, Damage Status of Rudder: 0, No. of Guns on Port (left): Eighteen, 10 T, 8 Second, Starboard (right): Eighteen, 10 T, 8 Second, Crewmen at Guns: 3, Crew on Deck to board or repel boarders: 89, Letters of Marque: ENGLAND.

Captain Charles York: Skills: Sailmaster, Lvl. 6, Lvl. Bonus: +5 Lead., Bonuses and Penalties: Hit/Dodge +10%, HP: 32, STR: 17 INT: 17, AGILITY: 20, CON: 15, LUCK: 16, LEADERSHIP: 16, GAMBLING: 12, Election Table:

Exempt, to Hit: +10%, to Dodge: +10%, Damage: Average, Weapons: Rapier, Coach Gun, Exper. points: 40,001, Exper. points to next Lvl: 60,000.

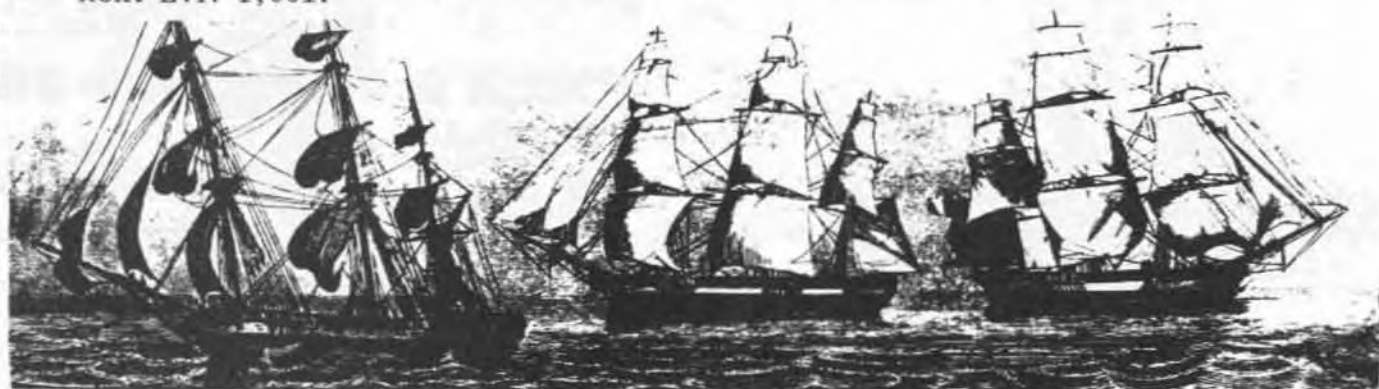
Navigator Deacon Mowbray: Skills: Navigator, Lvl: 5, Lvl. Bonus: lost on 6 only, Bonuses & Penalties: None, HP: 28, STR: 14, INT: 13, Agility: 17, CON: 14, Luck: 11, Leadership: 16, Gambling: 16, Election Table: Average, to Hit: +18% (expertise), to Dodge: +8% (expertise), Damage: Average, Exp. points 20,000, Exp. points to next Lvl: 5,001.

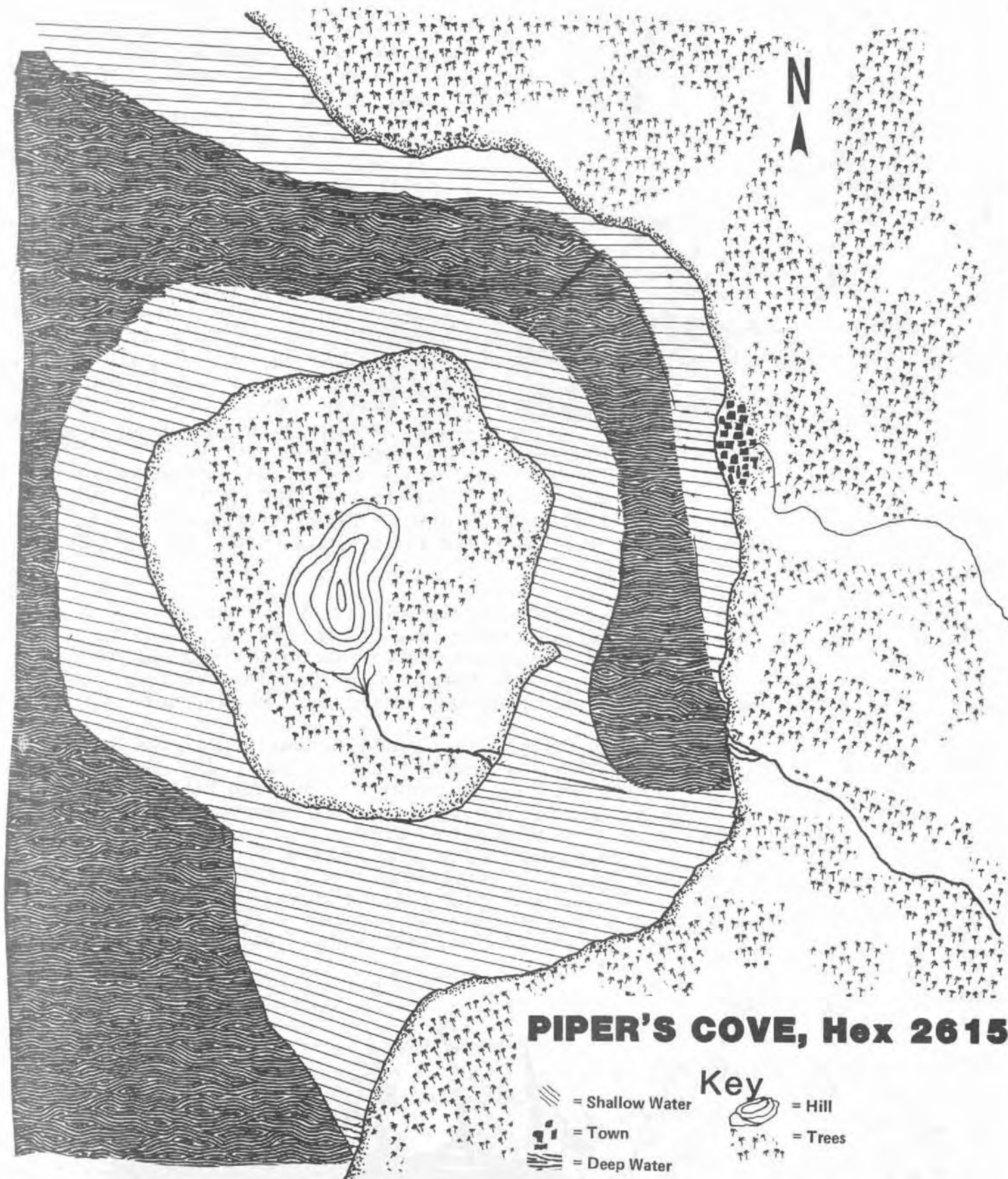
Weapons: Rapier, Pistol.

Sail Master Henry Higgins: Skills: Sail Master, Lvl: 5, Lvl Bonus: Double turns, Bonus & Penalties: Exper. + 10%, HP: 44, STR: 14, INT: 23, Agility: 14, CON: 20, Luck: 12, Leadership: 15, Gambling: Average, Election Table: Average, to Hit: Average, to Dodge: Average, Damage: Average, Weapons: Rapier, Pistol, Experience points: 22,000, Exp. points to next Lvl: 3001.

Master Gunner Henri Rocheforte: Skills: Master Gunner, Lvl: 5, Lvl Bonus: +10% Hit, Bonus & Penalties: HP + Damage +5, HP: 44, STR: 24, INT: 14, Agility: 12, CON: 15, Luck: 6, Leadership: 17, Gambling: -10%, Election Table: Average, to Hit: Average, to Dodge: Average, Damage: +5 points, Weapons: Cutlass, Pistol, Exp. points: 22,000, Exp. points to next Lvl: 3,001.

Master at Arms Quicksilver Long: Skills: Gunner, Lvl: 4, Lvl. Bonus: +5% M 10% G, Bonus & Penalties: H plus 20%/ 10% D 20%, HP: 35, STR: 18, INT: 14, Agility: 23, CON: 17, Luck: 15, Leadership: 14, Gambling: Average, Election Table: Average, to Hit plus 20%/+10% Fire Arm, to Dodge: +20%, Damage: Average, Weapons: Rapier, Main Gauche, Coach Gun, Exp points: 7,000, Exp points to next Lvl: 1,001.





Piper's Cove

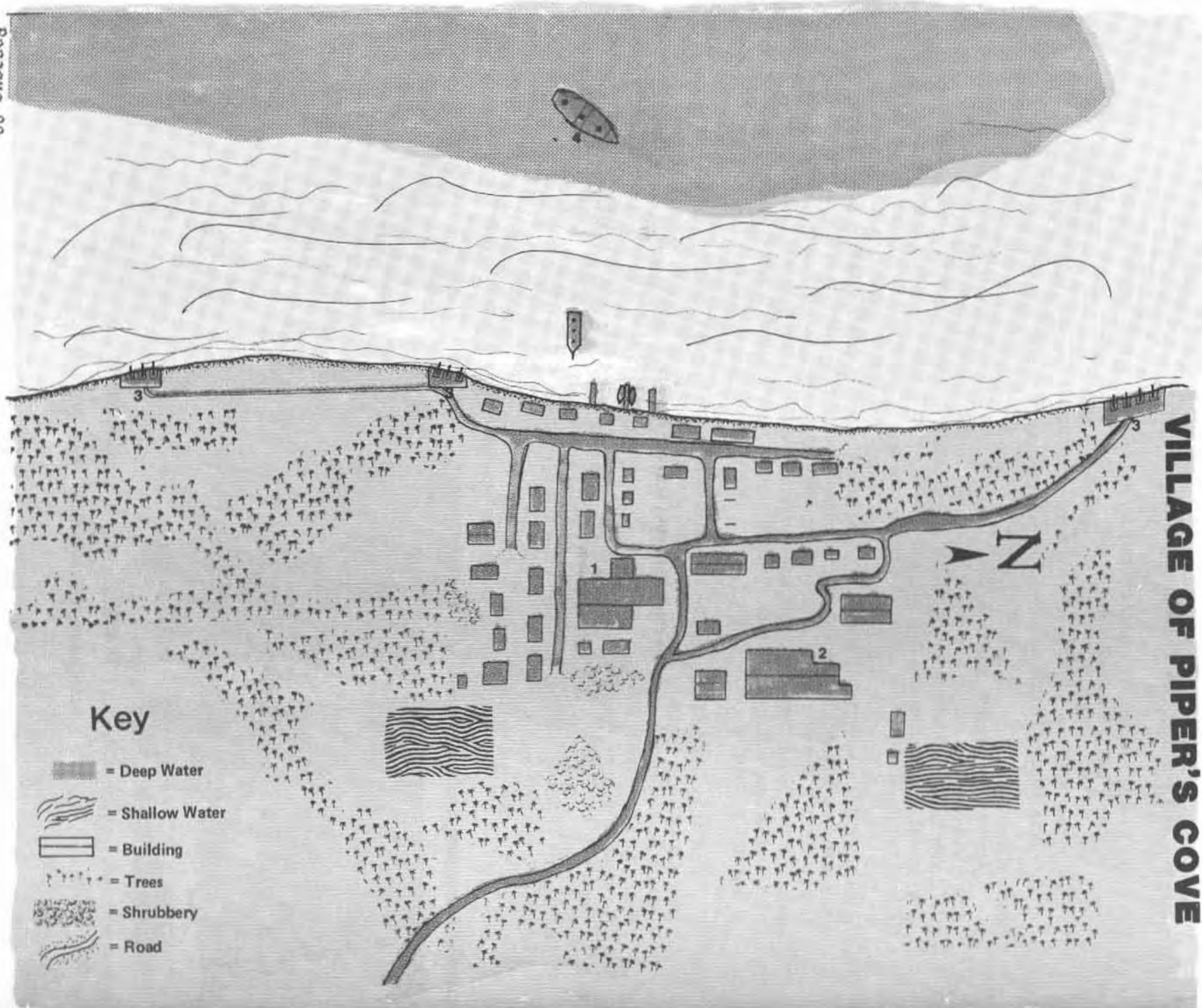
1. Fisherman's Inn: Innkeeper-George Fontaine
2. Mayor's Residence-Herman Dasilva-Mayor
3. Temporary Forts constructed by the Crew of the Fontaneda and using her Starboard Guns.
4. The Fontaneda-a-large merchant with 20 Guns. Her Treasure room: has 80,000 Pieces of Eight in Plate.

Swivel Guns

These very short cannons were served by one man and they were used prior to boarding or by the crew of a ship trying to prevent being boarded. On occasion, they were mounted on long boats, in the bows, for small expeditions. The usual charge for the Swivel Gun is 8 Musket Balls or even scrap metal. Their range is the same as the musket, one hex away and the effect is the same as the Coach Gun doubled. The Swivel Guns and the Muskets are fired simultaneously and the results are computed before boarding begins. The effects are computed as the Main Guns and the casualties will be computed as per the Grape Shot Rules except that the casualties are only on third of Main Gun Grape and the points necessary to effect are tripled. For each six points of damage, one Cannoneer and one Musket/Pike Man may be killed with 25% chance of killing a Gunner's Mate.

The ship is the Fontaneda: Captain: Deigo Velasquez, Type: Large Merchant, Last Careened: 1 week, Owing Power: Spain, Current Max. Speed: 3, Navigator's Level: 5, Captain's Lvl: 6, Sailmaster's Lvl: 5, Damage/Hit points: 220, Cost of Repair: 120, Damage Status of Hull: 20, Damage Status of Sails: Foremast demounted, Damage Status of Rudder: 0, No. of Guns on Port (left): 10, Starboard (right): 0, Crewmen at Guns: 3, Crew on Deck to board or repel boarders: 30, Casualties Suffered: 5 Sail Handlers, Letters of Marque: N/A.





VILLAGE OF PIPER'S COVE

MERMAID MEMORIES

Dedicated to Sharon

*A cool breeze sailed over the waters,
As the waves lapped at the shore.
A woman was standing on the sand,
She swore she'd been here before.*

*She couldn't remember how she did arrive,
Just before break of day.
Diana's moon was sailing across the sky,
Glistening upon the bay.*

*Just then! In a moments notice,
The moon seemed, the sun to laugh,
The woman looked down upon herself,
And saw what once had passed.*

*No longer was she human,
For her beautiful legs,
Were transformed, a Mermaid's Tail!
She cried, "Oh God," she begged.*

*But God smiled upon her,
Said, "Woman, what's done is done.
Do not disgrace yourself,
Accept what you have become."*

*She fell to the ground,
"No, this cannot be."
She longed to be free,
'was drawn to the sea.*

*The airy waves rushed a friendly greeting,
Hesitantly, their fragrance she did breathe,
And was awash in splendid emotion.
At last fortune decreed her to be freed.*

*No longer was she fearful,
For her heart had cleared.
She looked up at heavenly hosts,
Bade a farewell dear.*

*The waves, the Mermaid did embrace,
Knowing that she now belonged.
A pre-known joy did fill her heart,
With a long forgotten song.*

By Diane Mortimer and 13





Grundarrak
by Paul W. Vinton



Number Appearing 1 - 2
Number in Lair 6 - 10
Hit Dice 1D8 males,
1D6 females, 1/2D6 young
Number of Attacks 3
or by Weapon used
Damage/Attack . . . Bite: 1/2D4
Pummel: 1/2D4
Pummel: 1/2D4
Speed Above Average
Agility Average,
Very Dexterous Manually
Size Small
Alignment . . . Lawful Neutral
Armor Type Leather
and/or Padded
Percentage of Females . . 30%
Percentage of Young . . . 30%
Intelligence Average
Gestation Period . . 12 months
Grouping Name Family
Food Eaten . . Small Animals,
Grain, Nuts, Berries
Psionic Ability . . Low to Nil
Magical Resistance . . . Above
Average
Special Abilities . . . Natural
Blending
Languages Spoken . . . Sign,
Common, Own Dialects
Weapons . . . Hand Axe: 1D6
Shortsword: 1D6
Pick: 1D6
Hammer: 1D4
Short Spear: 1D6

The Grundarrak are small and hardy folk encountered mainly in dark forests and lonely hills. Their origins are shrouded in mystery; some claim that they are the remnants of a once proud and rich race, and others retort in kind that the Grundarrak were the slaves of that race who rose in rebellion, destroyed their masters, and, in time, dwindled in numbers and knowledge. Low browed and short, averaging 4' 8" and weighing around 90 pounds for the males, 4' 3" and 75 pounds for the females, a typical family group runs 3 - 4 males, 2 - 3 females, and 1 - 3 young. Dark hair and dark complexions are predominant, most males have facial hair grown also. Dark and stained leather jerkins and skins are favored dress along with breeches or leggings and loincloth. Grundarrak generally run barefoot. Originally wood cutters and charcoal burners in addition to being master scroungers, especially of metal items, they

are now budding metallurgists and are getting more skilled day by day. The Grundarrak are very skilled at concealment and are very rarely surprised. A typical lair is often a natural cave system with a well hidden entrance and several exits/lookout posts. If no caves are available in an area, an underground tunnel system would be dug with rooms for each family and work group. Entrances would be situated under a large tree or in a pile of boulders. Ventilation

shafts are driven for the forges which use charcoal in order to produce next to no smoke. They will put up a fierce fight, if forced to, with their Hand Axes and Short Swords as well as a scattering of mining tools. Each Grundarrak is a semi-skilled Magic User of sorts, with spell types mostly used being those of concealment type magic (*Fog, Blending, etc.*). Some progress has been made in other areas of magic use such as Healer and Animal and Plant Communication type magic. Not much other magic is known or used.

Grundarrak have been spotted in the following Campaign Map Hexes:

Campaign Map One, Hex 0514	Family group of six seen
Campaign Map One, Hex 2802	Three ambushed corpses found
Campaign Map One, Hex 3216	Long distance solitary spotting
Campaign Map One, Hex 3324	Village of 39 noted by a Ranger
Campaign Map Six, Hex 3902	Solitary spotting
Campaign Map Six, Hex 5217	Two males spotted
Campaign Map Nine, Hex 3518	Village of 43 found and traded with
Campaign Map Nine, Hex 3824	Male found in bear trap
Campaign Map Nine, Hex 4014	Family group of 4 spotted on trail
Campaign Map Nine, Hex 4114	Male encountered on trail
Campaign Map Nine, Hex 4605	Family group of nine seen in hills

The above can be used by a Judge for his/her campaign or can be thrown in various spots on the maps as rumors.

Verdans
by Paul W. Vinton

Number Appearing . . . 4 - 8
Number in Lair . . . 30 - 40
Hit Dice . . . 1D10 females
1D6 males, 1D4 young
Terrain Appearing In . . Plains
and Scrub
Number of Attacks . . . 3
or Weapon used
Damage/Attack . . . Bite: ½D4
Claw: ½D4
Claw: ½D4
Speed . . . 15+, Very Fast
Agility . . . 14+, Agile
Size . . . Man Sized
Alignment . . . Lawful Evil
Armor Type . . . Leather
and some Mail
Percentage of Females . . 50%
Percentage of Young . . 30%
Intelligence . . . Average
Gestation Period . . 6 months
Grouping Name . . . Pride
Food Eaten . . . Strictly Meat
Psionic Ability . . . Limited
Telepathic
Magical Resistance . . Average
Special Abilities . . Tracking
Languages Spoken . . . Sign,
Own Dialect, Common
Weapons . . . Rapiers: 1D8
Daggers: 1D4
Self Bows: 1D6
Lance: 1D10

Verdans are wilderlands roaming nomadic Amazonian Warrior Hunters. They are feline in origin, which makes them even more so independent and they keep the males of their species as slaves only who take care of the young and the daily basic chores. Each Pride is ruled by the strongest warrior woman, in conjunction with the advice of older revered matriarches. The Verdans range from 5' 4" to 6' in height and from 90 to 150 pounds in weight, being of a sinewy build. The males have basically these same characteristics also, but to throttle any attempts at resistance are kept shackled and sometimes muzzled. Fur coloration range from light tan to black, fur texture being kept soft by constant cleaning. A Pride averages from 21 - 28 females, 10 - 14 males, and 15 - 18 young. An unusual feature noted among the Verdans is a limited Telepathic link between



members of the species. This link is not constant and diminishes over distance and time. Another use of Telepathy is that used between a Verdan and her mount, a large bird called an Okrik, very similar to an ostrich except having dark hairy feathers, HD: 2, Armor Type: Padded, Speed:

Very Fast. Verdans use a Rapier/Dagger combination as they are ambidextrous, and for mounted combat use Self Bow and Lance. They speak with a sibilant whisper, and can communicate with humans and humanoids with hardly any problems. Verdans and other felines (ie. Great Cats) get along at a distance, can communicate with each other, but prefer not to (Great Cats cannot understand slavery). Magic use is thought of as unwomanly, and charms are muttered against practitioners. However, any help is usually not refused and benefactors are amply rewarded. Most contact with Verdans will usually result in enslavement or death for those who wish to try without a spokeswoman.



Rubble Rouser
by Debye Pruitt and Scott Fulton

Surprise: . . . 1 - 4
Hit Dice: . . . 2
Move: . . . 180'/minute
AC: . . . 4
Attacks: . . . 2
Damage: . . . 1 - 6 each
(Bite 1 - 3)
Number Appearing: . . . 1 - 8
Number in Lair: . . . 1 - 20
Frequency: . . . Uncommon
Intelligence: . . . Low
Alignment: . . . Neutral
Size: . . . 12" tall

Rubble Rousers live in piles of rocks created by cave-ins and collapses in dungeons and caves. They are about 12" tall with powerful arms reaching to the ground. Although they have very keen hearing and sight (infravision), they have no sense of smell. They are covered in grey, scaly skin completely devoid of any hair. They are not carni-

vorous, subsisting on lichen and other plant life growing in the dark, moist recesses of deep dungeons and caves. Not aggressive, they will, however, fight fiercely if cornered. Although they are not at all dangerous if not attacked, they can be a nuisance because their high-pitched chattering when disturbed may bring larger, more dangerous monsters into the vicinity to investigate. If attacked, they use rubble rocks as weapons to throw at attackers, or, if close enough, they will bite any exposed flesh. Given the chance, however, they will flee any intruders, and they are particularly good at escape because they run very fast and can conceal themselves extremely well among the rocks and in the nooks and crannies of their natural habitat.



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* Last Issue developed before Christmas.

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Pegasus 92

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(continued from p. 83)

out thought, the remaining humans raced toward the light that was visible down the long corridor.

"The Wizard!" Jamine shouted as they ran.

"Forget him," Jathral replied. "Run!"

The sky raged and the earth rumbled again. From behind the fleeing humans came the sounds of a titanic struggle. They did not care. They had their booty, the treasure they had risked their lives for, and freedom lay just ahead. They raced on, into the light of day.

Then the sky broke apart and the gods spoke.

"Nice game."

"Yeah, it wasn't bad. You've got a great dungeon there."

"Well, you did get three out. That Jathral, he's a tough character. I'll probably see more of him in the future."

"Probably, but I did lose my Wizard."

"Yeah, but, against my Balrog, what did you expect? I thought it was a nice touch, leaving him for the end."

"Not for my Wizard, it wasn't."

Jathral felt the world rise up and begin to tilt over. He was falling down, down into a dark hole. And there he lay, along with Jamine and the others, waiting until it was again time to play.

(continued from p. 21)

assist the Judge in integrating the planet into their own active campaign. Generally, several more mini-scenarios are given to maintain the player's momentum. Planetary Guides may also contain additional playing aids such as Tancred's 15mm cardstock plans of armored fighting vehicles as well as an entire detailed mercenary regiment to make use of them. Each Planetary Guide contains a large scale map of the planet giving extra geographical and climatological detail. Frequently these maps are of immense wall poster size, a full 22" x 34" in extent! More of the Planetary Guides will be released, each selected to enhance an ongoing campaign or serve as the start of a new one, and all set in the fantastic Gateway Quadrant.

Further explorations into the fascinating Gateway Quadrant continue in the next issue.

(continued from p. 11)

is in question here. Why do people like Gary North seriously fear that fantasy gamers may slip over the edge into real demonism? Perhaps it is because North and Company are already on the same wavelength. They believe their own beliefs in an essentially fanatical way, in a way that takes everything dead seriously. In other words, they take everything else as literally as they do the Bible. Thus, people like Gary North, and not the players, are the only ones who will ever find real demons in Dungeons & Dragons tm.

The views and opinions expressed within this article are those of Dr. Robert M. Price. We, at Judges Guild, are proud to present a forum where our readers can express their views unhindered, as is consistent with the laws of this great country. If anyone cares to comment on this or other subjects, please send all letters/articles to:

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(continued from p. 22)

Games Workshop Ltd. has just released the White Dwarf No. 26, featuring a prize-winning Traveller tm scenario, Amber to Red (\$3.00).

Manzakk Publishing, Inc. has Adventure Gaming No. 5 (Volume I) for us for only \$3.00. It features three articles on the game, Titan, and a "how-to" article about Space Invaders!

The Merchant Master has collapsed in the square from his exertions, but, fortunately, that is all for now. From the Merchant Master, the hairy guy in the stocks, and me: A very Merry Christmas and a Happy New Year!



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IN
THE

CRYSTAL BALL

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Weaponsmith, Bill Pixley, describes weapons made outside the United States. Detailed are weapons from Canada, Argentina, Brazil, Mexico, and the Dominican Republic. The United States is invaded by foreign arms in the next installment of the "Morrow Project Report."

Mini-Scenarios

Two new scenarios dealing with game systems that have not appeared before within these pages. We present a Bunnies and Burrows adventure, "The Jack-rabbit's Lair." Bunnies and Burrows is based on the classic novel, Watership Down. Then, we have a scenario based on The Fantasy Trip rules system, "The Caves of the Goblin Lord." And, as a special treat, we have David F. Nalle's adventure, "Blood Tribute." Judges Guild and Ragnarok Enterprises are very proud to bring this extra-ordinary adventure to you!

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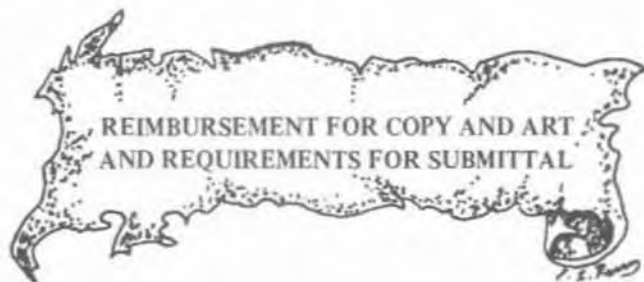
by John Mortimer. Exploring the realm of Skull and Crossbones, John brings to us a discussion on Pirate Flags. Everything you always wanted to know about Pirate Flags but didn't know who to ask!

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NEW for DragonQuest

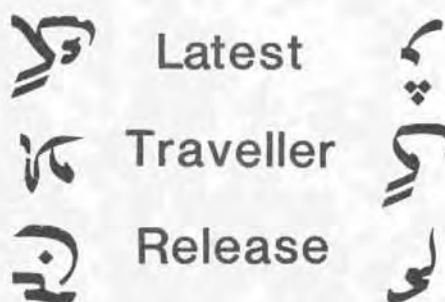
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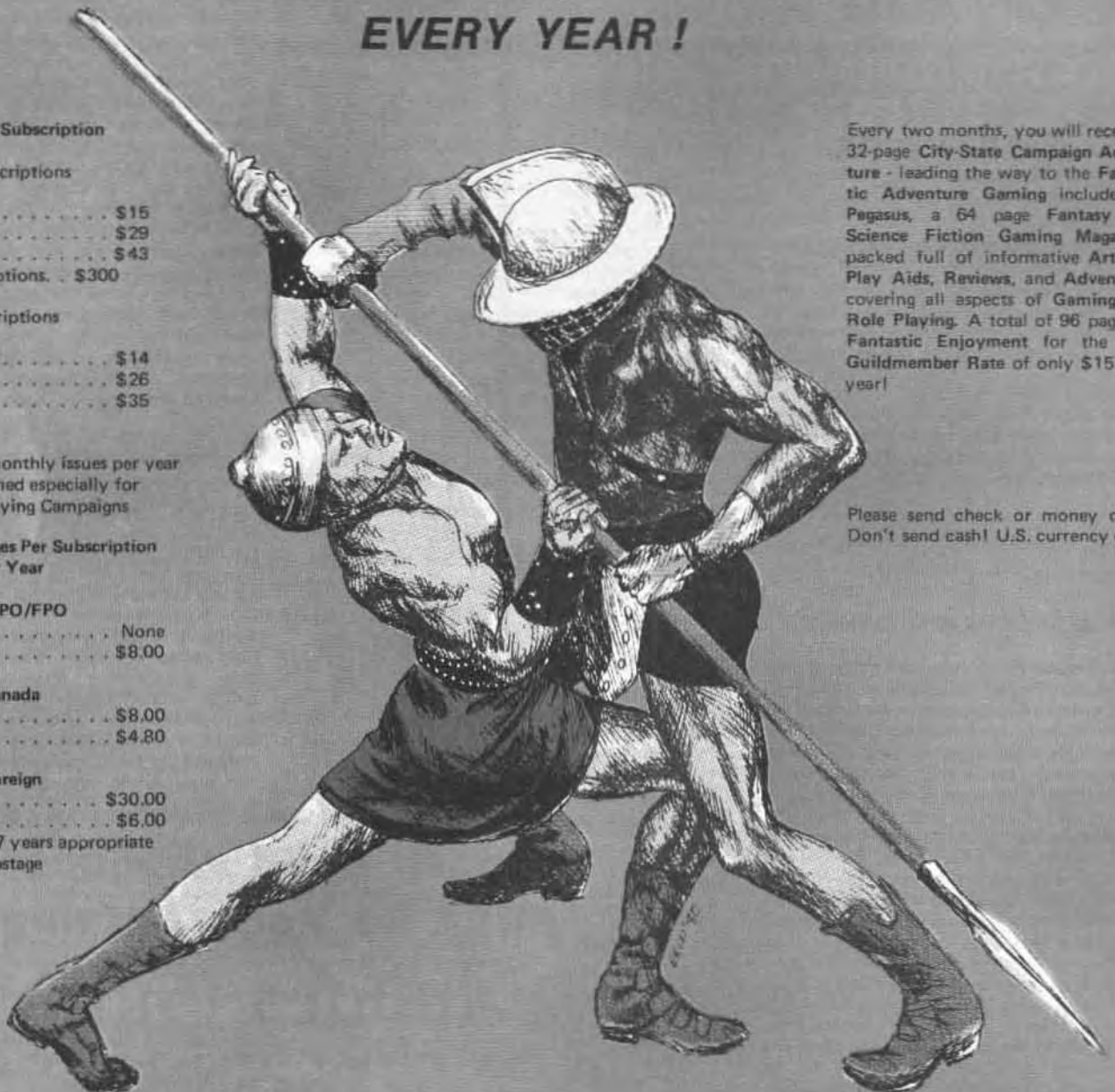
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by David F. Nalle

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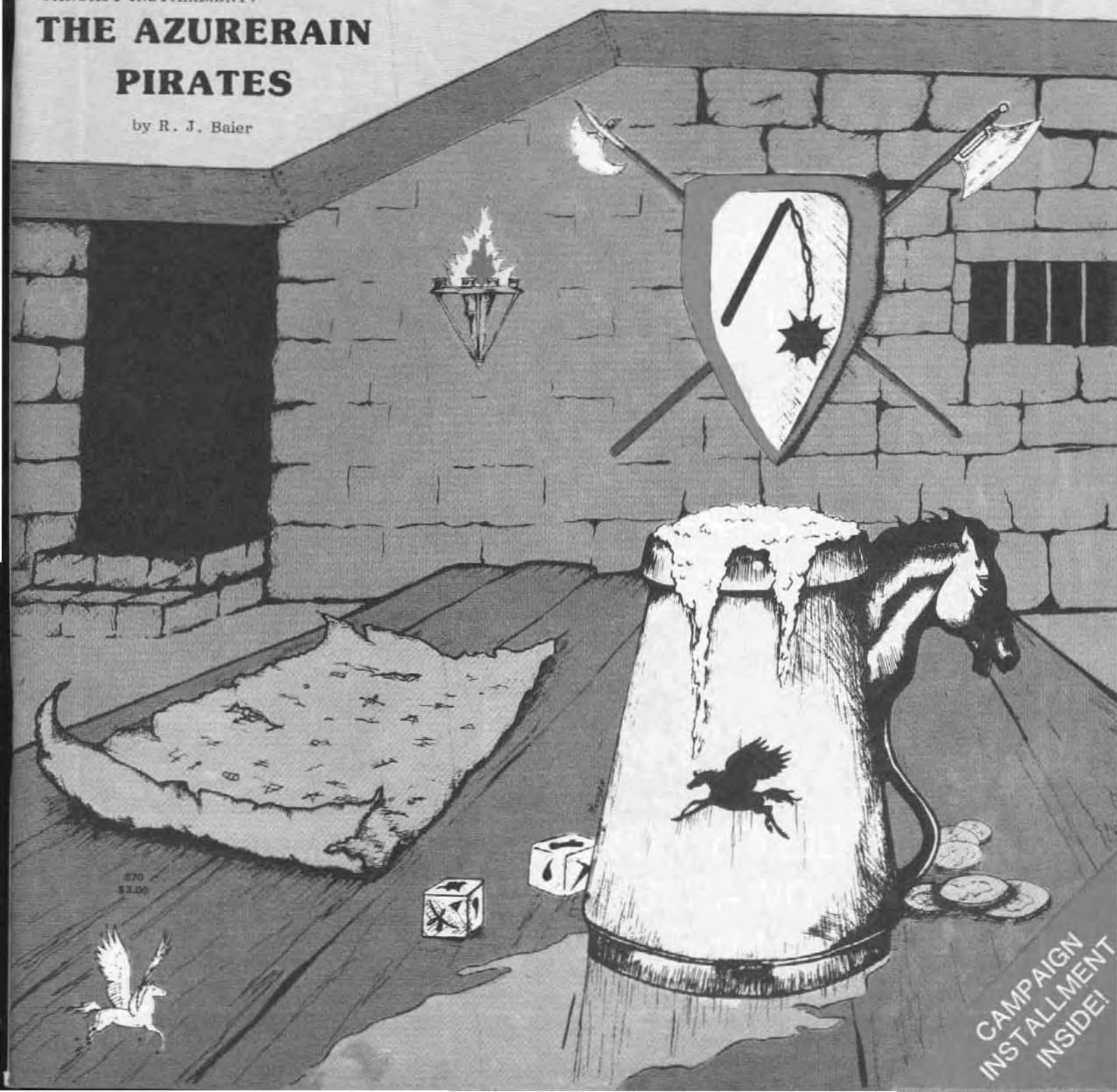
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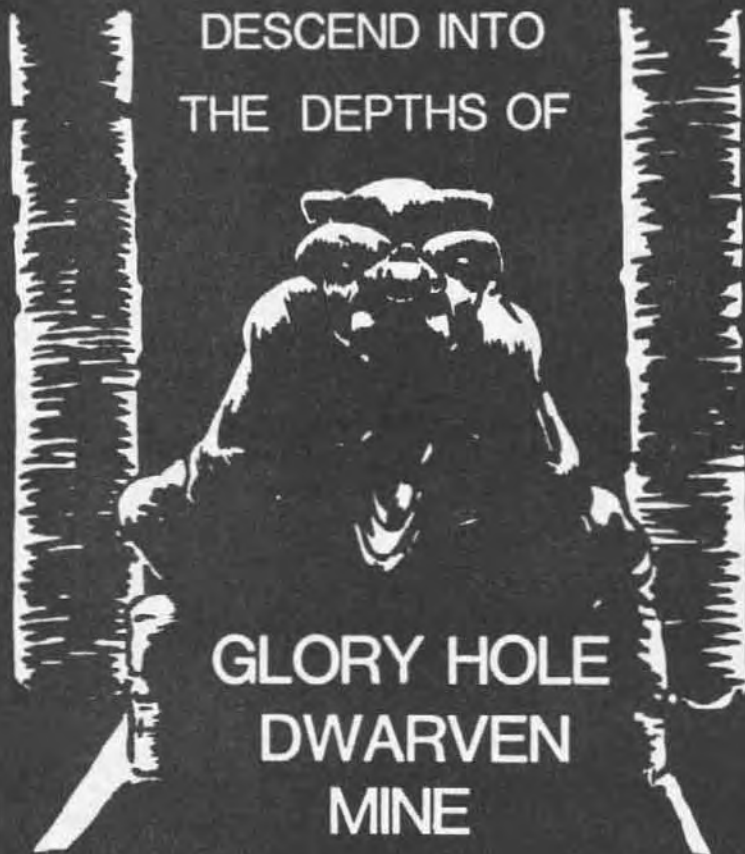
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IMPERIAL

Pegasus

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Rick Houser: Front Cover
Mark Holmer: Front Cover Color
Kevin Siembeida: 35, 36, 39, 40, 42, 43, 44, 49, 50, 52, 54, 55, 56, 59
Ken Simpson: 18, 19, 41, 44, 49, 50, 56, 69, 75, 91
Erin McKee: 17, 34, 39, 66, 67, 68, 72, 82, 87
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Penny Gooding, Joseph Weingard

Dave Sering

HORSE FEATHERS

EDITORIAL
by Edward R. G. Mortimer



Greetings once again. We have a very interesting issue for you, and I hope you enjoy it. C. J. Henderson has given us a review of the fantasy and science fiction movies of 1981, and he has some comments of worth that you should read before planning to see them (whether at the movies or on cable TV). C. J. also brings us a review of an hilarious sci-fi novel by Douglas Adams, *A Hitchhiker's Guide to the Galaxy*, a book all good space cadets should own.

As a special treat, Pegasus, and Ragnarok Enterprises have combined efforts to bring you David F. Nalle's adventure, *Blood Tribute*. *Blood Tribute* is a scenario for use with *The Ysgarth Rule System*, a new FRP system scheduled for release on March 17 of this year. *The Ysgarth Rule System* is an expanded version of the *New Ysgarth Rules* which have been available for some time from Ragnarok Enterprises.

I think a few words should be said about Ragnarok Enterprises because I think they are an up-and-coming FRP game company. They publish a very good fanzine called *Abyss* which, I understand, is to be expanded in the very near future. *Abyss* always has some very interesting articles on FRP, and anyone interested in obtaining a copy or subscription should send an inquiry to:

Ragnarok Enterprises
1402 21st St. NW
Washington, DC. 20036

A catalog of all their releases should also interest all you serious gamers out there and can be obtained by writing to the above address.

Debye Pruitt, one of our very own JG people, has presented us with a very good review of an FRP/horror novel by John Coyne called *Hobgoblin*. Both the review and the book are very interesting reading.

This issue also includes rules for Gorean chess adapted by Paul Elkmann from John Norman's *Gor* series of fantasy novels. An interesting variant to "normal" chess, this might be the start of something big.

Now, to get to some serious stuff: in this issue, we have included a **Reader Survey**. It is very important to us that you take the time and effort to complete this form and return it. We want to make the *Imperial Pegasus* the best magazine on the market, but we need your input to do this. We must know what you want in order to give it to you, so, please, use the **Reader Survey**.

We are proud to welcome a new contributing artist to our Guild, Russ Steffens; check out his art on page 19 and in the **Guildmember Installment**. We hope to soon have a few covers done by Russ, as well as other material, both in this magazine and in other Judges Guild products. Keep your eyes peeled for more of Russ's excellent artwork in future releases.

Lastly, we are going to be putting together a science fiction issue very soon. So, if you have any good sci-fi articles, scenarios, or whatever, don't hesitate to send them in to us.

Well, that's about all for now, so, until next time. . .

Ed, the Editor



ATTENTION



EXPRESS YOUR OPINIONS USE THE READER SURVEY (pages 5&6).





READER SURVEY



We have often communicated with individual readers as to what they want to see in our magazines. But we feel that this method of gauging the wants of all our Guildmembers and readers is less than perfect.

What do you think of our magazine? We want to know, and here's how you can tell us. This is your opportunity to tell us what we're doing right or wrong. Please fill out the questions you want to answer and skip the ones you don't. Everything we can find out from you will help us to serve you better. If we don't ask for something that you'd like to tell us, please add it on. We'll read it all and act on it.

You may copy this page or cut it out (please don't tear it out) and send it to: **The Imperial Pegasus**, 1221 N. Sunnyside Road, Decatur, IL 62522.

- A) Check those features of **The Imperial Pegasus** that you look for in an issue:
- Articles on role playing
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 - Sci Fi Role Playing
 - Other Role Playing Systems
 - Fantasy Games
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- 3) Artwork
- 4) Convention listings
- 5) Columns:
- Horsefeathers (editorial)
 - Town Crier (letters)
 - A Stroll Through the Marketplace (review)
 - Gateway Quadrant
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 - Comics
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- Yes
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- E) How many people read your copy of **The Imperial Pegasus**?
- One
 - Two
 - Three
 - Four
 - Five or more
- F) What kinds of articles do you look for in a gaming magazine?
- Computer Gaming
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 - Fantasy Gaming
 - Board Gaming
 - Game Reviews
 - Play by Mail
 - Factual Information
 - Other (please specify)
- G) What other magazines do you read often?
- Ares
 - The Dragon
 - White Dwarf
 - Journal of the Traveller's Aid Society
 - The Space Gamer
 - The General
 - Moves
 - Fire & Movement
 - Strategy & Tactics
 - Sorcerer's Apprentice
 - Flying Buffalo Quarterly
 - Wargamer's Digest
 - Games
 - Fantastic
 - Galaxy
 - Omni
 - Heavy Metal
 - Fantasy & Science Fiction
 - Alarums & Excursions
 - Wild Hunt
 - The Lords of Chaos
 - The Apprentice
 - Different Worlds
 - History of Wargaming Quarterly
 - Other (please specify)
 - Other (please specify)
- H) Age?
- 10 - 16
 - 17 - 20
 - 21 - 25
 - 26 and over
- I) Sex?
- Male
 - Female
- J) Education:
- Less than 9 Years
 - 9th - 12th Grade
 - Junior College
 - College
 - Are you still a student?
 - Yes
 - No
 - Full Time
 - Part Time
- K) Occupation?
- L) Personal Income Yearly?
- 0 - 5,000
 - 5,000 - 10,000
 - 10,000 - 20,000
 - 20,000 - 30,000
 - Over 30,000
- M) Classify your Home Environment:
- Urban
 - Suburban
 - Small City
 - Town
 - Rural
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- Less than \$10.00
 - \$10.00 - \$25.00
 - \$25.00 - \$50.00
 - \$50.00 and over
- O) On the average, how much do you spend monthly on Fantasy and Science Fiction materials such as books, movies, and conventions?
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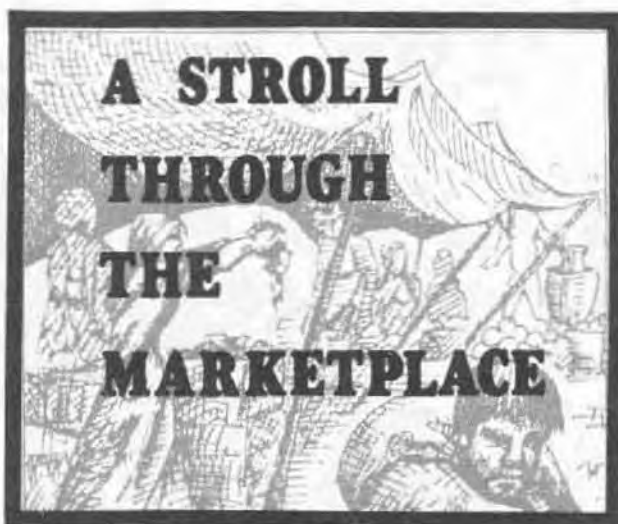
- P) Do you belong to a formal gaming club/society?
- 1) Yes
 - 2) No
- Q) Do you belong to an informal gaming group?
- 1) Yes
 - 2) No
- R) What kinds of games or game aids would you like to see from Judges Guild?
- 1) Fantasy Games
 - 2) D&D Play-Aid
 - 3) AD&D Play-Aid
 - 4) Runequest Play-Aid
 - 5) Chivalry & Sorcery Play-Aid
 - 6) Tunnels & Trolls Play-Aid
 - 7) Traveller Play-Aid
 - 8) Superhero 2044 Play-Aids
 - 9) City-State Play-Aids
 - a) Wilderness
 - b) Universal
 - 10) Empire of the Petal Throne Play-Aids
 - 11) Villains & Vigilantes Play-Aids
 - 12) DragonQuest Play-Aids
 - 13) Other (please specify)



- S) Do you like games:
- 1) Boxed
 - 2) Zip-locked
 - 3) Plastic-wrapped only
- T) What size game-aids do you like?
- 1) 16 Pages
 - 2) 32 Pages
 - 3) 48 Pages
 - 4) 64 Pages
 - 5) 80 Pages
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- 1) Yes (please specify)
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- V) Do you feel **The Imperial Pegasus** is over-weighted in some areas?
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 - a) Reviews
 - b) Advertising
 - c) Columns
 - d) Fiction
 - e) Art
 - f) Installment
 - g) Other (please list)
 - 2) No

Is there anything else you'd like to say about our magazines, products, and services?

Thanks for your time! If you have anything else on your mind, please don't hesitate to write to us!



A Stroll Thru the Marketplace

Greetings, fellow adventurers. This issue's stroll brings many interesting treasures to light. But, before I describe these dazzling artifacts, let me remind you that all of the items featured in this column are readily available from the **Judges Guild** retail store - just come in and ask the Merchant Master for them or send for them via our catalog.

Now, we view the new releases.

First, from **Judges Guild**, we have several releases. **Wraith Overlord**, subtitled **Terror Beneath the City-State**, is an extensive adventure within the sewers and dungeons below the City-State of the Invincible Overlord. A product that has been long anticipated, **Wraith Overlord** contains many hours of hair-raising adventure. An absolute must for all City-State campaigns, **Wraith Overlord** is a Universal product designed for use with most fantasy role-playing systems. **Wraith Overlord** is designed by the **Judges Guild** staff and retails for \$12.00.

Judges Guild has also released a flurry of **DragonQuest** tm play-aids. There is **Magebird Quest**, subtitled **Quest for the Azure Sea Falcon**, by Dave Sering. **Magebird Quest** deals with a group of beginning **DragonQuest** tm characters on a journey to retrieve a very rare avian for a Wizard's experiments. This adventure, as with the other two, takes place on the **Frontiers of Alusia** (**DragonQuest**'s campaign map), and is filled with land and sea adventures. **Magebird Quest** retails for \$10.00. Then, we have **Star Silver Trek**, by Diane Mortimer and Bill Pixley (with help from Scott Fulton and myself). **Star Silver Trek** follows a group of Dwarves as they race rival groups to the mother lode of the magical meteor metal known as **Star Silver**. Crammed with adventure, this product retails for \$7.00. The third **DragonQuest** tm release is **Heroes and Villains**, by Edward R. G. Mortimer. This is a compilation of personalities that roam the **Frontiers of Alusia**. A must for all **DragonQuest** tm campaigns, **Heroes and Villains** retails for \$7.00.

Also from the Guild is a new **Tunnels and Trolls** tm adventure, **Rat on a Stick**. **Rat on a Stick** is a tongue-in-cheek look at fast-food franchises in the world of dungeon-crawlers. It is also an adventure, aside from the humorous aspects. **Rat** is by George Pazcolt and Edward R. G. Mortimer and sells for \$3.98.

Also available is **Prey of Darkness**, subtitled **Quarterly, Gules and Sable**, an adventure into an old Orc complex to rout a band of brigands (or to join them). **Prey of Darkness**

sells for \$6.00 and is designed by Edward R. G. Mortimer.

Then, we have **Simba Safari**, designed by Dave Sering and retailing for \$5.98. **Simba Safari** takes you on a space-age big game hunting expedition in the Diamond-Prince subsector of Ley Sector. Six planets are provided in detail, as well as 15mm scale plans of the Type K Hunter Ship. **Simba Safari** is approved for use with **Traveller** tm.



Naturally, other companies have released new games and game aids, and **Judges Guild** carries these as well. From **Fantasy Games Unlimited**, we have news that they have purchased and refurbished the **Bushido** game. **Bushido** deals with role-playing in feudal Japan and sells for \$15.00.

Flying Buffalo, Inc. has released another **Tunnels and Trolls** tm solitaire adventure. This one is by Mad Roy Cram and is titled **Mistywood**. This is a very interesting adventure and is well worth the \$4.95 price tag.

Off the Track brings us **Dungeon Stones** to allow you to create a most impressive dungeon for your 25mm figures. **Dungeon Stones** include rubble, stairs, grates, arrow slits, windows, alcoves, myriad doorways, walls, floors, and more. **Dungeon Stones** are priced from \$1.00 to \$9.95.

From **Task Force Games**, we have **Federation Space**, a game of strategic Star Fleet battles. Maneuver the fleets of the Federation, the Klingons, the Romulans, the Kzintis, the Gorns, the Hydrans, the Tholians, and the Pirates of Orion. **Federation Space** retails for \$14.95.

In the magazine end of the business, **White Dwarf** No. 27 is on the stands. It features an AD&D tm mini-adventure, "Hell's Portal" and a new **Traveller** tm career, "The Imperial Secret Service." **White Dwarf** No. 28 is also out; it features an AD&D tm spacefaring scenario, "Operation Counterstrike," and a **Traveller** tm mini-adventure, "Sorry."

From **SPI**, we have **Moves** No. 59, featuring notes and options for **Baor**. Also included are articles on **Streets of Stalingrad** and the British viewpoint of the **Longest Day**.

GDW has released **The Journal of the Travellers' Aid Society** No. 11, featuring alien contact with the Newts. It also contains fine articles on Planet Building and Medical Treatment in **Traveller** tm.

Spacegamer No. 47 is a special D&D tm issue.

Different Worlds No. 17 features a **Skull and Crossbones** adventure by Gerald Seyppura and a new TFT class, "The Horse-Clans Player," based on Robert Adams' series about a culture of nomadic warriors. **Different Worlds** also includes a solo **RuneQuest** adventure.

Fangoria No. 16 makes the scene, featuring the make-up madness of today's movies.

Before I leave, you, let me take the time to inform you that we are having a sale at our retail store (walk-in customers only). Among the bargains available are **Metagaming** Micro-games at \$1.00 off, **Heritage Hinchcliffe** Miniatures at 40% off (series 34 - 30 Thermopolites to 46 - 40 Russian Nobles), back issue **Ares** magazines at \$3.00 and all other back issue magazines except the **Dragon** are 40% off. This is but a partial listing; come in and save up to 60% on other items (such as **Suez '73**, **Fall of France**, **Beastlord**, **Aftermath**, **Source of the Nile**, and many more).

By 13 and
Joseph Weingand



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MORROW PROJECT REPORT

By Bill Pixley



More Weapons for The Morrow Project

While many weapons are listed and described for use in the **Morrow Project**, either in the **Handbook** or in the **Gamemaster's Shield**, numerous weapons have been left out. Of the weapons that have been left out are various Canadian and Latin American weapons that would be relatively common in the border regions of what's left of the U. S. The Latin American weapons would be of special interest in those campaigns that leave Central and South America relatively untouched and, therefore, capable of trading weapons and other goods for North American resources.

Mexico

Obregon Pistol .45 ACP

E Factor:8
Weight:1.1kg
Effective Range:50m
Rate of Fire:35 RPM
Feed Device:7rd magazine

Obregon pistol is the standard pistol of the Mexican army. The pistol externally resembles the Colt 1911a1 but internally uses a different system of chambering new rounds.

RM2 Light Machine Gun 7.62x63mm

E Factor:18
Weight:6.4kg
Effective Range:800m
Maximum Range:3,155m
Rate of Fire:40/600 RPM
Feed Device:20rd magazine

The RM2 light machine gun is the standard light machine gun of the Mexican army. The RM2 is the improved version of the earlier Model 45. Additionally, the light machine gun has the unusual feature that, if the firing pin breaks, it can be reversed to put the gun back into operation.

Latin American Produced Arms

Produced copies of the HP-35, Colt M1911a1, and FN-FAL.

PAM2 Submachine Gun, 9x19mm

E Factor:9
Weight:2.97kg
Effective Range:200m
Maximum Range:2,012m
Rate of Fire:450 RPM
Feed Device:30rd magazine
Device Weight:62kg

The PAM2 is a copy of the M3a1 submachine gun in 9mm and is fairly wide-spread among army and paramilitary units in South America.



Mexico

Obregon Pistol .45 ACP

Canadian Weapons

Enfield Pistol, .38

E Factor:8
 Weight:8kg
 Effective Range:50m
 Rate of Fire:24 RPM
 Feed Device:6rd cylinder

The Enfield was the standard UK and Commonwealth pistol for WW II, and, as such, relatively large stocks of weapons are retained by Canada and other UK countries. Due to the general clumsiness of the pistol, at ranges beyond medium, it is a -1.

Lee-Enfield SMLE Rifle, .303 MK7 Ammo

E Factor:16
 Weight:3.71kg
 Effective Range:500m
 Maximum Range:2,000m
 Rate of Fire:20 RPM
 Feed Device:10rd clip

The SMLE rifle was the standard UK and Commonwealth rifle during WWII, and, therefore, large stocks of the weapon are held in Canada and other Commonwealth countries. The SMLE, while being a bolt action rifle, has a higher than normal rate of fire due to the shape and location of the bolt handle which allows a quick action on reloading the rifle.

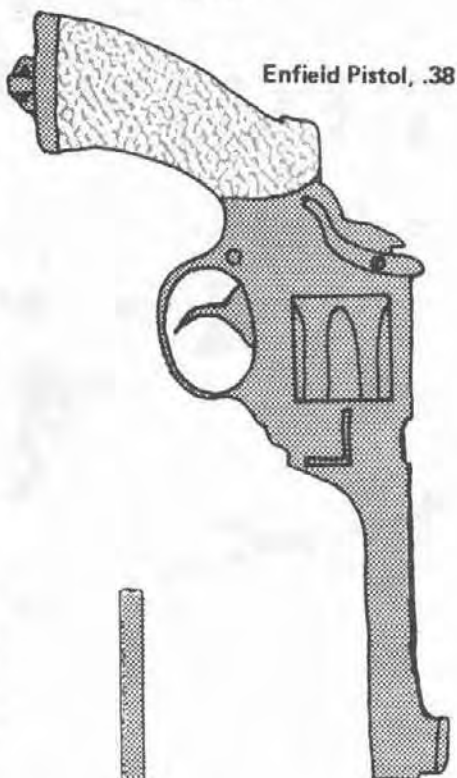
Vickers MMG Water-cooled .303 MK 7 Ammo

E Factor:16
 Weight:18.2kg
 Tripod Weight:22.7kg
 Effective Range:2,000m
 Maximum Range:3,500m
 Rate of Fire:500 RPM
 Feed Device:250rd Fabric Belt
 Device Weight:5kg

The Vickers was the standard Medium machine gun for the Commonwealth during WWI and WWII. The Vickers is a load to haul around, but, with plenty of water for the cooling system and plenty of ammo to fire, the gun is so well made it could literally fire all day long without letup.

(Note: The later versions of many of the weapons that usually use .303 MK 7 ammo were produced or converted in limited numbers to use the standard NATO round 7.62x51mm ammo.)

Canada



Enfield Pistol, .38



Brazil

INA 953 Submachine Gun, .45 ACP

Brazil

INA 953 Submachine Gun, .45 ACP

E Factor:8
 Weight:3.4kg
 Effective Range:200m
 Maximum Range:2012m
 Rate of Fire:650 RPM
 Feed Device:30rd magazine
 Device Weight:92kg

The INA 953 is a copy in .45 ACP of the Danish M/50. The sub-machine gun is rugged and reliable but has no startling special features.

G-3 Assault Rifle, 7.62x51mm

E Factor:17
 Weight:4.25kg
 Effective Range:400m
 Maximum Range:3,725m
 Rate of Fire:40/100/600 RPM
 Feed Device:20rd magazine
 Device Weight:625kg

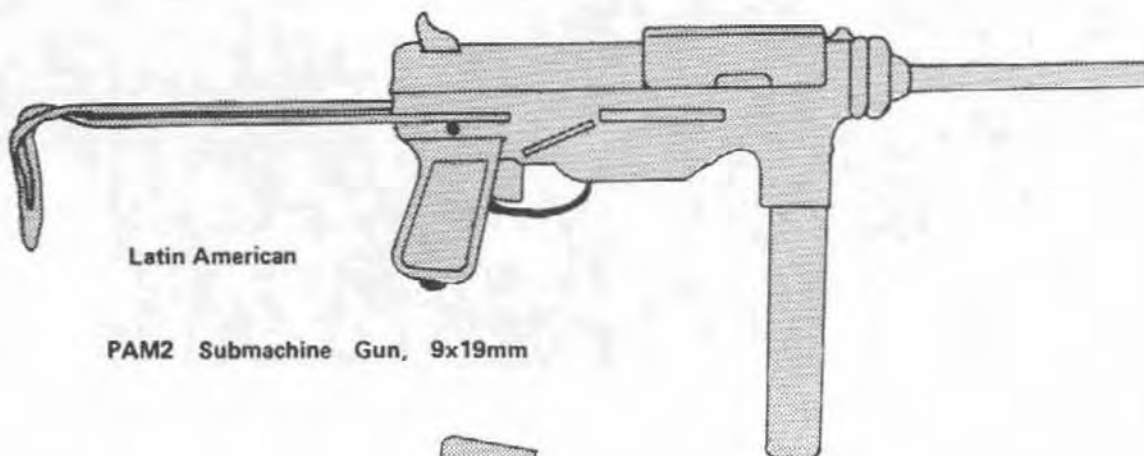
The G-3 is a German-designed assault rifle that, like the FN-FAL, is produced by many countries under licenses throughout the world. The weapon is rugged and reliable with semi-auto copies being sold in the U.S. as survival weapons. These survival weapons are not usually Brazilian made.

Dominican Republic

Cristobal Model 2 Assault Rifle 7.62x33mm

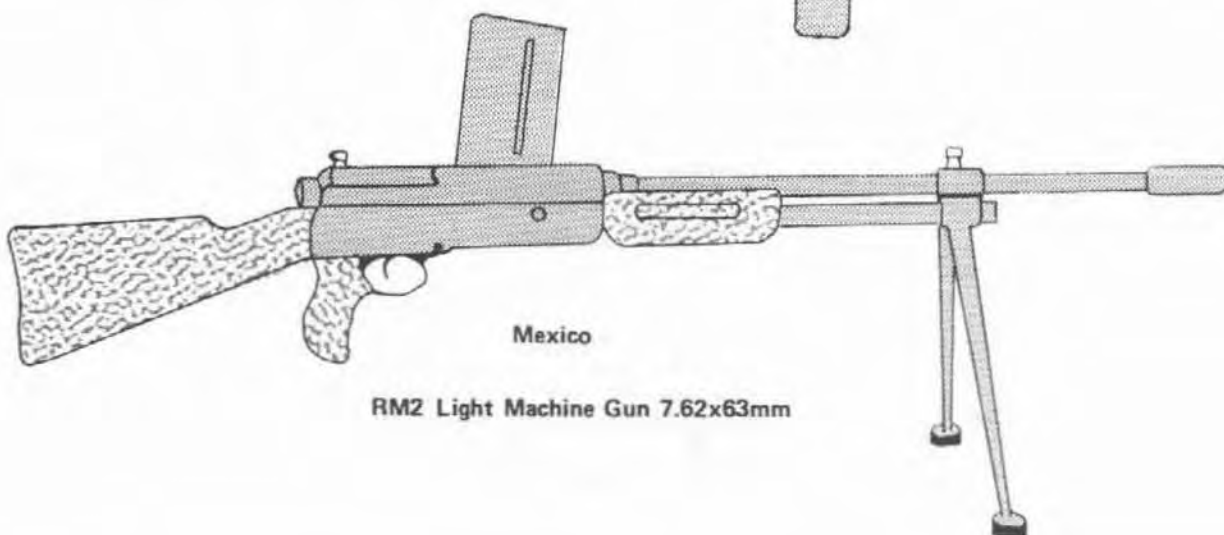
E Factor:12
 Weight:3.52kg
 Effective Range:300m
 Maximum Range:2,100m
 Rate of Fire:40/580 RPM
 Feed Device:30rd magazine
 Device Weight:2.25kg

The Cristobal is presently in service with the Dominican armed forces. A wire stock version of this rifle is also produced. Note: This weapon is rather light to be an Assault rifle but is classified as such because it fires a cartridge too powerful to be termed a submachine gun.



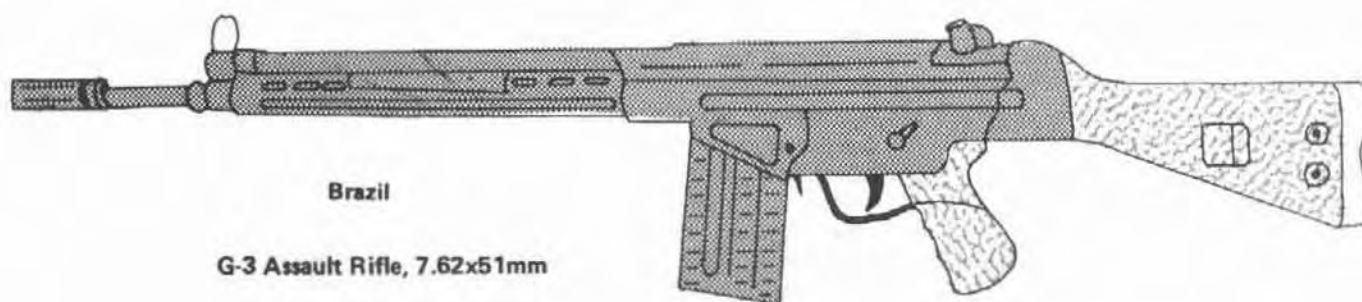
Latin American

PAM2 Submachine Gun, 9x19mm



Mexico

RM2 Light Machine Gun 7.62x63mm



Brazil

G-3 Assault Rifle, 7.62x51mm



Dominican Republic

Cristobal Model 2 Assault Rifle
7.62x33mm

Gateway

By
Dave Sering

Quadrant

This second in a series of columns covering the Gateway Quadrant Traveller™ campaign and the materials available for it from Judges Guild concentrates on some of the playing aids useful in all active campaigns.

Additional playing aids were developed to aid in the smooth running of the game mechanics. The most prominent of these is the **Referee Screen**. Composed of four 8½" x 11" sheets of heavy cardstock, this item has all the charts and tables necessary to play the **Traveller™** game mechanism. The Judges Guild pioneered the development of the gaming shield idea and perfected its layout to speed game play. All those items required by the Judge are printed on one side, and that information required by the players is printed on the other side. When the Screen is assembled, it stands upright in front of the Judge. In that position, it serves to conceal that material which the players do not yet know as well as to present for continual reference the constants of equipment and skills that the players do know. The tables themselves are presented with all appropriate die roll modifiers figured in and in such large type as to be clearly visible to the players across the table. Charts and tables are arranged for clarity of data presentation and rapidity of use.



The original **Referee Screen** included all that was in the three original rulebooks as well as the weapons and equipment from **Mercenary**, the fourth book.



Another item which speeds play for both Judge and player is the **Traveller Logbook**. It provides a one-page summary of the character generation system of the first three books and a one-page summary of the **Mercenary** character-generation system. All the appropriate charts and tables necessary to build a character are arranged so that they can be scanned at a single glance in order of use. Character record sheets are provided as blank forms with appropriate and logical layout and format. The section on character generation also includes a large, new section by Judges Guild of tables on detailed physical characteristics and personal background. These tables are provided to assist the Judge or players in developing the background detail necessary to turn a string of generated numbers into a living personality. One table gives a selection of minor physical variations, all of which are insufficient to modify game balance. They are, however, significant enough to have a marked effect upon the character's personality and relationships with the universe. Additional

tables are designed to give a family background for the character. One table permits the Judge or player to derive a social structure for the family, determining such factors as number of parents, siblings, and marital configuration. Another series of tables permits the determination of the major occupation or occupations of family members based on the Technological Level of the society. The job types a character was exposed to while growing up can have a very great influence on what the character knows or picks as Skills. Also, there is a table of reasons for initially starting out on a life of adventure. These tables may be used by the Judge to quickly flesh out non-player characters who will be significant to the players. The players may also use them to get a hint of how to get started in developing a personality for their own characters.

The second section of the **Logbook** is oriented towards helping Judges and players with the intricacies of starships. The major portion of the section is a set of 6 registration papers for starships. These forms are designed to give all essential game information in a clear format that also appears "official." The section begins with a page containing a complete summary of the economic aspects of starship operation. The first half of the page details the operating expenses, and the second half gives revenue-generating activities including a complete **Passenger Table**. The facing page contains the **Trade and Speculation Table** with a complete listing of the various categories of trade goods and their base prices. Also part of the table are the **Purchase and Resale modifiers** for the different types of worlds, Agricultural, Non-agricultural, Industrial, Non-industrial, Rich, and Poor, as well as

the quantity of material available for purchase. The next page is a visual aid, giving scale silhouettes of the six standard ship types as well as the five major ship's auxiliary vessels. The facing page gives a Random Location Table for use when it becomes necessary to determine precisely where a particular crewmember or passenger may be located at a particular moment. An Activities Table is also provided for those instances in which it becomes necessary to determine what a crewmember or passenger is engaged in doing at that particular moment. The tables are intended to be used separately but can be used together though, in the latter case, some discrepancies will have to be resolved by the Judge.

The rest of the page has a special set of tables to be used by the Judge in resolving the effects of weapons hits on the standard types of ships. The tables are specially arranged to give the correct percentage of hitting the different areas of the different types of ships. Never again will the players be forced to sustain an abnormally high percentage of hits upon a section or component of a target which occupies only a small percentage of the target vessel. The first segment of the tables determines which of the four major sections is hit, Personnel, Cargo, Fuel, or Engineering. Subtables then further define each section for each type of ship as to the specific item of equipment or compartment that is struck. An additional subtable is provided for localizing hits on the various types of ship's auxiliary vehicle, including Air Rafts.

The **Logbook** is most often used at the beginning of an adventure where a knowledgeable player can quickly use it to roll up a new character or update the paperwork on his or her character's starship instead of the rulebooks. Thus, the Judge, or another, has free use of the rulebooks and does not have to compete with several other people when looking up that last bit of information necessary to begin play. The blank record sheets provide an attractive standard form on which to record the information necessary for play. All in all, this is an item of frequent use to the Judge and players in an active **Traveller**™ campaign.



Another playaid is still quite useful though no longer the sole example of deck plans of the standard **Traveller** starships it once was. Published even before **High Guard** was available, **Starships and Spacecraft** provides scale deck plans of all the standard starships and ship's auxiliaries. At the time of publication, the scale chosen for depiction was 25mm wherein one square was set up to equal one meter. Further developments of **Traveller**™ concepts led to the decision to adopt 15mm figures and a 1.5 meter per square. This differing scale was chosen to better facilitate the active interior episodes that **Traveller**™ game sessions engender. The spacecraft plans provided by Judges Guild are completely usable in this new scale as well. They are an excellent representation of the types of craft encountered on the active frontier of the **Traveller**™ Imperium Universe. In fact, the hypersonic delta shape of the Type S Scout/Courier has come to signify the lure of the Scout Service on the far frontier.

Each of the six types of starship described in the original **Traveller**™ rule set has a complete floor plan or deck plan provided. The plans are color-coded with a red halftone pattern indicating the Engineering Section of the hull, and a solid blue color indicating the area of the pressurized hull and cargo section normally accessible to the crew. Electronics and avionics equipment such as the ship's Computer, Fire Control Equipment, and Basic Ship Controls are indicated with a light blue halftone pattern. The normal direction of travel of the vessel is shown by a forward-pointing arrow.

A dotted line over the control area indicates the transparent canopy permitting the pilot visibility for conning the vessel. On those vessels which have hardpoints for the installation of weapons turrets, small, solid arrows indicate the positions of access hatches to the port and starboard portions of the hull while small, circular symbols mark the locations of access hatches in the deck or overhead. The ship's hull and significant structural bulkheads are depicted with thick lines. Interior partitions which divide the Crew Section into the various cabins and compartments are made up of thinner lines. The doors to the private cabins are shown as open while the privacy screens to the fresher modules are shown as partially closed, wavy lines. Hatches in the exterior pressure hull are located and shown in the normally shut position. Hatches between the various decks and to the interior airlock are also indicated as well as whether the hatch is normally closed or open.

All five of the standard ship's auxiliaries or small craft are also depicted. Plans are provided for the Lifeboat all the way up to the Cargo Shuttle. On the reverse side of the plan sheets are perspective views of the vessel along with an indicator of the average size of a human being for comparison purposes. Beneath each illustration is repeated the description of the vessel as given in the original **Starships** book of **Traveller**™. Also given are the physical dimensions of the vessel and a short description of the major features of the deck plans. The descriptions of the deck plans on one of the sheets are printed on the back of the other sheet so that it is not necessary to disturb a shipboard action in progress to check the description of some feature. As a bonus, perspective sketches and descriptions of the Aircraft and the All Terrain Vehicle are also provided. The basic parameters of shipboard routine are set out for prospective "passengers" in a quote from the "Welcome Aboard Brochure" of the "Tri Star Lines." Other facets of starship operation are depicted in technical illustrations of a starship weapons turret and the modular refueling scoop package installation for a Pinnacle.

The third sheet in the package has a large area gridded in the half-inch square pattern so that the purchaser may add his own starship design to the fleet depicted. On the reverse side is a filled-out Ship's Summary Sheet for each of the starships. There is also a complete set of blank Starship Documentation Papers for the purchaser to provide identification for his own starship. The particular designs depicted in this product are only one form of the many designs conforming to the standard Traveller™ classifications. They are some of the designs provided by M, C, & S Engineering among the myriads of companies constructing starships.

Judges Guild has several series of products, each of which is designed to fulfill different requirements in a campaign. The next column will treat with specific problems encountered in science fiction role-playing campaigns. One of the topics to be covered will be the generation of accurate playing universes from astronomical data. Watch future columns for features treating alien characters and their generation.

The Rumor Bin Ley Sector

Reliable sources in the Duke's Special Service indicate that recent activity by border patrol forces was not prompted by Sydemic agents.

ADCOMLESEC has issued an official communique denying that an invasion from Stasmi Al Amya is imminent. "They have much more significant problems closer to home."

Tri Star Lines states that its recent acquisition of shipyard facilities at Salenik (1019) is not intended to take business away from its yards at Jullannar (0404). The additional capacity is required for routine maintenance.

Integrated Dynamics' subsector office on Sledgetower (1934) has circulated a notice calling for bids on a series of mercenary contracts. The contracts are for security forces in the Ginlenchy Concordance. One of the contracts is said to be for a heavy-duty strike force to spearhead the proposed pacification of the Chm'Bana Rebellion on Bellmawr (Glimmerdrift 1608).

The Archon of Evereve (1010) is seeking to hire an experienced mercenary strike team to train his newly-raised planetary guard. Pay is not exceptionally high, but physical risk is minimal. After the initial contract, several positions will be open on his staff for permanent training cadre.

Rescue and salvage teams have reported that they have been unable to find a trace of the new Provincial Border Prowler Class Cruiser, Tnagano, which disappeared on her shakedown cruise. The local naval officials deny reports that she was hijacked by pirates or agents of the Sydemic Empire.

Reserve Scout Ships, Sarlana and Cradz III have been recalled to active duty. The commander of the Imperium

Provincial Naval Base on Arnitag (1915) states that increased pirate activity in her subsector requires vigorous countermeasures. "Activating these Scouts is a lot cheaper than continuing to suffer losses in trade and merchant ships. Other measures are being taken to end this menace quickly."

The Armaments Systems Division of Consolidated Energetics has announced the development of a special retro-fit module which can convert the Roustabout Class fleet auxiliary into a System Defense Boat. The Duke's Office of Management and Budget has issued an official commendation to the company for conservation of government resources.



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HANGING OUT IN THE CITY STATE

by

EDWARD

R. G.

MORTIMER

This issue unveils another aspect of this column - the discussion of City-State Installments and City-State related products from Judges Guild. This also means that, if you have any questions concerning anything related to the City State of the Invincible Overlord, send them to me at this address:

Imperial Pegasus
Hanging Out in the City State
1221 N. Sunnyside Road
Decatur, IL 62522-9709

Now, in this issue, we will take a backward look at last issue's **Hanging Out in the City State**. In it, you may have noticed that some things were different than that which appears in the City State booklet. This was done intentionally to show how the City State should be approached by the Judge. A product such as the **City State of the Invincible Overlord** sets up the foundations of a campaign but not the entire structure. It allows the individual to tinker with the City State in order to merge it with his or her own campaign smoothly. It does not stifle creativity; rather, it promotes creativity. It has been designed to give each Judge a "nudge" as to which tangent to take on a particular aspect of the City-State, but it does not demand that the course be taken. The same can be said of the people described within the booklet.

For example, let's take a look at what was said in the City State booklet about Ragolet the Ruffian, the Guild-master of Slave Masters:

"Grizzly and given to wild banqueting, Ragolet's commission permits him to tax each Slave Master the 'pick of the crop' (best slave) once a year. Forty slaves guard a harem of twenty exotic women from distant lands. 860 GP hidden in private rooms. 20 gold plates. *Rumor: ambush by bandits set for drunks on Caravan Street. Barred windows.*"

From the line of statistics also given, we find out that Ragolet is Chaotic Evil, is a very proficient Fighter (9th Level) though he seems to have been remiss in practicing his art lately because he has a low amount of HTK (28), and his ability scores are not anything of which to boast. He does own a magic +1 Sword, however.



Okay. Once I decided to go with an adventure using this setting, it was rather obvious where to start - with a wild banquet! The ingredients for such are:

- 1 Food and drink
- 2 Servants
- 3 Guests
- 4 Entertainment

Item 1, food and drink, was not a problem. As this type of thing is quite common for Ragolet, I imagined he must have good connections in the food and drink business (e.g. "I'll give you one slave for every twenty bottles of exquisite wine."), so getting the shopping done would be no problem. Preparing the food needed only the inclusion of cooks - two old women, in this case.



Item 2, servants, was also handled without difficulty. Ragolet owns a harem of 20 exotic women, so I decided that he would have them serve his guests. In this way, Ragolet can show off his possessions and get some work from them as well. I envisioned that Ragolet was that kind of person - greedy for possessions and eager to show everyone just how much he has.

Along these lines, I decided to give Ragolet more wealth than was described within the City State booklet. I gave him what I thought a Guildmaster of such a profitable business should have. You may have different ideas, and you are free to change what I have written just as we both are free to change what has been written within the City State booklet. The new wealth was in the form of jewelry for his harem.



I moved on to Item 3, guests. Here, I encountered a slight problem. The description gives no hint of whom Ragolet associated with outside his professional life. However, it did say he was a Guildmaster, so most of his guests should be rich or influential. It also said that he was Evil, so there won't be too many "good guys" running around the place (though that does not preclude all good guys). Then it said that Ragolet's Social Level was 7, which is something to keep in mind when inviting guests. Other things to keep in mind included:

- 1 Who works in the slave-selling business?
- 2 Who owns a lot of slaves?
- 3 Who likes parties?
- 4 Who likes to socialize with the influential?

With all these things in mind, I began searching the City-State booklet, entry by entry, deciding whether or not to invite each person about whom I read and then deciding if he or she would accept the invitation. I quickly found that some people would have to have other plans for the evening, or too many people would be at the party. With this in mind, I decided

that such people as Paramsworn the Red (from the Southern Keep on Water Rat Road) and Garrick One-Eye (from the Wild Boar Tavern on the Street of Shadows) had made other plans or, as in the case of Paramsworn, knew that someone else was going to the banquet that he or she did not want to see (in this case, Llangwellan the Blue from the Wizard's Keep on Water Rat Road who just felt like unwinding for a night).

Now, I had a list of names. The next step was to determine how to get them into the party and to make their whereabouts flexible. I decided to place them on a Wandering Encounter Table along with the harem of 20 exotic women, the forty slave guards, and, of course, Ragolet, himself.

Placing all the guest on a Wandering Encounter Table enabled me to place a certain number of them already at the party (by using the map descriptions to also determine how many guests should be at the party at the start of the game) and be assured that the others would appear later in the evening as a result of the table.

I then decided not to include a provision for guests leaving the party because I wanted this particular party to be a BIG one so the players would have plenty of openings for whatever they wanted to do. I also figured that the players, if they were running Thief-type characters, would not want to stay until the end of the party. Rather, they would want to leave "while the going is good" (a bit of Thieves' Cant, there). However, if the player-characters have decided to stay for the end of the party, a provision to have guests leaving is no problem to include.

For example:

Going Home Provision

Roll once every hour on 1D6. If a 1 is rolled, it indicates that someone is leaving the party. Then roll 1D6 to determine how many leave; roll 1 die for every two hours that the characters have been at the party. Then roll the indicated number of times on the Wandering Encounter Table. These people are now leaving. If someone is rolled twice (or more), consider it representing the fact that he or she forgot

something, came back for it, and left again. You may want to work this in and have the player-characters find such a left-behind item.

If any slave of Ragolet is rolled, consider it indicating that he or she went to sleep. Half of the time, they will fall asleep in whatever room they currently are (determine randomly if necessary); otherwise, the exotic women will go to the Harem Room, and the slave guards will go to the Basement (which was not included as a map because I envisioned that there was nothing of importance there, just supplies of various kinds).

As a side note, I also envisioned that the party might last for a few days. Using the above **Going Home Provision** might result in the party lasting for such a length of time, and then, again, it might not. Whether or not it does doesn't matter. The party will either be a big social hit or a social wipe out; it is all up to the dice rolls.

As to Item 4, entertainment, I took care of this problem in two ways. The first was to have the 20 exotic female slaves dress in appealing costumes (taken from the "Houri Garb" table in the "Women" section of the City-State booklet as were the other characteristics of these slaves). The second was to have Ragolet invite dancers and minstrels to the party. The dancers and minstrels would move about, plying their trades, and all would be well.



Even though all four items (food and drink, servants, guests, and entertainment) were provided, I sensed that something was missing. That something was the unexpected. After a bit of thought, I decided to include the two characters, Hippotier the Kind (from the Bazaar on By-Water Road) and Sylperi the Spellbinder (from the Red Pearl Inn on Water Rat Road) as surprises for all attending. Their roles were completely described in the scenario.

Still, something was lacking, so I decided to include something totally unexpected - a ghost. I put the ghost in the library (included just for him) and decided that he could not leave that place. In this way, only those player-characters that were either very bold or very lucky would ever run into him. I also decided not to assign statistics to the ghost so that each Judge could (and, indeed, would have to) make sure the ghost wouldn't be a pushover, but, on the other hand, he wouldn't be too powerful, either.

When all that was done, I believed I had created the basis for a good scenario, a scenario where the players could make excellent contacts (if they wished), enjoy themselves, pick a few bulging pockets, and have a bit of a scare thrown in "for dessert." All in all, I think it could be an enjoyable little scenario.

More importantly, however, I think it shows the correct way to approach the **City State of the Invincible Overlord**, which is this: use the booklet to provide a solid foundation for your campaign and change, delete, and add whatever you wish to personalize it for your players.

Remember, the last word in any campaign is the Judge's, and, in your campaign, you are the Judge. Judges Guild playing aids are there to advise you, not to command you.



Mel. White





SCREEN SCENES



Review of '81
By C. J. Henderson

Anyone who ever uttered the statement, "They don't make pictures like they used to when I was young," obviously doesn't remember a great deal about movies - either that, or they're relying more heavily on their imaginations than their memories. I will admit, it is an easy statement to believe. A person can point to *The Wizard of Oz*, *Casablanca*, *Forbidden Planet* and then at a recent outcropping of swill like *Deadly Blessings*, *Skatetown, U.S.A.*, and *Ghost Story* and fairly well make the point stick. What these longers-for-yesteryear tend to forget, however, is that every year there is always a greater percentage of garbage than there is of good features.

1981 was no exception. From one end of the year to the other, there was enough bad horror, fantasy, and science fiction films to cause one to swear off movie-going forever. Even taking only the top ten *genre* films of the past year leaves us with some bad flavor in the backs of our mouths.

As bad as some of these top ten films were, however, they all had something important to offer the *genre* as a whole. 1981 was the year which ripped off the lid on the science fiction/fantasy taboo box. *Star Wars* and *The Empire Strikes Back* produced a great number of offspring during the past twelve months, the growth of which was watched very closely by those people holding the moviemaking pursestrings around the world.

The following ten films have been listed in ascending order from the worst to the best, with reasons both monetary and critical cited to justify their positions. Some of the positions may surprise you. Some of the rea-

soning may, as well, but it is, after all, the way of the American film industry to be confusing. For better or worse, here they are.

It has been universally accepted that *Dragonslayer* was the most dismal failure of 1981 as far as fantasy films went. Nobody seems to have gone to see it. It closed across the country as fast as it opened. This surprised some people, for the film had absolutely the best special effects of the year. The dragon, Vermithrax, was frightening, horrible, and absolutely believable. His creation was brought about by the finest state-of-the-art effects money could buy. The monster was so real, in fact, that critics and civilians alike had trouble telling when the gigantic model was being used and when the Disney/Paramount lizard was really a stop-frame model.

So, what happened? Basically, special effects aside, it was a terrible film. The acting (outside of Ralph Richardson) was pedestrian, the story was skimpy and fairly bothersome, and the characters did not come across as fully real. The third century was not the time of women's lib. When the best performance in a film is given by the technical staff and not the actors, the film is usually in trouble.

Likewise, United Artists' *Clash of the Titans* went down the tubes for the same reasons. Slightly better than *Dragonslayer* due to its strong cast (Laurance Oliver, Burgess Merideth, Maggie Smith, et cetera), it still suffered from a weak, silly, and boring story. The special effects were not up to par, and this was doubly disappointing, for the film was a Ray Harryhausen effort.

For years, people had been saying that, if Harryhausen could get his hands



DRAGONSLAYER

on a decent budget, he would turn out the greatest fantasy film ever made. Well, after finally being given a monumental \$20,000,000.00 to play with, the revered creator of dynarama not only did not make the best fantasy film ever made, but he did not even make his own best film. **Clash** ranks low on the Harryhausen ladder, containing some of his worst special effects.

The importance of these two films, however, lies within the fact that they may help Hollywood to realize that the science fiction and fantasy audience wants more than back-to-back special effects. At five dollars a shot, most people are going to only the best films; movies that do not offer a good, interesting, involving story line populated by believable characters have never been big successes. It is not hard to think back to the days of "sensurround." It was a wonderful gimmick, but a short-lived one - mainly because the movies filmed with the technique simply weren't worth going to see.

Close to these two at the bottom of the ladder was Columbia Pictures' epic disaster, **Heavy Metal**. **Heavy Metal** was calculated to rake in top dollars. Based on the semi-popular graphic magazine of the same name, it featured drug humor, casual sex, exotic violence, sword and sorcery, hi-tech science fiction, good-looking cartoon girls, funny scenes, horror, cute robots, and just about anything else which is supposed to sell to today's movie audience.

The problem with the film was that very little of it made any sense. The framing story which surrounded the individual vignettes was atrociously poor. It did not match up well with the stories it was supposed to explain. Its ending was trite, expected, and boring.

Several of the segments which made up the film were quite good, but they were not enough to support the ones which weren't. For the most part, the pieces were only parts of stories which neither began nor ended. Much of the art was poor throughout, and few of the bits which made it up made any sense.

Heavy Metal was a box office and an artistic failure because its makers underestimated the taste of their audience. The memory of ani-



HEAVY METAL

mated feature makers such as Disney and the Fleischer Brothers are not so far removed that people will accept dregs the likes of which they receive from folks such as Ralph Bakshi or the crew in charge of **Heavy Metal**. This film will, hopefully, encourage more animated efforts. Its mistakes will, hopefully, encourage better ones.

Fourth on the list comes **Superman II**, a financial success but an enjoyment washout. **Superman II** did

not live up to a lot of people's expectations. Like Bo Derek's **Tarzan** and the quickly-killed **The Legend of the Lone Ranger**, it could not bring itself to take its subject matter seriously. Unlike **Superman: The Movie**, the sequel dehumanized its characters, making them more like the cardboard prop-ups of the 1950s' **Superman Comics** than the flesh-and-blood people of the first film.

Not taking one's subject matter seriously has ruined more than one heroic adventure film. **Swashbuckler**, **Doc Savage**, **Flash Gordon**, and a dozen other heroes from **Zorro** to the **Blackhawks** have been done in by bad movie adaptations. The people who make movies have often felt that no one would take a comic book hero or pulp character seriously on the screen. So, to protect themselves, they have added humor to the films so that, when asked if they were making a serious movie about so trivial an idea, they could safely answer, "Not me!" Thus, **Superman II** was a booming box office smash but only with the kids. The adults who were pleased to see their childhood hero so well-treated in the first movie were sorely disappointed by the second.

The disappointments in the next pair of films came more from audience anticipation than any real faults within the movies themselves. John Carpenter's **Escape From New York** and George A. Romero's **KnightRiders** were both ill-received films. Before **Escape** came out, people knew what it was



ESCAPE FROM NEW YORK

about and knew what to expect, or, at least, they thought they knew. Most everyone went into the theaters looking for a great deal more violence and social commentary on the state of New York than Carpenter felt like delivering. Thus, those people who would have enjoyed the film never went to see it, and the people who would be bored by it flocked in droves.

Word got out that the film was bad. The people who wanted sex and violence stopped going, and the people who would have enjoyed the film said, "Well, if those kinds of people aren't going to see it, it must really be bad," and stayed home as well.

In the case of **Knightriders**, Romero made a deeply sensitive, mostly non-violent study of a special band of people, retelling the Arthurian legend in a modern setting. His story was touching and dramatic, possibly one of the top three pictures of the year and, assuredly, his own personal best work. Like **Escape**, **Knightriders** was prejudged by the audiences and seen by the wrong people.

And, of course, the villain, once again, was Greed. The same avarice which rushed production on **Heavy Metal**, producing a hurried, nonsensical, sloppy film, designed the misleading advertising campaigns for both **Escape** and **Knightriders**. Both films were advertized as violent. Neither really was. False advertizing killed both the fair **Escape From New York** and the excellent **Knightriders** with the same stroke. The wrong crowds were drawn to them; it only took word of mouth to do the rest.

The next film up the line would be **Time Bandits**. **Time Bandits** made money. It was also not hard to watch. It offered a premise and then stuck to it. Its advertising campaign was honest and direct. The actors assembled with it were the best. The special effects housed within it were all at least good; some of them were spectacular.

The film only did reasonably well due to two factors. First, the story was a bit too jumpy. No definite pattern was ever established for the film. The audience did not know what to expect next, and many were confused by the goings-on. Too many people went to it expecting a children's film and were made to feel uneasy at the religious libel which ran throughout it.



Tarzan



SCENES FROM TIME BANDITS



Second, unlike movies like the classic *Wizard of Oz*, there is no sentiment in *Time Bandits*. The film is a confusing, somewhat tragic tale; this does not make it unenjoyable, but it does make it different. For many people, it was too different.

The last three of the big ten are a long step away from the rest of the year's films. All three were both box office successes and good films, to boot. They were *Excalibur*, *Outlands*, and, of course, *Raiders of the Lost Ark*.

One is a straight fantasy film, another a hard-tech science fiction, and the last is an adventure film. What, if anything, did these three films have in common? The answers are simple; none of the three made any of the mistakes of the other seven.

First off, the special effects in all three films were excellent. None of the technical magic in any of the three looked hurried; none of it was flawed. Every trick in every scene, every model, every matte painting, and everything else was perfect or very close to it. All three films were well thought out and made with corresponding care. All of the sets, costumes, and locales used were perfectly suited for their films.

Second, the casts were perfect. There was no one else to play Merlin except Nicol Williamson. Connery was the perfect Marshall. No one would ever question Ford's Indiana Jones. Unlike so many of the other films mentioned, each cast here was flawless. Everyone knew their characters' weaknesses and strengths. There were no bad performances.

Next came the story lines. Once again, nothing was trivialized. *Outlands* and *Raiders* were played with deadpan seriousness. True, there were some light moments in both films, but that was all they were. No fun was ever made of the characters. Audiences laughed with O'Neil and Jones, not at them. As far as *Excalibur* was concerned, a grimmer, more serious sword and sorcery film has never been made.

Unlike so many other heroes recently brought to the screen, this year's Arthur, O'Neil and Jones were all taken seriously by the people who created them. This made it very easy for their audiences to take them seriously, as well.



TIME BANDITS



RAIDERS OF THE LOST ARK

As far as advertising went, all three films were fairly represented. The media played no games with any of the trio; thus, the right audiences were filing into the theaters from the start. And, though this wouldn't have bothered a runaway money-maker like **Raiders**, it was a help to marginal money-makers like **Excalibur** and **Outland**.

And, lastly, came the messages of the films. **Time Bandits** wasn't quite sure what its message was. Neither was **Heavy Metal**. There is no doubting the morals of the year's top three, though. Each of the top dogs knew what it wanted to say and said it as straightforwardly as possible.

So, in a nutshell, it seems what it takes to make a good picture is: good effects, costumes, sets, locales, and actors, a solid, interesting, complete story, people in charge who care about their subject matter, and some plain, simple truth, both in advertizing the film and in the film itself.

Despite what Hollywood seems to think, it takes more than stacks of dollars to make a good film. **Clash of the Titans** cost nearly twice as much to make as **Raiders of the Lost Ark**. Sad, but true.

Whether or not anyone will learn anything from last year, only time will tell. Rumors have it that, after **Conan** fails, which most everyone is positive will happen, there will be no more sword and sorcery films for a lot of years.

Every year, a number of pictures come out doomed to be forgotten almost instantly because they don't have what it takes. For some reason, although movie making is an art form and a business well over fifty years old, some people persist in ignoring the obvious; the public can recognize bad films. Now that the economy is officially in depression, they had better realize that, not only can people recognize bad films, as long as money is tight, they will be staying away from them as well.



OUTLANDS



RAIDERS OF THE LOST ARK



MAGIK TOMES



Hobgoblin
by John Coyne

Published by G. P. Putnam Sons

Reviewed by Debye Pruitt

You don't have to be Irish to find this book interesting, but it helps. You don't have to be a gamer, either, but that helps, too. One thing you should be, however, before you read this book, is over sixteen years of age. It is definitely not for children since the action includes the rather gruesome deaths of both parent-figures and other children. In addition, the book is rife with sex, sodomy, and sadism. If it were a movie, it would certainly get an R rating, but, since literature, by its very nature, must rely on the imagination and experience of the reader to bring the printed page to life, as a book, it gets a solid PG.

The violence in *Hobgoblin* is pervasive, yet it is only as graphic as the imagination of the reader, with some help from the writer, will allow. The same is true of the sexual references. Young people may find the "love interest" boring, if not embarrassing, and the more explicit sexual encounters thoroughly mysterious. Adults, on the other hand, may have some difficulty relating to the feelings and actions of the teenaged boy caught in the unfolding tale of mystery, mayhem, and murder.

The teenagers in this book verge on the unbelievable. Their conversations are generally brutal, disagreeable, and foul, and they differentiate not at all between language and behavior that is appropriate to their peers and that which is appropriate to parents or teachers. They permeate the atmosphere with an almost diabolic malice

toward all. Their ideas of harmless jokes include car theft, the brutal beating of a new classmate, and the disrobing of one of their female classmates, subsequently leaving her, naked, bound, and blindfolded, in the cool fall evening atop an ancient tombstone situated in a secluded cemetery surrounded by a deep woods inhabited by less-than-savory characters. Gentle reader, these are not urban guerrillas or the demented dwellers of a large, metropolitan ghetto of which we speak; they are the stalwart sons of farmers in a small, agricultural community, yet no voice of protest is raised, and no authority notified of their heinous deeds.

Rather rough in spots, the action is sometimes so predictable that it is possible to skim over entire paragraphs, including conversations, without losing the thread of the story or, indeed, without missing anything important. On the other hand, some parts are so brilliantly written and finely crafted that it is next to impossible to put the book down for fear that the story will go on without you and something of dreadful import will be missed.

Although the book begins slowly, it builds in suspense; the pace quickens like the beat of a heart gripped in fear until, at the end, you may find that you have been holding your breath for the last three pages, and it is necessary to gasp for air at the crashing *denouement*.

Hobgoblin is the story of the struggle of a teenaged boy, Scott Gardiner, to cope with the simultaneous death of his father and demise, during a game of *Hobgoblin*, of his twenty-fifth level Paladin, Brian Boru', and of his efforts to find that fragile line between reality and fantasy. His



father's death causes Scott to be uprooted and moved to a new town to live in the guest house of an ancient castle where his mother has found employment. The loss of his Paladin leaves Scott with no champion to hide behind, and he is forced to face life as it really is rather than through the mists of legendary Erin. He finds it an unpleasant experience, at best, and is continually drawn to the seemingly-safe world of *Hobgoblin*. However, his new classmates think it is a stupid game and make no effort to hide their disdain. Meanwhile, unexplained occurrences, sightings of strange-looking creatures, and violent encounters cast

an ever-lengthening shadow of fear on the already-sinister stone walls of Bally Castle. Fittingly, it is on a Halloween night, during a live reenactment of the game, *Hobgoblin*, which has been staged by Scott to teach his tormentors a lesson, that all the accumulated hatred, fear, and evil intent find culmination at Bally Castle, and Scott finally sees things as they really are. . . .

The tale is so skillfully woven that even the reader, who knows at least as much as, and, sometimes, more than, most of the characters at any given time, does not see the truth, either, until the end. This is as it should be in any good mystery tale, and it is in this that the true genius of John Coyne's *Hobgoblin* lies.

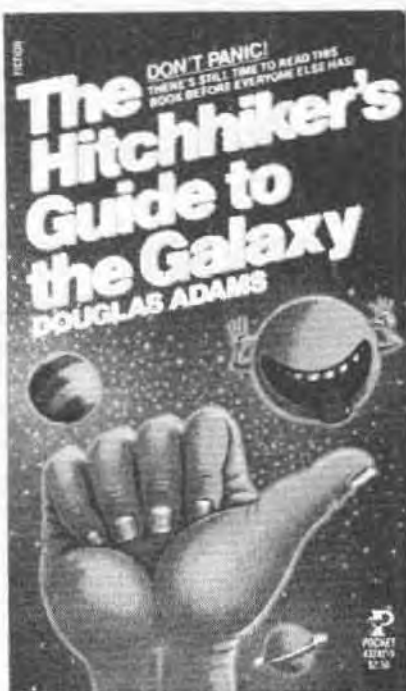
The Hitchhiker's Guide to the Galaxy
by Douglas Adams
Published by Pocket Books
\$2.75

A Review by C. J. Henderson

Science fiction has a problem. It tends to take itself too seriously. By "science fiction," I mean the people who write it, the people who read it, and the people who criticize it. Over the years, the BEMs and bad TV shows, and general, all-round, misunderstandings over what the *genre* is all about have caused a lot of ill feelings between readers and their parents, teachers, lovers, and various other outsiders. Because of these misunderstandings, people involved in both fantasy and science fiction have got fairly defensive over the love of their lives and will brook no belittling (I mean, really, if you think about it, who cares if it's called SF or sci-fi, or anything else?).

Well, things will have to change soon. The most outlandishly funny science fiction novel ever written has finally been delivered to our shores from Great Britain. It is *The Hitchhiker's Guide to the Galaxy*, and it is truly a riot.

The book has an unusual history. When Monty Python and his Flying Circus broke up, Douglas Adams, one of the show's main writers, found himself looking for something new to do. What he decided to do was to write a completely insane radio show for the BBC about inter-galactic hitchhikers, the destruction of the Earth, interstellar throughway by-passes, evil aliens who write even eviler poetry, and the ultimate question, the ultimate com-



puter, and the white mice who practically rule the universe.

The radio show was an overwhelming success. It has been replayed as often in England as Monty Python itself. Not one to miss such a golden opportunity, Adams turned the radio segments into two novels, *Hitchhiker's Guide* and *The Restaurant at the End of the Universe*. Together, the pair sold over a million copies in the British Isles.

Late in 1980, the book was published in hardcover form here by Harmony Books. After that, it was a Literary Guild Alternate, and a main selection for the Science Fiction Book Club. In all three cases, it was a devastating success.

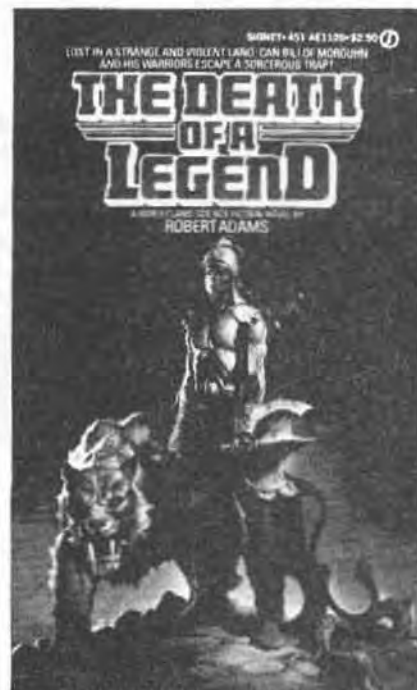
So now, Pocket Books has released it in paperback form, having also purchased the rights to *The Restaurant at the End of the Universe*, which they plan to release later in the year.

As for the *Hitchhiker's Guide* itself, it is deserving of all its praise. It is the most insane, wildly funny literary event in years. That this event has taken place within the *genre* of science fiction is something all readers should consider an extremely fortunate event. Adams has packed all of the sheer lunacy of his old Python days into one absurd book. It is silly, happy, absurd stuff. It is the wildest funniest, sci fi novel ever. The only disappointing thing about it is that the reader is forced to wait for the next volume to come out to get more of the same.

The Death of a Legend
by Robert Adams
Published by Signet Books
\$2.50

A Review by C. J. Henderson

Few people will argue the fact that Robert Adams' Horseclan novels make up one of the finest science fiction/fantasy series ever created. They are real; the stories come across as tales of real people. They are all individual creations, each one eating, sweating, blinking, and itching. They love the way real people do, and they are capable of dying, just the way real people do.



Adams' characters walk through stories which have a realistic flavor to them. Not all of his plots involve toppled thrones and grand armies and all of the other trite, well-worn, bric-a-brac of the Lincarterian sagas. Adams is creating a believable future world, one in which people just haven't changed all that much. It is an interesting place, one where people lie, drink, steal, go to the bathroom, fight, and, basically, do everything that all ordinary people do - they just do it in more exotic surroundings.

What all this is leading up to, of course, is the news that Adams has delivered another novel in his ongoing series. *The Death of a Legend* is, while not the best of the lot, certainly near the top.

(continued on p. 93)

THE CAVES OF THE GOBLIN LORD



by DAN GOODSSELL



History

A short time ago there was a great Goblin that commanded a large group of Goblins. His fame was great, but in the end he was driven back to lurk in a subterranean abode. For 15 years nothing was heard of him, then rumors of his return began to circulate. You are a group of adventurers that have set out to enter his caves and to kill him.

Judge's Notes:

This Dungeon is for a group of Melee/Wizard adventurers who have no Experience Points.

LEVEL ONE

- 1) Entances Room: Standing in this room is 1 Goblin guard. He has a Club.
Judge only: Goblin ST:9, DEX:9(7), IQ:8, MA:8, Armor:Leather (2 points), Weapons:Club and Dagger. The Goblin has 10SP. If the party looks strong he will run to warn the Goblin Lord.
- 2) Bedroom: In this room is a small bed.
Judge only: Under the bed is a small Bronze Cup worth 5SP.
- 3) Wolf Room: Sitting in this room is a Wolf.
Judge only: Wolf ST:10, DEX:14, IQ:6, MA:12, Armor:Fur (1 point), Weapon: Bite (1+1). This Wolf will attack any party that is not with a Goblin.
- 4) Guard Room: 2 Goblins are sitting in this room.
Judge only: Goblins ST:11, DEX:7, 6, IQ:8, 8, MA:10, 10, Armor:None, None, Weapon:Small Axe, Broadsword. When the party enters one Goblin will run out of the room and the other will fight. The one that ran will get the Orc in Room 6.
- 5) Food Storeroom: Many bags of flour, sugar and salt lie in this room.
Judge only: The Goblins have to eat a mush made from the stuff. Living in this room is a Giant Rat ST:2, DEX:11, IQ:1, MA:8, Armor: 1 point for dodging, Weapons:Bite (1-2).
- 6) Orc Room: Sitting at a table in this room is a large Orc with a Morning Star. He is eating a small dinner.
Judge only: Orc ST:13, DEX:12(9), IQ:8, MA:6, Armor:Chainmail, Weapons: Morning Star and a Mace. He has 30SP.
- 7) Goblin Lords Room: In this large room is a large throne with a small Goblin in it.
Judge only: The small Goblin is the Goblin Lord ST:12, DEX:7, IQ:14, MA:10, Armor:None, Weapons:Wizards Staff. He is a Magic-User. Spells:Sleep, Illusion, Reverse Missiles, Rope, Destroy Creation, Dazzle, Summon Wolf, Aid, Confusion, Magic Fist and Staff. Beneath his throne there is a spiral staircase leading down to Level 2, 9. To move the throne a ST of 25 must be applied.

- 8) **Goblin Lords Bedroom:** In this room is a large soft bed.
 Judge only: This is the bed of the Goblin Lord.

LEVEL TWO

- 9) **Stair Room:** The spiral staircase in this room leads to Level 1, 7.
 Judge only: Nothing special.
- 10) **Another Food Storeroom:** In this room are barrels of salt pork, ale and wine.
 Judge only: This is the food the Goblin Lord eats.
- 11) **Bear Room:** There is a large Bear in this room.
 Judge only: Bear ST:30, DEX:11, IQ:6, MA:8, Armor:Fur (2 points), Weapons: Claw (2+2). The Bear will attack anyone eating except the Goblin Lord.
- 12) **Treasure Room:** There is a large chest in this room.
 Judge only: Inside the chest are 350SP.



BEASTMASTER SAFARI SHIPS

by STEFAN JONES

The vast majority of starships perform important functions, such as maintaining commerce, providing security, and exploring the unknown. Some, however, cater to the whims of the rich and powerful of the Imperium. Typical of these "toys" is the Safari Ship, a vessel designed for excursions into wild worlds where Nobles go hunting for exotic and dangerous animals.

The "Beastmaster" Safari Ship is based on the Safari Ship in **Traveller™ Game Designers' Workshop Supplement 4**. Several additions have been made, notably, the inclusion of a Jump 2 drive. In view of the price, function, and "missing mass" of the described ships, these changes seemed logical and necessary.

Operation

Most Safari ships are owned by wealthy Nobles or Tourism Businesses. Ships owned by Nobles are run as a business venture when not in use by the owner; this helps with the payments.

Safari trips are expensive. Salaries for the crew come to about 30,000 credits a month. Life support totals 96,000 credits. Fuel is generally skimmed and purified, but an allowance of 5000 credits a month is made. With some extras added, this comes to 140,000 a month for expenses, with a full load of 8 passengers. Each passenger (if the ship has a full load of 8 passengers), must be charged 17,500 credits per month to break even on the operation expenses. To make a profit requires charges above this level.

A trip is generally 2 - 3 months long. This assumes 3 weeks of outward Jumping to the destination, generally an underpopulated, terrestrial world; 3 - 5 weeks of hunting, and another 3 weeks of Jumping home.

Customer Availability

Customers for the Safari Ship will be available as per the chart below.

Starport	Customer	Type	DM
World of Origin	Availability		
A	1D - 1D	Rich World	+5
B	1D - 2D	Airless World	+1
C	1D - 3D	Population 6+	+2
		Population 9+	+3

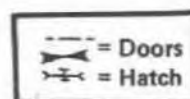
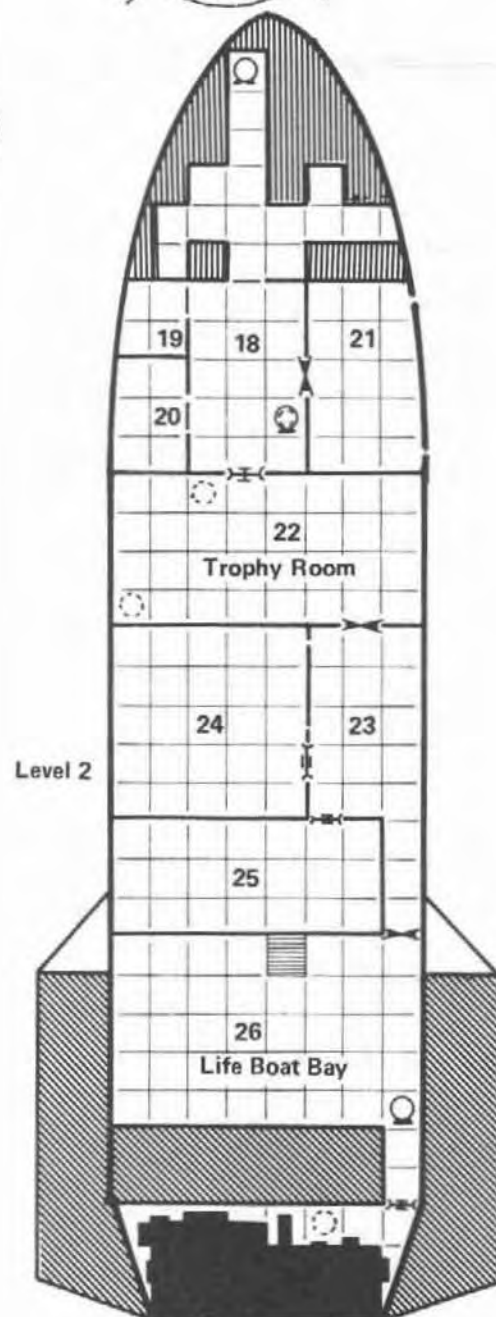
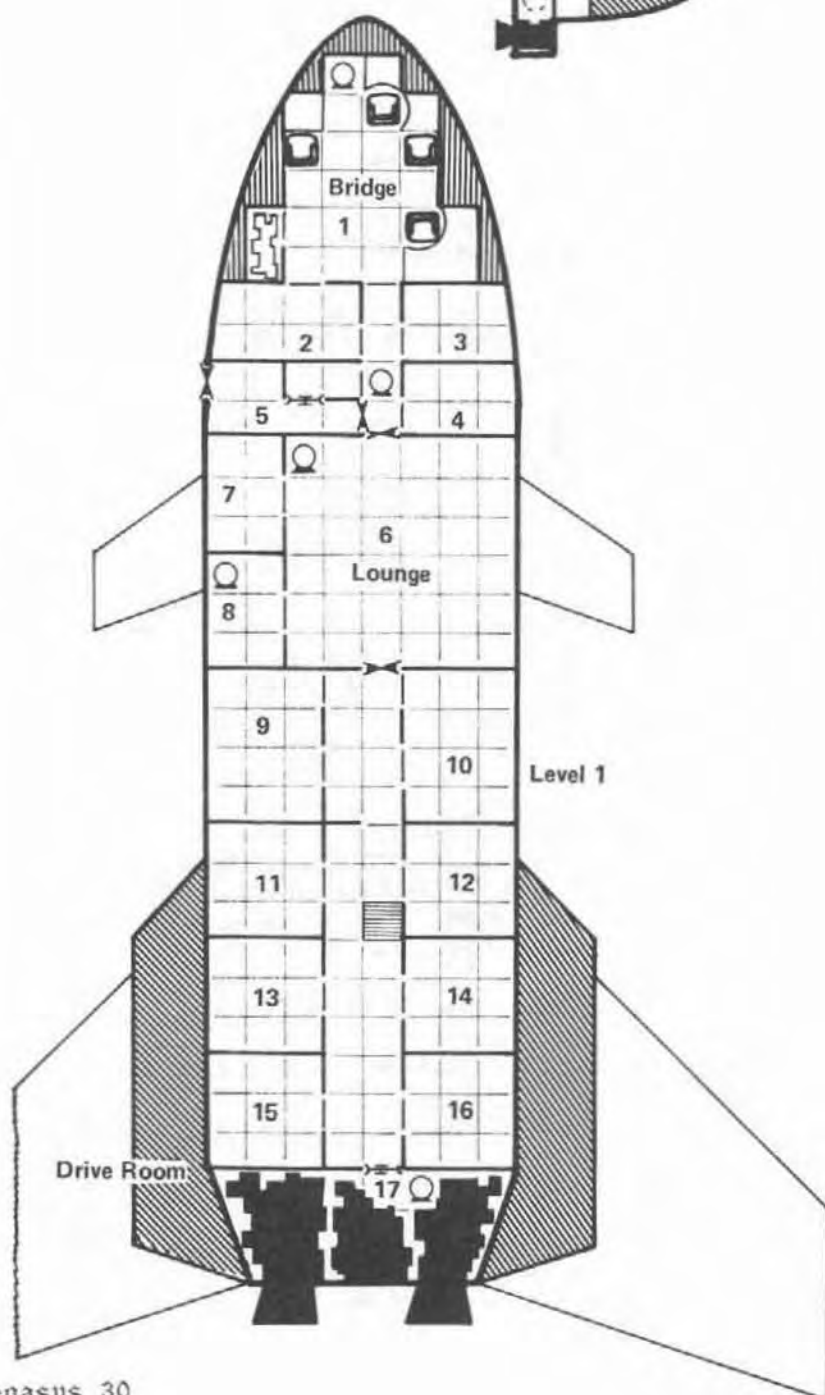
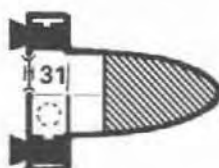
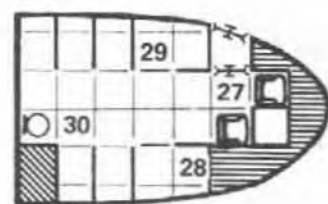
The roll is made once per month. Customers from a previous month's roll may "wait" (roll 7+) if a Safari Ship does not leave in order to find more customers.

Customers will generally be nobles, rich officials, etc. **Supplement 4** should be consulted for proper NPCs.

Internal Details

The Beastmaster Safari Ships are streamlined 200-ton vessels. The staterooms and recreation rooms are large and very luxurious.

- Bridge:** The ship is controlled from here during space flight and in atmosphere. The model 1/bis computer is located on the port side of the bridge; an avionics bay is located below the bridge.
- Double Stateroom:** Used by the pilot and navigator, this room has access to the bridge.
- Double Stateroom:** This room is used for the engineer and the steward.
- Double Stateroom:** If a single stateroom is available, the tour guide will generally berth there. If not, the guide shares this room with the medic.
- Airlock and Ship's Locker:** The locker contains survival equipment, Vacc suits, rescue balls, etc. Another ship's locker is located aboard the life boat.
- The Lounge:** This giant area contains the dining hall and entertainment facilities for the customers. A library (with real books!) and holographic stage for viewing life-sized entertainment programs are some of the features included.
- Sickbay:** Extensive medical facilities, including a low berth for emergency cases, are located here.
- Galley:** The exotic meals served to the customers are prepared here. The control panel for the entertainment equipment is located here, also.
- Suite - Stateroom:** This large room is reserved for the owner or the captain of the ship. When needed, the room can be divided into two smaller, but still luxurious, staterooms.
- Suite - Stateroom:** This room is identical to room 9.
- Customer Stateroom:** This large room is for the customer's use. A folding stairway/hatch leads from the hallway to the lifeboat bay below.
- Customer Stateroom:** This room is the same as room 11.
- Customer Stateroom:** This comfortable room is the same as room 11.
- Customer Stateroom:** This room is the same as room 11.
- Customer Stateroom:** This room is the same as room 11.
- Customer Stateroom:** This room is the same as room 11.
- Drive Room:** Access to the ship's jump, maneuver, and power equipment is available here. An iris leads to the lower drive room.



1 Square = 1.5 meters

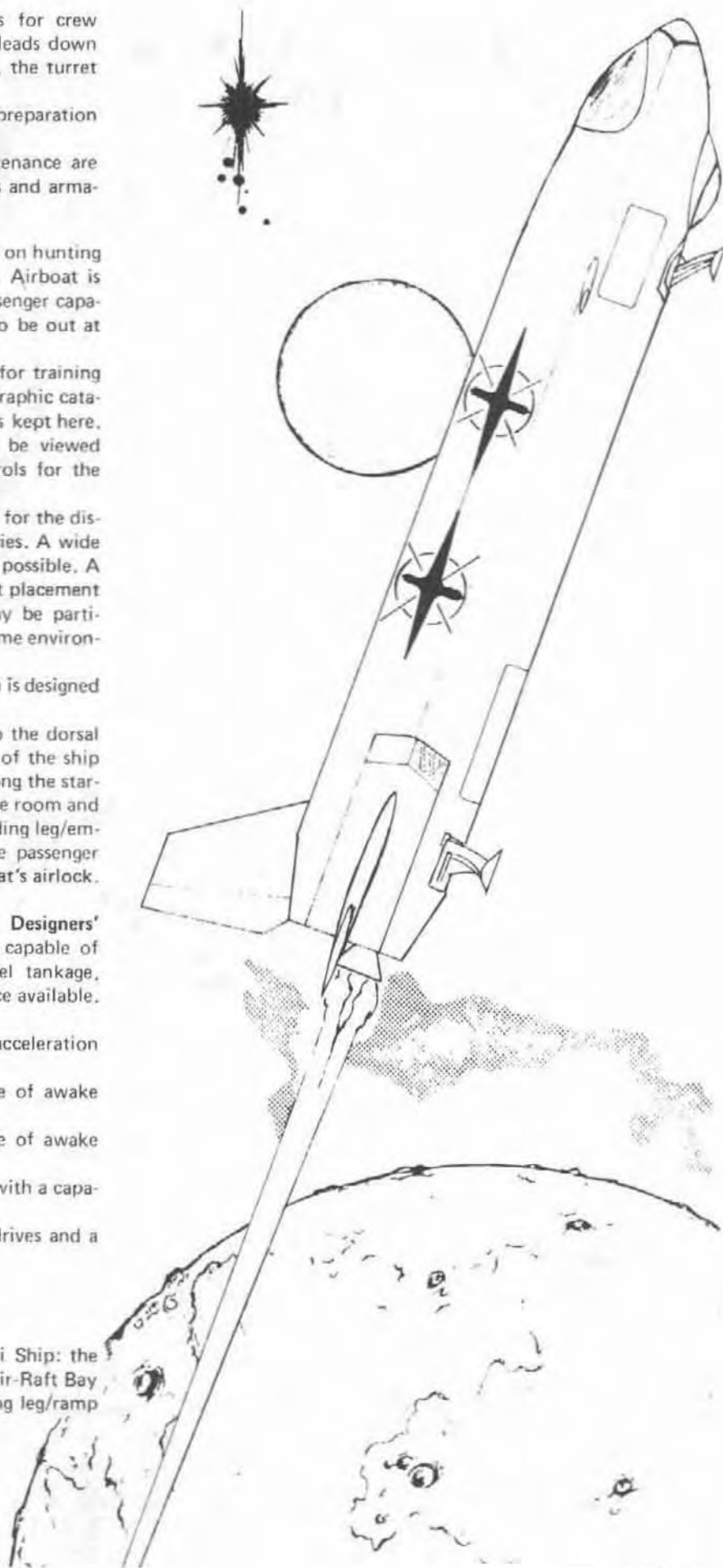
- 18 **Crew's Mess/Lounge/Workshop:** Facilities for crew recreation and planning are here. An iris leads down to the ship's double turret. When armed, the turret mounts a Sandcaster and a Beam Laser.
- 19 **Crew's Galley:** This is the food storage and preparation area.
- 20 **Storage:** Equipment for repair and maintenance are kept here, along with expedition supplies and armament.
- 21 **Air-Raft/Airlock:** The ship's air-raft, used on hunting trips, is kept here. Occasionally, a 6-ton Airboat is carried, as this larger vehicle has larger passenger capacity, allowing the entire hunting party to be out at the same time.
- 22 **Trophy Room/Lounge:** This area is used for training of customers as well as recreation. A holographic catalogue of the ship's history of specimens is kept here.
- 23 **Viewing Gallery:** The trip's prizes may be viewed from this area. The environmental controls for the two caging areas are placed here.
- 24 **Marine Caging Area:** This area is designed for the display and preservation of live aquatic species. A wide variety of environmental adjustments are possible. A large hatch is set in the port hull to permit placement and removal of specimens. The area may be partitioned, but all the areas must have the same environmental conditions.
- 25 **Caging Area:** Similar to the above, this area is designed for land and aerial specimens.
- 26 **Life Boat Bay:** The bay extends down to the dorsal hull of the ship. A hatch set in the belly of the ship can open to drop the boat. A catwalk along the starboard side allows access to the lower drive room and to a hatchway that leads down to the landing leg/embarcation ramp. A folding stair from the passenger area above connect directly to the life boat's airlock.

Lifeboat (standard from Traveller™ Game Designers' Workshop Book 2): Uses a 20-ton hull, capable of 1-G acceleration, it carries 1 ton of fuel tannage, and a crew of 2, with 13 tons excess space available.

- 27 **Bridge of Life Boat:** The bridge has an acceleration couch for one of the awake crew.
- 28 **Stateroom:** This stateroom is for the use of awake crew.
- 29 **Stateroom:** This stateroom is for the use of awake crew.
- 30 **Low Passage Berths:** 5 emergency berths with a capacity of 20 are here.
- 31 **Drive Room/Storage:** This contains fuel drives and a small ship's locker.

Points of Entry

There are 5 points of entry to the Safari Ship: the main airlock, the turret inspection hatch, the Air-Raft Bay hatch, the Life Boat Bay hatch, and the landing leg/ramp hatch.



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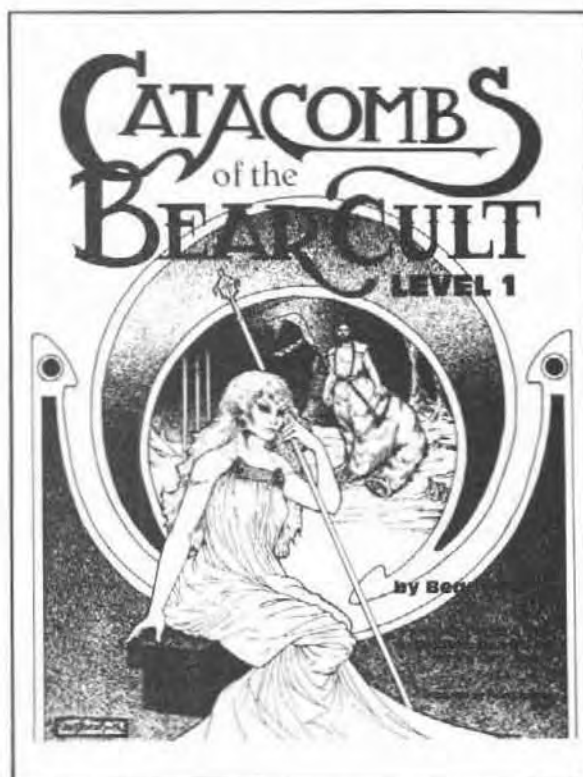
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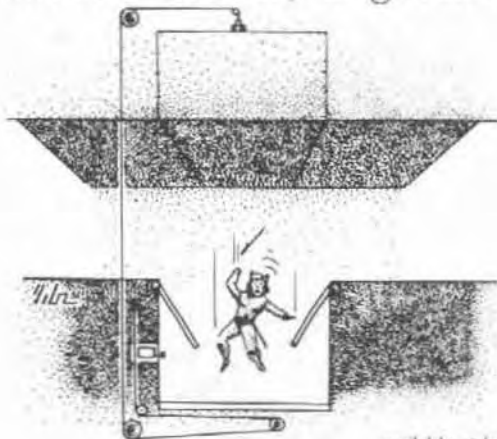
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THE AZURERAIN PIRATES

By R. J. Baier

CITY STATE

CAMPAIGN

INSTALLMENT



THE AZURERAIN PIRATES

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Designed by R. J. Baier

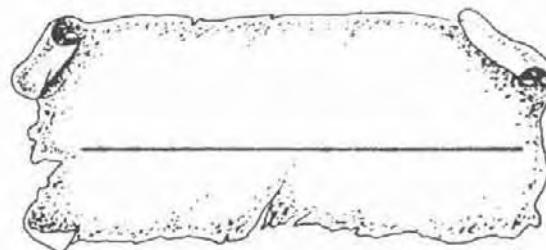
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The Azurerain Pirates

Background



Ten years ago, a freebooter approached Atar the Lion, the ruler of Tarantis (Hex 2327, Campaign Map Four) with an interesting proposition. An agreement was reached between Atar and the man who has since been known as the Seahawk.

The Seahawk gathered together all the local pirates, privateers, buccaneers, and the other refuse of the water and molded them together into a brotherhood - an association of independent captains which would eliminate competition between them. Atar and the markets of Tarantis would share in the enterprise. It soon became recognized that ships licensed by the Tarentine Merchants' Association would be guaranteed passage by the Brotherhood if a slight fee was paid. Vessels which were not registered would be fair game for the pirates. Seized goods were then auctioned by the Brotherhood monthly. It has been rumored that Atar sometimes denies registration to vessels carrying goods he covets and then buys them at the auction when the ship is taken by the Brotherhood.

In time, a camp grew around the market site about 18 miles northeast of the city of Tarantis. The Seahawk, a cautious type, developed a system of protection for his men. Lookout points were situated along the Azurerain River. Agents of the Brotherhood were sent into the cities and towns along the river. It is rumored that, by this time, agents can be found in most major cities in the known area. A carrier pigeon system was instituted about five years ago, thus insuring quick communications between outposts. It is not uncommon for magic to be used to notify the Seahawk of wealthy prizes.

Ships used by the Brotherhood vary in type. Most are owned by the Captains although ships are also known to be under the ownership of patrons who receive a portion of the booty when it is sold. The main type of vessel is a clinker-built, shallow-draft ship, close in design to the Viking war boat. This type of ship can be used with sails or oars and is quite capable of long sea journeys. Smaller river craft are also used. In most cases, the crew is entirely composed of members of the Brotherhood although some vessels use slaves as rowers.

The governing body of the Brotherhood is the Council of Captains. Each captain (who must possess a ship and at least fifty men) has a vote in Council deliberations. The Captain-General has three votes and decides the action if a tie vote results. The Tarentine Merchants' Association and Atar the Lion each get one vote. General meetings are held twice a year, and at least three-quarters of the Captains must be present in order to have a voting quorum. New Captains are appointed as voting members only with the approval of two-thirds of the voting membership. Quarrels within the membership are normally decided by a formal duel if agreement cannot be enforced by the members. Violations of the Articles of Association of the Brotherhood are tried before a judicial board consisting of the Captain-General and two Captains elected every two years.

Shares of sold booty are normally divided in the following fashion although minor variations are known to exist.

30%	Master of the vessel. Usually the Captain.
10%	Officers and bodyguard.
30%	Crew.
10%	Captain-General.
15%	Brotherhood treasury.
5%	Atar the Lion and the Tarentine Merchants' Association.

Average Ship Characteristics

Length: 65' to 70'

Beam (width): 13' to 15'

Crew: 55 - 60, usually two per oar.

Officers: 3 - 5

Average Speed: 3 - 7 knots rowing, 4 - 11 knots sailing, usually with one mast and a large, square sail.

Armament: Some ships mount small ballistae on a platform on the bow. Individual crewmen are armed with their personal weapons. Some Captains elect to use unarmed slaves as rowers, but the rest of the crew is armed.

Offices of the Tarentine Merchants' Association

Representatives of the Association can be found in many towns and cities of the known world. A typical building is three stories high. Living quarters for the agent and his family are found on the second floor. There are also living quarters for the guards (2 - 8 Fighters, all in Leather Armor, bearing Longswords). The strong box is also found here.

The third floor contains storerooms and a carrier pigeon loft. 5 - 15 birds are kept, watched over constantly by a trainer. Using these birds, the agent always keeps in touch with the home organization. Messages are always sent in code, and the code is known only to the agents.

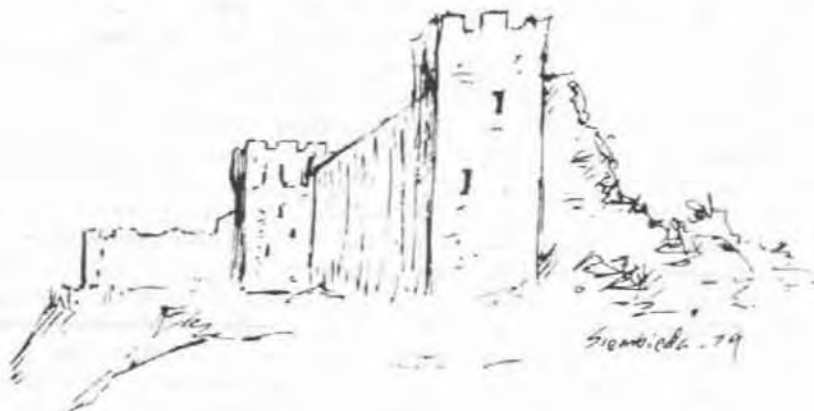
The first floor holds the offices for the Association. Record files are maintained by 1 - 4 scribes. The licensing office is in the rear. Licensing permits and the Association's seal are kept in a locked strong box during business hours and transferred upstairs at night. Average costs are 1 CP per ton of common goods, 1 SP per ton of luxury goods (wine, fine cloth, etc.), and 1% of the value of valuables (jewelry, fine books, spices, magical items, etc.). Slaves are priced according to the use of the slave. Common slaves are insured for 1 CP per 10 slaves. Trained slaves are 1 SP each. Harem girls, fine cooks, body servants, and scribes are insured for 1 GP each.

Permits may be denied (and the information passed along to the main office) if the cargo exceeds certain values):

Cargo Value	Chance of Denial	Attack Chance
0 - 50 GP	1%	1%
51 - 100 GP	5%	7%
101 - 500 GP	8%	10%
501 - 1,000 GP	10%	15%
1,001 - 5,000 GP	15%	20%
5,001 - 25,000 GP	20%	30%
25,001 - 100,000 GP	30%	45%
100,001 - 500,000 GP	40%	60%
500,001 - 1,000,000 GP	50%	80%
1,000,001 - 2,500,000 GP	75%	95%
More than 2,500,000 GP	80%	100%



Attack chance is the percentage roll to determine if the Brotherhood will attempt to take the unlicensed merchant vessel. Note that bribery may be resorted to by shippers to attempt to gain a proper license.

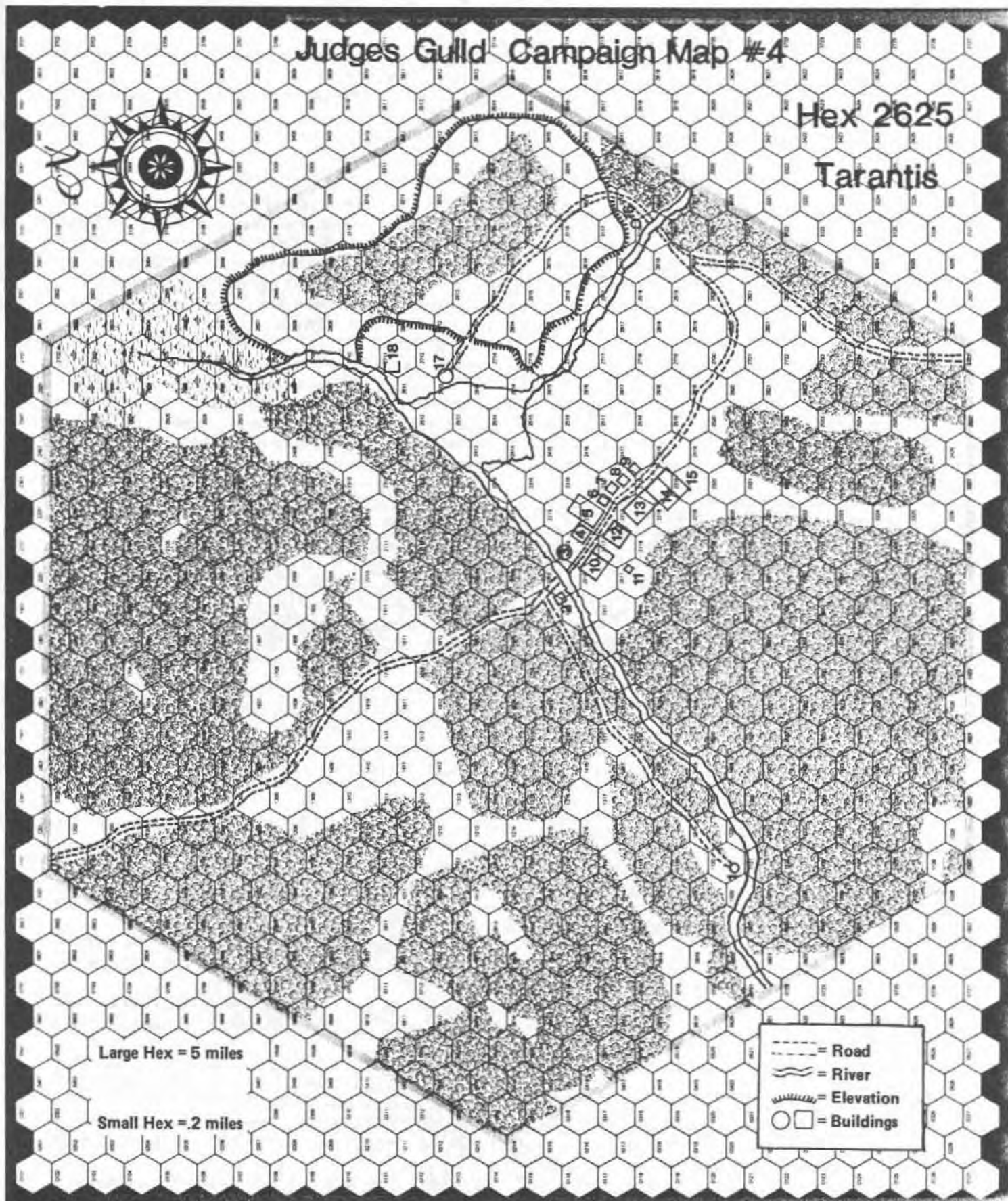


Hex 2625, Campaign Map Four
Bireznia - Lair of the Azurerain Brotherhood

All hex locations hereafter are numbered hexes contained within the five-mile hex cited above.

- 1 Watch Tower: Hex 1120. This is a platform built in a large oak tree and camouflaged. It has walls approximately 13' high and about a foot thick. Its dimensions are 15' x 20', and it holds ten men on its two stories. It is entered by a rope ladder which is only lowered when the guard is changed every 18 hours. Three men are always maintained on guard, and these three are changed every three hours. Others at the tower are either sleeping (60% chance) or awake (40% chance). All are 1 HD and AT: Leather. They are armed with Heavy Crossbows and Cutlasses. Carrier pigeons are released if danger or prey approaches. A +3 Heavy Crossbow is carried by the leader of the detachment, but it always remains at the Watch Tower.
HTK of garrison: 8, 6, 6, 5, 5, 5, 4, 3, 1.
- 2 Ferry: Hex 2015. Black Diccon, Ferryman (M): Half Orc; Class: Thief; Align: N; LVL: 5; HTK: 21; AT: Leather (Plate*); Social Level: 2; STR: 15; INT: 10; WIS: 12; CON: 15; CEX: 17; CHAR: 8; POW: 14; SPD: 13; END: 16; LED: 11; STA: 15; LCK: 14; AGIL: 16; GAM: 11; Weapon: +1 Dagger. Diccon always wears black, hooded robes. He is extremely nervous when fares appear. He charges 1 SP per man or beast and 3 SP per wagon or cart. He greatly distrusts anyone who is not obviously a warrior-type. Diccon will attempt to rob customers who are not of the area if there are only one or two individuals (80% chance if one customer, 65% if two). He uses a weighted fishing net to entrap his prey - treat the target as AT: Leather to hit. If hit, the victims are snared for 4 - 7 rounds. Diccon then uses a Truncheon to knock out the victims prior to robbing them of everything they own. The victims are then tied to logs and abandoned into the stream. Diccon's treasure is stashed in his nearby hovel: 106 SP, a +1 Sword, and assorted goods worth 25 GP.

* Diccon wears a reinforced breast and back plate under his robes. If struck there, treat as AT: Plate to hit.



- 3 Stone Tower: Hex 2115. This tower is 20' tall and 15' in diameter. A Light Ballista is mounted on the roof. The garrison consists of 15 men, all AT: Leather. There are five artilleryists armed with Short Swords, HTK: 5, 4, 4, 2, 1. There are five armed with Short Swords and Light Crossbows, HTK: 7, 5, 4, 3, 2. There are five with Cutlasses and Boarding Pikes (Spears), HTK: 6, 6, 4, 4, 2.

Tower Captain: Shanghai Sam (M): Class: Fighter; Alignment: CE; LVL: 3; HTK: 20; AT: Leather and Shield; Social Level: 4; STR: 16; INT: 13; WIS: 9; CON: 16; DEX: 15; CHAR: 9; POW: 16; SPD: 11; END: 15; LED: 10; STA: 14; LCK: 14; AGIL: 14; GAM: 13; Weapon: Cutlass. Sam thinks of himself as a "lady-killer" and will always admit females to the tower who have a CHAR of 14 or higher. Females who rebuff his advances are apt to end up chained in the cell underneath the Tower floor. Sam's treasure: 158 SP and 285 CP.

- 4 Auctioneer's: Hex 2215. This is a large, two-storied stone building. Here is the site where locals bid on the loot stolen by the pirates. Goods are auctioned here every month on the last two days of the month. There is a below-ground vault in which goods are stored before the auction. The stairs to the vault entrance are always guarded by two men, AT: Leather, HTK: 7, 6 who are armed with Cutlasses and Boarding Pikes. These men are relieved every four hours from the Stone Tower. The vault door is trapped with poisoned, spring-fired Darts (2 - 12 in number). The poison is Type 7 (Ready Ref Sheets, Judges Guild product number JG 0014). Only the auctioneer and the Seahawk have the key.

Auctioneer: Mumbles Mahon (M): Class: MU; Alignment: LE; LVL: 3; HTK: 12; AT: Shield; Social Level: 6; STR: 10; INT: 17; WIS: 9; CON: 10; DEX: 15; CHAR: 10; POW: 9; SPD: 13; END: 10; LED: 14; STA: 9; LCK: 13; AGIL: 14; GAM: 11; Weapon: +1 Dagger. Mumbles has a Ring of Human Persuasion which he is known to use during the auctions. His cut is generally 1% of the sale value taken from the owner's share. Mumbles and his loyal servant, Cruchface (Ogre; HTK: 25; AT: Splint Mail) live upstairs from the Auction Hall. Mumbles' treasure is hidden under the floor beneath Cruchface's bed. The box has a symbol of fear engraved inside the cover. Treasure: 1,575 GP in assorted jewelry, 355 GP, 1,800 SP. Folded over the loot is a Cloak of Poisonousness made of leather with a high-standing collar. The cloak has a clasp of two red stones, each worth 500 GP.



- 5 Seahawk's Hold: Hex 2316. The Seahawk (M): Class: Fighter; Alignment: LE; LVL: 9; HTK: 83; AT: Chainmail; Social Level: 8; STR: 17; INT: 16; WIS: 10; CON: 16; DEX: 15; CHAR: 14; POW: 16; SPD: 12; END: 16; LED: 17; STA: 15; LCK: 10; AGIL: 14; GAM: 7; Weapon: +2 Cutlass. The Seahawk is often absent from the Hold: 20% chance he is in Tarantis; 40% chance he is on a raid; 10% chance he is meeting with the Captains at the Red Lion Inn. The Seahawk is a master of disguise - treat him as equal to an Assassin of equivalent level. He often disguises himself and wanders around the area listening for promising rumors.

Others in the Hold:

Gorglas (M - Half Orc): Class: Assassin; Alignment: NE; LVL: 6; HTK: 20; AT: Leather; Social Level: 4; STR: 15; INT: 13; WIS: 10; CON: 15; DEX: 17; CHAR: 8; POW: 14; SPD: 18; END: 14; LED: 8; STA: 15; LCK: 8; AGIL: 16; GAM: 13; Weapon: Cutlass and Stiletto.

Astrahir (M): Class: Magic User; Alignment: NE; LVL: 6; HTK: 13; AT: Leather; Social Level: 6; STR: 5; INT: 17; WIS: 8; CON: 12; DEX: 14; CHAR: 9; POW: 4; SPD: 12; END: 11; LED: 10; STA: 13; LCK: 12; AGIL: 15; GAM: 13; Weapon: Dagger.

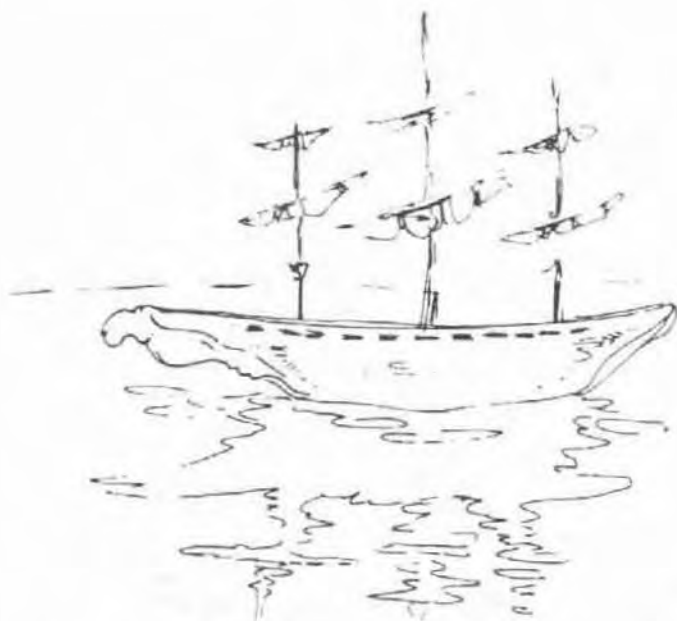
Nordak (M): Class: Cleric; Alignment: LE; LVL: 12; HTK: 42; AT: Plate; Social Level: 8; STR: 14; INT: 10; WIS: 17; CON: 13; DEX: 10; CHAR: 12; POW: 13; SPD: 10; END: 11; LED: 11; STA: 12; LCK: 14; AGIL: 9; GAM: 13; Weapon: +2 Mace.

Prog the Grim (Chief Mate - M): Class: Fighter; Alignment: LE; LVL: 6; HTK: 25; AT: Chainmail; Social Level: 5; STR: 16; INT: 14; WIS: 9; CON: 12; DEX: 15; CHAR: 13; POW: 16; SPD: 13; END: 12; LED: 8; STA: 11; LCK: 10; AGIL: 15; GAM: 10; Weapon: Cutlass.

Mak the Knife (1st Mate - M): Class: Fighter; Alignment: NE; LVL: 4; HTK: 21; AT: Leather; Social Level: 4; STR: 13; INT: 12; WIS: 11; CON: 14; DEX: 17; CHAR: 10; POW: 12; SPD: 16; END: 13; LED: 7; STA: 14; LCK: 12; AGIL: 17; GAM: 6; Weapon: 8 Throwing Knives.

Brother Clon (M): Class: Cleric; Alignment: LE; LVL: 2; HTK: 10; AT: Leather; Social Level: 5; STR: 12; INT: 16; WIS: 16; CON: 10; DEX: 10; CHAR: 11; POW: 12; SPD: 9; END: 11; LED: 7; STA: 11; LCK: 13; AGIL: 10; GAM: 7; Weapon: None.

Tardry Lan (Bosun - M): Class: Fighter; Alignment: LE; LVL: 2; HTK: 11; AT: Ringmail; Social Level: 4; STR: 15; INT: 10; WIS: 9; CON: 13; DEX: 13; CHAR: 12; POW: 14; SPD: 15; END: 14; LED: 14; STA: 11; LCK: 13; AGIL: 13; GAM: 12; Weapon: Cutlass.



The Golden Griffon

Glorglas disguises himself to appear as the Seahawk when the Seahawk is away on business. He also has been known to eliminate rivals of the Captain-General and is 98% loyal to the Seahawk. Prog is the second-in-command, and Mak is third on the Seahawk's ship, **The Golden Griffon**. Brother Clon is the chief accountant for the Brotherhood. Tardry Lan is the younger brother of the Seahawk, but only Glorglas knows this secret. Lan is the personal messenger and confidante of his brother. All have rooms on the second floor. The stairs are guarded at all times by two pirates, AT: Ringmail and Shield, HTK: 6, 5. A trapdoor in the Seahawk's room leads to a hidden stairway to a tunnel below ground level. The escape tunnel leads off to the north-east and is barred by a magically-locked, heavy door. Only the people who live at the Hold know the secret password required to deactivate the spell, as does Mumbles Mahon. Immediately to the left when the door is opened can be found a 25' by 50' room which contains the Seahawk's loot. If the door (locked by the same password as the other) is forced open, a 15' x 15' square pit opens at the door, and intruders will fall 25' into 20' deep water. The treasure is contained in locked strongboxes which line the walls. Treasure: 15,000 GP, 15,000 SP, 25,000 CP, 10,000 GP in jewelry, 15,000 GP in gems, and five potions: Ether Form, Dominate Birds, Flying, Vial of Persuasiveness, and Dragon Control. The treasure is guarded by an Iron Golem which always attacks unless the control word is spoken. This word is known only to the Seahawk, Nordak, Astrahir, and Tardry Lan.

The Seahawk's ship, **The Golden Griffon**, is manned by sixty seasoned veterans.



The Accounting House: Hex 2316. Employed here are:

Brother Sind (M): Class: Cleric; Alignment: LE; LVL: 2; AT: Leather; HTK: 8; Social Level: 3; STR: 12; INT: 15; WIS: 16; CON: 12; DEX: 12; CHAR: 10; POW: 11; SPD: 9; END: 12; LED: 13; STA: 11; LCK: 8; AGIL: 12; GAM: 7; Weapon: Mace.

Brother Korval (M): Class: Cleric; Alignment: LE; LVL: 2; AT: Leather; HTK: 6; Social Level: 2; STR: 14; INT: 14; WIS: 15; CON: 12; DEX: 15; CHAR: 10; POW: 13; SPD: 12; END: 13; LED: 10; STA: 14; LCK: 16; AGIL: 15; GAM: 15; Weapon: Mace.

One of the two will always be found consulting or writing papers. There are also two scribes (AT: None, HTK: 2, 1) and six slaves (AT: None, HTK: 5, 4, 4, 3, 2, 2) present. There is a 1% chance per five minutes that a literate character may find the control word for the Golem in area 5 in this place. There is then a further 40% chance that the paper on which the control word is found may connect the word to the Golem; otherwise, just the word has been found. There is also a 5% chance per fifteen minutes that a map of dungeon level one is found.



Temple of Neptune: Hex 2317. Presided over by Nordak, this is a local shrine to the patron of the river. There are two acolytes and three custodian/guards:

Fostick (M): Class: Cleric; Alignment: NE; LVL: 3; HTK: 13; AT: Chainmail; Social Level: 4; STR: 14; INT: 10; WIS: 15; CON: 10; DEX: 12; CHAR: 10; POW: 14; SPD: 11; END: 10; LED: 6; STA: 11; LCK: 12; AGIL: 12; GAM: 14; Weapon: Mace.

Istrim (M): Class: Cleric; Alignment: NE; LVL: 3; HTK: 13; AT: Chainmail; Social Level: 4; STR: 10; INT: 10; WIS: 14; CON: 12; DEX: 15; CHAR: 11; POW: 9; SPD: 10; END: 10; LED: 14; STA: 11; LCK: 9; AGIL: 15; GAM: 8; Weapon: Mace.

Falfour (M): Class: Fighter; Alignment: LE; LVL: 3; HTK: 10; AT: Ringmail; Social Level: 2; STR: 17; INT: 10; WIS: 10; CON: 12; DEX: 13; CHAR: 10; POW: 16; SPD: 13; END: 11; LED: 14; STA: 12; LCK: 16; AGIL: 13; GAM: 15; Weapon: Trident.

Trim Ardris (M): Class: Fighter; Alignment: NE; LVL: 2; HTK: 11; AT: Ringmail; Social Level: 2; STR: 16; INT: 9; WIS: 11; CON: 14; DEX: 14; CHAR: 9; POW: 15; SPD: 11; END: 14; LED: 8; STA: 13; LCK: 11; AGIL: 12; GAM: 11; Weapon: Trident.

Lyr Manan (M): Class: Thief; Alignment: NE; LVL: 2; HTK: 7; AT: Ringmail; Social Level: 2; STR: 12; INT: 13; WIS: 10; CON: 10; DEX: 17; CHAR: 13; POW: 11; SPD: 8; END: 9; LED: 16; STA: 8; LCK: 13; AGIL: 17; GAM: 9; Weapon: Cutlass.

All monetary donations are used to plate the marble statue of Neptune; all non-gold items are exchanged for gold plating. Its current value is 22,500 GP. Per five minutes of uninterrupted work, 450 GP value of plating may be removed. The statue is on a high dais surrounded by a 15' wide moat that is 30' deep. The moat is filled with river water.

- 8 The Armory: Hex 2317. Contents: 2 Light Ballistae, 25 casks of oil, 150 Ballista Bolts, 50 Heavy Crossbows, 100 Light Crossbows, 2,000 Crossbow Bolts, 300 Cutlasses, 500 Boarding Pikes, 200 Knives, 150 small Shields, 100 sets of Leather Armor, and 100 Grappling Hooks.

Clank Torgrim (Dwarf armorer): Class: Fighter; Alignment: N; LVL: 2; HTK: 10; AT: Ringmail; Social Level: 3; STR: 16; INT: 14; WIS: 10; CON: 13; DEX: 14; CHAR: 10; POW: 5; END: 12; STA: 13; AGIL: 15; SPD: 11; LED: 8; LCK: 11; GAM: 15; Weapon: Hammer.

Fourfingers Tralnor (M): Class: Fighter; Alignment: LE; LVL: 5; HTK: 28; AT: Chainmail; Social Level: 4; STR: 17; INT: 15; WIS: 12; CON: 12; DEX: 15; CHAR: 8; POW: 16; SPD: 11; END: 12; LED: 9; STA: 11; LCK: 16; AGIL: 15; GAM: 11; Weapon: Cutlass.

Guards: Five pirates, two of which are always on guard: AT: Leather, HTK: 6, 5, 5, 4, 3; Weapons: Cutlasses and Pikes.

- 9 Rope Maker: Hex 2417. Boldikker (Goblin): Class: Fighter; Alignment: CE; LVL: 1; HTK: 4; AT: Leather; Social Level: 2; STR: 13; INT: 12; WIS: 10; CON: 9; DEX: 15; CHAR: 12; POW: 13; SPD: 11; END: 10; LED: 10; STA: 8; LCK: 7; AGIL: 15; GAM: 6; Weapon: Dagger. Treasure is 56 GP hidden beneath a rope coiled in the upper loft. Rumor: An old temple may be found in the caverns beneath the ship cove, and much wealth lies undiscovered.



Leena



Aestar

- 10 Red Lion Inn: Hex 2116.

Big John Ferman (M): Class: Fighter; Alignment: NE; LVL: 4; HTK: 21; AT: Leather; Social Level: 3; STR: 17; INT: 11; WIS: 12; CON: 15; DEX: 15; CHAR: 15; POW: 16; SPD: 13; END: 14; LED: 14; STA: 15; LCK: 10; AGIL: 15; GAM: 14; Weapon: +1 Mace.

Fast Eddie (M): Class: Thief; Alignment: NE; LVL: 3; HTK: 11; AT: Leather; Social Level: 2; STR: 8; INT: 15; WIS: 12; CON: 14; DEX: 17; CHAR: 12; POW: 15; SPD: 8; END: 14; LED: 10; STA: 13; LCK: 10; AGIL: 17; GAM: 9; Weapon: +1 Dagger.

Lintner Gras (Orc): Class: Fighter; Alignment: CE; LVL: 4; HTK: 14; AT: Chainmail; Social Level: 2; STR: 14; INT: 10; WIS: 8; CON: 12; DEX: 13; CHAR: 9; POW: 15; SPD: 10; END: 12; LED: 13; STA: 11; LCK: 10; AGIL: 13; GAM: 8; Weapon: Sword.

Toke Simal (Orc): Class: Fighter; Alignment: CE; LVL: 4; HTK: 19; AT: Chainmail; Social Level: 2; STR: 14; INT: 11; WIS: 10; CON: 13; DEX: 12; CHAR: 12; POW: 14; SPD: 11; END: 13; LED: 16; STA: 12; LCK: 11; AGIL: 12; GAM: 12; Weapon: Sword.

Leena (F): Class: Thief; Alignment: NE; LVL: 3; HTK: 11; AT: Leather; Social Level: 3; STR: 10; INT: 13; WIS: 10; CON: 11; DEX: 17; CHAR: 15; POW: 9; SPD: 11; END: 9; LED: 14; STA: 10; LCK: 13; AGIL: 16; GAM: 11; Weapon: Dagger.

Aestar (F): Class: Thief; Alignment: N; LVL: 2; HTK: 4; AT: Leather; Social Level: 2; STR: 12; INT: 14; WIS: 9; CON: 13; DEX: 15; CHAR: 14; POW: 12; SPD: 12; END: 13; LED: 15; STA: 12; LCK: 18; AGIL: 14; GAM: 14; Weapon: Dagger.

Big John owns the inn. Fast Eddie runs knucklebones games in the corner. He often cheats, so add 1 to his total. The chance of detection is 5% cumulative per roll. Gras and Simal are the bouncers. Leena and Aestar are barmaids. Leena also works as the dancing girl. Rooms upstairs are available 40% of the time. Cost with food and drink is 2 SP per night. There is a 10% chance per night that Eddie, Leena, or Aestar will attempt to steal something. Usually present are 10 - 40 Pirates (AT: Leather, Cutlasses) and 1 - 20 visitors (Judge's choice of stats), and there is a 10% chance per night of a Captains' meeting (refer to area 5). The Seahawk is in love with Aestar who only knows him as Rolstir, a pirate in the Seahawk's crew. The Seahawk visits Aestar weekly (15% chance cumulative per day) and spends the night in her room. Each person mentioned above will have a stash of 20 - 40 GP. The establishment's till is kept in a locked cash box and equals 120 GP, 100 GP, and 55 CP.

11 Granary: Hex 2117. Contains 20 - 200 tons of grain. Watchman is Perf Ladir (M): Class: Fighter; Alignment: NE; LVL: 2; HTK: 8; AT: Leather; Social Level: 2; STR: 12; INT: 9; WIS: 8; CON: 12; DEX: 12; CHAR: 7; POW: 11; END: 12; STA: 13; AGIL: 13; SPD: 13; LED: 13; LCK: 12; GAM: 14; Weapon: Club.

12 Barracks: Hex 2216. Contains 50 + 1D20 pirates.

Captain One-Eye Blon (M): Class: Fighter; Alignment: NE; LVL: 5; HTK: 25; AT: Ringmail; Social Level: 4; STR: 16; INT: 12; WIS: 11; CON: 14; DEX: 15; CHAR: 13; POW: 16; SPD: 13; END: 14; LED: 12; STA: 13; LCK: 8; AGIL: 15; GAM: 7; Weapon: +1 Cutlass.

Bosun Skregor (M): Class: Fighter; Alignment: CE; LVL: 3; HTK: 16; AT: Ringmail; Social Level: 3; STR: 15; INT: 10; WIS: 9; CON: 10; DEX: 13; CHAR: 12; POW: 14; SPD: 11; END: 9; LED: 9; STA: 10; LCK: 13; AGIL: 14; GAM: 12; Weapon: Cutlass.

Crashwort (Orc): Class: Fighter; Alignment: LE; LVL: 3; HTK: 16; AT: Ringmail; Social Level: 3; STR: 13; INT: 12; WIS: 13; CON: 13; DEX: 14; CHAR: 8; POW: 12; SPD: 7; END: 12; LED: 10; STA: 13; LCK: 10; AGIL: 14; GAM: 9; Weapon: Cutlass.



Capt. Bigboot Lathey



Capt. One-Eye Blon

13 Lathey's Place: Hex 2317.

Captain Bigboot Lathey (Orc): Class: Fighter; Alignment: CE; LVL: 6; HTK: 25; AT: Chainmail and Shield; Social Level: 7; STR: 15; INT: 16; WIS: 10; CON: 13; DEX: 15; CHAR: 13; POW: 15; SPD: 11; END: 12; LED: 11; STA: 13; LCK: 10; AGIL: 15; GAM: 9; Weapon: +1 Cutlass.

Chief Mate Scron (Orc): Class: Fighter; Alignment: CE; LVL: 3; HTK: 15; AT: Leather; Social Level: 4; STR: 12; INT: 13; WIS: 9; CON: 12; DEX: 13; CHAR: 12; POW: 11; SPD: 10; END: 12; LED: 9; STA: 10; LCK: 9; AGIL: 13; GAM: 9; Weapon: Cutlass.

Scurvy Dan (Goblin): Class: Fighter; Alignment: CE; LVL: 2; HTK: 10; AT: Leather; Social Level: 3; STR: 13; INT: 10; WIS: 12; CON: 12; DEX: 14; CHAR: 10; POW: 16; SPD: 12; END: 11; LED: 12; STA: 12; LCK: 18; AGIL: 13; GAM: 13; Weapon: Cutlass.

Bosun Iblis Nard (Troll): Alignment: CE; LVL: 7; HTK: 26; AT: Chainmail and Shield; Social Level: 5; STR: 18; INT: 11; WIS: 6; CON: 18; DEX: 12; CHAR: 5; POW: 17; SPD: 8; END: 17; LED: 4; STA: 16; LCK: 17; AGIL: 11; GAM: 15; Weapon: Boarding Pike and Brass Knuckles.

Bigboot and his cronies are the Seahawk's main opposition. They control about a third of the Brotherhood's votes and are always trying to undermine the authority of the Seahawk. Their ship, **Grim Reaper**, is manned by 40 Orcs and 20 Goblins. Bigboot will pay money for any information which may prove damaging to the Seahawk.

14 Bellagio's: Hex 2318.

Captain Bellagio (M): Class: Fighter; Alignment: NE; LVL: 5; HTK: 38; AT: Chainmail; Social Level: 6; STR: 17; INT: 15; WIS: 14; CON: 14; DEX: 13; CHAR: 12; POW: 17; SPD: 9; END: 13; LED: 11; STA: 14; LCK: 6; AGIL: 12; GAM: 6; Weapon: Cutlass.

First Mate Nameless (M): Class: Fighter; Alignment: LE; LVL: 3; HTK: 24; AT: Leather; Social Level: 4; STR: 18; INT: 10; WIS: 13; CON: 13; DEX: 14; CHAR: 10; POW: 17; SPD: 11; END: 13; LED: 8; STA: 13; LCK: 15; AGIL: 15; CAM: 9; Weapon: Cutlass.

Bosun Uldr Kan (Elf): Class: Fighter- Magic User; Alignment: CG; LVL: 3; HTK: 20; AT: Ringmail; Social Level: 4; STR: 13; INT: 16; WIS: 12; CON: 15; DEX: 16; CHAR: 12; POW: 11; SPD: 6; END: 14; LED: 15; STA: 15; LCK: 12; AGIL: 16; GAM: 12; Weapon: Longbow and Sword.

Bellagio generally (85%) votes with the Seahawk on policy matters. His ship, **The Tarantis Princess** is crewed by 50 men and 10 Viking-type Berserkers.

15 Brig: Hex 2418.

Scarface Druel (Ogre): Class: Fighter; Alignment: CE; LVL: 5; HTK: 23; AT: Chainmail; Social Level: 2; STR: 18; INT: 9; WIS: 8; CON: 15; DEX: 12; CHAR: 6; POW: 18; SPD: 13; END: 14; LED: 7; STA: 15; LCK: 17; AGIL: 12; GAM: 9; Weapon: Club.

Ratty Zorf (Wererat): Class: Fighter; Alignment: LE; LVL: 4; HTK: 17; AT: None; Social Level: 2; STR: 13; INT: 15; WIS: 10; CON: 16; DEX: 13; CHAR: 7; POW: 12; SPD: 9; END: 15; LED: 6; STA: 16; LCK: 7; AGIL: 13; GAM: 9; Weapon: Sword.

Cells contain: 1 - 8 pirates (usually jailed for fighting), 2 - 12 prisoners (held for ransom. More important prisoners may be held by individual Captains on a 15% chance each.), and 1 - 4 others (miscellaneous outsiders, spies, etc.). All cells are on the upper level of the building. On the lower levels (ground floor and two levels below ground) are the quarters for the overseers and field slaves. There are quarters for 150 slaves who are chiefly employed in working on the nearby fields. There is one overseer (armed with Whip and Sword) per 15 slaves. The slaves are of all races: 85% Human, 10% Orc, 2% Elf, 2% Dwarf, 1% Halfling and miscellaneous. They are kept chained at all times. Attrition rate is high - 10% chance of disease cumulative per month held in slavery. Slave raiding is one of the Pirates' many activities.

16 Watchtower: Hex 3118. This is a wooden tower 20' high and 15' in diameter. There is a ten-man garrison, AT: Leather, HTK: 6, 6, 5, 5, 5, 4, 4, 4, 3, 2. There are always three men on duty, armed with Cutlasses and Light Crossbows. The others are armed with Cutlasses and Boarding Pikes.

17 The Keep: Hex 2612. This is a stone tower Keep, 30' in diameter and 50' high. There is a beacon fire on the roof which is sometimes used to guide ships to the camp or to relay signals. The normal garrison is 20 men, AT: Leather, HTK: 6, 6, 6, 5, 5, 5, 4, 4, 4, 4, 3, 3, 3, 2, 2, 1, 1, 1. There are ten Light Crossbows with the garrison. The duty shift consists of five men at all times. There is a trap door which leads to a shaft connecting to the cave below.

18 The Ruins: Hex 2610. Here are the remains of what was once a large building which was destroyed by fire long before the Pirates found it. The area is shunned by the superstitious sailors although some say that the place was once a rich temple to a local cult of killers.



Other Captains
(20% chance of being present)

- 1 Belis (F): Class: Fighter; Alignment CG; LVL: 7; HTK: 39; AT: Leather; Social Level: 6; STR: 16; INT: 15; WIS: 12; CON: 13; DEX: 16; CHAR: 13; POW: 16; SPD: 11; END: 12; LED: 6; STA: 13; LCK: 13; AGIL: 16; GAM: 11; Weapon: Longsword. Ship: **Revenger**. Crew: 60 Amazons. 20 Have Javelins and Cutlasses, 20 have Bows and Short Swords, and 20 have Boarding Pikes and Cutlasses. NOTE: Never ransoms male prisoners - sells them as slaves. Uncooperative with other Captains.
- 2 Agrin Ron (M): Class: Fighter; Alignment: LE; LVL: 6; AT: Leather; HTK: 30; Social Level: 5; STR: 17; INT: 10; WIS: 11; CON: 14; DEX: 15; CHAR: 9; POW: 17; SPD: 16; END: 14; LED: 9; STA: 13; LCK: 11; AGIL: 15; GAM: 12; Weapon: Cutlass. Ship: **Levantine Lady**. Crew: 58 men, 4 Dwarves. Twenty men have Longbows. The rest are armed with Cutlasses and Boarding Pikes. NOTE: Always votes against the Seahawk. Hates him with a passion.



Capt. Poldon



Capt. Agrin Ron



Capt. Belis

- 3 Zindar (M): Class: Cleric; Alignment: LE; LVL: 6; HTK: 27; AT: None; Social Level: 6; STR: 17; INT: 13; WIS: 17; CON: 13; DEX: 14; CHAR: 13; POW: 16; SPD: 11; END: 13; LED: 9; STA: 11; LCK: 10; AGIL: 15; GAM: 13; Weapon: Morning Star. Ship: **Soul Stealer**. Crew: 60 Hobgoblins.
- 4 Poldon (M): Class: Cleric; Alignment: LE; LVL: 7; HTK: 30; AT: None; Social Level: 6; STR: 15; INT: 15; WIS: 17; CON: 11; DEX: 13; CHAR: 14; POW: 14; SPD: 7; END: 11; LED: 12; STA: 10; LCK: 9; AGIL: 13; GAM: 16; Weapon: +1 Mace. Ship: **Knife of the Lord**. Crew: 50 Orcs, 6 Goblins, 4 Hobgoblins. The Goblins use Javelins. The Hobgoblins are armed in Chain and wield Two-handed Swords. (Judge's Note: Polon is the inheritor of the position of the High Priest of Cutul-Nyar. None of the Pirates know this because he covers his true religion and pretends to worship another god. He is rumored to be seeking an able-bodied human First Mate.

Cutul-Nyar

Cutul-Nyar is a powerful demon. He is the personal servant of Asmodeus. The ruins at the top of the cliff are the remains of a long-destroyed temple to Cutul-Nyar. There are few servants and worshipers of this demon. The Pirate Captain, Poldon, is the current High Priest although this is not known to the rest of the Pirates.

Cutul-Nyar, for past offenses against his master, is locked into a cycle of earthly existence which lasts approximately 81 years. After this time, he is sent to Hell to become a minor demon for the same period of time. Unfortunately for Cutul-Nyar, this cycle was interrupted some 200 years ago by the actions of a human champion of the Gods of Light. The earthly focus for the gate to the earthly plane, a jeweled heart, was shattered into nine parts by the Sword, Razondil.

Since that time, Cutul-Nyar has not been able to return to the earth. His priests have used all their resources to discover a way to ensure his return. From their studies, they have found that a human host is required for the devil to enter, and the shattered heart must be rejoined. It is not clear, however, to the newer priests, exactly what else is required since many records were destroyed in the past.

The only surviving text is **The Scarlet Tome**, a record of the priests of Cutul-Nyar. This book has been severely damaged, and only short portions are readable. Poldon is the current guardian of the book, and he is resolved to make the attempt to recall Cutul-Nyar to this plane. He also knows a secret passage from the opposite side of the cliff which leads to the temple area beneath the ground.

The Scarlet Tome The Inscriptions and Legends of Cutul-Nyar



efore the beginning of history, before there was man, there was Cutul-Nyar. When the Lords of Evil contested with their opposites upon the barren plains of the Earth, Cutul-Nyar was charged with the promotion of their rule over the liquid mediums.

The creatures of the night and the depths of the seas found first his power. Subjected to his will were many. Subjected to his influence were many more. It has been said that true rivers of blood flowed to mingle with the waters of river and ocean.

THE GREAT LORD A [REDACTED] SAW AND WAS PLEASED.

HELL WAS ENRICHED. But time passed.

THE GREAT LORD A [REDACTED] became jealous. As the power of Cutul-Nyar grew, this envy increased. FOR THIS WAS HE CAST DOWN. Cutul-Nyar was summoned to serve himself in Hell.

Eons passed. The dark ways and rites were forgotten upon the Earth. Relenting, THE GREAT LORD A [REDACTED] allowed his servant to enter this plane again. New creatures felt the lash of Cutul-Nyar, the Orcs and Goblins of the depths. For his former presumptions, Cutul-Nyar was restricted to the bowels of the Earth, no more to rule the deep waters.

As the numbers of circles was nine, his sentence was nine nines of years. For nine nines of years was he to be given a body on the Earth. The ones of the Earth then named him That-which-walks-as-a-man. For nine nines of years was he recalled to Hell to serve.

In the breast of man was fashioned

(Here the book is damaged)

In the years measured by Cutul-Nyar numbered 72835 (this translates roughly to 400 years previous), the Scarlet Coven of the Priests had constructed the great temple of the East. Into the depths of the Earth was hewn chambers of worship, and those chambers were built with the blood of all the races of life. An edifice of strength and might grew above the subterranean vaults - a structure to rival any on Earth - a place of wonder.

Then, again, did THE GREAT LORD A take offense and his might was unleashed. The dread LORD struck at the temple and left a smoldering heap of ruins. The earthen body of That-which-walks-as-a-man was sundered for nine nines of years.

In the year numbered 73037, the sojourn in Hell had been completed by nine years. The powers of Cutul-Nyar increased in scope. Where once he flourished, his followers returned.

There arose at that time, in the lands of the west, a man favored by the GODS OF LIGHT (may their deeds be cursed). Endowed with RAZONDIL, a blade of fearsome potency, the man known as FORLINDEN (may his deeds be cursed) came to the domains of Cutul-Nyar.

Five score perished and the foundations of the mountain were shaken when RAZONDIL cleft the earthly heart of Cutul-Nyar. As it sundered That-which-walks-as-a-man, RAZONDIL was shattered. The Earth spoke, and Cutul-Nyar and FORLINDEN were no more.

Nine nines

(Here the writing is obscured)

CEREMONYES OF THE RED CO

In the beginning was then the orb of the soul.

(All praise his name)

Let it then be joined.

(All praise his name)

(Here the parchment is destroyed)

May his servants approach - the host awaits.

(All praise his body)

Ablution:

The washing of the host with the blood of Life. The waters mix with the blood of Life.

The spirit of the dread one will approach.

(All praise his spirit)

He draws nigh.

(All praise his word)

Fix the helm upon the gift.

(The waters mix with the blood of Life)

(Here the parchment is interrupted)

NOW the victim is given. THE KNIFE OF THE LORD performs the four cuts of life and death.

(All praise his life)

The waters mix with the blood of Life.

The clenched fist is armed with his sceptre.

The ROBE OF LIFE is fitted.

(All praise his coming and

(Here the parchment is ripped away)

The remainder is recently written, approximately 30 years old:

It may then be inferred that, when the proper host is found, it may then be a relatively simple arrangement to invoke his presence.

It may be an involved ceremony then to manage his embodiment. But That-which-walks-as-a-man has the cycle of nine nines to contend with. Infernal politics may, therefore, be an assumed mechanism. This is, indeed, applicable according to the inferred writings of Shabad-niser IV (see volume IX, *Ceremonies of the Red Coven*, cycle 23).

However, the sundering of the orb of the soul by the thrice-cursed RAZONDIL may provide several obstacles to his coming. It is not clear if any damage was done - but we must not preclude any possibilities of complications which might arise in the ancient recorded procedure.

(Here the parchment is destroyed)

It is resolved, then, to forgo any procedural complications. The requirement of the NINE is not deemed functionally necessary. The competent focus is what is truly required. Of course, the host is also necessary. The earliest that we may begin is the second part of the 25th cycle, since this marks the passage of the current nine nines of years. He awaits the opening that we will provide and

(Here the parchment is destroyed)

The end of the purpose comes. But I fail. My LORD fails me as I fail him. I pass this to one who may succeed.

Let him then seek the host:
MAY THE LORD COME
PRAISE HIS NAME

(Here the book ends abruptly, save one entry following)

THE TIME IS NIGH. PRAISE HIM



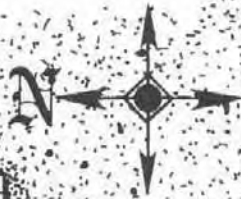
Judge's Notes

The nine pieces of the Heart of Cutul-Nyar necessary for the summoning of the devil are found in the following rooms:

- 1 - The left eye in the face in the crypt in the northeast corner of Room No. 3, Level Four.
- 1 - The left eye in the crypt in the southwest corner of Room No. 3, Level Four.
- 2 - The eyes in the northern crypt in Room No. 4, Level Four.
- 2 - The eyes in the southern crypt in the same room.
- 2 - The eyes of the face in Room No. 8, Level Four.
- 1 - The gem of the necklace worn by the inhabitant of Room No. 14, Level Four.

If found and taken by an adventurer, the gems will not be able to leave the level. A *Detect Magic* and *Detect Evil* will both register positive results if used on the gems. In times of stress or sleep (roll as if the gem was a magic Sword with a score of 25 combined Intelligence and Ego scores), the gems will influence the possessor to return them.

Level 1



Down

13

1 Square = 10 feet

4

3

11

12

14

7

10

6

Down

2

9

5

8

- = Doors
- S = Secret Doors
- = Pit
- ~ = Water
- = Pillars
- == = Stairway

To Tower Up

Down

Key Dungeon Level One

- 1 Steps lead up to the Keep on the top of the cliff.
- 2 Docking slips for the Brotherhood vessels. The basin under the cliff and the stream leading to the river have all been dredged to allow the easy passage of shallow-draft ships that the Pirates use. There is always one small rowboat tied to the dock. There is a 50% chance for one or two cargo-carrying river craft and a 25% chance for a warship. (If a warship, roll on table below).



K. SIEMBIEDA - 79

01 - 25	Golden Griffon
26 - 55	Tarantis Princess
56 - 80	Grim Reaper
81 - 90	Two of the above
91 - 95	All of above
96 - 99	One other
100	Two others

Guards are two Pirates, AT: Leather, HTK: 5, 4, armed with Cutlasses and Light Crossbows. Also, three men of the crew of each docked ship are normally posted as guards.

- 3 Stores: Contents: 20 - 30 kegs of salted meat. 10 - 20 cases of rum and other liquors. 30 - 40 cheese wheels (c. 40 lbs. each). 5 - 15 cases of bottled fruit juice. 50 - 60 barrels of flour. 5 - 15 crates of live chickens. 5 - 10 cases of dried peas and beans.
- 4 Stores: Contents: 25 - 35 barrels of oil. 6 Mast timbers. 15 - 25 kegs of nails. 30 - 50 oars. A stack of wood 20' x 20' x 30'.
- 5 Guard Room: Two medium Ballistae. They are always armed and manned.
 Gornash (Orc): Class: Fighter; Alignment: CE; LVL: 3; HTK: 12; AT: None; Social Level: 3; STR: 12; INT: 13; WIS: 10; CON: 13; DEX: 10; CHAR: 9; POW: 13; SPD: 12; END: 12; LED: 8; STA: 13; LCK: 13; AGIL: 9; GAM: 12; Weapon: Cutlass and Ballista.
 Barak (Orc): Class: Fighter; Alignment: CE; LVL: 3; HTK: 21; AT: None; Social Level: 3; STR: 13; INT: 10; WIS: 9; CON: 12; DEX: 14; CHAR: 13; POW: 12; SPD: 10; END: 11; LED: 7; STA: 10; LCK: 6; AGIL: 13; GAM: 9; Weapon: Cutlass and Ballista.
 Zarab (Orc): Class: Fighter; Alignment: CE; LVL: 1; HTK: 3; AT: None; Social Level: 1; STR: 15; INT: 9; WIS: 12; CON: 14; DEX: 11; CHAR: 13; POW: 16; SPD: 9; END: 13; LED: 11; STA: 13; LCK: 17; AGIL: 10; GAM: 12; Weapon: Cutlass.
 Pogork (Orc): Class: Fighter; Alignment: CE; LVL: 1; HTK: 6; AT: None; Social Level: 1; STR: 10; INT: 14; WIS: 10; CON: 15; DEX: 9; CHAR: 4; POW: 9; SPD: 10; END: 15; LED: 2; STA: 16; LCK: 9; AGIL: 8; GAM: 9; Weapon: Cutlass.

Gornash and Barak are trained artilleryists. They have orders to sink any unauthorized vessel coming into the dock area. Zarab and Pogork carry ammo. One crew (two men) is always on duty. Sleeping quarters 24' x 16' x 15' high adjoin the guardroom. Their loot is equal to 25 GP total.

- 6 Stores: Contents: 200 - 400 feet of heavy rope cable, 2,000 - 5,000 feet of medium rope.
- 7 Stores: Contents: Four anchors, 100 - 200 feet of heavy chain, 200 - 300 feet of chain, 10 - 20 harpoons, a 25' x 125' fishing net with floats. There is a secret door which leads to a passage to the Seahawk's lair (building No. 5). The storeroom is very dusty and not much used.
- 8 Well: The well shaft is about 45' deep and is used primarily in case of siege.
- 9 Barracks: 2 + 1D8 Pirates, AT: None, HTK: 6, 5, 4, 4, 4, 4, 3, 3, 2, 1. If looted, their sea chests will bring 4 - 7 GP per Pirate. Their latrine is in the NE corner of the room. There is a 25% chance of a nasty, but true, rumor about the Orcs in Room No. 5 being scrawled on the latrine walls. Rumor: "The Orcs in the guardroom eat Dwarf meat."
- 10 Barracks: 3 - 1D10 Pirates, AT: None; HTK: 6, 6, 6, 5, 5, 4, 4, 4, 4, 3, 2, 2, 1. Sea chests will bring 5 - 8 GP per Pirate. Twenty minutes of search will uncover a 50 GP gem hidden in a bed post by the crew chief.
- 11 Barracks and Mess Hall: 3 + 1D20 Pirates, AT: None, HTK: 6, 6, 6, 6, 5, 5, 5, 4, 4, 4, 4, 3, 3, 3, 2, 2, 2, 2, 1, 1, 1. Loot is 4 GP per Pirate. There is a rack of Cutlasses (10 - 20) on the west wall.



Beans Aron

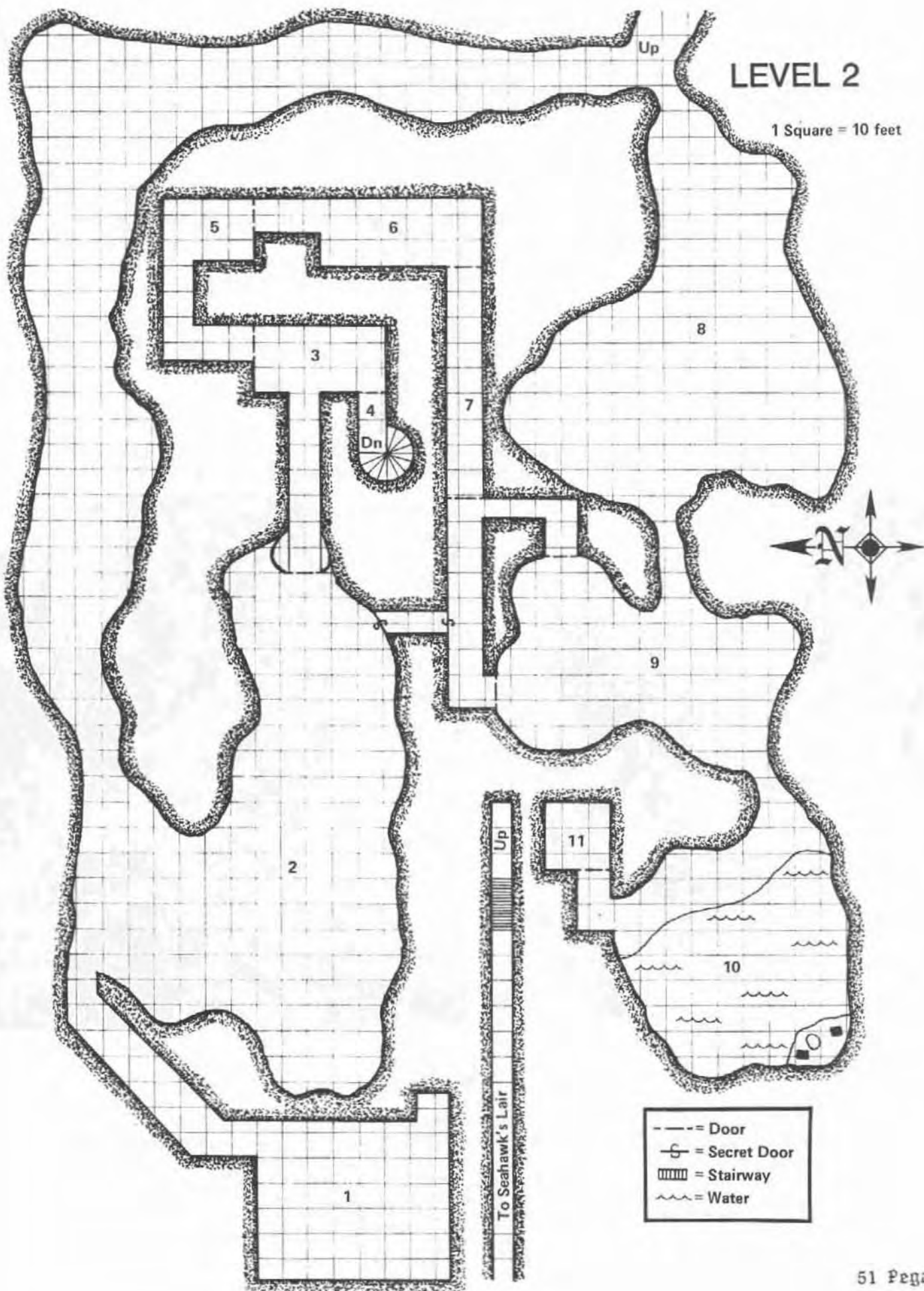


Baby Stewie

- 12 Kitchen: Two fireplaces are located on the east and south walls. 2 + 1D4 of the following are present:
- Beans Arno (Hobgoblin): Class: Fighter; Alignment: CE; LVL: 2; HTK: 13; AT: None; Social Level: 2; STR: 15; INT: 12; WIS: 11; CON: 13; DEX: 12; CHAR: 8; POW: 14; SPD: 7; END: 12; LED: 4; STA: 13; LCK: 12; AGIL: 12; GAM: 12; Weapon: Meat Cleaver (Battle Axe).
 - Fishtunk (M): Class: Thief; Alignment: NE; LVL: 1; HTK: 3; AT: None; Social Level: 1; STR: 10; INT: 13; WIS: 10; CON: 12; DEX: 14; CHAR: 9; POW: 9; SPD: 7; END: 10; LED: 5; STA: 11; LCK: 11; AGIL: 13; GAM: 8; Weapon: Butcher Knife.
 - Baby Stewie (M): Class: Fighter; Alignment: CG; LVL: 2; HTK: 14; AT: None; Social Level: 2; STR: 17; INT: 8; WIS: 10; CON: 15; DEX: 10; CHAR: 12; POW: 17; SPD: 5; END: 15; LED: 6; STA: 14; LCK: 5; AGIL: 8; GAM: 8; Weapon: Butcher Knife.
 - Spitboy Lascar (Goblin): Class: Fighter; Alignment: CE; LVL: 1; HTK: 3; AT: None; Social Level: 1; STR: 10; INT: 10; WIS: 8; CON: 9; DEX: 12; CHAR: 12; POW: 10; SPD: 7; END: 8; LED: 9; STA: 9; LCK: 9; AGIL: 12; GAM: 14; No Weapon.
 - Gruk (Goblin): Class: Fighter; Alignment: CE; LVL: 1; HTK: 1; AT: None; Social Level: 1; STR: 9; INT: 10; WIS: 11; CON: 12; DEX: 15; CHAR: 12; POW: 7; SPD: 11; END: 14; LED: 7; STA: 15; LCK: 8; AGIL: 14; GAM: 13; No Weapon.
 - Heyboy (Goblin): Class: Thief; Alignment: NE; LVL: 1; HTK: 2; AT: None; Social Level: 1; STR: 12; INT: 11; WIS: 10; CON: 9; DEX: 15; CHAR: 14; POW: 11; SPD: 12; END: 7; LED: 8; STA: 9; LCK: 17; AGIL: 15; GAM: 11; Weapon: Dagger.

The first three are cooks. The second three are the mess boys and helpers. Beans sometimes whips up special dishes for the Ballista Room (see Room No. 9) in which he sometimes shares. Heyboy dreams of pirating although none of the Brotherhood would ever consider him a prospect. He would do anything to get out of the kitchen.

- 13 In this arm of the natural cavern is a heavy, bronze door embossed with the faces of leering demons and devils. This area is generally left alone by the Pirates. Occasionally, unransomed prisoners or Pirates who have committed especially vicious acts have been abandoned behind the huge doors.
- 14 Guard Room: 2 - 4 Pirates, AT: Leather, HTK: 6, 5, 5, 4, with two Light Crossbows and Cutlasses. Two men are always on duty. They watch the corridor to the east through Arrow slits. By pulling a lever, they can activate the floor pit in the corridor. The concealed pit is 20' deep and 10' x 10' in size.



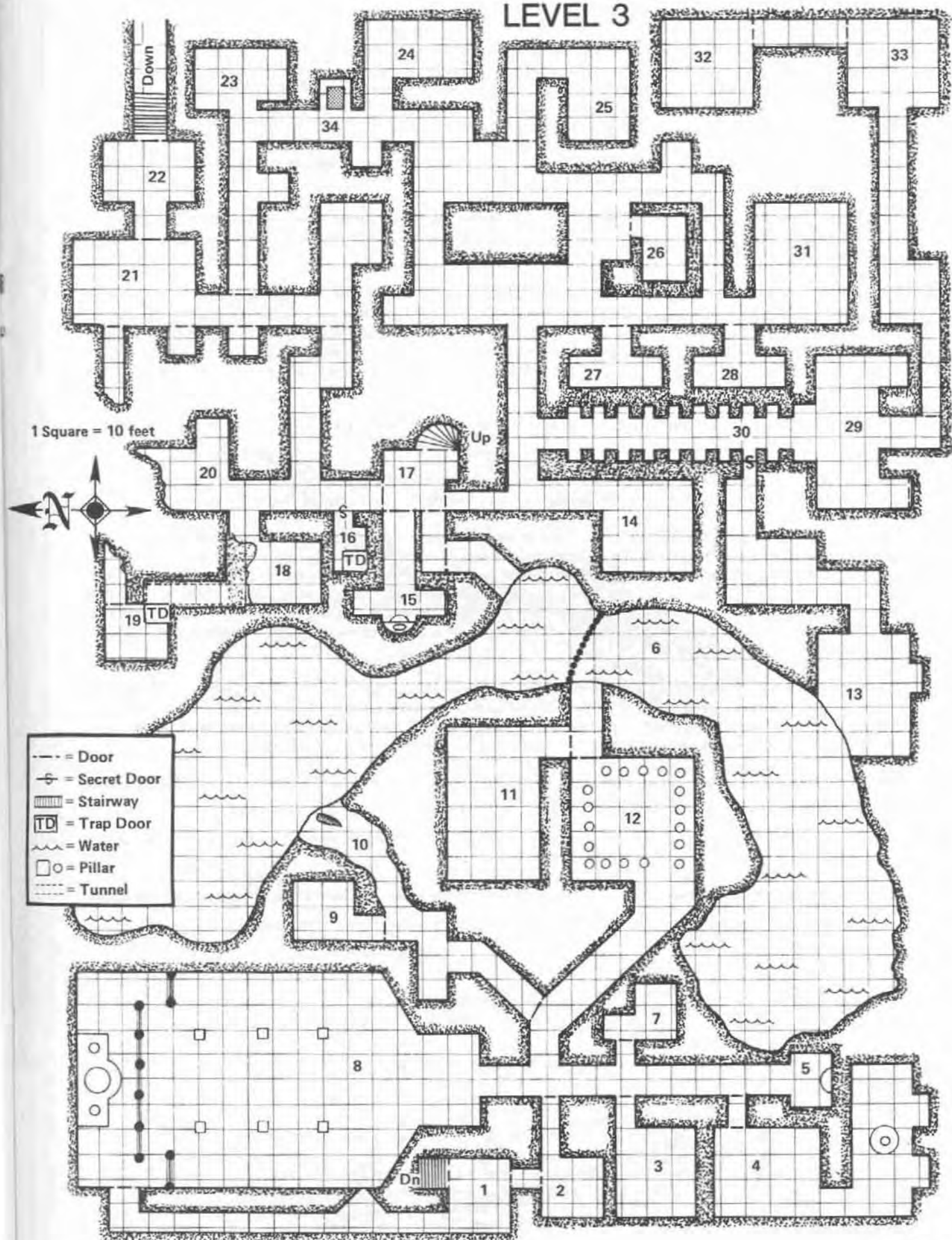
Dungeon Level Two

- 1 A pack of six Goblins is here, AT: Chainmail. Two have Spears (HTK: 7, 5); one has a Morningstar (HTK: 2); one has a Military Pick (HTK: 1); one has a Sling and lead bullets (HTK: 3); and the leader carries a Shortsword and a Pick (HTK: 4). 3 - 18 SP per Goblin. The leader has 3 GP. There is a 50% chance that they will join an adventuring party if asked. They will serve for 20 - 30 turns. At that time, if no treasure has been given to them, they will attempt to backstab the party, steal what they can, and then run. They know about the loose stalactites in Room No. 2 because they recently lost one of their party there.
- 2 Caverns: The western half of the room is made treacherous by the loose stalactities hanging from the ceiling. Any movement will cause 0 - 3 to fall each minute. Each one that falls has a 15% chance to hit anything in that half of the room (take 2 - 16 points of damage). At the eastern end of the Caverns is a doorway. This entrance is in the form of a mouth to a huge, grotesque face carved into the rock. The face is about 45' high.
- 3 Empty.
- 4 Stairs to the third level.
- 5 Empty.
- 6 Empty.
- 7 Trap: The passageway between the two doors is balanced on a central pivot. Shutting either door activates the point. The corridor floor tilts on the center axis, depositing trespassers into a chute to the fourth level.



- 8 Cavern: Empty.
- 9 Cavern: Empty.
- 10 Two Giant Toads, AT: None, 5 HD, HTK: 22, 17, inhabit this area. Water covers the western part of the chamber. On the island in the southwestern corner is a stone statue with two half-buried wooden chests at its feet. Carved at the base of the statue is the word "CUTULNYAR." The face of this statue looks like that of the large face at the entrance in Room No. 2. One chest contains a poisonous Snake, AT: None, HTK: 7, and a 200 GP gem in an inside compartment. The other chest is empty.
- 11 Empty.

LEVEL 3

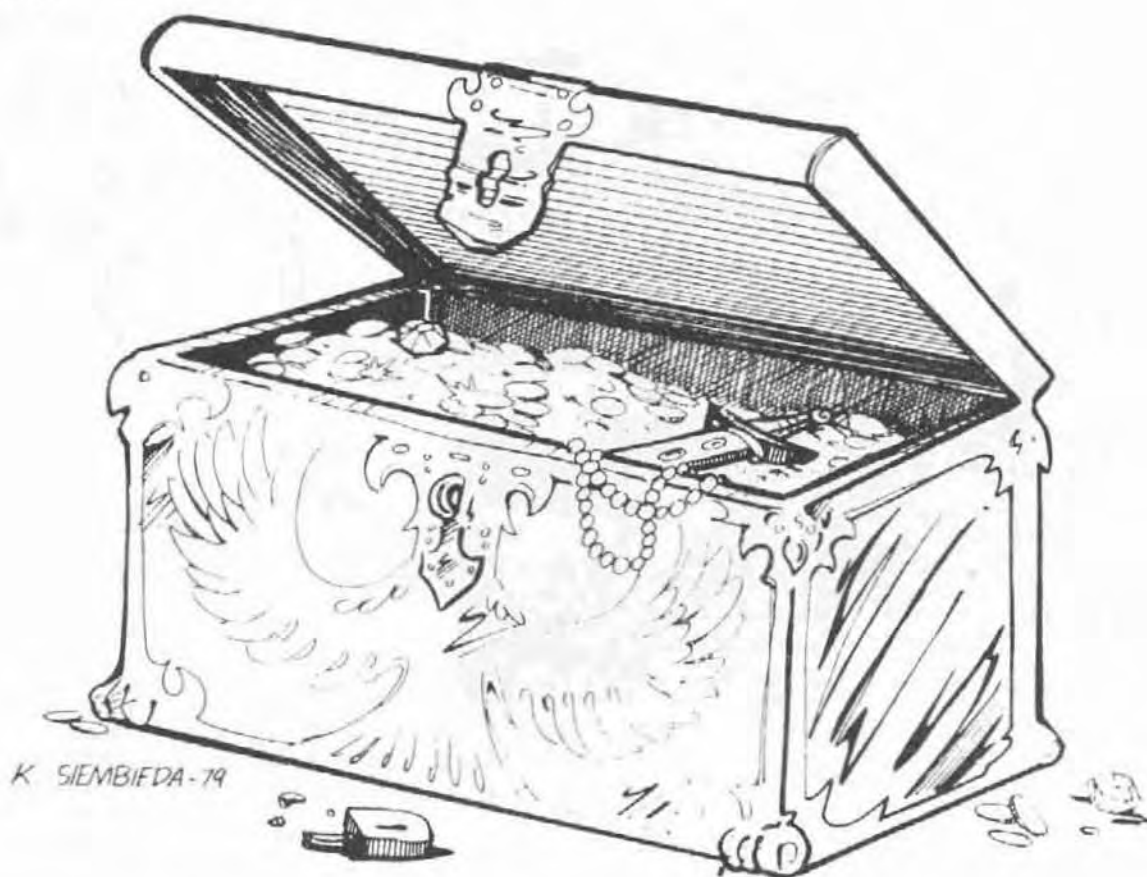


Dungeon Level Three

- 1 Robing room of the Priests of Cutul-Nyar: The stairs lead down to the fourth level. On the west wall of the room is a fresco badly molded with green slime. If the slime is scraped off, a map of this level will be visible. To the north of the room is a spy-hole to permit observation into Room No. 8.
- 2 Anteroom: Tattered clothes and ceremonial vestments can be found in the southeast corner of the room in a wooden chest.
- 3 Storeroom: There are five wine urns, each six feet high, in the southwest corner. The wine has turned to vinegar. In the bottom of the fifth urn is a golden figurine of Cutul-Nyar worth 200 GP. The rest of the room is littered with worthless junk.
- 4 Purification Chambers: Once-rich scarlet brocaded tapestries hang in tatters from the walls of the northern chamber. Four gold-plated brass face masks of Cutul-Nyar (value: 25 GP each, apparent weight: 300 GP each) hang, one on each wall. The southern chamber is paneled in a rich mahogany. The two niches once held statuettes of Cutul-Nyar. The pedestals are still there with the golden feet broken from the statuettes still attached. The fountain, 4' deep, is of pure marble with deep reddish stains inside and along the sides. The fountain is empty and a drain mechanism is visible at the bottom of the structure.
- 5 This is a 15' high statue of Cutul-Nyar carved of black basalt. The eye sockets are empty. The corridor to the north is 25' high.
- 6 Caverns: This is completely filled with water. In the southern arm of the cave lairs a Giant Eel (HD: 5, HTK: 26; DAM: 1 - 6). A wooden barrier prevents the passage of the Eel north of the entrance to Room No. 12.
- 7 Storeroom: There are ten strong boxes in the room. In the southeast corner is the body of a Human in Leather with a rusted Cutlass. There is a Dagger with four blades and a design of a clenched fist engraved on the blades embedded in the back of the body. The body lies face up and must be moved to see the Dagger. The body appears to be a few weeks old and is already infested with maggots. The body is draped over a 1½' square ebony coffer. There is a poisoned needle concealed in the lock of the chest. The poison is Type 7 (Ready Ref Sheets, Judges Guild product number JG 0014). The base chance of detection is 20%. Inside the chest is a pectoral collar of gold set with a large Fire Opal and 15 Bloodstones (value 3,250 GP).
- 8 Temple of Cutul-Nyar. The altar is constructed of blood-stained marble. There is a 25' high statue of Cutul-Nyar standing over a 10' diameter, water-filled pit. By the rusted remains of clamps and bolts, a character with INT of 12 or greater will discern that there was once a metallic sliding covering over the pit. A marble latticed screen is indicated by the line on the map. Six pillars support the ceiling, each carved with bas-reliefs of Cutul-Nyar.
- 9 Storeroom: Eight empty chests lie scattered about the room. It is obvious that the room has been ransacked. A usable brass lantern lies discarded (no oil) in the southeast corner.
- 10 A small, oared boat has been pulled into the corridor. Footprints lead toward the temple (appears to be two sets of footprints).
- 11 Storeroom: There are ten broken-open crates littering the floor. In a pile of rotted clothing lives a Giant Centipede (HTK: 3).



- 12 Colonnades: There are eighteen marble pillars which reach the ceiling of the chamber. There are rusted iron rings about eight feet from the ground on nine of these pillars. The pillars are badly stained a red color from about nine feet from the ground to the ground. There are what appear to be drains in the floor under the pillars.
- 13 Nine Neanderthals lair in this room. There are three adult males (HTK: 15, 12, 11; one has two Javelins; one has a stone Battle Axe). There are four adult females (HTK: 7, 5, 3, 3) and two young females (HTK: 3, 2). Treasure: 150 CP, 100 SP, 25 GP, 1 gem worth 100 GP.
- 14 Empty.
- 15 This is a T-shaped corridor, ten feet high. At one end is a statue of Cutul-Nyar, about nine feet tall. In front of the statue is a water-filled basin.
- 16 Concealed chamber behind a secret door: In the corner is a trap door which leads in a short passage to an area beneath the statue in Room 15. The statue is hollow and can be entered by a ladder from below. Slits near the idol's eyes allow vision into the passage. A megaphone is attached to the mouth of the statue, and it is evidently used to impress worshippers.
- 17 Empty.



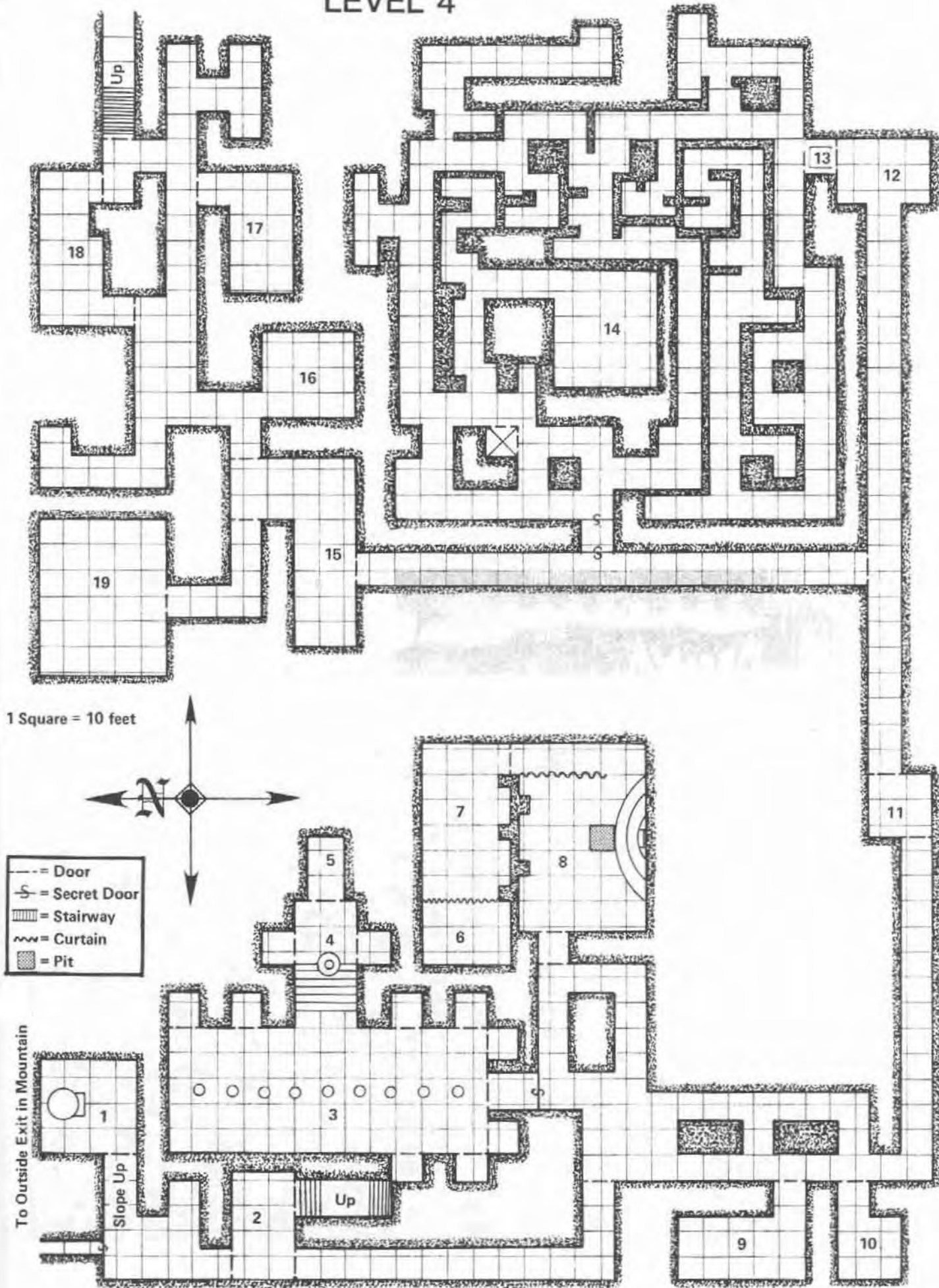
- 18 The northern part of the room is filled with rubble from an apparent cave-in. The entrance is only about 2' x 2'. The room is inhabited by 8 Giant Rats (HD: 1; HTK: 6, 6, 6, 5, 5, 4, 4, 2). In the northwest corner of the room is a trap door covered with rubble and Rats' nest. If cleared away (about 25 minutes work by one man; reduce proportionately for more), a 5' x 4' trap door is revealed. Underneath is a short passage leading to room 19. The floor of the passage is filled with 3' deep, cold water. There is a 2' diameter Rat hole in the southeast corner of Room 18 which leads to Room 27.
- 19 There are two chests in the northwest corner of this room. The one on the right is covered with sheet bronze embossed with the face of Cutul-Nyar. The other is similarly covered, but the images are of four-bladed weapons. Inside the right one is a ceremonial mask of gold plate (value: 300 GP); it is the mask of an high acolyte. In the left chest are ceremonial robes once richly embroidered but now a little tattered. Underneath the robes is a studded leather belt with semi-precious stones embedded in it (value: 150 GP). Attached to the front of the belt is a four-bladed Throwing Knife plated in silver (value: 100 GP). Treat it as a normal Throwing Knife but add one to the number to hit and damage because of the weight and design. The roof of the passage to the east has collapsed.

- 20 This rubble-filled chamber is empty of anything of worth or interest.
- 21 Empty.
- 22 Empty.
- 23 Three Ghouls (LVL: 3; HTK: 14, 12, 12) live here. They also patrol rooms 21, 22, 23, and 24. Action such as combat, breaking open doors, or loud noises will draw a Ghoul 40% of the time (60% in Room 23). This will increase by 10% per minute of continued noise. If a wandering monster is rolled in this area, it will automatically be a Ghoul. The Ghouls will retreat to Room 22 if they are heavily outnumbered. Their stash is in Room 23. Amid moldering meats from varying sources can be found a 100 GP gem, 150 SP, 50 GP, and a scroll of two Third Level spells. The Ghouls know about the trap at Room 34 and, if cornered, try to trick their enemies into using the area.
- 24 Empty.
- 25 Empty.
- 26 The bones of an ex-adventurer lie in the northwest corner. The Chainmail that he wears is rusted and useless. He carries a +1 Sword, a brass lantern (no oil), a Dagger, and 56 GP. The door is magically locked to open only from the outside. If the door is shut accidentally or by the adventurers, it will be considered to be magically locked.



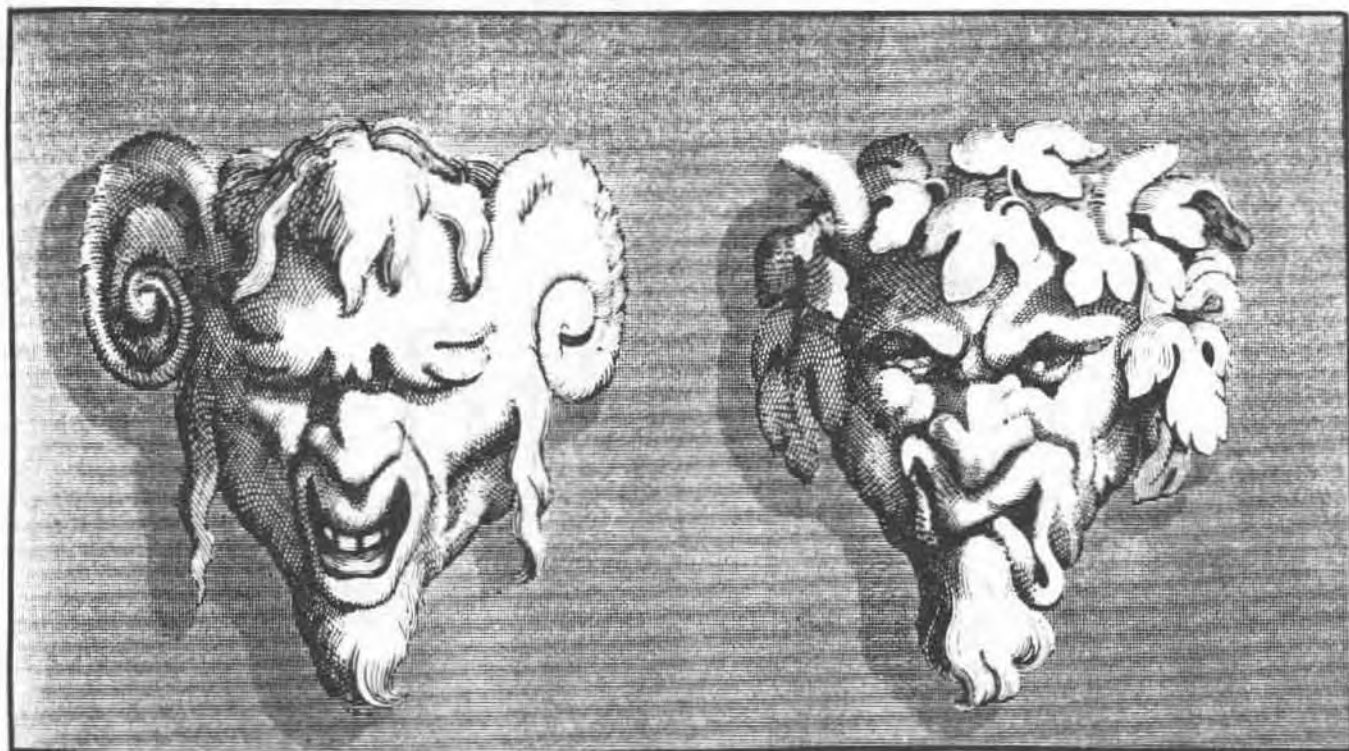
- 27 Three Wererats live here (LVL: 4, HTK: 21, 18, 15). There is a 2' diameter hole in the northeast corner which leads to Room 18. If outnumbered, the Wererats will summon the Giant Rats to help them. Treasure: 250 GP and 3 gems valued at 100 GP each.
- 28 Empty.
- 29 There is a false door in the southwest passage. The room is filled with a high-pitched, whistling noise.
- 30 The niches along the walls of this 15' high passage all once contained statues of Cutul-Nyar. One half-broken statue remains in the northern-most niche on the eastern side. The others have only pedestals with wierd carvings on them.
- 31 Empty.
- 32 Empty.
- 33 Empty in appearance only. On the wall directly above the door is a Giant Amoeba (HD: 8; HTK: 33; DAM: 1 - 12; MOVE: 6"; AT: None).
- 34 Trap: On the east wall is hung a glowing Sword. Above it is inscribed something in glowing letters which are unreadable by any means. Touching the Sword with metal or flesh will trigger the floor pit - a 15' drop into 20' deep water. The Sword is fastened to the wall and cannot be removed. If a *Magic Detection* spell is used, a positive answer will result.

LEVEL 4

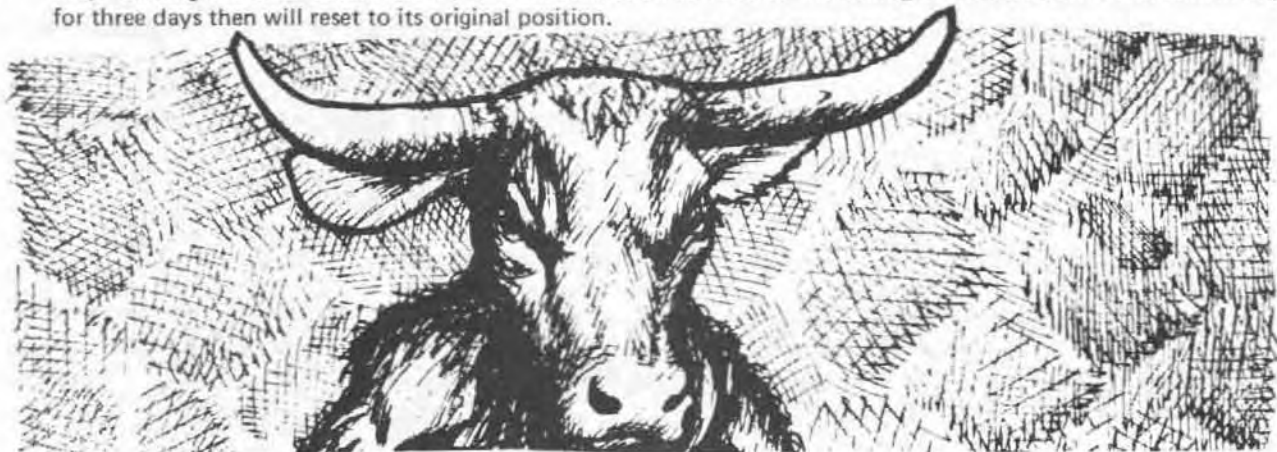


Dungeon Level Four

- 1 In the well shaft from the upper level sacrificial altar is found a watertight door. In front of the shaft is a pump which is used to reduce the water level in the well. When the door is opened, a grating may be found which is used to salvage valuables that may have been offered as sacrifices. The well itself continues down at least 45' past this point. The door is constructed of heavy bronze with leather seals and is embossed with a leering face of Cutul-Nyar. The room is otherwise empty.
- 2 Empty. On the west wall is a mural of Cutul-Nyar accepting victims of all races.
- 3 Crypts of Cutul-Nyar: Ten Ghouls (LVL: 3; HTK: 16, 14, 13, 13, 12, 11, 11, 10, 9, 7) lair here, and they are under the command of the inhabitant of Room 5. They have cleaned out the crypts. Their food is stored in the northeast corner of the room. Discarded atop a rubbish heap in the northwest corner is a Scroll of Undead Protection still enclosed in a carved, wooden case. Within each crypt is a stone sarcophagus with a carved face of Cutul-Nyar atop the lid. The eyes of the faces are each red garnets worth 150 GP each.
- 4 Each of the two doors (north and south) is silver-plated to a value of 100 GP. Inside the northern door is the skeletal body of a man in rusted ceremonial armor with a 4-bladed Knife clenched in his left fist. Within the other door is a skeleton clothed in embroidered robes with a similar Knife in his right hand. Atop the lid of each sarcophagus is a carved face with eyes of red garnets each worth 200 GP.
- 5 This crypt is the lair of a Wraith (HTK: 29). The Wraith will summon the Ghouls if a party enters this chamber. Within the marble sarcophagus is the skeleton of the last High Priest of Cutul-Nyar. He is clothed in rich, brocaded robes. A jeweled pectoral collar lies on his breast (value: 2,000 GP). Clasped in his hands, which are folded over his breast, is a gilded Dagger of four blades (valued at 500 GP). Upon his head is a horned, golden mask fashioned to look like Cutul-Nyar. This is a Helm of Linguistics Magic Comprehension. Within a silver coffer (value: 250 GP) at his feet are a Potion of Shrinking, a scroll of three spells (LVLS: 1, 2, and 4), and a copy of the diagram to a mystic pentacle to be used in calling Cutul-Nyar. Hangin on the eastern wall is a Cursed Sword of Disease. Anyone who wields it will develop a case a bubonic plague within three hours.
- 6 Living Quarters of the High Priest: A tapestry forms the eastern boundary. There are many furnishings, all once very beautiful but now tattered and moldy. There are four chests, all empty.
- 7 More living quarters for the priests of the temple. There are several beds and chairs, all badly decayed. There are ten chests scattered around the room, all of which are broken and empty.



- 8 Audience Room of the High Priest: On the south wall is a gold-plated throne (value 200 GP) atop three raised steps, each 1½' high. The arms of the throne are movable and produce varied effects. If the right one is pulled upward, the floor area in the doorway to the left will rise to block the passage with an 8' x 8' stone pillar. If the left arm is raised, the pit area in front of the throne will open. This 8' x 8' pit is 25' deep, with the bottom 15' filled with cold water. Returning the position of either arm to its original state will reverse the effects. Above the throne is a gilded face of Cutul-Nyar (value 250 GP) with two red garnets for eyes (value 250 GP each). Seated upon the lowest step of the throne platform are two statues of horned, female demons. These statues will become real demons if any unauthorized persons approach within 20' of the throne platform. The demons are HD: 8; HTK: 39, 28; AT: None, but they can only be hit by magic or silver weapons.
- 9 This room is lined with black obsidian. On the north wall is a face of Cutul-Nyar carved into the rock. The eye sockets are empty. Centered in the room is a red granite table, about 3' high and 8' x 4' at the top. The form of a man is carved into the top of the table, recessed to a depth of about 5 inches. If measured, the man's height appears to be 6' 4". There is a lip around the top of the table which is 10" high. There appear to be holes in the corners of the table, and, if a liquid is poured on the table, it will be discovered that the holes are drains. A secret compartment hidden in the side of the table contains four red-stained, ivory plugs filigreed in gold (total value: 800 GP).
- 10 Empty.
- 11 The floor of this chamber is filled with cold water to a depth of one foot. The floor is slippery; roll DEX or less to avoid falling. The floor is a mosaic of Cutul-Nyar.
- 12 Empty.
- 13 Trap: Closing the door causes the 10' x 8' floor section to raise to the ceiling of the corridor. It will remain in place for three days then will reset to its original position.



- 14 Minotaur Lair: Gotzbad the Minotaur (HD: 7, HTK: 31) can speak Common (in a horrible, growling voice) and carries a huge, double-bladed Axe. He will not harm any person wearing any priestly garments of Cutul-Nyar or anyone who mentions his name favorably. He will escort them to the secret door in the west wall of the labyrinth. Any others he will save to eat. Treasure: 8,000 CP, 2,000 SP, 1 red garnet and gold necklace (which he wears) valued at 825 GP, and a map to the crypts of Cutul-Nyar (Room 3). The area to the northeast of this room indicated by the X is the place where the chute from Level Two empties. It recloses and locks into position after it has deposited the victims into the maze.
- 15 This room is used as the garbage disposer for the Minotaur in Room No. 16. Gotzbad hauls all the things remaining from his feasts here. Rummaging around, an adventurer will find three broken Swords, a bent, metal-covered Shield, a crow-bar, two old, leather backpacks, a crushed Helmet, two Chain shirts that have been ripped to pieces, about 850 assorted, gnawed bones, and numerous pieces of ripped Leather, metal plates, and broken weaponry.
- 16 Two Devil-Dogs (HTK: 28, 20, 8 HD, DAM: 3 - 12 + Breath Fire for 2 - 8) are stationed in his room. They will admit anyone in the garments of a priest of Cutul-Nyar or anyone who calls out his name when the Dogs first appear. The two Dogs patrol Rooms 17, 18, and 19. If a wandering monster is rolled for in this area, it will be one of the Dogs.
- 17 Empty. The walls of the room have been burned in some manner; a layer of soot is visible on the south wall.
- 18 Empty. There is a face of Cutul-Nyar carved into the east wall. On the west wall is carved the figure of a bull-headed man flanked by two huge dogs.
- 19 Empty.



Events and Encounters in Town

If an encounter is rolled for in the town, roll 1D20 for the type of occurrence.

- 1 A party of drunken Pirates (HTK: 8, 6, 4, 3, and 3) accost the party and demand that they buy a round for them at the Red Lion. They will fight if the party doesn't come across.
- 2 Old Wilf, a one-legged retired Pirate offers the party a secret map (fake) of the dungeons below the Seahawk's house for 200 GP. If pressed, he will say that he is not able to search them himself because of his bum leg. (This encounter may only happen once. If it is rolled a second time, roll again.)
- 3 Mother Juju, an old hag, offers good luck charms to the party, 1 SP each. They are worthless.
- 4 A band of slaves is being led to work in the fields, and one attempts to escape. He runs toward the party while the overseer chases him. It is a serious crime to aid a slave and a duty to capture all escaping ones.
- 5 A drunken Pirate is observed being robbed by a small boy. The boy, Grido, knows all about a secret tunnel that leads beneath the mountain to a hidden temple.
- 6 An impressment gang has a 35% chance of noticing a player-character and will seek to capture him.
- 7 Party is offered employment by a representative of the Tarentine Merchants' Association as a crew member for a raiding expedition.
- 8 An Elf, chained to a wagon, whispers to the party leader that he will pay handsomely if they will release him.
- 9 A scantily-clad woman (Argelis, Class: Fighter; Alignment: CG; LVL: 4; Social Level: 4; STR: 15; INT: 12; WIS: 11; CON: 13; DEX: 15; CHAR: 17; POW: 16; END: 14; STA: 13; AGIL: 16; SPD: 16; LED: 18; LCK: 8; GAM: 7; Weapon: Longbow) walks toward the party. If the party says anything suggestive or improper, Argelis will fight. She is a member of the crew of the **Revenger**. HTK: 23.
- 10 A rough-looking character gives the party leader a scrap of paper and whispers, "It must be done tonite, matey." The paper has a large black spot, and beneath it is written: Prog the Grim. (This encounter may only happen once. If rolled a second time, roll again.)
- 11 A beautiful woman asks the party leader to help her to find her father who is rumored to be a prisoner of Bigboot Lathey. She will pay 1,000 GP if her father is released. Lathey demands 2,000 GP for the ransom of the prisoner.
- 12 A ship-less Captain, Tindel the Red, Class: Fighter; Alignment: LG; LVL: 3; Social Level: 3; STR: 17; INT: 11; WIS: 14; CON: 14; DEX: 9; CHAR: 11; POW: 17; SPD: 13; END: 14; LED: 11; STA: 15; LCK: 8; AGIL: 8; GAM: 14; HTK: 16, approaches the party and confides that he is a little down on his luck but is seeking investors to help him get a new ship. He shows the party half of a treasure map showing the legendary island of Dariabar where fabled riches are concealed. (This encounter may only happen once. If rolled a second time, roll again.)
- 13 A street vendor approaches, selling "official" Pirate head scarves for 2 CP each. He is very persistent.
- 14 Two Pirates begin a fierce brawl as the party passes. There is a 25% chance that one of the party is struck by one of the combatants.
- 15 A rum-seller runs past the party yelling, "Stop, Thief!" to a fugitive disappearing into a doorway ahead.
- 16 A lady of the evening propositions the party leader.
- 17 A drunken Pirate lies sprawled in the gutter muttering about men and "a dead man's chest." He has 3 SP in his pocket and a treasure map (fake) hidden under his bandana. (This encounter may only happen once. If rolled a second time, roll again.)



- 18 A recruiter for the ship, **Levantine Lady**, accosts the party and seeks a trained archer for the ship's company.
- 19 A Pirate walks past the party carrying a woman over his shoulder. The woman appears drugged. If aided, the woman will pay the party 100 GP.
- 20 A mounted messenger knocks down the party leader. He carries a list of unlicensed shipping to the Seahawk.

Wandering Monster Encounter Table

Roll 1D6 once every 15 minutes. A roll of 1 or 2 indicates an encounter

- | | |
|---|---|
| 1 | 1 - 4 Pirates (from Rooms 9, 10, 11, or 12, Level One) |
| 2 | 1 - 4 Neanderthals (from Room 13, Level Three) |
| 3 | 1 - 4 Giant Rats (from Room 18, Level Three) |
| 4 | 1 - 4 Ghouls (from Room 3, Level Four) |
| 5 | 1 Minotaur (from Room 14, Level Four) |
| 6 | 1 - 8 Giant Centipedes (HD: 1; HTK: 2, 4, 3, 5, 1, 2, 1, 3; DAM: 1 + Poison: 1 - 4 points unless Save is made; MOVE: 15"; AT: None) |

Tower Captain



Shanghal Sam

BOOTY LIST

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AN INDEX TO ARDUIN GRIMOIRE MAGIK

by JOSEPH O. ALFORD



[The following is an index to the Magik spells detailed in the three volumes of the original Arduin Grimoire. Each spell is followed by a volume number (i.e. I, II, or III) and the page on which that spell appears. - Ed.]

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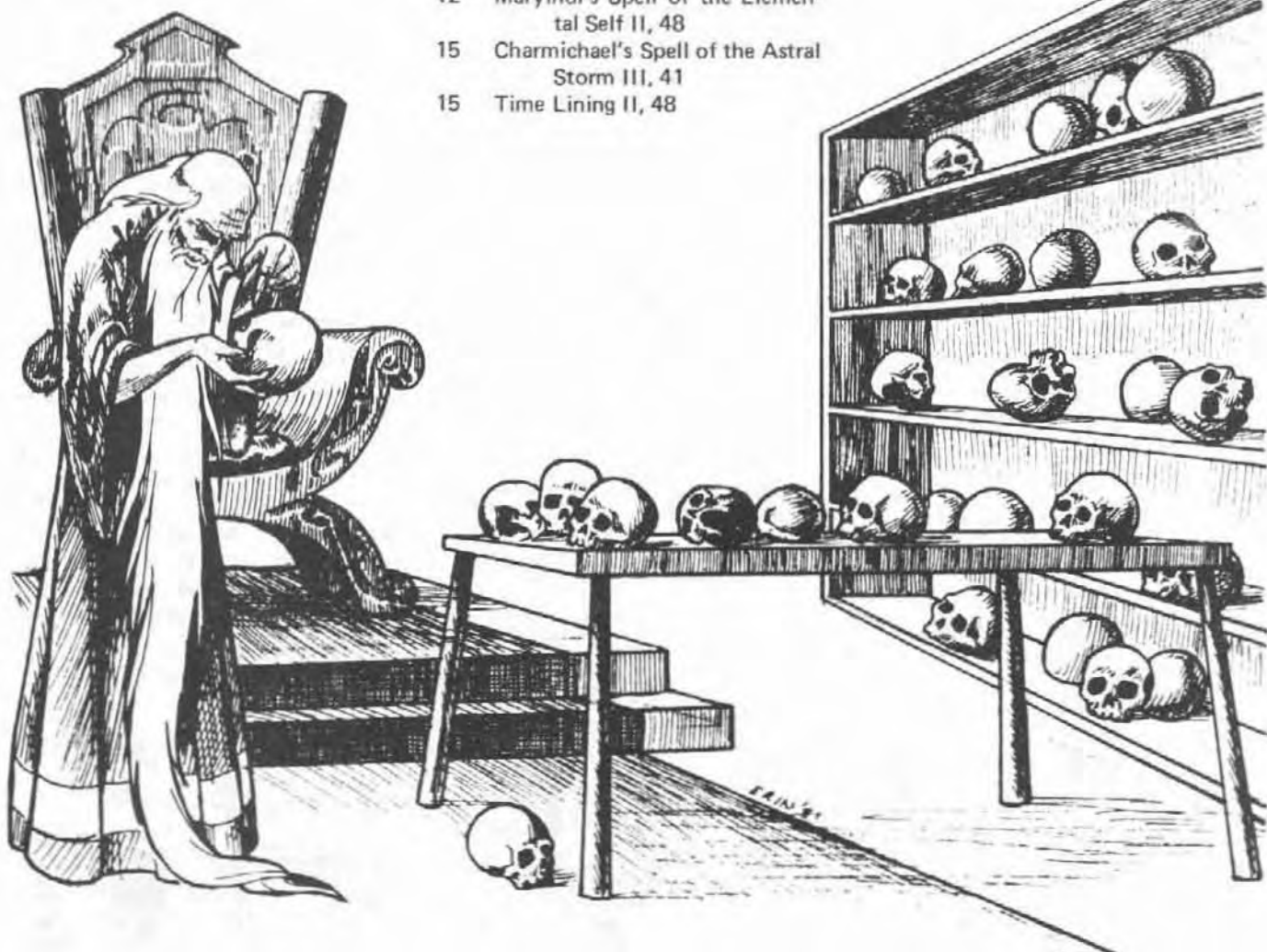
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THE JACKRABBITS' LAIR

by DANIEL J. MAXFIELD



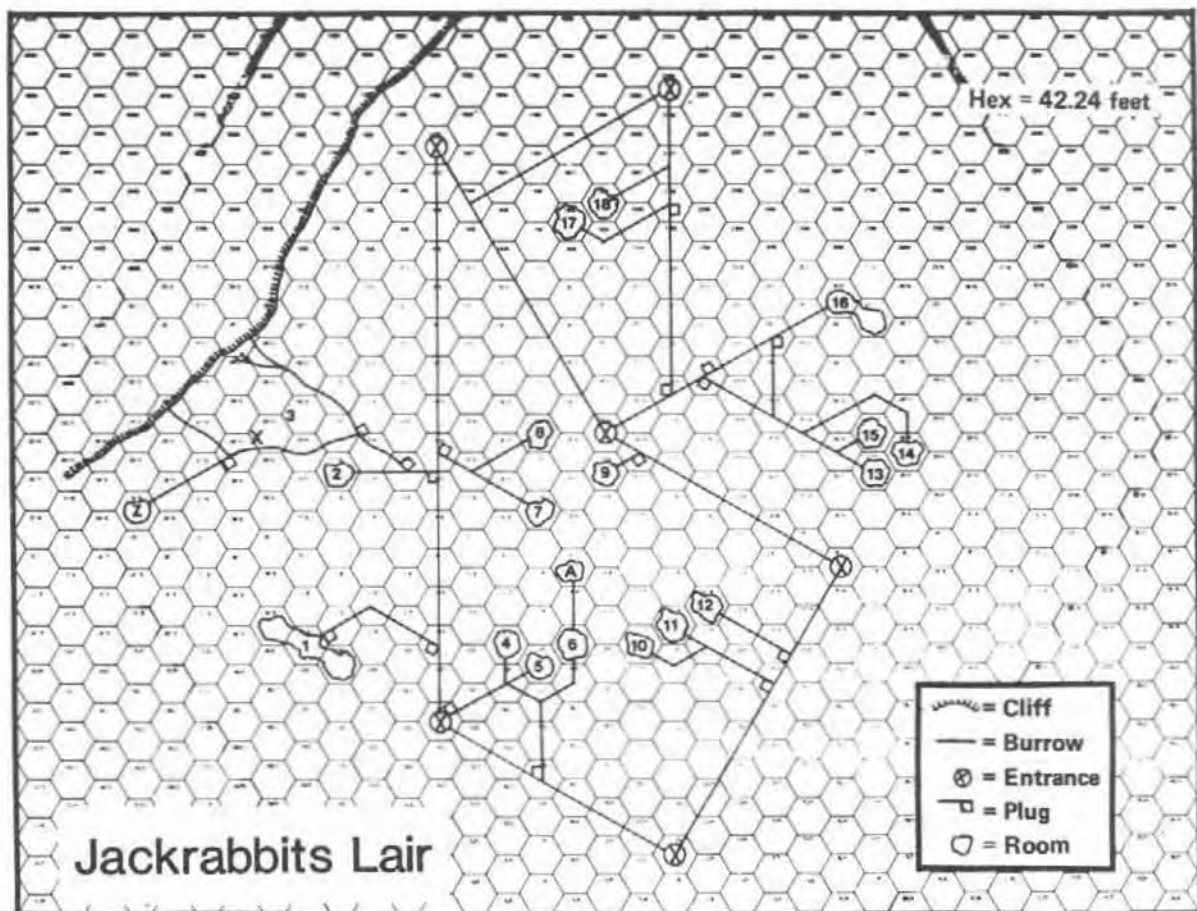
For purposes of this adventure, assume all Hares and Jackrabbits as Strength Level 15, Speed Level 18, and Smell Level 9, unless otherwise stated. Plagueweed Warren was started by a large and evil party of Jackrabbits fleeing from their former residence, no reason being given. During the course of their wanderings, most of their does were killed, and so raids on the outlying Rabbit Warrens were not made with any real force. In a few months that could all change... As for Jackrabbits digging Warrens: They do now.

Players' Information

The most sinister of the Jackrabbit Warrens on Wasp Isle is Plagueweed. Started by the cunning and diabolical Jackrabbit Chief 'Mr. Nettle-head', the Warren now raids the surrounding rabbit communities with both increasing regularity and with Ferrets.

- 1) Nettle-head's Private Mushroom Garden: This room contains mostly just plain edible mushrooms, but it also holds 40 truffles in caches of 4. The chance of finding a cache is the same as detecting a plug. Three Jackrabbit Guards, (HTK: 27, 26, 29), patrol the secret passageway, and a stinging Nettle trap is imbedded in the last plug.
- 2) Two does, (HTK:23, 21), feed their litters equivalent of 4 bagfuls of oats.
- 3) This is the lair of the huge Grizzly Bear 'Kojak the Kodiak', (HTK:151, LVL: 18 Intelligence, Wisdom, and Dexterity. He speaks Lapine, Common Lagomorph, Murine, Sciurine, Common Arthropod, and Common Herbivore in addition to those normally known to bears). His cave is very well camouflaged on the lower cliff face, but Nettle-head's burrowers dug through the back of it by accident. He maintains only an uneasy truce with the Jackrabbits because of an old grudge. It seems a troop of Jackrabbits once kidnapped his family while he was sleeping, (he had stayed up all winter with a sick friend). He preserves this grudge despite the many peace offerings the Jackrabbits have given him, including several undisturbed beehives, (don't ask me how). Kojak, being no fool, has concealed one at point X. If he is hard pressed in battle, he will claw it, filling his lair with bees. He is not ill-disposed towards rabbits, and has even supported several invasion attempts, (unbeknownst to the Jackrabbits, of course). There is a pile of leaves at point Y that conceals 2 Scorpions and a sack with 3 doses of Lemonberry Flower. In burrow Z lies Steel Abear, Kojak the Kodiak's badger friend, who will follow the grizzly's suggestions without question.
- 4) Four Ferrets (HTK:17, 18, 17, 15), amuse themselves by blinding Crickets.
- 5) Four Ferrets with Fleas, (HTK:12, 15, 15, 15).
- 6) Four Ferrets, (HTK:14, 11, 18, 19). Two Rats, (HTK:6, 1). The passageway to Room A has a Rattlesnake, (HTK:3). Room A contains 7 sacks, each with 4 burning Nettles, 2 stinging Nettles, 2 hero Flowers, 4 Bitterweeds, and one Rabbit Flower.

- 7) Nettle-head's Chamber: 12 Heads of lettuce, 5 apples, and 2 truffles are on a stone slab in a corner of the room. Mr. Nettle-head is a Level 17 Seer/Fighter, (HTK:33), and his doe is a Level 15 Fighter, (HTK:27). The plug to this room is Nettle trapped.
- 8) Three burly Jackrabbits play sticks and stones for 10 truffles, while two others watch, (HTK:25, 29, 27, 28, 25).
- 9) An unseen Burrow. A large metal pipe protrudes from one wall. Any attempts to dig it out will result in the roof caving in, doing 4 dice of damage to all in the room.
- 10) Three Fighters, (HTK:35, 32, 30), rest on a mattress of rabbit skins.
- 11) Three Fighters, (HTK:29, 35, 35), are lazily chewing pellets.
- 12) Three Fighters, (HTK:27, 35, 34), laugh over a Human Relic, a copy of D&D. (Look! The characters are Human!).
- 13, 14, 15) Herb storage rooms. Twelve burning Nettles, 21 stinging Nettles, and 15 Dodgeweeds in each. Each is guarded by a 41 HTK Fighter, and three 6 HTK Rattlesnakes lie in the herb piles of each room.
- 16) Treasure Room: Nettle trapped plug, 150 dried truffles, ($\frac{1}{4}$ Value).
- 17) A Jackrabbit, (HTK:28), one of Nettle-head's burrowers. He has on a Luminescent Gem on an elastic strap that is worn around the head, thus creating a Beacon, (20 ft.).
- 18) As in 17, but with 3 head Beacons.





RULES FOR KAISSA:

Gorean Chess



by PAUL ELKMANN

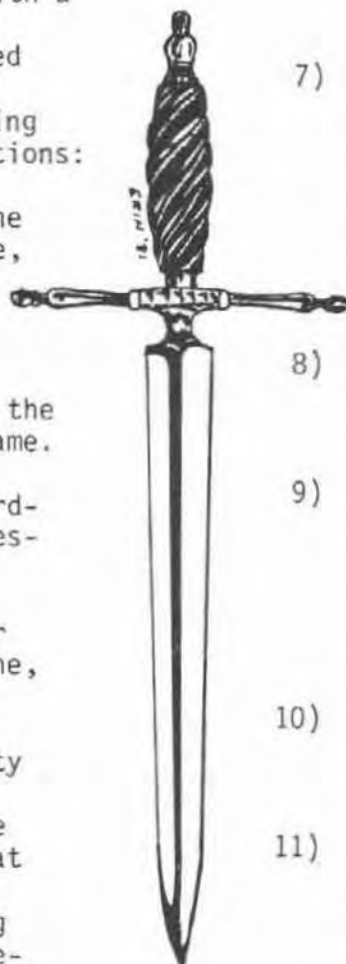
Adapted from the fragmentary descriptions of the chess-like board game described by John Norman in Books #3, 5, 9, 11 of his *Gor* Series; with necessary changes and inventions to overcome inconsistencies in the text.

Required equipment? one square board, ruled into squares, 10 squares to a side; the board is set in alternating colors, red and yellow with a red square along the right hand lower corner of the board and red squares along the diagonal.

Pieces: Designs representing the following Castes and occupations: Ubar, Ubara, Tarnsman, Builder, Initiate, Physician, Rider of the High Thalarion, Spearman, Scribe, Home Stone.

Rules of Play

- 1) After color is decided by the players, Red starts the game.
- 2) The pieces are moved according to their individual descriptions.
- 3) One each move, each player must move one, and only one, piece.
- 4) Pieces may move to an empty square or to one which is occupied by a piece of the other color, providing that it would otherwise be a legal move. If an opposing piece is present, it is removed from the board for the duration of the game and the capturing piece takes its place.



- 5) The only exception to #4 is during the move in which the Home Stone is placed on the board which counts as a legal move, although no other pieces can be moved at that time.
- 6) On or before the 10th move, the player must create a vacant square along his rear rank and place the Home Stone on that square.
- 7) The game ends when: (A) The Home Stone of one player is removed by the other; (B) When no pieces are capable of reaching either Home Stone. This is a drawn game; and (C) When 40 moves have elapsed without a capture taking place.
- 8) Only when the game ends by capture of the Home Stone is a winner declared.
- 9) Moves alternate between Red and Yellow, one moving and then the next; for Tournament purposes, a move is over after Yellow releases his hand from his piece.
- 10) The board is set up so that a Yellow square is on each player's left side.
- 11) The Ubar piece is placed on the central square of his own color and all other pieces set relative to him.
- 12) Once the Home Stone is placed on the board, it cannot be moved.

- 13) All moveable pieces with the exceptions of the Spearman and the Rider of the High Thalarion may move backwards.
- 14) For Spearmen only, if the Spearman of one player is on his seventh Rank, with a Spearman of the other player on a file one place to either side, and the other Spearman options to move his first move with 3 squares, so that the two Spearmen end up side-by-side (unable to attack each other), then the player whose Spearman did not move has the option on the immediately following turn (only) of moving as if the other Spearman had only moved two spaces and capture him, removing the Spearman from the board and advancing along the diagonal one square into the column from which the Spearman was taken ("en passant").

The Moves of the Pieces

- 1) The Home Stone: No movement allowed.
- 2) Ubar: Moves an unlimited number of spaces along any vertical, horizontal or diagonal direction with the restriction that it cannot move past any piece already along that line.
- 3) Ubara: moves up to five spaces along any vertical, horizontal or diagonal direction. Cannot move past pieces.
- 4) Tarnsman: Moves either forward or backward along either the diagonal or the vertical direction. Cannot move into another file while remaining in its rank. The Tarnsman can move behind pieces in its path. It may move one, two or three spaces along its allowed direction of travel.
- 5) Builder: Moves an unlimited number of spaces in either the

horizontal or vertical directions. May not move past a piece (like a Rook).

- 6) Initiate: Moves up to five spaces along any diagonal.
- 7) Physician: May move one space in any direction.
- 8) Rider of the High Thalarion: Moves directly ahead or to the forward diagonals, one space per move. If it reaches the 10th Rank, it may turn around and move back towards the 1st Rank.
- 9) Spearman: Moves forward one square every move except on the first one, when it may move 1, 2 or 3 squares at the player's option. It can capture on the forward diagonals as well as the forward vertical, but otherwise is constrained to the vertical direction. Upon reaching the 10 Rank, it may be promoted by the player to any of the other pieces excepting the Home Stone; it cannot be converted into an Ubar if that piece is still on the Board.
- 10) Scribe: Moves an unlimited number of squares along any diagonal and can, in addition, move one square along the vertical or horizontal.

For scorekeeping purposes, the pieces have been assigned values: Ubar: 9, Ubara: 9, Tarnsman: 8, Builder: 5, Initiate: 3, Physician: 2, Spearman: 2, Scribe: 5, Rider of the High Thalarion: 1.

The starting position is as follows, given for Yellow with Yellow's Ubar on the center yellow square.

Second Rank: Physician, Rider, Spearman, Spearman, Spearman, Spearman, Spearman, Spearman, Rider, Physician.

First Rank: Initiate, Builder, Scribe, Tarnsman, Ubar, Ubara, Tarnsman, Scribe, Builder, Initiate.

BLOOD TRIBUTE

DAVID NALLE

DESIGN

JON SCHULLER

SYSTEM ANALYSIS/DESIGN



THE SERIES

The Ysgarth Adventure Series is a set of serial adventures in the fantasy world of Ysgarth designed to be run consecutively as a group for the same set of player-characters. This novel concept puts an entire ready-made world at your fingertips. The adventures are in progressive levels and feature an unique experience system. Singly, they are easily fitted into any AD&D tm or NYR campaign.

YAS No. 1, *Blood Tribute*, is designed as an introduction to the series for newly-created, low-level characters. Guidelines are given for rolling up the characters, for their social background, and for the general situation of the world in which they live. Also introduced is a special standardized experience allocation system for use with the series. This system assures reasonable and regular advancement in phase with the level advancement with each new adventure.

BACKGROUND

Ysgarth is an ancient world, and the origins of its cultures and races are lost in time. History as it is known and kept by the Bards begins some time after the Age of Cataclysm, almost 700 years before the present day. What existed in the period before that is a mystery, though it is generally known that two races, the Wraithlords and the Archaeurges ruled, and the races of men served them. The Cataclysm from which the current era is dated is known as the Fall of Faldyg. At that time, a mighty being called the Archaeurge Faldyg embraced the powers of evil and was cast down beneath the earth, rending its very fabric, creating a great, 800-mile long chasm, and splitting the major land mass of Ysgarth in two.

After that time, the Archaeurges and Wraithlords have faded from view, and, perhaps, from power, and the chasm of Faldyg, now called "The Great Abyss," is the realm of a race of extra-planal demons. These demons seldom venture out of the Abyss save on the direst errands. They are outcasts of Hell ruled by Lord Zaedukrom the Eyeless. Others of their mighty leaders are Arekitash, the Soul Claw, and Salastevar, the Iron Bard. They find the upper world unhealthy and so work subtly and indirectly to subvert man to evil. It is thought that they are kept in check by remnants of the power of the Archaeurges.

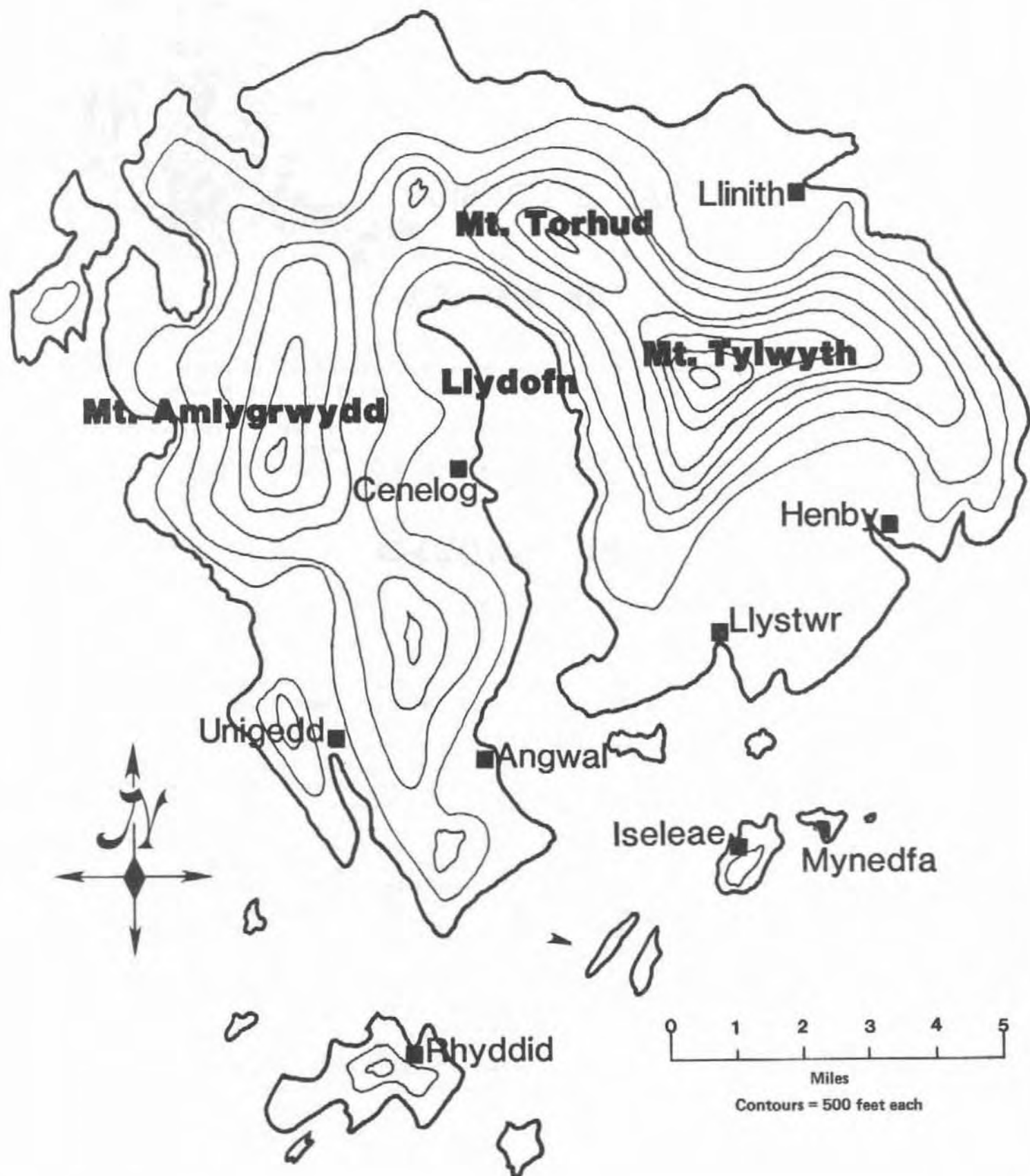
Other new arrivals in the world are the gods of men, representatives of a number of pantheons worshipped by the different human races in Ysgarth. They are generally divided into several groups. These are Vanir, Aesir, Kymric, Gaelic, and Miscellaneous. The Miscellaneous group is large and includes a number of single gods and some unpopular groups.

All of these gods are represented in the great city of Ptolemeias where 127 temples adorn the Street of the God. Ptolemeias is a great trading center where the nations of Ysgarth trade with their lost brothers across the Abyss by marine routes in the great Southern Sea. Much of this trade is between the Kymric kingdoms and the Empire of Ilchania. Little is known of this Empire or the other nations beyond the Abyss, as they are far off and alien cultures.

Ptolemeias has a population in excess of 300,000 souls and is a political, mercantile, religious, and social center for the warring nations and the tribes around it. It is a free city, ruled jointly by the 7 Thearchs, and the GuildLord. These represent the major religious and mercantile forces in the city. Another covert force in the city is the Mage-Pact, an alliance of the most powerful mages whose aim is to restrict the hostile use of magic in the city.

There are five major racial groups, or tribes, in Ysgarth. These are the Vaen, the Saexe, the Gael, the Kymri, and the Magar. Each has its own peculiar institutions and culture. The Vaen are nomad warrior tribes of the North-Eastern steppes. They are notable warriors and horsemen. They are generally fair haired and blue eyed. The Saexe form a large empire to the southwest of the continent. They are related to the Vaen but are shorter and more ruddy of complexion. The Gael rule in the island kingdoms of the North-West. They are tallish and fairly dark, though red or blond hair will show up from time to time.

UCHELGLAN



They are great seamen, and all of their nations swear allegiance to the Ard-Ri, their high-king, who rules in the Kingdom of Gaeldoch. The Kymri are loosely related to the Gael and inhabit half a dozen kingdoms in central, coastal Ysgarth. They are known for their art and wisdom, and they are ruled by a High-King or War-King who is the hereditary ruler of the Kingdom of Morganwc. The Magar are a short, dark people who live in the mountain lands of the South-East. They are good horsemen and herd-keepers. The terrain of their land keeps them mostly separate from the other peoples. There is a fair amount of mixed blood, and racial lines are often hazily drawn. Each people has its own heritage, language, and customs.

In addition to the human races in Ysgarth, there are several notable non-human races. These include the Khuzdar, or Dwarves, who live in the mountains of many regions or in the Dwarvish Kingdom of Khurzdal, and three races of Elves, the Gwyllion, the Gwragedd, and the Ellyllon, each of which has a preferred habitat. The Gwyllion are primarily mountain dwellers and have several kingdoms in the far North-East. The Gwragedd are sea farers, mostly in the island kingdom of Seregond, and the Ellyllon inhabit the woods of many parts of the world. Dwarves tend to be moderately friendly to man, but the Elves are often hostile and, at best, unfriendly. It is rumored that many stranger races dwell beyond the Abyss.

Magic and magical creatures abound in Ysgarth. Dragons, Gryffons, and other mythic beasts are deadly hazards of the land, and much youthful blood is spent in controlling them. There are many types of magic in the land, and the study of the Arts Arcane is the practice of over 30 major guilds. Magic is a key part of industry, trade, and many parts of everyday life in Ysgarth. Some forms of magic are more popular than others for their marketability and relative security. These include Pyromancy, Hydromancy, Geomancy, Windmastery, Sorcery, and Wizardry, among others. The study of magic is a life-long task and can often mean the early death or destruction of the Mage, though the rewards can be great in power and wealth.

On the whole, the world is peaceful, though the need for strong fighters is ever present in mercenary actions, militia, private guards, and small wars between contesting rulers. Employment is good and profitable for skilled Warriors in any of many campaigns and conflicts. Adventure, both martial and magical, can be had easily, but at what dear price?

THE CHARACTERS

For this adventure, the characters will all be newly created and suitably modified to fit the special context of the adventure. This scenario is designed as an introduction to the world and to the types of characters which are suited to it.

The characters will all be young (roll 14 + 1D8) for age. They will also all be residents of the same region and of somewhat similar backgrounds. They are all from the island of Uchelgfan, a large island off the shore of Morganwc, the chief of the kingdoms of Kymria. They are all subjects of the king of Morganwc, and the island is rather near his capital of Arberth. They should be able to speak only their own language, Kymri, fluently, but they should each have a 10% chance of knowing one other language.

The island is mountainous, but quite fertile in the coastal areas. Most of the income of the island is from fishing in the cold waters around it. As detailed on the map, there are about half-a-dozen towns of varying size on the island; the largest of these is Lllynyth on the North Eastern side with a population of almost 3,000. The other towns are roughly equal in size at 500 to 1,000 population. The towns on the smaller islands are usually populated by fewer than 500 souls. The total population of the island group is some 80,000. The capital is in Lllynyth. The characters should each be from a different town. The large inlet which splits the island is a natural fjord. It and the mountains are all the result of glacial activity in the past. The fjord is called the Llydofn.

The characters should be somewhat restricted in what class they should take. They should only be allowed to be Warrior or Druid types without restriction. There should be no more than 1 Cleric type and one Mage type in the group. If a Mage is present, he would be best as an elemental or lesser type Mage.

There are several religious options open to the characters. All of them are variants of Druidical religions, specialized for a particular god and his attributes. There are six main deities who dominate the faith of the residents of Uchelgfan. By far, the three most popular are Arawn, Gwyn Ap Nudd, and Aranrhyd. Three less popular gods are Dylan, Havgan the White, and Gwyrthur. It is very strongly recommended that the characters worship one of these gods, and a brief description of each follows.

Arawn is a god of water, mist, and deception. He is winter king of the land of Annwfn. He is a tallish, grey-haired man with grey eyes. He is a protector of fishermen, and travels in the fog. He is clever and witty. He is the foe of Havgan. He is also a noted Bard and patron of Bards.

Havgan is the summer king of Annwfn. He is a pale, fair youth. He represents the destructful aspects of summer, especially famine, plague, and drought. He is rude and abrupt in manner and not very considerate.

Gwyn Ap Nudd is one of the more popular gods of the island. He is the lord of the mountains in winter and the master of the hunt. He is worshiped by huntsmen, herdsman, and warriors. He is also a god of death, feasting with the dead in his castle on Mt. Tylwyth. He is very popular as he is a local god, with Mt. Tylwyth on the island. He is the foe of Gwyrthur.

Gwyrthur is a wind god, personifying the summer wind. He is a fair man with red hair. He is generally a beneficent god, with control over wind and light. He can blast foes with a withering flame. He has an uncontrollable and erratic temper, verging on a split personality. He fights with Gwyn for possession of the goddess Creudylad and the kingdom of Gwibir Vynydd, where Gwyn rules by winter and Gwyrthur by summer.

Dylan is a lord of the sea and storm. He looks like a tall, scaled man and lives beneath the waves. He can be considered a Kymric Poseidan. He has powers over the water and storms and is popular with seafarers. He is not particularly hostile.

Aranrhyd is the goddess of the moon and of fertility. She is popular throughout Kymria and on the island as well. She is generally worshiped by those who make their living off the fruit of the land. She is very fair but can drive men to madness. She is quite powerful and has maternal and child-like aspects.

Explain a bit of the background of their world and region to the players and have them roll up and develop their characters as they see fit. From there, you can proceed with the meat of the adventure itself. They should not in any way be warned in advance of the nature of the adventure.

EXPERIENCE

For this adventure, it is highly recommended that you use the Schuller Progressive Experience System, so that level advancement will remain parallel to the level advancement between the adventures in this series.

After the description of each room or encounter, there will be given an Experience Value in parenthesis. This indicates the relative difficulty of that encounter and is used in determining experience. At the end of the adventure, all of these EVs should be totaled up and the table below should be consulted to find the final experience. This should then be divided evenly among the members of the party.

If the party gets all it can from a room with minimal losses, it should be given the full EV; however, if it takes large losses or fails the goal of the room, it should get half EV. If it ignores the room, it should get no EV. In addition, there is an Individual Character Modifier determined. This is found by ranking the characters on value and role-playing on a scale from one to ten. Then consult the chart for this given below to find the multiplier to be used to modify their personal experience after the total party experience has been divided. A rank of 10 is considered the best, and 1 is considered the worst.

Total EV	Party XP	Characters Rank	XP Modifier
1	10	10	1.5
2	40	9	1.4
3	90	8	1.3
4	160	7	1.2
5	250	6	1.1
10	1000	5	1.0
15	2250	4	.9
20	4000	3	.8
25	6250	2	.7
30	9000	1	.6
35	12250		
40	16000		
45	20250		
50	25000		
60	36000		
70	49000		
80	64000		
90	81000		
100	100000		



Thus, from this you get the experience for each character. For example, if a party of three racked up 25 EV on a short adventure, they would each get 2083XP and, as one was ranked 9, one 7, and one 3, this would come out to be 2916, 2500, and 1666. This seems a rather fair and equitable division of the experience, taking into account all major factors.

INTRODUCTION

At the center of Uchelglan is the tall mountain called Mt. Torhud. At the top of this bald peak is the castle of the Master-Mage Corryon Cimelen. He is an ancient mage of great age, a master of Necromancy, Sorcery, and Dark Enchantment. He is favored by the god Gwyn, lord of the hunt. Corryon extends a rule of magic over the island, granting good harvests and weather in exchange for a small fee. His fee, unfortunately, is human blood and flesh. Each spring, at the vernal equinox, he expects a sacrifice of youths to be sent up the steep slopes of Mt. Torhud to enter his service. This year, the number required just happens to be the number of members in the party.

Victims to be sent up the mountain are chosen by lottery, and the characters which have just been rolled up were chosen. They are from separate parts of the island and do not know each other. They have been taken in their sleep, disarmed, and are standing in homespun tunics at the foot of the mountain. Behind them, a force of some 300 armed men and 25 Druidical Priests of Gwyn are waiting, armed with steel and magic to block their retreat down the mountain. They have no choice but to follow the clear path cut in the side of the mountain unless they would prefer death on the blades of their fathers and brothers. The rest of the islanders feel sorrow for them but realize that they must go up or the whole island would be doomed.

It should be noted that this the the start of the adventure, and the characters now have no equipment except their clothing and enough bread and meat for two meals.

ENCOUNTERS

- E1 The path up the mountain passes between two cliffs, and there is an old deadfall pit ahead. There are many metal spikes and three corpses in the pit. It is possible to pass around the pit to the right, but each character must Save against falling in. This roll is +2.

If a character chooses to climb down into the pit, he must make a normal Save against falling, and, when he comes back out, he must make this Save again, with a -2 for each suit of Mail and a -1 for each weapon he is carrying.

Anyone who falls in the pit gets hit by 1D spikes. They each do his Weight/10-(1D8) in damage. For each turn a person is in the pit, there is a 15% chance that 3 Vipers will emerge from a small hole in the side. These Vipers are described below.

VIPERS

NYR AR:	5
NYR DR:	15
NYR AC:	3
LN:	20
WT:	5
HP:	8
ST:	14
AL:	C/N/A
Level:	1
Attacks:	1 Bite for 1D6 Plus Poison

Vipers are small, common black snakes. Their bite is poisonous. The first minute after being bitten, the victim takes 1D10 overall, the next, 1D8, and so on down to 1D2, then, nothing more. The damage will regenerate as normal damage does but needs a *Cure* or *Neutralize Poison*.

On the corpses are 2 -2/-2 Broadwords, a -2/-1 Mace, and 2 suits of -2 Chainmail. These are all rusty and in cruddy condition. (EV:2)

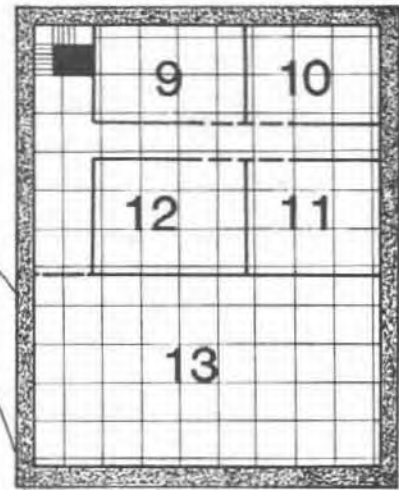
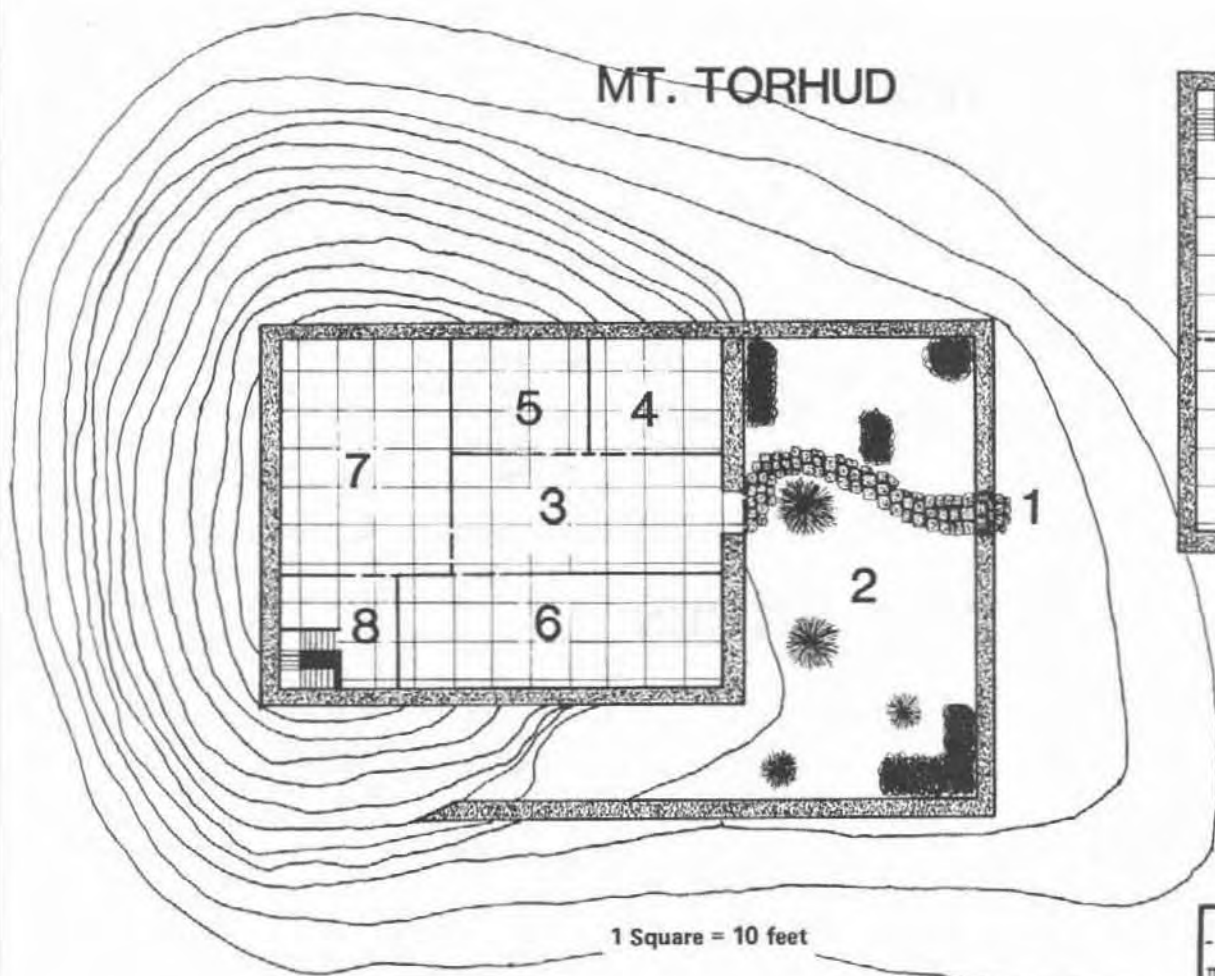
- E2 A mountain stream cascades down to the right. A cliff is to the left. As they round the corner, the group sees a set of stairs ahead and a pool in the stream to the right. From this bursts a Stream Troll who falls upon them with a 50% minus half of the total of the characters' Wisdom's chance of surprise. The Troll is described below.

STREAM TROLL

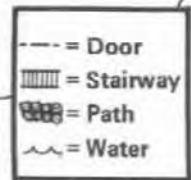
NYR AR:	7
NYR DR:	8
NYR AC:	4
HT:	6'
WT:	120
HP:	40
ST:	12
AL:	C/E/A
Level:	5
Attacks:	2 Claws 1D8 + 1
	1 Bite 1D6

Trolls are ugly, vicious, green-skinned humanoids who are not any too bright, especially this runtish variety. They like to eat humans for food, and this type has no unusual regenerative abilities.

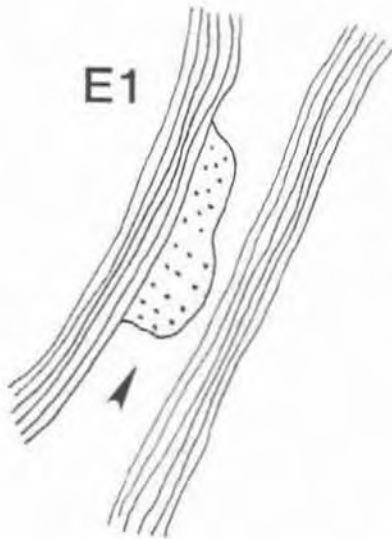
MT. TORHUD



Upper Level of Castle



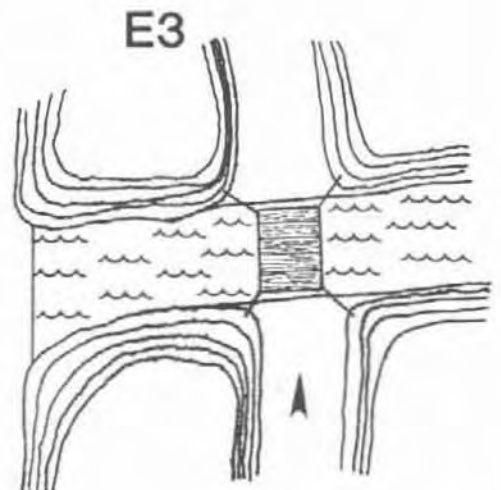
ENCOUNTERS



E1



E2



E3

There is a cave hidden under the pool in the cliff. It has air and can be reached by any reasonable swimmer. In the slimy lair, there is one Troll egg, which will hatch a Stream Troll in 2D100 days, and quite a few human bones. Among the bones are 200 Silver Marks, a +2/+1 Dagger/Throwing Knife, and 3 +1 Arrows. There is also a ring with three charges of Water Breathing. (EV:4)

- E3 The party comes to a deep ravine across the path through which runs the stream previously mentioned. Beyond the ravine they can see Corryon's Tower. There is a shaky-looking rope and board bridge across the ravine. Two can cross the bridge at one time. There is a chance of it collapsing equal to the total weight on it/5%. Any who fall in the stream must make a Dodge Save. If they fail, they take 3D20 overall in the 30-foot fall. If they make it, the party has 3 CR to save them before they go over the waterfall to the left and take 5D20 overall in that fall. (EV:1)

THE CASTLE

- At this point, the party has reached the castle of Corryon, which they find to be more like a small, two-story house set into a rock spur. There is a wall around the front, and the rest is buried in the rock. Through a gate, they can see a garden. The gate is unlocked and can be opened freely. It is fairly easy to climb over the wall, as well, in several places along the slope of the spur.
- This is the garden of Corryon. The path leads through the garden. There are two types of plants shown on the map. These are Tentacle Bushes, shown by squarish swirls, and Vampire Trees, shown by the spoked circles. The path passes close to two of these. All areas except where there is grass are covered with what is called Grasping Grass. These three deadly plants are described below.

In this section, one inch on the map of the castle is equal to 50 feet for the characters.

TENTACLE BUSH

NYR AR:	7
NYR DR:	2
NYR AC:	3
HT:	40"
WT:	20
HP:	20
ST:	12
AL:	N/N/A
Level:	2
Attacks:	1D8 Tentacles, 1D6 Each 1 Beak for 2D6+2

This appears as a rather scrawny, but normal-enough bush; however, the almost leafless branches are elastic, strong tentacles, and concealed in the heart of the bush is a beak-like mouth. Each bush will attack with 1D8 tentacles each of which has a (40 - target STR)% chance of grasping a chosen target. The same roll can be made each round to escape. The tentacles may also strike for damage. After 3 CR, the subject will be drawn to the mouth of the bush. The tentacles have a range of 15 feet.

VAMPIRE TREE

NYR AR:	8
NYR DR:	1
NYR AC:	4
HT:	15'
WT:	1,000
HP:	70
ST:	9
AL:	N/N/A
Level:	4
Attacks:	1D10 Leaves for 1D3 each/CR

This is a large, leathery-barked, oak-like tree. It has the ability to fling its leaves, which suck blood, at a rate of 10/CR, with a range of 30 feet. Each leaf has a 5 HP capacity, after which it will fly back to the tree with the 5 HP worth of blood. Each 5 HP of blood drained adds 1 HP to the tree. It takes 3 times damage from fire.

GRASPING GRASS

NYR AR:	11
NYR DR:	1
NYR AC:	4
DI:	10'
WT:	75
HP:	30
ST:	6
AL:	N/N/A
Level:	3
Attacks:	1D20 for 1 pt. Each plus Grasp

This is a creature which resembles a patch of grass. These creatures gather in colonies large enough to make up a whole lawn. They are sensitive to fire. Their blades are quite sharp and can pierce even Platemail to drink blood and eat flesh. Any which are successful in piercing flesh in this way will try to drag the victim down with the aid of another 1D20 on the next round. If the number of piercing shoots is within 5 of the victim's STR, he is immobilized. If they are greater in number than his STR, he will be dragged down that round.

It should be noted that it is clear that there were other less hearty plants here at one time, but they all look dead of neglect. Once past the perils of the path, the door of the castle will be found unlocked and unguarded, and the party may enter. (EV:6)

- 3 This is the entry hall of the castle. At the back, there is an ancient suit of full chivalric Plate armor bearing a rusted Sword. If the party advances beyond the middle of the hall, it will become animated and advance to attack them. It is an Automaton, but an old one, and there is a 15% chance that it will fumble on each attack in addition to the usual chance.

AUTOMATON

NYR AR:8
 NYR DR:5
 NYR AC:8
 HT:5' 6"
 WT:80
 HP:50
 ST:7
 AL:N/N/N
 Level:7
 Attacks:Broadsword for 1D10

This is an animated suit of normal Plate armor. When the animating magic is destroyed by eliminating its HP, it will collapse to the ground like a useless old suit of armor. (EV:2)

- 4 In the middle of this room there is a 2 ft. deep pool with a 3 ft. diameter. It is filled with a viscous, clear liquid. At the bottom are the bones of at least 3 human skeletons. There is a pedestal arising from the center of the pool. On this, there is a 2 foot long wand. It is a Wand of Sealing. If anyone whose body radiates heat, or any other source of heat, comes within 3 feet of the pool, it will burst into flame, and the bones will be animated to emerge from the flaming liquid as Firebones.

FIREBONES

NYR AR:5
 NYR DR:7
 NYR AC:0
 HT:5'
 WT:30
 HP:18
 ST:12
 AL:N/E/A
 Level:4
 Attacks:2 Hands for 1D6 + 1D6 Flame

These are flaming skeletons. They are a form of Undead which can only be animated briefly. They will stay animated for only 2D8 CR at a time, either collapsing when no longer engaged or at the end of their duration. 2 CR before they are going to drop, their flames will begin to fade.

Wand of Sealing: This wand has 50 charges with which it will seal cracks or openings. It seals cracks at 10 inches of crack no more than ¼ inch wide per charge and openings at 1 square inch per charge. (EV:4)

- 5 In this room there is a large, strong chest. Seated on it and guarding it is a Stone Mini-Golem. Description of it follows.

MINI GOLEM: STONE

NYR AR:7
 NYR DR:8
 NYR AC:0
 HT:3'
 WT:150
 HP:35
 ST:10
 AL:N/N/N
 Level:5
 Attacks:2 Fists for 1D6 + 2
 or 2 Thrown Rocks for 1D8 Each

This is a miniaturized, economy Golem equipped with the ability to generate missiles of its substance from its hands. It moves fast and will try to stay out of hand-to-hand combat if possible.

If the chest is opened, the opener will see in it a swirl of bright color and then feel a strong wind blowing out of the chest. This is the Wind of Change, and it will definitely strike the opener of the chest and anyone in the doorway or the room. There is a 25% chance that it will go after anyone outside the room. Once opened, the chest must be shut within 2 CR or the Wind will have escaped permanently.



Winds of Change: This is a magical effect, not actually a creature, but often acts as if it is conscious and possessed of a purpose. Each round in the wind, the subject must make a Save. If he fails it, a randomly located part of his body becomes that of some animal or creature as is shown on the table given below. The features changed remain normal size but take on all of the attributes of the creature in question. The wind will usually take 1D4 + 1 round to pass a person. It also transmutes normal matter and items that it passes.

Roll	Creature
01 - 08	Rat
09 - 20	Wolf
21 - 35	Cat
36 - 48	Mosquito
49 - 64	Lizard
65 - 74	Hawk
75 - 90	Penquin
91 - 00	Ant



Any disabilities of the creature and any abilities of the creature, as long as they pertain to that part of the body, are imparted to the person changed into that creature by the Wind. (EV:4)

- 6 This is clearly Corryon's library. It is lined with books, scrolls, and paraphernalia. Seated in what appears to be a large, stone tub in the middle of the room is a strange, glistening-black skinned creature. It becomes aware of the party if they enter the room and greets them, saying, "Name the seven great minions of Yubb." As the party does not know the answer to this, the creature will use its power to destroy the library when it does not get an answer. It is a Petron and is described below.

PETRON

NYR AR:	5
NYR DR:	2
NYR AC:	2
HT:	4'
WT:	300
HP:	40
ST:	8
AL:	N/N/P
Level:	6
Attacks:	2 Flame Sprays for 2D8 Each or Explode for 3D10 to All Within 15 Feet

This is a glistening, bulbous, black creature which lives in subterranean oil deposits. They are very loyal and very rare. They can self-ignite and jet flame through nozzles in their hides. They will also willingly explode and destroy whatever they have been set to guard. They have to live in tubs of oil when on the surface.

After the fire in the library has been put out, there will be only three things that survive. These are two Scrolls and a thin book. One scroll contains a Level 5 spell for 30% protection from fire. The book lists the names of three demons, Grondalak, Demyane, and Suburak, with an appropriate summoning for each. The last scroll contains the words, "Aliak, Ur Donnens, Sammek--Torkites!" both in strange script and phonetically. The use of this will become clear later in the adventure. (EV:3)

- 7 This is a large combination dining room and lobby with appropriate furniture and fixtures. There are 8 seats at the dining room table. If any are sat in, a hand will appear with a menu. Those items pointed to will be brought magically from the air by other, flying, magical hands. The food will be warm and quite good.
- 8 There is a spiral staircase going up here. Seated on the stair is an old serving man who has shrunk so that his suit no longer fits him. If disturbed, he will look up feebly. His entire mind is a blank, and the retinas of his eyes are reflective, like mirrors. He is a lost cause.
- 9 In this room there is a Mirror Golem guarding a small chest which has in it Aeliscarp, the Sword of Justice.

MIRROR GOLEM

NYR AR:	10
NYR DR:	4
NYR AC:	0
HT:	6'
WT:	120
HP:	70
ST:	10
AL:	N/N/N
Level:	7
Attacks:	2 Fists for 1D10 + 3 Each

This is a Golem made of mirrors, polished to be highly reflective. Anyone attacking it must make a -1 Save or be confused, failing his attack for one round because of the dazzling, reflective surface. It is, however, very fragile, and any single blow of 15 or more points of damage will shatter it.

Aeliscarp, the Sword of Justice: This is a two-edged, pointless, executioner's Sword. It has only one unusual power. When used against anyone of confirmed criminal or evil nature, it is +5/+5 with 50% Sword of Sharpness on the first blow. Otherwise, it is just a +2/+2 Sword and hits for 1D10. (EV:4)

- 10 In this room, there is a Stone Mini-Golem similar to that described in Room 5. However, this one has a small door in his chest. Behind that door is a scroll which reads, "Tharak Dal Attrad-Istel, Corat Me Durag--Setharik!" The use of this scroll is not immediately apparent. (EV:2)

- 11 In this room, there is a Mirror of Duplication. It is unguarded.

Mirror of Duplication: This man-sized mirror, if looked in more than glancingly, will draw the looker into it where he must face a double, identical to himself in all ways, in combat. The winner of this combat will be able to emerge from the mirror. While they are fighting, it is impossible to enter or disturb the mirror. If the double wins, the player should keep playing him, but as the opposite alignment and personality. (EV:3)

- 13 In this room, there is a Zombie wearing the Helm of Mirrors. He will attack the party if they attempt to enter.

ZOMBIE

NYR AR:6
 NYR DR:6
 NYR AC:1
 HT:6'
 WT:150
 HP:40
 ST:12
 AL:N/E/A
 Level:3
 Attacks:2 Claws for 1D8 Each

This is an animated corpse and, as such, cannot be slain. It will fight on until destroyed, and it is not intelligent although it can follow simple orders such as to guard something.

Helm of Mirrors: This is a full Helm, covering the face and polished to mirror reflectiveness. It causes opponents in battle to Save against confusion or miss with their attacks for that round. They must Save each round. (EV:3)

- 13 This is Corryon's private summoning chamber. He is seated, motionless, on a throne at the back, and there is a pentacle on the floor made of shattered mirrors. Leaning over Corryon is Mirraval, Demon of Mirrors, who will turn and attack the party.

Corryon is, in fact, dead, and, on close examination, he has mirror retinas. Mirraval has slain him. The scrolls found in Rooms 6 and 11 will do good here. The one from Room 6 will repair the mirror pentacle and any other mirrors as a Level 6 spell, and the one from Room 11 will force the demon back into the pentacle permanently as a Level 8 spell. Both take 2 rounds to read and will not work if interrupted.

MIRRAVAL, DEMON OF MIRRORS

NYR AR:10
 NYR DR:12
 NYR AC:4
 HT:8'
 WT:350
 HP:110
 ST:4
 AL:C/E/A
 Level:12
 Attacks:2 Claws 2D8 + 3 and Special

Mirraval is a grey-skinned, humanoid demon with mirror eyes. His gaze is his main distance attack, and it drains FP (25), STR (1), and CON (1) from one target each round. When any of these reach zero, the target becomes the demon's mindless slave. He is sneaky and quite intelligent.

Corryon can be raised from the dead, and, if he is, he will do anything in his power, within reason, to aid the party with the powers of a 14th Level Mage/Druid. The party can escape safely if they take the head of the dead Mage or some other sign of his death and use it to convince the villagers that Corryon has been neutralized. Under the throne, there is a box with a cache of 50,000 Silver Marks. (EV:9)

The End



SEATRADE GUIDELINES

by **TOM JONES**



Fellow Judges, have you ever had a gaming session where the players, despite your best efforts, keep stumbling on lairs? Worse than that, they persist in surviving to haul out large amounts of gold and silver?

I have. As I have stated in some of my other guidelines, one of the main thrusts of play in my campaign has been to negate the boredom factor. These guidelines are a method whereby a Judge can eliminate both problems at the same time.

They are based on a world greatly similar to our Earth. The planet has multiple climatic zones with a shift in the seasons due to axial shift and orbital distance from its star. Like the Earth, the seasons experienced by the northern hemisphere and southern hemisphere will be opposite. (i.e. When it is summer in the northern hemisphere, it is winter in the southern one.) It also postulates a large number of high population/civilization level cities around the seas. If your campaign doesn't have many such cities, you may want to consider modifying the population and civilization figures in the guidelines to reflect this.

As can be seen from the high level of voyage failure, sea trade is a VERY risky business. This is my attempt to accurately reflect the technology of the Middle Ages. The only peoples who engaged in long distance trade at this time were the Arabs and the Chinese. The rise of the Italian Merchant Princes is several centuries in the future. The costs are commensurately high to reflect this risk.

As I mention in the guidelines, one of the best methods to separate players from large amounts of treasure is through the use of Merchants' Guilds or Brokerage Houses. These entities have usually refined the fine art of

lawful extortion to its maximum. The use of such organizations in a campaign will also give you, the Judges, an opportunity to get nasty with the players if you so desire.

Good luck, and may these guidelines provide many more hours of enjoyable gaming in your campaign.

Weather

January to February: These two months are the end of winter. No sailing in the Temperate or Subtropical climatic zones. 40% chance of a major storm in the Tropics.

March to April: These two months are the primary ones of spring. During this period, the shipping season opens in the Subtropical climate zone. 50% chance of a major storm in the Subtropical and Tropical areas. 25% chance of a hurricane in the southern hemisphere.

May to August: This is the period of late spring through summer. It is also the primary shipping season. All warm water ports are open. Check the weather as normal.

September to October: These months are the fall season. All ports in the Temperate zone are closed by October. This period is also the end of the shipping season for the Subtropics. All ports there are closed by the end of this period. 50% chance of a major storm in the Temperate and Subtropical climate zones. There is a 25% chance of a hurricane in the northern hemisphere.

November to December: These months are the beginning of winter. No sailing is possible in the Temperate and Subtropical regions. There is a 40% chance of a major storm in the Tropics.

Regarding storms and hurricanes: Major storms cause 50% losses for those ships caught in open waters and cover 50 - 100 hexes on the affected map. Hurricanes cause 75% losses to ships in open waters and 25% loss to those in ports. This weather effect covers the entire map.

Risk and Distance

Risk is defined as the loss of ship and cargo with all hands. It is a function of the distance the voyage is to encompass and the route chosen. The risk factor should be determined for each venture as detailed below. Roll a percentile die. If the resulting number is less than the calculated risk factor, the voyage fails and both ship and cargo are lost.

The risk factor for ships sailing along a coast is 1% cumulative for each hex covered. This percentage implies a Captain or Sailing Master who is familiar with the territory to be traversed. If the voyage is to take place through new or unexplored waters, alter the risk factor to 2% cumulative per hex of distance.

The risk factor for transoceanic trading expeditions is 1% within three hexes of the coast, regardless of the degree of familiarity. For each hex of open water traversed thereafter, add 1% if known, or 2% if the waters crossed are new or unexplored.

The risk factor for any one voyage may never exceed 80% for distance alone. Additional risk may be assessed by the Judge at his or her discretion.

Effects of Ports

Reevaluate the risk factor of any particular journey for each leg thereof

between ports of call with a population of 1,000+ or a Civilization Level of 6+.

The basic chance of encountering Pirates or Buccaneers at sea is as specified in the Waterborne Encounter Charts of the *Dungeon Masters Guide* EXCEPT as detailed following:

1. For each port of population 1,000+ or Civilization Level 6+ called at, there is a 10% chance of a "spotter" for one or more Pirate gangs being present in the city.
2. For each port of population 500 - 999, there is a 5% chance for this person to be present.
3. For each port of call with population 300 - 499, the chance for a "spotter" being present is 1%.
4. If such an individual observes you entering port or while therein (50% chance of such an event occurring), increase the basic encounter roll at sea to 1 in 10 and the possibility of running afoul of Pirates or Buccaneers to 50%. On a coastal trade route, there is a 25% chance that the encounter is with wreckers rather than the usual Pirates.
5. There is a 5% chance cumulative per Civilization Level 1 - 10 of a ship's crew being arrested by the City Watch for drunken brawling. Check for this taking place for each day a ship is in port. If the roll is positive, the voyage is delayed for 2 - 12 days. This covers the time spent in detention and Court. It will cost the Captain 10 - 100 GP per man in fines and court costs. Check daily for being spotted by Pirates.
6. There is a 5% chance of a "navigational accident" for every time a vessel enters a known port. There is a 15% chance when the port is new to the Captain or Sailing Master. This will delay the voyage 2 - 7 weeks for repairs and cost 100 - 1,000 GP.
7. There is a 5% chance when entering or leaving a port of Civilization Level 6+ or population 1,000+ of a collision due to the large amount of traffic. (After all, not every Captain is as skillful as your man!). Delay the voyage 1 - 6 days for minor collisions (75%), and

1 - 6 weeks for major collisions (25%). The cost for repairs will be 10 - 100 and 100 - 1,000 GP respectively. In addition, 1 - 4 crewmen will be lost in a major accident.

8. There is a 2% chance of a collision when entering or leaving ports of Civilization Level 3 - 5 or population 500 - 999. Results as No. 7.
9. There is a 1% chance of a collision for ports of Civilization Level under 3 or population under 499. Refer to No. 7 for results of such an event.

Procedures for Engaging in Trade

1. Wilderness exploration must take place to locate a local Merchant who is interested in the type of merchandise you wish to trade.
2. Convince him that he should deal with you. Use whatever method the Judge may direct. Don't forget to check on Customs duties and local import restrictions.
3. Make arrangements for the purchase or manufacturing of the goods you wish to ship.
4. Locate a ship Captain willing to handle your goods. This implies the necessity for locating a Captain familiar with the waters to be traversed. Many Players own their own ships and employ a Captain, but he or she is not always conversant with the proposed trade route. The standard hiring rules can be used, or use whatever system the Judge may specify.
5. If a Player-Character does not own a ship, one will have to be chartered. See the section following for suggested guidelines regarding charters.
6. Transport the cargo to its point of departure and load aboard the carrier. Conduct this phase as a regular Wilderness Expedition.
7. Sit back and wait for the return on your cargo. Be sure you pay any accrued Income Taxes and Import Duties! See "Calculating Your Return" for details on calculating the amount of return on your investment.

Chartering a Ship

There is a 25% chance per week of 1 - 4 Small Merchantmen being available for charter in a port of population 1,000+ or Civilization Level 6+.

There is a 15% chance per week of a Large Merchantman being available. This is exclusive of ships in the employ of a Brokerage House, Merchants' Guild, or Trade Magnate.

There is a 10% chance per week of a Small Merchantman being available for hire in a port of population 500 - 999 or Civilization Level 3 - 5. The percentage chance of a Large Merchantman being available is 5%.

For any port of population less than 499 or Civilization Level under 3, there is a flat 5% chance of any vessel being available. 99% of the time, it will be a Coaster or Small Merchantman.

Rates for Charter

Coastal Trade:

1. 50 SP plus 1 SP per ton of cargo for a Coaster.
2. 100 GP plus 5 SP per ton of cargo for a Small Merchantman.
3. 150 GP plus 10 SP per ton of cargo for a Large Merchantman.

Transoceanic Trade:

1. 500 GP plus 10 SP per ton of cargo for a Small Merchantman. A further fee of 1 SP per man will be levied as Hazard Pay if the voyage is over 2 weeks duration or 150 miles.
2. 1,500 GP plus 10 GP per ton of cargo for a Large Merchantman. A further fee of 1 GP per man will be levied for Hazard Pay if the voyage is over 1 month duration or 250 miles.

If the cargo is of a valuable or dangerous nature, the person chartering the ship will also be responsible for hiring Marines (treat as Mercenaries) to provide security for the cargo.

Ship Classes

The Coaster is a small vessel. It is usually family owned with a crew of 4 - 6. The vessel has a cargo capacity of 10 tons of cargo or 6 passengers. There are no provisions for livestock of any kind.

The Small Merchantman is larger with a crew of 10 - 15. The cargo capacity of such a ship is 15 passengers with mounts or 50 tons of cargo. A

total of 6 Marines may also be shipped in the holds to provide security.

The Large Merchantman is a truly magnificent vessel. It has a capacity of up to 50 passengers and their mounts. There are 4 private cabins for V.I.P.s. The hold may contain as much as 150 tons of cargo and 20 Marines. It is crewed by 20 - 25 seamen and 4 Officers.

Brokerage Houses

All large cities will have some type of Merchants' Guild, Brokerage House, or Merchant Magnate with ships of their own. If a Player does not wish to go to the trouble and expense of chartering his or her own vessel, these entities may be induced to handle the cargo. The exact terms of such an arrangement will be a matter of negotiation between the Player and the Judge.

(A note to Judges: Historically, these people were gougers. They will likely charge everything the traffic will bear. This may include such things as Magic Items, a cut of the cargo, future favors, etc.)

In return for their fee, these persons or organizations will underwrite the administrative and ancillary costs. They will also provide security for high value shipments. They will also either be able to recommend a distributor at the receiving end or provide an Agent if arrangements for disposal of the cargo are not already in place (at a commission, of course!).

But, if you should lose your cargo from one of their ships, don't hold your breath waiting for compensation. The concept of insurance and Lloyd's of London won't come into being for about 400 years!

Calculating Your Return

The return generated by a voyage is based on the amount of investment versus the Risk Factor.

1. Determine the Risk Factor and add 15% for each port of population 1,000+ or Civilization Level 6+ bypassed to the point of delivery.
2. Multiply the resultant number by the amount invested and add 100 GP per 1,000. This is the amount of return the Player receives when the vessel returns to the point of departure.

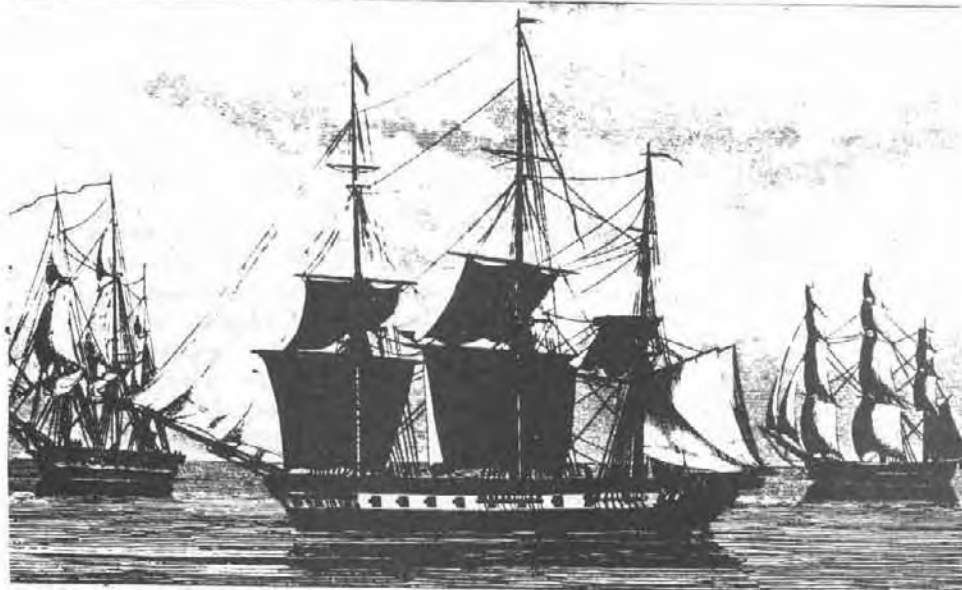
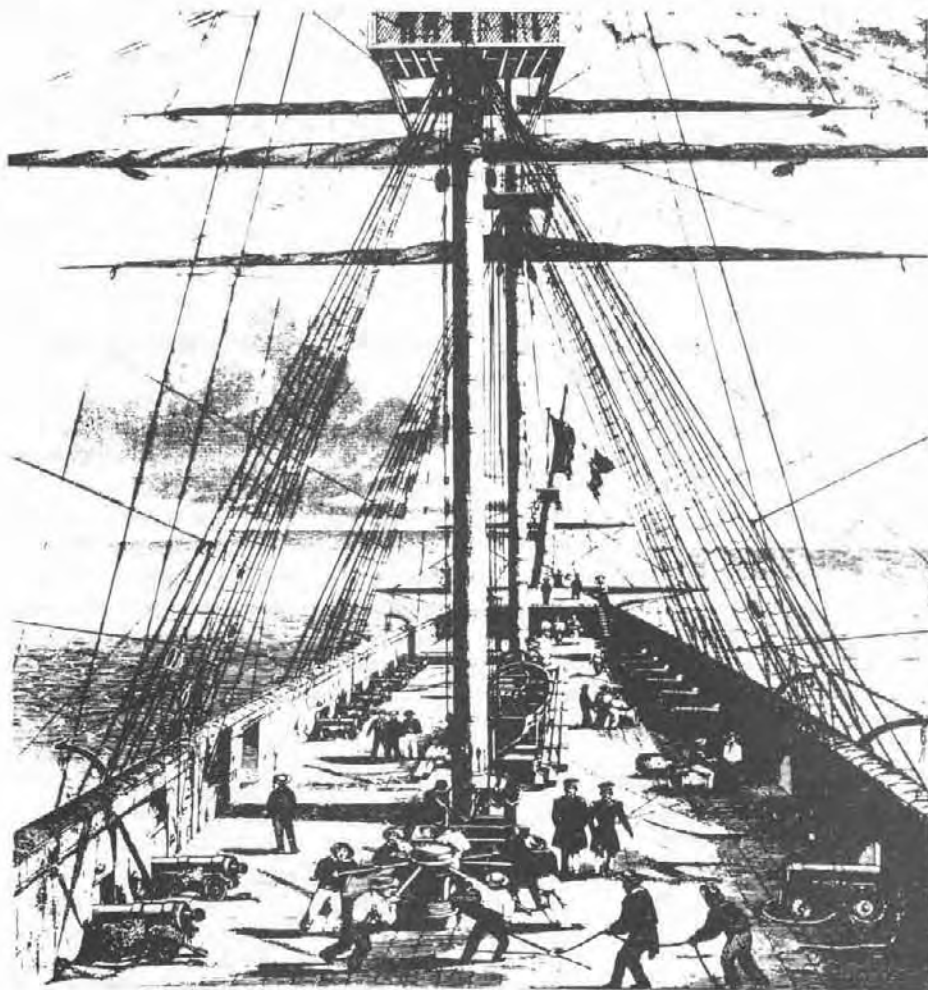
Example: A vessel carrying a 10,000 GP cargo engages in a voyage of Risk Factor 75% and bypasses 3 major ports. The return to the Player is $120\% \times 10,000 \text{ GP} + 1,000 \text{ GP} = 13,000 \text{ GP}$. This nets the Player a tidy 3,000 GP profit.

Good Luck and Fair Winds!

WANTED: Dungeoneer No. 7 and Dragon Vol 1, 2 - 6. Originals or copies.

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SHOWING YOUR TRUE COLORS



Christopher Condent

by JOHN MORTIMER

In the *Fantasy Games, Unlimited* release, *Skulls and Crossbones*, the game of roleplaying pirate-style, one of the things a new pirate captain will want to do is to choose a personalized flag of his own. Of course, the image that comes to mind first is that of the skull and crossbones on a field of black, which was first flown by the French pirate, Emanuel Wynne, in the early 1700's.

Although that familiar design was not the only one used by the pirates during their heyday, it did appear atop quite a few different ships. Other common designs included rum tannards, cutlasses, and daggers.

Another design used by these outlaws of the seas was the hourglass shape, which represented the fact that time was running out for their next victim.

Black was historically the predominant color represented in pirate flags of the day. But, just as with the skull and crossbones, such was not always the case. More than a few used the color red extensively. Christopher Moody used yellow, blue, white, and red to display his piratical nature. Again, you can expand upon this when designing your own flag. You can use any color you want; after all, you're a pirate! Put a red rose dripping blood and set on a black field or a blue skull and crossbones emblazoned across a white field on your flag. Maybe you would rather design a coat of arms for your personal insignia. It's all up to you. All you need is some imagination.



Bartholemew Roberts



Bartholemew Roberts



Emmanuel Wynne



Henry Every

Bartholemew Roberts, or Black Bart, as he was sometimes known, was one buccaneer who exemplified the pirate image. Flying his two flags, he was, indeed, a terrifying sight to many a merchant ship. One of his gruesome flags depicted himself and a skeletal figure drinking a "toast to death." On the other, which was more of a specialty flag, the feared pirate was pictured atop two skulls. One skull was labeled A.B.H., for "A Barbadian's Head," and the other was labeled A.M.H., for "A Martinican's Head." This idea can be used by the player-character quite readily. If, for instance, the governor of some colony is waging a personal campaign against your character, you might decide to show him his fate by putting his tombstone on your banner.

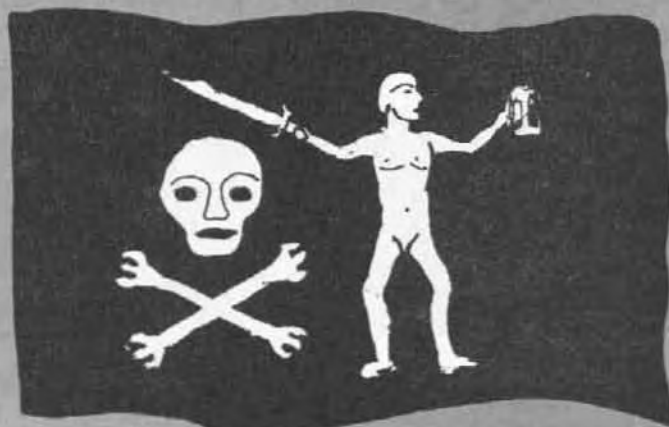
Not all pirates wanted a flag to show his opponents his true colors. A common tactic was that of flying whatever flag the situation called for. If, for instance, you're off the coast of a Spanish colony, Spain's colors would grace your sloop so as not to alert your prey until the last possible moment. A large stock of various countries' flags could be a valuable asset indeed.

There are a great many ways to go. Any way you choose will go a long way toward developing the personality of your player-character.

Captain Thomas Tew



French Pirate Ship, The Sansprite



Richard Worley



Captain Edward England



Christopher Moody



Edward Lowe



Calico Jack Rackham



Steve Bonnet



FROM THE HORSE'S MOUTH

PEGASUS Reviews Games and Game Aids



Dragon Fire

Dragon Fire is a role-playing game set in a fantasy universe. The player assumes the role of the Huntress, the Warrior, the Wizard, the Elf, or the Dwarf. The player's objective is to slay the dragon, Salmadon, which is holed up under a great dungeon.

The game starts out very impressively, having a high-res picture of the dragon, Salmadon. However, once the dungeons have been entered, the game uses low resolution graphics.

The game is, essentially, overcoming all the monsters in each level of the dungeon. (There are 10 levels with Salmadon on level 10.) After leaving each level, the character may exchange his experience (from fighting monsters) into life points and constitution (thus, making you stronger).

The game has 5 levels of difficulty, sound effects, a small story to accompany the adventure, a save the game feature, and is randomly set up each time.

All-in-all, the game is good, but could use better graphics in the dungeon, and random events to relieve the repetitiveness of fighting monsters.

Dragon Fire requires: 48 K of memory, Dos 3.3, 1 disk drive, and an Apple II, Apple II Plus, or Apple III. Suggested Retail Price: \$49.95

Kaves of Karkhan

Kaves of Karkhan, distributed by Level-10) is the sequel of the game, **Dragon Fire**, and is a 3-dimensional, hi-res graphics game for the Apple.

The **Kaves of Karkhan** is an adventure game which is set in a fantasy universe. Maldamere, an evil force, was released from his captivity by the destruction of an ancient dragon (from the **Dragon Fire** game). As soon as it was released, Maldamere began its attempts to destroy the world. A brave Magic User noticed its attempts and used his magic to temporarily "suck up" Maldamere and contain it inside his body. The player assumes the role of one of the Mage's fellow adventurers and must hire people from a town to make up a party to deliver a magic stone to the top of Mt. Karkhan. In this way, Maldamere will be destroyed and the Mage saved. The idea of the program is to defeat the traps of the caves to progress further inside. The traps are defeated by using items acquired from the townsmen.

Overall, the high-resolution pictures were well done and interesting. However, the traps were so difficult to get past that almost no progress was made after several hours of playing the game. Suggested Retail Price is \$49.95.

Rings of Saturn

Rings of Saturn (distributed by Level-10) is a high-res arcade game for The Apple.

The introductory story behind the game is well-written and simple: you are the pilot of a spaceship which is carrying a new and dangerous power supply. The ship was stranded near Saturn, making your shuttle the best rescue vehicle (you are on a nearby base). The power supply, (called the Mad Angel) is no longer functioning as planned, and a tremendous explosion is imminent. To make matters worse, Saturn's gravity has attracted the stranded ship and pulled it through its outer rings - meaning, of course, that you must pass through them to rescue the ship. Hostile alien ships are included for more excitement.

The game has many options (including 4 skill levels) to keep it from growing boring. You have a limited supply of energy shields which can be damaged, various repair options (the ship's systems can be damaged from the flight through the rings), and only 15 minutes (real time) in which the Mad Angel must be taken from the crippled ship back to your base.

Overall, the game is very good. It makes extensive use of high resolution graphics (forward and rear view screens, long-range scan of Saturn's rings), and should remain challenging for a long time.

System requirements are: 48 K Apple II, 1 disk drive, 3.3 Dos, 2 paddles (or 1 Joy stick). Suggested Retail Price is \$39.95.



Review by Rob Greenberg

CONVENTION



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VII



Give you good greetings, Gentle Beings!

At my favorite hobby shop this morning (favorite because they graciously give me a 15% discount), I was pleasantly surprised to find issue No. 4 of *Pegasus* hiding behind the *Dragon*. It was the first time I had seen a copy of the *Pegasus*, and, naturally, I purchased it.

While I am not an avid player of fantasy games, being required by profession and health to spend great quantities of time in isolation, I, nonetheless, enjoy the mental aspects of the games (generating characters and monsters, devising traps and scenarios, creating names and religions and worlds and whole universes. . .). Your *Pegasus* is a great addition to the other gaming magazines. The *Dungeoneer* is sporadically good, as was *The Space Gamer*, and the *White Dwarf* has an interesting flavor.

Pegasus is delightfully diverse without going over the head of a beginner or a dabbler who isn't quite "up" on all the lingo. The print of the *Pegasus* is substandard at times and the art occasionally insipid (are you really so lacking in contributions and submissions of art that you grasp at press-a-ply art?), but that is, in most parts, made up for by the quality of the articles.

It would be an immense help if, somewhere in each issue, there be printed a list of abbreviations used in the articles and what they abbreviate [for instance: FTR, HTK, LED (quartz readout?), LCK. . .].

Which brings me finally to ask - May I have a copy of your *Writers' and Artists' Guide*? I'm a lousy writer but have been assured that my art is passable. I do mostly black and white line art; the occasional acrylic I do, I usually give away - usually Elves and dragons and other beasties. But, I have rambled on long enough.

Please, keep up the good work. Beginners and dabblers need all the help (and support) they can get!

Adventurously Yours,
S. L. Brothers

Sir Brothers,

Thank you for your welcomed comments concerning the Imperial Pegasus. We especially liked your comment about our delightful diversification. In the future, we will try to keep that term very applicable to the magazine.

To answer you questions, the reasons we use "sourcebook art" (press-a-ply) are many. 1) There is no applicable art in our files. 2) Applicable art in files has been used many times. 3) Applicable art in files is not the correct size and will not reproduce well if we shrink or enlarge the illos. 4) Applicable sourcebook art is easier to find. 5) To keep the cost to our readers of the *Imperial Pegasus* as low as possible, we have a low production budget, and sourcebook art is free.

Your comment on including a list of abbreviations is well-received and will be acted upon.

And, yes, you may have our *Artists' and Writers' Brochure*; we will anxiously await your submissions.

Ed, the Editor



If you are a subscriber, look for the PEGASUS issue logo in ads appearing in each PEGASUS. When an ad includes the issue logo, GUILDMEMBERS get 10% off the retail price of any item in the ad if the item is ordered from JUDGES GUILD. Your GUILDMEMBER BONUS for each issue will be good for one (1) month after the issue date of that PEGASUS. Be sure to state that you want your GUILDMEMBER discount and list the issue and page number on which the item appears in addition to the regular ordering info.

I'm Starving

During my AD&D™ campaign, the characters became in debt. They decided that, to save money, they would "live off the land." I found the AD&D™ rules to be grossly inadequate on the subject of hunting, so, to remedy this situation, I devised the following system.

When hunting, the character tells the DM the type of game for which the character is hunting. Fishing involves finding water, and hunting large game should involve tracking. Tracking is done by averaging the character's INT, WIS, and DEX. Then the player rolls a 1D20. If he or she rolls less than this average, the character has successfully tracked what he or she is after. A successful tracker should receive 25 experience points. A hunting character gets a base chance of 50% of finding what he or she is after, plus 1% per Level of Thief, Bard, or Druid. Add or subtract the following percent. After 3 days of no food, the characters must try for desperate.

Game	Forest	Marsh	Mountains	Desert	River
Fowl	+ 5	+25	- 5	-25	+20
Large Game	+15	+10	- 5	-25	+20
Small Game	+10	0	0	- 5	+ 5
Fish	+ 5	+ 5	- 5	-50	+25
Water	+10	+10	+20	-25	+45
Desperate	+20	+15	+10	+10	+20

Definition of Food

Fowl: Any Bird, Duck, Chicken, Goose, or Robin
 Large Game: Bear, Deer, Cow, etc.
 Small Game: Rabbit, Squirrel, etc.
 Fish: Bass, Trout, Bream, etc.
 Desperate: Snake, Lizard, Field Mouse, etc.

By Mike Tarkington

(continued from p. 26)

In it, Thoheeks Bili Morguhn, his troops, and a few others barely escape with their lives when the earth moves at the command of the Witchmen. As the flames from the mountains' inner depths drive them away, they are forced to escape into a territory said to be peopled by twisted, half-humans. Bili is forced to choose between returning back through an area where nature has lost all reason or staying where he is, facing the mutants on their home grounds.

Before he can make a decision, however, the owners he is worried about spot him and his men, and the war is on. And, although the premise seems rather thin, one must remember that, in any story, it is usually what is done with it that makes the difference. Adams does a lot.



There is little which really must be said. Like all of the Horseclan novels, *The Death of a Legend* is packed with both great action sequences and marvelous characterizations. By the end of the book, we know all of the surviving figures. Like real people one has known for years, we applaud their victories and despair for their losses. It is not the bold, slashing pen stroke of Tolkien; Adams has created his own definite style which owes little to those who have gone before him.

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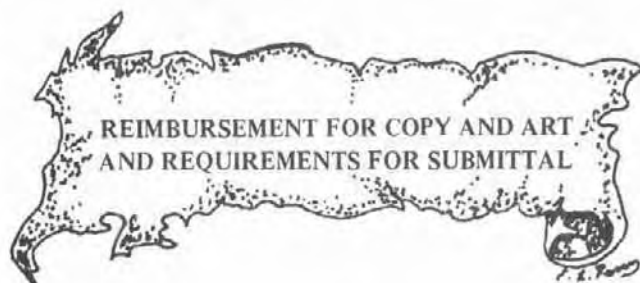


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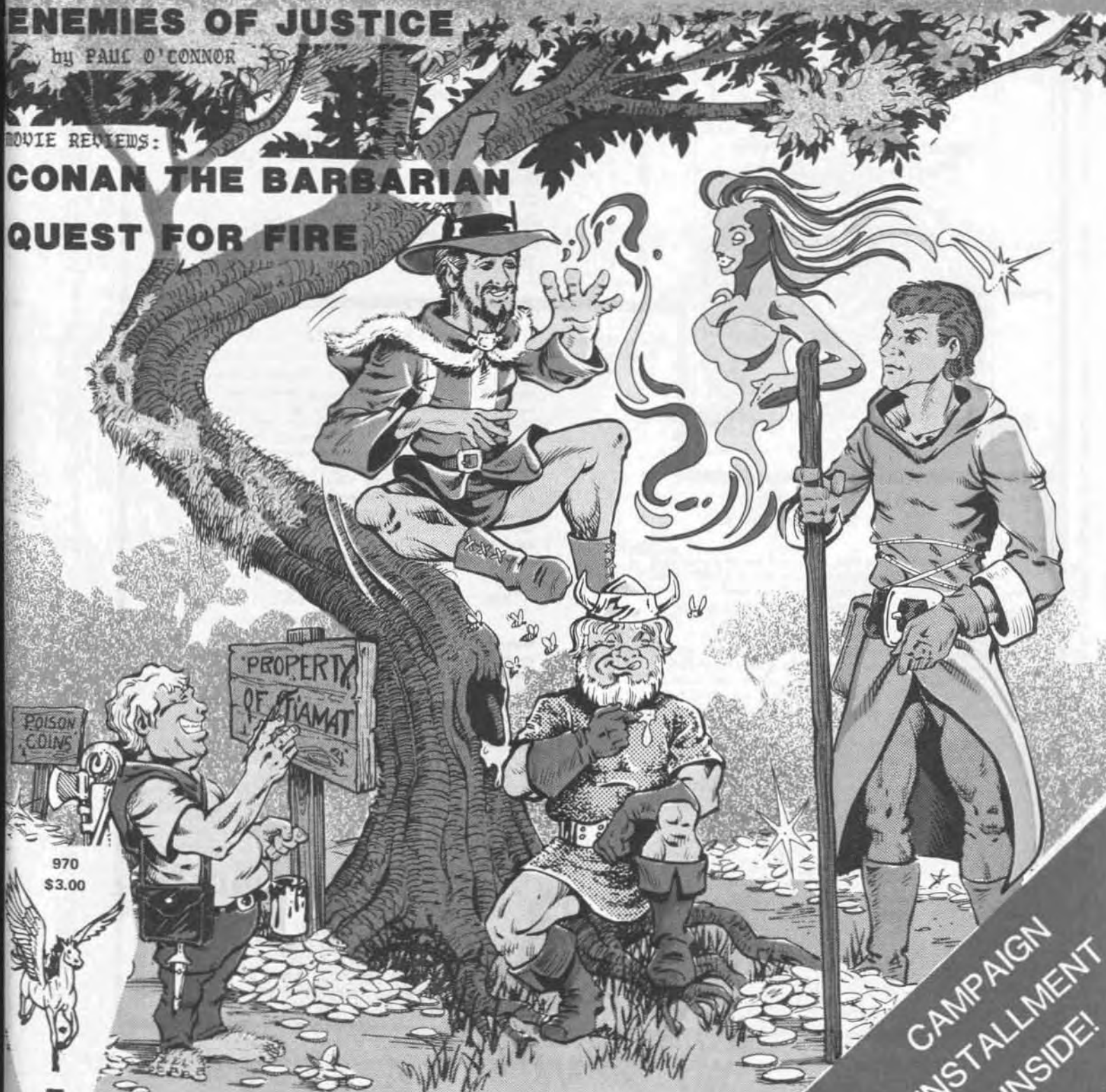
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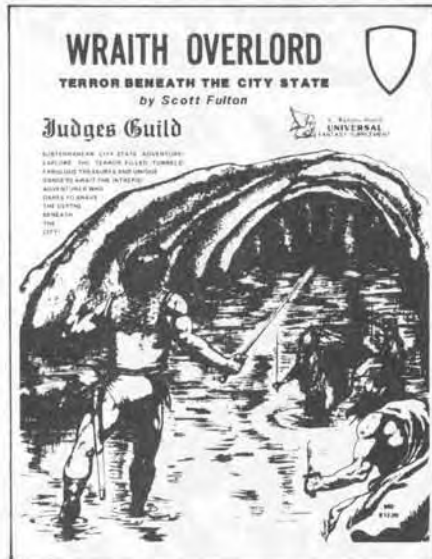
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Bill Pixley hard at work
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ISSUE SEVEN

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HORSE FEATHERS

EDITORIAL

by Edward R. G. Mortimer

We wish to thank the following readers for their prompt comments to our Readers Survey. Mr. Howland, Raytown, MD; John T. Jones, Portland, OR; Mr. Spigener, Wethersfield, CT; Glenn Johnson, Lawrenceville, NJ; Danny Krystyia, Trenton, MI; B. Speer, Houston, TX; Bill Hoyer, Lake Geneva, WI.

"Chief"

Greetings, fellow adventurers. We have another fine issue here for you which I'm sure you will find interesting, thought-provoking, and enjoyable.

One of the highlights of this issue is the first of a two-part fantasy story by C. J. Henderson, *To the Beast*. Among its more remarkable features is the fact that we actually have **both** parts of this fine piece of fiction, and the other part will be presented in another issue, I promise. Illustrated by Russ Steffens, this tale will rivet your attention and have you waiting by your mailboxes for the issue containing the second and final part.

The continuing debate on Christianity in FRP rages on as evidenced by two fine letters and my replies in *The Town Crier*. I hope everybody understands that we are **not** trying to convert anybody or to change anyone's beliefs; we are just presenting a variety of viewpoints on one of the many interesting areas in FRP, religion. If you have something to say about this subject or about any other aspect of FRP, don't hesitate to drop us a few lines. At the very least, your viewpoint will be read by many of us here at Judges Guild, and it probably will find its way into the magazine sooner or later.

While on the subject, in an obtuse sort of way, I'd just like to inform those of you out there that have sent in many articles, adventures, or what-have-you that, if you don't see it in print immediately, don't despair. While it may seem that there is plenty of space within this magazine to fit all of your stuff, please remember that other people also contribute to this magazine. I can't always fit all of the material I would like to fit into every issue; some things have to be put aside until some other time. An excellent example of this is Ken St. Andre's mystery, *Murder at the Ruptured Troll* which will appear in the next issue but which I originally wanted to put in issue number 5; it had to be put off until issue number 8 because it is such a fine piece of fiction that I felt it merited special attention, and, therefore, I held off printing it until it could be properly presented in the way it deserved. Several other good materials have been delayed for similar reasons.

Sometimes, an article has to be delayed because the upcoming issue or issues already have enough material on that particular subject. As editor, I try to present a diversity of subjects, as well as to preserve balance between authors and length of articles, in order to make each issue as interesting and meaningful to as many people as possible.

While I'm on the subject of editorial policy, I would also like to say that very rarely do I edit a magazine submission. The +5 Samurai Scissors left to me by the former editor are gathering dust and rust at the bottom of one of my desk drawers. I feel that my job is to present **your** view of a subject. My opinions are expressed in my columns and not in your articles and at your expense. If anything is changed, there is definitely a good reason for it, such as correcting any spelling, punctuation or grammatical errors or changing small design errors to conform to the rest of the material.

Well, enough of that; let's get back to fantasyland. As I mentioned in issue number 5, there will be a science-fiction issue of the *Imperial Pegasus* within a few months. So, if you have any ideas or commentary on science-fiction role-playing, please send them in to us. I am especially interested in material for *Aftermath*, *Space Opera*, *Starships and Spacemen*, *Flash Gordon and the Warriors of Mongo*, *Villains and Vigilantes (FGU)*, *Universe (SPI)*, *Star Rovers (Archive)*, *Worlds of Wonder (Chaosium)*, *Space Marines (FanTac Games)*, *The Mechanoid Invasion (Palladium Books)*, *Champions (Hero Games)*, *Superhero 2044*, *Star Fleet Battle Manual*, *Alien Space (Gamescience Corp.)*, *Star Fleet Battles (Task Force Games)*, *The Morrow Project (Timeline, Inc.)*, *Outpost Gamma (Dwarfstar Games)* and others which I have not the space to mention. So, let's hear from you. I'm not hard to please.

In closing, I would like to remind you to use the *Reader Survey* that was printed in issue number 6. If that issue is not readily available to you, you can order it from us, or just drop us a few lines on any handy piece of paper. Your comments will be carefully scrutinized and acted upon; you will not be wasting your time and postage.

Ed



STANDARDIZATION IN FANTASY ROLE PLAYING

By Bob Bledsaw

My background in gaming has made me respectful of the overworked word, "playability". . . usually found next to the copy on boxes stating, "For 8 Years and UP." Standardization makes for ease of play. . . generally. There are many areas in fantasy campaign designing where standardization makes little or no contribution to playability, however. When a Judge begins the designing of social structures for an active campaign, he is immediately faced with several problems resulting from rule systems which introduce standardization of fighting ability, intelligence, alignment, size, dexterity, and other concepts on the races of fantastic creatures with which he is attempting to populate his "fantasy" universe. I have found it very expeditious (and more fun) to consider these limitations as representative of the particular creature type or race. . . in other words, the prevalent mode. This allows the Judge to have unusually intelligent members of an otherwise low intelligent type of fantastic creature to interact with player-characters, lead organized lives of benefit to themselves, create organizations, formulate diabolically clever plans, and gives a more realistic feel to negotiations and other actions so common in an active campaign. I'm not suggesting that the Judge should fit a normal curve to all characteristics ascribed to these creature types. Something far simpler suffices quite well. . . like permitting plus or minus one for forty percent, plus or minus two for twenty percent, and plus or minus three for five percent to the average characteristics for that type. A further refinement would be to create multi-modal adders to allow some simulance of racial characteristics, tribal influences, or environmental skewing of certain characteristics such as a history of contact with creatures of a higher intelligence might introduce. Thus, the player can be fairly certain that the "wandering monster" is the standard type to be expected and yet allow some interesting and unique encounters for those adventures struc-

tured in more depth by the Judge.

Further applications of this approach would easily apply to technology, religion (mythos), and languages. Let's tackle the toughest one first. . . technology. My explanation for the difference in technology from one area in a fantastic campaign to another would run something like this: The rapid spread of technology throughout mankind's history is peculiar to man himself and much abetted by the natural, inherent ability of mankind to adjust to new situations or environmental adaptability. In a world replete with more competitors for the highest rung on the predator ladder, this ability is hampered by warfare (one of the best, if not the best, catalysts for technological advancement) with these other creatures instead of other men. Warfare with creatures of higher intelligence will cause more technological advancement; warfare with creatures of lower intelligence will introduce stagnation and complacency. Many of the creatures themselves, while a viable political force at this stage of mankind's technological development, may not possess the same environmental adaptability as mankind. . . i.e. a Stone Age technology might well be the prevalent technological level of most Goblin tribes. Of course, this logic is predicated on the basis that there exist creatures almost or more populous than mankind of high enough intelligence to represent a real political threat while low enough in intelligence to inspire complacency. . . mankind is gradually winning the climb up the ladder. The use of a working, everyday magic system also retards "real" research to increase technology. . . although I would consider high-technology items to be magical devices for all practical purposes in any fantasy campaign where knowledge of these devices is not commonplace. The spread of technology through trade is also severely restricted because trade itself is severely restricted to items of very high value of a highly portable nature. Anarchy prevails beyond the gates, and only the most stalwart of merchants will venture forth in the best of times. Warfare may bring out the animal cunning, but it wrecks the prospect of an adequate return on investment.

The limits of technological levels attainable by any civilizations, creature types, or sage individuals should be determined by the Judge when he develops his campaign. Most opt to exclude the prospect of explosives, and I heartily concur that this seriously affects the Swords and sorcery flavor preferred by most fantasy role playing enthusiasts. The unique prospect of obtaining a phaser with its power supply very low or a .38 revolver with four shots left is almost too much temptation for many campaign players and should not affect the campaign overmuch unless it falls into the hands of a super-genius with the motivation and resources necessary to exploit the hap- penstance without personal hazard. I like the most advanced areas in my campaign to possess inventions such as telescopes (simple spyglasses), sextants, rudimentary alchemy, and higher mathematics (inspired, no doubt, by the esoteric pursuit of high magic and the symmetrical balance necessary to achieve "safe" magical results). I tend to ascribe a technological level attainable in any certain area by villages and city-states. The general population is assumed to be completely self-sufficient in lower technological levels with "specialization" becoming prominent as the technological level rises to the "medieval" level. Thus, the populace has small inducement to risk the hazards of travel and live out their lives within short distances of their birthplaces. . . excepting nomads and hunting parties. This further restricts the propagation of technology. Technological breakthroughs are generally regarded as the closely guarded secrets of Priests, Guildmasters, and rulers and disseminated to the average citizen or tribesman only when it serves the purpose of the possessor of same. One can easily imagine that "magic Swords" were, indeed, wielded in days of yore. . . being more flexible, staying sharp longer, of lighter weight and, therefore, faster, and constructed with hand guards able to withstand stout, direct blows. Ask any metallurgist about the ritual tempering of steel in living blood to produce the fabled blades of the Middle East. The raw materials were available elsewhere, but no ruler could glean the secret of Damascus steel from the privileged few.

The areas wherein technology has developed beyond the normal weal should be located at some point conducive to the dissemination of knowledge. Rivers are the super highways of the ancient and medieval civilizations, and real advantage accrues to trade centers located thereon. This should not exclude the possibility of a "lost" civilization of advanced technology "cut off" by some catastrophe of major dimension or purposely kept secret by powerful magics or technology in some fantasy campaigns. But they are the exception, not the general case. Nor are established trade routes to be excluded from a non-standard technology campaign. . . .they must involve much peril, however. Areas with higher technology must be located near areas with the agrarian capacity to support the increased specialization mentioned earlier. A favorable climate is also desirable for your favored technological areas. Creature comforts must be obtained with reasonable ease to permit the more energetic to achieve higher goals. Periods of peace enforced by a strong military presence would permit a relaxing of some of the barriers of trade, thereby increasing the stimuli of foreign ideas. A resource to attract these traders and increase specialization would also encourage technology. Some interesting benefits accrue in a non-standard technology campaign, although it must be considered early in the design stage or the range of technology might not fit the mythos desired. It is quite rewarding to observe the distraction of a player-character far from home attempting to purchase a light horse with worthless soft metal disks in an area where barter is the only trade medium technologically available. As with characteristics for types of creatures, I would recommend a mode of something akin to medieval technology with a spread, on the lower end, back to the Bronze or Stone Age and, at the upper end, early Renaissance or Late Medieval technology. One last caution: the highest technology extant in an area may be common knowledge but will also command the highest prices and may be rare or uniquely controlled to retain its use in that area for the obvious advantage of the controller.

Religion is a fertile source of cults, political factions, sub-cultures, mores, and social structure. It is the well-spring of a whole character class. It has inspired warfare from the beginning of mankind's history. For those

Judges that prefer a one-mythos campaign, I recommend that you skip this section. . . .it has little to offer you. Most fantasy literature presupposes a multitudinous approach to religion. The introduction of many pantheons in a campaign will generally enrich it. While some societies may be based solely on a "state" religion, the interesting variety of religions in densely populated areas is obvious. In fantasy role playing, it makes the non-player characters more believable inasmuch as they are split into factions and yet practice some tolerance to live together. I dislike sending the player-character to any or every village populated by humans to visit the temple of his choice as much as I dislike sending one to Elfland to hire Elves. Any civilized or barbaric group will have more than one religion even if the one that isn't predominant is a branch of the main one (mode). I like to have no fixed method of determining how many religions will be practiced in an area but recommend that the number rise geometrically with the population. . . .resplendent with false gods, minor gods, household gods, and class gods. The Judge need not enumerate or "flesh out" any more than necessary at any point in his campaign. Leave it up to the player-character Clerics to determine rituals, hierarchy titles, and the less important details of the minor religions unless it is important to the action in your campaign. While it leaves few decisions for your Clerics to make if you have few religions, the introduction of many religions will put political and social limits on the sway of the religions in your campaign, making it more competitive for the Clerics and a ready source of quests, conflicts, and conversions. Not every religion needs a temple, but every Judge needs controls and motivators in a large campaign.

Languages have been frequently glossed over in many campaigns because of the need to encourage, not discourage, interaction between the player and the non-played characters which add spice to play. All intelligent creature types will develop unique dialects if separated by any real geographic barrier (distance, mountains, oceans) from their fellow creatures. The common tongue should pose a real danger of misinterpretation every time it is used to communicate with creatures of less than average intelligence and even highly intelligent creatures if the player-characters have traveled far from their original stamping grounds.

In other words, the common tongue should develop dialects as the player-characters move further away from the place where they learned it. The introduction of some dialectic differences and different languages for the same type of creatures will not increase playability for action at the inception of a campaign but will tend to restrict the movement of player-characters to fairly familiar territory (unless at the head of an army or the shoulder of an interpreter) until later in the campaign when the Judge will be better prepared for such expeditions (or invasions). This may, at first, seem like a less important control for a large campaign, but it does have impact and will limit the wanderlust until you are able to cope.

Thus ends my diatribe against mothers, apple pie, and standardization. Although I abhor complication for the sake of miniscule tweaks which have little impact or importance on outcome in a game because it sacrifices playability, the net effect of a few design considerations when setting up a campaign will do nothing to harm play and will spark the imagination, aid in the controlled growth of player-characters, and add much to the pleasure to be had by all.



HOW TO RAISE PET DRAGONS

by **THOMAS A. McCLOUD**



In the kingdom of Meng, for which I am Judge, adventuring characters formerly went to the Dragon's Nursery to slay dragons and take their treasures. Now, however, the wizard, Acorn (whose description is in **Under the Storm Giant's Castle**), has returned, and the Dragon's Nursery has become a place from which adventures start. Acorn is a dragon breeder, and so the characters are sent out to find dragon eggs or breeding stock.

Acorn bargains with each group as to their reward. The usual request has been a pet dragon. This produces the problem of guidelines for handling dragons as pets, and this article is to document the strictures to be used in the games I run. For other Judges, especially those running open campaigns into which players might take these pet dragons, the ideas set forth here are **suggestions only**, to be followed, considered, or ignored as the Judge pleases. Furthermore, I reserve the right to change these guidelines in my own campaigns. Please note that these guidelines produce a variant of the standard **D&D** tm game.

Hatchlings

A **D&D** tm dragon, to be a proper pet, must be acquired while it is still a hatchling less than one year old. At this tender age it has only 1 HP, is less than 2' long, and its bite can inflict only 1 point of damage. A hatchling does not yet have any Alignment, and may be considered Neutral. (Dragons adopted as pets when hatchlings, will take on the alignment of their owner, regardless of the usual alignment of the type.) If a hatchling has a damage-inflicting breath weapon, that breath is capable of inflicting no more than one point of damage; this is standard, since the hatchling has only one hit point. But, for a hatchling, a Roll to Hit must be made before breath effects are considered, since the range of a hatchling's breath is deemed less than one foot. A hatchling has no treasure, knows no magic spells, and fights as a "less than one hit die" monster. Hatchlings make Saving Throws as first level magic-users.

The preceding statements on hatchling dragons apply only in the first year of the dragon's life, which, in the "Age of Pet Dragons" section, to be given later, means only on the adventure in which the hatchling is obtained. By the next adventure, the dragon is one year old, and no longer a hatchling.

Dragon size, sex, characteristics, and so forth are established when the egg is fertilized, so the Judge for the adventure on which the hatchling is found needs to decide these things. For sex, roll any die: odd = male, even = fe-

male. For size, roll 1D10: 1 - 2 = small, 3 - 8 = average, 9 - 10 = very large. For characteristics, roll 3D6 as usual for Strength, Intelligence, Wisdom, and so forth. The results should be interpreted as "... among dragons of this kind." Thus, a Strength of 10 for an adult red dragon is very much greater than a Strength of 10 for an adult human. The "Monsters Attacking" combat table is used for pet dragons, therefore, they do not get Strength or Dexterity bonuses. (By the rulebooks, monsters do not have "characteristics" as do characters. However, many Judges, including myself, run variants which need those numbers.)

Some dragon descriptions list percentage chances for a dragon to talk and for a dragon to use magic. Every pet dragon, unless the type description indicates Low or lower Intelligence, will learn to speak the primary languages of its master (Common, the Alignment tongue, and, for such as elves and dwarves, the Racial language). Dragon pets with high Intelligence may learn extra languages under the same rules used for characters. Magic use by dragons is here deemed an inborn trait, so where a dragon type description gives a percentage chance that such dragons are magic-using, the Judge for the adventure on which such a dragon is found should roll to see if the dragon will develop magic use. Spell-learning then follows the increase in spells by age group as given in the type description. (Some Judges may prefer to treat magic-using pet dragons as if they were character Magic-Users with level as Magic-User assumed the same as the dragon's age level.)

Growth of Pet Dragons

Pet dragons do not advance in levels by accumulating experience, they grow year by year through various age groups. The rulebooks indicate that monster dragons have increasing hit points and increasing numbers of magic spells as they get older, and this will be imitated for pet dragons. The rulebooks do not indicate any change in the body size, damage done, or volume of breath, of dragons as they grow. These will be covered here.

The table, "Dragon Age Groups," shows the correspondence between years and age level. (Note that it extends the table given in the **AD&D** tm **Monster Manual**.) The table, "Dragon Growth," shows how size increases with age level for different adult sizes. The size in a dragon type description is here assumed to be the full adult size, reached when the dragon is 101 years old. The "Dragon Growth" table is given by full adult size, rather than type, since Acorn breeds many types not in the rulebooks. Suggested

claw damage and bite damage for each size of dragon is given in the table, "Dragon Attacks." (This table does not quite match the rulebook, since the rulebook goes by type of dragon, and sometimes has different damage listings for different types of the same adult size. There is nothing illogical with the rulebook method; dragons of the same overall length could easily have drastically different teeth and claws, but it would get too complicated if used with pet dragons, which grow.) The size of a dragon's breath is not given in a table, since it is simpler to handle by saying that it should be proportional to the dragon's age level, with age level 6 deemed the age level used for dragon type descriptions. (Using age level 5 would result in awkward fractions.) If this is used, then, for example, a 20-year old red dragon breathes fire in a cone $3/6 \times 90'$ long by $3/6 \times 30'$ wide, which is simply $45'$ long by $15'$ wide.

Age of Pet Dragons

In my games, a pet dragon adds one year of age for each genuine adventure in which the dragon is played. (Closed campaign Judges with their own time scales will probably prefer to use those time scales.) **The character owning the dragon ages the same amount.** What "genuine" means is up to the Judge, the word is put there so players will realize that it's really cheating to run a pet dragon through a lot of quick, short, safe "adventures" just to pump up the age.

Care and Feeding of Pet Dragons

Growing dragons need to be fed. The between-games cost of feeding them in the kingdom of Meng is a simple 100 GP per hit point on the adventure, payable at the beginning of the adventure, which represents the cost of food since the end of the last adventure. The bank of Kemble will make loans to those who need to go into debt to feed their dragons. Those venturing in other lands will have to ask the appropriate Judge for their food prices and loan availability. On the adventure itself, the dragon starts well fed, and this is sufficient for short adventures. For long adventures, the dragon must be fed after 2D4 days, then again after another 2D4 days, and so forth. A full meal is the equivalent of a cow, or a half-dozen pigs, for every thirty of the dragon's own hit points, rounded up. Failure to feed a pet dragon has obvious consequences.

Those who play that Gold Dragons really live on a diet of jewels and pearls may adjust the foregoing accordingly. I prefer to say that the jewels and pearls they eat are simply mineral supplements analogous to vitamin pills, so feeding a Gold Dragon between adventures is only 1000 GP more expensive than feeding a more normal dragon.

Pet dragons need very little care beyond feeding. They will enjoy baths appropriate to their kind (red dragons like fire baths), but will do just as well without. They should always be given toys to play with -- diamonds, piles of gold, magic crystal balls, things like that -- or else their inborn greed may get to be a problem. They need love and kindness, and attention, and **hate** to be left at home when their masters go adventuring. If a dragon is left home, I will give it a 5% chance of running away, and variable percentage chances of it finding its master, or vice versa, on the adventure.

Other Differences Between Pet and Monster Dragons

Pet dragons, because of their prolonged close association with people, have no "aura of fear" as do the dragons described in the **Monster Manual**. In all other ways, they are described for their type. Anything not covered in the type description and not covered here is left to the discretion of the Judge.

Obtaining Pets

While certain other types of pets, such as dogs and cats, might, within reason, be considered as a kind of original equipment, and, therefore, simply attached to a character by the player before or between adventures, a pet dragon is more like a magic device, and it is **improper** for a player to have a character acquire a pet dragon by any other means except that of the events in a genuine adventure.

Dragon Age Groups

Level	Descriptive Term	Age In Years
0	Hatchling	Less than 1
1	Very Young	1 - 5
2	Young	6 - 15
3	Sub-Adult	16 - 25
4	Young Adult	26 - 50
5	Adult	51 - 100
6	Old (Full Adult)	101 - 200
7	Very Old	201 - 400
8	Ancient	401 - 1000
9	Legendary	1001 and over

Dragon Growth (Length in feet at various stages of growth)

Full Adult Size	Age Level									
	0	1	2	3	4	5	6	7	8	9
6'	1/2	1	2	3	4	5	6	7	8	9
12'	1	2	4	6	8	10	12	14	16	18
18'	2	3	6	9	12	15	18	21	24	27
24'	2	4	8	12	16	20	24	28	32	36
30'	2	5	10	15	20	25	30	35	40	45
36'	2	6	12	18	24	30	36	42	48	54
42'	2	7	14	21	28	35	42	49	56	63
48'	2	8	16	24	32	40	48	56	64	72
54'	2	9	18	27	36	45	54	63	72	81
60'	2	10	20	30	40	50	60	70	80	90
66'	2	11	22	33	44	55	66	77	88	99
72'	2	12	24	36	48	60	72	84	96	108
78'	2	13	26	39	52	65	78	91	104	117
84'	2	14	28	42	56	70	84	98	112	126
90'	2	15	30	45	60	75	90	105	120	135





HANGING OUT IN THE CITY STATE

by
EDWARD
R.G.
MORTIMER

Hanging out in the City State can be very dangerous if one doesn't have the right contacts. Many of the non-player characters detailed in the *City State of the Invincible Overlord* booklet qualify as important contacts. Perhaps the easiest contacts to make are those with tavern owners because almost all characters frequent taverns sooner or later (at least, in my experience, they do). Innkeepers are also prime candidates for friendship; in fact, a character should not stay at an inn if the innkeeper doesn't like that character for any reason, be it race, sex, religion, eye color, or fang length. One is never more vulnerable than when one is asleep.

Both tavern owners and innkeepers are excellent sources of rumor and aid. All such people tend to have many contacts throughout the city and in the countryside as well. Some of these contacts will usually be of the strong-arm variety. These can be useful to the player-character as protection or, possibly, as henchmen. They are also useful to the innkeeper or tavern owner as protection or to get revenge against player-characters for wrongs done them, be they real, imagined, or trumped-up. One should not make unnecessary enemies of those who have extensive contacts with Assassins, Brigands, Ruffians, Berserkers, or Fighters.

Another type of contact that an innkeeper or tavern owner usually has is the information source. Information

sources can take many forms, and you may be one of them. Sources of information may be Thieves, Spys, Beggars, urchins, constables, bureaucrats, adventurers, or little birdies. Innkeepers and tavern owners do not usually restrict themselves to one type of source, and they frequently employ a wide variety of contacts to keep their lines of information flowing. Information is, after all, good business.

Other information sources available to the innkeepers and tavern owners include other innkeepers or tavern owners as well as the local constabulary. Both of these sources tend to exchange more information about rowdies than they do about the quiet individual. It is never a good idea to cause any trouble in any establishment the owner of which might be a friend of the innkeeper or tavern owner with whom you are attempting to strike up a friendship. (Of course, it almost goes without saying that spending money is a good way to warm the cockles of any innkeeper's or tavern owner's heart and, thus, worm your way into his good graces.)

Another contact that could be invaluable for your player-character is the guard of the city gates. You never know when you might need a quick entry or exit, or when you would like to have a pursuer detained while you make good your escape. The gate guard can perform both of these tasks as well

as provide valuable information about who passed by recently, and he is backed by the whole of the city's military might.

Perhaps the most powerful contact an innkeeper or tavern owner can have is the regular customer that wields considerable power (i.e. high-level types). These people are usually not conspicuous to the casual observer because they do not wish to be bothered by every bum off the street. However, they will come to the aid of their friends if the situation demands it. This type of contact is also a good source of adventure for the player-characters because high-level types are usually always seeking to expand and enhance their powers by acquiring more magic items and greater monetary treasures. To acquire these treasures, however, they will undoubtedly need the help of lower level persons, and so may be persuaded to hire the player-characters to accompany them on a quest or an adventure if the innkeeper or tavern owner in which they repose trust advises them to do so.

Still another valuable contact is the Beggar. Nobody ever pays much attention to a Beggar, except to flip him a Copper or kick him in the shins. Because of this, Beggars sometimes overhear conversations meant only for select individuals. Nobody knows the

lay of the land within a city better than a Beggar. A Beggar must fight for his Coppers in order to survive. Beggars know of safe places to hide and secret exits out of town. They know who is generous and kind-hearted and who is evil, rotten, mean, and nasty.

Courtesans and Houris are other excellent contacts if you can make them. They can cause the tightest of lips to loose, the most steadfast to waver, and the most persistent of pursuers to be distracted. They are privy to the private quarters of man and are often present when he is most vulnerable.



There are those who might not seem to have much importance as contacts within a city, such as hunters, trappers, and fishermen. While it is true that they normally aren't much help **within** the city, they can be of immense help just **outside** the city walls. They know all the footpaths leading away from the city and all the little hiding places within a few miles of it. This knowledge can be helpful to the hunter as well as to the hunted.



And then, there is the type of person the player-characters are: foolhardy adventurers (Let's face it; who else would venture into an unfamiliar, dark cave known to be inhabited by death-dealing monsters and fraught with dangerous traps?). These people are always on the road and can be a fount of information about far away places as well as the best (and worst) routes to get there. Of course, they are inclined to want reciprocal information from the player-character!

Common food merchants can make excellent contacts for those characters that prefer to take revenge slyly (read: cowardly) if the shopkeeper is of the same ilk as the evildoer. Poisoned food can be sold to the intended victim quite easily, so, the next time your character patronizes the butcher, the baker, or the green noodle maker, watch out; he or she might be in for a nasty surprise when meal time rolls around!

In somewhat the same way, stable hands can be useful. For a few gold coins, someone of evil intent could have an enemy's mount poisoned, steal the beast, or have a poisonous spider or viper slipped surreptitiously into the saddlebags. Perhaps the stable hand could even sell the steed to an innocent (and gullible) third party. This sort of behavior, of course, presupposes that the character is not of a chivalrous background.

In addition, the armorer, weaponsmith, and bowyer can also be useful, both as sources of information and as accomplices in dirty deeds. These craftsmen can inform you of the condition or strength of your opponent's armor and weaponry, or, if he is so inclined and the price is right, he can sabotage these same items. For the more honorable, these people can also sell you the best of their stock if you are a friend, even allowing you the use of any special equipment that they may have stashed away for special occasions. They may also be able to inform you of any rumors or legends concerning the whereabouts of magical armor or weapons.

Another important contact in any port city is the sailor. Whether he is a lowly deckhand or the captain of the ship, the sailor is able to procure relatively safe passage out of the city. This is especially useful if you are en-

deavoring to avoid the minions of the law or other revengeful persons or if you just want to journey to a far-off land in search of adventure and treasure. In the same way, the caravan worker can perform the same function as the sailor in regards to passage out of the city.

Finally, there are those who are among the most important of contacts but who are the most difficult to cultivate - the influential citizens. Influential citizens can pull strings when nobody else can help to get you out of all kinds of tight spots with government or law enforcement officials. They have the ability to cut through red tape quickly. They know whom to ask for favors and whom to stay away from. They do not, however, readily make friends of strangers. The quickest way to get on the good side of an influential citizen would be to rescue him or her from a robbery or some other such inconvenience. Since that type of thing doesn't happen every day, you might have to engineer something, but don't get caught at it or it'll be the dungeons for sure!



What all this amounts to is that nearly anybody can be an ace-in-the-hole for the player-character. Don't overlook the obvious (e.g. commoners), and don't be picky. Above all, don't mistreat your contacts, or you'll never be able to put complete trust in them. Assemble a close circle of contacts (and protection), and walk the streets of the City-State as a citizen instead of a stranger.



Gateway

By
Dave Sering

Quadrant

One of the most fascinating drawing points of Science Fiction Rolegaming is the encounters with "Others," the Aliens. "Golden cities far and peoples wonderous strange" make up the stage and the characters upon which and among which the most fascinating games take place. The very meaning of the word "alien" is "other." This column deals with the theory and practice of representing aliens in science fiction campaigns.

Intelligent aliens or sapient beings may be considered from two major approaches, the physical and the behavioral. The movies and television have tried to emphasize the behavioral while printed science fiction has emphasized the physical. Both have had their problems. As the visual arts have often demonstrated, dressing an actor or actress up (or down) in an outlandish costume and tinting the skin green does not an effective alien make. The character must *behave* differently to seem effectively alien. However, at this point, the first snag occurs. The play, movie, or program is aimed at a human audience which, in order to enjoy it, must understand it. The most successful aliens of the *Star Trek* television series were the Vulcans, of which the most popular example, Mr. Spock, was most decidedly not a typical member. The character straddled the difficult line of being sufficiently logical to be "other" and sufficiently emotional to be identifiable to the "human" audience. Recent advances in the visual arts have made it much easier to get a believable, physically different alien as George Lucas and *Star Wars* have demonstrated. Still, most of the aliens are only human actors with fancy rubber or plastic costumes behaving in recognizably human fashion.

Practioners of the written *genre* have no such restrictions of the physical shapes of their characters. Yet, they also run into the problem of human comprehension. In order to entertain or instruct, the message must be understood. If not understood, the author's story does not sell. Still, there is an active interest among science-fiction authors in the creation of a believable alien being and society. The major challenge of a noted science fiction magazine editor was "write me a story about an alien who thinks just as well but differently from we humans." Writers are still trying, and their attempts still fascinate us. Some of the more prominent contemporary authors whose efforts will be of use to gamers are Poul Anderson, Piers Anthony, Jack L. Chalker, C. J. Cherryh, Hal Clement, and Gordon R. Dickson, just to mention a few at the start of the alphabet.

One of the most often utilized techniques is to take a basic human, clothed in fur or scales, and set it in an historic human culture with a couple of components twisted or exaggerated. Thus, we come up with the reptilian Meresians of Poul Anderson or the A'ann of Alan Dean Foster who exhibit a feudalistic, imperial culture. Consequently, we also come up with popular gameing systems which have T'ranna, Hiss, Ralnai, and Lizardeen. For peculiarly western cultural reasons, the gaming reptiles and insects seem to be uniformly hostile, while warm-blooded gaming sapients seem to be uniformly friendly or, at least, neutral. The science fiction community has no such prejudices; M. Z. Bradley's Proto-Saurians and Alan Dean Foster's insectoid Thrax are eminently compatible with human types. Even Anderson's Meresians were far more reasonable,

upon occasion, than gaming's reptilian aliens are. Perhaps this is a consequence of the prevailing climate in English-speaking cultures and its effect upon the types of life-forms conveniently available as pets. Warm-blooded furry or feathery critters make up the vast majority of pets encountered by members of our culture.

Characters, in gaming terms, divide into those which are controlled by the players and those which are controlled by the Judge. Gaming styles also tend to divide into those games which encourage identification with the character and those which do not. Aliens also divide logically into those which are understandable by humans and those which are not. Thus, those games that encourage identification with the character must have alien characters which are understandable by (and, therefore, are playable by) humans. Such aliens will probably be hydro-carbon life forms which reproduce sexually, inhabit an environment similar to Earth in terms of temperature, pressure, and presence of water, and are members of a society capable of time-binding thought (memory) and communication by modulated sound waves (speech). Such aliens will have the same basic life requirements as humans. These needs will then place such aliens in a cooperative or a competitive relationship with humans. Fortunately, in game terms, the players will be most likely to portray independent units of a species engaging in explorative or exploitive behavior and will be most likely to encounter other units performing similar functions for their own species. Game characters will be scouts and explorers who form a fairly small percentage of any species. Such characters would be

most likely to have significant interactions with other scouts or explorers rather than with the bulk of the population. Like characters respond to like characters in a spectrum of behavior that can range from cooperation to competition.

With no evidence to the contrary, we will make an assumption, convenient, in game terms, that most species will range between one-quarter to four times the body mass of a human and will perceive the universe with similar senses at a similar rate. Such beings will probably not strain any of the game mechanisms for resolution of physical situations. Judging by the wide variety of philosophies, cultures, and lifestyles exhibited by the human species on one planet, aliens will, potentially, vary wildly from planet to planet. Since our own human imaginations are limited to the experiences of just one planet, anything we can imagine can be only a small portion of what is possible. Anything we can imagine as being resolvable in game terms is available for use in a game scenario. Let us consider two separate species as depicted by the same science fiction author and how they are adaptable to rolegaming. The author is C. J. Cherryh, and the two books involved are *The Pride of Chanur* and *Serpent's Reach*, both available in paperback from DAW = SF Books.

The first book, although it never mentions the model by name, features a race of intelligent beings patterned after cats. Providing a behavior model familiar to all folk who are aware of cats is very common in science fiction. Gaming rule sets accommodate this with Aslani, Mik-Pur, Shatharra, and Felixi. The Hani are a fairly new species to spacefaring habits. They were introduced to interstellar travel technology only recently by another sapient race. While the Hani travel freely in the near vicinity of their home planet system and have commercial contact with six other sapient species, they have established only a small colony on one of the other planets of their home system besides that on the home planet. The race is reasonably technical; its members are good mathematicians and fair tool-users.

Individual Hani have a great deal of pride in personal physical appearance; they take great pains in selecting clothing and ornaments. Though carefully selected, clothing is limited to breeches and jewelry to

armlets and earrings. Greatest pride is taken in the grooming and appearance of the fur. Some individual awareness of the predator heritage is evidenced in the care paid to the claws of both hands and feet. These claws are retractable and remain formidable weapons. They are the major reason that the Hani will not wear shoes. The Hani are fastidious and bathe as frequently as possible.

The basis of Hani society is the Pride, a clan-like organization based upon an extended family of females and young males centered around a single adult male. While based originally upon a hunting pack, the pride has become a merging of family unit and business enterprise. Each pride specializes in providing certain goods or services. The adult females provide both direction and physical labor because the males are less intelligent and less emotionally stable. The physical property of the pride and the composition of its female members tend to remain relatively intact. Succession to the position of pride head is by challenge and physical combat among the males. Maturing males must leave the pride, and, unless they can attract some of their sisters to form a new pride, they must defeat the current head of an established pride to obtain breeding rights. The pride is the major social unit; second in importance is the race as a whole, but there is little attachment to national units.

As individuals, Hani are very combative but not very aggressive. They do not initiate offensive action, but they will counter-attack with enthusiasm. They are independent and self-reliant but totally cooperative within the pride. The Hani may have combat, but they don't wage war. Most Hani are adept with both natural and mechanical weapons, but they don't form armies. All Hani starships are armed, but the Hani don't have military ships or form navies. Pride may oppose pride, but prides do not fight with other prides. A Hani will individually contest with Hani of another pride but only to the point of victory in a debate or a physical victory, seldom to the death. The race is seldom unanimous on a course of action; at least some prides will usually end up espousing opposing courses on any question. It takes a really strong outside threat to make all Hani cooperate.

The Hani would be most likely to be encountered in small groups, all of a single pride. A pride might num-

ber up to several hundred Hani, most of whom will be young or adolescents. Normally, a pride would number below fifty. Hani starship crews would tend to number between four to ten individuals. Groups of Hani would most often tend to be all females. Occasionally, a single adult male will be present. Seldom will two or more adult males be present together. A single, young, adult male might sometimes be encountered. Hani are perfectly capable of independent action but feel most comfortable with their own pride members. A solitary Hani might be able to adapt to existence alone by adopting a small group of aliens such as a ship's crew, a company, or a military unit as a "substitute pride."

Hani have a strong sense of physical separateness; they do not like to have their bodies touched. Body contact or touch among themselves or among other species is avoided. Individual Hani have a great feel of propriety or personal dignity. They do not enjoy being the object of amusement. Each Hani highly regards his or her own personal dignity in a manner much like the Oriental regard for "face." A single Hani can act undignified and be very blunt and to the point when required but will prefer to act civilized, urbane, and dignified. The Hani most strongly resemble the human Samurai philosophically, with a good dose of commercial business common sense thrown in.

In physical game terms, the Hani will have statistical values about the same as humans. The normal population will have a minimum of one and a maximum of twenty possible. Where humans have an average of 10 for the vast majority of the population, Hani will have the average of the population displaced slightly from the 10 value in some statistics to reflect their slightly different body structure. As with humans, the Hani adventurer characters are likely to be above average in their statistics. Values for Hani adventurer characters may be generated by throwing 3D6 and modifying the results as follows: Strength (STR): +1, Intelligence (INT): +0, Wisdom (WIS): -1, Constitution (CON): +1, Dexterity (DEX): -1, Charisma (CHA): -1, Endurance (END): -1, Agility (AGL): +2, Leadership (LED): +0, Luck (LCK): +0, Psyonics (PSY): +1. Hani are traditionally trained in close combat and are all considered to have an ability to hit one skill level above the rated one of each individual. Their natural claws

give a constant bonus of 2 to the damage done by a bare-handed strike. The above statistics would apply to a female Hani; an immature male would be the same except for a -1 in INT. A mature male would have an additional INT: -1 with an AGL: +1 and STR: +1. Hani will be able to use most human tools with no penalties. Some very small or precise items with hand-grips will not fit their hands and will bring an additional penalty to tasks attempted with them. Almost all hand-weapons have grips or controls sufficiently generalized that Hani will suffer no penalties using human weapons or vice versa.

The Hani will require little attention or instruction upon the part of the Judge to a prospective player. In fact, anyone familiar with cats can play a Hani with ease. As a society, the Hani are unlikely to unbalance any campaign. Their advantages cancel out any disadvantages and make them a useful addition to any universe.

The second book, *Serpent's Reach*, features a race of beings, the Majat, who are patterned after communal insects. The Majat, when the humans first encounter them, are divided into four hives distinguished by the color of the external body shell, blue, red, green, and gold. Each hive has a common mind link though individual units are capable of some independent action. Majat have four different physical types, each of which serves a different function within the group. Workers are the most numerous type and do all construction work, food cultivation, and brood-tending. Warriors are less numerous and do the exploring and fighting. Drones are even fewer, serving the function of memory banks, and Queens are the least numerous; there is only one mature Queen to each hive. The Queen provides reproduction of the species and synthesis of information for all hive members. The mind link primarily conveys mood, such as differing states of alarm or other emotions. The individual Majat are capable of some distant communication by means of modulated sound waves: speech. More precise communication is achieved by chemical means. In addition to encoding memories into RNA molecule chains (Ribo-Nucleic Acid) in the brain tissues as do humans, the Majat secrete these chemical memory messages in the body fluids, particularly the saliva. Thus, by exchanging "tastes" with each other in a physical action which

resembles kissing, Majat can exchange detailed memories. To some extent, one Majat can read the body fluids of a recently killed member of its species and comprehend its strongest and latest memories. Each Majat of a hive knows anything that any other unit of the hive knew at its last "taste." Consequently, every immature Majat, as soon as it is hatched from its egg and receives its first "taste," becomes instantly a full adult member of its society. Workers as a whole could be considered one particular mindset of the total hive *gestalt* with only a moderate intelligence and a short attention span. The mindset could be considered to be one facet of the single, slightly schizophrenic, individual hive mind and could be called a "Worker." The mindset called "Warrior" would be of moderate intelligence with a long attention span and capable of limited independent action. The mindset called "Drone" would be of fairly high intelligence, a long attention span, and capable of little independent action. The Queen would be highly intelligent, have a long attention span, and be completely independent.

The Majat are not, strictly speaking, insects. Though the body temperature varies with the external temperature, they have an internal skeleton as well as an external hard shell. This hard shell of chitin-like substance makes them resistant to external impact damage and forms formidable natural weaponry. The body fluids are in a semi-open circulatory system which, once punctured, does not seal itself as readily as the human type of closed circulatory system. They do not breathe through noses or mouths, which are a single opening, but have many openings called spiracles on either side of their after-bodies which open into many, small, lung-like cavities. Breathing is accomplished by muscular expansion and contraction of the rear body. Though C. J. Cherryh never specifies a precise number, we may assume at least six limbs. Each limb is long and thin, has a pair of grasping claws at the tip, and has a number of spines along its length. The forward pair of limbs has somewhat enlarged grasping claws that are specialized for manipulation. The forward portion of the slender body is enlarged into a head which is capable of some movement upon a slim neck. The head has a pair of large, compound eyes which are specialized for vision into the infra-red end of the visual spectrum

and, while capable of detection of motion, do not see much fine detail. On the top of the head is located a pair of sensory antennae, and at the bottom is located a pair of chellae or jaws which work from side to side. At the base of the chellae are a pair of palps which are fine but stubby manipulative members. Each of the varieties of Majat has different physical modifications to suit its specialized functions. Workers have smaller heads, short, stubby jaws, and thick, sturdy legs. Drones have large heads, small jaws, and small bodies. Warriors have sturdy bodies and heads with an extra-thick, armored shell. The heads are large with long, sabre-like jaws, and the mouth parts are modified to produce a spike which can inject a deadly venom. The forelimbs have grasping claws enlarged into weapons, sharp, serrated pinchers. Queens are much larger in overall size with jaws somewhat reduced in an enlarged head. The rear body is greatly distended with the enlarged, egg-producing organs.

When first contacted, there were only four individual personalities of the Majat species, one for each hive. Each personality was, in effect, immortal because the collective memories extended back millions of years. The hive personality was not concerned with the loss of the individual Majat unit as long as the survival of the hive memory was insured. Comprehension of the mortality of humans and other such species was considerably delayed. Majat tended to treat with humans by recognizing a company as a hive entity with its employees as ephemeral and expendable as individual Workers or Warriors. An individual human had no significance to a hive mind except as that individual human related to its own hive equivalent. The major plot of the novel *Serpent's Reach* is dependent upon the dawning comprehension of the true status of humans and the presence of billions of personalities, each of which exists for but a brief instant of a century or so. This comprehension is aided by the use of human starships to colonize new planets. The hive mind can only maintain contact over a planetary distance. Separations of more than tens of thousands of miles or kilometers causes the mental link to snap and individual Majat units to go insane and die. A group containing a Queen, however, upon separation, achieves an independent personality. Majat philosophy and outlook is beginning to enter an expansionist phase.

Majat do not have a very high machine-oriented tech level. At time of discovery, Majat technology barely encompassed separation and working of metals with the beginning knowledge of fire. However, bio-chemical technology was extremely high. Majat are able to manipulate genetic material to produce any life form desired, but the Majat concept of time may mean that an ordered task may take several centuries to complete. They can develop short-term biological memory programming of great complexity and sophistication once the comprehension of the end result is made. Majat hives trade biological material of great complexity for raw materials, transport of Majat units and communications, and information of certain types.

In physical game terms, the Majat will not have value ranges. Each type has had its physical attributes carefully adjusted to the optimum values over many millenia of selective breeding. These values are given in a table at the end of this column. The normal resistance to impact damage of Majat outer shell material may be taken to be equivalent to a light flack jacket for the Queen, Drones, and Workers. The Warrior would have protection equivalent to a heavy flack jacket. The Drones would be capable of causing damage equivalent to an untrained bare-hand strike in close melee combat, but they would avoid combat. The Worker jaws or manipulative pinchers could cause damage equivalent to a short-sword. The Warrior jaws could cause damage equivalent to that of a halberd, and the forelimbs would each cause damage equivalent to a broadsword. The Queen could only cause damage with her jaws, but, because of her larger size, this would also be equivalent to that of a halberd. The ability of the Majat body to absorb damage is different because of the semi-open cir-

culatory system. As long as the outer shell is not actually pierced, only minimal shock damage is done. However, should the shell be pierced, a loss of one-half the damage of the impacting blow is taken each succeeding turn due to continued loss of body fluids. The Judge might decide, for purposes of game balance, to have the Majat be particularly vulnerable to some other form of attack such as ultrasonics or microwave radiation and take double or triple the normal amount of damage. Majat will be unable to use human precision tools and will take serious dexterity penalties with regular artifacts.

Majat are not suitable for gaming use as player-characters. The individual units do not correspond to human personalities and relationships. Majat are best played by the Judge with each hive being a distinct personality, and the individual units encountered by the players being low-independence biological robots. The implications of Majat manipulative ability should be considered before introducing them into a campaign. Once the Majat become familiar with the biology of the human species, they can affect it in drastic fashion. In *Serpent's Reach*, the members of the company that made initial contact with the Majat were given greatly extended natural lifespans in excess of five centuries' duration. This was done as an off-hand gesture for the convenience of the hive personality so that it would not have to keep re-educating the humans with whom it dealt. Majat also assisted in the production of cloned worker forms of humans and the neuro-educational programing which made them function. This would drastically alter the forms of human society and political interaction. What was altering the overall situation even more was the Majat incorporation of these clones into the

hive structure as a new type capable of remembering, fighting, and working. Humans in the hives functioned as multi-purpose units which were usable at all tasks although not as efficient as the specialized types at any one task. However, because of the greater manipulative ability of the human hand and the greater detail discrimination of the human visual system, the Majat hive gained immensely in its ability to construct mechanical devices. With the ability to plan millenia-long programs and the perserverance to carry them through, the Majat pose an extremely strong unbalancing force in any game campaign based primarily upon present human relationships. It is strongly recommended that the game Judge use Majat only as a "spice." A small admixture of Majat can really enhance the alien flavor of a campaign, but widespread use can only damage an essentially human-centered game system.

Summarized in the following table are the average statistics of the various forms of alien discussed in this column as compared with the average human adventurer. Their statistics were generated using the 1D20 scale. The Human statistics represent the average adventurer, not the common person.

The following Statistical Comparison Graph will permit any game Judge to adapt these values to the number base he or she uses in a campaign.

The next *Gateway Quadrant* will cover the implications of the latest inter-planetary probes of the gas giants Jupiter and Saturn to science fiction rolegaming systems and suggestions for the use of the data in creating exciting game scenarios.

	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY
Human	12	12	12	12	12	12	12	12	12	12	12
Hani Female	13	12	11	13	11	11	11	14	12	12	13
Hani Male, Immature	13	11	11	13	11	11	11	14	12	12	13
Hani Male, Mature	14	10	11	13	11	11	11	15	12	12	13
Majat Queen	20	24	16	18	4	10	10	3	25	12	19
Majat Drone	14	23	18	12	6	11	6	6	0	12	10
Majat Worker	20	6	8	14	10	10	8	15	0	12	10
Majat Warrior	24	8	10	18	8	12	10	20	0	12	10

Probability Comparison Chart

2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

NOTES ON HENCHMAN

by ANDREW RUTENBERG

Henchmen are people with the ability, need, and motivation to adventure. They seek employment with higher level 'mentors' for a variety of reasons, reflecting a variety of basic personalities. The three basic types of Henchmen are:

1) **Experience:** This is the most typical Henchman. He joins up to gain experience from older and 'wiser' adventurers. This type generally learns from mistakes and will become very wary if forced into frequent dangerous situations.

This general type of Henchman will quit once they are 1-2 levels above the average for NPC's (about 5th - 7th). However, these will stay around if they have fanatical loyalty.

2) **Greed:** This type of Henchman has two categories: the stupid type, who actually expects to become rich and powerful from his association; or the gambler who knows the inherent risks involved in being a Henchman and is willing to play the odds. Both types will demand fair or better shares of the treasure and loyalty will be lacking if they don't receive a good cut.

Henchmen motivated by greed tend to stay with players until a certain monetary goal is reached, at which time they will quit. In some circumstances (101%+ Loyalty) the Henchman will stay around even once his goal is obtained. This type of Henchman also tends to quit if the lack of financial opportunities is realized.

3) **Hero Worship:** This type should be kept in the minority. This type of Henchman joins up with a mentor because the Player Character is idolized (for one of a variety of reasons). Loyalty with this type of Henchman tends to be either absolute (100%) or non-existent. The latter case applies if the Player Character sways significantly from the Henchman's idol image. This Henchman tends to lack a prominent personality.

Hero worshipping Henchmen tend to stay with characters until one or the other dies (and perhaps beyond, then).

While personalities and goals in Henchmen are wanting in most campaigns, it is a good idea to not bring them into active play (however, plans can be made or vengeance set) until they reach about 25% of the level of their mentors. This reflects the innate aweing power of high level characters and also prevents hard work going into an NPC who will die the first time a Giant Rat bites him (although a NPC will almost never go into near certain death).

A Henchman will always stay with a character (if the Player Character wants him to) if a friendship has developed. This will only happen if particular friendly attention is paid to the Henchman (and he has a very good loyalty).

Type of Henchman (Percentile Dice)

- | | |
|---------|---|
| 01 - 70 | Experience |
| 71 - 95 | Greed |
| 96 - 00 | Hero Worship (only if the character has done things of note reflecting his alignment) |



MORROW PROJECT REPORT

By Bill Pixley



Mortars

Since Mortars are very useful in the brush fights typified in the Morrow Project, a Mortar that is not in the Morrow Project but due to the large number in reserve storage around the U.S., the M19 60mm Mortar would probably be found in hidden reserve stocks or in the hands of the various groups out in the world.

M19 60mm Obsolescent U.S. Army Mortar:

Weight. 21.03kg
Rate of Fire 8 RPM

Ammo Types

M49A4 60mm HE Shell:

Weight. 1.46kg
Minimum Range 45m
Maximum Range 1,814m
Burst Radius. 9m

M302E2 60mm WP Shell:

Weight. 2.26kg
Minimum Range 40m
Maximum Range 1,465m
Burst Radius. 10m

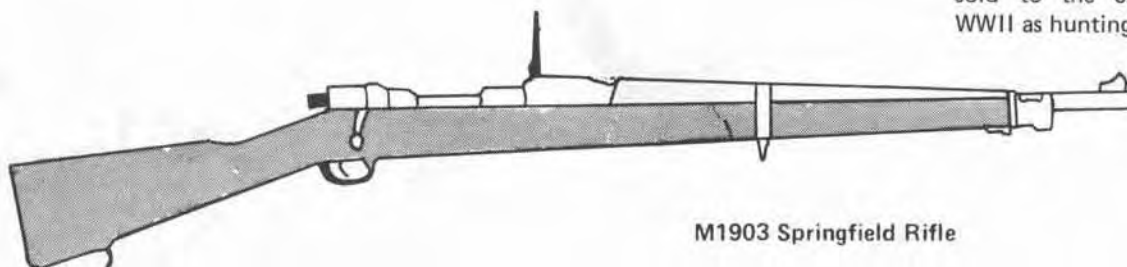
M83A3 60mm Illuminating Shell:

Weight. 2.27kg
Minimum Range 375m
Maximum Range 1,000m
Illuminated Area 600m diameter
Burning Time 25 seconds

M1903 Springfield Rifle 7.62 x 63mm:

E-factor. 18
Weight. 3.64kg
Effective Range. 800m
Maximum Range 3,155m
Rate of Fire 15 RPM
Feed Device 5 Rd Clip

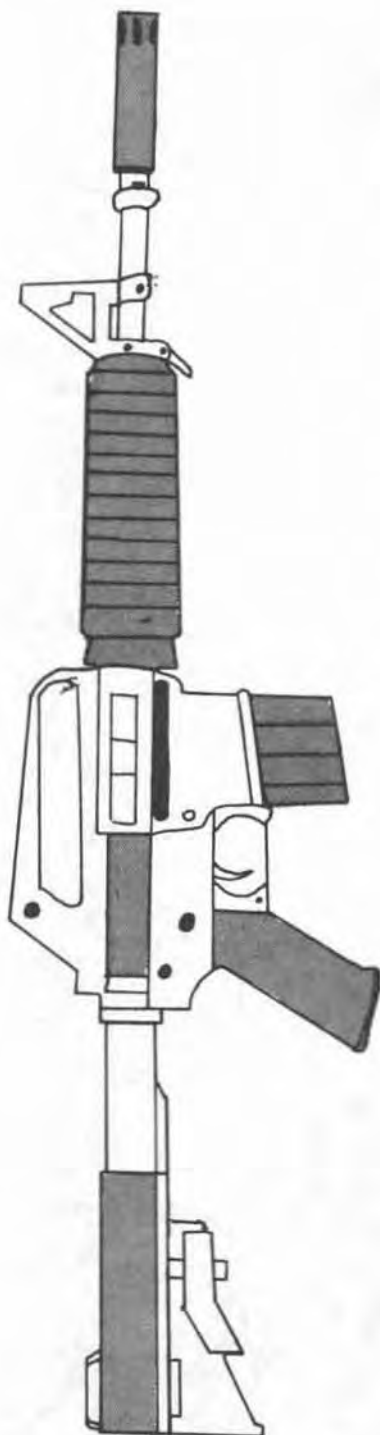
The M1903 was the standard infantry rifle of WWI for the U.S. Army. The rifle (like most pre-WWII weapons) is rugged and very dependable. It should be a very common weapon in the hands of the survivors because large quantities of the rifles were sold to the civilian populace after WWII as hunting rifles.



M1903 Springfield Rifle

**The Colt Commando Assault Rifle
5.56 x 45mm:**

E-factor 14
Weight 2.78kg
Effective Range 200m
Maximum Range 2,600m
Rate of Fire 45/700 RPM
Feed Device as per M-16



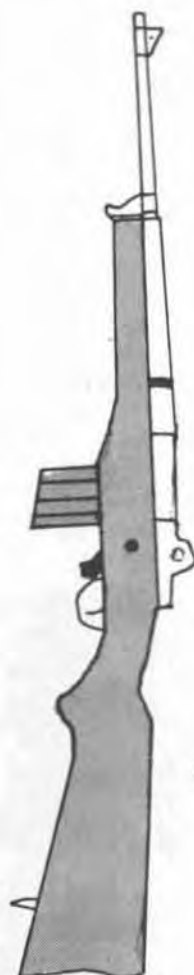
The Colt Commando Assault Rifle

The Colt Commando is a much lightened M-16, so lightened in fact, that despite it being called an assault rifle, it is really a submachinegun. The weapon's lightness makes it rather flimsy and therefore rather rare to have survived the time since the war, unless it is in the hands of those who would take good care of it (the Rich Five and the Snake-Eaters).

Ruger Mini-14 Rifle 5.56 x 45mm:

E-factor 14
Weight 2.9kg
Effective Range 300m
Maximum Range 2,650m
Rate of Fire 40 RPM
Feed Device . . . 20 or 30 Rd Magazine
Device Weight . . 20 Rd Magazine: .2kg
30 Rd Magazine: .35kg

The Mini-14 is a civilian rifle that because of its relatively low price, has been highly touted as a survival arm. Folding stock versions also exist.



Ruger Mini-14 Rifle

Ruger AC-556 Select Fire Weapons:

Rate of Fire 40/750 RPM

The Ruger AC-556 is the select fire version of the Mini-14. The AC-556 has been sold to some police departments.

Markov SL Pistol 9 x 18mm:

E-factor 9
Weight 0.9kg
Effective Range 50m
Rate of Fire 35 RPM
Feed Device 8 Rd Magazine
Device Weight 0.1kg

The Markov is the standard sidearm of the Soviet Army and therefore it can be found in the hands of the Soviets. Note the round used in the pistol is not 9mm Parabellum and cannot use 9 x 19mm ammo.

RPK Light-Machinegun 7.62 x 39mm:

E-factor 15
Weight 5kg
Effective Range 800m
Maximum Range 2,200m
Rate of Fire 660 RPM
Feed Device 40 Rd Magazine
or 75 Rd Drum
(May use 30 Rd Magazine from AK-47)
Device Weight . . 40 Rd Magazine: 1.13kg
75 Rd Drum: 2.1kg

The RPK is the Light-Machinegun version of the AK-47 and is used by the Soviet Army (and therefore would be in the hands of the Soviets). The RPK shares with the AK-47 many parts and like the AK-47 is very rugged and dependable.



Next issue, I have a special adventure scenario planned for you. It is an assault on a Krell base complete with light armored vehicles and varied weapons. In the future, I will have other scenarios involving Soviets, Canadians, Mexicans, and Brazilians.

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ENEMIES OF JUSTICE

A TRILOGY OF VILLAINS AND VIGILANTES™ SCENARIOS

by PAUL RYAN O'CONNOR

AUTHORS FORWARD AND INTRODUCTION

This trilogy of scenarios is designed for use with **Fantasy Games Unlimited's** Superhero role-playing game, **Villains and Vigilantes™**. Each of the scenarios presented herein are separate, independent adventures designed to be run individually. Each is gauged for characters of different experience levels—guidelines for determining appropriate player-character levels are provided in the introduction to each scenario. With a bit of work, individual Judges can weave these three situations together into a continuing campaign, with the same characters facing each situation in turn, or the separate scenarios can simply be inserted into the Judge's world with a minimum of effort.

Villains and Vigilantes™ is, by its very nature, an extremely open-ended game. As such, it is impossible to fully present every possible detail within the scenarios provided. If a situation should arise requiring information not presented herein, then the Judge will have to fill in the details as best he or she can. As with any role-playing supplement, **Enemies of Justice** can provide but a skeleton—it is ultimately the Judge's responsibility to bring life to the villains and heroes described within through the agency of his own imagination.

It is important to remember that this scenario is now yours, as the Judge, to use as you please. Feel free to adjust the characters and situations I've presented to best fit your needs. For better or for worse, these are now **your** adventures—do with them as you will.

Enjoy.

CONVENTION: THE POWER ROLL

In the course of running **Villains and Vigilantes™** adventures, I have found that I've often needed to determine whether or not a character has been caught by a trap, survived a fall from a great height, noticed some hidden item, or otherwise been successful in performing one task or another. Sadly, the **Villains and Vigilantes™** lack guidelines for adjudicating such situations.

To this end, I have developed the "Power Roll". I include it here as you might find it useful in adjudicating the scenarios included herein. The "Power Roll" is a catch-all saving roll that a character must make to succeed in a particularly difficult task.

To successfully make a basic "Power Roll", a character must roll his or her current Power rating or less on D100. A roll equal to or less than the character's current Power rating indicates that the character has successfully accomplished the task in question. Failure to make this roll indicates that the character has failed in the task. The consequences of success or failure in a given task are left to the Judge to adjudicate.

Especially difficult tasks might require that the player roll some fraction of his Power, such as $\frac{1}{2}$ or $\frac{1}{4}$. Especially easy feats might be accomplished by rolling as much as twice a character's current Power rating. In any event, a Power Roll result of 01 - 05 always indicates success, while a roll of 96 - 00 always indicates failure, irregardless of the number actually required.

This system is presented purely as a tool for the Judge's convenience. If it feels good, use it. Otherwise, ignore the rule and use whatever system you choose.



SCENARIO 1: AN HOUR FOR TERROR , A MOMENT TO DIE

Introduction To The Scenario

This scenario deals with the ticklish situation of a terrorist hijacking. While the villains of this piece are simple thugs, weak in and of themselves, they deal from a position of power by virtue of the fact that they are threatening the lives of innocent people. Thus, while the terrorists would prove to be push-overs for even a first level Superhero, the situation presented might very well demand a more experienced character to avoid a tragedy. This scenario probably will work best when used either by a large number of low-level Superheroes (so superior team tactics can win the day), or by a small number of more experience Heroes (so finely honed powers can enter the contest).

The scenario begins with the Heroes being informed that a hostage drama is unfolding at a local airport. You may introduce this information in whatever way will best suit your campaign--a newsflash over T.V. or radio, an official alert on the group's security monitor, a chance encounter along the characters daily patrol route. . .suit yourself.

The characters will arrive at the airport to find a stand-off situation. The terrorists, representing a group called "The People's Liberation Army", have taken control of an international flight while it was still on the ground at the airport. The terrorists are demanding the release of five political prisoners from a local penitentiary, and safe passage out of the country. The terrorists are armed and have threatened to kill one hostage every hour beginning at midnight if their demands are not met. It is unknown how the group managed to smuggle their weapons onto the flight.

The police have thrown up a cordon around the plane, and are attempting to negotiate with the terrorists. Approximately half the passengers on board the airplane have been released, and by piecing together the information they could relate, the police have determined that there are at least five terrorists on board. The remaining passengers are being held in the coach section of the aircraft. It is known that at least one of the terrorists is in the cabin of the aircraft, while two others have been sighted moving around in the coach section.

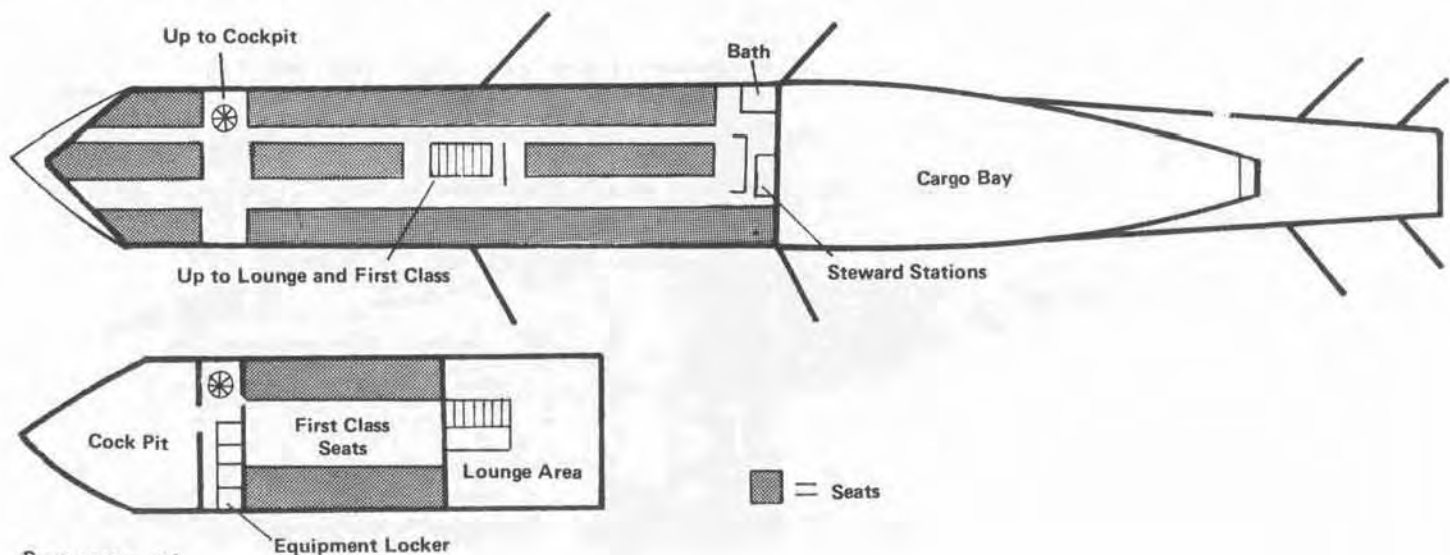
The police are in a jam. The Governor has already stated that the release of the prisoners in question is impossible, although this has not been revealed to the terrorists. The police have the aircraft completely surrounded, so the terrorists can't escape, and police sharpshooters are positioned so as to be able to pick off the terrorists that expose themselves through the windows of the airplane. Still, the police are loathe to open fire, as this would almost certainly precipitate a major disaster with the remaining terrorists on board. Still, the negotiations with the terrorists are making no headway, and the hour of midnight is fast approaching. Something will have to be done soon. It is at this point that the characters arrive.

The police will gladly accept whatever aid the Heroes can offer. Present the characters with the information above, and let them decide what steps to take.

THE MAP

The map shows a schematic representation of the situation on board the aircraft. Windows are assumed to line the cabin walls thorough all sections of the airplane.

The jet is parked in a shadowy section of the airport, providing the characters with a chance to approach the plane with a good chance of doing so unseen.



THE TERRORISTS

There are six different members of "The People's Liberation Army" on board the plane. They are detailed below.

1 ALLEN COOPER (leader)

STR: 15 IQ: 15 CON: 14 DEX: 15 CHA: 17 Level 4 Age: 28 Power Potential: 59

Offensive Bonus: 0

Hit Points: 8

Direct Damage: +3

Other Damage: +2

Defensive Bonus: 0

Hit With Devices: +10%

Detect Entrances: 4%

Detect Traps: 15%

Allen Cooper is the leader of this band of terrorists. He is very suspicious of attempted trickery on behalf of the police. He is more than slightly mad, and would not hesitate to give his life for his "cause". It is with Allen Cooper that the police have been carrying on negotiations via radio. He is beginning to suspect that he'll have to kill some of the passengers to get his way, and is prepared to do so.

Allen Cooper is wearing a cap, dark glasses, and a phoney moustache to hide his identity. He is armed with a pistol.

2 WILLIE SMITH

STR: 8 IQ: 10 CON: 14 DEX: 6 CHA: 9 Level 4 Age: 21 Power Potential: 38

Offensive Bonus: -10%

Hit Points: 2

Direct Damage: -1

Defensive Bonus: +5%

Detect Entrances: 1%

Detect Traps: 5%

Willie Smith is a trigger-happy psychopath with a barely-controlled lust to kill. He is a nervous sort, and is likely to start at anything unexpected. Willie Smith is wearing a stocking mask and is armed with a pump-action shotgun. The shotgun fires with the same modifiers as a rifle, and does 1D12 damage if it hits. Willie Smith's Dexterity is low enough that it effects his accuracy with the shotgun, causing a base 10% chance that Willie will hit some other target than the one intended when he fires it.

3 BOBBY THOMAS (lookout)

STR: 11 IQ: 13 CON: 7 DEX: 10 CHA: 10 Level 3 Age: 28 Power Potential: 41

Offensive Bonus: -5%

Hit Points: 6

Defensive Bonus: 0

Detect Entrances: 1%

Detect Traps: 5%

Bobby Thomas is entrusted with the job of guarding the only open door to the aircraft. He has a keen eye and is very observant, and glances periodically through the open door of the aircraft to see if anyone is approaching. Bobby Thomas wears a hat and a hankerchief over his features and is armed with a .45 automatic.

4 JOHN GLAZJAW

STR: 11 IQ: 11 CON: 10 DEX: 10 CHA: 10 Level 2 Age: 23 Power Potential: 42

Offensive Bonus: -10%

Hit Points: 2

Defensive Bonus: +5%

Detect Entrances: 1%

Detect Traps: 5%

John Glazjaw is the terrorist's ace in the hole. Hidden away in the furthest back section of the aircraft, his presence should be unknown until someone is right on top of him. The police are unaware of his existence. Any Superheroes looking into the aircraft through the window with standard vision will not spot his location. As a result, he could possibly make a very dangerous foe. John Glazjaw is wearing a rubber horror mask of a Werewolf, and is armed with a .45 automatic.

5 ONE-EYED NICK

STR: 14 IQ: 17 CON: 10 DEX: 10 CHA: 14 Level 4 Age: 23 Power Potential: 51

Offensive Bonus: 0
Hit Points: 3
Direct Damage: +2
Other Damage: +1

Defensive Bonus: 0
Hit with Devices: +10%
Detect Entrances: 4%
Detect Traps: 15%

One-Eyed Nick is Allen Cooper's second-in-command, and is every bit as committed to "The People's Liberation Army" as Cooper. Acting as the mediating influence with the terrorists in the main body of the plane, it is his responsibility to see to it that no needless shooting breaks out. Ultimately, the responsibility will fall to him should Allen Cooper decide the time has come to begin executing hostages. One-Eyed Nick wears a rubber horror mask to hide his distinct features. He is armed with a .45 automatic.

6 RICK TOOLE

STR: 9 IQ: 4 CON: 9 DEX: 9 CHA: 3 Level 1 Age: 23 Power Potential: 31

Offensive Bonus: -15%
Hit Points: 5
Direct Damage: -1

Defensive Bonus: +10%
Hit With Devices: -20%
Other Damage: -1

Rick Toole is a congenital idiot, barely aware of what he is doing. He believes the other terrorists to be his "friends", and will do whatever they tell him to do.

The terrorists are anything but friends to Rick Toole. They've transformed him into a living bomb by strapping several sticks of dynamite to his torso and wiring the detonator to a deadman switch. If Rick Toole releases his hold of the deadman switch (which would happen if he were to be killed, or loose consciousness, for instance), then the dynamite would detonate, causing 5D20 worth of damage to anyone within his immediate vicinity. This would almost certainly kill Toole and anyone in his section of the plane. The dynamite is clearly visible on Toole's body.

The Heroes could possibly negotiate with Toole if they used the right approach, but Toole will blow himself up if any member of the terrorist group tells him to. The terrorists would probably rather not detonate Rick, instead preferring to use Toole as a last-ditch bargaining tool.

TACTICS OF THE SITUATION

The terrorists will more or less remain in place until midnight, or until shooting breaks out, whichever occurs first. All the terrorists periodically glance out the windows of the aircraft. Still, they are not the most observant people on the whole. They probably wouldn't notice a Hero clad in black approaching the plane if he stuck to the shadows, but a Human figure in a gaudy costume glowing with light and flying through the air would be a dead give away.

At midnight, Allen Cooper will give the order to kill a hostage. One-Eyed Nick will then pick a passenger at random, drag him or her forward to the stairs, and shoot the hostage. This would almost certainly cause the police sharpshooters to open fire. The results will probably prove disastrous.

You'll probably want to start your scenario around 11:00 or 11:30 p.m. to put the pressure on the characters to formulate a plan and act on it. Running this scenario in real time can add a touch of excitement.



REWARDS AND PUNISHMENT

Successfully capturing the terrorists without loss of life will earn the Heroes \$2000 in accumulated Rewards, the Charisma Bonuses outlined in the rules, and Experience equal to three times their rate of gain each. The mission, however, probably won't prove so successful.

If the characters really botch up the mission, they should get nothing in the way of Rewards or Experience, and should probably suffer a Charisma loss. If the mission is only partially successful, then the Judge should decide what mix of Reward money, Charisma modification and Experience awards are appropriate.

In any event, the situation on the plane will have been covered live by all the major news networks, so the Heroes will probably be in for some (possibly unwanted) publicity. An event like this can make or break a Superhero's public image.

NOTES

The nature of this scenario should prove interesting and challenging to the players. Characters that are used to solving problems with their muscle are liable to make some big mistakes in this one. In the end, the successful Hero in this adventure will be the one who keeps a cool head and can manage to think on his feet.

SCENARIO 2: IN DARKNESS LURKS THE SLIME DEVIL

Introduction To The Scenario

This scenario concerns a series of gruesome murders in the city's sewer system. The scenario requires that the Heroes enter the sewers and stalk a monster to its lair, where they will face the final confrontation. This scenario works best when run with two or three mid-level Heroes.

The scenario begins when one of the Heroes is approached by a young child while conducting his daily patrol. The child will say that he has a serious problem, and will offer the sum total of his allowance for the rest of the year if the Heroes will help him.

The child says his name is Bobby Norton. He says that his father went to work three days ago, and hasn't been seen since. Bobby's mother is of the opinion that her husband has simply walked out on his family, but Bobby won't believe this. His father had promised to take him to a baseball game the day before, and, when he didn't show up, Bobby became convinced that his father was in trouble.

It can be learned from the boy's mother that the father, Arthur Norton, worked with a repair crew in the city's sewer system. Bobby's mother will tell the characters that she and her husband have been going through marital problems for several years, and that her husband has walked out on her before. She could care less where he is, and hasn't bothered to call work looking for him.

If the Heroes pursue the investigation to the Sewer Department, they will run into a wall of red tape. The Sewer Director has recently resigned his post, and the department is in an uproar. The ex-Director is staying at a vacation resort and is impossible to reach. The Acting Director is an overworked secretary with little time for meddling Superheroes.

If the Heroes persist in their investigation, they will eventually gain access to the company's work records. The records show that Arthur Norton punched in at the correct time on his time clock the night of his disappearance, but never punched out. The Sewer Department pays little heed to this, as workers forget to punch themselves out on the clock as they go home. Nevertheless, Norton has failed to return to work. After repeated attempts to reach Norton at his home failed, the department decided to fire him. Norton's discharge papers were issued a week ago, and still await his pickup in the repair crew foreman's office.

It is at this point that the characters must take matters into their own hands if they wish to solve the mystery. This will necessitate investigating the area where Norton was last seen: the sewers themselves.

There is more going on here than meets the eye. A series of gruesome murders have occurred in the sewers over the last month, but the Sewer Director was ordered by higher-ups at City Hall to hush up the incidents. This is because one of the higher-ups is affiliated with a major chemical company located in town, which has been illegally dumping radioactive compounds into the sewer. News of the murders would undoubtedly spark an investigation, which would reveal the illegal dumpings. This would be very bad for the company. Hence, the cover-up. The Sewer Director quit his job because he could no longer stand the burden of so many deaths on his conscience, but was in too deep to go to the authorities. The Acting Director knows nothing of the deaths or the cover-up.

IN THE SEWER

The sewers can be entered through most any convenient man hole or storm drain. The sewers themselves consist of miles of sprawling pipeline. Most of the sewer is devoid of interest. Rather than map out miles of boring sewer tunnels, use the following procedure to determine what happens when the characters search through the sewers.

For each game hour that the Heroes spend searching through the sewers, each of the characters may attempt his or her Detect Entrance roll. If made, then the characters have located the secret entrance to the Slime Devil's Lair. If none of the Heroes manage to make this roll, then roll 1D10 and consult the following chart:

- 1 - 5 Nothing happens. The characters may either continue to search or give up.
- 6 The Heroes find a patch of green, radioactive slime (see the section on the Slime Devil for an explanation of the slime).
- 7 The characters find a partially dismembered corpse. The corpse is too badly disfigured to identify. This may be Arthur Norton, or it may be one of three other workers murdered in these sewers.
- 8 The characters find the sewer area where the chemical company is illegally dumping radioactive materials.
- 9 The characters are attacked by a Serpent.
- 10 The characters are attacked by the Slime Devil.

THE SLIME DEVIL

STR: 16	IQ: 18	CON: 20	DEX: 17	CHA: 16	Level 10	Accidental Scientific	Power Potential: 71
Offensive Bonus: +20%							Defensive Bonus: -15%
Hit Points: 44							Hit With Devices: +20%
Direct Damage: +7							Detect Entrances: 16%
Other Damage: +3							Detect Traps: 20%
Powers:							
Emotion Control							Lower Level Companions
Water Breathing							Spiked Tail
Revivication							

The Slime Devil is an unholy Humanoid-snake creature, created by a freak reaction between the water of the city's sewers and the radioactive waste dumped therein. The creature stands 6 feet tall in a semi-crouch, and is covered in dripping, green slime. It has one, glowing yellow eye in the center of it's head, and sports a row of wicked spines that run down the length of its back and onto its spiked tail. It has two deceptively spindly, multi-clawed arms and walks upright upon powerful, almost Human legs. His body excretes slime, which is vaguely radioactive in nature, and can be found in patches all throughout the sewer system.

The Slime Devil is highly intelligent, but that intelligence is alien in nature, and incomprehensible to Humans. The Slime Devil views the sewers as his home and breeding ground, and will slay any who enter it.

In combat, the Slime Devil will attempt to use his Emotion Control first before entering into hand-to-claw combat. Emotions it commonly attempts to instill include Fear, Claustrophobia, Panic, and Demoralization.

SERPENTS

Serpents are evolving versions of the Slime Devil. The creatures are hatched as small Serpents and grow to sizes in excess of 12 feet long, before going into crystalis and emerging as full-grown, adult Slime Devils. While in Serpent form, the creatures attack on the hand-to-hand column with a +10% bonus. They have 10 Hit Points each, and no Power Potential. They have no special defenses. Their Bite does 1D6 in damage if it hits, and carries with it a chance of radiation poisoning.

LOCATING THE SLIME DEVILS LAIR

The Slime Devil's Lair is hidden behind a loose stone in a walled-up sewage tank located near the radioactive waste dump sight. If the characters locate the Lair, the Slime Devil will automatically be within, unless the characters have already encountered and destroyed it.

Within the Lair will be found the corpse of at least one of the missing sewer workers. The walls, floor and ceiling of the Lair are lined with a multitude of slimy, semi-transparent eggs. Within a number of the eggs small Serpent-like creatures can be seen to be moving and rustling.

This is the Slime Devil's Lair, and while here the Devil will fight to the death to protect the eggs. The eggs themselves can be destroyed by smashing or fire—several cans of gasoline and a match is probably the safest and most efficient way to clean out the nest.

Note that a number of the eggs are ripe for hatching, and that smashing them will simply release the Serpent within. Note also that if some of the Serpents escape the Lair into the sewers they will eventually grow into full-size Slime Devils—unless hunted down and destroyed in detail (their radioactive nature should make it relatively easy to locate them, given the proper equipment).



Slime Devil

AFTERMATH: REWARDS AND PUNISHMENT

Hunting down and destroying the Slime Devil is worth a Hero's rate of gain times 10 in Experience points. Successfully destroying the Lair and the young is worth an additional bonus of 5 times the Hero's rate of gain. No Charisma bonuses are awarded for defeating the Slime Devils because the action takes place out of the public eye, and thus does not improve the Hero's status within the community.

Revealing the illegal dumpings and bringing the chemical company to trial is worth one Charisma point. Revealing the cover-up operation and bringing the guilty parties to justice is worth the Hero's rate of gain times 10 in Experience points and is worth a further +1 Charisma bonus. The details of the steps necessary to uncover the cover-up are left to the Judge to determine.

NOTES

This is not a tidy scenario. The Heroes are going to get a little dirty before they can resolve the situation.

It is important, in running this scenario, to avoid pushing the characters into actions they don't initiate for themselves. If the characters should choose to believe Bobby's mother when she says that her husband has simply walked out on her, then let them. The menace in the sewer will continue to grow until such time as it simply can't be kept secret any longer, or until armies of Slime Devils begin to invade the city from the tunnels below. It will be the character's loss for having not investigated earlier.

Furthermore, there is a good chance that the characters will simply destroy the Slime Devil and leave the Lair undestroyed (or even undiscovered). If this is the case, then the young Serpents will mature into full size Slime Devils within six months, and the problems will begin anew. This time, however, there will almost certainly be more than just one Slime Devil. Each Devil will have a Lair of its own, complete with its own stash of eggs.

As you can see, unless the Heroes act quickly, this one can quickly get out of hand. No one ever said a Superhero's job was easy.

Still, in the end, the hardest job is likely going to be explaining to Bobby Norton that his father won't be coming home any more.

SCENARIO 3 : FEMMES FATALE

Introduction To The Scenario

This scenario is a straight-forward hero-villain slugfest. The scenario concerns an attempted robbery of a local bank by a pair of notorious super-villainesses. As such, this scenario affords a rare opportunity for the Judge to inject a bit of realism into his or her campaign.

Draw up a mental picture of what your local bank looks like. It will prove especially helpful if your players are familiar with the bank in question. Use this bank as the setting for your adventure. You may draw up a rough sketch outline of the bank you intend to use if you think it will help you run the scenario, but most Judges will find that they can run this encounter entirely from their head.

Alert the Heroes that a robbery is in progress at the local bank by whatever means suits you best. The Heroes will arrive on the scene to find Sonic Doom and the Amazon busy stuffing bank cash into a number of sacks. Sonic Doom will have already cracked the bank's safe wide open with a sonic blast. The bank personnel are huddled in terror against one wall, guarded by the Amazon's menacing pet, Ubaz the Tiger.

SONIC DOOM

STR: 13 IQ: 11 CON: 24 DEX: 18 CHA: 12 Level 4 Sponsored Power Potential: 66

Offensive Bonus: 0

Hit Points: 17

Direct Damage: +3

Other Damage: +1

Powers:

Heightened Constitution

Radio Reception Device

Sonic Abilities/Flight Device

Defensive Bonus: 0

Detect Entrances: 1%

Detect Traps: 5%

Laura Foater, "Sonic Doom", is equipped and supplied by a mysterious industrial interest. She wears an outfit of black and red, along with an elaborate head set/helmet and backpack device. Without this gear, Sonic Doom loses all her abilities and 5 Hit Points. When not being used for raids on rival industrial firms, Sonic Doom is free to engage in whatever pastimes she wishes--such as robbing banks.

Sonic Doom and the Amazon want to do little more than simply rob the bank and escape with the loot. They work as a team, however, and won't lightly abandon one another in a tight spot. If the villainesses can get clear of the bank with the cash, they'll probably try to escape via the flight setting on Sonic Doom's sonic device. In short, while these two will give most any Hero or Heroes a good fight, they won't hesitate to flee if the situation dictates it.

THE AMAZON

STR: 13 IQ: 25 CON: 22 DEX: 10 CHA: 18 Level 6 Accidental Scientific Power Potential: 70

Offensive Bonus: +5%

Hit Points: 26

Direct Damage: +5

Other Damage: +3

Powers:

Heightened Constitution

Power Weapon

Pet or Lower Level Companion

Defensive Bonus: -5%

Hit With Devices: +40%

Detect Entrances: 32%

Detect Traps: 25%

Veronica Samms was a simple lab room technician before a freak chemical accident gave her the powers of a legendary amazon warrior. Turning to a life of crime, the Amazon uses her abilities as the ultimate huntress to track down and destroy Superheroes for pay. Still, she isn't above doing a bank job now and then. . .

The Amazon's power weapon takes the form of a bow, which fires energized arrows. Her Pet is Ubaz, an enormous Tiger. Ubaz attacks at +30% on the hand-to-hand line of the combat chart, and does 2D12 damage if he hits. He has 30 Hit Points and no Power Potential. Ubaz is extremely intelligent, as well as being unswervingly loyal to the Amazon.



REWARDS AND SUCH

Capture of either Sonic Doom or the Amazon is worth the villain's level number times the Hero's rate of gain in Experience. Charisma bonuses are explained in the **Villains and Vigilantes**™ rules. The bank may offer the Heroes a reward of up to \$1000, depending upon the circumstances of the engagement. There are no rewards available for the capture of either Sonic Doom or the Amazon--most of their activities have been private ones, and thus they don't have prices on their heads.

NOTES

This scenario provides some straight-forward action for fight-minded players. This scenario works especially well if used as a warm-up for a more developed scenario of another type--people will sometimes do a better job at complicated, puzzle-solving role-playing if they have a chance to get the fighting urge out of their blood early.

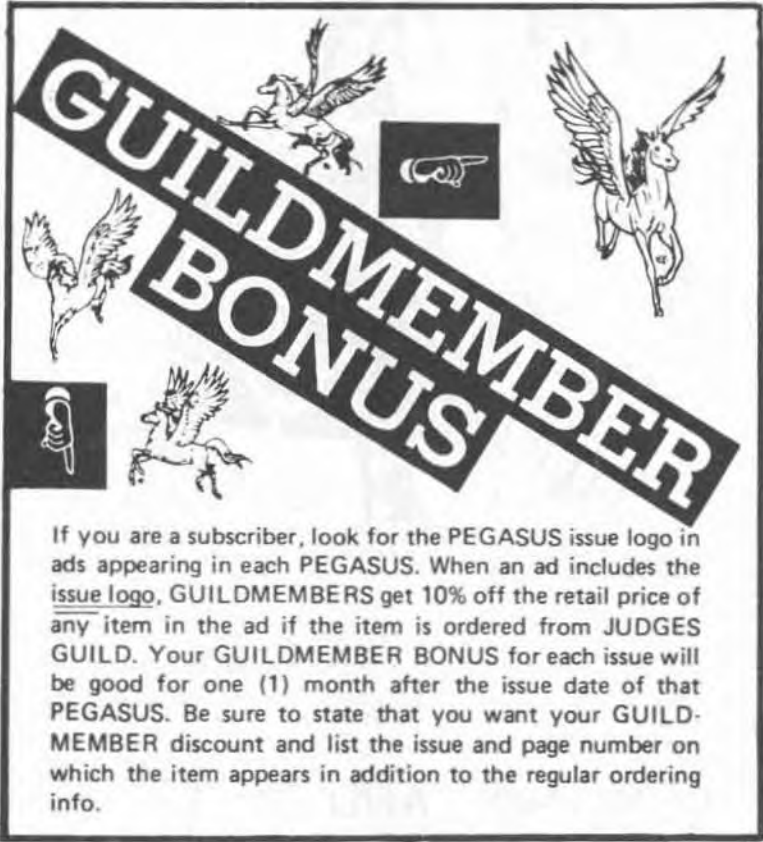
Still, feel free to further develop this scenario. You might wish to experiment with the idea of having Sonic Doom on a raid for her industrial concern for an item of some importance hidden in a safe deposit box in the bank.

AFTERWORD

Villains and Vigilantes™ is a simulation on comic books, and as such, is larger than life. In running scenarios for this game, the Judge must take care that he doesn't become too rooted in reality. The world of the comics is, in many ways, a simpler one than the world we live in, and it should be played as such. Remember that in the comics anything is possible.

For this reason, it is not recommended that you allow characters or villains to be killed. Toy with the dice a bit to ensure that the characters merely fall unconscious. Death really isn't part of a comic book world. If you feel you simply must kill a character off, then see to it that there's some chance of the character undergoing a miracle resurrection sometime in the future. Villains bounce back from supposed death in the comics all the time.

In the end, try to simulate the **feel** of comic books, rather than the letter. Let your characters be Heroes and save the world. You'll find you can't go wrong.



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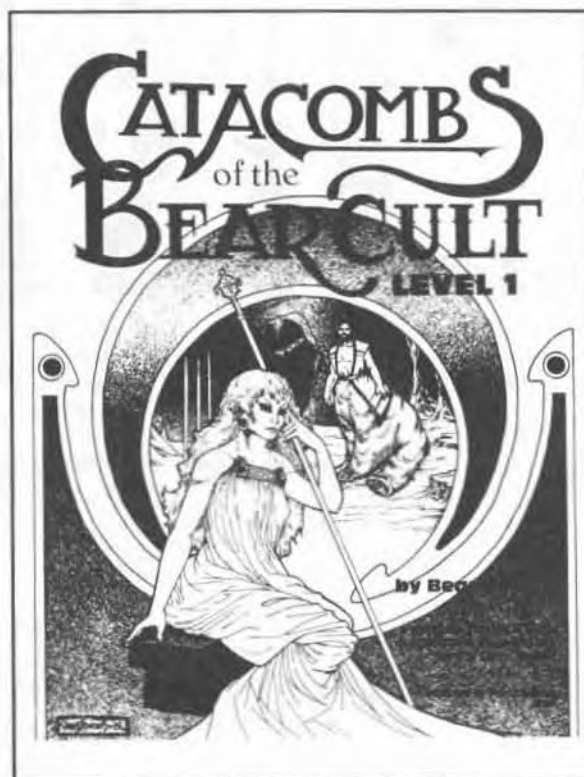
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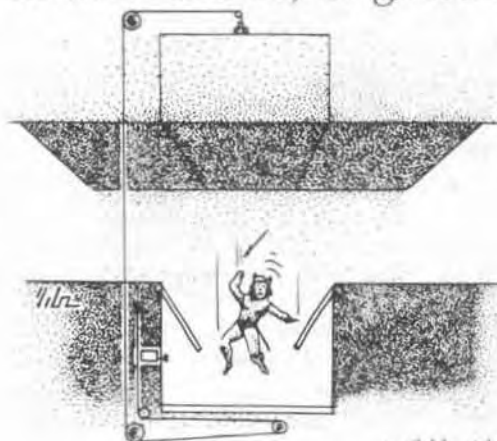
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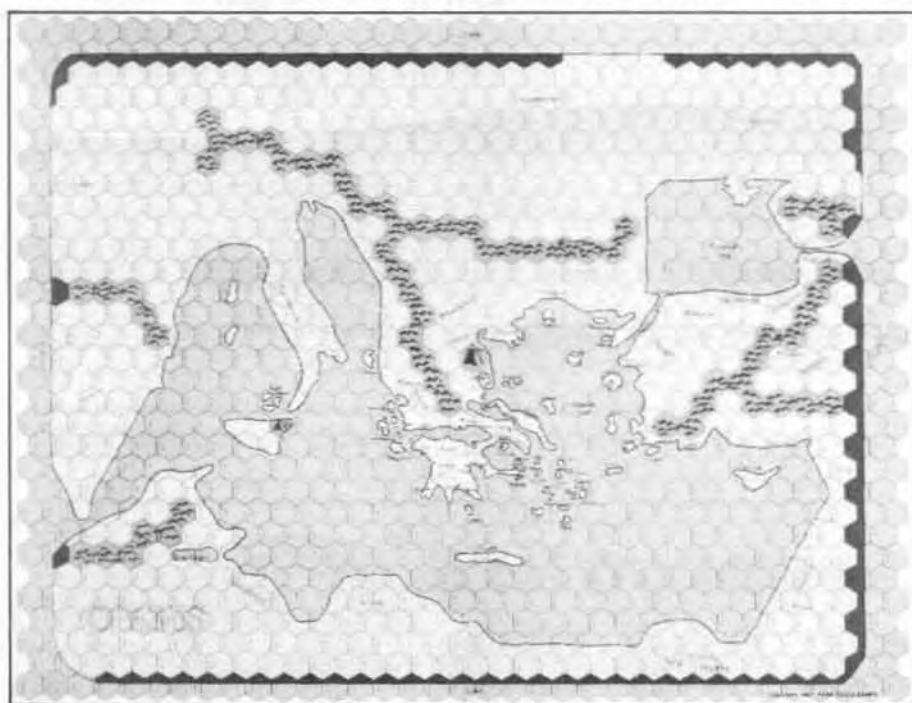
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MAGIK TOMES

The Hand of Zei
by L. Sprague de Camp

Released by Owlswick Press
Reviewed by C. J. Henderson

For those who like collectables, Owlswick Press is offering a real beaut these days. Thirty years ago, L. Sprague de Camp knocked out a sizeable (this printing comes to almost 300 pages) novel entitled **The Hand of Zei**. One of his Viagens Interplanetarias series books, it is packed with great fun, covering nearly every fantasy precept created by E. R. Burroughs, weaving them all together in a fast-moving, often hilarious, novel.

The action takes place on the distant planet of Krishna. Writer Dirk Barnevelt and xenologist George Tangaloo are sent there by their firm, Igor Shtain, Ltd., to finish shooting the film footage the company is under contract to shoot and to rescue their boss, Igor Shtain, if possible. Tangaloo looks upon the enterprise as somewhat of a vacation; Barnevelt approaches the assignment with dread. Leaving the Earth, something he has wanted to do for most of his life, means leaving his mother behind, something he is loath to do - mainly because the woman has brow-beaten him into submission since childhood to the point where he is terrified of her. But, Tangaloo gets him aboard their space ship, away from his mother, and off to Krishna.

With thoughts of his mother haunting him all the way, Barnevelt launches himself into the problems at hand - mainly, getting into Krishna unrecognized, getting his footage and his boss, and getting back out again in one piece. He knows it won't be easy; most of the planet is suspicious of Earthmen, and, since the Viagens Interplanetarias



has a non-interference directive (15 years before *Star Trek* - there are no new ideas) he will have to go it with sword and wits alone.

The story that follows is a panic; it is filled with dinosaur con-men, pirates, sword fights, naval battles, political in-fighting, and Alvandi of Qirib, Queen-ruler of a land defended and dominated by women.

Even as a prediction of things to come, **The Hand of Zei** makes good reading as we watch poor mama's boy Barnevelt tackle an entire society which is his worst nightmare come true.

De Camp has called upon many of the things he knows best, sailing in particular, to make this novel both powerful and interesting. All of the characters are strongly drawn. The action is not only good, but it is fairly non-stop. The pace is rapid as Barnevelt and Tangaloo escape from one mess after another, trying to do their job and stay alive.

The author can be excused for his broad parody of R. E. Howard in the form of Barnevelt. Howard was not the recognized figure when the novel was



written that he is today. Taking the characterization in the spirit it was meant actually helps to make the book more enjoyable.

Another one of the things which makes it enjoyable is the artwork. Besides the full-cover color (by Kelly Freas and Edd Cartier), the interior is filled with black and white illustrations by Edd Cartier, one of the great illustrators of science fiction's golden age. They are the original illustrations from the novel's first printing and have lost none of their charm or distinction over the past three decades.

All in all, *The Hand of Zei* is a grand adventure and good fun woven together at a rapid pace. Like most of de Camp's work, it is well worth the effort of tracking it down.

To order this Owlswick book or merely to get their catalogue, write to: Owlswick Press, Box 8242, Philadelphia, PA. 19101, or check with your local fantasy book shop.



The Science Fictional Dinosaur
 Edited by R. Silverberg, C. G. Waugh,
 and M. H. Greenberg

Released by Avon/Flare Books
 Reviewed by C. J. Henderson

As it has often been said, everybody loves dinosaurs. Science fiction and fantasy are filled with them. For some reason, a gigantic lizard on the cover of a paperback will always help sales. And, in the case of Tom Hildebrandt's cover for *The Science Fictional* Pegasus 32



Dinosaur, there should be no exceptions. The editors have taken nine, top-notch science fiction dinosaur stories and gathered them together under one roof to the delight of readers across the country.

It is a broad collection. There has never been a funnier dinosaur story than Isaac Asimov's "A Statue for Father." Paul Ash's "The Wings of a Bat" is a good, grumpy tale with an undramatic yet satisfactory ending. Asimov's second entry, "Day of the Hunters," is humorous in its telling but not in its message. A story that compares the mysterious end of the dinosaurs with modern-day life, it is all the more chilling now, 30 years after it was written.

After that, however, humor vanishes, for the most part. Harry Harrison's "The Ever-Branching Tree" is a classic tale of childhood and its indifference to the past. Brian Aldiss writes

a much harsher story in his short-short "Poor Little Warrior!" Many tales have been written about men traveling time to hunt dinosaurs, but never has one been so hard on its subjects as this one. With his usual flair, Aldiss has ground his central character down under the pressures of an uncaring world, destroying his dreams with a cruel snapping of truths.

Also dealing in harsh realities is Poul Anderson's "Wildcat," a tale of ecological rapists and political madmen. Written in '58, after McCarthy and during the opening paranoid years of the cold war, it is a bitter, grey, hopeless story of irrational hatreds and fears. Its grim premise and telling practically negate its pitifully absurd "happy" ending. Written more recently and yet just as harsh in their judgments of mankind are F. D. Gottfried's "Hermes to the Ages," and Bob Silverberg's "Our Lady of the Sauropods." Both are harsh tales indicating that not only might the dinosaurs have been more intelligent than we usually give them credit for, but they might have been more intelligent than we.

Worth the price of the book all by itself, however, is Robert F. Young's "When Time Was New." Like most of Young's work, it is basically a love story, but that is not meant to demean the tale. "When Time Was New" is a touching and clever piece of modern fiction. Although it bends the laws of probability slightly to achieve its conclusion, since that is one of the hidden points of the story, it does not matter much.

Continued on page 93

CITY STATE CAMPAIGN INSTALLMENT

4 MINI-ADVENTURES



AELEL'S TUTORING SERVICE

by Charles Farnum

THE TOWER OF MABELECK

by Bill Prouty

KTHENTA'S DARK REPOSE

by Conrad Heiney

THE PYRAMID OF SUBERUS

by Gregg Woodcock

and Christopher Weaver



Aeol's Tutoring Service by Charles Farnum

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The Tower of Mabeleck by Bill Prouty

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Kthenta's Dark Repose by Conrad Heiney

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The Pyramid of Suberus by Gregg Woodcock and Christopher Weaver

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AELEL TUTORING SERVICE

The above sign hangs outside of a small building on Water-Rat Road in the City State of the Invincible Overlord. The house has one room where currently seated is Ael. He gives the following speech:

"I run a small tutoring service. For the small sum of 1,000 GP, I can advance you as far as 6th Level, depending on your line of work and ability. This price includes one year of totally safe lessons. Of course, if I let in just anyone, people would be knocking down my doors. Therefore, there is a little entrance exam. The folks who do the best get the most of my attention, and a few flunk out. The test is totally safe and requires 100 GP to enter. If any of you want to take it, give me your money, and I'll tell you more."

If anyone agrees, he takes the first one and tells the rest to come back tomorrow. He leads the person through a door, which he casts a *Lock* spell upon, and then down the stairs.

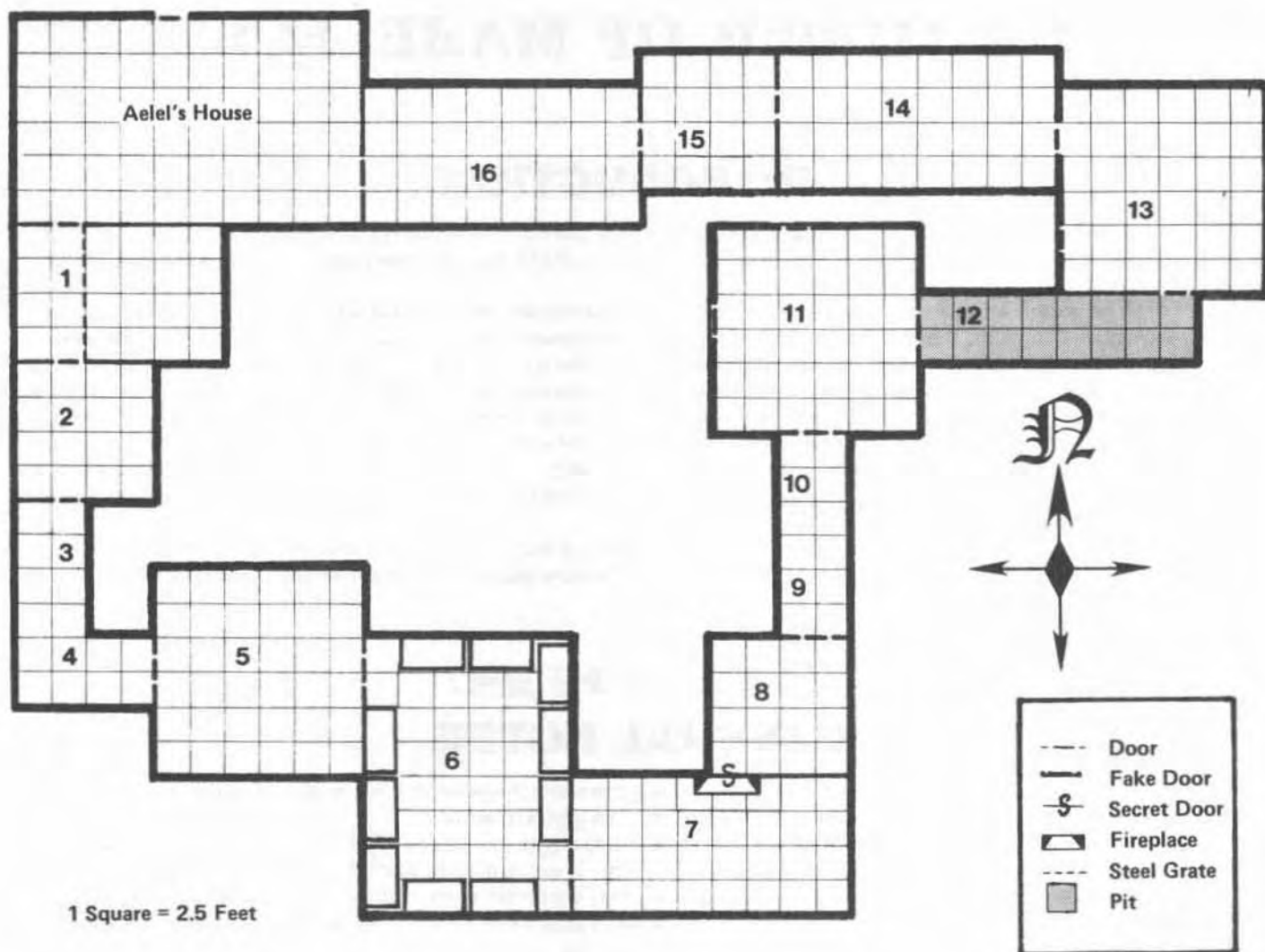
"The main purpose of this service is to get leaders for my little group, although joining my group is not required," he explains. "If you ever wish to give up, call for me. Whenever I hear my name, whatever is attacking you will stop, and I will take you out of the Dungeon. When you call, you are giving up and, thus, flunking the test. Creatures are expensive, so don't kill anything if you can help it. Your mission is to safely get through the Dungeon. On the way, try to remember what you see, and take anything of value. I will be testing your memory, care, agility, and common sense. Above all, remember that there is a way out of any situation in which you may find yourself if you have made all the right decisions. Finally, try to be fast. Slow folks are boring." With that, he disappears, and the player finds himself at the entrance to Room 1.

Ael is a Human, 10th Level FTR and 5th Level Magic User. As he will only accept 1st Level characters, that should indicate what happens if they try to fight. Ael has a Bracelet of Invisibility and Elven Boots, and he will follow the player through the entire Dungeon. If the player fails the test or refuses to be a student, Ael will place a spell of *Forgetfulness* on the player which causes the player to forget the past day's events.

- 1** **Player:** The door into this room is yellow. To your left is a 10' by 15' chamber. In front of you is a green door. There is a grating which is slowly rising between you and the chamber. In the chamber is a very hungry-looking Lion.
Judge: If the player decides to run to the door within five seconds after hearing the description, he will make it. Otherwise, he will have to fight the Lion. The Lion is ARM: as Leather, Hit: 4; HTK: 15; Damage: Claws (1 - 4/1 - 4) and Bite (1 - 10).
- 2** **Player:** This 10' by 10' room is well lit by torches. There is a large pile of Copper Pieces in the far left corner. There is an opening opposite you.
Judge: Under the pile of 500 CP are several items. They are a Sword, a scroll, a Light Crossbow with 200 Bolts, a pair of glasses, a Cloak, and a key. The scroll reads "You may take three items, but leave the rest alone." The glasses act as a *Magical Sight* spell which enables the wearer to see through all magics that hide the true nature of things. The key will open any lock in this Dungeon. If the player tries to leave with more than three items, Ael will throw a *Sleep* spell on him and cart him out of the Dungeon. Note that a torch may be taken as one of the three items, and all items not described above are normal and not magical.
- 3** **Player:** This corridor is very bright; the light is almost blinding.
Judge: This is simply to keep the Orcs in their place. They will not venture here.
- 4** **Player:** There is an Orc with a Broadsword here. He is blinking in your direction.
Judge: If the player walks around the corner, the Orc will smile and hold out his hand. If he is given 5 CP or more, he will allow the player to pass by him. Otherwise, he will call the guards from Room 5 and attack. Any character may try to sneak by at +50% Normal Probability because of the Orc's blindness. Orc: ARM: None; Hit: 1; HTK: 4; Weapon: Broadsword.
- 5** **Player:** The 15' by 15' room is barely lit by a candle on a table in the near right corner of the room. Five Orcs are deeply engrossed by a card game at the table. There is an opening opposite you.
Judge: Any player can sneak through by rolling less than their Agility on 1D12. Thieves may attempt to steal one of the bags where the Orcs keep their stakes, 540 CP. The loss will be discovered in one round. 5 Orcs: ARM: None, Hit: 1; HTK: 4, 8, 3, 2, 7; Weapon: Scimitars.
- 6** **Player:** There is a 15' wide, unlit corridor leading to your right. There are bunks along the walls.
Judge: There are a total of 20 bunks. Each has 3 - 18 CP under the pillow. The players may attempt to "pickpocket" the sleeping Orcs, but failure indicates that the Orc woke up. 10 Orcs: ARM: None; Hit: 1; HTK: 7, 5, 9, 4, 4, 7, 7, 7, 6, 4; Weapons: Stilettos.

- 7** **Player:** The door into this room is orange. The room is 10' by 20' and lit by the fireplace on your left. There is a table with ten chairs in the middle of the room. Three are occupied by loudly snoring Orcs with mugs in their hands. A large keg is on the table. Above the mantel is a painting of a very ugly Orc which is lit by 2 candles in golden candlesticks. There is a golden skull on the mantel.
Judge: The skull is worth 100 GP and weighs 5 lbs. The left candlestick, if rotated clockwise, causes the interior of the fireplace to silently move downward, revealing a passage. Both candlesticks are firmly attached to the wall. 3 Orcs:
 ARM: None; Hit: 1; HTK: 6, 7, 6; Weapons: Scimitar.
- 8** **Player:** This room is completely dark. It is 10' by 10', and you hear a sleeping creature.
Judge: The sleeping creature is the Orc in the painting. He will wake up if a light source is brought into the room and will jump out of the painting to attack. Next to the Orc is a large chest. It is unlocked but trapped. A Thief or a Dwarf can detect the trap easily and remove it. Others may detect it only. The trap is a large siren which goes off when the chest is opened. The chest is filled with clothes, and, in the false bottom, is a +1 Rapier and a 500 GP ring. Orc:
 ARM: None; Hit: 2; HTK: 13; Weapon: Whip.
- 9** See Room 4. The Orc is facing away from the player.
- 10** See Room 3.
- 11** **Player:** This room is dimly lit by torches. It is 15' by 15'. There is a blue door on your left, an orange door opposite, and a yellow door on your right. In the center of the room is a pedestal with some paper on it.
Judge: The paper states, "Go through the door that is the same color as the one through which you first entered." The blue and orange doors are fakes. If the player tries to open them, Ael el will put him to sleep and cart him out.
- 12** **Player:** In front of you is a pit, 20' across. You can't see the bottom. There is a rope going across. At the end of the corridor is a golden-colored door.
Judge: If the player crosses by the rope, he gets 10', and the rope dissolves. He will then fall for up to 1 minute. This whole set up is an Illusion. If he doesn't figure it out in a minute, Ael el puts him to sleep and carts him out.
- 13** **Player:** This room is lit by torches. There is 1' of fur covering the floor of the 15' by 15' room. There are two doors on your left. The first is copper-colored; the second is brown.
Judge: The copper door is a fake and is well-grounded. Anyone touching it receives 3 points of damage from static electricity. If this results in death, the player instead is reduced to 1 HTK and is unconscious. Ael el will then take him out.
- 14** **Player:** This area is filled with stalagmites and stalactites. The walls are very rough. It is unlit.
Judge: Every 10', there is a 25% chance that the players will be attacked by a Mobile Stalagmite. If the player is looking for strange things, the Stalagmite's chance to hit is reduced by 4. The walls are very easy to climb: 95% for Thieves, Acrobats, and the like, and 80% for others. Mobile Stalagmites: ARM: as RCD; Hit: 2; Damage: 1 - 4.
- 15** **Player:** This 10' by 10' room is well lit by torches. A large, totally silent Ogre is sleeping in the opening opposite you.
Judge: The Ogre is a Minor Illusion. It makes no movement or noise. If it is touched, it disappears. The chest is locked and trapped. The trap can be detected by anyone with a Dexterity of 9 or higher. It can be removed by any Thief. On the lock is a small inscription, "State my master's name, and I open." If the player says, "Ael el," that individual will remove the player as promised at the beginning of the adventure. The trap fills the room with Sleeping Gas when the chest is opened, and Ael el will take the player out. Inside is a Scroll with a *Slumber* spell upon it.
- 16** In this room, Ael el collects all that the player has taken, giving points as follows:
- | | |
|--|-------|
| Each GP or equivalent | + 1 |
| <i>Slumber</i> Scroll | +500 |
| Each point of Damage taken | - 100 |
| Each Orc killed | - 10 |
| Lion killed | - 50 |
| Every second falling down Illusory pit | - 1 |
| Each room character can describe as to contents, doors, and dimensions (within 5') | + 50 |

The resultant total is multiplied times 10. Ael el will tutor the player for one year for 1,000 GP. The player must spend all his time at his studies but will receive the above number in Experience Points at the end of the year, danger free. If Ael el had to rescue the player or put him to sleep, he will not be tutored, but will receive the number of points he accumulated before rescue as Experience Points, although they will not be multiplied by ten.



AELEL'S TUTORING SERVICE



THE TOWER OF MABELECK

INTRODUCTION

The Tower of Mabeleck stood for many years in the hills just north (Hex 3017) of the village of Kolda. With his apprentice, Kamshka, the Incomparable, Mabeleck practiced a form of evil that, for many years, darkened the lives of those who chanced to live nearby.

How he got his appellation, "Mabeleck the Mad," is not genuinely known, but it is believed to have something to do with his demise. One night, the world for miles around awoke to a great flash and a resounding boom, and then the night returned to silence. The light, however, did not fully fade. When it did go out, adventurers to the blast site found nothing but fragments of the tower, scarred earth, and a host of demonic footprints gathered about the still-smouldering foundations. Many believe that Mabeleck went insane and blew up his tower with an immense *Fireball*; others say that he made a miscalculation while working on a spell or a potion. Still others say that the evil he served finally destroyed him. Whatever the case may be, Mabeleck the Mad has not been seen for 150 years. The grass has grown up around the site, and the foundations have cooled; no one claims to have entered the subterranean chambers. The townspeople, on general principal, shun the area, and it is reputedly frequented by Orcs and the like.

A legend, which the villagers are fond of quoting to gullible adventurers, speaks of a rare Gem buried in the bowels of the tower but with a Curse laid on it. Another legend speaks of a silent guardian, the Hammer and Scourge of Evil, that continues to haunt the place.

GENERAL NOTES

This dungeon is designed for a group of 3 - 6 low-level characters; however, it is **not** an easy dungeon. It is not recommended for novice players, as death can come quickly to characters who act rashly.

The Ruined Tower is situated on a low hill. All that is left above the ground is a fairly strong, round foundation of stone about 60' in diameter. The foundations are about 25' high. There is nothing else left of the walls. The interior of the tower is only a pile of jumbled rubble, but there is an opening near the center which is the stairway leading down to Room 1. The only other entrance is through a hollow tree just to the east of the tower base, which has a secret, well-hidden door in it that contains a ladder leading down to Room 13.

The dungeon floors are of smooth rock, but the walls and ceilings are constructed of stone blocks, 2' high by 3' long by 1' deep. The dungeon consists of three levels. Access to Level B can be gained by passing through the secret door and down the stairs just past Room 8. This will put the party at Area B on Level B. Access to Level C can be gained by going down the stairs just past Area D. This leads to Room 18. By passing through a secret door on this stairway, access can be gained to Room 19.

There are no Wandering Monsters in this dungeon, but there is no need to mention this to any of the player-characters. If, however, you feel that, at some time during the adventure, a Wandering Monster is needed, I would recommend a Giant Spider or, perhaps, some Giant Centipedes, these being creatures that could, theoretically, co-exist with Orcs without directly coming into conflict with them.

THE ORCS OF MABELECK'S TOWER

The Orcs of the tower, led by Grabzag, are an outcast band. They were kicked out of their own tribe because they were unusually offensive. The Chieftain, formerly Lieutenant Grabzag of the Dripping Blade tribe, has a Charisma of 6. The rest range from 3 to 5. The Orcs stink and do not bathe. Yet, they are proud of themselves, for they accidentally found the secret door in the tree which leads to the complex, and, therefore, they fancy themselves to be Orcs of unusual merit. They have been living here almost a year, but they have not yet been noticed by anyone because they are incompetent Thieves. They tend to raid only defenseless peasants, and, in such outlying areas, defenseless peasants have little money. The Orcs fight as 1 Hit Die monsters except for Grabzag, who fights as a 2 Hit Dice monster. Each Orc will be carrying 2 - 8 CP. The Orcs are:

Grabzag: (18 Strength)	11 HTK, +1 Two-handed Sword	in Room 14
Enacset: (17 Strength)	8 HTK, +1 Scimitar	in Room 3
Rotcod:	8 HTK, Battle Axe	in Room 2
Kakuk:	5 HTK, Scimitar	in Room 2
Ramsnatcher:	4 (0) HTK	in Room 6 (already dead)
Skinrender:	7 HTK, Spear	in Room 12
Bloodlicker:	3 HTK, Scimitar	in Room 12
Horktorker:	4 HTK, Spear	in Room 12
Pheces:	5 HTK, Mace	in Room 2
Boozo:	5 HTK, Scimitar	at Area D
Slimelips:	6 HTK, Scimitar	at Area D
Aristotle:	7 HTK, See Area C	at Area C
Mungburger:	2 HTK, Dagger	in Room 16
Robolik:	4 HTK, Hand Axe	in Room 16
Dribgnik:	6 HTK, Hammer	in Room 16
Torder:	7 HTK, Battle Axe	in Room 15
Boor:	6 HTK, Battle Axe	in Room 15
Elfstomper:	3 HTK, Hammer	in Room 12 or 16
Gutsucker:	4 HTK, Hand Axe	in Room 12 or 16
Droollapper:	2 HTK, Dagger	in Room 12 or 16



THE DUNGEON

Room 1 30' x 20' x 20' (high): Twigs and leaves lie scattered about the floor of this empty room. The stairs to the west lead up to the surface.

Room 2 40' x 20' x 20': This room contains 3 Orcs (ARM: Ringmail): Rotcod - 8 HTK, Kakuk - 5 HTK, and Pheces - 5 HTK. These Orcs are guards, but they are presently involved in a game of dice. They will be surprised on a roll of 1 - 4 on 1D6.

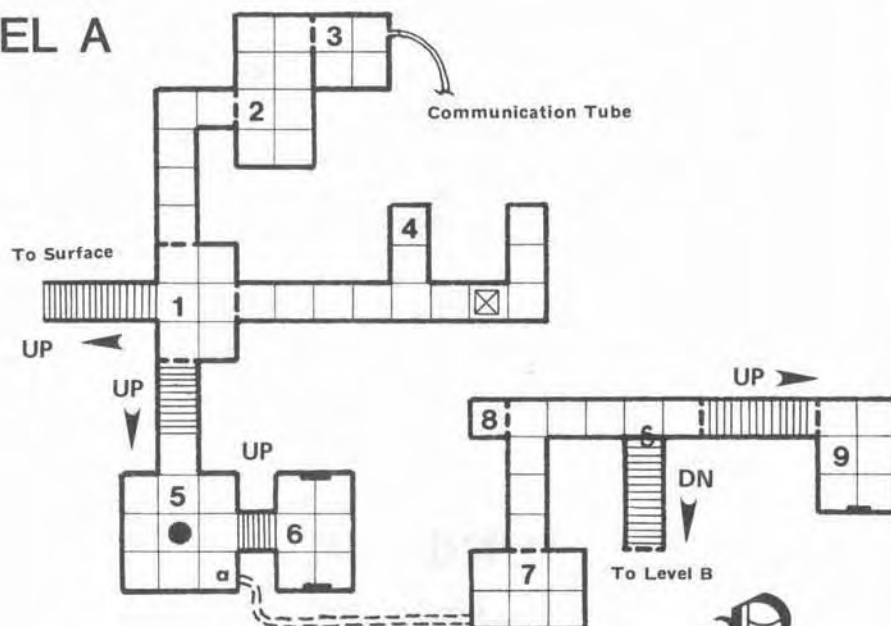
Room 3 20' x 20' x 10': An Orc Sergeant, Enacset (17 Strength; ARM: Chainmail; 8 HTK), is stationed here. He sits at a desk that once belonged to Kamshka, the apprentice of Mabeleck, whose study this once was. There is a Scroll in the desk with three spells on it. They are spells of *Illusory Noise*, *Minor Illusion*, and *Illusion*. The Orcs have not touched the Scroll because they believe it to be worthless. The desk is made of heavy oak and is worth 15 GP. A matching chair is worth 3 GP. If a battle occurs in Room 2, Enacset will shout a warning through the "Communications Tube" on the east wall. The "Tube" is about 6" in diameter and about 5' from the floor. It leads to Grabzag's room below. There is only a 10% chance for Grabzag to hear Enacset's warning, however, because rats continually use the "Tube" for their own purposes and frequently block it temporarily. Persons using a spell of *Diminuation* or some other similar magic to enter and descend through the "Tube" have a 50% chance of meeting a rat each turn (treat as Giant Rat) due to character's reduced size). It will take 3 turns to descend to the Chieftain's room. Items rolled down the "Tube" will anger the Chieftain below, but he will do nothing until the guards get off duty.

Area 4 A rope dangles from a 3' diameter hole in the ceiling, 20' above. If the rope is pulled, it will tip over a cauldron full of hot oil (3 - 8 points of damage) totally inundating a 10' square area including all characters within that area.

Room 5 30' x 30' x 30': There is a stone pillar, 20' tall, in the center of this room. If this pillar is touched, it will become supple and will lash out at whoever touched it, striking once per melee turn until the character who touched it is dead or has managed to dodge the blows and flee the room. In order to dodge the blows, the character must make a Saving Throw vs. his Agility on 1D20. He must roll Agility or lower. Failure to make the Saving Throw means that the pillar has struck and caused 2 - 7 points of damage. There are also three skeletons lying in the room. They were slain long ago by the pillar and have since been looted of all treasure. The letter A on the map marks a loose stone in the wall which can be pried out to expose a 2' x 2' crawlway which leads to Room 7. There is a short stairway along the east wall which leads up to Room 6.

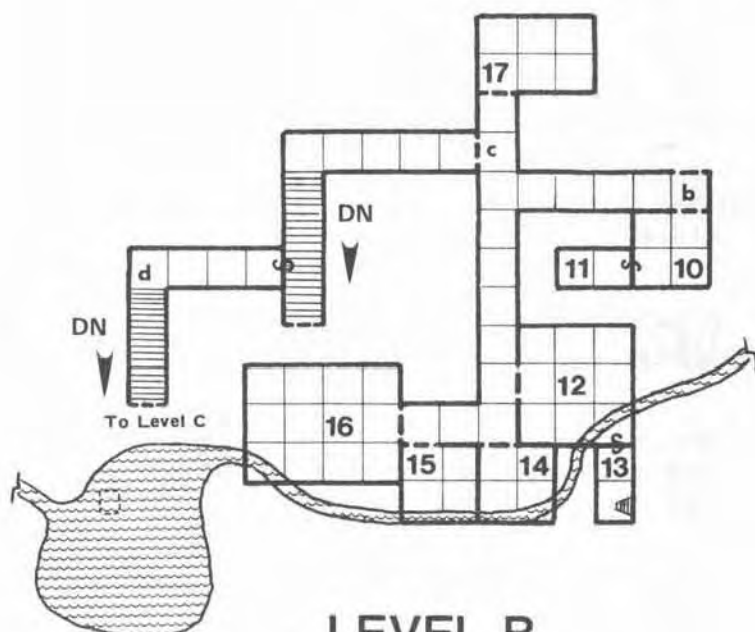
THE RUINED TOWER OF MABELECK

LEVEL A

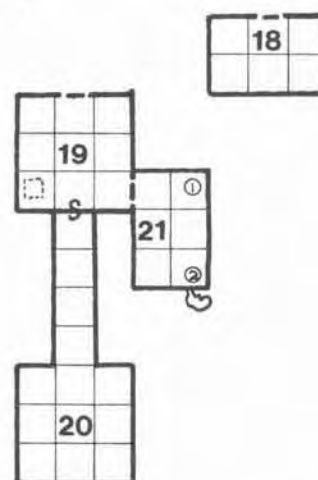


---	Door
⌘	Secret Door
— —	Fake Door
	Stair
□	Trap Door
●	Pillar
⊗	Pit
~~~~	Water
---	Tunnel

1 Square = 10 Feet



## LEVEL B



## LEVEL C

**Room 6** 30' x 20' x 20': This room contains the body of a dead Orc, crushed and lying in a pool of dried blood, if the party chooses to look carefully, called Ramsnatcher, who wandered up from the tribe below to meet a horrible end. There are two false doors in the room and on the ceiling above the dead Orc is a very noticeable blood smear, should the party look up to see it. Any character stepping into the room will be crushed as the floor hurtles upward to smash against the ceiling unless the character makes his Saving Throw vs Agility and, thereby, manages to jump safely back to the stairway.

**Room 7** 20' x 30' x 10': The crawlway beginning at Area A from Room 5 ends at a similar loose stone in the west wall of Room 7. The most notable feature of this room is a large, stone throne, covered with leather and with a heavy fringe along the arms. If a character sits on the throne and rests his arms on the arms of the throne, the many 12" long strands of leather fringe will become magically animated and will hold him fast by the arms. Only those with Strength of 12 or over have a chance of breaking free. Each point of Strength over 12 gives the character a 10% chance to break free. Once seizing a victim, the chair will teleport through the floor to Room 12. It will teleport back after 24 hours. Any character not being held by the throne has no chance of teleporting with it. The throne will radiate magic if detection of magic is attempted.

**Room 8** Room 8 is just north of the door leading out of Room 7. It is 10' square and is crypt-like. A skeleton, non-animated, in a robe lies on a rough, wooden couch along the west wall. Besides the valueless robe, it wears a pair of Magical Bracers. They are apparently Defense Bracers, but they are cursed. When the wearer first faces an enemy while wearing these Bracers, they will slap together behind the character's back, holding him like handcuffs. A *Remove Curse* spell is necessary to remove them, and all combat and spell casting will be impossible until that time.

**Room 9** 30' x 20' x 20': This room contains a flesh Golem with 30 HTK which will only fight if the party attempts to enter the room. If the party flees, the Golem will lose interest in them and will not pursue. There is a false door in the south wall.

**Area B** Access to Area B is gained by passing through a secret door in the hallway down from Room 8 and going down a stairway. There are two drunk Orcs here, guarding this entrance into the complex of Orc rooms. They are only moderately drunk, so they only get a -1 on their attack dice, and the Judge has the option of giving each an added HTK to reflect the extra damage they can withstand while drunk. The Orcs are Booze (ARM: Ringmail; 5 HTK) and Slimelips (ARM: Ringmail; 6 HTK).

**Area C** An insane Orc guard has posted himself at this door. As he is a Berserker-type fanatically devoted to guarding the route to the sewer (via the trap door in Room 19), he swallowed the key to this door several hours ago. This key is the only way through the door because it is solid metal, 1' thick. An *Opening* spell or a character with Hill Giant Strength or greater would be able to get it open, however. The Orc, Aristotle (ARM: Ringmail, HTK: 7) will never stray more than 10 feet from this door. He carries a Longbow, 5 Arrows, and a Longsword.

**Area D** There is a 100 GP gem lying on the stairs about 10 feet past this point. If it is disturbed, the steps will suddenly change into a chute, causing any players on the stairway to slide down through the door at the bottom and end up in a heap in Room 18. The gem will go back to its position on the stairway, the stairs will reform, and the entire process will be ready to go again. Thirty feet down the stairway, on the west wall, is a secret door. This door gives access to a passageway and then to a stairway leading to Level C. Room 18 is also on Level C.

**Room 10** 20' x 20' x 20': This room contains a battered but still padlocked, heavy trunk. It is rooted to the floor in the southeast corner of the room. The only way that it can be opened is by an *Open* spell or by saying, "Open," in Elvish. This will cause the padlock to unlock and drop off. If the trunk is opened, the players will find it empty, but, as they lift the lid, a secret door, previously undetectable except by magical means and unopenable in any case, will slide open along the west wall. The entire room is defiled by Orc droppings and stinks. The walls are covered with various curses in Orcish.

**Room 11** 10' x 20' x 10': This room can be entered only by means of the secret door from Room 10 and contains 3 suits of Elf-sized Scale armor, a pair of boots, and a leather pouch. The boots are Elven Boots, but there is a large Spider hidden in the left boot which will attack any foot which enters the boot. Any character remembering to check inside the boots before putting them on will easily see the Spider. The Spider takes 4 HTK, does 1 damage point per melee round, and is not poisonous. The suits of armor are along the south wall, and the one in the middle is +1. The pouch contains 20 SP, 7 GP, and 3 base 10 GP gems.

**Room 12** 30' x 30' x 20': This is the torture chamber. There are always 3 - 6 Orcs present here (1D4 + 2). They will be torturing any player teleported down via the throne from Room 7. The Orcs will knock the character in the throne unconscious, speak the word, "Ziffra," which unlocks the hold of the leather fringe, remove the player from the throne, and strap him to the rack in the northeast corner of the room. They will wait five minutes for the character to revive and then start torturing him. The torture does 1 damage point every fifteen minutes, so it is possible for the player to be rescued before the Orcs kill him. It is recommended that you don't tell the party what has happened to their lost comrade, however. If no players are teleported to this room by the throne, the Orcs will be torturing a Kobold with 2 HTK. He will be slain by one of the Orcs if the party attempts to rescue him. If a character does teleport in by throne, the Kobold will be slain and his body tossed into the small stream which cuts through the southern part of the room. There is a secret door along the southern part of the room. There is a secret door along the south wall which leads to Room 13. The Orcs in this room are Skinrender (ARM: Ringmail; HTK: 7), Bloodlicker (ARM: Ringmail; HTK: 3), and Horktorker (ARM: Ringmail; HTK: 4). One or more of the following Orcs may also be here. If they are not here, then they will be in Room 16: Elf-stomper (ARM: Ringmail; HTK: 3), Gutsucker (ARM: Ringmail; HTK: 4), and Droollapper (ARM: Ringmail; HTK: 2).

**Room 13** 20' x 10' x 10': This room contains a ladder going up to the surface. It ends at the secret door in the hollow tree in the General Notes.

**Room 14** 20' x 20' x 10': Grabzag, the Orc Chieftain (ARM: Chainmail; HTK: 11), makes his home here. He will be sitting at his desk, examining a map of the region, and planning future raids. He carries 30 SP and 7 CP in a purse at his belt. He also carries a Healing Potion which he will quaff if damaged in combat (restores 2 - 9 points of damage). There is a hole in the east wall beside the desk, about 5' from the floor and 6" in diameter, which is the end of the "Communications Tube" mentioned in Room 3. The stream from Room 12 passes through this room as well. Grabzag uses it for drinking and for body wastes disposal. In a locked chest under Grabzag's bed is the Orc's treasure. It consists of 300 CP, 150 SP, 37 GP, and a jeweled bracelet worth 50 GP.

**Room 15** 20' x 20' x 10': This is the room of Grabzag's officers. Torder (ARM: Chainmail; HTK: 7), an Orc Sergeant, and Boor (ARM: Chainmail; HTK: 6), an Orc Lieutenant, are here. There is a 25% chance that Torder will not be here but will, instead, be in Room 16 taking roll call. Under the three mattresses of the three beds in this room are purses containing 18, 21, and 27 SP. The stream passing through this room is also used for drinking and for waste disposal.

**Room 16** This is the barracks. There are beds here for 14 Orcs. Three unarmored Orcs, Mungburker (HTK: 2), Rabolik (HTK: 4), and Dribgnik (HTK: 6) are always in this room. Three Orcs from Room 12 and one from Room 15 may also be here. See those rooms for details. The stream also cuts through this room and is, again, used for drinking and for disposal of body wastes. In addition, the southwest corner of the room is a virtual dunghope. There is no treasure in this room except for the meager fortune of 2 - 8 CP that each Orc carries with him.

**Room 17** 20' x 30' x 15': There are two Gnolls in this room. They are Crollworthy (ARM: Chainmail; HTK: 12) and Snildiddler (ARM: Chainmail; HTK: 9). They are advisors to Grabzag, though he would gladly get rid of them if he could because they demand more pay than he is willing to give them. They have 32 SP and 7 GP each; they divide their money equally between them. Crollworthy carries a +1 Spear. There are two beds in this room, and the room is kept neater than most of the Orcs' rooms.

**Room 18** Any characters sliding down the chute into this room (see Area D for details) will strike the far wall away from the door, taking no damage. There are 4 Zombies in the room, one in each corner, which will move to attack. They cannot, however, leave the room under any condition. The Zombies take 8, 7, 5, and 4 HTK. The room is 20' x 30' x 15' and reeks of death and rotting. There is no treasure here.

**Room 19** 30' x 30' x 20': This room is different from all the others in that it has plaster walls covered with a harmless, green mold. Water will be dripping from several random points on the ceiling. The secret door in the south wall can be detected only by magical means. The trap door in the ceiling is obvious; there is a rope hanging from it, also covered in the damp, green mold. If the rope is pulled, the trap door will burst open, and the room will rapidly flood, for, just above, is the sewage pool of the Orcs. When the room is half full (just 10 minutes), the secret door in the south wall will open, draining the entire contents of the room, including the party, down a chute to Room 20. Players must make a Save vs Endurance to avoid taking 2 - 12 points of damage from choking in the foul waters. In the southern end of the west wall of this room, there is a door hidden under the plaster. The hidden door leads to Room 21. It can be found only by tapping, which will reveal a hollow sound, or by tearing away the plaster which covers it.



**Room 20** 30' x 30' x 20': There are two Ghouls in this damp, filthy room. They are 3 Hit Dice and take 6 and 5 HTK.

**Room 21** 30' x 20' x 20': The walls of the room are solid stone painted white and very dusty. Along the west wall is a gold pedestal holding a large gem. The pedestal is flanked by metal barrels about 3' high. In the wall, at floor level, in the southeast corner, is a small hole 3" in diameter and only 3" deep, where it is blocked by a stout, brass plate. The gem appears to be quite valuable but is actually worthless. The pedestal is only stone covered with gold paint. There are two barrels in the room. The lid on the one in the northeast corner (Barrel Number 1) will not come off unless the lid on Barrel Number 2, in the southeast corner, is off. If the lid of Barrel Number 2 is removed, Sleep Gas will be released from the Barrel, covering a 10' diameter circle. A Saving Throw vs Endurance is needed, or the characters within the cloud will fall asleep for 2 - 8 melee turns. At the same time, the cover on the 3" diameter hole will rise, and there is a 20% chance each melee turn that a Poisonous Snake (Hit: 1; HTK: 6) will appear from the hole. The brass plate will drop again after 8 melee turns. The Snake or Snakes will attack the sleeping characters before any others if this is possible for them. The poison of the Snakes causes 1 - 3 points of damage for 1 - 6 melee turns. The lid of Barrel Number 1 can now be removed easily. If the players look in, they will see that the Barrel has no bottom; they can see the stone floor on which they are standing. Suspended in the air, in the middle of the Barrel, is a large gem which is obviously quite valuable. If grasped, however, the gem will not come free. Any attempt to pull on the gem will result in the elongation of whatever is doing the pulling. A character pulling on the gem will suddenly find that his arm has stretched a foot or so (no pun intended), and the gem has not moved at all. The character may remove his hand by releasing the gem, but the stretching is permanent until a *Remove Curse* is laid upon the stretched part. The stretched sections contain no bone, so that part of the character's anatomy becomes useless. The way to get around the curse is to **push** the gem clear of the Barrel through either one of the open ends. This will destroy the curse and cancel the effects already inflicted. The gem is an Opal with a base value of 1,500 GP.



This is a ghastly adventure for 4th through 10th Level characters.

## KTHENTAS DARK REPOSE

Many centuries ago, in the now-vacated woods around the City State, a lone Elf set up his Woodland Court. His name was Lord Kthenta, and he was no ordinary Elf. He was said to have something different and evil about him, something dark that chilled those that met him. He wore nothing but grey and black clothing, walked with a measured, machine-like pace, and never, never laughed. He ruled over a small and unproductive patch of forest with no rivers through it and little at all to recommend it for agriculture, magic, or anything else worthwhile. His subjects were mostly like him, grim and unsmiling, but one was different. This one, whose name is forgotten, was sort of a Jester to Lord Kthenta's Court. He was mostly unsuccessful in his attempts to make his Lordship laugh unless he made some joke about death, at which Kthenta would smile wryly. One day, as it always has been told, this Jester was making the Lord smile by dancing about and playing a funeral dirge on his Pipes of Pan. As he played, Kthenta turned and walked up a flight of spiral stairs in his tree-home and was never seen again. Three days later, a great army of Orcs overwhelmed the little fief, and nobody survived except the Jester. Rumors have circulated that the Jester has surfaced recently and is offering a reward to anyone who will help him search for Kthenta. In fact, he and his strange, hairy friend contact our heroes as they are walking in the street one day. . . .

They want the characters to come with them to the huge, petrified tree that was Lord Kthenta's home four hundred years ago. The nameless Jester, a merry Elf in a red silk cloak and tunic, says that he knows exactly where it is.

"Elves live for a long time and know many things," he laughs. His friend, who is six feet tall, burly, very hairy, and sullen, says not a word. The Jester explains that his friend's name is Whump. He is, says the Elf, a deaf-mute and an excellent warrior, if a bit simple.

## JUDGES NOTES

The true story of Kthenta's fief is somewhat different from what the players know or what the Jester tells them. As a matter of fact, he is lying through his teeth. This "Jester" is no Jester at all but a formerly human servant of the Laughing One and a one-time neighbor and blood enemy of Lord Kthenta named Duke Tisirato. Kthenta and Tisirato had fought for years, and this was due mainly to the fact that Kthenta served the four Demons of Despair, who were violently opposed to the almost happy Chaos of the Laughing One. One day, about twenty years ago, Kthenta was interrupted in his prayers to Moratha of Blood and Tears by Tisirato's arrival with a troupe of dancing bears and tricksters. Kthenta, enraged, tried to throw a spell of *Darkness and Fear*, but Tisirato, who had been praying to his Master, laughed it off and departed on his merry way, leaving Kthenta fuming in his little Obsidian chapel. Some weeks later, however, ten thousand Orcish Pikemen came tearing through the woods and overwhelmed Kthenta's Dark Elves. (You may have guessed that anyone who worshiped someone named Moratha of Blood and Tears was not an ordinary Elf.) Kthenta did not, himself, lead his forces in defense of his fief, and, after the battle, he could not be found anywhere, much to Tisirato's chagrin. The only place not searched was the palace itself, a huge, black Huorn oak which Kthenta had somehow petrified. None of Tisirato's servants would enter the place for fear of death, and it had been prophesied by Kthenta's fortune-teller that his greatest enemy would die trying to kill him unless that enemy had a band of faithful followers with him. This was what Tisirato has been searching for all these years. Nobody will go in with him when they see the tree and hear the sounds emanating from it. Most of them he had to get rid of anyway; they weren't truly faithful, and he has grown too poor to pay for servants.

Tisirato will try to convince the characters to come with him using tales of easy conquest and much gold, jewelry, and gems. He will mention an Obsidian chalice bound in silver and studded with Diamonds, a golden Longsword with a huge Ruby in its hilt, and chests full of double-sized Elvish gold pieces. If the party looks stupid enough to him, he will explain in a conspiratorial tone that there are really no Undead or cursed objects in the place and that he just needs people to help him in carrying the stuff out. This tactic is only for the congenitally incapable, however, and, if the party looks smart, he will mention in an offhand way that he can't take any of the stuff out without faithful friends around because of a curse of the Orcs. It should be imperative to the Judge that no Elves be included in this expedition because they will see that Tisirato's behavior is un-Elvish in the extreme, and wonder why an obviously Chaotic Human in a bad Elf disguise is teaming up with an even more obvious (to an Elf) Were-*Buffalo*. Yes, Whump is a Were *Buffalo*. Hit: 5/5; HTK: 35/35; Damage: (1 - 8) plus Charge (Butt: 3 - 18, Trample: 1 - 6). He is wearing Chainmail and carries a Shield. He says nothing because he has been placed under a nasty, evil spell that ensures that he will be in excruciating pain if he says anything or disobeys Tisirato's commands. Tisirato considers this to be faith, not realizing that the Were-*Buffalo* is just yearning for a chance to rip his guts out if the spell is removed. Whump is, otherwise, Neutral. His INT is 8, STR: 18, and AGIL: 12. He has no ambition beyond destroying Tisirato, but Tisirato doesn't know this and would permit a *Remove Curse* Spell to be put upon him in an emergency or if someone in the party finds out and objects vigorously. This could make this a very short adventure, so try to avoid it.

Tisirato is a 10th Level Mage (Human), and he is incorrigibly Chaotic. He dominates the Were-Buffalo through his doubly superior level as well as his Master's *Hold* spell and is a Master of Deceit, Concealment, and Treachery. His INT has been artificially raised to 18 (19 at night), and his CHAR is 17. His DEX and WIS are both 15. He is not armored, has 35 HTK, carries no weapons, and has the following spells memorized: Level 1: *Fiery Fingers* - 20 pts.; *Charm* - for 2 days if successful; *Comradery* - 20 minutes at 10' radius; *Comradery* - 20 minutes at 10' radius. Level 2: *Auditory Illusion* - range 16", time 15 minutes; *Fool's Gold* - time 60 minutes, amount 20 cubic ft.; *Invisibility*; *Multiple Images* - time 30 minutes. Level 3: *Suggestion* - time 60 minutes; *Minor Illusion* - range 20", area 18 sq. ft.; *Dispel Magic*. Level 4: *Illusory Terrain* - range 200 ft, 100 ft. x 100 ft. square; *Magic Bolt* - Damage = 11 - 30 pts. Level 5: *Cold Ray* - 50 ft. range, damage = 10 - 40; *Teleport* - 300 pounds plus self.

As evidenced here, Tisirato is a worthy foe indeed, and, although his syrupy tongue and smooth manner will convince many characters to be faithful to him, he can be nasty beyond nastiness when unmasked. If anyone in the party has been around Elves for some time, he or she will feel something is "funny" about Tisirato and will have a 15% chance plus 20%/Intelligence Point over 13 to recognize him as an Evil Human under magical disguise. *Detect Magic Aura* spells will register most heavily, and Clerics will instinctively dislike him unless they are of Chaotic alignment themselves. Tisirato is immune to all spells that detect alignment, however; they will show a well-meaning Neutral Good.

Try to assemble a balanced party of total levels 20 - 50 numbering 4 to 8 characters. As mentioned before, Elves will be wet blankets on the adventure. Avoid them. At least two Clerics, preferably Good (Tisirato will try his best to find Lawful Clerics and Neutral Good types for the rest), a couple of the Thieves if a large party is assembled, and the rest divided equally between Warriors and Mages should make a good expedition. Lycanthropes might liven up the adventure a bit as they will immediately realize that something is terribly wrong with poor Whump.

The best way I can think of to start this thing is to have all the characters separately receive messages telling them to be in the Slave Market Plaza at midnight after reception of the messages. Tisirato and Whump will meet them there and, perhaps, take them to a tavern that disobeys curfew. If you aren't using the City State, any open market will do, as will any wood for the Dungeon itself.

Tisirato will explain that he can teleport the party to the place with a spell he has prepared and will take them to the Third Underground Level of the School of Ancient Knowledge (from *Wraith Overlord*, Judges Guild product number JG 0860) where he has been posing as a student and has an assigned room. Here, a pentagram of chalk with a small break in it awaits them. This, by the way, can be postponed for days or weeks while the characters equip themselves. When all have entered, he will finish the magic line with his chalk, and we're off to see the Dungeon!

Our heroes will appear in a dark, dank, and smelly part of the swampiest jungle you ever saw (Hex 3022, Judges Guild Campaign Map 2). They will be at the edge of a clearing, and, in front of them. . .

## OUTSIDE

A huge, black petrified oak tree some 85' in diameter at the roots stands in a rotting marsh of clearing in the jungle. It presents a forbidding appearance. It has greyish moss and fungus growing on its roots; there are strange and disgusting growths on its shattered and broken limbs, and the huge stone gateway, 22' up on its trunk, presents a toothless grimace to the world. There are numerous cracks in the trunk, from which protrude brown streams of what appears to be dried blood. This is old sap. Getting up to the entrance should be fairly easy.

## LEVEL ONE

- A** Entrance: This large, spacious chamber is mostly full of soggy leaves. Some nasty, nasty person has placed a wooden frame over a pit in the middle that will give way to a weight over 45 pounds. The pit underneath is 13 feet deep, and it should make a lot of noise falling in. There is no damage; the pit is full of leaves. Roll for encounters on the table provided.
- B** Two large, brass-bound oaken doors lead into this room, and they are wedged shut from the inside. Players could spend a goodly amount of time throwing themselves against the door unless some bright person notices the tips of the wedges and knocks them out with a Dagger or something. Inside, it is totally dark. Torch and lantern time! The floor is slimy.
- C** The passageway from B is ornamented with friezes of the Four Demons of Despair (Tisirato urges speed in a terrified voice) and seems much cleaner than anything else so far. This changes fast because the next room is full of the remains of a centuries-old mass sacrifice. Twelve ghastly human bodies, near to becoming Skeletons, lie on the irregular stone block in the center of the room. The block is 3' high and 15' long by approximately 10' wide. It is covered by a blue velvet cloth that has nearly rotted away and is thick with dried blood. Fifteen hearts, twelve of which seem to have been the hearts from the victims on the block, are nailed to the wall to the north. The clue to the whereabouts of the other three sacrifices is the pile of ashes in the south side of the room. All around, on the walls, are bas reliefs of Arawn of Cold and Death, another of the Four Demons of Despair. Tisirato will probably throw up in this room (85% chance). Whump doesn't care.



**D** The secret door from C is hidden behind some bloodstained velvet curtains, but it is easily observed when the curtain is removed. This room is deeper than the others by 2' and is filled to that depth with water that has been covered with sawdust. Unless something is thrown in, the "floor" will look just fine. The real floor is covered with spikes, and 1 - 4 points of damage per foot set in will be done. Movement is also halved for each fully-weighted step in this treacherous trap. The water is kept flowing through by means of a diverted spring and a drain, as will be noticed if anyone spills blood (or any other colored fluid) into the water. If a torch is dropped (55% chance if foot is spiked), there is a 15% chance that the top layer of sawdust, which is quite fresh and newly laid, will catch fire, making it nearly impossible to cross the room.

If the characters do manage to get across the room, the secret door must be found. Tisirato will be impatient because the walls are covered with bas reliefs in disgusting detail of One Day in the Unlife of Terhammak of Misfortune and Storm, Patron Demon of Reavers and Brigands and Bane of the Traveler. He likes to eat peoples' ankles. Someone might discover the catch underwater and beneath the door (use normal secret door roll), and it will allow the door to swing slowly open. It will also automatically stop up the drain in the SW corner of the room and open up all the way the spring in the NE, something the players are not likely to discover. The water will overflow at the rate of 4 gal./min., and the room will overflow in two minutes. The west door will break down within an hour if neither door has been artificially kept open (all the doors in this place close on their own due to a special, tilted hinge). If this does happen, a great rush of dirty, bloody water with repulsive things floating in it will go whooshing about the First Level and below in, quite possibly, an embarrassing moment for everyone concerned. The sawdust in this room will probably clue someone intelligent, at least Tisirato, that something or someone is running this place. He will keep quiet about it.

**E** This is a study, with an old, dusty desk and stool. The door leading in is solid iron and very hard to open. The handle on the inside has been removed and a perfectly useless piece of wood replaced in its socket. The wood closely resembles a door handle. The only way to get out of the room is to pull the small lever of the south wall under the picture of Moratha. This will unlatch the door. It will also ring a small bell on the wall beside (X). At (X), there is a Subterranean Lizard who is trained to come south down the passageway to the door by way of the ceiling and attack anyone there when the bell rings. The bell is too high-pitched to be heard by any but the Lizard. It is ARM: as Chainmail, Hit: 4; HTK: 22; Damage: 1 - 12. It can move on walls and ceilings very fast, and it will arrive at the door in 30 to 35 seconds after the lever is pulled. It will try to hide from the players on the ceiling, and, because of the darkness, only Dwarves or people who are checking the ceiling with a torch will be able to see it. If the players decide to go towards (F) by the passage, he will hide on the ceiling and follow them until they stop at the apparent dead-end (secret door); there, it will attack from the rear. If they come from F, it will attack them as they open the secret door, which must be crawled through to enter the next room.

**F** As the door to this room opens, the characters will be frightened terribly by a huge Giant Cobra. It is actually a golden statue with green gems for eyes and is worth 410 GP if carried away; it weighs 20 pounds. There is an altar in the west part of the room; it is tastefully (?) carved in black marble with red veins. The front depicts an unspeakably inhuman sacrifice of an old man to Arawn. There is rubble, mostly granite gravel and stones, strewn across the floor. The south passage leading out of this room is hung with canvas strips 4½' wide from wall to wall and ceiling to floor. Visibility is about zero, and, about 5' into the hall, there is a pit 4' deep and 4' square that has 2' of semi-dried tar at the bottom. If anyone over 125 pounds total weight steps in it, he or she will be stuck fast; total STR (including that of others helping) of 16 will be required to free the victim. The secret door is a normal door but hard to find in all those strips of canvas. If they are removed from the doorway opening, it will be easy to find.

The secret door to C is opened by placing pressure on the apparently doorless wall in which the secret door is set. No other way of detection is possible for anyone except Dwarves, who will see it immediately. The east-west passage here is ornamented with scenes of unbelievers having their toenails removed by joyous servants of Prennak of the Undying Evil, who watches malevolently from his throne. All this is in a wierd, black and white fresco.

**G** This is a palatial, marble-covered room of white, dressed stone containing thirteen heads on thirteen Pikes as indicated by the dots on the map. The heads are all Orcs and are considerably rotted. The Pikes are of Elvish work. Tisirato will probably say, "The Dark Elves probably did it. They must have come back with captives." He will be greatly shocked and disgusted, but will explain it as being due to the extreme fetidity.

**H** There is a tiny cubicle here with a rough, granite, spiral stair going up and down. Up leads to Level 2, a distance of thirty feet. Down leads to a 10 x 10 cubical room that has a 3' diameter well with winch and buckets nearby. There are ten Lampreys living at the bottom of the well, which is full of water. If water is drawn with winch and bucket, there is a 20% chance that there will be a Lamprey in the bucket. If so, it will leap out and attack the nearest person. It will be ARM: as Leather, Hit: 1 + 2; HTK: 4; Damage: 1 - 3, and will drain 2 points in blood per melee if it manages to attach itself to a victim and isn't removed. If anyone falls in the well, forget him. He will kick the bucket (so to speak) in no time flat.

## LEVEL TWO

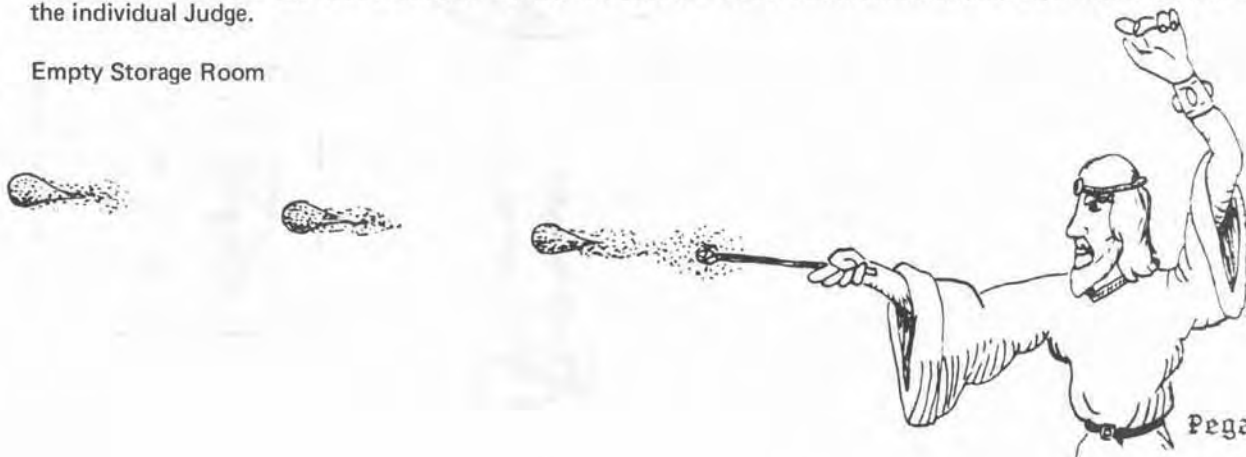
**A** The stairway accesses a small section of a passageway that reeks of a musty, camphor-like odor. The door is half-rotting in the humid, tropical atmosphere, and bugs of disgusting appearance are flying about. They are Giant Mosquitos: AT: None, Hit: 2; Damage: 1 - 3 + (1 - 3) blood drain each phase after a successful strike. On the door, inscribed in gold letter, is the following message: "Fall down or scream or rush about - there is no way of getting out." (Judge's Note: This message is meant to demoralize intruders and is not necessarily true.)

**B** There are 18 black marble pillars in this room, all 9" diameter and placed as indicated by the dots on the map. The huge, black hexagon in the center is a 12' tall obelisk. The room, as, indeed, this whole level, is 20' from floor to ceiling. There is a mysterious golden plaque on the west part of the obelisk which reads, "HERE ENTOMBED IN TERRIBLE GREATNESS IS THE LORD, KTHENTA OF THE DARK ELVES, LORD OF DARKNESS AND KEYSTONE OF THE ARCH OF EVIL." The plaque is 4' high and 4' wide and will open if touched. Inside the obelisk is a chair with an awful, awful thing in it. The thing is Kthenta, who has become a Spectre. How this happened may never be known, but the most likely explanation is that he arranged for it himself to prevent his own death at the hands of the Orcs or to be more fully attuned to his Demon-lords. However it happened, or for what reason, he is now ARM: as Chainmail, Hit: 9; HTK: 46; Damage: 1 - 8 + drain 2 END points. He can only be hit with magic weapons. A vial of Holy Water will do 2 - 16 points damage. If anyone is totally drained by him, he or she will become a half-strength Spectre under the control of Kthenta. The Spectre looks like a rotting Elf except that it is transparent. It will fight fiercely for three melee rounds, and then it will summon Ahexrou, a minor Demon from the pool in D. Above Kthenta's chair in the obelisk is a chest. It is resting on a metal frame. It is locked with a heavy padlock which may be broken off quite easily because it is already rusted nearly to pieces. The chest is of cedar and is 4' by 6' by 2' thick. It weighs 85 pounds. Inside is a +3 Bastard Sword wrapped in a Cloak of Invisibility, a jeweled Dagger worth 600 GP, 400 GP in a leather bag, and a Pearl of Wisdom (+3 to WIS) set in a ring with four Diamonds. If Whump picks up the Pearl of Wisdom, this bit of Good Magic, which Kthenta was guarding to prevent it from falling into the hands of anyone of Good alignment, will totally shatter the spell binding him to Tisirato. Since the rest of the party will probably be furious at Tisirato for deceiving them, they may not prevent Whump from attacking Tisirato furiously. If Whump does attack, Tisirato will probably *Teleport* back to the City State, taking with him as much treasure as possible, and leaving the player-characters stranded in the sinister tree-palace. If Whump does not get to pick up the Pearl of Wisdom, and the spell is not broken, Tisirato will try to demand a double share of the treasure found in the tree and will then *Teleport* back to the City State with as much loot as he can get. The player-characters will be totally lost when he leaves because he never told them where the tree was located. (Judge's Note: It is located in Barbarian Altanis.) If, and when, the player-characters return to the City State, they can find Tisirato living it up in Kick's Tavern on Beggars' Street.

**C** Empty Storage Room

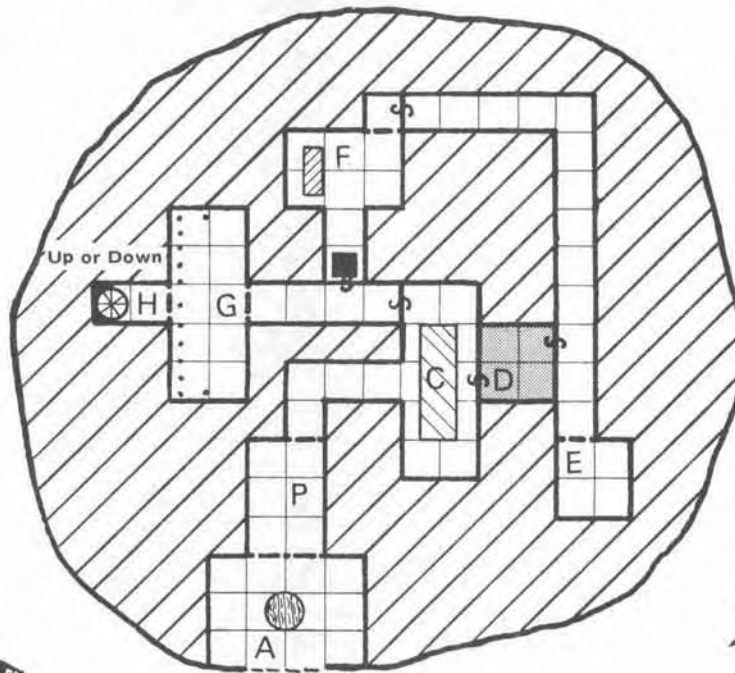
**D** It is this room that contains the pool from which Kthenta will summon Ahexrou, the minor Demon, to his aid. The black dots on the map indicate seven more Elven Pikes topped with rotting Orcs' heads. Near the center of the room is a pool of clear, fresh water, 15' in diameter. The pool is raised to a height of three feet above the floor and is 13 feet deep. It is constructed of blue Turquoise and is encircled by blocks of green Jade, each 3' square. The walls of the room are covered with murals depicting, in vivid color, the assorted atrocities favored by the Four Demons of Despair. A hollow, moaning sound reverberates through the room which requires a roll of WIS or less on 3D6 to avoid freezing in fear for 1D6 minutes. At the very bottom of the pool, in the center, is a 3' diameter hole which is the gate to the plane from which Kthenta summons Ahexrou. Ahexrou is ARM: as Plate, Hit: 7, does 3 attacks at 1 - 4/1 - 4/4 - 16 (Claw/Claw/Bite), HTK: 45. Scattered around the hole at the bottom of the pool are 4,000 GP. To recover this, the players may find it necessary to dive into the pool. (Let's hope they have defeated the Demon first!) Should they attempt to descend into the hole, they will probably drown in the attempt (96% chance). If they should survive, they will enter the plane from which Ahexrou comes, but that is a whole other adventure, the details of which are left to the individual Judge.

**E** Empty Storage Room

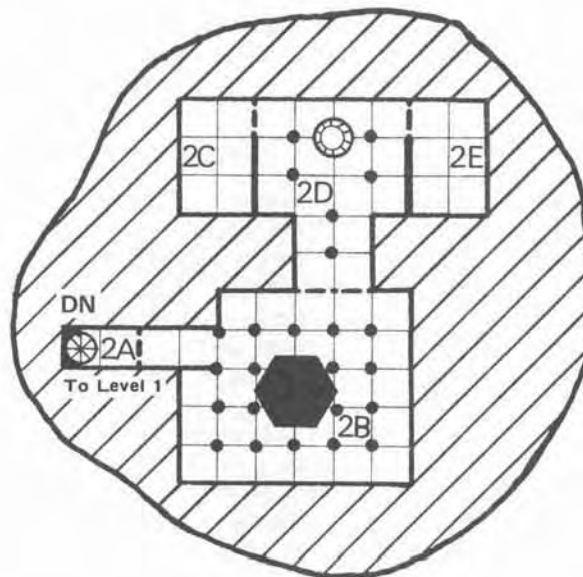


# KTHENTA'S DARK REPOSE

LEVEL 1

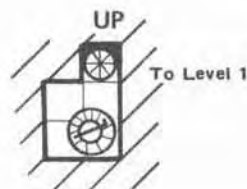


LEVEL 2



1 Square = 5 Feet

BASEMENT



---	Door
---	Secret Door
⊙	Stairs
●	Pillar
⊙	Pit
⊙	Well
■	Trap



# ENCOUNTERS

(Roll alternate turns unless otherwise specified)

- 1 The Lizard (if not already dead)
- 2 2 Giant Mosquitos (see Level Two, Room A)
- 3 3 Giant Mosquitos (see Level Two, Room A)
- 4 4 Giant Mosquitos (see Level Two, Room A)
- 5 5 Giant Mosquitos (see Level Two, Room A)
- 6 6 Giant Mosquitos (see Level Two, Room A)
- 7 7 Giant Mosquitos (see Level Two, Room A)
- 8 8 Giant Mosquitos (see Level Two, Room A)
- 9 9 Giant Mosquitos (see Level Two, Room A)
- 10 10 Giant Mosquitos (see Level Two, Room A)

Have fun with this one!



# THE PYRAMID OF SUBERUS

Thousands of years ago, the ancient lord Suberus came to power in the desert empire of Adelux. He was sympathetic to the needs of his people at first, but, as his power grew, he began to delve into the dark secrets of black magic. He started to worship the gods of the underworld and, through them, gained great and terrible power. But, as is the case so often, power corrupted his mind. Some say that he actually died and his body was appropriated by the demons of the underworld. Others insist that he strove to become one of them - like unto a god. At any rate, he mustered forces of earthly and unearthly creatures and, with the aid of his dark power, fought for control of the known world. He became cruel and merciless, slaying or torturing all who opposed him or his gods. Throughout the land, he became known as the Death King. It was Rommol, the Archmage and crusader who finally killed him, although the valiant hero died in the encounter.

For thousands of years, all was well. It was assumed that Suberus was destroyed. But, recently, terrible things have happened in Adelux which are believed to be caused by a great evil. Dark creatures walk the night and multiply in number and strength. The source of the evil is believed to be the great pyramid of the Death King, a monument that Suberus had built for himself during his lifetime.

It is at that place that you now find yourself. There is an ancient taboo concerning the pyramid, and the people of the desert will allow no one near it. You, however, have come in the dead of the night, under the dark moon. Perhaps you wish to determine if Suberus still exists and, if so, to destroy him once and for all. Perhaps it is legends of tremendous wealth which lure you here. At any rate, you are poking around the pyramid when you find a secret passage. It slopes down into the darkness. With visions of untold wealth or the chance to destroy a great evil in mind, you descend cautiously.

You are grateful to get out of the heat of the desert. You gaze in fascination at the ancient walls when. . . SLAM!!! A giant, stone slab seals off your exit. The only way to go is ahead; you will try to find a way out, but, first, you feel compelled to explore the mystery before you.

## JUDGES NOTES

The **Pyramid of Suberus** is a dungeon created for use with many fantasy role playing systems. It should be used with about five characters of approximately fourth or fifth level. These characters should be of differing classes; the recommendation is one Magic User, one Cleric, and the rest Fighters, including, perhaps, one Thief. It is also recommended that they bring with them a few minor magical items to help them in their quest.

The **Pyramid of Suberus** can fit easily as a side-adventure in an ongoing campaign or as an adventure itself. It can also be used as a tournament dungeon. In the latter case, groups of five should enter the pyramid. When they have finished the expedition, the Judge must then check a table of victory points provided with this dungeon. The party with the most points is declared the winner. The pyramid is set in Hex 1424 of Judges Guild Campaign Map 7 (Desertlands). We strongly suggest that the Judge read through the entire dungeon before attempting to referee an expedition. The **Pyramid of Suberus** has been designed as a complete and specifically-structured dungeon. Something encountered in one area of the pyramid may turn out to be of importance in another. It will help to be well-acquainted with the entire dungeon before you start.

For tournament purposes, the description of each room has been divided into two sections: the player notes and the Judge's notes. This is so that you don't slip up and tell the players something they shouldn't know. This should be a convenience in non-tournament situations as well.

Initiative is always determined by a die roll except for cases where there is surprise and in Rooms 26 and 27 (the Dragon and the Death King always gain initiative unless otherwise noted).

The premise of the **Pyramid of Suberus** is that Suberus, being the nasty that he is, has foreseen the possibility of looters and set a trap for them. All of the living creatures in the pyramid have been put under a *Temporal Stasis* spell which is terminated when the stone slab falls, trapping the players. They have precisely twenty-four hours until they run out of air. They should begin to weaken after about twenty-two hours. The Judge may wish to make some changes in the dungeon, including changing the values of treasure and altering the legend to fit the campaign. This should be done with an eye towards the whole but is generally encouraged. It is your dungeon. We've set it up in structure, but it is up to you to breathe life into it.

There will be no random monsters to be found in the pyramid, and it is completely dark throughout the pyramid unless otherwise noted.

One final note: The **Pyramid of Suberus** is not a dungeon for inexperienced players. We think you will find that it takes a good deal of quick thinking, intelligence, and common sense to make it through. This is a true test of playing ability. Good Luck - and Happy Dungeoning.



- 1** **Players' Description:** It is noticeably cooler here than it is outside. You are now about ten feet below ground level. The walls are covered with hieroglyphics and scenes depicting an Egyptian-type burial. The double doors on the south wall are carved with a shape of a Jackal on the east door and a Hound on the west. There is a stone slab leaning against the southwest corner. Otherwise, the area is bare.

**Judge's Description:** The temperature is about 55 degrees Fahrenheit. The doors can be pushed open, although it takes a bit of force. The stone slab has the following written in the local tongue (which the players know) upon it.

Ye who enter, Thieves and Knaves  
Shall find the terror of my grave.  
Dare ye enter, if ye will.  
Beware! Your blood I seek to spill.  
If ye seek my burial tomb  
Where wealth untold pervades the gloom,  
Up, up, up thrice past the Beast  
Who waits alone, on you to feast.  
Not much farther 'til you're free,  
But first you'll have to deal with me.  
Enter further, if you dare,  
But, one day hence, you'll have no air!



- 1A** A simple slope (about a 25 degree angle) which ends at the dotted line on the map

- 2** **Players' Description:** This is a very dusty room filled with bones, broken pottery, and old Scimitars.

**Judge's Description:** In this room are broken pieces of pottery, bones, and Scimitars. When players step into the room itself, the bones (actually Skeletons) will rise up. The players will have 20 seconds to react. There are 12 Skeletons at the end of the 20 seconds bearing Scimitars in good condition. Each of these Skeletons have 4 HTK. Within the room are 4 gems under an old rag. They are Blue Zircon (50 GP).

- 2A** **Players' Description:** There is a skeleton here (unanimated) wearing rotted Leather armor and with a Dagger lying just under his left hand. It is pointing towards the archway. Something has been scratched on the wall next to him.

**Judge's Description:** The scratched message is in an ancient tongue and requires a *Comprehend Languages* spell or the equivalent to read. It reads:

No hope, no way out, insanity lies that way.

- 2B** This is an archway leading to the next room. There is no door.

- 3** **Players' Description:** This room contains a black stone statue of a beautiful woman. She is scantily clad and is holding out a bowl (Judge: empty). Her eyes are deep blue gems. An intricately-woven rug runs the length of the room to the statue, which is standing against the north wall. On either side of the statue are incense burners with faint curls of smoke rising from them.

**Judge's Description:** The gems are Sapphires. If a player tries to take them, he will be shocked and thrown down (5 points of damage). The gems will then project a holographic image of the woman (a goddess) in the middle of the floor. The image will say:

Fools! Do not waste your time pilfering a sacred shrine. You shall surely perish, and the Dark One will add yet more souls to his evil vault. Leave! This path only takes you further from your goal!

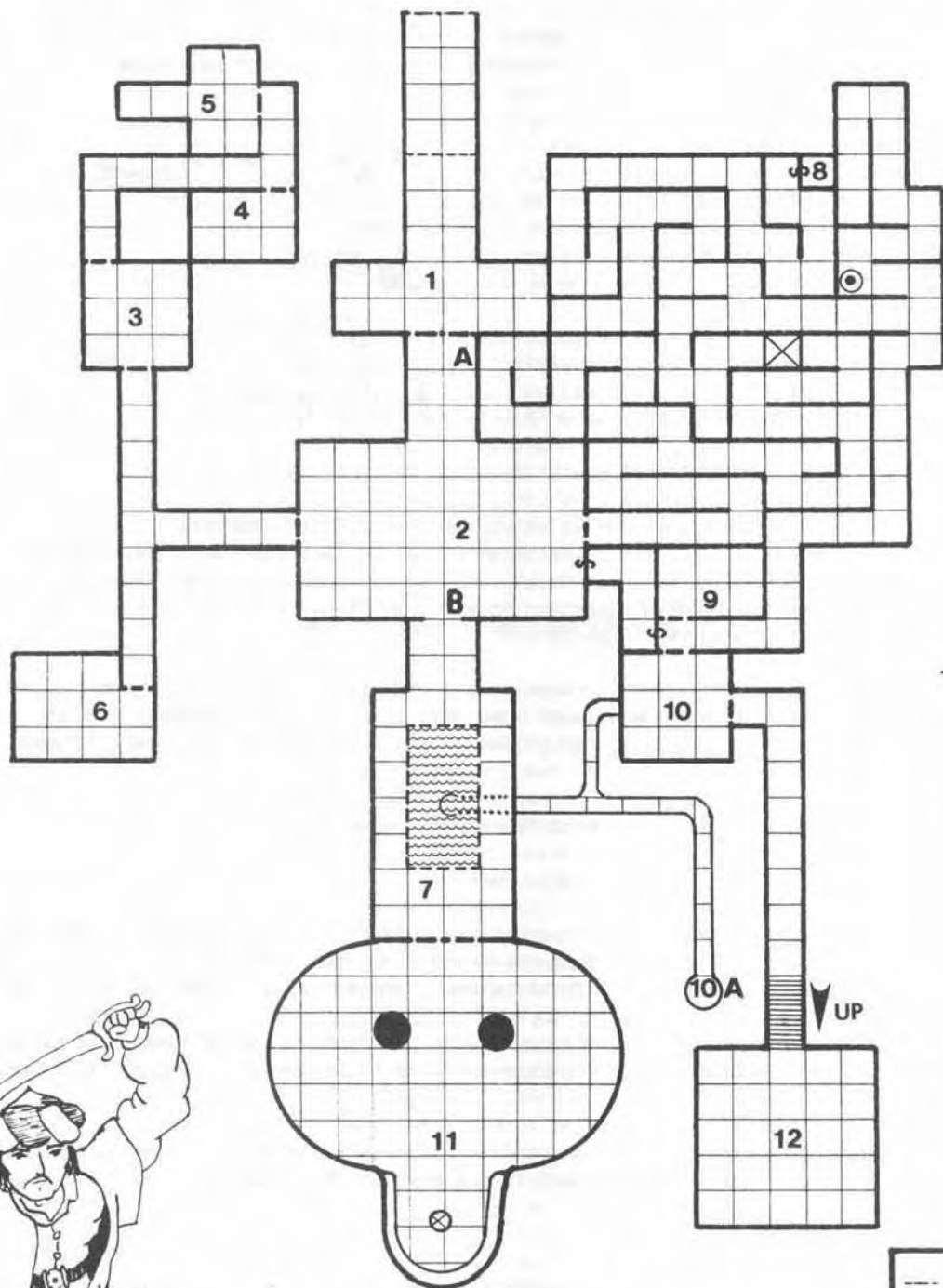
She will then disappear.

- 4** **Players' Description:** Inside this room is a pool of water which is 5' wide and circular in shape. The pool is located in the exact center of the room. The pool walls are made of green marble.

**Judge's Description:** When the players look into the pool, they will see an image of the Death King. It will be a shadowy form with piercing red eyes. This will hold their attention for 2 minutes (no Saving Throw), during which time a Water Elemental shall form. It lashes out as a 5 Hit Dice monster, doing no damage but dragging its victim into the water if it hits. If a victim is pulled into the water, he must roll Strength or under on 1D20 at a penalty of minus 8 or drown. If he makes his throw, this means he surfaces after taking 8 points of damage and is still vulnerable to attack by the Water Elemental. The Elemental can only be defeated by a spell of *Dispelling*, or it can be sent to another plane of existence. Note that the Elemental can only reach up to 5 feet from the pool.



# THE PYRAMID OF SUBERUS



LEVEL 1



- 5** **Players' Description:** There are more hieroglyphics on the walls here. Scenes depict a ceremony resembling Knight-hood (a young Warrior is kneeling while a king or nobleman lays a Sword on his shoulder). At the west end of the room is a large, stone platform, about 4' high, built into the west wall. It has a sheathed Longsword on top of it.  
**Judge's Description:** As soon as the players enter the corridor-like part of the room, there will be a faintly-audible click (20% chance of hearing it; 40% chance for an Elf). Give the players **two seconds only** after telling them this. If, in that time, they do not say they are dodging or ducking, they must roll their Dexterity or under at a penalty of minus 4 to avoid the darts. If they dodge or duck, the darts will miss them. Three darts will fire from a hidden hole in the platform. They hit as if fired from the bow of a 7th Level Archer. Each has a chance to hit doing 5 points of damage apiece. The Sword is Chiaups, a +4 Longsword.
- 6** **Players' Description:** Inside this room are 5 dead, human bodies which are richly clothed. There are gold pieces scattered around the room.  
**Judge's Description:** When the room is entered, a Wight will come from the south wall and attack anyone. Each round it is "alive," one of the bodies will turn into a minor Wight. The Wight has 20 HTK; ARM: as Chainmail; Hit: 5; Damage: 1 - 3 + drain 2 points of END (when 0 is reached, the character becomes a minor Wight); need silver or magic weapons to hit it. The minor Wights have 10 HTK each. They are 3 hit dice, ARM: as Leather, Damage: 1 - 2 + drain 1 point of Endurance, and regular weapons will hit them effectively. On the floor, there is a total of 500 GP.
- 7** **Players' Description:** A pool of crystal-clear water (shown by the dashed area on the map) has a small Shark in it (ARM: as Leather; Hit: 3; HTK: 12; Dam: 2 - 7). There are 6 torches on each of the east and west walls. Also in the pool is a silver bracelet worth 750 GP. There is a large (6' tall) stone skull (human-type) at the end of the pool from which water issues into the pool. There are also skulls carved on the doors.  
**Judge's Description:** If the players look into the pool, they can see that, in several places, there are drains to let the water out. The Shark will attack anyone trying to enter the pool, but, if a hidden knob on the skull is turned (find as if it were a secret door), it will stop issuing water and the pool will drain in 1 hour. The Shark will then, of course, die. The bracelet bears the symbol of the rotting skull. This is the bracelet to be used in area 18A. The pool is 15' deep. Note, also, the passage from Room 10. The water is recycled by flowing out through the drains and then back through the skull.
- 8** **Players' Description:** A small table covered with blue velvet holds a silver wand with a red tip. It bears the sign of a rotting skull.  
**Judge's Description:** The wand is a Wand of Magic Bolts; the red end fires the shots. It has 10 Bolts, and each Bolt does 1 - 6 points of damage. The last one detonates the wand. It will dematerialize, trying to take its user with it. This will disrupt the player's biological system, causing 2 - 16 points of damage and leaving the person quite mindless for about one minute. After this, he will recover slowly, attacking and defending at a -2 for another two minutes.
- 9** **Players' Description:** In this room is a stone statue of a Jackal-headed man with a wooden chest at its feet.  
**Judge's Description:** The chest contains a +2 Dagger and 50 mithral pieces. If one of the players should happen to gaze into the eyes of the Jackal, he will fall into a comatose sleep lasting for 3 hours.
- 10** **Players' Description:** In this room, against the south wall, is a rectangular table. On it are several glass containers, most of them broken. One of the containers which is not broken contains a dark, murky liquid. There is a similar table near the west wall except that this table has only two legs; the other side is attached to the wall. It has several unbroken glass containers on top of it.  
**Judge's Description:** The black liquid on the table is oil. There are about 5 ounces of it. The glass containers on the table attached to the west wall are actually attached to the table. If this table is lifted up, there will be a hidden door visible underneath it on the west wall. It is only about 2' x 2'. The tunnel it conceals is of like dimensions and, thus, must be crawled through, one at a time. One section of it leads underneath the pool in Room 7. If this door is opened before the water is drained, the water will come down, killing in 4 minutes whoever is beneath. The first player has no chance for escape. The second player has a percentage chance of living equal to the sum of his Constitution and his Agility. The third player has twice this chance. If, for any reason, the door or doors in Room 10 are open, the water will flow out there and escape.
- 10A** **Players' Description:** The tunnel empties into this room which is cylindrical. The ceiling is 40' from the floor, and there is a ladder attached to the south side. It stops at a trap door at the top.  
**Judge's Description:** The trap door opens into the floor of Room 13 on Level 2.

# 11

**Players' Description:** This is a large, impressive room. The ceiling is a good 25' high, and anything said in here has a tendency to echo. There are two pillars in the middle of the upper portion of the room; otherwise, this part is empty. The walls here show huge murals of the Death King and his army mercilessly slaughtering their enemies. In the lower part of the room, there is a small, round table with a glass cover over it. Underneath the cover is a skull. In addition, there is a narrow shelf about 4' from the floor attached to the walls and encircling the room. Upon this shelf are some eighty skulls, all facing the skull under the glass.

**Judge's Description:** In this room are kept the skulls of the Death King's enemies. They have been here for thousands of years, suffering under his spell. The one on the table is the skull of Rommol, the valiant warrior who died trying to slay the Death King. The first person to come within 10' of the table will be frozen in his tracks (paralyzed, with no Saving Throw). He will be held there until someone breaks the glass casing containing Rommol's skull. Note that there is no way to lift the casing; it must be broken. Once someone is paralyzed, anyone else is free to enter the area around the skull. When the player is paralyzed, the eyes of the eighty skulls will glow red. The character will feel their torment and will slowly be drained of Life Energy. As soon as the character is paralyzed, the Judge should start counting to himself. Every second until the glass casing is broken, the paralyzed character will lose hit points at the rate of 1 a second. The skull of Rommol can be used as a detector of the Death King because it glows when brought near to the him, and it can be hurled at him for 15 points of damage if it hits (+2 to hit).

# 12

**Players' Description:** The stairs which lead up to this room rise 15' above the level of the corridor. In the center of the room, there is a truncated pyramid. It is 30' x 30' at the base. It rises to 18' high at the level of truncation. There are stairs set into the pyramid, ascending the north side. The ceiling of this room is 30' high. There is a 10' x 10' section missing from the middle of the ceiling.

**Judge's Description:** If players examine the pyramid, they will find that there is a colorless lubricant covering the north face including the stairs. When a player steps on the 14th step, the stairs will instantly flatten, becoming a chute in the side of the pyramid. The sides are too slippery to grip. When this happens, a 5' x 5' pit will open at the base of the chute; barring spells, special abilities, or magical devices, there will be no way for those on the chute to avoid falling in the pit. Note, also, that anyone standing at the base of the chute (stairway) will also fall in the pit. There is one, large Spike at the bottom of the pit. There is only a 5' drop to the pit floor, but the Spike is quite large (10" in diameter at the base) and quite sharp. It is 24" long. Consult the following table to determine if a player lands on the Spike and, thus, is run through. Note that only one player can land on the Spike although others can land on this hapless character. Anyone falling in the pit but not on the Spike will take 1 - 4 points of damage from the fall. Check the table, starting with the lowest person on the stairs, to see who lands on the Spike.

Race	Chance of Impalement
Halflings	20% chance
Gnomes	25% chance
Dwarves	40% chance
Elves	50% chance
Half Elves	60% chance
Half Orcs	70% chance
Humans	70% chance

## Agility Modifiers

3 - 6	+10%
7 - 9	+ 5%
10 - 12	0%
13 - 15	- 5%
16 - 18	- 10%

Exactly one minute after the trap has sprung, it will reset itself. The hole in the ceiling leads to Room 16 on the Second Level. Note that it is 12' from the top of the pyramid to the Second Level. Also, keep in mind the presence of the Bats in Room 16.





**13** **Players' Description:** This room looks something like a laboratory. There are several tables and shelves arranged around it. On the largest table is a strange apparatus, a combination of metal rods of different sizes and shapes and twisted wires. There is a handle attached to a small metal box on the device. On the shelves are containers of glass and pottery. There are several beakers filled with many different-colored liquids on the three tables, and a few scrolls are also on the tables.

**Judge's Description:** The liquids on the tables are all harmless and without effect except for two vials of potions which are kept in holders. These are closed with cork stoppers and sealed with wax. They both contain cloudy, red liquids. They are deadly, but short-lived, bacteria. Anyone opening either of these vials must Save vs. Endurance at a minus 8 on their die roll or die instantly. Note that this is due to enzyme contact with the skin. The victim's skin will shrivel in places, and dark red splotches will appear on the body. The bacteria dies after only 3 seconds when exposed to oxygenated air. There are a total of four scrolls. Two of them contain designs for strange devices; one of them is for the device on the table, and the other is a non-existent device. The first scroll indicates that, if the handle is cranked on the machine, it will be activated. If the handle is cranked, it will send a narrow field of electrical power from one wire to another (about 1'). Anything that comes in contact with the field for more than 2 seconds will become charged, begin to glow, and explode in ten seconds, doing 2 - 16 points of damage to whatever is within 6 feet of it. The impact at 3' proximity is enough to blow open a door. This effect works on flesh as well as on anything, and, if a Sword is put in the electrical field, the charge will spread throughout the blade. Of the other scrolls, one is a cursed scroll which will Teleport its reader to Room 20 on the Third Level, where instant death awaits, and the last scroll contains a *Heal Major Wounds* spell. Note, also, the passage up from Room 10.

**14A** **Players' Description:** In this room, against the south wall, is a coffin. There are small, round tables, one at either end, with large, ornate, silver lamps upon them worth 200 GP each. The walls are covered with murals showing different stages of a man's life. Among those stages is the ascension to a position of royalty. There are baskets of gold and silver near the coffin.

**Judge's Description:** This is the tomb of one of the nobles of the Death King's empire. There are 1,000 SP and 400 GP in the baskets. Inside the coffin is a powerful Zombie (Hit: 3; Damage: 3 - 8; HTK: 22; ARM: as Chainmail). He will not be brought to life unless the coffin lid is opened. Then, he will leap out with surprising speed (unlike a normal Zombie, he attacks twice every round), surprising the opener on a 1 - 4 on 1D6 (1 - 3 for Elves) and attacking at a +4 to hit for the first round. He wears a necklace of electrum (100 GP value) and gems in the coffin are worth a total of 500 GP.

**14B** **Players' Description:** This room is very much like 14A except that the coffin is against the east wall and there are no treasure baskets. The murals are slightly different, but the theme is basically the same. There is a Skeleton climbing out of the coffin.

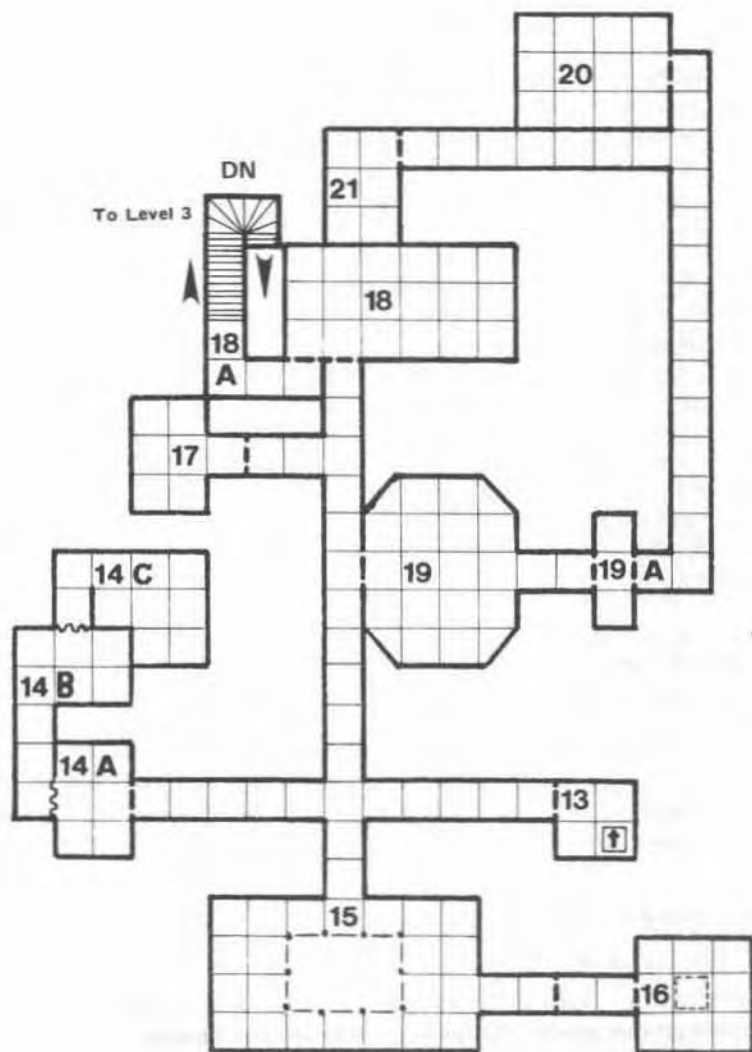
**Judge's Description:** The Skeleton starts getting out of the coffin as soon as the tapestry in 14A, which covers the doorway, is pulled aside. It, too, is extraordinary for its monster type. It is Hit: 3; HTK: 20; Damage: 2 - 7; ARM: as Leather. It can attack by propelling the middle 3 fingers on its left hand through the air. They are razor-sharp at the ends. They fire at a 30' range and do 2 - 7 points of damage (+1 to hit; treat as a thrown Dagger). It will fire its fingers when it first sees the party and then use its right hand in melee. In the coffin are gems worth 200 GP and a +2 Longsword.

**14C** **Players' Description:** This room is similar to A and B but slightly more extravagant. The murals show clearly that the occupant of this room was very important. There is a skeleton lying on a platform next to the south wall. Lying on the rib cage are two, crossed Broadwords. All around the platform are silver coins, gems, and jewelry. Among this loot is a gold ring which shines magically.

**Judge's Description:** If anyone enters this room, the Swords will rise into the air to a "guard" position. If anyone comes within 15' of the platform, they will throw a *Flamebolt* at him or her (2 - 16 points of damage). They will do this only once. Afterwards, if anyone advances, they attack as 1 Hit monsters, doing 1 - 8 points of damage and taking 4 HTK each. The loot is worth 1,700 GP. The ring is a +1 Ring of Defense.

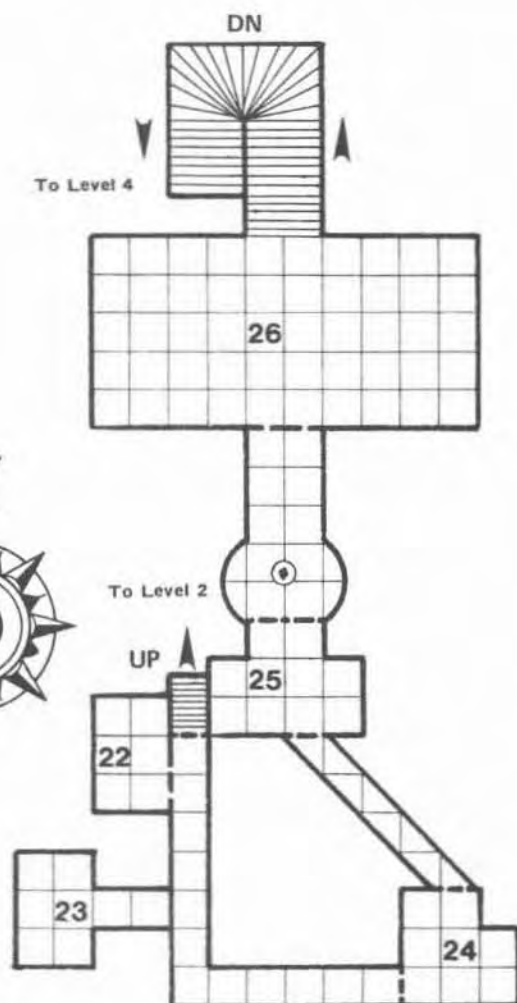
**15** **Players' Description:** The floor of this room is made of large (5' x 5') tiles. There are many cracks through them and between them. There are vines growing up through the cracks. Dominating the room is a small, stone structure resembling a small building. There are steps leading up to it. The ceiling of the building is held up by 10 pillars. Inside the building is an old man sitting on a throne. He wears a white robe, stained with green and brown.

**Judge's Description:** If the players approach the building, they will see that some of the stairs and all of the floor are covered with moss. The old man is an Illusion. He will watch the players and even blink now and then. Occasionally, but not often, his head may turn just a little bit. He will not do anything else. If a player steps up to the floor of the building, the old man and the moss (also part of the Illusion) will disappear. The players will see 5 large Snakes slithering toward them (ARM: as Leather; Hit: 1; HTK: 3; Dam: 1 - 3 + poison (3 - 8 points of poison damage)). The room is 20' from floor to ceiling, and the building within is 10' tall.

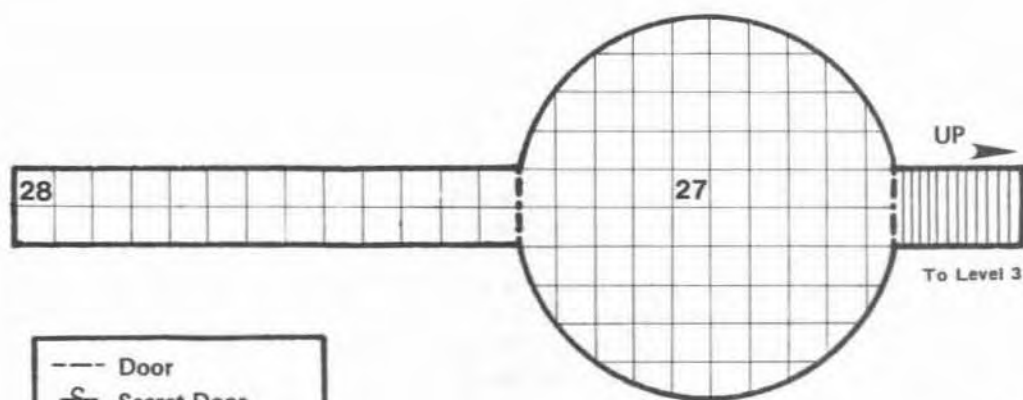


LEVEL 2

1 Square = 10 Feet



LEVEL 3



LEVEL 4



**16** **Players' Description:** This is a rather plain room occupied by 20 Bats.  
**Judge's Description:** The bats fly about in a frenzy, never leaving the room or going down to Room 12. There is a 30% chance per turn that 1 - 4 Bats will swoop down at the players in the room or those climbing up from Room 12, doing 1 - 2 points of damage. The Bats are ARM: as Leather and have 1 HTK each.

**17** **Players' Description:** This room is bathed in shifting, yellow light. The source of this is readily apparent. On the far side of the room is a 2' diameter glass tube extending from the top of the room to the bottom. Inside this tube is something that resembles a Ghost - a twisting, writhing spirit, its features distorted, its face twisted in agony. Muffled, but audible, moans are coming from the tube. About 5' in front of the tube is a ladder reaching up to something akin to a man-hole cover in the ceiling. There is a stone box next to the ladder with a crank on one side.  
**Judge's Description:** If the players even look closely at the box, the spirit will begin to scream, "No, no!" If the crank on the box is turned, the man-hole cover will slide back into the ceiling. The same will happen to a similar cover at the top of the tube. When this happens, the Ghost will be violently sucked out of the tube but not before uttering a blood-curdling scream that will drain each member of the party of 3 HTK. The ladder leads up to Room 22 on the Third Level after going up a cylinder for 50'.

**18** **Players' Description:** This room is absolutely bare and colorless except for a huge, red hand painted on the east wall. There is an inscription around it in the ancient tongue (**Judge:** *Comprehend Languages* or the equivalent is required).  
**Judge's Description:** The inscription above the hand says, "HAND OF FATE," and the inscription below it says, "KNEEL AND BE JUDGED." If a character kneels before it, a white beam of light will come from the hand, curing him for 5 HTK of damage. There is only one exception to this. If the character's name is a very ordinary one, such as Mark, Fred, Joe, etc., regardless of anything else about the character, a red beam will hit him and disintegrate him. This may, at first, seem unfair, stupid, and out of place, but the Judge is asked to consider that the character is judged on fate - something totally incomprehensible to him and known only to the gods. Besides, when the player finds out why he got zapped, you'll barely be able to control yourself.

**18A** **Players' Description:** This is a dead end.  
**Judge's Description:** This only seems to be a dead end. If the wall is searched, a panel cover can be flipped, under which is a small slit shaped like an indentation of the rotting skull emblem. If the bracelet from Room 7 is inserted here, the north wall will slide back into the west wall and stay there for one minute. On the other side, there is a handle which can be used to push the wall open. Note that the bracelet is not needed from this side. Behind the wall is a stairway leading up to Level 3 between Rooms 22 and 25.

**19** **Players' Description:** This large room is bare except for an amazing phenomenon. There are hundreds of rocks whirling through the air in a circular formation which has its center at the middle of the room. The largest rocks are on the outside of the circle. These rocks are about 6' long. The smallest ones, in the middle, are mere pebbles, and in the center is a cloud of dust. The rocks near the middle are hardly moving at all.  
**Judge's Description:** The Judge may notice that this is a scene taken from Roger Zelazney's book 3 of the *Amber* series. If players try to run through, there is an 80% chance that they will be hit by a rock every five seconds they are in the circle. For game purposes, let's suppose that there are three concentric circles. Since the player will be attempting to bisect the circles, he will have to go through six "layers" of rocks. It will take him 30 seconds to do so. When a rock hits a person, it shatters into 100 fragments. The rock material is lighter than one would expect but does 1 - 10 points of damage for the large stones located in the outer circle, 1 - 6 points of damage for the second circle, and no damage for the inner circle. This makes a player subject to 4 effective attacks. Note that a player may try to jump on and ride one of the rocks in the outer circle. To do this, he must make his Agility score or lower on a 1D20 twice - once for getting on and once for getting off. If he misses, he falls, taking 1 - 6 points of damage.

**19A** **Players' Description:** There seems to be nothing out of the ordinary in this room. The doorway to the west leads to a tunnel, but the entrance seems to be distorted, as though one was looking through a warped lense. The floor of this room is made of small (6" x 6") beige tiles with a black rectangle of tiles just in front of the doorway.  
**Judge's Description:** We emphasize that this is a doorway, not a door. If a player tries to walk through it, he will find that he cannot; it will seem to be simply a part of the wall to the touch. If a player stands on the black rectangle for a second, a small console will rise out of the floor to his right. It will rise to about 4' and then stop. On the top of this console are three tiles, 3" square. They are colored, from left to right, black, beige, and red. If they are pushed in the correct order (beige, black, red) within two seconds of each other, the entranceway will shimmer and sparkle with white flashes of electricity. This will last for ten seconds; during that time, the entranceway will be passable. If they are pressed in the order black, beige, red, the entranceway will shimmer and give off yellow sparks. If anyone tries to enter it for a ten second period after that, they will be shocked for 1 - 6 points of damage. If a red, beige, black combination is pushed, the entranceway will sparkle blue and teleport anyone trying to enter to the marked spot on the Labyrinth in level One. Any other combination will have no effect. Note that the entranceway is passable from the other side at any time.



- 20** **Players' Description:** There is a 2' wide carpet leading from the door to an altar on the other side of the room. The carpet contains different patterns of black, beige, and red. On top of the altar is a Longsword. In the back of the altar, set into the west wall, is a 3' diameter figure of the Death King himself, wearing his famed death mask. There are several unlit candelabras on either side of the carpet.  
**Judge's Description:** If the Sword is tapped 3 times on the altar, the tapper will be instantly teleported to Room 25 on the Third Level. The Sword will remain. There are 10 candelabras, each worth 5 GP.
- 21** **Players' Description:** This room is bare except for a low (2' tall) table covered with dark blue velvet. On it rests a crystal ball.  
**Judge's Description:** This is actually a crystal hypnosis ball. Attempts to use it will fail, but the Magic-User trying to use it will experience a mind-fusion with the mind of the Death King and himself. He will be held in it for a brief moment, petrified by fear, and then he will break away. There will seem to be no ill effects, but, when, and if, the Magic-User comes face to face with the Death King (even if the Death King is unconscious), the Death King will take over his mind, double his Strength, and have him turn against the party at a critical moment. An exorcism will restore the Magic-User. After the Death King is destroyed, the crystal ball will become usable.
- 22** **Players' Description** (if the room is entered from the door): There are murals on the walls of this room much like those of Rooms 14A, 14B, and 14C except that they depict the life of a woman. There is also a coffin in this room. All around the coffin are fine silks and jewelry, totaling 1,500 GP worth of goods.  
**Judge's Description:** Inside the coffin is the mummified corpse of the Death King's bride. The first person to look at it must Save vs Wisdom (throw Wisdom or lower on 1D20) or be maniacally insane for 1 - 4 hours. Note that the ladder from Room 17 exits into the coffin. Any one climbing through this must make his Saving Throw at -4 on his die roll.
- 23A** **Judge's Description:** There are a few cracks here in the wall, and players will feel a draft coming through. This is, of course, impossible; it is an Illusion. The wall is aging, and it will not take too much effort to tear it down. Beyond it, they will see room 23, which is actually a room filled with a sleep gas that will put them out for 3 hours. Read them the description for Room 23 for what they think they see.
- 23** **Players' Description:** Greeting you is a sight for sore eyes. Several feet in front of you is a platform, a sort of balcony built into the pyramid. Fresh air greets your grateful lungs in place of the stale stuff you've been breathing. As you look over the desert, the sun is just setting below the horizon (**Judge:** At this point, try to keep from giggling.)
- 24** **Players' Description:** On the floor of this room lies the skeleton of a dog. Scattered around it are bones of other sorts.  
**Judge's Description:** When the room is entered, a spirit will arise from the dead dog and form into a Hell Hound (ARM: as Chainmail; Hit: 4; HTK: 19; Dam: 2 - 7 + breathes fire on the first round for 3 - 8 points of damage). Note that, if someone picks up one of the loose bones and throws it, the Hound will fetch, giving the player a few seconds to get to the door.
- 25** **Players' Description:** There is nothing here except a large table on which lie small dolls.  
**Judge's Description:** These "voodoo dolls" depict party characters. If any members of the party have died, the dolls will be in the condition the characters were in immediately after death (i.e. impaled on a stake, waterlogged, etc.). If any player was disintegrated, there will be a pile of ashes in his place. All the dolls of the still-living characters have red Xs on their chests.
- 26** **Players' Description:** Occupying this room is a small Dragon. There is treasure in this room, but it is minor, not a full-sized Dragon hoard. The Dragon is looking at the party and inhaling.  
**Judge's Description:** The Dragon is 4 Hit; 24 HTK; ARM: as Chainmail; Damage: 1 - 6/1 - 6/2 - 12 and breathes lightning (4 - 24 points of damage) in a straight line 5' wide and 50' long; no possibility of subdual. The treasure consists of 5,000 CP, 2,000 SP, 1,000 EP, 500 GP, 100 PP, gems worth a total of 600 GP, a +2 Stiletto, and a +2 Rapier. The stairs ascend for 30' before turning at a 45 degree angle and doubling over themselves for another 30'. See map. These stairs lead to the final resting place of the Death King.



**27** **Players' Description:** The doors to this room are impressed with the sign of the skull. Above the skull, in ancient script, is the signature of the Death King himself! Inside is a huge, vaulted room. At the zenith of the ceiling is an opening covered by a convex lens. Some 100' below it, lying on a platform, is a body which is unmistakably that of the Death King. Around the room, a fabulous treasure has been collected.

**Judge's Description:** The Death King's body rests here. Meanwhile, his consciousness roams the earth, seeking and organizing evil. Every day, at sunset, the light of the sun is reflected by a mirror through the lens at the top of the truncated pyramid. All of this is hidden by an Illusion so that it looks like a normal pyramid. The light is focused so that it comes down as a concentrated beam and illuminates the body of the Death King. The energy from the dying sun spreads throughout his body, giving it the power of life for 12 hours. During this time, the Death King can go forth to prey upon his victims. This mechanism was arranged by the Death King long before his actual death in an effort to insure for himself eternal life. It is here that all your timekeeping is crucial. The Death King will sense the party entering the room. When the party entered the pyramid, it was midnight. If, when they enter the chamber of the Death King, it is between 5 o'clock and 8 o'clock p.m., the beam of energy will be hitting the Death King. In this case, he will rise to combat the party. The beam will continue, at any rate, until 8 o'clock p.m. If the party arrives before that, the Death King will be in a non-conscious state. If they arrive afterwards, he will be gone on a foray to terrorize the countryside. In this case, the party may leave by the other door. If, however, they touch any of the treasure, he will immediately materialize. If a player touches the beam of energy, he'll take 2 - 20 points of damage.

The Death King's body is one of rotting flesh held together by some mysterious energy. He is ARM: as Plate armor; Hit: 6; HTK: 38; magic weapons are needed to hit. The following spell-types affect him: *Bless* (1 - 4 points of damage); *Remove Curse* (1 - 6 points of damage and stuns for 1 minute); *Exorcise* (4 - 16 points of damage); *Dispel Evil* (stuns for 1 minute); *Bolt of Lightning* (gives him 10 additional hits to kill). He has Strength: 18; he gets a physical attack at 1 - 10 points of damage. He may opt to use spells. He can use a spell as many times as he likes each day but may only use one spell a minute. He may not use spells when in melee. His spells are: *Cold Ray* (100' range) for 1 - 10 points of damage and *Doubt*, which will affect 1 - 4 players. If a victim fails his Saving Throw of Wisdom or lower on 1D20, he will stand immobilized and riddled with self-doubt. How, he will wonder, can an insignificant mortal hope to stand against the Death King? If two players are affected, they each Save at -1 on the roll; if three players are affected, they each Save at -2 on the roll, and, if four players are affected, they each Save at -3 on the roll. The Death King can direct the spell at whomever he wishes. However, if the player makes his Saving Throw, this means that he overcomes his doubts and realizes that it is a trick. Thereafter, he is impervious to the *Doubt* spell and, furthermore, will gain a +1 to hit on his attacks because of his confidence. Note that, if this dungeon is used as a tournament, the Death King will use his *Doubt* spell first, when the party begins combat. He will use it on one person, with preference going to Fighters, Clerics, Thieves, Magic-Users and others, in that order. The next round, if he is not in melee, he will use his *Cold Ray* with the same preferences. If, and when, the Death King is killed, he will scream, and his body will crumble into dust because the life energy within it has been destroyed. The mirror and lens at the top of the pyramid will explode because their stored energy is released by the death of the Death King. This will start a chain reaction of explosions in the pyramid. It is obvious that the Death King had made preparations to "take it all with him." The whole pyramid will be rubble in five minutes. The party will have time to stuff their packs with treasure, but they will not have time for each individual to take very much. The chamber will begin collapsing in 30 seconds. If they try to stay longer, they will be killed. They will be able to grab 1,000 GP each plus some choice magic item(s). The magic items don't really matter unless you are running this dungeon as part of a campaign. If this is so, roll on the following chart:

Magic Item Chart			
01 - 07	+1 Longsword	01 - 20	1 Magic Item
08 - 14	+2 Longsword	21 - 40	2 Magic Items
15 - 21	+3 Longsword	41 - 60	3 Magic Items
22 - 28	+2/+4 vs Undead Longsword	61 - 80	4 Magic Items
29 - 35	+3 Stiletto	81 - 00	5 Magic Items
36 - 42	+2 Scimitar		
43 - 51	Potion of Doubt		
52 - 60	Potion of Herculean Strength		
61 - 69	Love Potion		
70 - 76	Ring of Insubstantiality		
77 - 83	Cloak of Darkness		
84 - 90	Candle of Demon Conjuraton		
91 - 95	Shield of Magic Dispelling		
96 - 98	Djinni Lamp		
99 - 00	Amulet of Sobriety		



**28** **Players' Description:** This is a dead end.

**Judge's Description:** This wall (south) is a Teleporter. If any player touches this, his hand will pass through the wall. If he walks through, he will be sent to a spot about 100' from the pyramid, where, if the Death King has been destroyed, he can watch its final collapse. This concludes your expedition into the Pyramid of Suberus. We hope that you have enjoyed it.

# VICTORY TABLE

Condition	Points
Every GP brought out	1
Destruction of the Death King, Suberus	3,000
Each character surviving	1,000
Each level of character surviving (i.e. Fifth level character: 500 pts.)	100
Every hour under twenty-four spent in the pyramid	250

## Supplies Suggested*

20 - 24 Torches  
 Waterskin  
 Rope and Grapple  
 Iron Spikes  
 Various Sacks  
 Tinder Box  
 Any other items the Judge desires

The Judge is free to vary these items as he or she sees fit, but, remember that, for tournament puposes, they must remain constant.

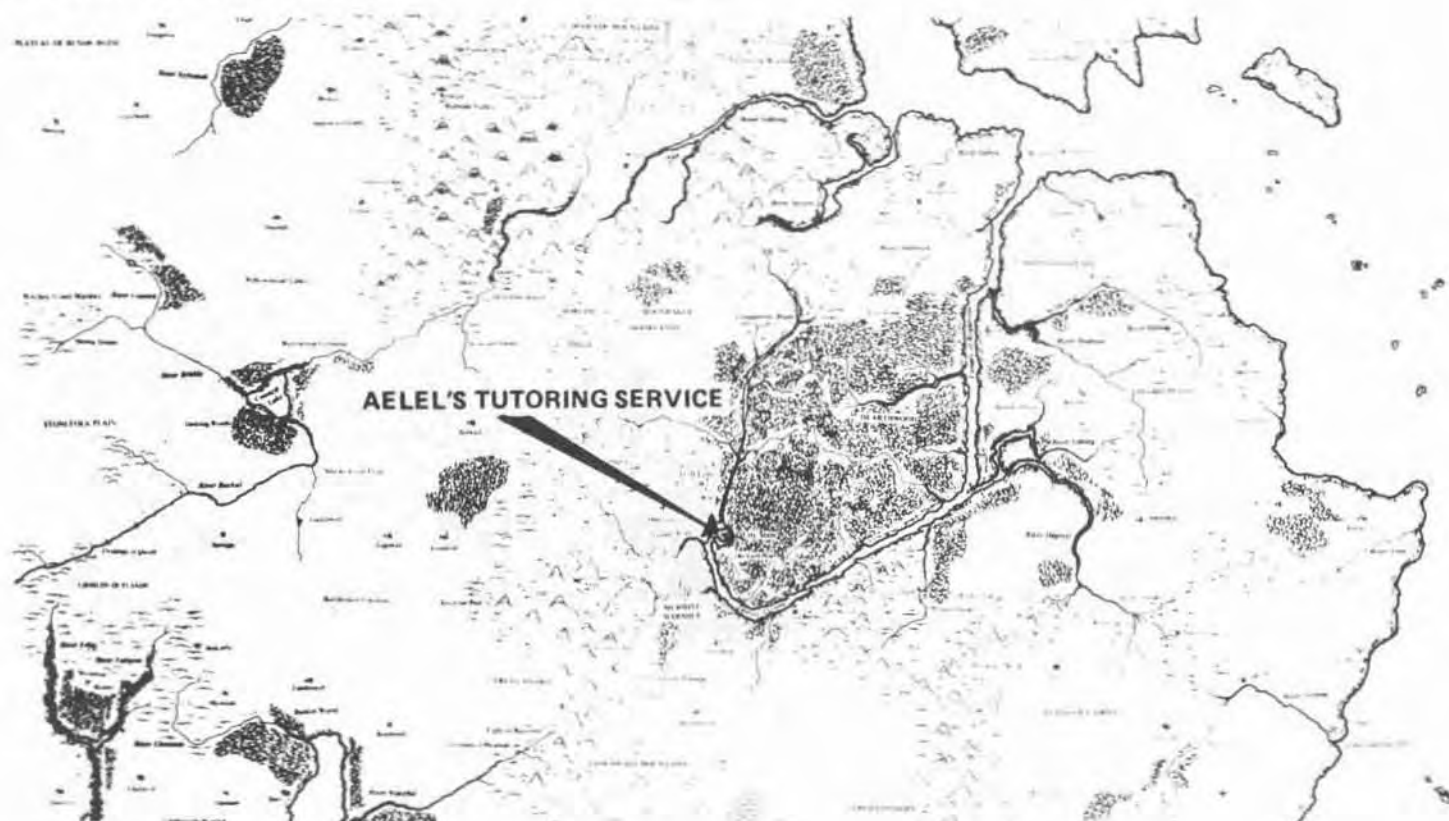


*Mel. White*

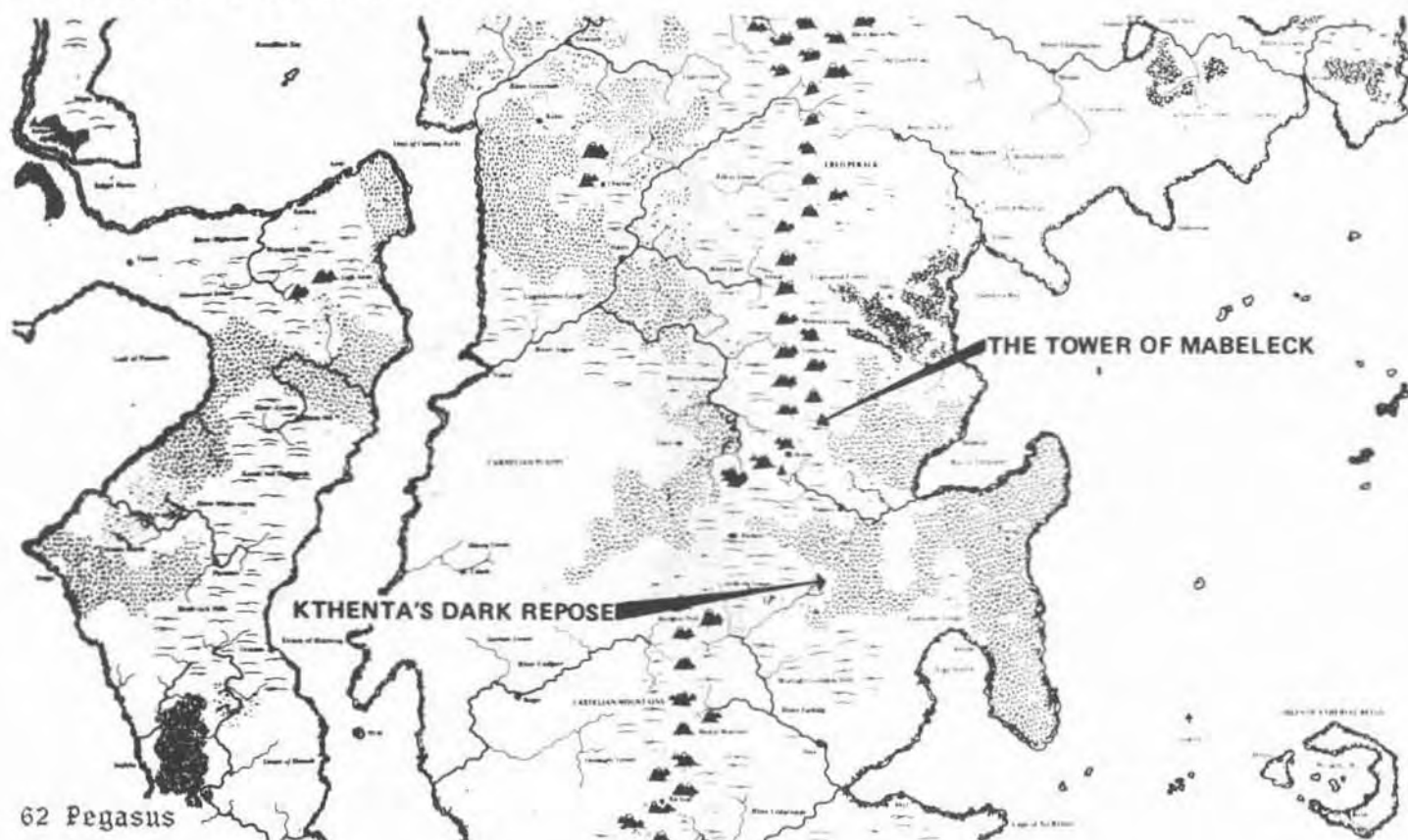




# CAMPAIGN MAP 1



# CAMPAIGN MAP 2



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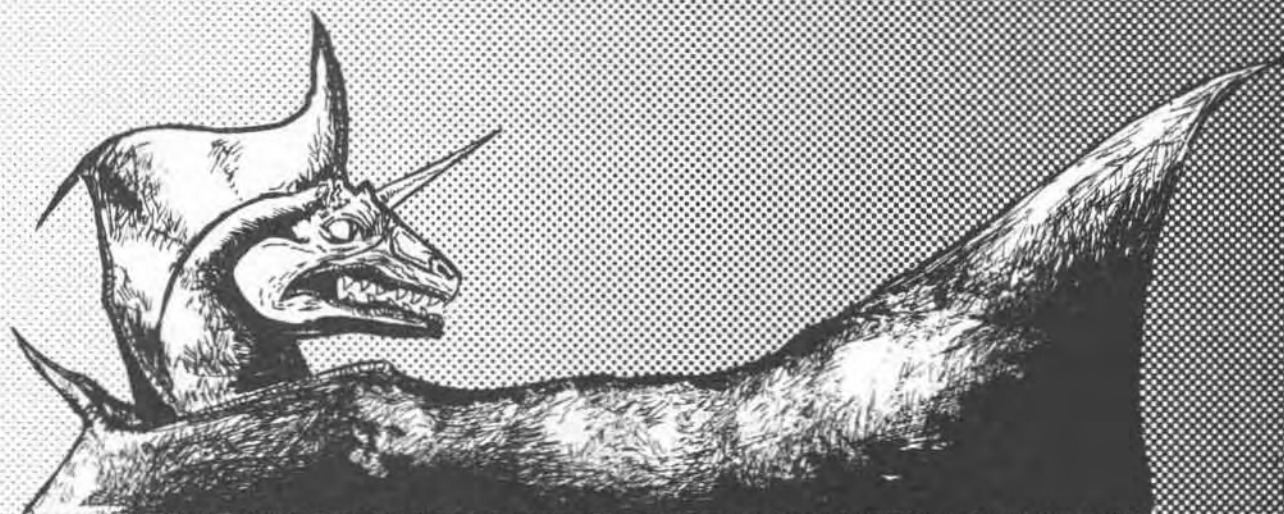
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JQ 0475	Installment 25 - Castle Book II	\$ 6.50
JQ 0600	Pegasus 1	\$ 3.00
JQ 0610	Pegasus 2	\$ 3.00
JQ 0620	Pegasus 3	\$ 3.00
JQ 0780	Pegasus 4	\$ 4.00

## Judges Guild

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# CONVENTION COMPENDIUM



## MAVCON '82

*April 2 - 4, 1982, University of Texas,  
Arlington Station, TX*

MavCon '82

Box 19348-50

University of Texas,

Arlington Station, TX 76019

## JERUCON '82 (SF)

**First International Integrative Congress  
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Speculative Science**

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Jerucon '82

P.O. Box 394

Tel Aviv, 61003

Israel

## LEXICON 1

*May 1, 1982, Penfield, NY*

Bishop Kearney Gaming Association

24 Leonard Crescent

Penfield, NY 14526

## GAMEFEST

*May 7 - 9, 1982, St. Catharines,  
Ontario, CAN*

Niagara Gamers Association

POB 457

St. Catharines, Ontario

Canada, L2R-6V9

## DONNYBROOK

*May 8 - 9, 1982, Portland, OR*

Robyn Edwards

925 S.W. Tropicana,

Beaverton, OR 97005

## 4th ANNUAL WARGAMERS' WEEKEND

*May 21 - 23, 1982, Newburyport, MA*

The Toy Soldier

20 Unicorn Street

Newburyport, MA

## CWA CON '82

*May 21 - 23, 1982 Chicago, IL*

Chicago Wargamers' Association

POB 10397

Chicago, IL 60612

## CANGAMES

*May 21 - 24, 1982*

Ottawa, Ontario, Canada

Bruce Knight

2011 B Saint Laurent Blvd.

Ottawa, Ontario, Canada K1G 1A2

## GRIMCON IV

*May 28 - 31, 1982 Oakland, CA*

Grimcon IV

P. O. Box 4153

Berkely, CA 94704

## CONQUEST III (SF)

*May 28 - 30, 1982 Kansas City, MO*

Conquest III

P. O. Box 32055

Kansas City, MO 64111

## M. I. G. S. III

*May 30, 1982*

Kitchener, Ontario, Canada

Les Scanlon

473 Upper Wentworth St.

Hamilton, Ontario, Canada

## GENGHIS CON

*June 5 - 6, 1982 Denver CO*

Denver Gamers Association

Box 2945

Littleton, CO 80161

## MICHICON GAMEFEST

*June 11 - 13, 1982 Detroit, MI*

Metro Detroit Gamers

P. O. Box 787

Troy, MI 48099

## STRATACON III

*June 12 - 13, 1982,*

*Vancouver, British Columbia, CAN*

Allan Wotherspoon

Dept. G

326 Greensboro Place

Vancouver, British Columbia

V5X 4M4, Canada

**HEXACON**

June 25 - 27, 1982

University of Toronto, Toronto,  
Ontario, CAN

Hexacon

42 Rogers Road,  
Toronto, Ontario  
M6E 1N7, Canada

**GENCON EAST**

July 17 - 20, Chester PA

Kim Eastland

Grenadier Models

POB 305

Springfield, PA 19064

(Phone: 1 - 215 - 544 - 9030)

**GRIFFCON 4**

July 17, South Bend, IN

Griffen Books

121A S. Michigan

South Bend, IN 46601

**EMPIRE GAMES' SYMPOSIUM  
ON MILITARY HISTORY**

August 6 - 8, 1982, Arlington, TX

Scotty Bowden

Empire Games, Inc.

P.O. Box 5462

Arlington, TX 76011

**GENCON 15**

August 19 - 22, 1982 Kenosha, WI

GenCon

POB 756

Lake Geneva, WI 53147

**PACIFICON 82**

September 3 - 5, 1982 San Mateo, CA

Pacificon

POB 5548

San Jose, CA 95150

**CHICON IV (World SF Convention)**

September 2 - 6, 1982 Chicago, IL

Chicon IV

Box A3120

Chicago, IL 60690

**WINTER GAME FEST**

November 12 - 14, 1982 Detroit, MI

Metro Detroit Gamers

POB 787

Troy, MI 48099

**ORIGINS '82**

July 23 - 25, 1982 Baltimore, MD

Origins '82

POB 15405

Baltimore, MD 21220

**TEXCON '82**

August 6 - 8, 1982 Austin, TX

Texcon

8028 Gessner No. 1805

Austin, TX 78753

The following is a list of Conventions  
for which we have limited information  
at this time.

**SPRING REVEL**

April 3 - 4, Lake Geneva, WI

**TEXARKON (SF)**

May 14 - 16, 1982, Texarkana, AR

**DEEP SOUTH CON 20 (SF)**

June 11 - 13, 1982, Atlanta, GA

**CONSTELLATION (SF)**

June 18 - 20, 1982, Huntsville, AL

**SF CON 5 (SF)**

June 18 - 20, 1982, Syracuse, NY

**GENCON EAST '82**

June 24 - 27, 1982 Cherry Hill, NJ

GenCon East

POB 139

Middletown, NJ 07748

**AMBERCON 4 (SF)**

June 25 - 27, 1982, Wichita, KS

**INCONJUNCTION 2 (SF)**

July 2 - 4, 1982, Indianapolis, IN

**WESTERCON 35 (SF)**

July 2 - 5, 1982, Phoenix, AZ

**OKON '82 (SF)**

July 16 - 18, 1982, Tulsa, OK

**KCCON (SF)**

August 6 - 8, 1982, Kansas City, MO

**CON (SF)**

August 13 - 15, 1982, Portland, OR

**WINTERCON II (RP)**

November 12 - 14, 1982, Detroit, MI



**JUST RECEIVED!**

**6th ANNUAL BANGOR AREA  
WARGAMER'S CONVENTION**

August 7 - 8, 1982 Oron, ME

Edward F. Stevens, Jr.

32 Masonic St.

Rockland, ME 04841

PH: 1 (207) 596-0338

**SUNCON '82**

May 14 - 16, 1982 Coral Gables, FL

SunCon HQ

c/o Army ROTC, University of Miami

POB 248166

Coral Gables, FL 33124





## Dragon Attacks

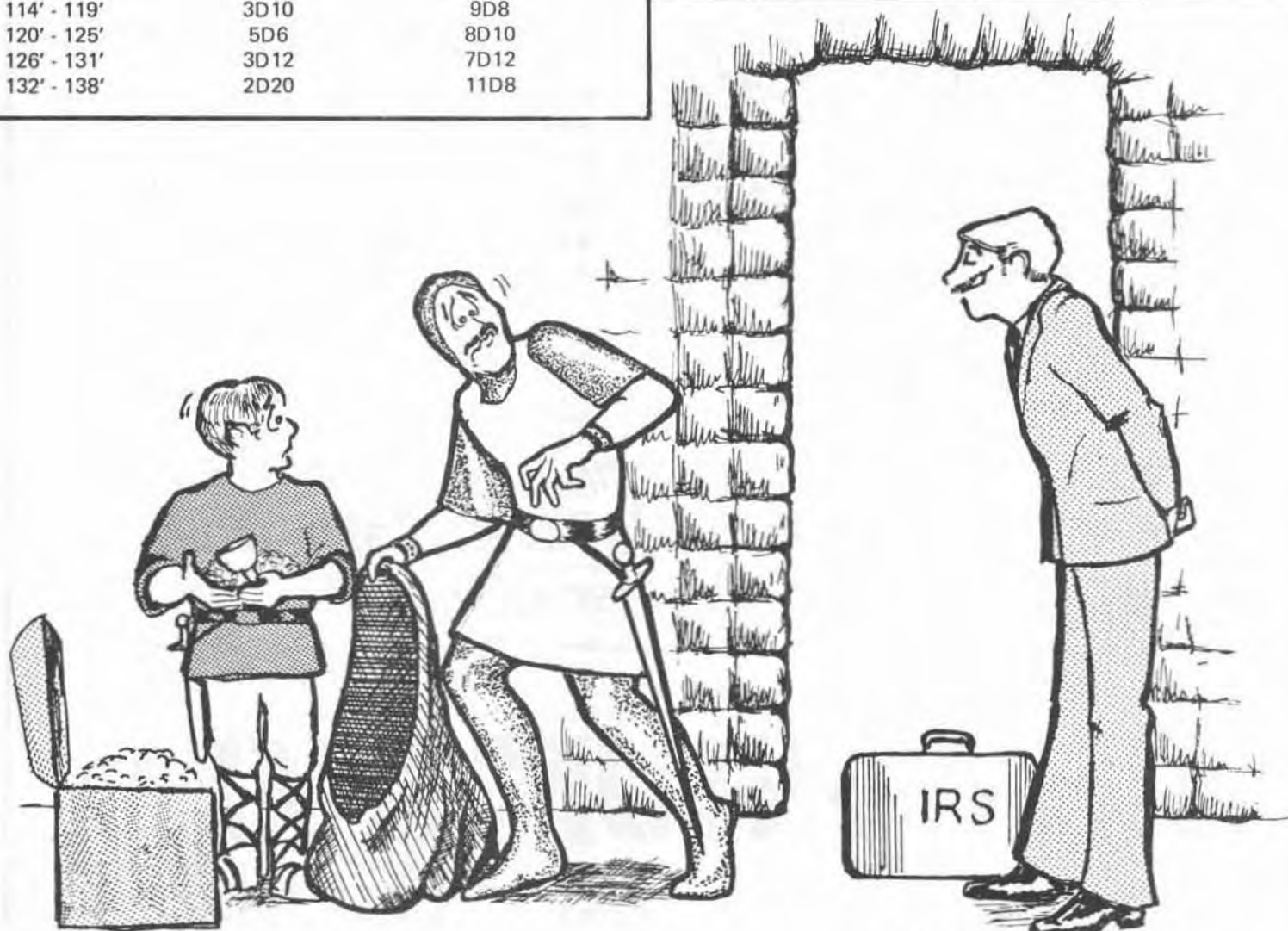
Length	Claw Damage	Bite Damage
0' - 2'	0	1
3' - 5'	1	1D6
6' - 11'	1D4	1D8
12' - 17'	1D4	1D10
18' - 23'	1D4	2D6
24' - 29'	1D4	2D8
30' - 35'	1D4	3D6
36' - 41'	1D4	5D4
42' - 47'	1D6	3D8
48' - 53'	1D6	5D6
54' - 59'	1D8	6D6
60' - 65'	1D10	4D10
66' - 71'	1D12	4D12
72' - 77'	2D6	6D8
78' - 83'	2D8	5D10
84' - 89'	4D4	7D8
90' - 95'	2D10	6D10
96' - 101'	2D12	8D8
102' - 107'	4D6	7D10
108' - 113'	6D4	6D12
114' - 119'	3D10	9D8
120' - 125'	5D6	8D10
126' - 131'	3D12	7D12
132' - 138'	2D20	11D8

In addition to the tales listed above (each one introduced by the editors), the book also contains four small sections at the end which take up the last twenty pages. The Geologic Time Scale, Glossary, and Selected Mesozoic Reptiles sections are all useful for any gamer who likes to be accurate in his monster descriptions. The Further Reading selection is a good listing of the remaining top dinosaur stories. Good luck in finding them.

## Future Reviews

We have received the following review copies:

Man, Myth and Magic - Yaquinto Games  
 Pirates and Plunder - Yaquinto Games  
 Moon Base Clavius - Task Force Games



Mel White Pegasus 67

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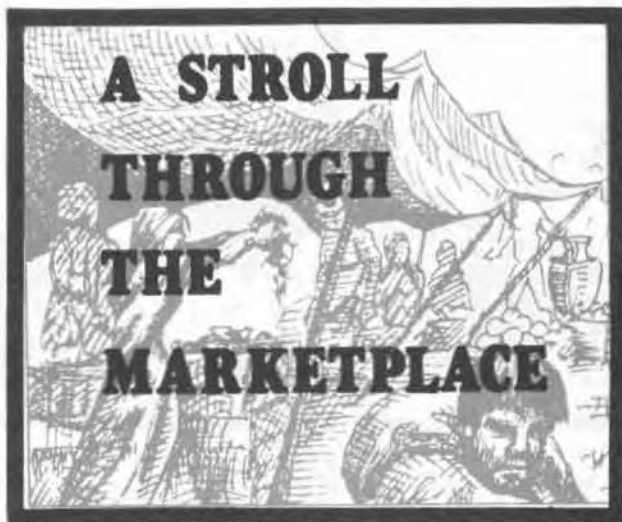
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#### Fieldguide to Encounters

This is a new role-playing system, people!! You get two volumes, one of 112 pages and the other with 96 pages. The first volume contains rules for character generation, melee, magic, and manitou combat, plus rules and stats for character monsters, of which over 150 are provided for use by players. Numerous NEW player classes are provided, complete with stat restrictions, special abilities, and class descriptions. At the end of the volume comes the best part: becoming a god or demigod. In Volume Number 2, over 600 monsters are detailed and illustrated for use in encounters, dungeons, or ANYWHERE!! These creatures range from the fearsome Cave Wraith to the wailing Wimperer, from Dragons of many new and varied types to slithering multi-headed serpents. Many familiar and even more unfamiliar creatures await YOU in the pages of Volume 2. Put both of these volumes together, and you get a complete role-playing system. New from Judges Guild, soon to take on your hobby shop walls, these volumes retail for a low \$12.00!

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Also new from Judges Guild is a marvellous collection of fantastic, majestic, incredible, beautiful, archaic, astounding - boy! this could go on for days! Really, the items inside this book are something else. Everything you always wanted for your fantasy campaign, both to spice up the treasure troves and to bring awe to the faces of your players, not to mention the challenge of mastering some of these wonderful finds. Furniture, jewelry, weapons and armor, pouches, rings, skulls and fingernails, veils and statues, candelabras, and special dust and clay have all been enchanted to provide the utmost in dungeoneering delight. What else could anyone ask for? Don't answer that, and, for your information, this product retails for only \$3.98, just a few measly coppers!

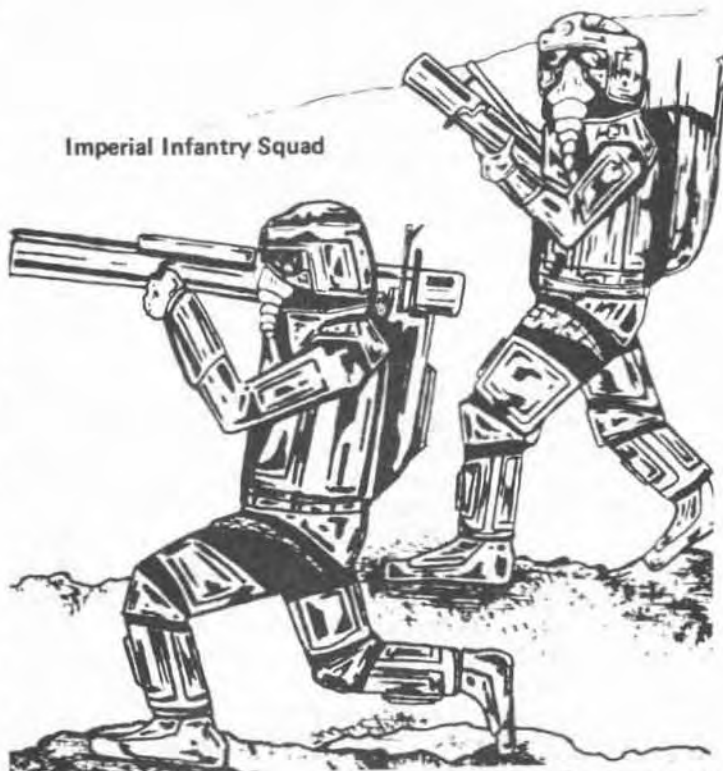
#### Imperial Infantry Squad

Soon to be released by Judges Guild is **Imperial Infantry Squad** which is our first boxed, counter game. The components of **Imperial Infantry Squad** are a 32-page rule book, over 400 counters, and 3 full-color geomorphic maps. The game is a tactical-level simulation of infantry combat in the far future. While the game is self-contained, it was designed for use with sci-fi campaign and the resolving of

battles in them. The easy-to-learn rules cover the basics of any wargame such as movement and fire, flight, night combat, dropping powered infantry from starships, and much more. Also included are rules covering the raising and maintaining of units in a campaign along with 11 scenarios. **Imperial Infantry Squad** will retail for \$15.00.



Fieldguide to Encounters



Imperial Infantry Squad





Dear Paul,

Recently I bought your module, **Dark Tower**, an excellent module with many good ideas. However, I still have a lot of questions about some unclear things.

First of all, what is the scale of the Village Map? Also, where do the tunnels of the old Priest of Mitra lead to? I can't find them on the Map of the First Level.

Also, there are no Egos listed for the Soul Gems to use for determining Alignment Shock. In 1-1, Holomir is given a Social Level. What is this, **Traveller** or something? Also, on Level One in 1-24, a "Quest 24" is mentioned. What is it? Is there a list of all the entrances to Level One? If not, what are they?

In 3-21, a Flash Gem is mentioned. It's a good idea, but is it a treasure lying in the room, contained in the Globe Trap, or what?

In Room 4-10, what do you mean by "for those dice as a Fighter (HD x 10)". What is the Stone Man's level and how do I determine his Hit Points?

Finally, a few questions about the Sons of Set. Does Manahath's Constriction do 3 - 36 every round after he has hit once, or does he have to hit every round in order to do damage? In 1-22, how many attacks does Balaar get? Where are the descriptions of the Minions of Set that Manahath can summon? I haven't been able to find them. Also, do you have any recommended Experience Point values for the Sons of Set?

Sincerely,  
Wolfgang Baur

Wolfgang,

Thank you for the letter and the compliments. **Dark Tower** was my first large-scale adventure project. Although reviews have acclaimed it one of the best **AD&D** adventures to come out of **Judges Guild**, it still has many inherent problems that slipped past the designer, the editors and approval personnel at **TSR**. Please be aware that **Dark Tower** was first published almost three years ago, back in the infancy of **AD&D**. At that time, there was no **Dungeon Master's Guide** or **Deities and Demigods**. Although I am no longer employed by **Judges Guild**, I still answer questions concerning my designs for them. So, I will attempt to answer each question to your satisfaction.

You are the first person to bring up a map scale problem for the Village Map. I checked it with a ruler and

found that the wrong scale had been used. The gray grid shows 5 squares to the inch. It should be 4 squares to the inch. However, for current purposes, assume that 1 square equals 10 feet.

As mentioned before, the **Dungeon Master's Guide** and all its sundry rules did not exist when this book was written. **Dark Tower** is designed using a bastardization of original **Collectors Set D&D** and **AD&D**. The original damage was 2 six-sided dice of damage for a Law/Chaos Alignment difference and 1 six-sided dice of damage for an Alignment difference between Neutrality and Law or Chaos. As far as I can determine from the **Dungeon Master's Guide**, the Heart of Law has an Ego of 23. The Soul of Chaos has an Ego of 14, and the Mind of Ballance has an Ego of 17. The Alignment Shock Modifiers show what the Gem will do to characters of a particular alignment.

Social Level is taken from **Judges Guild's City State Campaign**. It is a relative measure of a character's social status in society. For more information, I would check the **City State of the Invincible Overlord** by **Judges Guild**. Otherwise, it may be ignored.

Quest 24 is an editorial oversight. It should be deleted.

There are many entrances to Level One. They are in the following places:

V-5 (Cellar) to 1-18. This is the cellar to Avvakris's house.

V-7 (Cellar) to 1-21. This is the cellar of Overlord's Inn.

V-2 To 1-1. This is a Secret Trap Door in the Temple.

V-10 To 1-46. This is through the Constabulary.

V-11 To 1-45. This is through the Tower.

The Flash Gem in Room 3-21 is inside the Globe. It is the spark that ignites the volatile liquid.

The Warrior who appears in the arena to fight the players' Champion has Hit Dice equal to the number possessed by the Champion. Each of those Hit Dice will have the maximum possible points for a Fighting Man, that is 10 points each.

Based on the rules for a Constrictor Snake, Manahath would do 3 - 36 points of damage every round once he had hit. If this seems too powerful, you have my permission (al-

though entirely unnecessary and unofficial) to change it. Balaar may attack at least twice per round with Constriction and either Bite or Weapon attack or with Fireball/Lightning.

The Minions of Set are taken from page 2 of the original D&D book, Gods, Demi-Gods and Heroes. A slightly different version appears on page 54 of Deities and Demi-gods.

Rather than give a set value for each Son of Set, I suggest that you use the table on page 85 of the *Dungeon Master's Guide* to determine the Experience Point values for these monsters. Assume that a Chosen Son has at least a value of 8500 Experience Points plus adjustments for his special and exceptional abilities.

A final question that you may not have asked. Where is Area 1-41 on the map? When you exit Room 1-39 to the east, turn south. That is where the Teleporting Mist is.

If you have further questions about *Dark Tower* or any other game adventure (regardless of publisher), please feel free to contact me.

Without wax,  
Paul Jaquays

Gentlemen,

I've heard many disparate ideas promulgated in the name of fantasy role playing, but your article on monotheism had me checking to see if, maybe, this was the April Fool's issue. Never have I read a treatise espousing internal logic that was so shot full of logical holes!

As does Mr. Ravitts, I must first state my own prejudices. I was born and raised a Catholic, and it was only through exposure to history and logic courses taught by Catholics that I became an agnostic.

I agree with Mr. Ravitts that a campaign should contain an internal logic, but I have great difficulty defining that logic. In a world where magic is in common usage, who can say that Popeye is less logical than Aragorn, son of Arathorn? They both seem durned unlikely to me.

We all seek, in some way or other, to lessen the awesome blow delivered to our egos by the theory that the universe is governed by the laws of chance. Good and evil are nothing more than high and low throws on the dice. If the world is treating us well, we are under the benevolent protection of a good and personal god. If, on the other hand, we are being royally screwed, it's the fault of the devil, or some force of evil, or even our own free will. That last is bunk, along with the idea of an absolute good and an absolute evil. The only standard that is universally recognized is that, "Good is that which, in some manner, enhances me."

This does not make the decision easy, by any means. In some cases, we are confronted with the choice between the immediate gratification of a desire and what we perceive to be a long-term good. Practicing with a Longbow may cause muscle ache, but it may someday save us from a close encounter with an Ogre!

Mr. Ravitts is right, again, in stating that magic is an attempt at religion. Of course it is! It is equally obvious to me that religion is an attempt to influence our destinies in areas where we have no power by being buddies with someone or something who does have power. Fantasy games merely infer that the something is a force of nature which

is not necessarily self-aware.

It is not necessary to posit, or even to speculate, on the ultimate source of the universe in a campaign. To paraphrase, any being sufficiently more powerful than ourselves as to be indistinguishable from a god, is a god. Those beings are the ones who, for reasons of their own, dabble in Human and Elvish affairs. Whom or whether they worship is more rightly a subject of speculation for the high priests, who seldom have time for a campaign in the first place.

After reading the monotheism article, I passed it around to some of the best DMs I know, and their one, united response was total amazement. The most telling comment I heard was about the inconceivable ego of a person deciding that they could adequately represent the thinking of the postulated one god, creator of the universe, and primal cause. We all deliberately use anthropomorphic, limited, multiple gods, mostly from known literature, just so we can have a fighting chance at displaying some internal logic in their decisions!

Michael Joseph Cuba

Mike,

First, let me state my position on Mr. Ravitts' article. As Editor of the *Imperial Pegasus*, it is my duty to present to the readers the views and opinions of other gamers. Mr. Ravitts is a gamer, and he sent to us his opinion of how how religion can be used in FRP. Whether or not I agree with him on any or all points is immaterial. I feel it is my duty to present the views of others as well as my own views, restricted as they are to the columns which it is my responsibility to write (*Horsefeathers*, *Hanging Out in the City State*, and *The Town Crier*).

Secondly, I, too, was born and raised a Roman Catholic. I went to Saint Ann's Grammar School in Milford, Connecticut, and I have since decided that I do not believe in the sanctity of the Church but still believe in the teachings of Christ (as well as certain other avatars).

In my own campaign, I do not include Christianity, Hinduism, or any other prevalent, modern religion. However, I do imply in my campaign that there is one supreme God that watches over everything and, sometimes, gets involved in order to smooth things out (though very, very rarely). I do not feel that it is my place, as Judge, to impress my beliefs on the players. After all, it's only a game, and we play to have fun and to forget the troubles of real life if only for a few hours. I see no need to interject religious problems into my campaign, but I do not object if another Judge does as long as everyone has fun, and the game does not degenerate into arguments on religious viewpoints.

One last comment: Mr. Ravitts' article did evoke a response from you and your friends, as well as from others, so, in that way, I view it as a success. I printed it to see if anyone out there was going to respond, to see if we are reaching you or not. Evidently, we are!



Ed



Dear Editor,

Thank you very much for printing Joseph Ravitts' "Monotheism in Fantasy Games" in issue number 4. It contained a good argument for internal game logic and many seminal ideas on how to handle religious concepts in a D&D tm setting. I am sure that many other Christians have also been troubled over how to reconcile our faith with the polytheistic, pagan setting often associated with D&D tm. This concern is reflected in the letters of Randall Keiser in issue number 2, Thomas McCloud's reply in issue number 4, and in comments by Joseph Rast and Fred Weining in issue number 5.

Each Christian DM must come to terms with himself on how he handles his faith in the context of a game that is essentially a secular absorber of much time and energy. There seem to be 2 basic approaches to doing this, although there is a range of variety within each approach.

One approach is not to use the beings or objects of Christianity at all. Mr. Ravitts refers to this on the bottom of page 19, and Mr. Keiser seems to argue for it in his letter. In this way, you can avoid having to handle "demons" in any manner (which can make discerning Christians very uncomfortable), and you avoid the risk of profaning the truly sacred.

The second approach (per Mr. Ravitts and Mr. McCloud) is to take a situation laden with evilly aligned creatures and a secular outlook and try, however imperfectly, to counterbalance that by interjecting our faith and precepts into it. This can be difficult and always runs the risk of offending those who prefer the first approach.

Whichever approach one takes, we should all respect the rights of those who take the other approach and be sensitive to their concerns. We should address those concerns with understanding and compassion and not stoop to denunciation and invective.

Which brings me to the article of Robert Price on "The Crusade Against Fantasy Role Playing." I do not know either Mr. Price or Mr. North or the works cited, but I cannot let the article pass without comment as it touches upon some very important issues. Unfortunately, rather than address the legitimate concerns of people who wish to protect their families and communities from what they believe to be potentially dangerous practices, he holds them up to ridicule and denounces them through guilt by association.

While we may believe that such fears are unfounded, it is easy to see how they can arise; all you need to do is to listen to a bunch of players tell how they cast magic spells, conjured servants, battled demons, and, in general, wreaked mayhem to see how such things send shock waves throughout a Christian community. As Mr. Ravitts pointed out, any dabbling with magic is anathema to Christians, and such talk is like waving red flags before them. Those who believe that "all religious doctrines are built upon myths" or that "Man creates God in his image" may not understand people who believe in the true God and in the absolute truth of His word. But we believe, with Paul the Apostle that "we are not fighting against human beings but against the wicked, spiritual forces in the heavenly world, the rulers, authorities, and cosmic powers of this dark age" (Ephesians 6:12). So, all this semi-occult kind of talk is very provocative. To make matters worse, some post-D&D tm games go further and further into the magical-demonic realm, making D&D itself more vulnerable to the charges of Mr. North.

72 Pegasus

In a similar fashion, first century Romans thought Christians sacrificed babies, ate human flesh, and drank human blood. In both cases, we have misconceptions based on false or incomplete information and hearsay. This should be dealt with through rational dialogue, not scorn.

For several years, TSR has faced such situations by meeting with the concerned parties, explaining D&D tm to them, and letting them see the game in action. Often, but not always, this is enough to alleviate the concerns. In any event, the kind of emotional hyperbole employed by Mr. Price does not help the situation at all.

Sincerely,  
Warren W. Wright

Dear Warren,

Thank you for your letter. As I have already responded to comments on Mr. Ravitts' article in the prior letter, I will address myself to your comments concerning Mr. Price's article.

I can see how FRP can lead to "potentially dangerous practices," but I cannot believe that the incidence of this is even as great as 1% of all gamers. Stating that FRP leads to demon worship/conjuration or other such despicable acts is, in my opinion, the same as saying that, if a wargamer plays the Germans in a World War II campaign game, he will become a Nazi.

It is also my opinion that just about anything can lead to unacceptable practices, but, if we were to ban everything that could lead us astray, what would we be left with? Should we ban politics because it may corrupt politicians?

I should also point out the fact that acceptability and unacceptability hinge entirely upon certain standards that differ from continent to continent, country to country, region to region, and person to person. In short, what I think is acceptable may be unacceptable to others, and vice versa. But, as long as I don't force anyone to believe as I do and am not harming myself or others, nobody should be alarmed or attempt to stop me from believing as I do simply as a matter of principle.

You are correct in saying that we should respect the rights of others even if they don't believe as we do. But that does not include, in my opinion, respecting the right (?) of others to change, by any means, the way people who think differently from themselves think to the way they believe everyone should think.

The Earth is populated by individuals, not by clones.

Ed

WANTED: Dungeoneer No. 7 and  
Dragon Vol 1, 2 - 6. Originals or copies.  
D. L. Porter  
808 South Greenthorn Ave.  
Sterling, VA 22170



# THE OLD DWARF MINE

## A SOLITAIRE ADVENTURE FOR

## TUNNELS & TROLLStm

by ROY CRAM

### Background

A small group of adventurers has been asked by the inhabitants of an outlying village to help them get rid of a group of marauding Goblins. The villagers have managed to track the pesky monsters to an ancient, abandoned Dwarf Mine in the hills near their town. In addition to any treasure they recover, the party has been promised a bounty of ten Gold Pieces for each Goblin head they bring back from the expedition.

This module is designed for a group of six to eight characters of first or second level, but the total number of levels in the entire party should not exceed ten. The party should not, at this level of experience, possess a lot of magic weapons, armor or other devices; they ought to be able to survive the perils of this adventure without a lot of such equipment anyway.

A well-balanced party has the best chance to succeed here; of course, this is true of any adventure. If at all possible, the party should take along a Dwarf or Gnome.

This adventure is somewhat loosely structured. It is expected that the person playing it is fully familiar with the rules and the play of the game. He must take both the role of his characters, and that of the Judge. The dice should be used to settle any question of random choice. The decisions of the person playing the module must be absolutely fair and neutral, or it invalidates the results, and makes a travesty of the spirit of the game. In spite of the lack of detailed instructions, I think that anyone who has played, and is familiar with the rules and play of *Tunnels & Trolls*, can use logic to set all the situations his characters will encounter in this module up fairly and squarely.

If you have never played a solitaire adventure before, they are simple to use. Each paragraph directs you to make certain decisions, and/or perform certain actions. Always, they refer you to other paragraphs. Under no circumstances should you ever read any paragraph that you are not specifically referred to by the one you are currently involved with.

The villagers have led your group into the hills near their town. It is early morning. Ahead of you, in the side of a towering cliff, you see the entrance to a Mine. Go to Paragraph 3-A and begin. Good Luck!



### Adventure Begins Here



**3A** You approach the entrance of the ancient mine. You see no sign of guards in or about the narrow opening. Cautiously, you approach with weapons ready, alert for any attempt to ambush your group. Roll a D6. If you roll a one, go to 5-A. If you roll any other number, go to 4-A.

**3B** If you want to take the left fork of the tunnel, go to 6-B. If you want to take the right branch, go to 7-B.

**3C** In the bottom of the pit, covered with a shroud of spider webs, is the skeleton of a Dwarf. If you want to climb down for a closer look, go to 10-C. Or, you can try the door in the far wall, go to 5-C. Or, if you wish, retreat to 8-A.

**3D** Before you can enter the room, you are suddenly set upon by the Goblin's Guardian, a Giant Weasel (MR: 36, gets 3 extra dice per roll for speed). Due to the monster's quickness, it is impossible to attack it from behind. If you manage to kill it, its pelt is worth 100 - 600 GP. While the Fighters skin their kill and watch the door, someone must examine the chest. Have one character roll the dice (Level 3 Saving Roll on IQ, Level 2 for Rogues) to Detect Traps; if they make the roll, go to 11-D. If they miss it, go to 12-D.

**4A** From the mine's entrance, a flight of steps lead down about 20 feet to a stone passageway about eight feet wide. The ceiling is only about six feet high; tall characters will have to stoop. The tunnel is damp, and smells musty. There does not appear to be any traps. Your party descends. Write down your marching order, and go to 6-A.

**4B** In the dim light of your torches, you see a door ahead. Closer inspection reveals that someone has taken great pains to seal it up, using a large wooden cross to bar it. It appears to be untrapped. You can let whatever is imprisoned in the room lie in peace, and go back to 8-A, or you can unseal the door, and look inside, go to 8-B.

**4C** Your approach has stirred up the pit's occupants, and they suddenly scurry out to protest the invasion of their privacy. The party must defend themselves from the attack of four Large Spiders (MR: 10 each, Poison Bite does double damage). If you survive, go to 3-C.

**4D** Check for secret doors (it takes a Level 2 Saving Roll on IQ to find the secret door). If the dice indicate that you have found one, go to 13-D. If not, all you found was the Hobgoblin's filthy gear, and a lot of stinking garbage. You may go to 7-B, and explore the other branch of the tunnel, or return to 8-A.



**5A** Suddenly, a salvo of four Javelins (2 dice) is hurled from the dark entrance. Half are aimed at the point person; choose random targets, by die roll, for the two remaining. Five Goblins (MR: 16) rush out and attack you. If you survive, you will find one to six Copper Pieces on each of the scaly little varmints. Go to 4-A.

**5B** Decide how you will open the doors (which appear to be barred from the inside). Roll the dice (it takes a Level 3 Saving Roll on Strength to force the door) to see if your effort has been successful. If it has failed, you can retreat rapidly, go to 9-B. If you have broken the portals open, go to 10-B. If you failed to open the doors on your first effort and want to try again, go to 11-B.

**5C** Cautiously, you open the door only to see a heavy cloth hung across the entrance. Choose a brave soul to tear down the cloth, and go to 11-C. Or retreat back to 8-A.

**5D** Seeing you charge, he fires off an 18 point Take That You Fiend spell at the closest target; then, retreating along the wall, uses the same spell on his closest pursuer. Then, seeing that you have him surrounded, he throws up his hands, and cries, "Stop! I surrender!" If you accept his surrender, go to 7-D. If you want to bash him anyway, go to 8-D.



**6A** The passageway proceeds on about 100 feet. The stone walls are wet and slimy; tiny red eyes reflect back your torch lights from small crannies in the rock. Then, ahead, you see an intersection. You approach it carefully. Roll a D6. If you roll a one, go to 7-A. If you roll any other number, go to 8-A.

**6B** The tunnel here is 10 - 12 feet wide, and the ceiling is 8 - 10 feet high. The passageway ends abruptly in a door after about 100 feet. The door appears untrapped, and naught is heard upon listening. You may retreat, and explore the other branch of the tunnel, go to 7-B; or retreat clear back to 8-A; or you can open the door and take a look inside, go to 12-B.

**6C** You look in on a room filled with all kinds of odd equipment. Several bookshelves line the walls, and a table, covered with alchemical apparatus, stands in the middle of the floor. In the corner stands a big, stuffed Black Bear. The far wall of the chamber is covered with tapestries. If you want to retreat quietly, return to 3-B, or 8-A. If you want to enter the room, go to 12-C.

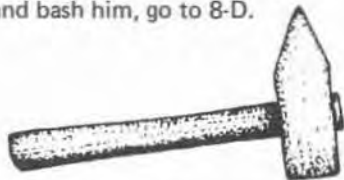
**6D** Alas, he is a poor conversationalist, and really resents the fact that you snuck in without knocking. Go to 7-C, and ignore the first sentence.

**7A** The intersection goes right, left, and straight ahead. Just as you reach it, six Goblins (MR: 16) charge, yelling, around the corner, and attack you. Roll for surprise. If the party is surprised, they cannot use missiles or magic in the first melee round. Only two party members can fight side by side in the narrow tunnel; three Goblins can crowd in to attack the pair. Each Goblin has 1 - 6 Copper Pieces. If you survive, and wish to go on, go to 8-A.

**7B** The tunnel ends after about 90 feet in a door. Make a Level 3 Saving Roll on IQ (Level 2 for Rogues) for Traps. If he makes his roll, go to 13-B. If he misses it, choose someone to check the door, and go to 14-B.

**7C** You break open the door, and find yourselves face-to-face with a very thin, tall man in a Wizard's Robe. His eyes flashing, he cries out a command in a strange language; the stuffed Bear in the corner, suddenly animated, attacks you! MR: 50, the Bear does not lose dice or adds until killed outright. If you survive the Bear, go to 13-C.

**7D** "If you will go away, and swear not to return, I will give the chest of treasure standing by yonder wall," says the trembling Mage. If you want to accept his terms and leave him in peace, go to 14-D. If you don't trust him and want to go ahead and bash him, go to 8-D.

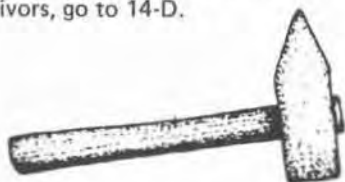


**8A** The intersection goes right, left, and continues straight. If you want to go right, go to 9-A. If you want to go left, go to 10-A. If you want to go on straight, go to 11-A. If you merely want to go home, no problem. Close the book, your adventure is over.

**8B** In the center of the room is a large stone coffin on a raised dias. There are six bricked-up alcoves at regular intervals along the walls. The air in the room is icy cold, and there is a strong charnel odor in the air. Another large cross lies on top of the coffin lid. You can still take it on the lam; reseal the door, and retreat to 8-A. Or you can go on in and try to open the coffin, go to 15-B.

**8C** Cautiously, once again you approach the stone sarcophagus. Ready for anything, you throw off the lid--! In the coffin is a skeleton with a silver stake thrust through the ribs, just over the location of the heart. On the bony finger of the left hand is a ring set with a ruby carved in the shape of a devil's head. There appears to be a box of some kind underneath the bones. If you want to remove the silver stake, go to 14-C. If you want to take the ruby ring, go to 15-C. If you would like a closer look at the mysterious box, go to 16-C. If you want no part of any of this stuff, go back to 8-A.

**8D** As you smite him, he cries out in a loud voice and says, "Let it be on your head then!" He seizes a Staff standing against the wall, and breaks it in half. There is a blinding flash, and a deafening explosion. Anyone standing next to the Wizard is blown to bits, as, incidentally, is the old Magus. Everyone else in the room takes two D6 of damage. If there are any survivors, go to 14-D.



**9A** This tunnel proceeds about 50 feet. It seems darker and colder than normal. The sensitive members of the party sense the growing presence of something very evil and very malicious ahead. Roll a die. If your group has a Dwarf or Gnome up front on point duty, and you rolled a 1 - 3, go to 12-A. If you rolled a 4 - 6, or there is not a Dwarf or Gnome leading your group, go to 13-A.

**9B** Just as you reach the turn leading back to 8-A, a heavy iron portcullis falls closing the tunnel in front of you! The door behind you flies open, and ten Goblins (MR: 16) charge your group. The hall here is wide enough for a general melee. Each party member will have to fight at least one, assign extra Goblins to party members at random. Since you were fleeing, you don't get to use missile weapons, or spells in the first melee round. If you survive, go to 16-B.

**9C** This door has been used, and recently; there are fresh scratch marks on the dirt in front of it. You push it open, and a pungent, animal smell comes out. In the far corner of the room is a chest bound with chains. If you would like a closer look at the chest, go to 3-D. If not, retreat back to 8-A. Don't forget to close the door!

**9D** The ring is worth 300 GP. The character is advised to sell it quickly and be rid of it. It is not a good or healthy thing to have around. Go to 8-C and choose another of the alternatives.



**10A** The dank, dripping tunnel proceeds about 80 feet, and then turns left. You proceed about 40 more feet when the point person stops you. There is a door ahead! Send someone to check the door for Traps. Roll a Level 3 Saving Roll on IQ (Level 2 for Rogues). If the checker makes their roll, go to 14-A. If they miss it, go to 15-A.

**10B** Ten totally surprised, startled Goblins stare at you. They are MR: 16. You get one round of missile and spell fire before they can react; survivors will attack immediately. If you kill them all, you will find 2 - 12 Copper Pieces on each body; the leader has a Dagger with a 50 GP Gem in the hilt. Go to 16-B.

**10C** In the rotting remnants of the Dwarf's Leather Purse, you find 56 GP and 7 Gems worth 3 - 18 GP each. There is also a Battle Axe underneath the body. The Battle Axe is magical. It gets eight dice in Combat, and can be used with one hand, allowing the wielder to carry a shield or other weapon in his free hand. Nothing else of value here; climb out and go to 3-C; ignore the first two sentences.

**10D** The ring's taker is unable to resist the urge to put on the ring. When he does, he is siezed with another irresistible compulsion; to remove the silver stake! His comrades will have to render him unconscious, or kill him to prevent this act. If anyone else touches the ring, they also must make a Saving Roll on Luck or it will affect them also, in the same sinister manner. If the silver stake is removed, go to 14-C. If the threat is neutralized, go to 8-C, and choose another alternative.



**11A** The passageway proceeds another 60 feet, then branches diagonally right and left. Roll a D6. If you rolled a one, go to 16-A. If you rolled any other number, go to 3-B.

**11B** As the character(s) make their attempt to open the door, it suddenly flies open, sending them sprawling on the floor inside the room. Instantly, they and the rest of the party are attacked by ten Goblins (MR: 16 each). The door openers get no counter-attack in the first melee round; the rest of the party cannot use spells or missile weapons in the first melee round due to surprise. Go to 16-B if you survive.

**11C** Bad move, brave one! The cloth remover is target for two Heavy Cross Bows wielded by two large Hobgoblins inside the 30 x 40 feet room. As soon as they have let fly their Bolts (5 dice), they will charge and attack the party with their Axes (4 dice). Their statistics are: MR: 26 each, wear Armor taking 5 hits per turn. If you survive this attack, go to 4-D.

**11D** The Contact Poison on the chest's padlock was easily detected and washed off. The chest contained 3487 CP, 1248 SP, and 34 Gems worth 3 - 18 GP each. Return to 8-A.



**12A** Lucky for you all, the wily point person has been on the ball. He halts you abruptly; then proceeds to point out a carefully concealed Pit Trap in the floor ahead. After he has rendered this diabolical device inoperable, you can go ahead safely. Go to 4-B.

**12B** The room is about 40 feet square with a 10 feet ceiling. There is a door in the middle of the far wall, and a foul-smelling, 5 feet diameter pit near the left wall. If you want to inspect the pit, go to 4-C. If you want to look at the door, go to 5-C.

**12C** Just as all of you have entered, a tall, thin Wizard enters from the other side of the room through an opening in the tapestries. He looks quite surprised to see you. If you want to attack him, go to 5-D. If you want to try and talk to him first, go to 6-D.

**12D** The unfortunate fellow fooling with the chest has just found the trap on it--the hard way. His hands are covered with a sticky substance that is making him feel very ill. He must roll a Level 1 Saving Roll on Constitution or take 2 - 12 points damage from the potent toxin; if he saves, he will take only 1 - 6 points. Go to 11-D.

**13A** As you proceed down the tunnel, the point man suddenly disappears, with a loud yell, into a Pit Trap. The next person in line must roll a Level 1 Saving Roll on Dexterity or fall in also. Each character falling in will suffer 1 - 6 points of damage. You quickly pull the victim(s) out, and render whatever aid is in your power to help them. Meanwhile, other members of the party render the trap harmless. You can retreat, go to 8-A, or you can go on, go to 4-B.

**13B** The person examining the door has fortunately noticed the poisoned needle in the door handle, and the party will be able to avoid it. The door is locked. If the person examining the door wants to try and pick it, fine. It takes a Level 4 Saving Roll on Dexterity to pick the lock (Level 3 for a Rogue). If he fails, the party will have to break the door down. It requires a Level 4 Saving Roll on Strength to break down the door. If the person examining the door picked the lock, and you want to open the door, go to 6-C. If you have to break down the door, go to 7-C. Or you can go back to 3-B, and try another branch, or retreat clear back to 8-A, if you want.

**13C** The Wizard shoots an 18 point Take That You Fiend at the character closest to him. Then, as he sees he won't have time for any more complicated spells, he uses the same spell on the next closest target. Now you have him cornered, and he throws up his arms, crying, "Stop! I surrender!" If you want to accept his surrender, go to 7-D. If you want to bash him anyway, go to 8-D.

**13D** Inside a small secret compartment is a box. In the box is a Ring of One Wish. You may not use the wish in this dungeon except to restore a comrade to life. Go to 3-B or 8-A.



**14A** There is no traps on this door. Go to 15-A.

**14B** The door checker suddenly cries out in pain. As he inspected the handle of the door, a powerful spring drove a needle into his hand for one point of damage. The victim must now roll a Level 2 Saving Roll on Luck. If he makes it, fine. If he misses it, the poison will do him 1D6 of additional damage. Go to 13-B and ignore the first sentence.

**14C** You pull out the stake. Suddenly, an icy wind blows through the tomb; the door slams shut. "At last!" cries an awful voice from the thing in the coffin, and you see a dreadful figure, with skin as white as ivory, rise up before you. Its red eyes are like coals of fire, long needle-like fangs protrude from its scarlet lips, its breath is like the vapor from an opened grave. In a very short time, you will all be half-strength Vampires controlled by the evil monster that you have foolishly released. That's all she wrote, guys. Close the book.

**14D** The Wizard's treasure chest contains a Jar of No-See-Me Grease, which acts as a Hidey-Hole spell when rubbed on the character and his equipment, and 3 Potions of Healing that will repair up to six points of Constitution damage each. Return to 8-A.

**15A** The door is not trapped. Listening at the door reveals the sound of guttural voices inside. The room is obviously occupied! You can quietly retreat back to 8-A, or prepare to break down the door and attack who or whatever is on the other side, go to 5-B.

**15B** You approach the coffin, Holy Symbols in hand, ready with Holy Water (if you have any) and a sharp wooden stake. But, as you lay hands on the lid, the brick facades of the six alcoves crumble with a roar, releasing six skeletons to attack you! MR: 24 each, Skeletons are not affected by cold, poison, or mind magic; cutting and piercing weapons do only half damage. If you survive this onslaught, go to 8-C.

**15C** As you pull the ring off the skeletal hand, the wickedly-fanged jaws of the horrid skull gnash together in frustration. The character who removed the ring must now make a Level 3 Saving Roll on Luck. If he makes it, go to 9-D. If he misses it, go to 10-D.

**16A** Your group is suddenly attacked by five Goblins (MR: 16, each Goblin carries 2 - 12 CP). If you survive, you may retreat to 8-A, or go on, go to 3-B.

**16B** Each Goblin has 2 - 12 CP on his body. In addition, the leader has a Dagger with a 50 GP Gem in the hilt. A search of the 50 feet square chamber finds a lot of nasty smelling rubbish and a door hidden behind a pile of garbage in the far wall. You can go back to 8-A, or, you can break down the door in the far wall to see what is behind it, go to 9-C.

**16C** With an effort, you are able to get the box out of the coffin without disturbing the bones. To your delight, the box contains 275 GP, 14 Gems worth 20 - 120 GP each, and three Healing Potions (Heals 6 points each). You carefully reseal the coffin and the door to the tomb, and return to 8-A.



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## Pegasus 79

mine." The director was drawn to the project by the novel by J. H. Rosny on which the film is based. "The book has an essential respect for those early, insignificant creatures," recalls Annaud, "and, of course, its central theme was immensely exciting - man's discovery of the means of making and controlling fire, which anthropologists now agree was a giant step forward in mankind's evolution."

The film is more than exciting, however. There is a strong feeling of *de javu*; a sense of racial memory permeates the production, strongly enhanced by the scientific accuracy of the film. One of the main pieces of craft which helps to lend such believability is the language of the Ulam tribe. Created by Anthony Burgess and Desmond Morris, the verbal and non-verbal communication presented in the film is stunning in its seeming authenticity.

Beyond the language, however, beyond the realistic creatures and landscapes, the gut-level battles and confrontations, beyond the carefully-sculpted look of the make-up, the costumes, and the sense of the dawn of time which permeates the movie, there is a further aspect of the film which draws the audience in without their being aware of it.

By studiously avoiding the standard clichés of the *genre*, Annaud has hidden within his film the very message so many other moviemakers have failed to deliver although they tried hard. Too often in the past, we have been asked to identify with antic cave-types who fought with a sense of duty, protected the weak, braved untold dangers for little reward, and, on the whole, acted like knights in shining bear skins most of the time. As it should have been expected, most people have trouble identifying with someone who acts better than they do.

In *Quest For Fire*, however, the heroes are a believable bunch. They steal what they need. They run in wild-eyed terror from what they know they cannot beat. They go to the bathroom, play silly tricks on each other, and worry about where their next meal is coming from, just like "regular" people. By delving deeply into what makes people act the way they do, by sticking honestly to the true facets of human nature which dwell within us, Annaud has made a truly universal film, one which speaks to every man and woman on the face of the planet. His characters are much easier to iden-

tify with than the pompous, self-absorbed families in such "real-life" pictures as *Shoot the Moon*, *I'm Dancing as Fast as I Can*, or *Ordinary People*. I've never known anyone like the people in those films. On the other hand, everyone knows the characters from *Quest For Fire*. They are the forefathers of mankind, and, if we look around at the world and the way its inhabitants treat each other today, we can see that we are not all that removed from them.

There is true excitement as the Ulam try their hand at making fire. Everyone in the audience wants them to succeed. The reason goes beyond cinema involvement, though. By the end of the picture, there is a primal need on the part of the audience to see the Ulam triumph. It is not like waiting for Han Solo to rescue Luke from Darth Vader or like counting off the minutes until Jamie Lee Curtis can escape her newest would-be murderer. There is a tension in the theater borne of desperation; if the Ulam fail to master fire, it would be more than a let-down to the viewer; it would be a death sentence.

Sighs of honest relief sound from every corner at the first wisps of smoke produced.

The Ulam's victory is the audience's justification. After having viewed everything that is wrong with mankind on the screen, there has to be at least some small amount of hope given as a balance. Maybe it takes giving the Ulam mastery of the world to balance all of their faults. After having been a witness to the atrocities of man daily on the news, the end of the picture, with the young "cave couple" gazing upward at the stars in wonder, is as powerful a release from despair as any other ever filmed.

*Quest For Fire* is, possibly, the best science-fact film ever made. Although it may draw considerable flack from blind and fearful organizations such as the Moral Majority or the Catholic Church, it should be able to weather any attack. Simplistic and yet brilliant, it is the most optimistic film released so far in the '80s. Considering the way things are, it wasn't a bad decade during which to release it.

#### QUEST FOR FIRE:



A TWENTIETH CENTURY-FOX RELEASE

*Here, we present the language used in the movie, Quest For Fire as well as a history of its invention by Desmond Morris and Anthony Burgess. It is included because it can lend an air of "realism" to FRP or SFRP games when "cavemen" are encountered. Also provided is a short description of each of the four tribes that appear in the movie which can, again, be of use in your FRP or SFRP gaming sessions.*

*-Ed.*

### Words and Gestures

To build the story of *Quest For Fire* on a firm, scientific foundation, a credible communications system had to be devised for characters who lived tens-of-thousands of years before the invention of the first alphabet.

To create this system, the filmmakers sought the assistance of two of the world's outstanding scholars in the field of linguistics and human behavior. Zoologist-behavioral theorist Desmond Morris (author of *The Naked Ape*, *The Human Zoo*, and *Intimate Behavior*) and novelist-linguist Anthony Burgess (A *Clockwork Orange*, *Nothing Like the Sun*, and *Honey for the Bears*) collaborated in the creation of a primitive language which combined word and gesture.

Morris, drawing on his knowledge of primate communication and his observations of the rich gestural language of modern man, devised a system of physical cues by which early man may have transmitted a variety of complex messages. Burgess, through his familiarity with ancient Indo-European word groupings, invented a spoken language that is both credible and comprehensible.

"Communicating with sound is nothing more than a specialized kind of body sign," states Burgess, explaining the most widely accepted theory on the origin of human speech. "Man, at his most primitive, communicated with signs. But the signs made with the organs of the mouth have the good fortune to be accompanied by a sound mechanism, the vocal chords."



QUEST FOR FIRE: A TWENTIETH CENTURY-FOX RELEASE

"We can't talk without moving our bodies, and I think this shows very clearly that our speech is tied up with bodily movements, bodily gestures, which were the basis of all communication. Speech is a very specialized kind of communication we developed very, very early - and probably quite by accident."

In developing a vocabulary and linguistic structure for early man, Burgess began with the theory of a common origin of modern European languages, tracing their roots to a language known as "Indo-European." There are various words in different languages which show that there was a common origin between them, but they can only be traced back as far as 50,000 years. The mother of English was called "Primitive Germanic." This mother had many offspring: English, German, the Scandinavian tongues, Dutch, et cetera. Latin is the mother of the so-called "Romance Languages" which include French, Portuguese, Romanian, and Spanish. These two mothers were, themselves, off-springs of a language which no longer exists, called "Indo-European." It is no longer with us because the people which spoke it could not write it, leaving scholars to guess at what it was like by comparing words in the various descendants. But Burgess' job involved more than simply inventing words by adapting primitive derivations. He had to invent a grammar since people can't speak a language with just what is found in the dictionary. Words must behave in the context-situation, and that means a grammar must be developed.

Morris, who devised a system of non-verbal cues which man has, throughout the ages, used with the spoken word, explains: "These early people would have had the same range of emotions and a comparatively simple language with, perhaps, only a few hundred words. They would have also had, almost certainly, a fairly rich gestural life in which, by hand movements and other gestures, they would be able to indicate to one another their changing moods and emotions, the presence or absence of certain kinds of animals, fruits, berries, and so on."

His task was to invent a body language and a gestural language that worked in complement with Burgess' invented verbal and vocal communication system. They were created without knowing those very early patterns of communication.

The primitive people in the film could not be too different from modern man, or the audience wouldn't understand them. But they could not be too similar without running the risk of appearing too modern. So, instead of having a nodding movement for "yes," they dipped their heads when saying, "yes" in a little bow. It is close to a nod, but it isn't one. For "no," they moved their heads to one side instead of shaking it from side to side as we do today.

A repertoire of more complex gestures running the gamut of human emotions was created by movements carrying messages of greater complexity with Morris drawing upon his studies of primate communication.

Using body language was difficult for the actors because it was easy for them to go overboard and become too involved with the gestures. They had to learn movements and then almost throw them away so that they were not over-emphasized. One of the problems of devising a gesture language for people who are not used to the gestures was getting them to feel more familiar with them.



## Quest For Fire's Language

The following chart lists type substitutes for phonetic symbols with descriptions of the sound each symbol represents and examples of the sound in familiar usage. The second chart contains the English equivalent of some common Ulam words (in their phonetic forms) and the appropriate body movements accompanying the sound.

Phonetic Symbol	Sound	Example
B	'b'/'v' sound rolled together	
a	short 'a'	man
ā	long 'a'	arc
E	'e' sound	egg
S	'ch' sound	chair
-nj	n-yer sound rolled together	tenure
(a)	sharp 'a' sound	actor
oo	'or' sound	board
?	'kh' sound	kick
--	'oi' sound	coil
-n	'n' sound	worn
n	'n'	
F	'f'	find
th	as it is written	the
(z)	'd'/'z' sound rolled together	
x	guttural 'ker'	Bach
g	Arabic gargling consonant	garlic
j	'y'	yes
e	short 'e'	cafe'
~	preceeding vowel lengthened	

English	Ulam (Phonetic)	Body Language
aggression	t'ka - t'ka - t'ka (very quickly)	Group sways from side to side. Least aggressive action, minimal body sway.
	d'ga - d'ga - d'ga	Adding vocal chord expression and resonance plus increasing body movement.
	arr	Most violent form of expression within this grouping.
	ang	Mouth open, teeth bared.
	arm	Resonant sound should be stressed from chest. Dominant gesture - lips forward. Fear gesture - lips pulled back.
reply to alarm	wa wa (wa wa)	Again head lifted on 'wa'
anger	smer (modified from smerdolor) Also extends to long 'ssss' resembling spitting sound ('smerdolor).	Violent scratching movement down opposite upper arm. Scrabbling scratch indicates frustration. A violent, short burst of irritable scratching. This action should suddenly erupt and then stop as quickly. Activity not continuous, interspersed with apparent relaxation. Head scratching. Scratching hand violently thrown away from head to whom gesture is

directed.

Foot stamping. One foot stamping. Alternate leg stamping, lifting legs quickly up and down.

Violent smashing objects to ground and knuckle-biting. Self-aggression.

animal	tir (Ti::r)	
bad	garsna (g'a:rsn(a))	Based on Spanish lice gesture, a belittling gesture. Both hands used. Hands are half-clenched, two thumbnails are pressed together, one on top of the other. Then thumbnails rotated.
bear	tirorSa (tir-'oo:rsa)	Standing position, arms raised, hands bent forward with flat fingers pointing down, akin to bear posture.
big	meg (me:g)	Arms raised above head, arms loose, hand and fingers pointing to each other. Straightening elbows a few times to emphasize height.
broken	vragda (vragda)	Grab left hand with right and pull down, making right angle with wrist.
cold	frika (fri:ka)	Hold body with arms to indicate shivering. Wagabous blow on hands and move from one foot to another.
to come	margiom (margiom)	Swing whole arm forward or across body to indicate direction.
to come back	ri-margiom (ri:margiom)	Swing forearm into body from elbow.
death	vragda (vrag'dat)	Cover eyes with half open hand.
to drink	essachaiaga (EstatSai-aga)	Hand held near chest, in semi-cupped position, then lifted and half rotated towards open mouth.
enemy (non-friend)	nyimi (nji'mi) nyimizi (nji'mi:zi)	Hit face with fist.
fire	atra ('atra)	
fight	slackh ('slax)	Hold left forearm vertical and punch it with right fist.

food	estachai (esta'tSai)	
friend	yeemi (ji:mi)	Stroke face with back of hand.
fruit	buailt (buailt)	Grasping gesture, like plucking berries from tree, between forefinger and thumb, then twisting motion downwards.
good	otim ('otim)	Feel good: Tongue protruding, teeth just showing, tongue then moves from side to side of mouth. Look good (attraction to another human): Jaws moved up and down as in eating mime but not chewing.
give	dow (d-o:-e) (o sound through nose)	Gentle action, arm extended in front of chest, scooped back to body, and then slapped against back of other hand which is held in front of chest, palm inwards. Hug elbows in for emphasis.
greeting	khonia (xonja)	Passionate but platonic greeting: Between two people. Back of hands touched together and rubbed. Big Greeting: Face to face rubbing, bodies slightly apart so faces touch and nothing else, avoid nose rubbing.
hunger (food want)	essachaivow (esa'tSaivau)	Clenched fist on stomach.
hunt	tirpreng (tirpre-nj)	Tap head with weapon. Bang up and down on ground with spears.
joy	(eBai)	Cheek rubbing (see greeting). Let head rub over an imaginary face.
lion	tirgarsna (tir'garsna)	As for tiger but all fingers pointing down.
mam- moth	tirmeg (tirme::g)	Standing upright and swaying back and forth, arms resembling tusks.
man	vir (vir)	Two fingers point downwards on back of hand.
pain	smerdolor (smerdolor)	
reindeer	tirdondr (tirdondr)	Thumbs interlocked, fingers splayed.

strong	kras (kras)	Pulling self more erect and hitting high shoulder with fist.
thirst	agavau (agavau)	
tiger	tirstria (tirstria)	Two fingers point down, other hand grabs wrist. Then push hand down.
victory	vaiii (Bai)	Before battle: raise weapon above head. After battle: raise piece of enemy property above head.
war	slackht (slaxt)	Cross forearms vertical to ground and bang together.
warm	riarch (ri'a.rts)	Wiping hands downwards over body (outside skins) and sinking slightly at the knees.
water	aga (aga)	
weapon	slakhataka (slaxtaka)	Pump closed fist up and down above head.
wolf	wuftur (lwu.ftur)	Hand sideways - little finger towards ground. Fingers are closed and slightly bent, thumb vertical.
woman	virku (virku)	Hands are slightly cupped; thumbs touching, fingertips of one hand overlap fingertips of other. Fingers low, thumbs high.
yes	siyeda (siyeda)	Bow head, not nodding

### The Tribes

#### The Ulam

Primitive Homo Sapiens, the Ulam are a loosely knit group banded together for survival. They wear animal skins and use sharpened wooden poles as spears. The Ulam know how to utilize and maintain fire, but they are unable to create it. If they lose their fire, they must either steal it from others or find a bush or tree set afire by lightning. The Ulam eat almost anything, from insects and plants to animals, but they show a distaste for human flesh. Whenever possible, the Ulam find shelter in caves.

#### The Kzamm

A cannibalistic tribe, the Kzamm fashion their club-like weapons from bones. They are hunters who wear animal skins for protection. Although they have the ability to use fire for cooking and other purposes, the Kzamm are not able to create it or use it to greater advantage.

### The Wagabou

Plundering Neanderthals, the Wagabou, like most other tribes, use fire but are unable to create it. They are protected from the elements by their natural covering of thick hair. More primitive than all the other tribes in the film, the Wagabou use very rudimentary weapons and practically no tools. They are semi-cannibalistic and prey on other, weaker tribes.

### The Ivaka

The Ivaka wear little clothing, preferring to paint their entire bodies. The warriors wear face-concealing head-gear and utilize a throwing stick which gives them greater accurate striking range than simple, hand-held spears. The Ivaka village consists of crudely-made huts of mud and straw. They fashion containers from animal skins for food storage and sometimes carry pouches with them. They have learned to create fire when needed through heat caused by friction and use it for comfort and convenience.



CONAN THE BARBARIAN: A UNIVERSAL CITY STUDIOS INC. RELEASE

# CONAN THE BARBARIAN

Reviewed by C. J. Henderson

Director . . . . . John Milius  
Producer . . . . . Dino De Laurentiis  
Screenplay . . . . . John Milius  
Photography . . . . . Gil Taylor  
Music . . . . . Basil Poledouris

Conan . . . . . Arnold Schwarzenegger  
Valeria . . . . . Sandahl Bergman  
Thulsa Doom . . . . . James Earl Jones  
King Osric . . . . . Max Von Sydow

Whenever a book or a continuing character becomes popular, the people who made the book or character popular in the first place usually start discussing what they hope to be the "inevitable" movie to come. They will outline the perfect script in their heads, cast it with their favorite stars, pick people to do the music, list the perfect locations for shooting around the world (or the universe, if need be) and generally have a grand time fantasizing about it until the inevitable movie is made or something else captures their attention. Such a movie is **Conan the Barbarian**. People have argued over how it should be handled for over twenty years, fighting grim battles which, for the most part, ended with the thought that "it doesn't matter who is right, 'cause they won't ever make it anyway."

As we know, however, the film literally millions of people have been waiting for has been made. Across the country, Conan fans have had the chance recently to test out their own vision of their favorite character against that of Hollywood, and, unfortunately, no matter how absurd, moronic or childish their images might be, they are guaranteed to be better than John Milius'. Please make no mistake about it, **Conan The Barbarian** is, beyond the slightest hint of a doubt, the worst, and most damaging fantasy film that has ever been made. Not only destructive and insulting to the precepts established by Conan's creator, Robert E. Howard, it is a murky, plodding, lifeless movie, overflowing with glaring editing mistakes, excessively poor transitions, and plot twists as enjoyable as finding half an insect in your salad.



To review *Conan* fairly, the criticisms of it have to be separated into two sections: how it was translated to the screen from the original books, and how well it will stand before those viewers who have never read one of the books, or even heard of the series before.

As to how faithful Milius has been to Howard's original stories, the answer is: not at all. Outside of some of the less specific physical characteristics, the people and the places do not resemble those in the stories in the least. Howard's Conan is an elemental, free spirit. He is unchained because it is impossible to enslave the whirlwind. He is a giant among men; he is highly skilled in weaponplay, pantherishly quick, steel willed and nerved; he is a born tactician, warrior, and leader of warriors. He is a fire-lit tower in a world of mud huts. Taking what he wants, following his own moral conscience, he is an unbeatable, fear-some reaver, bowing to no lord, slave to no woman, country, or anything else which preys on individuals in a society.

In comparison, Milius' Conan is a slightly dull-witted, cautious,

slow-to-understand strongman. Although the narrator tells us Conan is a master of weapons, we do not receive much evidence to the fact. Schwarzenegger moves well when dancing about in the film's many moments of "Conan-practicing-with-his-sword," but his movements in the combat scenes are less than exciting. Conan of the movies is a slave, chained for most of his life, with practically no interaction with the rest of the world. Howard's Conan moved about through dozens of societies, learning about the various lands of his world and the people that filled them; Milius' warrior has practically no understanding of anything he encounters. He knows nothing of women, power, the glory and horror of battle, food or drink outside of the most basic, or precious little else. He is a monstrously muscled child, lumbering his way through impossibly easy adventures, seemingly barely aware of the fact that there is more to life than taking drugs and getting falling down drunk (two things Howard's Conan would never have done).

Milius' Cimmerians are farmers easily slain by the dozens. Howard's

were a mighty warrior race who pushed back armored civilization with almost casual ease whenever it encroached too far into what they considered their domain.

Milius has made Conan's first love Valeria; her name was Belit. In the books, it was Belit who came back from the dead to save Conan's life; in the film it is Valeria.

Film Conan fights Thulsa Doom. Howard's Conan was born thousands of years after Doom's bones had long mouldered and vanished. That Doom was a fantastically powerful wizard, capable of myriad dark and destructive feats of black magic. The movie Doom can turn himself into a snake, and turn snakes into arrows, but that's about all. The literary villain deposed monarchs and ruled hundreds through fear; the celluloid one tames them with a Revrend Moon philosophy, complete with the flowers, white robes and bells.

There is more, but the point is amply made. For some reason, Milius (who, along with production designer Ron Cobb has been quoted as saying that Howard's fans would be the ruin of the film if their ideas



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on what should be done ever got to the screen) chose to ignore in every way the basic precepts of the character he was supposed to be translating to the screen.

This would not be the first time that a DeLarentiis film followed such a route. In his attempts to "improve" King Kong and Flash Gordon, the same kinds of liberties were taken, but here, somehow, they seem more brutal, as if the object of the film was not to make money, but, instead, for some reason, to destroy the subject matter. With a lesser subject, he might have succeeded.

All of these things might have been excused, however, if the film itself was a good one. Most of the Tarzan films that have been made have struck extremely wide of the mark as far as accuracy goes but have usually been at least fairly exciting. Not so, **Conan**.

During fight scenes, scars and bruises appear, disappear, and then reappear with every camera angle change. Modern stitching and metal work peeks out of the costuming. One scene, taking place in the desert, has a disturbing amount of shots of the ocean in it. Since Conan rode through the mountains to find the desert, we aren't sure where the ocean is supposed to be. The same treeless desert yields up a veritable mountain of wood when Conan and his friends need it for weapons, traps, funeral pyres, et cetera. Where does it come from? Who knows? How does Conan set fire to Thulsa Doom's carved stone palace with a small pot of burning oil? Who knows? Why does Doom's second henchman fight with a large wooden mallet? How does this mallet knock down the central support pillar of a gigantic chamber (especially without vibrating its wielder's arm out of its socket)? Why doesn't the roof cave

in when the pillar falls? Why doesn't the meat in the soup fall from the bones--human hands can't be boiled in broth and not fall apart. Who knows?

The mistakes go on and on. The audience is left with more questions than it can remember; why doesn't the were-woman die in the fire? Why doesn't she kill Conan? Why doesn't the monster snake Conan kills make any noise? Why is everyone in the film a better warrior than the hero? The answers to all the questions are withheld.

The mistakes continue throughout, raising question after question, none of them to be answered. The main problem, though, is that, if other things in the film were better, all of the aforementioned might not be so bad. Coupling these things with the film's other flaws, however, is what finally brings Conan to its knees.

Basil Poledouris' music is flat and uninspired. It is more a harvest of notes and strains from viking and dinosaur movies gone by than a cohesive score created for a new film. It is hard to fault him severely, though. Most movie music is written to revolve around the central theme of the film. If the picture has no central theme, it is hard for its score to have one.

Much of the acting is flat and static to the point of disaster. Schwarzenegger is a passing fair Conan, probably the best thing in the film; there is no doubt that he tried hard with what little he was given, but, sadly, he is not actor enough to transcend his material.

Sandahl Bergman, having most of the film's good lines and scenes, comes across much better, lighting up the screen with her presence. Moving with her Broadway-born dancer's grace, she is the perfect warrior-woman. Out of a cast which runs from cinema giants to unknowns, she is the film's brightest spot.

Von Sydow and Jones are wasted, however. Giving silly, broad, overplayed performances, both actors strut through their parts with a condescending oiliness which seems to project a distaste for their roles.

This may be justified if one considers the script in which they were mired. The plotting is unforgivably childish. Scenes exist only to take up time; they do not develop the characters further the plot, or entertain the audience. There is little in the way of



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tolerable dialogue, let alone any that is inspired. Transition between scenes, when it exists at all, consists of Conan and his Panchoian side-kick running across vast plains, forcing the kind of abandon into the film that is generally reserved for hypertension victims turned loose at the zoo on a field trip day.

Adding to all of this the garbled, heavily-accented narration which runs throughout the film and the pointlessness of most of the characters, one finally finds the place where the buck must stop - at the direction.

Milius' uninspired, flat, high school direction is the picture's death stroke. Nothing, literally nothing, in the film evokes a response. The fight scenes are ill-staged and clumsy. The orgy and Conan's several love scenes are unerotic, boring, and trite to the point that they would draw yawns from a Disney audience. It is weekend directing: static, gap-filled, motionless. The lack of imagination tied up in staging each shot we see could lead one to believe that the entire epic was filmed in a day and a half. Even half-hearted flops such as *Venom* and *The Legend of the Lone Ranger* were at least interesting to look at; not so *Conan*.

Originally, this article was scheduled to run to 3,500 words. This would have included background information on the cast and crew, interesting tidbits on the movie's locations and shooting, how the special effects were achieved, et cetera. As it stands, it only runs to 1,500 words. Even though that means it will earn less than half the cash it could have earned, there isn't much of a choice. After all, how many different ways are there to say "bad"?



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# TO THE BEAST



by C. J. HENDERSON

Andra, She Who Would Be, Daughter to the Mother to All, held back a snuffle. Admitting she had made a mistake, she decided to correct it before any more time was lost. Stretching out in the nearby brush, she curled into a comfortable position and then whispered to the ground. At her command, vines untangled, grass grew quickly, and the sweeping plants above her lowered their leaves, all helping to hide her small form as she slept. She fell asleep without fear, knowing the plants would awaken her if the gargar came near. Round one went to the beast.

The afternoon sun warmed Grakar's scales. He had been awake several hours now. Patiently, he sat cross-legged, waiting for something to stir. The witch would be expecting him to hunt for her.

"To the Shade with her," he thought. "Damn-to-frack Lomonians think they know us; they think to stop us - hold us back as they would the humans. Gargars are not so easily out-guessed, little princess. Nor are we easily killed."

The lizardman flexed his shoulder muscles slightly, stretching the skin

tight across his back. His mind raced back over his plan. He would let the witch come to him. He would not leave his ledge until he had spotted her. He would do no hunting, build no fires, make no sounds - these were things which could help the Lomonian. He would not do them.

For over four hundred years, every gargar Klan had hoped to recover Hotor's Talisman. As a bauble, it was worthless, nothing but badly-worked lead and blue quartz. As a political totem, however, it had great power. The gargar nation had been splintered



thousands of years in the past by the Lomonians. One of the concessions given to the witches by the gargar king, Hotor, was his medallion of state. Over the centuries, many Klans had tried to regain the talisman. Thieves had been sent to Lomonian. Renegade witches had been bribed; Klans had gathered together into armies. None had ever returned.

Andra moved cautiously through the trees. Covered from head to toe by her cloak, she continued forward, shielding her pale, northland limbs from the sun. The cloak's hood hid her thick, blonde hair as well as shading her thinly angular face and blue eyes, other features which helped to mark her as a Lomonian and a witch.

Skirting through the endless brush, she watched and listened for any sign of the gargar. Their duel was well into its second day, but she had found no trace of him as of yet. Nearing a gradual incline of greying stone, she stopped to examine the ground. What could have been the remains of a footprint stared up at her from the edge of the gradually sloping shale.

Kneeling next to the rocks, Andra placed her hand on the track, closing her eyes, concentrating. She asked when the print had been made. Slowly, the past unfolded for her. The track was many days old. Even if it was the gargar's, if he had come to the valley early to scout out the land, it could not tell her where he was now. Frustrated, the young witch broke off her concentration. She lay wearily back against the rocks, giving up her search for the first time since the duel had begun. She needed rest. At midnight the day before, she had entered the northern end of the valley; the gargar had entered by the south. They had to remain until one of them surrendered to, or was killed by, the other.

Andra closed her eyes again, this time to rest and to think. She had gambled that the gargar would march straight to the interior, wanting to begin the fighting immediately. She had gone straight to meet him. She had lost.

"Filthy, rotten lizard," she grumbled. "Most likely still asleep, curled up in a tree a dozen miles away. Now he's fresh and ready for battle, and I'm exhausted. Out there laughing at me, aren't you? Dirty gargar."

But Grakar would not fail. Heskhar, his father, had planned too well. As the gargar thought of his father's manipulations, a fat dragonfly flitted past his eyes. Although his mouth

moistened instantly, betraying his hunger, he held his tongue back. Even so small a death cry as the insect's might be heard by a witch. The massive lizardman reached into the sack next to him, pulling forth a strip of dried beef.

"Chew it, Grakar," he ordered himself. "Chew it slowly; wet it with your own juices. Save the water; conserve. Conserve rations, conserve strength, conserve nerves. You have set your traps. You will lure the witch. She will come to you. She will die. Hotor's Talisman shall come to the Kar Klan."

The dragonfly landed on the gargar's snout. Yellow eyes stared at the insect until it satisfied itself that there was nothing for it there.

As it flew away, Grakar smiled. "You shall be proud of me, father."

Round two went to the beast.



Sleeping behind the protection of her plants, Andra dreamed of the last meeting between her mother and the head of the Kar Klan. She found herself back again in the massive meeting chamber of the Lomonian society. High in the frozen northlands, still mostly unexplored by gargar or human, her race dwelled quietly, ignoring the gelid cold and the winds which carried it.

Andra remembered Heskhar, his sneering address to her mother. It had bordered on insult, but only slightly. No comment had been made; it was not the time.

"Great Charri, Mother To All," he had mocked, "You Who Are; Charri of Lomonian, all Gargoria bids you long life."

"You are far from home, Heskhar. Why come you to the cold you do not enjoy?"

The gargar stood granite still, staring at the grand Queen Mother of the witches. Standing nearly seven feet tall, the lizardman bent his frame in an impossibly graceful bow. Andra shuddered slightly at the memory. Heskhar was nothing more to her than tight muscles and heavy bone covered in scales and bristles and menace. His pale green eyes stared out from under the hood he wore. Wrapped in animal skins, he stank of death; he was a towering pillar of living destruction waiting to be set off.

"I am here," he answered calmly, "for what is mine. Hotor's Talisman."

"It is not your's. It is Hotor's."

"Hotor is dead," smiled Heskhar.

"He gave it to us," countered Charri.

"He gave it to the dead. You, not any here, were born then. Lomonian has held our soul long enough. It shall be returned." The gargar's words curled slightly to a snarl. Andra stood by her mother taking in the political debate which followed.

Decades earlier, the gargar's demands would not have been taken seriously. Any one or two Klans attacking Lomonian would have posed little threat, but times had changed. Heskhar had been planning for a number of years. He had played on Gargoria's wounded national pride, manipulating Klan after Klan into joining the outcry for the talisman's return.

"We wish no quarrel with your people, Heskhar." *You are not so easily beaten now through direct combat. We would look for easier ways to maneuver you.*

"Nor we with you, Mother To All." *I am power now; I can mobilize all of Gargoria. Even if you can stop all of us, your losses would be staggering.* "Surely, there must be some way this matter can be resolved between us as civilized peoples. We are not humans, after all."

There was an almost imperceptible wince in the room. The human race was Lomonian's fault, an off-branching of the witches many thousands of years in the past. Magicks were almost unknown to them now. Heskhar had thrown them into the discussion without implying insult. Charri had smiled; the gargar had grinned. Andra had watched, fascinated.

The debating then continued for the rest of the day; planned approaches had been used, reviewed, and discarded. Tradition demanded it. It had become apparent to both Charri and Hes-



kar in the first hour of their debate to what they would agree. A duel was unavoidable. By the second hour, Andra had realized it also. She had listened impatiently, waiting for the combatants to be named.

It had come long after the princess's patience had run out. She had removed herself to a corner, annoyed at the lengthy court procedure. Finally, however, all was agreed: which valley, which day, and all of the rules. They could take in their own food and water or rely on the valley. It was a contest to the death or surrender.

"And who shall our combatants be, Heskar?"

"Two of equal rank, two with reason to fight, two bound to try their best. Two who have the most to lose." *I would name you and I, but that is what you want, isn't it? But maybe not; no clean advantage for you. We are both too good. I shall let you name them. We both know who shall be named.*

"There are many of equal ranks among our people," Charri started. *But only two will be named, won't they? It is the children. It is always the children.* "but, outside ourselves, who could we name to fit all of your qualities? I could suggest your Grakar and my Andra, but it would be so ridiculous. . . ."

"I agree, Mother To All. My warrior son against your child? It is no fair contest. She is too young, too undisciplined, too arrogant. . . . Agree, witch. Give me the girl.

"Andra? My daughter. . . ." *Do you mean it, Heskar? Are you trying to draw me in or truly exclude her? Do you know as much as I think you do or not? Or more?*

But suddenly, before she could dream further, Andra awoke. She did not move. She waited, clearing her senses first. Sending out, extending herself through the grass and shrubs all around her, she could feel no other presence. She rose slowly, disengaging herself with great care from the plants which had shielded her.

Satisfied that nothing large was moving in the area around her, the young witch proceeded forward south into the valley. It was night time. She had slept for many hours. Now that it was dark, cooler, the gargor would be seeking shelter. He would not stay out in the colder night air. She cast questions ahead of herself as she walked. Allowing herself to seep into the terrain around her, Andra joined with nature,

searching for her opponent. She had no luck. He had rested against none of the trees, trod on no grass, been seen by no beast.

She combed the air for death screams of victims. Hundreds had died in the valley that afternoon, but none of them at Grakar's hands.

A sudden thought changed Andra's direction. She drifted noiselessly through the brush, coming to the stream which fed the valley. She stepped into it, ignoring the freezing chill; it was nothing to a Lomonian. Again, she paused to reach out, hunting for miles down the silent water for those interruptions in its flow where something or someone had stolen from it that day. Fox, bird, trellig, bear, racker, mole, badger - animals of all sorts had dipped the river that day, but no gargors. At least, no gargors close enough to be her gargor.

Dismayed, Andra crossed the stream, swimming with strong, easy strokes. She grabbed playfully at a passing trout, remembering childhood games of the same sort. She stopped suddenly, however, scaring the fish with her abruptness.

"Undisciplines, am I? Arrogant? I'll show. . . ." Andra forced herself to stop. Turning back to her original destination, she continued on for the shore. "I am undisciplined. The gargor is only a warrior, a killer of flesh, a destroyer. In many ways, he is no better than a human. And yet, he is out there, waiting for me, winning. I have been arrogant; I have. I assumed it to be impossible that a 'mere' gargor could ever give a Lomonian, let alone a princess of the line, the slightest trouble."

Sitting on the opposite shore, Andra began to put together the pieces she had missed. She began to realize that the gargors had planned everything long before they had come to Lomonion to argue with her mother.

"It was always to have been a duel. They knew it; mother knew it. Grakar knew he would be the one chosen. Did mother know I would be her choice? Did she know it would be Grakar against me? Did Hesk know?"

It did not add together. She could not believe that her mother could have been manipulated by the gargor. But, if she had not been maneuvered into sending Andra into the duel, if she had known, why had Andra not been prepared? Charri had known for months that Hesk was coming to debate the rightful ownership of Hotor's Talisman.

Either Queen Ruler of Lomonion

Charri, She Who Is, had been used, tricked by a gargor, or she had sent her own daughter into a fight for her life, unprepared. Neither thought brought Andra relief or contentment.

"Am I supposed to lose? Are the gargors supposed to recover their bloody totem? Doesn't anyone care what happens to me?"

There were no answers to her thoughts. If the gargors were to have their talisman, it could have been handed to them. Something was happening which Andra did not understand. She realized, however, that her present situation was no time to try to find her way through the past. Only the future held any validity for her. Her mother had instructed her to defeat the gargor - to kill him if necessary. With a dangerous enemy waiting for her to make any wrong move, she had no time for worrying about the past which had brought her to her present situation. All that mattered was the duel.

"I am sitting by a stream which can talk but which tells me nothing. I have sat long enough. My garment is dry; I am dry. My opponent is waiting. I must find him." With new resolve, Andra rose and began to make her way quietly through the forest which began a few yards from the bank.

Round three went to the witch.



Several hours before dawn, Andra found herself a resting place. She napped until the sun broke over the mountains to wake her. She awoke alert, smelling the air around her for a trace of her foe. Still, there was nothing. She contemplated taking animal form but decided against it. As

a bird, she might spot Grakar from the air, but he might also bring her down with an arrow. There was no animal to which she could change which the gargar could not beat in combat. No, better to use real birds as her eyes and scout for real beasts to use as her strength. She had been keeping track of several large animals in the valley. There was a racker, one of the great, northern cats, nearby; she had kept note of its whereabouts. She had also managed to herd a wolf pack and a bear in a southerly direction. If she needed them, they would come to her aid. The problem of keeping track of them and still searching for the gargar was a difficult one, but Andra felt more comfortable knowing she had allies.

What made her less comfortable were the growing clouds above. A storm would change the air. She would lose contact with her surroundings until she could readjust. Storms were difficult things for young witches to control. Nature's violent secrets were the last ones taught. Andra had little knowledge of the rhythms of rain or lightning, sleet or thunder.

"It's known that the gargar shamuns can predict the weather. Could they have picked this time as part of their plan? They might. Being able to control the weather, we have never cared if we could predict it. Did you plan this well, Hekar?"

Andra frowned, trying to unweave the pattern of political maneuvers which had brought her to the valley. Her major stumbling block lay in the question, to what use could Hekar put the talisman if he did receive it? Even if Hotor's trinket did enable him to unite all the gargar Klans, he still could not destroy Lomonía. True, there could be a great conflict, and many witches would die, but, in the end, Lomonía would continue, and Gargoria would not.

It made no sense.

Suddenly, however, Andra's attention was caught by something else. There was a bleating sound, the cry of a rabbit coming from somewhere ahead. She moved forward cautiously. It was a faint cry, accompanied by the small creature's terrified heartbeat. Calling to it, she received strange impressions. It was caught, but there was no foe. It was trapped, but no enemy knew of it.

"Trapped? A trap, a snare. Grakar."

Andra moved more cautiously. Parting the last brush between herself

and the clearing, she saw the rabbit dangling by one leg caught in a grass rope. The creature strained, jerking and kicking, tumbling itself back and forth through the air, swinging and gyrating, but not freeing itself. Andra bit her lip. She dared not free the rabbit; the gargar might come before she was finished. If he knew his trap had been sprung, he might come to investigate and find her nearby. She could not let the animal suffer, however.

She had to leave; there was no hope for the animal in the snare - it was doomed. But something had to be done.

From his ledge, Grakar watched his snare. "Scream, little hopper. Call the child out of the woods. Bring her to me. Patience is not my brightest cloak. I would see an end to all this waiting. Come, little witch. Hotor would join his people, and I would drink a frosted mug of. . . ." Grakar's thoughts broke off. As he watched, a wolf dove from the trees, clamping its jaws around the rabbit. The hunter swung for a moment then fell to the ground as the grass rope snapped. The already-dead bait was still tight in its jaws.

Grakar scanned the area. He spotted no trace of Andra. His eyes narrowed as his balled fist struck against the rock ledge upon which he perched. Other wolves approached the clearing, but the one Andra had called snarled them away, sharing his prize only with his mate.

Round four went to the witch.



Grakar looked upward into the darkening sky. The first drops of rain were beginning to fall. Extending his hand, he felt at the drizzle, determining what type of storm was to follow.

"Warm," he thought, "but it will not stay such. This one will grow cold. This one will mire the valley."

Thunder rumbled overhead, clapping through the premature darkness. Jagged tines of lightning pronged their way across the sky, some crashing through the taller trees out on the plain.

Grakar turned from the storm, retreating into the small recess in the cliff wall behind him. The cloak he wore was fast becoming drenched. He removed it quickly, trading it for a water-repellant wrap stored with his other supplies. Once again, the wisdom of his father's plan unfolded before him. It did not matter that he had brought several hundred pounds of supplies with him. He had not traveled long enough under his burden to really notice it.

"Luck that we gargors are a hearty race." Grakar chuckled with his own humor. The time had come to go hunting.

"The witch will confuse now. For the time of the storm, few of her powers will be a help to her."

The gargar buckled his sword to his side. Looking over his other weapons, he ignored the bow, knowing the limitations rain posed to arrows. Stooping, he picked up his daggers. The first blade he secured in his left boot, the second in his belt. Grakar found the rain's tapping comforting. He knew that, as long as it held, the witch's main powers of fire would be useless. Standing straight, the gargar took his pike from its place against the recessed wall and headed out into the storm.

"I know you are out there, little witch. You are close. If I am wrong, the storm will muddy my passing; you will not know if I have been about. If I am correct, this shall all soon be over."

Slowly, Grakar moved down the cliffside, working his way along the ledge with slow, sure motions. He was not worried over being spotted by his opponent. The sky had inked over completely; no moon showed, and the lightning had ceased to flash. Coming near the foot of the cliff, Grakar leaped forward, holding his pike over his head in both hands. He landed with a short thud. Instinctively, he headed for the forest. He knew Andra would seek



shelter in the fashion of the beasts.

"The witch will not be foolish. She will head for the pines. Never tall enough to draw lightning but fresh-smelling and dry underneath. If she's nearby, she'll be in the pine grove toward the slate fields."

Grinning, Grakar ignored the trickles inching their way beneath his collar and headed in toward the pines.

Round five went to the beast.



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**TO BE CONTINUED NEXT ISSUE ...**





### Murder at the Ruptured Troll

by Ken St. Andre. This is an excellent piece of fantasy fiction by the creator of **Tunnels and Trolls** tm. Based on his own T&T campaign, **Murder at the Ruptured Troll** will amuse even the most "serious" of fantasy gamers.

### A Dual Purpose Program for Melee/The Fantasy Trip

by George R. Paczolt. A computer program for creating Human Fighter characters for **Melee**, this program also arms them with offensive weapons as well as eliminating any need for dice rolling when one to seven d6 are needed.

### A Guide to Copyright

by Stephen R. Marsh. Everything a fantasy role playing game author needs to know about copyrights is included in this article. This interesting and educational article is aimed at all up-and-coming writers.

### Accurate Critical Hits

by Paul Andrew Denisowski. This set of extensive tables is designed to add realism to your FRP combat. Don't miss it!

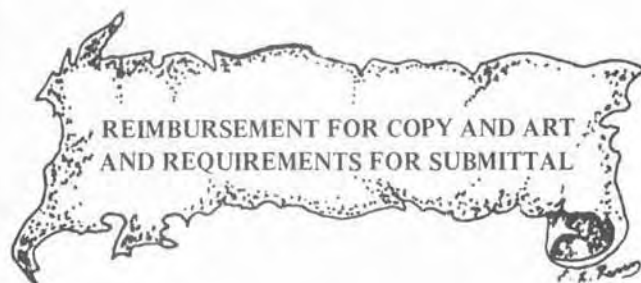


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# HORSE FEATHERS

## AN EDITORIAL by

Edward R. G. Mortimer

Hello Faithful Readers, I've received many letters and answered surveys, and we are busily digesting your opinions. Even now we are adjusting our format and appearance in order to make a better magazine for you.

We have three new headers from Maurine Starkey, a very fine artist we hope to see more of. Screen Scenes has been put aside for now, but may be back in the future. Our fiction is now getting the space it deserves, as well as fine artwork created specifically for the story.

Next issue will see The Morrow Project Report undergo a concept change that will make Bill's column helpful to all of the "After the Holocaust - type games" available.

All of us here welcome a new artist to the Guild, Wes Crum from Carbondale, Illinois. Wes will be doing a lot of covers for Judges Guild products, including the Pegasus, so watch for his fine work (. . . pssst! Check out this issue's cover!).

In the "Whoops Department", it seems that we mistakenly credited Russ Steffens for Kevin Siembieda's cover and color last issue. To both men, I sincerely apologize for the mix-up. We were scheduled for a Russ Steffens cover, but slow mail service caused us to substitute Kevin Siembieda's work at the last moment.

This issue contains many items of interest, including A Guide to Copyright by Stephen R. Marsh for all of our aspiring writers. Then, for the scientifically-inclined, George R. Paczolt presents us with A Dual Purpose Program For Melee/The Fantasy Trip. Dave Sering reports back from an intra-system journey to Jupiter, Saturn, Uranus and Neptune, with news of scientific interest to all SFRPers.

We have the second part of To the Beast, by C.J. Henderson, for you, and a fine comedy/mystery/fantasy story by Ken St. Andre, entitled, Murder at the Ruptured Troll.

Speaking of Ken, if you'd like to read more of his fiction, there's a brandy-new magazine on the stands called, Oracle, which will feature fiction by the best fantasy and science-fiction authors. Oracle #1 features a story by Jessica Amanda Salmonson, The Fabulous Sea Below, as well as Ken's own, Mandrikor. Future issues should see stories by Roger Zelazny, C.J. Cherryh, and other top-name authors.

Oracle Magazine comes from Detroit, Michigan, where Dave Lillard works hard as the editor (not an easy job at all, let me assure you). Look for it!

Next issue will see the first science-fiction issue of the Pegasus. We have many top-notch sci-fi articles for you, take a peek into The Crystal Ball (page 94) for a preview of what's coming up.

And so, that brings us to the end of this editorial, and now I can get back to creating more surprises and adventures for you, both in this magazine and in other Judges Guild products.

## MEMORIAL DAY CELEBRATION



Part of Marc Summerlott, then John and Diane Mortimer, with Pixie Bledsaw in the background



John Mortimer and Rick Houser



The Invincible Overshoot

"Part 2"

# TO THE BEAST



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by C.J. HENDERSON

Pegasus 5



Andra sat beneath a large pine, listening to the rain. The trees grew so closely together where she sought shelter that hardly any rain could squeeze through the tightly-locked branches. All about her rested the pack of Bloodsmile. Only females lay close to the young witch. The males were stationed at points spread throughout the grove. Out of the darkness, Bloodsmile approached Andra. He pawed the ground in patterns, adding a growl from time to time, telling the Lomonian that none of his people had seen the gargar. She answered in kind.

"Bloodsmile is great, indeed. I thank him mightily for his protection and friendship"

"It is understood" answered the wolf. "Bloodsmile's people know the ancient pacts. We are of honor. We would not forsake you"

Andra smiled. She raised her hand to say more when a sudden howl pierced the grove. It was Mauler, Bloodsmile's brother. All of the wolves strained to the sound. It came again, once more followed by silence. Bloodsmile took a few steps forward, listening intently. Mauler spoke again, but this time it was a challenge not a warning. As the wolves waited, they heard the growls and barks of threat and then combat. No voice answered Mauler's, only the rain. And then a shriek cut through the storm, a terrible, crackling, tenor note of pain and blackness. Andra and Bloodsmile both felt Mauler's death cry. The pack leader turned to the witch, saying "We have found your enemy"

"He has found us"

"No matter. Go with Nightmist. He will lead you to safety further back beneath the trees. We shall deal with the lizard"

Andra growled an acknowledgement. Bloodsmile was already gone. Watching the pack move grimly forward, the witch left with the cub, Nightmist. Settling far back into the grove, the pair listened to the struggle in the distance. Both tried to ignore the howls of agony which broke the rain's patter time and again. Something was moving through the wolves, fighting them in twos and threes, thrashing, breaking, killing its way through them. Andra held the cub tightly to keep it from shaking.

And then, suddenly, it was quiet again. No further sounds of struggle came from the area of the battle. Both Nightmist and the witch listened, but, for many minutes, only the rain's muffle hung in the trees.

Finally, however, they heard a scraping. Nightmist growled; Andra quickly wrapped her fingers around his snout. She stood quietly and began to work her way through the trees and away from the approaching scuffings.

She knew it was Grakar. She also knew he would find her resting place soon and begin to track her. She tried to move softly, jumping from one bare patch to the next. She had only covered a few dozen yards when a small pool of rain water hidden in the darkness snared her foot and sent her crashing. Instantly, Grakar knew where she was. As the young witch rose, trying to quickly regain her bearings, she realized that Nightmist was gone. Before she could call him, pitiful, puppy-ish growls came from the distance.

Andra heard the chuckle and then the thud. Horrified, she ran out into the rain. Minutes later, the gargar found her tracks at the edge of the grove.

Although he followed quickly, Grakar soon found himself losing ground to the witch. His battle with the wolves had left him with a number of ragged wounds. None of them was serious, but they were painful. Moving after Andra in a limping run, the gargar tried to close the gap.

"Filth!" he screamed harshly, air rasping in his throat. "Fight for yourself! Come back, little animal. Fight me. Fight me!"

Andra continued to run. Peering forward, Grakar spotted her. She had reached his cliff.

"I've got to get up to that ledge," she thought. "Bloodsmile and the others must have hurt him. If I can get above him, I can find some kind of an advantage."

Silently, she began to climb. As she ascended, the witch sent out desperate calls, trying to find the racker and the bear she knew to be in the area. She was halfway to the ledge when she heard Grakar begin his ascent.

The gargar had lost his sword in the grove. He had left it buried in a wolf who had lumbered off to die in the darkness, taking it with him. One of

his daggers also remained behind, caught fast in Bloodsmile's ribs. He did not care. Dragging his pike behind him, the lizardman pulled himself up the slippery cliff wall, finally beginning to close the gap between himself and the witch.

Andra dragged herself over the edge of the cliff onto Grakar's ledge. Sliding on the wet slate, she headed up the rocky pathway toward the top of the mountain. She had only gone a dozen yards when the voice called to her.

"Don't run, little witch. There is no reason." Slowly she turned to face the gargar. "Your bare feet and hands will not take you far up the wet rock. Surrender, child. The game is over."

Andra stepped back, looking from side to side for anything she might use to prolong her chances. Again she called for her missing animals. This time, she got a response.

"Come, I will show you where to hide from the rain. Further combat is foolish. Give it in." Andra backed away as the gargar spoke, hoping for help from either the racker or the bear. As she moved up the ledge, she suddenly spotted the lizardman's niche. Her eyes fell on the bow and arrows he had left behind. Although Andra had never held a bow or any other weapon before, she knew she would have to try to use it against her foe.

"Speak, little witch."

Grakar started to ascend the ledge. With some of his wounds still dripping, he used his pike as a crutch as he hobbled up the slick rocks.

"Surrender. Let us forget this all. Give back to us Hotor's Talisman. Take back your life. You have no right to do otherwise. Surrender!"

And then, the racker appeared. Stepping down silently from the topmost reaches of the ledge, the large forest cat growled at the gargar below. Grakar brought his pike up as the racker leaped. Oak rang against the cat's skull. The racker backed away, dazed, searching for an opening. The gargar kept the pike between himself and his foe.

Tearing herself from the spectacle, Andra made her way into the recess. Quickly, she grabbed the bow, hurriedly bending it, trying to drag its string into place. Time after time, the loop slipped from her grasp, tearing the skin from her fingers.



In the meantime, the racker had managed to back Grakar several yards down the ledge. Rain continued to pelt them both. The cat snapped at the rain, shaking its thick mane. Droplets ran down its fangs, splashing against its paws. Above them both, Andra continued to fumble with the bow.

"Well, do it," hissed Grakar. "Do it, you wet, stupid, smelly mammal." The racker growled. "Scream. Go ahead, scream your lungs out. I'll give you something to scream over, you foul, damn-to-frack - now!"

The gargor lunged, driving his pike deep into the racker. The cat scratched at the sky, pawing the pike, but it was too late. Rolling over backwards, the racker toppled over the cliff ledge, taking Grakar's pike with it. Breathing heavily, the gargor moved slowly back up the ledge.

"Well, witch, any other tricks for us? Come out and face me, you maggot. Face me!"

To Grakar's surprise, Andra appeared from the recess, his bow in her hands. Before he could react, she began to bend the weapon back, her arrow aimed directly at him. Knowing he could not run on the slippery ledge, the lizardman went for the dagger in his boot. Andra's bloodied fingers, able to hold the string no longer, released the arrow, sending it into Grakar's chest.

He stood staring for a moment, outlined in the darkness by the rain. His eyes remained on Andra as his blade slipped from his grip. Slowly, he stooped over, picking the dagger back up. Andra turned, hurriedly trying to ready another arrow. Before she could, he had already flung his blade. What effect it had, however, he did not get to see. The gargor had begun to tumble down the sopping ledge even as the dagger left his fingers.

Round six went to the witch.



Andra awoke slowly, groggily. At first, she was confused. "How?" she wondered. "How did I get home? I was in the valley, on the ledge - the rain, Grakar - the dagger. . ." Instinctively, her hand sought her side. Her memory was not wrong; her fingers discovered a bandage. Before she could call out, Charri entered her room.

"Daughter, you are awake."

"Yes, but the last things I remember, the duel, everything is so mixed. How did I get home?"

"Grakar brought you."

"What? But I slew him. The arrow. . ."

"No, Andra," answered her mother, "you did not. The shaft you fired barely pierced the gargor's armor. When he fell, it was because he slipped on the rocks. By the time he made it back to where he had left you, you had already passed out. He removed his blade from your side and stemmed the flow of blood. Then, he cleaned your wounds and his, waited for the rain to stop, and brought you home."

Andra stared at her mother, not knowing what to say. Charri continued, "You were delirious. Grakar carried you to our end of the valley."

"But, why? Why didn't he - why didn't he. . .?"

"Why did he not slay you? There was no reason. He found you a worthy foe. He felt you deserved better. He also found no honor in killing a helpless enemy. Grakar knew he had won. It was all he wanted."

Charri's words took on meaning for Andra. In a quieter voice, she asked, "He won?"

"Yes, child. Hotor's Talisman is on its way to Gargoria now."

"I am sorry, mother."

Smiling, Charri said, "Do not be. You did your best. It does not matter."

"But, now, the gargors will attack us."

Charri shook her head. Looking away from Andra, she answered, "No. Heskari does not want to invade Lomonion. There would be no profit in that. Let me explain. Heskari needs Hotor's bauble to unify the gargor state. This will take him years to accomplish. But he has no intention of attacking us. We have no riches for him to plunder, and Lomonions make terrible slaves. No, when Heskari has his army, he will use it against the humans."

Andra stared at her mother. She could find nothing to say. Charri continued, "I know, child. You are wondering why all of this had to take place. It is best blamed on tradition. We could not just hand the talisman to the gargors; they would have found that an insult, as if we were saying, 'Take your toy. We do not fear you.' They would have made war with us out of pride, then. And, if we had refused to return it to them, they would have been forced to attack us to regain it. Heskari gambled that, if he pressed the issue, I would give him a fair chance to get what he wanted. He knew I was aware of his plan to attack the humans. Since we of Lomonion would see the humans reduced, it is to our advantage to let the gargors do it for us."

Andra looked at her mother. Trying to keep her voice from showing the hurt she truly felt, she said, "So, in truth, I was your tool. If I won, the gargors would have to leave and be quiet. If I lost, we still get what we want. Either way, no matter who finally did the fighting, Lomonion would be the winner."

"Almost." Charri stood looking down at her daughter. "In any contest of war, there are victims and there are those who live. The victims gain a release from this world. They are rewarded with peace. Those who live. . . survive. They go on. That is all. Neither wins. There are no winners."

Charri turned to leave. Walking toward the door, she turned back to her daughter. Andra had turned to the wall, trying to hide her own tears. The Mother To All realized that Andra would not understand her part in what had happened for many years. Although she would learn much from it, although she would learn the kinds of things she would need when she sat on the throne herself, now, it would hurt.

Charri wanted to comfort her daughter, but it was not the Lomonion way. As she exited, she concluded, "There are never any winners."

Andra said nothing. Alone, in her room, she could think of only one thing: she knew her mother was wrong. Heskari had taken the trophy; even if it had been in Lomonion's best interests for it to be so, the gargors had controlled everything from the beginning. Andra tried to hold back her tears, but she could not.

The final round had gone to the beast.

# MURDER!

## AT THE RUPTURED TROLL

by

**KEN ST. ANDRE**

*with apologies to Agatha Christie.*



Flaming Cherry was buying me a drink in the Green Dragon, a high-class place in the heart of Khosht when Morty the stable boy found us. I was hoping that the evening would lead someplace warm and comfortable even though I didn't have the customary ten golds for her fee. I was inching ever closer to her luscious lips when Mort came running in, fell down, and drooled on my boots.

I picked him up by the scruff of his neck and poured some of my good ale into his undeserving but dry throat. He spluttered, choked, and gasped. "Now, Mort," said I, "why are you out and risking your life, not to mention ruining my love life? It's nearly midnight."

"You've got to come at once, Muck!" he cried. "There's been a murder at the Inn, and Gris alone knows how long old Slather can keep the Elves from wrecking the joint."

"Elves???"

"In the Ruptured Troll!!!!"

Cherry and I were both incredulous. We stood up, forgetting all about our half-finished drinks. But not Mort - he grabbed another slug of my ale. This time, most of it stayed down.

"I'll come at once," I said. I had to, of course. My apartment was there, and, if the place was wrecked, I might lose a lot of expensive equipment.

"Do you mind if I join you, Muck?" asked Cherry. "I could use a bit of excitement. I've been idle for too long."

Faced with the prospect of a fight, most men might have told her to go home. Most men would have missed out. "Sure, Cherry, I'd be glad to have you come."

She slapped two silver eagles on the table and stood up. As she wrapped her cloak around herself, I swear every man in the tavern was watching us. By Gris! I don't blame them. Ah! Those long legs, oversized breasts, and that incredible mane of fire-bright hair curling around a face as lush and ripe as a peach. She was in her working costume - a girdle of fine green silk, copper breastplates, a few baubles, bracelets, and bangles, and a Straight Sword and Throwing Dagger.

"Hurry, Muck!" said Morty again. "Those Elves may go berserk and start killing people." But he was talking to air. We were already on our way.

The streets of Khosht were dark and muddy, and large, hungry beasts were aprowl in them, which didn't bother us much, for we took the Rogue's Path across the rooftops until we neared the Old City gate in the East Wall. The great temple of the Money God stands on the edge of the River Gate, and it was lit up with several hundred lamps and torches so that it looked more like high noon than the wee hours of the morning. Three squads of the Night Watch, as well as a couple of pot-bellied priests in their gold and silver robes, and an all-night wine-seller were mingling in the plaza before the temple doors. Two games of Death Dice were in progress, and one arm-wrestling match matched two straining guardsmen as we descended and walked out into the light. Several arbalests moved to cover us as we emerged from the shadows, but they were quickly stashed as Flaming Cherry came into view. Sometimes I think she knows every man in

the city, or, at least, every man knows about her.

As she walked among them, bestowing a kiss here, accepting a caress there, Morty ran to the gate and called for the Captain to open it up.

The gate captain this night was my old friend Alex. He wasted no time in letting the three of us through the postern. Morty had already explained the murder to him, though the kid hadn't found time to explain it to me, yet. Well, it's hard to talk when you're jumping from roof to roof.

"You'd better get over to the Troll quick, Muck," said Alex as I squeezed through the postern. I swear it was designed for Dwarves, not for seven-footers like myself. "I'd send a squad over with you, but they're not about to risk their lives on the docks in the middle of the night. I'd like to go myself, but BJ would have my hide if I left my post tonight."

"Don't worry about it, Alex," I told him. "I haven't seen the barfight yet that I can't handle! Hell! Somebody gets killed every other day or so down in the dock taverns. I don't see what's so urgent about tonight."





"Yeah. Orcs, Dwarves, Gremlins, even an occasional Man or Troll are always getting themselves killed down by the river," he said as he closed the gate. "but I can't ever remember an Elvish wizard biting the big one before. Well, good luck!"

Suddenly I knew that I was going to need it.

Three alleybashers jumped us when we were still half a block from the Ruptured Troll - two Orcs and an Ogre. They must have been new to town or they would have known better. Flaming Cherry ducked inside the Ogre's grip, grabbed him in the middle of his wolf-hide loincloth, tossed him into the air, and smashed him to the ground. Then she kicked him in his middle eye, and he was out for the rest of the fight as well as half-blinded for life. Meanwhile, the two Orcs tried to jump me from behind, but I smelled them before I heard them, and I heard them before they ever got close. They were using Scimitars, so I figured it was only fair if I used my own weapon. Yeah, I'm big, but I'm also fast. I came around like a blur with my trusty old Bastard Sword out and caught them in mid-leap.

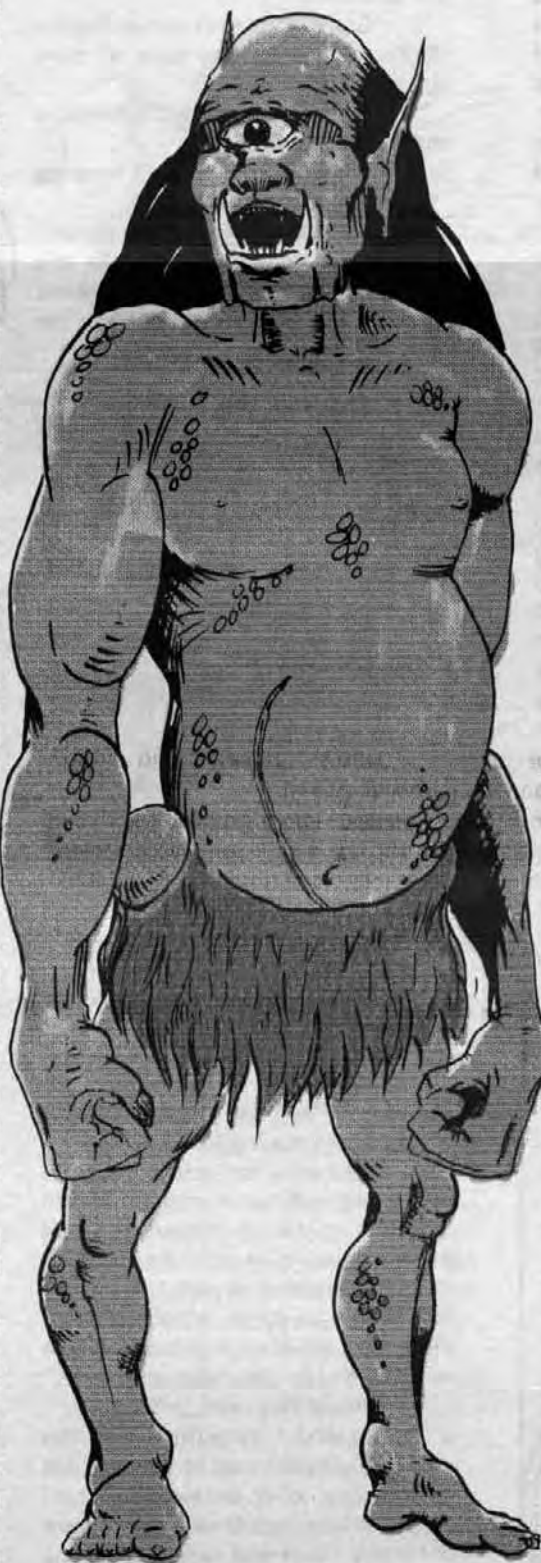
THUD THUD THUD THUD. It's surprising how easily a magic weapon will go through mere Orc flesh.

Yeah, I look tough, and (with the help of a little magic I've picked up here and there) I'm actually tougher than I look. Now, Flaming Cherry, she just looks gorgeous, but she's twice as tough as I am, or any other fighter in the world as far as I know. (It's all done with magic, as I'm sure you know.) I'm just glad that we're very good friends.

You could tell that there was something wrong at the Ruptured Troll. It was quiet.

I slammed through the front door the way I usually do - quickly, but this time I knocked an Elf sprawling. The Arrow he had nocked went thrumming into the floorboards, and I looked around to see three shafts trained on my head with angry-looking Elves on the other ends of them.

"DON'T SHOOT!" bellowed the basso profundo voice of old Slather. "IT'S MURK. HE'S THE DETECTIVE I SENT FOR."



"Looks more like a defective to me," sniggered a runty little Goblin named Ratso Snurk. He wasn't exactly a friend of mine.

"Identify yourself!" piped one of the Elves who had me covered. Flaming Cherry and Morty came in as he was speaking.

I thumped my deep chest with my huge left fist and bellowed my regular boast, "I'm Murk the Mighty, Private Sword and Hero for Hire. I'm a Survivor of Swan's and a Graduate of Gristlegrim's. I'm half man, half wild boar, and half hurricane! I can outfight, outdrink, and outcuss any being in the room. I keep a Basilisk as a personal pet and an untamed snollygoster for Sunday rides in the country. I can lick my weight in Dragon, and if you don't lower that Bow, I'm going to break it up for toothpicks and stuff it in your ear." And I grinned at the unlucky Elf who'd asked.

The Elf staggered back a couple of steps and lowered his Bow. Most of the low-life scum on the other side of the tavern were breaking up with laughter. You'd think I'd said something funny whereas I had merely stated the truth and nothing but. Ordinarily, I'd have walked across the room and mopped up the place with their scrungy carcasses, but there was this Elvish corpse on a table, and it just didn't feel like the right time for fun and games.

If you've never been to the Ruptured Troll, you might not realize that Slather is the Troll in question. He's a one-eyed Rock-troll from the hills around Kharrg, about 14 feet tall, and built like a boulder. His hide, which is generally naked, is mostly a slaty gray color with patches of brown, except for this big, crimson scar across his enormous paunch. Most likely that scar is a love token from some delver who met him in the old days before he gave up dungeon work and came to Khosht to set up his inn - Slather never talked about it, but it was definitely the rupture in question. He has big ears, tusks instead of teeth, and his knuckles tend to drag along the floor. He's not only the owner and manager, but also the bouncer of the toughest tavern of all tough taverns on the Khosht river docks.



"You'd better fill me in, Slather," I said. "Who's the dead Quendir, and how'd it happen?"

I could see a new gleam of respect in the eyes of the nine living Elves that I'd managed to identify their tribe so quickly. By Grim! I've adventured with Elves from all over Rhalph and even farther lands, and the silver earrings they wore as well as the markings on their moccasins fairly shouted Quendir to anyone who knew what to look for.

"I'LL TELL YOU WHAT I KNOW!" roared Slather. "THERE'S A KILLER IN THIS ROOM, AND I WANT YOU TO FIND HIM. THAT'S WHY I DIDN'T LET ANYONE LEAVE."

I decided that it was time for me to take charge of the situation. We were all in the common room of the Ruptured Troll, a big cluttered square room about 30 feet on a side. Along the front wall were nine Elves, dressed in gray and green, carrying Bows and Spears. They all looked mad and frightened. On the other side of the room by the bar were some 15 of the tavern's usual patrons, an assortment of human scum, Orcs, Goblins, and a Dwarf. They were fingering Daggers and Cudgels and looked mean. On the largest table in the room lay the corpse, a white-haired Elf in the robes of a Mage. There was a Dagger sticking out of his shoulder and some blood coagulating on the table and dripping off into the sawdust on the floor.



"I'm going to get to the bottom of this!" I announced. "Slather, you keep these low-life customers of yours from getting impatient while I ask a few questions."

"GOOD!" Slather growled at his captive customers, and most of them cowered.

I turned to the Elves. "Who's in charge here now?"

One of them stepped forward. "Slyon at your service."

"I've got some questions to ask," I told him. "I want to know how this killing happened and what you Elves are doing in a place like this. Who's the corpse?"



"That's Phanomii, a fifth level Wizard of the Quendir. He was our leader on the current expedition."

"What are you doing in the Ruptured Troll? Can't you tell this is no place for your kind?"

"We had a rendezvous here, but we arrived half a day early, and Sven Stormsender hasn't arrived yet. We thought it would be easier to stay overnight than to try and walk back out to the woods to camp, especially since there were ten of us, and that ought to be enough to be safe anywhere."

"How'd Phanomii die?"

"He and I were sitting at that table studying the map to the Dungeon of the Bear when a mighty gust of wind went through the room and blew out every torch and candle, plunging the place into complete darkness. That wind had to be magical, because all the doors and windows were closed. I heard Phanomii cry out, felt a mighty buffet, and then the darkness was gone and my leader was dead."

"It was a *Will-o-the-Wisp* spell, Murk, that lit the place up," volunteered Morty. "I think it was the last thing the dead Wizard ever did."

I stopped to look more carefully at the corpse. There was certainly a Dagger in him, but it didn't look like a fatal wound.

I expressed my doubt. "This shouldn't be enough to kill a 5th level Mage. They're usually tougher than old Roc eggs."

"The blade could be poisoned," suggested Flaming Cherry.

I cast a prejudiced eye on my 15 suspects. They bore so many Daggers of all descriptions that one more or less would never be noticed. So much for my hope that I could find the murderer by just looking for the empty sheath.

"Where's the map?" I asked.

Nobody knew, or would say. All of a sudden, a motive had been established.

"Slather, I want you to search all of your customers one at a time. If any of them has the map, it'll be pretty good evidence."

"RIGHT, MUCK!" He started with the nearest Orc and went over him thoroughly, but he hadn't got far when a piece of papyrus came flying up out of the group of suspects and lit on the floor near my feet.

"Who threw that?" I yelled, for, of course, it was the map, and the guilty party couldn't afford to be caught with it. I looked at Flaming Cherry, but she just shrugged. She had been watching Slather.

"Blotar's bludgeon!" I swore. "At least I know how to find out if this shiv is really the murder weapon," I declared. "Ratso, front and center."

The little guy cowered. "Wh-what d-do you mean to do, Muck?" he whispered.

"Don't worry, worm, I'm just gonna slice you a little to see if you croak," I reassured him.

Ratso shrieked and made a jump for the door to the kitchen, no doubt hoping he could get out the back and escape. But I had already plucked the Dagger from the shoulder of the corpse and sent it spinning end over end to impale the shrimp in the fleshy part of his butt. The impact knocked him down, and, when he felt himself bleeding, he just lay there screaming. Morty skipped around and kicked him lightly in the teeth, which put a stop to his noise.

Several minutes later, he was still alive, and no one was more surprised about it than himself. He wasn't even badly hurt, though he'd walk with a limp for a few days.

"So it wasn't poison that killed the Elf," I mused. "What else could have done it?"

Flaming Cherry had been investigating the body more carefully, and now she called me over. Parting the flowing white hair that covered Phanomii's ears, she pointed out some gray stains that ran out of the ears themselves and down the side of his neck. I'd seen such marks before, and the verdict was inescapable - death by sorcery. What else could make a man's brains dribble out his ears?

Cherry and I exchanged knowing looks. There was a powerful Wizard in the room, and, if we unmasked him, we might suffer the same fate as the Elf.

Slyon stepped up to me and whispered in my ear, "Get that Dwarf who's trying to hide behind the big Orc. We think he's the one who had the map!"

I glanced sideways at the Dwarf in question. Now that I was really looking at him, there was something funny about the guy - his beard didn't seem to hang right, and he was too short, even for a Dwarf.

"Listen, Slather," I said, "I think I know who the killer is now, but let me ask a few more questions just to make sure. Why don't you provide a round a beer for these good customers of yours to make up for their inconvenience?"

"ALRIGHT, BUT IT GOES ON YOUR BILL, MUCK."

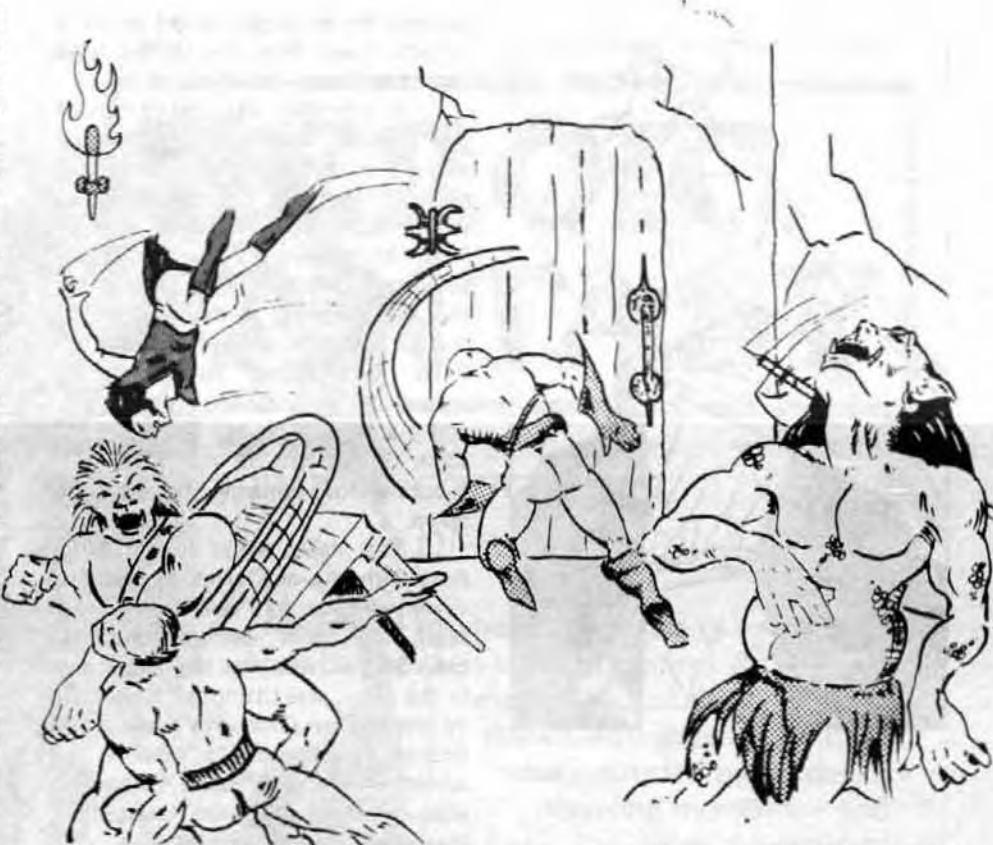
I took a few steps toward the suspects. "You - big Orc - let's hear your story of what happened." The question was only a ploy to get me within arm's reach of the funny-looking Dwarf.

As soon as I was close enough, my left hand shot out and grabbed him by the long gray beard, jerking it in my direction.

And it came off in my hand! Along with a false nose! And there was my old friend Hagar the Hobbit, looking mad enough to spit.

"Muck! You stupid galoot, you have blown my disguise!" he squeaked in the halfling version of an outraged shout. "Why, I oughta rip..."

But before he could finish, I had



him by the collar and was shaking him violently up and down. I literally shook him out of his boots, which fell off with a couple of thuds, revealing the hairy feet of a Hobbit in all their glory.

"OK, Hagar, why'd you kill the Elf?" I snarled at him.

"I didn't do it, Muck. I just stuck the Dagger in him and pinched the map. It was really Sven..."

And then the lights went out. Instantly. Total darkness! No torchlight, candlelight, or stray gleams from the cookfires in the kitchen. I heard the alarmed trilling of the Elves and could only hope that they wouldn't lose their Arrows at random.

"DAMN! I'M BLIND!" came the baritone roar of our host.

Which was impossible. Trolls can see almost perfectly in the dark. This darkness could only be an illusion, but, as I had this illuminating thought, I heard another voice that I recognized crying, "Death to youuuu!"

I whirled toward the sound as I first heard it, still carrying the halfling in my hand-like paw, and a brilliant flare of light seared my retinas and shattered all around me.

"Urkl!" said the Hobbit, having taken the brunt of the blast meant for me.

CRASH! BAMM! AAAIIIEEEE!

I could hear everyone else blundering about in the darkness, but suddenly I could see again. Knowing the darkness to be merely an illusion, I was no longer bound by it.

And there, with his hands up-raised in a spell-casting gesture, was the big Orc, but it was no Orc, only the illusion of one, and behind the illusion, with an expression of dismay and great disappointment on his bony features, was the well-known Wizard and dungeon delver, Sven Stormsender.

"The game's up, Stormsender," I said, tossing the dead halfling casually aside. "Surrender peacefully and I won't take you apart, though I have no idea what these Elves mean to do to the man who betrayed them."

"You'll never take me, Muck. Give me that map and maybe I won't turn you into a newt."

"I don't think you can, Sven. How many spells have you thrown tonight already? Your strength must be nearly gone."

Suddenly changing the tone of my voice, I shouted, "Cherry! Slather! The darkness is just an illusion! If you think about it, you can break it!"

I saw Cherry's beautiful face light up, and I knew she could see again.

There was no point in main-  
Pegasus 11





taining it any longer. "Illusion end!" screeched the perfidious Wizard. And then he surprised me by following it with, "Get them, men!"

I should have known. Every scum in the tavern was part of his hired gang. With a roar, they surged off the back wall, and over my somewhat unprepared body, and into the Elves. Two of the Elves still had their Bows nocked, and two of their attackers went down with Arrows in their throats, but then the attackers reached close quarters, and it became a general melee.

I'm only going to mention the high points of the brawl that followed. It started with a big guy sitting on my chest and slamming my head repeatedly into the floorboards. A delicate hand wrapped around his flowing mane of hair and pitched him across the room. Flaming Cherry helped me up, and we waded into the brawl.

A lot of chairs and tables got broken. A lot of booze got wasted. Elves, Orcs, Men, Dwarves - they were dropping like flies. Slather was a horrible engine of destruction. Anyone he hit just splattered, but a quick-thinking Orc snatched up an ornamental Poleaxe from the tavern wall and clouted the big fellow with it just when there was a Dwarf behind him, and Slather went down. I saw Slyon go sailing

through the air to get caught on some aurochs horns from the stuffed head over the door.

The combat gets kind of hazy at this point. I know I endured several smashes to the head and was knocked down at least once, but I'm sure I gave better than I got. The next thing I knew, there were only two of us left standing - Flaming Cherry and myself. She was standing in the center of a ring of bodies polishing her knuckles - Brass Knuckles. I was staggering around with a cut over my right eye and a sore spot on my left leg where some Goblin had bit me. Slyon was shouting for someone to get him down.

The place looked like a battlefield with the dead and unconscious strewn all over. As I said, several were dead, and most were unconscious. Even Slather, who was the biggest guy in the place, was sitting rather dazedly by the kitchen door with black blood oozing slowly from a shallow cut across his upper chest. I looked all around for the culprit who'd started the massacre but didn't see him.

"Damn!" I groaned. "That villain Stormsender seems to have gotten away."

"I WOULDN'T SAY THAT!" laughed the Troll. He stood up gingerly. There, on the floor below him, was Sven Stormsender looking flat and rather ill. No doubt every rib in his body was cracked or broken.

Flaming Cherry lifted Slyon down from his perch and then started to go around reviving the other Elves who could be saved.

I took the unconscious Wizard and thrust him into Slyon's embrace. "There's your killer," I said. "He lured Phanomii here in order to get the detailed map to the Dungeon of the Bear. He never had any intention of sharing the treasure from the place with you Elves. When he had the chance earlier, he whistled up a gust of wind to blow out all the lights in the place, having previously placed a *Cateyes* spell on himself and Hagar, so that those two could see perfectly well. The Halfling was supposed to cut Phanomii's throat, but the Elf moved, and the thrust missed, getting caught in the shoulder instead. Hagar grabbed the map and knocked you sprawling, Slyon, and they would have escaped unhindered except that your Wizard negated the darkness with a *Will-o-the-Wisp* spell. Seeing that, Stormsender here hit your

leader with a high level bolt of *Death Energy* which caught Phanomii unprepared and killed him. Slather came out of the back room and brought another torch. He kept everyone from leaving while you Elves got the drop on them with your Bows. His main purpose was probably to keep you Elves from starting a bloodbath on the spot, and he sent Morty to find me. Well, Slyon, what to you intend to do with your prisoner?"

"We should kill him now," said the Elf, "but if we can get him back to Quenyar, we could really get our revenge."

I turned away. I didn't really care what the Elves did. Looking at Slather, I grinned and vaunted, "Well, by Gris, I solved the mystery for you, Slather."

"YEAH, MUCK, BUT LOOK WHAT YA DID TA MY BARI! IT'S ALL GOIN' ON YER BILLI!"

"How much do I owe you now?"

He did some quick arithmetic, stopping a few times to count on his fingers and toes, all 8 of them. "1600 GOLD!" he bellowed. And me with-out so much as a Copper.

"We detectives don't work for free," I told him. "Consider that my fee for this caper." He looked like he had just been Poleaxed again. "Hey, Cherry, would you like to see my room? It's right upstairs."

The map to the Dungeon of the Bear was in my pocket as I left. All in all, it was a pretty good night's work. I had solved a crime, cleared my bar bill, and, with the map, there was an excellent chance I'd soon be flush again.

"I'd love to, Muck," she smiled. Arm in arm, we headed for more pleasant surroundings.





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# 8th Annual Strategists Club Awards for "Creativity in Gaming"

Each year at this time, Dragon Publishing sponsors voting for the annual Strategists Club Awards for "Creativity in Gaming." This August will mark the eighth anniversary of the Awards, and once more we turn to you, the gaming public, to vote for those games and gaming aids deserving of recognition.

Votes will be collected and tabulated between now

and August 1st, with the awards being presented at the GenCon® XV Convention, August 19-22 at the University of Wisconsin-Parkside, between Racine and Kenosha. Those wishing to attend the Strategists Club Banquet and awards presentation should make reservations now by contacting GEN CON® XV, P.O. Box 756, Lake Geneva WI 53147.

## WHO MAY VOTE, AND HOW:

Anyone reading this ballot in any of the magazines or publications in which it appears is eligible to vote — but each person can only vote once. The voter's name and address must appear on the ballot; failure to do so will invalidate the ballot. If a voter doesn't want to remove the ballot from the magazine, choices may be recorded on a postcard by listing them in the order in which the categories appear on the ballot itself.

ONLY ONE CHOICE IN EACH CATEGORY IS ALLOWED. Ballots must be received by **August 1, 1982**, and should not be sent in along with orders for magazines or any other business concerning Dragon Publishing.

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**IMPORTANT:** In all categories, vote only for products released and made available during 1981. Second printings, re-releases, etc., of products which were available prior to 1981 do not qualify for 1981. Revised editions

of earlier products may be eligible for an award if, in the opinion of the Strategists Club membership, the revisions are substantial enough to consider the revised edition as a different product.

## OUTSTANDING GAME OF 1981

**BOARDGAME CATEGORY** — for any game designed to utilize a playing surface to regulate or record position or movement of playing pieces during the play of the game, as opposed to a surface used only as a graphic or visual aid.

## OUTSTANDING GAME OF 1981

**ROLE-PLAYING CATEGORY** — for any designed to require role-playing on the part of game participants, and not requiring a playing surface like a boardgame.

## OUTSTANDING GAME OF 1981

**OPEN CATEGORY** — for any game which does not qualify for either of the two above categories.

## OUTSTANDING GAME PLAY-AID OF 1981

For any product designed to assist, expand, or otherwise facilitate the playing of an existing game (excluding gaming magazines, newsletters, house organs, etc.).

## OUTSTANDING MINIATURES RULES OF 1981

## OUTSTANDING MINIATURE FIGURE LINE OF 1981

Either the entire line or the major portion of it must have been released and made available during 1980.

## OUTSTANDING PROFESSIONAL GAMING MAGAZINE OF 1981



# HE'S HOLDING HIS SWORD IN THE WRONG HAND!

by Scott Fulton

One of the most overlooked factors in any Role Playing game is whether a character is right or left handed. A few rules sets have some sort of system for determining manual dominance, but most either invite the player to choose for himself or ignore the problem entirely. After nearly a quarter of a century of experience with the positive and negative aspects of left-handedness, it is obvious to me that this approach is far too haphazard.

For reasons given below, I feel that manual dominance is too important a factor to be left to the player's discretion. On the other hand, I have not found any published method of determining it with which I fully agree. There are three types of manual dominance to be considered: right-handedness, left-handedness, and ambidexterity. My personal observation has shown that about one person in four or five is left-handed, and the ambidextrous person is about one in twenty. Therefore, I suggest determining manual dominance in the following manner: roll D100; 01 - 75 means right-handed, 76 - 95 means left-handed, and 96 - 00 means ambidextrous.

Now then, what difference does it make if a person is left handed? Anyone who knows anything about fencing, SCA-style fighting, or even baseball, for that matter, can answer that! A left handed person must be handled in a completely different manner. In the first two examples, attacks come in from just the opposite direction than the defender expects and is used to, which is upsetting and hard to adjust to. The left-hander has no such problems with a right-handed opponent because the rarity of left-handers forces him to practice almost exclusively with right-handers. Strangely enough, this means that a left-hander also has problems when facing another left-hander. To reflect these facts, I suggest that a character be given a +1 bonus when fighting

left-handed in melee (plus 5% in a percentile combat system).

Things are not all in the favor of the left-hander, however. Let us return to the example of baseball. Nearly anyone who is interested in the game has probably heard the phrase, "a wild southpaw." I know from bitter experience that this is more than just a myth. Southpaws really are less consistently accurate when throwing things than are northpaws. For what it's worth, this is probably due, in a large extent, to being trained by right-handers. At any rate, to reflect this, a left-hander should receive a -1 (5%) penalty with any thrown weapon. This would include things like rocks, Darts, Spears, Bolas, Hand Grenades, and the ever popular flasks of oil. It would also include Spear Throwers and Slings, but not Bows. Bows, like firearms, use a different method of aiming. I cannot throw a ball with any great accuracy, but I am a very good shot with a rifle.

This brings up another problem, however. There are many things which are built to be used in the right hand. A right-handed person would never think about it, but it is a real problem for the left-hander. It is surprising to see what everyday objects are built for the ease of the right hander but can cause trouble for the left-handed person. Many of them can be used successfully with the left hand but not with full efficiency. The following list of items was compiled from the equipment lists of ten Role Playing games. Each and every one of them is constructed so as to cause difficulty to the left-handed user. If you pay attention as you go about your daily business, you can probably find many more. They are: adjustable wrenches, books, Bows (including Crossbows), bull-horns, cameras, chainsaws, firearms (all types), fish hooks, gunbelts (holsters, also scabbards, sheaths, quivers, etc.), Hand Grenades, hilts of Swords and Daggers (especially single-edged), hafts of Axes, Picks, etc., locks, medical

instruments, musical instruments, purses, scissors, Shields, telephones, typewriters, umbrellas, walkie-talkies, and wristwatches.

Any of these items could, of course, be specially made for left-handed use at a somewhat increased cost. It could be quite interesting to see the faces of a party right after you tell them that the magic Longbow they have just found can only be used left-handed!







# HANGING OUT IN THE CITY STATE



by Edward R. G. Mortimer

Greetings once again, City-Staters. In this issue, I will answer one of the most frequently-asked questions about the City-State Campaign World: What is available, and how does it all fit together? I will do this by listing all of the campaign aids published so far by Judges Guild, as well as Pegasus installments, and provide information on each item. So, without further ado, on to the City-State!

**First Fantasy Campaign** by Dave Arneson: 64 pages, two 17" x 22" campaign maps (1 Player, 1 Judge), 12 levels of Blackmoor Dungeon, 5 levels of Blackmoor Castle, village of Blackmoor, Svenson's Freehold, citadels, much more!  
JG 0037 \$7.98

**Wilderlands of High Fantasy** by Bob Bledsaw and Bill Owen: 32 pages, six 17" x 22" maps (3 Player, 3 Judge, two-sided), Campaign Maps 1 (City-State), 2 (Barbarian Altanis), 3 (Valley of the Ancients), 4 (Tarantis), 5 (Valon), villages, citadels, castles, creatures, adventure!  
JG 0048 \$8.50

**Fantastic Wilderlands Beyond** by Mark Holmer and Bob Bledsaw: 32 pages, four 17" x 22" maps (2 Player, 2 Judge, two-sided), Campaign Maps 7 (Desertlands), 8 (Sea of Five Winds), 9 (Elephant Lands), 10 (Lenap), villages, citadels, castles, creatures, adventure!  
JG 0067 \$8.00

**Wilderlands of the Magic Realm** by Mark Holmer and Bob Bledsaw: 48 pages, four 17" x 22" maps (2 Player, 2 Judge, two-sided), Campaign Maps 11 (Ghinor), 12 (Isles of the Blest), 13 (Ebony Coast), 14 (Ament Tundra), villages, citadels, castles, creatures, adventure, 300+ islands!  
JG 0092 \$8.50

**Wilderlands of the Fantastic Reaches** by Judges Guild Staff: 32 pages, four 17" x 22" maps (2 Player, 2 Judge, two-sided), Campaign Maps 15 (Isles of the Dawn), 16 (Southern Reaches), 17 (Silver Skein Isles), 18 (Ghinor Highlands), villages, citadels, castles, creatures, treasure!  
JG 0300 \$8.50

**Village Book I** by Bill Davis, Marc Summerlott, Bob Bledsaw, and Mark Holmer: 64 pages, 48 village maps, 9 pages of pertinent tables, usable for any campaign but ideally suited for mapping out the many villages appearing in the Judges Guild Campaign World!  
JG 0059 \$2.75

**Village Book II** by Bryan Hinnen, Mark Holmer, Mitchell Johnson, and Bob Bledsaw: 64 pages, 50 maps of villages and hamlets, 9 pages of heraldic generation tables, second in the Village Book series.  
JG 0104 \$3.00

**Island Book I** by Bill Davis and Bob Bledsaw: 64 pages, 48 maps of island groups and atolls, 3 pages of essential tables, ideal for any campaign but extremely suited to the Judges Guild Campaign World!  
JG 0061 \$2.75

**Thieves of Fortress Badabaskor** by Marc Summerlott, Mike Petrowsky, Craig Fogle, Bob Bledsaw, Bill Owen, and Tony Floren: 32 pages, adventure within a brigand stronghold carved out of a mountain, four Dragon dens within the five levels, suitable for addition to any campaign but perfect for many areas of the Judges Guild Campaign World!  
JG 0052 \$3.00

**Citadel of Fire** by Marc Summerlott, Bob Bledsaw, and Peggy Keith: 32 pages, ancient stronghold of Yrammag, 6 Tower levels, 5 Dungeon levels, tables, Goblin tribe, Water Trolls, Demons, treasure, and more!  
JG 0063 \$3.00

**Portals of Torsh** by Rudy Kraft: 48 pages, interdimensional adventure to a world of Lizardmen and Humans, villages, Mistress Naji, treasure maps, Lizard Wizard's Tower, wilderness, history, economics, suitable for any campaign.  
JG 0260 \$3.98

**Book of Treasure Maps** by Paul Jaquays: 48 pages, 5 mini-adventures, Campaign Map 10 (The Lost Temple), Campaign Map 9 (The Tomb of Aethering), Campaign Map 4 (The Lone Tower), Campaign Map 12 (Willchilde's Well), Campaign Map * (Crypts of Arcadia).  
JG 0113 \$3.95

**Book of Treasure Maps II** by Daniel Hauflie and Rudy Kraft: 48 pages, 6 mini-adventures, Campaign Map 8 (Dragonspate Geyser), Campaign Map 12 (Castle Potunda), Campaign Map 3 (Demon Temple of Thoth), Campaign Map 2 (Temple of Lizardmen), Campaign Maps 3, 8, 9, 10, and 11 (Circle of Shifting Stones), Campaign Map 7 (The Tomb of Albasor).  
JG 0320 \$3.95

**Book of Ruins** by Michael Mayeau: 32 pages, 10 mini-adventures perfect for the Campaign Maps but can be used in any campaign, many terrains featured, Yeti, new demi-gods, Elfreet, evil Wizard, Harpies, Ogres, treasure, and more!  
JG 0400 \$4.00

**Castle Book I** by Bob Bledsaw, Bill Davis, Mark Holmer, John Kiesel, and Marc Summerlott: 64 pages, 50 maps of myriad fortifications, six pages of tables, usable for any campaign, but excellent for use in filling out the castles in the Judges Guild campaign world!  
JG 0060 \$2.75

**Castle Book II** by Bob Bledsaw, Dan Hauflie, and Mitchell Johnson: 64 pages, 50 maps of numerous fortifications, pages of tables, usable for any campaign, second in the Castle Book series.  
JG 0140 \$3.00

**Temple Book I** by Bob Bledsaw, Dan Hauflie, Rick Houser, Jerry Taylor, and Mark Holmer: 64 pages, 48 temple maps, tables, usable for any campaign but especially suitable for Judges Guild Campaign World, ideal idea starters!  
JG 0440 \$3.00

**Campaign Hexagon System** by Bob Bledsaw, Bill Owen, Debra Bledsaw, Marc Summerlott, and Norma Bledsaw: 64 pages, 55 map grids for mapping wilderness area, 6 pages of invaluable tables for generating forests, wilderness encounters, flora and fauna, and many other subjects.  
JG 0047 \$2.50

**Unknown Gods** by Bob Bledsaw, Mark Holmer, Paul Jaquays, and Mike Petrowsky: 48 pages, 83 deities from the Judges Guild Campaign World, ideal idea starters and a must for all Clerics!  
JG 0420 \$6.00

**Ready Ref Sheets** by Judges Guild: a 56-page compendium of all the tables and reference charts of the first six Guild member installments, many valuable tables for running the City State campaign or any campaign.  
JG 0014 \$2.99

**The Fantasy Cartographer's Field Book** by the Judges Guild Staff: 96 pages, comprehensive map symbol key, pages of blank map grids, four types of grids, pages of Record Data sheets, ideal for any Judge or designer.  
JG 0240 \$3.98

**Portals of Irontooth** by Rudy Kraft: 48 pages, interdimensional adventure to a world of Gnomes and Humans, new creatures, wilderness, history, second in the Portals series.  
JG 0560 \$4.00

**Portals of Twilight** by Rudy Kraft: 48 pages, interdimensional adventure to Halfworld, a planet of half light and half shadow, varied new creatures, third in the Portals series.  
JG 0770 \$4.98

**Fantastic Personalities** by Bill Paley and Edward R. G. Mortimer: 64 pages, 83 characters from all over the Campaign Map areas, many different levels, classes, and races, histories, personalities, magic treasures, rumors, many excellent henchmen, associates, allies, enemies, rivals, and villains.  
JG 0610 \$5.98

**Glory Hole Dwarven Mine** by Edward R. G. Mortimer: 48 pages, Campaign Map 1, City State of the Invincible Overlord, 7-level Dwarven Mine outside the walls of the City-State, stream connected with a Lost Gnome Mine, interplanar nexus point, Demon prince, gems unlimited, intrigue, magic, and heart-stopping adventure!  
JG 0800 \$3.98

**Wrath Overlord: Terror Beneath the City State** by Scott Fulton and the Judges Guild Staff: 112 pages, Campaign Map 1, City State of the Invincible Overlord, Hex 2623, ruins, sewers, tunnels, and complexes beneath the City-State, 17" x 22" City-State Map, 22" x 36" two-sided Dungeon Map, myriad creatures.  
JG 0660 \$12.00

**Prey of Darkness: Quarterly, Gulac and Sable** by Edward R. G. Mortimer, John Mortimer, and Diane Mortimer: 48 pages, Campaign Map 9 (Elphand Lands) Hex 4417, 7-level brigand lair, ex-Orc lair, headless Ghost, Boggart, Rock Gnomes, secret tunnel network, rewards, treasure, the Black Axe Tavern, extensive NPCs, many creatures.  
JG 0840 \$6.00

**Tegel Manor** by Bob Bledsaw and Bill Owen: 32 pages, Campaign Map 1, City State, 17" x 22" Judge's Map, 11" x 17" Players' Map, both two-sided, huge, haunted mansion, 240+ rooms, secret, four-level Dungeon, Magic Statues, Magic Portraits, Ghosts, Werewolves, Zombies, treasure, Tegel Village.  
JG 0027 \$4.50

**The Black Ring** by Dan Hauflie: Pegasus 1 installment, 36 pages, Campaign Map 12, Isles of the Blest, Hex 3427, The Sentinel Keyes (Isle of Hestrin, Isle of Lonesome Shoulders, Isle of the Sentinel, Carrastinian's Isle).  
JG 0600 Pegasus 1 \$3.00

**Revelshire** by Scott Fulton: Pegasus 2 installment, 32 pages, Campaign Map 13, The Ebony Coast, Hex 4612, Revelshire, a Half-Elven city in the trees, Revelroot the Treant, Cima the Wizard and his Werebear companions.  
JG 0610 Pegasus 2 \$3.00

**Isle of the Blest** by Scott Fulton: Pegasus 3 installment, 34 pages, Campaign Map 12, Isles of the Blest, Isles of the Slain (Holy Isle, Isle of the Lake), Enlifen Underlake Society, city of Rallu, Undersea Temple, Undersea Labyrinth, Isle of the Blest.  
JG 0620 Pegasus 3 \$3.00

**Isle of Tiranog** by Scott Fulton: Pegasus 4 installment, 32 pages, Campaign Map 10, Lenap, Tiranog Isle, Jynjerzo's Tower, villages of Calfat, Dalmatic, Talimanor, Kailasa, Heratus, Lanka, and Marechal.  
JG 0780 Pegasus 4 \$3.00

**The Quest for the Silver Empress** by Clayton Miner: Pegasus 5 installment, 32 pages, Campaign Map 6, The Copper Cup House (in the City State of the World Emperor), the ship, Nosferatu, Campaign Map 3, Valley of the Ancients, undersea adventure!  
JG 0830 Pegasus 5 \$3.00

**The Azurerain Pirates** by R. J. Baer: Pegasus 6 installment, 32 pages, Campaign Map 4, Tarantis, Hex 2327, hamlet of Biezina, the Azurerain Brotherhood, the ships, Golden Griffin, Tarantis Princess, Riser Reaser, 4-level Dungeon, the Demon, Cuful-Nyar.  
JG 0870 Pegasus 6 \$3.00

**Aeol's Tutoring Service** by Charles Farrum: Pegasus 7 mini-installment, 3 pages, Campaign Map 1, City State of the Invincible Overlord, Aeol's Tutoring Service in the City State of the Invincible Overlord, introductory learning adventure, possible mercenary-type job.  
JG 0970 Pegasus 7 \$3.00

**The Tower of Mabeleck** by Bill Prouty: Pegasus 7 mini-installment, 6 pages, Campaign Map 2, Barbarian Altanis, Hex 3017, 3-level Dungeon of ruined Wizard's Tower, Orc outcasts, Gnolls, Zombies, Ghouls, and treasure!  
JG 0970 Pegasus 7 \$3.00

**Kthenta's Dark Repose** by Conrad Heiney: Pegasus 7 mini-installment, 6 pages, Campaign Map 1, City State of the Invincible Overlord, Campaign Map 2, Barbarian Altanis, Hex 3022, 2-level Dungeon within a huge, black, petrified oak, deception, greed, the Undead Dark Elf, Kthenta.  
JG 0970 Pegasus 7 \$3.00

**Pyramid of Suberus** by Greg Woodcock and Christopher Weaver: Pegasus 7 mini-installment, 11 pages, Campaign Map 7, the Desertlands, Hex 1424, 4-level ancient pyramid, Undead, Elementals, the Death King, magic treasures, a Dragon.  
JG 0970 Pegasus 7 \$3.00

**Modron** by Bob Bledsaw and Gary Adams: 16 pages, Campaign Map 1, City State, 11" x 17" Judge's Map, 8" x 11" Players' Map, both two-sided, Modron village, taverns, shops, open markets, shark and sea monster tables, NPCs, underwater adventure!  
JG 0034 \$3.50

**City State of the Invincible Overlord** by Bob Bledsaw and Bill Owen: 80 pages, Campaign Map 1, City-State, Hex 2623, City-State taverns, inns, shops, towers, palaces, parks, NPCs, rumors, tables, two 22" x 34" City-State maps (1 Player, 1 Judge), Thunderhold, the Dwarven city and mine.  
JG 0062 \$8.00

**City State of the World Emperor** by Creighton Hippenhammer, Bob Bledsaw, Rudy Kraft, Clayton Miner, and Mark Holmer: 3 Booklets, Campaign Map 8, inns, taverns, shops, NPCs, rumors. NOT AVAILABLE AT THIS TIME

**Mines of Curtaloon** by Bryan Hinnen: 48 pages, Campaign Map 1, City-State, 22 Hexes (550 square miles), villages of Byrny and Trollstore, inns, shops, taverns, wilderness encounters, 3-level Dungeon, lost civilization, Goblins, adventure!  
JG 0111 \$3.95

**Spies of Lightelf** by Bryan Hinnen: 48 pages, Campaign Map 1, City-State, 22 Hexes (550 square miles), villages of Lightelf and Palewood, inns, shops, taverns, histories, the Wood of the Gnomes.  
JG 0270 \$4.95

Judges Guild plans to release new City-State Campaign items soon. Some of them are:

**Golden Sands of Death** by Edward R. G. Mortimer, Joseph Weingand, and Paul W. Vinton: Adventure in the Desertlands (Campaign Map 7), politics, history, the forces of the Holy Cities, battle the proud nomads, the Golden Lions, temple-fortress, wilderness.

**Shield Maidens of Sea Run** by Bryan Hinnen: 80 pages, details the western coast of Judges Guild Campaign Map One, 22 hexes (550 square miles), Amazons, unholy War Band, Skandik raiders, adventure and intrigue!  
JG 1010 \$6.90

**Pirates of Hagrost** by Bryan Hinnen and Dan Hauflie: 48 pages, 18 Wilderness Maps located on Campaign Map One on the River Hagrost, 22 hexes (550 square miles) detailed, charts, tables, pirate stronghold, complete wilderness area.  
JG 1030 \$4.95

**Inns and Taverns** by Bill Pixley, Joseph Weingand, Diane Mortimer and Edward R. G. Mortimer: Numerous Inns & Taverns set in varying terrains, from dense jungle to wide open desert. All are set in the City State Campaign World but easily adapted to any campaign.  
Coming in July

**Book of Treasure Maps III** by Rudy Kraft and Edward R. G. Mortimer: 80 pages, 9 mini-adventures keyed to the Campaign maps, plus one large, self-contained adventure which includes the ingredients for many side-adventures, villages, wilderness, treasure.  
JG 990 \$5.98

**City State of Tarantis** by Mark Holmer, Bill Pixley, Diane Mortimer, Ricky Randle, Edward R. G. Mortimer, and Dave Seling: Details another great City-State, inns, taverns, shops, adventure, and more!

**Wondrous Weapons** by Joseph Weingand, Ricky Randle, Bill Pixley, Diane Mortimer, Edward R. G. Mortimer, and Paul W. Vinton: 120 fantastic weapons to scatter through your campaign world, or go straight to the shop of Armerikus, the Dwarven Armorer and buy one, also includes tables for generating new magic weapons, histories and characteristics, NPCs.

In addition, these working titles of projects in the works will soon be appearing on your hobby store shelves. More information on these soon.

**Tulla, the City of Mages**  
**Majestic Wilderness: Campaign Overview**  
**Witches Court Marshes**  
**The House of Euklides**

As you can see, we have quite a campaign world for your fantasy adventures, and we are always expanding it. Plenty of adventure awaits you within the City State Campaign World!

Next issue, I'll have an adventure for you; don't miss it!

# IF YOU HAVE ANY SHORT CITY STATE ADVENTURES, SEND THEM TO THIS COLUMN



**COMING THIS FALL**

# FALCONRAID



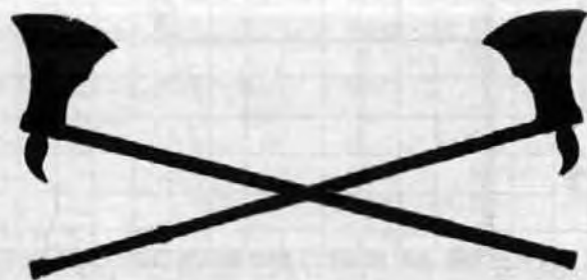
**FROM**

**Judges Guild**



# MORROW PROJECT REPORT

By Bill Pixley



Once again the Krell are up to their old tricks. They move into an area that lacks any strong force, blow the local strongmen apart, and then reorganize the populace exacting severe taxes in the form of arms, grain, and most importantly, alcohol for their trucks. In exchange for the taxes the locals get no protection, most of their arms taken away (except for Muskets and Shotguns), and wiped out if they dare complain. The supplies are then sent back to the main Krell Base to strengthen the Krell. Additionally, a selected number of young men are impressed into slave labor units back at the Krell Base. When they have served fifteen years in back-breaking labor, under brutal conditions, and have been thoroughly indoctrinated, they are turned into regular Krell soldiers. Mixed with them are various children taken by the Krell and raised as their own to be totally loyal to Krell and his appointed leaders. This system allows Krell to develop a totally loyal army, and with bonuses for spying on one's comrades, the system almost always insures total loyalty (Krell has gone so far as to fake the capturing of a unit, selected at random, and then execute via torture anyone who foolishly joins the capturing side).

This particular scenario is a Forward Base that has just recently arrived to dominate an area. They have shot dozens of people, blown apart Monks, stabbed truckers who gave them a rough time, and carried off a quota of children. Their current base had been a Trading Post, held to be neutral territory by many of the surrounding groups before the arrival of the Krell. After massacring the people who ran the Trading Post (which served to trade items between two otherwise hostile groups) the Krell fortified it. The building has been completely sandbagged up to and including the roof (with suitable reinforcements to hold the sandbags in place). Each of the roads (at the points marked) have road blocks rigged upon them. The road blocks consist

of four I-beams scavenged from a nearby town, sunk into the roadway with three more I-beams acting as crosspieces. The barricade is covered with barbed wire and thorn branches. Hidden on the far side of each road block is a home-made mine (treat as a M26A1 Fragmentation Grenade with a 20% chance of not going off because of incorrect setup and wiring). Additionally, scattered about the map are several two-man weapons pits (located at positions marked by   and they also are boobytrapped as per the road blocks.

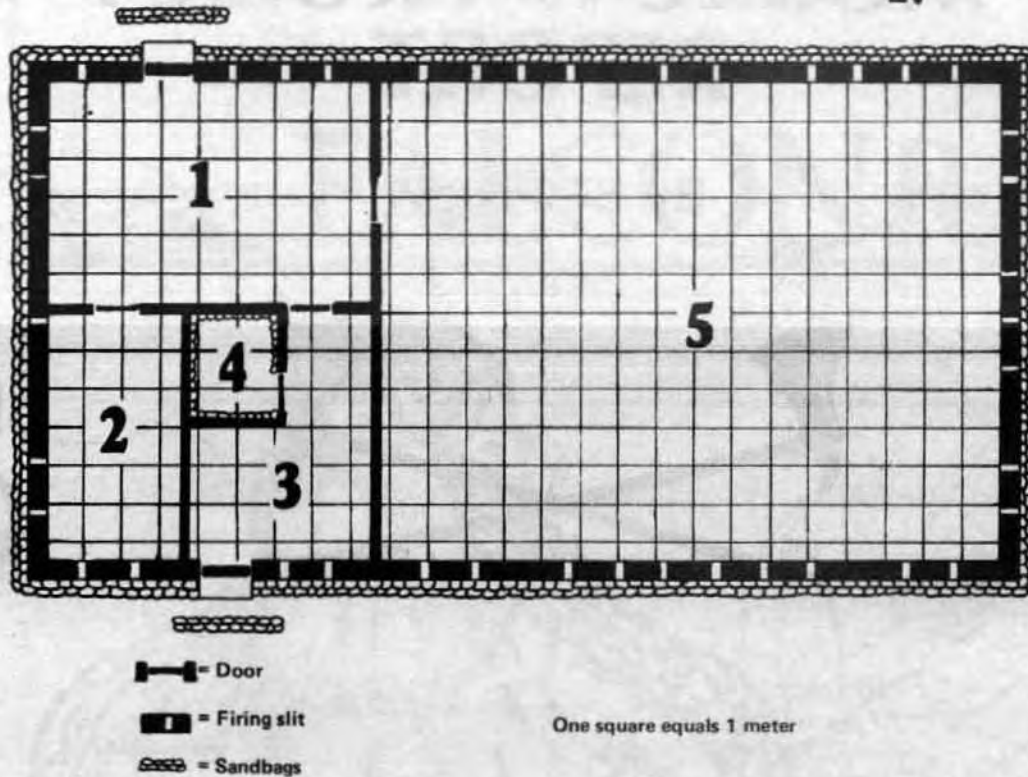
## Krell Force Leader: Warrior William Followerson

Warrior William is one of the descendents of the original Warriors of Krell from right after the war. A hard man, he regularly flogs and otherwise disciplines his men harshly, but never without reason. A fanatical follower of Krell (who he has never seen), he would consider it an honor to die in Krell's service if he could take out some of the enemy in the giving of his life. He has the only key to the electrical box that controls the various boobytraps that lie by the road blocks and in the weapon pits.

STR/CON: 15; DEX/ACC: 12; SP/EP: 225; Equipment: one M17A1 Protective Mask, three M26A1 Fragmentation Grenades, one S&W M27 3½, 10 rounds, .357 Magnum, 12 rounds, .38 Special, Ruger AC-556 Assault Rifle (see *Pegasus* 7), three 20 round magazines, one Armburst.



# THE FORT



## The Fort Hex 2014

**Room 1:** The old front room of the gas station that the fortress was built on. The door to the outside is two inch wood and is held in place by a four inch crossbar. Soldiers No. 1 and No. 2 are always present in this room on guard (actually, they switch off with the other members of Unit One, but at the time of the assault, they will be in this room).

**Room 2:** This room serves as the office/living quarters for Warrior Followerson. The Warrior will be present in this room. The room contains a cot, an old pre-war metal desk, and twenty days worth of food.

**Room 3:** This room serves as the storage room for the fort. It contains 240 days worth of food (mainly corn meal and salted meat). This room has a door to the outside like that found in Room 1.

**Room 4:** This small room is a recent addition. It is built of 4 inch, rough sawed wood with a layer of sandbags surrounding it. The door is made of 3 inch raw sawed logs and is locked by an old pre-war lock (Warrior Followerson has the only key). This room contains various weapons, ammo and explosives that aren't issued to the troops. The room contains seven .69 Muskets, a Barrel containing 20 pounds of Black Powder (each pound contains 12 charges for black powder weapons), 20 pounds of Lead, fifty .69

20 Pegasus

Bullets, a .69 Bullet Mold, an AK-47 with three empty 30 round Magazines, a crate of 5.56mm rounds (1,500), a box of 400 7.92mm Rifle rounds, a box of 1,000 .30-06 Rifle rounds, 7.62 x 63mm Ammo, 50 rounds of .38 Special, two M1903 Springfield Rifles, fifty 20mm M56A1 rounds, 100 rounds of 20 gauge Buckshot Ammo, 100 9m x 19mm rounds of Ammo, and one loaded Colt Police Special.

**Room 5:** This is the sleeping quarters for the Soldiers No. 3 - 6 in Unit One. The room contains 150 days worth of rations in various forms, ranging from old G-rations to hand-ground corn meal, various blankets and other sleeping gear, a pair of butcher knives, and a loaded Flintlock Pistol. At night, Soldiers No. 3 - 6 of Unit One will be in the room.



## Krell Unit No. 1

Soldier No. 1: STR/CON: 12; DEX/ACC: 13; SP/EP: 244; Equipment: one M16A1, three 30 round magazines, one Armburst.

Soldier No. 2: STR/CON: 8; DEX/ACC: 13; SP/EP: 172; Equipment: Colt Commando Assault Rifle (see Pegasus 7), two 30 round Magazines, Enfield Pistol, 12 rounds of .38 Ammo (is not .38 Special Ammo), one M26A1 Fragmentation Grenade.

Soldier No. 3: STR/CON: 16; DEX/ACC: 9; SP/EP: 236; Equipment: BAR, three 20 round Magazines, Colt Police .38, 12 rounds of .38 Special, one .54 Flintlock Pistol, 30 Balls and 30 charges worth of Black Gunpowder.

Soldier No. 4: STR/CON: 10; DEX/ACC: 10; SP/EP: 200; Equipment: M-16A1, two 30 round Magazines, two Colt Peacemakers in a cowboy fast draw rig, 53 rounds of .45 Colt, four MKII Pineapple Grenades.

Soldier No. 5: STR/CON: 10; DEX/ACC: 7; SP/EP: 200; Equipment: Remington 870P, 30 rounds of 12 gauge Shotgun Ammo, Colt M1911A1, three 7 round Magazines, one MKII Pineapple, Bayonet.

Soldier No. 6: STR/CON: 16; DEX/ACC: 16; SP/EP: 236; Equipment: Krell 20mm Anti-Tank Rifle (see Pegasus 5), 20 rounds of M56A1 20mm Ammo, Markov S1 Pistol, one 8 round Magazine, 10 extra rounds (see Pegasus 7), .54 Flintlock Pistol, 10 Balls, 10 charges of Powder.

Unit One is Warrior Williams personal squad. They obey him solely and enforce discipline on the rest of the men under his command.

## Unit No. 2

Soldier No. 1: Location: Hex 2712; STR/CON: 9; DEX/ACC: 9; SP/EP: 181; Equipment: Krell 20mm Anti-Tank Rifle, 10 rounds of M56A1 20mm Ammo, Colt Police .38, 10 rounds .38 Special.

Soldier No. 2: Location: Hex 2813; STR/CON: 4; DEX/ACC: 4; SP/EP: 116; Equipment: M1903 Springfield (see Pegasus 7), three 5 round Clips.

Soldier No. 3: Location: Hex 2321; STR/CON: 9; DEX/ACC: 1; SP/EP: 181; Equipment: M1903 Springfield, three 5 round Clips, Machete.

Soldier No. 4: Location: Hex 2121; STR/CON: 6; DEX/ACC: 16; SP/EP: 136; Equipment: KAR-98, four 5 round Magazines, .54 Flintlock Pistol, 12 Balls, 20 charges worth of Powder, .54 Bullet Mold, P-08 Luger, one 8 round Magazine, 15 extra rounds.

Soldier No. 5: Location: Hex 2719; STR/CON: 4; DEX/ACC: 13; SP/EP: 116; Equipment: M1 Garand, three 8 round Clips, .44 New Model Army, 30 Balls, 50 charges worth of Powder, 100 Percussion Caps, .44 Bullet Mold, .54 Flintlock Pistol, ten .54 Balls, 10 charges worth of Powder, .54 caliber Bullet Mold.

Soldier No. 6: Location: Hex 2304; STR/CON: 6; DEX/ACC: 7; SP/EP: 136; Equipment: M1 Garand, two 8 round Clips, 10 loose rounds, Colt Police .38, 30 rounds .38 Special.

Soldier No. 7: Location: Hex 2109; STR/CON: 6; DEX/ACC: 16; SP/EP: 136; Equipment: Mini-14 (see Pegasus 7), two 20 round Magazines, one .54 Flintlock Pistol, .54 Bullet Mold, twelve .54 Balls, 10 charges worth of Powder, MKII Pineapple Grenade.

Soldier No. 8: Location: Hex 1513; STR/CON: 12; DEX/ACC: 7; SP/EP: 244; Equipment: KAR-98, four 5 round Magazines, Colt M1911A1 Pistol, ten 8 round Magazines, 30 loose .45 ACP rounds, four MKII Pineapple Grenades, Sabre.

Soldier No. 9: Location: Hex 1609; STR/CON: 5; DEX/ACC: 12; SP/EP: 125; Equipment: Sten MKII, two 32 round Magazines, Colt Police .38, fifteen rounds of .38 Special.

Soldier No. 10: Location: Hex 2321; STR/CON: 11; DEX/ACC: 15; SP/EP: 221; Equipment: Carbine, two 15 round Magazines, Colt Police .38, 12 rounds of .38 Special Ammo, MKII Pineapple Grenade.

Soldier No. 11: Location: Hex 2309; STR/CON: 3; DEX/ACC: 19; SP/EP: 109; Equipment: M1 Garand, four 8 round Clips.

Soldier No. 12: Location: Hex 2813; STR/CON: 18; DEX/ACC: 10; SP/EP: 264; Equipment: M1903 Springfield, three 5 round Clips, two .54 Flintlock Pistols, .54 Bullet Mold, twenty .54 Balls, 30 charges worth of Powder, MKII Pineapple Grenade.

Hex 2515: Krell Armored Car, 50 gallons of Alcohol (500 miles of driving).

Hex 2516: Krell Armored Car, 100 gallons of Alcohol (1,000 miles of driving).

## KRELL COMMANDOS!!!!

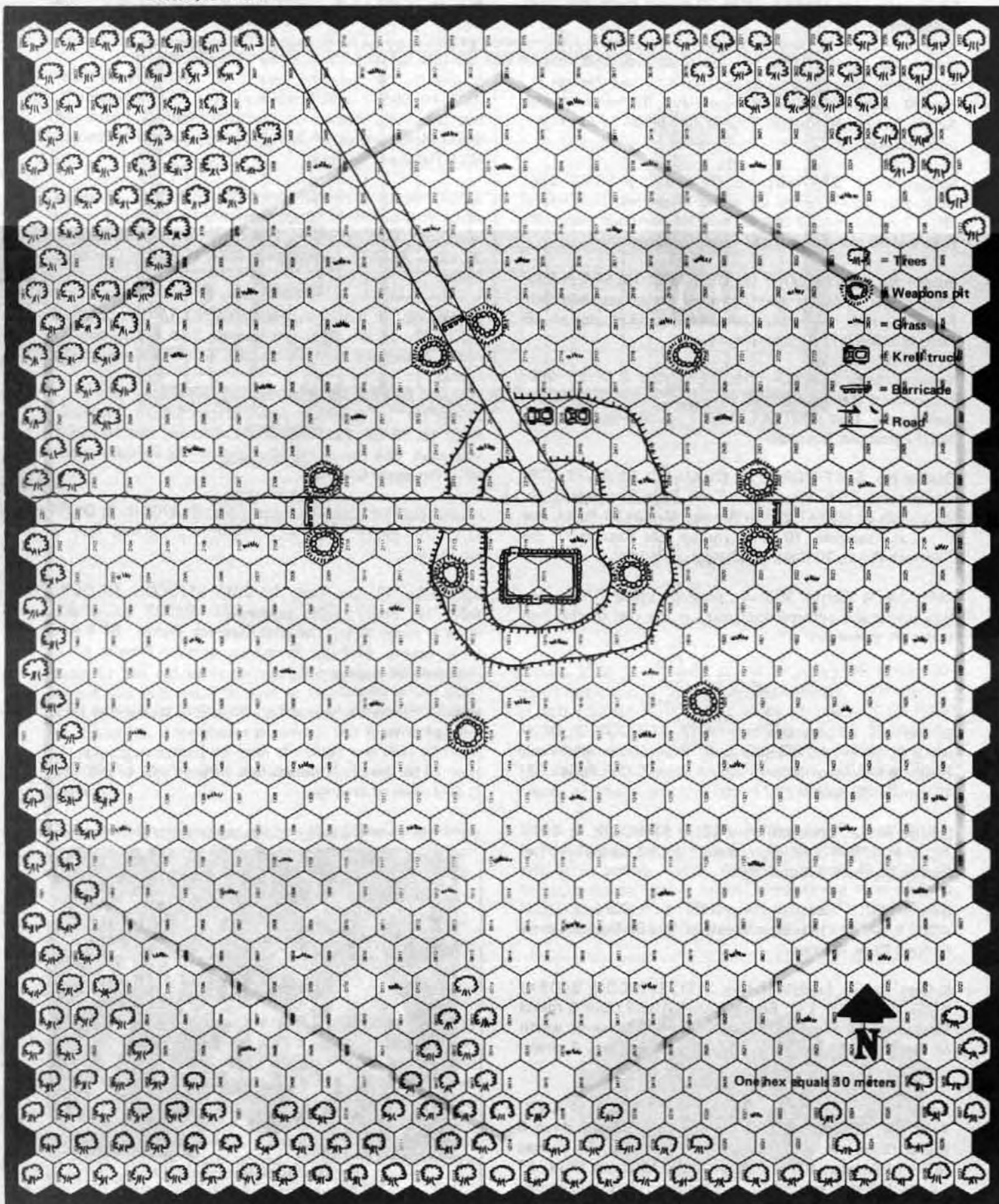


Backs of Rick Houser and Chuck Simpson, then Ed Mortimer, Wes Crum, and John Mortimer.



CAMPAIGN HEXAGON SYSTEM BOOKLET  
Judges Guild, R. R. 8 Box 9, 1221 N. Sunnyside Road  
Decatur, IL. 62522

Area Mapped _____



# Gateway

By  
Dave Sering

# Quadrant

Ever since Galileo pointed his first crude telescope at Saturn and tried to puzzle out just what the rings were, mankind has been fascinated by the gas giants in our solar system. Many folk over the centuries have voyaged hither in their minds or in the pages of a novel. Just recently with the journey of Voyagers 1 and 2, we have had physical observers "out there". From these observers, mechanical though they may be, we have learned a great deal. These huge planets and their numerous families of rings and moons are even more complex and fascinating than anticipated. This column will examine some of the new information discovered and its application to science fiction rolegaming.

There are four gas giant planets known in our solar system and the prospects for discovering even another small one seem slim. In order out from the sun, they are Jupiter, Saturn, Uranus, and Neptune; the fifth, sixth, seventh, and ninth planets. Yes, ninth since Pluto, whose eccentric orbit takes it furthest out of all known planets also now brings it within Neptune's orbit. The major characteristic which sets them off from the inner planets is their size. The largest, Jupiter, has a mass some two and one half times that of all the other planets combined and a diameter of 143,200 km (88,700 miles). The smallest, Neptune, has a diameter of some 49,500 km (30,700 miles). We will concentrate on Jupiter and Saturn in this article because we have at least the beginnings of some solid data on them and their satellite systems. The latest information shows that each of the gas giants seems to be a miniature solar system with some of the same structural relationships displayed that are seen in the solar system as a whole.

The first principle is that the planes of orbit of the satellites tend to be in the same plane as the equator of the primary and revolve in the same direction. Some items do revolve in the opposite direction, but they are rare. Consequently, a spaceship pilot hunts for a "parking place" or orbit right smack dab in the middle of all this junk going the same way it is. True, the celestial debris will be heavy there, but it is headed his way at his own speed. The worst that is likely to happen is that dust particles drift up to his ship and cling to the hull with a static charge. Bigger stuff will just gently bounce off. If the ship isn't equipped with windshield wipers, the pilot may have to suit up and clean his portholes with a broom. However, this is much better than slamming at right angles at high relative speeds through this junk twice each orbit.

A second principle is that satellites closest to a large primary tend to be composed principally of rock. Travelling away from the primary, the major composition becomes mixed rock and ices and grades into primarily ices. This principle has been observed in the overall solar system as well as in the satellite systems of Jupiter and Saturn. Preliminary data seems to indicate that it holds true also for Uranus but we won't know for sure until the Voyager probes get there in 1986. This gradation is a result of radiation pressure from the primary. In the case of the Sun, the source of the energy for the radiation is the hydrogen fusion reaction. In the case of the gas giants, the primary source seems to be gravitational collapse with some undecided portion contributed by internal radioactive decay. For a starman, the major significance of this is that materials are already semi-sorted for him. Should he wish to mine much of anything above Carbon in the Periodic Table of Elements, he is going to have to look just as close to the primary of the system as he can. Should he wish to mine the lighter elements, great huge dirty snowballs of them, thousands of kilometers (or miles) in diameter, are waiting in one convenient lump in the outer orbits of the satellite system. For those spacefarers who require Hydrogen to fuel their fusion engines, this is the place to get it. If you have a hankering to make Mach 12 kamikazi runs through the violently turbulent (measured wind speeds of up to 500 meters per second) gas giants just to top off your tanks, oh well, that's gaming! It is so much easier to land on an outer moon where all your crew has to do is vacuum or shovel the fuel in. A place where even the weakest member of the crew can lift and move a ton or so of mass all by themselves. (Besides many characters are always trying to cut down on hull stress and expensive repairs that skimming gas giants causes.)

The third principle is that satellites within a system tend to have their period of rotation on their axis, the same as the period of revolution about the primary. Satellites keep the same face towards their primary at all times. The cause of this is tidal interaction between the two bodies which "locks" the smaller into place. This last principle is not that significant to a spaceman since it only determines the length of the "day". However, should the refrigeration or heating unit in the Life Support System be breaking down, such considerations could become very important for repair purposes!



Reference to Table One of Sol's four gas giants will point out several trends.

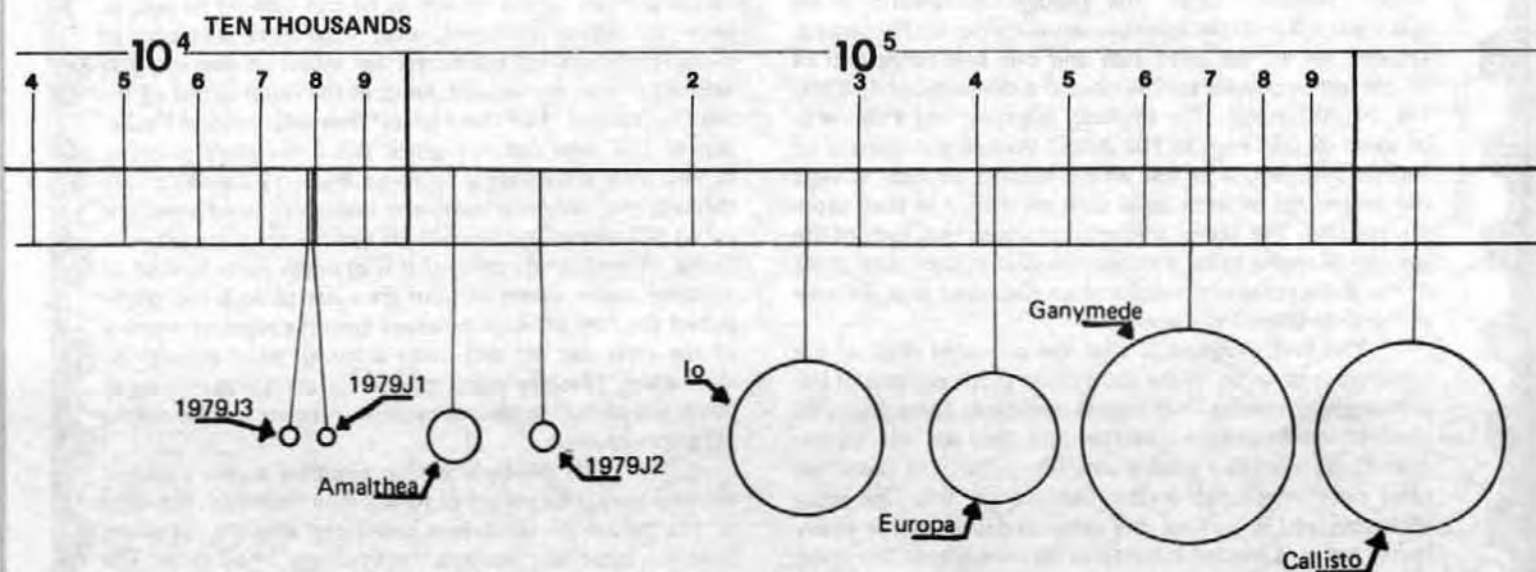
A trend that isn't so obvious is the relative proportions of the elements, compounds, and the physical forms they are found in. The first five elements, in order of abundance, are Hydrogen, Helium, Oxygen, Carbon, and Nitrogen. The lighter elements have been stripped out of the inner solar systems by the high temperatures when the sun started fusion reactions. The molecules of these gases unless tied down chemically in some heavier compound, soon escape the light gravity of the inner planets and are blown away by the solar wind. From the orbit of Jupiter on out, the radiation of the sun is too weak to melt Water (H₂O), Methane (CH₄) or Ammonia (NH₃) ices. Jupiter once produced enough radiated heat to melt the ice deposits on its nearest moons and strip them down to rock. Even then and still today, it possesses enough gravity to hang onto all of even the lightest of its own elements. Though we have as yet been unable to send probes down into Jupiter or Saturn themselves, we can deduce what lies underneath those fearsomely rolling clouds. Apparently both Jupiter and Saturn have a core of rock and ice, constituting about 4% of the former's and 25% of the latter's mass. The rest of the planet is formed primarily of Hydrogen. But that Hydrogen is compressed so strongly by the gravity that the layer surrounding the core has become metallic. This means that the atoms are jammed so closely together that the electrons can no longer "tell" which proton they are supposed to orbit and consequently wander about in an electrically neutral soup. This critical pressure is nearly the same on both Jupiter and Saturn, three million earth atmospheres. Thus, the metallic layer extends out to

75% to 80% of the radius from the center to the surface of Jupiter while extending out 45% to 50% of Saturn's radius. Theoretical studies indicate that this metallic liquid abruptly gives way to a molecular liquid. The molecular liquid extends upwards until at higher levels it becomes a gas, the atmosphere. From what tracking we have been able to do, that atmosphere is extremely turbulent. Jet streams on planet earth move up to 160 meters per second (350 miles an hour) while similar streams on Saturn have been clocked at 500 meters per second (1200 miles per hour). While this certainly doesn't preclude the atmospheric scoop mining with spaceships so beloved of some rulesets, there are easier ways to fill your fuel tanks without straining hull metal and pilot skills.

We now move on to the area of Jupiter or any other gas giant that is both more useful and more accessible to the average spaceman. This area is the satellite family. While we thought there ought to be some interesting things out there, we weren't anticipating the wild things we were shown by Voyager. First, these scientific missions disclosed the presence of a hitherto undetected ring. Second, three more small moons close to Jupiter were found. Third, considerably more detail was obtained on those moons than were known to exist.

The ring probably will not be of great interest to an astronaut. It is very thin, quite weak, and is probably formed of small particles blasted off the surface of a moon. This small moon circles just at the outer edge of the ring. The ring itself is made up of microscopic particles, mostly no larger than the particles which make up cigarette smoke, with some few bits of larger rubble. Thin as it is, it won't even screen a ship from radar detection. It certainly can't

## SATELLITE SYSTEM OF JUPITER





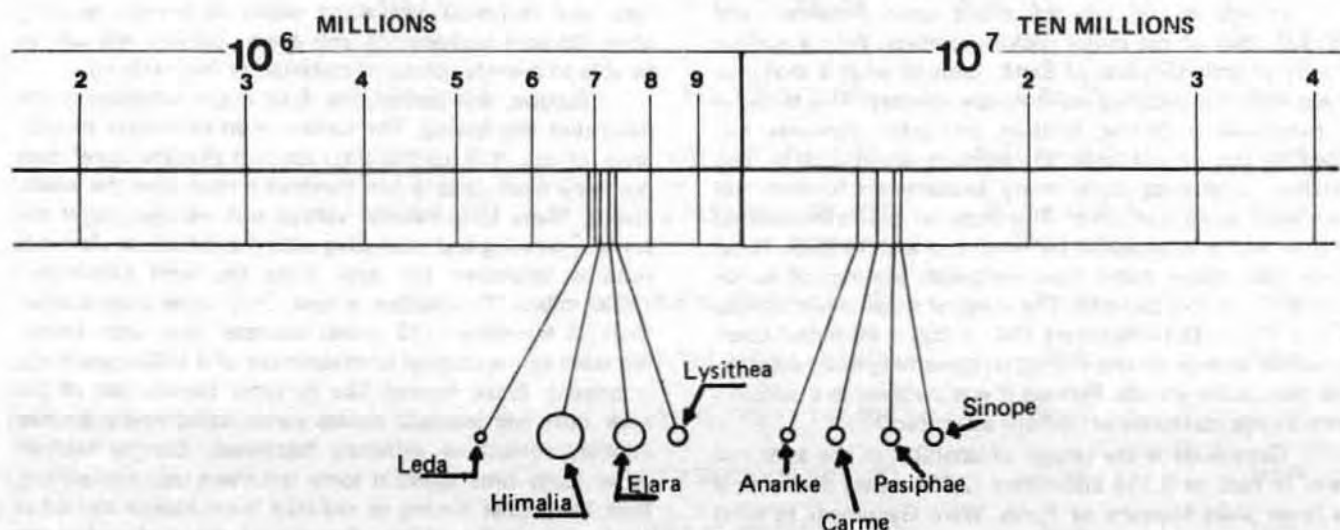
stop a missile. It might have a significant screening effect on laser beams, though. With its probable origin in the innermost moon, this ring belongs to the first of the three groups of Jupiter's satellites. An examination of the orbital data (Table Two) shows that the family of moons can be broken up into three sets by distance from the planet. The first set includes 1979J3, 1979J1, Amalthea, 1979J2, Io, Europa, Ganymede, and Callisto. These are the innermost set of moons, extending from 126,000 to 1,884,000 kilometers (78,000 to 1,168,000 miles). This first group includes four small rocks and four respectable worlds. The second group includes Leda, Himalia, Elara, and Lysithea. They range from 11,094,000 to 11,861,000 kilometers (6,878,000 to 7,353,800 miles). All four are minor rocks under 200 kilometers (125 miles) in diameter. The third and final set is composed of Ananke, Carme, Pasiphae, and Sinope. This set is located from 21,250,000 to 23,670,000 kilometers (13,175,000 to 14,675,000 miles) out and revolves around Jupiter in a retrograde fashion. That is, all four of these minor rocks of less than 35 kilometers (22 miles) diameter move clockwise when viewed from above the north pole.

Even this does not exhaust all the members of Jupiter's orbital family. Several other positions in an orbit are stable and are known as Lagrange Positions. One of these is located 60 degrees ahead of Jupiter's orbital position and one is 60 degrees behind. Asteroids have tended to collect in these stable positions. Named after the heroes of the Trojan War, these have become known collectively as the Trojan Asteroids. The largest, Hektor, is elongated to twice the size of its companions who seem to be uniformly

round. Hektor may thus be two 150 kilometers (43 miles) spheres which have either gently collided and stuck together or orbit each other very closely. These Trojan positions have a lot to recommend them to a game Judge. First, they are a place where asteroidal and other debris has concentrated. This would be the place where asteroid prospectors would make a quick survey of a new solar system to judge its potential worth. They make excellent sites for deep-space manufacturing facilities. Any items put in orbit there would tend to be stabilized there by both the sun and the gas giant planet. The amount of debris is a good place to hide a ship or an artifact of some sort. It would be a nasty place to have to fight a space battle though!

Eleven of the moons of Jupiter are little different from asteroids, dirty grey brown chunks of carbonaceous rock. In fact, that is the most likely origin for the outer retrograde set of four. The middle four could be either of asteroid or planetary formation. Asteroid origin means that the satellite in question was not formed out of the same ring of dust and debris that formed the planet and was captured at some later time. Indeed, an item of asteroid origin could be from completely outside the solar system. The innermost four are difficult to classify with our current information. While mostly rock, they could be the remnants of much larger bodies of ices stripped down by Jupiter's heat and intense magnetic field.

The four Galilean satellites (Io, Europa, Ganymede, and Callisto), as well as Amalthea, range from somewhat to wildly different. They are probably the most interesting of Jupiter's family. Here is where most science fiction gaming would probably take place.



Io is the most interesting of the moons observed about Jupiter. While about the same size as Luna, this moon is far from cold and dead. In fact, Io is the most active example of volcanism known yet in the solar system. The appearance is most strange. It is mottled with red, yellow, white, and orange blotches as well as pocked with blackish spots. The reason for this is the intense and continuous eruptions of at least four, and more probably eight, simultaneously active volcanos. These active calderas spurt plumes from 70 to 280 kilometers (43 to 174 miles) above the surface and spreading out as much as 500 kilometers (310 miles) from the center. The material in these eruptions is travelling from 500 to 1000 meters per second (1,100 to 2,200 miles per hour).

The overall surface daytime temperature is about -150 degrees C (-235 degrees F) with some warm spots ranging up to 30 degrees C (85 degrees F). The eruptions were measured at 327 degrees C (621 degrees F) with some outbursts perhaps ranging as high as 427 degrees C (800 degrees F). Other worlds draw the energy for their volcanic eruptions from radioactive disintegration and gravitational collapse, sources which Io would have exhausted several billion years ago. Scientists speculate that the required energy is supplied by the gravitational "flexing" that is caused by the combination of Jupiter and the other moons. Io thus expends its orbital position in the form of heat and gradually moves closer to Jupiter. Perhaps in another billion or so years, Io will reach Roche's point and be torn apart to form another set of rings as spectacular as those of Saturn. Until such time intrepid spacefarers might investigate those volcanic eruptions and find them composed of sulfur. It appears likely that the original surface of water ices has long since boiled off. Io has a fairly high density for a moon and it would be a good place to seek other minerals as well. Mining colonies on Io have already become the subject of science fiction movies. But, what else might lurk beneath those molten sulfur flows? Perhaps life. Silicate life forms might find such a place a perfect environment!

Io has an environmental effect upon Amalthea and 1979J2, two of the minor rocky moonlets. With a surface gravity of only 18% that of Earth, some of what is shot into space from the volcanos reach escape velocity. This material is composed of Sulfur, Sodium, and other elements. Excited by the intense belts of radiation about Jupiter, this produces a glowing cloud many Io-diameters forward and backward along the orbit. This material spirals in towards Jupiter and is intercepted by Amalthea and 1979J2. Thus, these two minor rocks have yellowish coatings of sulfur gleaned from Io's cast-offs. The irregular shape of Amalthea, 270 x 170 x 155 kilometers (167 x 105 x 96 miles) bears probable witness to the impact of something more substantial than sulfur clouds. Perhaps it was involved in a collision with a large meteorite or perhaps an artifact?

Ganymede is the largest of satellites in the solar system. In fact, at 5,216 kilometers (3,234 miles) diameter, it is larger than Mercury or Pluto. Were Ganymede to orbit the sun on its own, it would be considered a significant planet in its own right. It is only a little bit smaller than Mars. This body appears to have no atmosphere and to be composed primarily of ice and rock. Examination of the surface features indicates that the rock sank through the ice to form a central rocky core surrounded by an ice mantle. Even though the center of Ganymede may still be warm, most of the geological activity has long since died

away. Still traces of plate tectonics action are noticeable and scientists will want to study Ganymede for what it can tell us about our own planet. Future astronauts will want to visit because it is a large world. Mining activities will have to get through a lot of ice to make it to the core but most of the discarded material will be processable for fuel or water. Mining colonies should thrive on Ganymede as soon as deep prospecting methods are worked out. Future prospectors may fight off claim jumpers from the interior of their fusion-powered sub-moles. Though not as spectacular as Io, Ganymede has much greater prospects for long term industrial development.

Callisto is somewhat deceptive. It's darker appearance and extensively cratered surface would lead an observer to think that it was rock. In fact, density measurements show Callisto is primarily ice with only a small admixture of rocky material. The dark tone appears to be from the constant rain of meteorites which vaporize the surface ice and leave black carbonaceous material behind. Another curious phenomena also indicates a composition of ice. Callisto is flat and dull with maximum detected relief on this planet at barely more than a kilometer. The ice has flowed smooth with time. All large features are nearly obliterated. Small craters are preserved nearly intact though. The ice is strong enough to hold up small crater rims but no large crater rims. Perhaps Callisto could become the naval base of the future. Its weak gravity (12% of Earth) and absence of any atmosphere should make it extremely easy to land even the largest of spacecraft. Building or refitting docks could be carved out to any size required with the excavated material processed for fuel. A simple heat source would be all that would be required for even very large scale projects. Of course, after a century or so, or perhaps even a millenia, it might be necessary to come along and trim the slowly flowing walls back to their original contours. Perhaps some ancient installations from some previous native or alien culture lie buried there where the slow ice creep of centuries has smoothed over surface indications. Commercial, military, and technical advantages might lie buried, awaiting some intrepid explorer. In any event, Callisto will always be able to provide plenty of material for fuel refining.

Europa, the last of the four major satellites is the most dull and boring. The surface is an extremely smooth layer of ice. It is so perfectly smooth that the relief does not vary more than a few hundred meters over the whole planet. Many long, narrow valleys and trenches cover the surface, crossing and recrossing with the individual elements running unbroken for over three thousand kilometers (2000 miles). This surface is new. Only three craters larger than 20 kilometers (12 miles) diameter have been found. No trace of the original bombardment of 4 billion years ago is present. While formed like its sister planets out of the rock dust and ice dust clouds surrounding newly formed Jupiter, something different happened. Europa melted! After some time spent in some unknown other condition, heat from tidal flexing or radiated from Jupiter melted at least part of the planet. Perhaps all the surface became covered over with an out-pouring of water to form an all encompassing sea. Soon this sea froze over with subsurface currents and expansions producing cracks and pressure ridges. As more heat radiated off into space, the ice layer grew thicker and thicker. Has Europa frozen all the way down to its rocky core? Or, instead, is there a sunless sea sealed underneath an insulating skin of ice? Perhaps some

day soon, real astronauts can follow rolegaming characters into the Eban Ocean of Europa.

Next column we will continue our voyage on out among the gas giant planets to visit Saturn, Uranus, and Neptune. Our fictional characters can but follow their mechanical Voyager predecessors and keep interest alive until our own real astronauts can reach these fascinating places. Just because it is colder than Terra doesn't mean it can't be interesting to game.



Table One

	Mass	Diameter	Gravity	Density	Surface Material	Atmosphere
J	318	143,200 km	2.60	1.33	Liquid H ₂	H ₂ , He, NH ₃ , CH ₄
S	94	120,000 km	1.10	.69	Liquid H ₂	H ₂ , He, NH ₃ , CH ₄
U	15	51,800 km	.88	1.75	?	H ₂ , He, CH ₄
N	17	49,500 km	1.14	2.20	?	H ₂ , He, CH ₄

Table Two

	Satellite Name	Diameter Kilometers/Miles	Distance From Planet Miles/Kilometers	Surface Material	Atmosphere
1	1979J3	40/25	78,120/126,000	Rock	None
2	1979J1	35/22	79,360/128,000	Rock	None
3	Amalthea	270 x 170 x 155/167 x 105 x 96	112,840/182,000	Sulfur Layer Over Rock	None
4	1979J2	75/47	138,260/223,000	Rock	None
5	Io	3,640/2,257	261,640/422,000	Sulfur Compounds	Very Thin SO ₂ , S, Na
6	Europa	3,130/1,941	416,020/671,000	H ₂ O, Ice	None
7	Ganymede	5,280/3,274	664,020/1,071,000	H ₂ O, Ice & Dust	None
8	Callisto	4,840/3,001	1,168,080/1,884,000	Rocky, Dust & Some Ice	None
9	Leda	10/6	6,878,280/11,094,000	Rock	None
10	Himalia	170/105	7,121,940/11,487,000	Rock	None
11	Elara	80/50	7,283,140/11,747,000	Rock	None
12	Lysithea	25/16	7,353,820/11,861,000	Rock	None
13	Ananke	20/12	13,175,000/21,250,000	Rock	None
14	Carme	30/19	13,974,800/22,540,000	Rock	None
15	Pasiphae	35/22	14,576,200/23,510,000	Rock	None
16	Sinope	30/19	14,675,400/23,670,000	Rock	None



# A GUIDE TO COPYRIGHT

by Stephen R. Marsh

Edited by John T. Sapienza

This is a short piece that explains what a fantasy role-playing game (FRPG) author should know about Copyrights and why. It gives the basic knowledge of what a Copyright will do, how to get one, and what to do with it to make it work. It is based on the new Copyright Law (enacted in 1976) and focuses on written works. The bibliography is a useful part of the article and will direct the reader to sources beyond the scope of this short piece.

## Why Copyright?

The first reason that any working author Copyrights things is so that author has something to sell. Uncopyrighted material is in the public domain—it can be used by anyone without credit or compensation to its creator. If you plan to sell a work you need to Copyright it. Otherwise, anyone can take it and anyone can sell it without giving you credit as an author or payment as a creator.

The second reason an author Copyrights is to have the right to continue to use his creations. Tolkien was almost foreclosed from the use of any Elvish words by the publication of an Elvish Dictionary. Moorcock could be barred from the use of certain named gods because those names exist under TSR's Copyrights. Both of these authors have been lucky because they are dealing with honorable people. Some FRPG authors have not been so lucky. If you want to keep the right to use your creations after they enter the commercial market, you need to Copyright.

The final reason to Copyright is related to the first reason. Copyrights are secured to insure that credit goes where credit is due. Just as an author would Copyright something to protect the monetary rewards of their work, so an author Copyrights to get the emotional satisfaction that comes from getting credit for having done a good piece of work. A Copyright protects against the theft of credit for who did the work.

## What Can Be Copyrighted?

The Law says:

### § 102. Subject Matter of Copyright: In General

*(a) Copyright protection subsists, in accordance with this title [17 U.S.C. § 101 et. seq.] in original works of authorship fixed in any tangible medium of expression, now known or later developed, from which they can be perceived, reproduced, or otherwise communicated, either directly or with the aid of a machine or device. . . .*

This means that anything you can record, you can Copyright—but if, and only if, it is something original. The law is very liberal as to what constitutes being original as long as the work has some artistic value that did not exist before.

The reason for the stress on originality of presentation is that the law protects the presentations. The "original work of authorship" protected is the manner in which the author presented his or her ideas. For example, all the information in this article existed before I wrote it. The Law does not protect the information, but it does protect the original way I am presenting it. Copyright Laws protect the way authors present their ideas to the public.

However, the Law protects only presentations. Part (b) of the above reads:

*(b) In no case does copyright protection for an original work of authorship extend to any idea, procedure, process, system, method of operation, concept, principle, or discovery, regardless of the form in which it is described, explained, illustrated, or embodied in such work.*

That's right—Part (b) clearly states that the Copyright Law does not protect ideas. It won't protect my idea of writing an article on Copyright Law for FRPG authors. What the Law protects is my expression of that idea. This is true of every piece of writing in the FRPG field—including rules.

So, the Law won't protect an idea (such as Hit Points) but it will protect a presentation of that idea. In a novel, that would include the names of the characters, and in a set of rules, would include original names for ideas and original descriptions of them. Thus, the Law does not protect TSR's idea of magical spells, but one would be ill-advised to borrow the name, description or exact characteristics of a spell in *Greyhawk*.

### What Copyright Protects

As the last section indicates, Copyrights protect the expression of ideas. This protection can be broken into three concepts that make it easier to understand. These three concepts will bring the **why** of Copyrights into practical focus.

- 1. The Right to Publish:** This means that a Copyright protects the right to either sell a work to the public or keep it private. The Right to Publish is the right to put the work before the public. In practical terms, it means the right to sell a work to a publisher.
- 2. The Right to Copy:** Following the right to decide whether your work is to be exposed to the public is the right to limit the copies. This can be seen as the right the publisher has to sell copies or the lack of a right in others to make copies of a work without paying for them. In real life, this would be the right *Chaosium Inc.* has to object to another company producing *Runequest!™* or my right to prohibit the printing of this article unless I'm paid (when I was paid the right to object shifted to the publisher).
- 3. The Right to Adapt:** This right best expresses one of the reaches of the protection your expression has. It is the right to write something derived from the originally Copyrighted piece.

Tolkien's right to write *The Silmarillion* was his right to derive a work from the *Lord of the Rings*. Dave Hargrave's right to do the successive books in the *Arduin* series comes from his Copyright in *The Arduin Grimoire*. Your right to use rules you have written to do the next in a series of rules (or situations in the next of a series of scenarios) comes from the right to adapt.

The fact that the author has the right to adapt means that others do not have the right to do derivative works. Thus, I can not do a rule book that incorporates Michael Moorcock's *Elric*, *Young Kingdoms*, *Moonglum*, *Arioch*, *Stormbringer*, or others because Moorcock's Copyrights give that right to him.

Thus, Copyright protects the original work's privacy, the number of copies made, and the offspring of the original work. It is your right to sell your work and to exploit it in succeeding derivative works.

This protection provided lasts for your lifespan and also protects your estate (whoever gets your Copyright in your will) for 50 years after your death.

### How to Copyright

Copyrights are surprisingly simple and inexpensive to obtain.

**First**, write to: Register of Copyrights  
Library of Congress  
Washington, D. C. 20559

Ask for Form TX (the form for written works including computer programs). The register will send you two copies of Form TX.

**Second**, fill out the forms. They are free and come with complete directions.

**Third**, return the forms with a copy of your work and ten dollars (check or money order). If the work has been published, send two copies.

**Fourth**, the register will send you a certificate. Put it in a safe place.

There is a fifth step that really comes first, at the time you publish your work (which includes handing out copies to friends and critics): You **must** put a copyright notice on your work. All copies of your work (including the one you send the register) should have the notice on it. The notice should be in the following form:

©      Date      Your Name

So for this article I would go: © 1981 Steve Marsh. You may wish to place under the notice the words "all rights reserved".

The above is a magical formula, that when worked with the four part ritual that began this section, will create a valid Copyright. In legal terms, the formula gives notice and the ritual registers the Copyright inherent in the author. However, without a Copyright notice on the work, the author gives up their inherent right to a Copyright. And without following the four part ritual, the author can not enforce any of those rights in court.

You should Copyright a work every time it is finalized. Thus, if you were to circulate a draft for a set of rules based on Moorcock's *Young Kingdoms* and *Elric*, you should spend ten dollars (and copying fees) and Copyright the circulation draft. Then, after you had finished changing it and done the rewrites, you would Copyright that form, too. This would be the proper way to make certain the original work and the finished product were protected from malign spirits (and more substantial and unprincipled Copyright violators).

Following these steps will secure an author a Copyright that will extend as far as the current FRPG market goes. It will allow you to sell your work in the U. S., England, the European Continent and both South America and South Africa.

### How to Protect Your Copyright

A Copyright is protected in two ways. The first is by giving full and proper notice. The second is by acting quickly every time someone tries to infringe on the Copyright.

**1 Proper Notice:** Proper notice is given by placing the notice formula ( © Date Name) prominently on every copy of the work where it can be clearly and easily seen. For articles, the first page is usually a good place, and most rulebooks use the inside cover (look at the rules to *D&D*, *AD&D*, *RQ*, or *TFT*).

If your work ends up in public (and doesn't fall within one of the three following exceptions) without proper notice, you lose your Copyright and the statutory protections. Maybe a very good lawyer can help you. Maybe.

The first exception is if notice was not included on a very small number of the copies sold (very small in both absolute numbers and in percentages of the total).

The second exception occurs when you expressly required, in writing, that a Copyright notice be included as a condition of publication and the notice was omitted in violation of that agreement.

Finally, if the work had a proper notice and it was removed after sale, you are not responsible for that unauthorized removal and the work is still protected.

**2 Prosecution of Infringers:** Anyone who uses one of your rights (that of publishing, distributing copies, or of making derivative works) without your authorization, has infringed on your Copyright. In order to use the law to protect yourself, you must act within three years. If you don't do something that would indicate to the infringer that you want them to stop, and don't do it within three years of the infringement becoming public, you lose your right to do anything.

When you act, you may either talk to the infringer yourself (and handle any legal actions yourself), or hire an attorney. This section will handle both alternatives, though the advice on how to go about self-enforcement is included more to give you an idea of how an attorney would handle the case than to suggest how to get into court and lose a case by failing to use an attorney.

In deciding which alternative to pursue, you should be aware that the law will allow you to recover whatever costs you incur when you hire an attorney--if you win. Also, talking with an infringer and asking them to settle is the cheapest way to go if it works. Almost any result is better than a court battle.

**Conducting Your Own Court Case:** This is to be done only when there is an obvious blatant infringement. The best example is when someone has copied a rules section you write word-for-word or writes a novel or scenario using your characters (with the same names) and your milieu (with the same name).

First you get a copy of your copyrighted work and a copy of the infringing work and make a list of the word-for-word sections.

Next, you write a complaint with the following elements (note that if you hire a lawyer, they will want to see most of these too):

- 1 Allege a Copyright (and include a copy of your certificate).
- 2 Allege an infringement (and include a copy of your work, the infringing work, and that list of infringements that you made).
- 3 Refer to the Federal Law (17 United States Code, Sections 101 ff).
- 4 Recite your attempts to negotiate with the infringer. If possible, include copies of letters, telephone bills, etc.
- 5 Ask for an injunction (for the court to forbid the person to continue infringing on pain of being jailed) and statutory damages.
- 6 Ask for summary judgement.

Then take several copies of your complaint and go to the nearest Federal District Court (to be found by looking through the phone books in a library) along with 100 dollars.

You then find the Clerk of the Court who will take your money and have the U.S. Marshal deliver summons to the infringer.



If your case is clear cut **and you are lucky** (yes, you should get the feeling you are being foolish prosecuting it on your own without a lawyer) the court will send you a notice that you have won. The court will also award you a sum of money under 10,000 dollars that you have to collect from the infringer. You will probably need legal help to get the infringer to pay.

Please note that this will only work if the infringement is very blatant and the law is clearly on your side. You will need to read the law and spend much time on the case if the infringer decides to fight your claim and things aren't clear enough for the Judge to simply award judgement to you.

**Hiring an Attorney:** This is what is usually done when negotiations fail to get the desired results. It should always be done when a large amount of money is involved. An attorney can also advise you on close calls--when you are not certain if your copyright has been infringed.

First, go to the local Bar Association. You can find them in the telephone directory. The Bar Association licenses attorneys, disciplines them if they fail to do a good job, and can refer you to an attorney who meets your needs. An attorney who can handle your divorce may not be the one to go to for help with your income tax or for copyright protection (though he may be).

Next, discuss with the attorney what they are going to do. You should have all the things with you that you would prepare if you were prosecuting the case yourself. If you win, a court may do any or all of the following things:

- 1 **Issue an Injunction:** This means the infringement must stop or the infringers will go to jail. A creative attorney may be able to persuade the court to do additional things along this line.
- 2 **Impound:** The court will take all of the infringing items. It will usually destroy them.
- 3 **Award Damage:** The statute provides for a range of money the court may take from the infringer and give to you. Or, if you can prove that you were hurt, you can recover any harm you suffered **and** all the profits the infringer made. So, if you lost 5,000 dollars in royalties and the infringer made 10,000 dollars, and you can prove it, you might recover 15,000 dollars from the infringer (the court will treat all the money made with your rights as your money).
- 4 **Criminal Proceedings:** The infringer may be sent to jail or be forced to pay fines.
- 5 **Attorney's Fees:** The infringer may be forced to pay your attorney's fees and court costs. Thus, if you spent 3,000 dollars paying your attorney and a thousand dollars on paperwork and such for the court, you would get 4,000 dollars more from the infringer to pay for that.

When you hire an attorney, you should know which of these remedies the attorney intends to have the court enforce. Each thing you ask the court to do will require you to prove different things.

For example, an injunction requires showing that the infringement is still continuing, impoundment needs something to exist that can be impounded, and attorney's fees requires proof that you hired an attorney. While the court will assume some things and guess a little (that is the reason for the statutory damages provision), if you ask for everything, you need to realize that you will have to prove the specific things for everything which will make the court case longer and more expensive.

Looking at what a court will do to an infringer is a stiff warning against stealing from someone else's work. The courts are vigorous and often may appear slightly vindictive. However, realizing that an infringer is seeking to replace an author and take his rights without credit or compensation, the law and the courts are only the barest justice. Authors' Guilds have suggested punishments that would make a Pict blanch.

### Incidentals to Copyrights

To every rule, there are exceptions, additions, and alternatives. With Copyrights, the exception is the area of fair use, the addition is the sale of your Copyright, and the alternatives include the law of unfair competition, patents and trademarks.

**1 The Exception of Fair Use:** The law allows the "fair use" of Copyrighted material. The courts have given this an almost definite meaning. Generally, fair use consists of:

- A The use of some of the contents of your work in a parody of it. This is perhaps the lowest blow of all.
- B A summary with brief quotes in the news. Thus, Newsweek may use brief quotes to report your work.
- C Short excerpts in a critique. This means that a review of **Different Worlds in The Dragon** could include parts of the copyrighted contents of **Different Worlds**.
- D Sample quotes from a technical piece to show the author's views. Thus, short quotes from this article could be used to show how I handled this subject.
- E Educational distribution of copies, where the excerpts are of a small portion of a complete manuscript, by a teacher or a student, as a one time use in a lesson. A professor may once hand out copies of a single poem from **The Lord of the Rings**. Educators are governed by their own complex rules.

When considering whether or not a specific example is a fair use, the statute gives these guidelines:

- 1 Is the use for profit or non-profit ends
- 2 What is the copyrighted work
- 3 How much of the work is copied
- 4 The Impact on the potential sales of the work

**2 The Addition of Sales:** An author's real concern with a Copyright is usually the sale of it. This section covers the current rates authors in this field get and a suggested method of sale.

Hard cover books usually bring the author a royalty of 10% on the first 5,000 volumes sold, 12½% on the next 5,000 volumes, and 15% of all following sales.

While this is the publishing industry standard, only TSR publishes hard cover books and the current royalty receipts are a great deal less than 15% (because the authors have felt that they owe the company something). Percentages are always reduced by the amount of editing required.

Paperbound volumes will bring a lump sum from TSR, 2½% from Chaosium Inc., from 1% to 15% from Judges Guild Inc., and lump sums from the others in the field. Judges Guild and Chaosium will also pay lump sums if the author requests. A lump sum means all the money up front, no waiting, and insurance against your work failing to sell. It means making less if your work sells much better than average.

Currently, magazines in the hobby bring about a penny a word. Judges Guild modifies its rates by the fame of the author and the quality of the copy (you get very little for crayon on wax paper and more for camera ready copy). The other magazines prefer double-spaced (or it goes to the bottom of the slush pile) but do not modify rates based on format.

In selling your copyrighted work, it is usually assumed that the right to do derivative works remains with you. It does not hurt to write that into the sales contract--and doing so will avoid any future misunderstandings. It is also good practice to have all non-exercised rights revert to the author after a period of time (usually 1 to 3 years). In any case, after 35 years, the author has the right to cancel the sale of any copyright right.

Never sign a sales contract with the magic words "work for hire" or "a work made for hire" in it unless you clearly intend to give up all rights in that work forever. Don't trust anyone who sends you such a contract unless they've clearly explained themselves in advance.

**3 The Alternatives of Unfair Competition, Patents and Trademarks:** While copyrights are useful for most of an author's needs, this section covers rights and protections not available from the Copyright Laws.

**Unfair Competition** is when someone doesn't quite infringe on your Copyright but does something just as bad. This covers cases where an individual is trying to get the same result that infringing would give them. It is relevant to things like using the same title, the same typeface and art, and similar acts.

The reason that unfair competition covers what it does is that it is designed to protect against attempts to pass things off as a part of something else. So if I did a supplement to **RuneQuest!** but was careful not to use any of the copyrighted spells or descriptions, and didn't refer to them, but was trying to pass it off as a **RuneQuest!** supplement I wouldn't be violating the Copyright Law but I could be liable (able to be sued) in tort (a type of law with moral rights and wrongs) and could be forced to pay **Chaosium** not only the amount I hurt them by but extra (called punitive damages) to make sure I didn't do it again.

**Patents** cover things, and ideas. A machine to make high impact dice for 10 cents would be the subject of a patent. Patents are outside the scope of the article but deserve two notes. One, a Copyright **will not** serve in the place of a patent. Two, in the case of something that qualifies for both, Copyright first and Patent second.

**Trademarks** go hand in hand with Copyrights in our field. **D&D** has been trademarked. So should any product which sells copies based on the power of its name alone. Trademarks can be used to protect the titles of rule books against unjust appropriation of their meaning. They also protect logos such as the **TSR Lizardman**, the **TSR Wizard**, **IBM's "IBM"**, etc. If your rule name or company has a distinctive name or can sell things by identifying them with the name (or if you intend it to do so in the future) it is a good practice to trademark both name and logo.

These three topics are deep enough for articles in and of themselves. They are briefly mentioned to alert the reader of alternatives to Copyrights when you need protection and a Copyright won't give you what you need. While there is some overlap between the protection of unfair competition, patents and trademarks, each serves a different function and each is a different piece of armor to protect you against individual who would otherwise loot you naked of rights.

The following books are both a bibliography and a list of useful texts for someone interested in gaining greater depth in the field of Copyrights or a broader field of vision that this article provided.

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## Introduction

This adventure setting takes place in the **Elphand Lands, Campaign Map 9**, centering on the village of Damkina and the surrounding area. Damkina is the central marketplace for the area, but, recently (in the last 6 - 9 months), many raids on merchant vessels from a Hobgoblin village by the Giants' Bog have cut trade down to a mere 25% of normal. No trade at all has come from east of Vast Lake in the last six months due to these raids, and only the braver or the financially desperate traders from the west have continued to come to Damkina. Due to this situation, Damkina is in danger of becoming financially destitute, and the Overlord of the White Throne is prepared to pay a reward to anyone who can stop these raids. This reward is 1,000 GP and a personal slave to each individual involved, and the grant of land (equal to one 5-mile hex) to all involved (one piece of land for all members to share, not one grant for each member). Successful adventurers can choose their land from the following hexes: 2516, 2515, 2514, 2613, 2713, 2813, 2915, 2817, 2718.

To get the players started on this adventure, they must first be aware that the Overlord of the White Throne is looking for adventurers to find out who is responsible for these raids and to stop them. Inquiries will lead them to set up an appointment with the Overlord. The Overlord will advise them to seek out Aliana the Avenger (Guardian of the Final Pass) and enlist her aid. The Overlord is certain that she will help and will provide transportation for the player-characters in the way of a merchant ship and guides. He will advise them not to bring horses because Aliana rides a Gryphon, and Gryphons and horses do not get along well at all.

Another adventure that can involve the player-characters takes place in Quinden. The populace of Quinden would love to overthrow Baron Drampinill, and Lady Starmist Moonflight is ready to attempt it. The Overlord of the White Throne is in favor of such a revolt and will send help if it is requested. The Lady Starmist Moonflight will also provide help for the main adventure if she is asked to do so. She will send Longbeard the Young and Wildhair Manslayer with the player-characters for more muscle - **not** cannonfodder. These two will act intelligently and will not take unnecessary risks unless the lives of the party members are at stake.

### Damkina, Village of the Vast Lake

Upon an island in the center of an ancient and unplumbed lake called **Vastlake** sits the small metropolis known as Damkina (Hex 2715, **Campaign Map 9, Elphand Lands**). Damkina has, of late, been in a dreadful uproar. A bid for power by an unknown faction in alliance with a powerfully evil lord and the temple of Artranax - the Greater Lord of Evil has left the populace shaken. The raids of fell beasts from the north against outlying farms and the harassing of the long route between Damkina and its ally to the West, the Dwarven kingdom of the Iron Smelter Tribe (the village of Bighsdale, Hex 1318) has further upset matters. The Overlord of the White Throne seems helpless to act against all the problems at once, and the situation seems to be worsening. Following is a description of the town's most important places and people as well as its Inns and Roadhouses.

Good Luck.

### Key to Damkina

#### No. 1 - The Palace of the Overlord of the White Throne

The center of government for the city and surrounding countryside

See Sub-Map A

**The Overlord of the White Throne:** CLS: PAL; LVL: 051; ALN: LGX; HTK: 031; ARM: +4 Plate and Shield; STR: 179; INT: 107; WIS: 167; CON: 146; DEX: 145; CHA: 189; AGL: 167; END: 155; LED: 189; LCK: 135; PSY: 073; WPN: +2 Broadsword. The Overlord is constantly attended by four 5th Level Lawful Good Fighters who form his personal bodyguard. They are intensely loyal. Bodyguards: CLS: FTR; LVL: 051; HTK: 030, 028, 021, 022; ARM: 080; AGL: 112, 122, 133, 081; WPN: IBA and IMF.

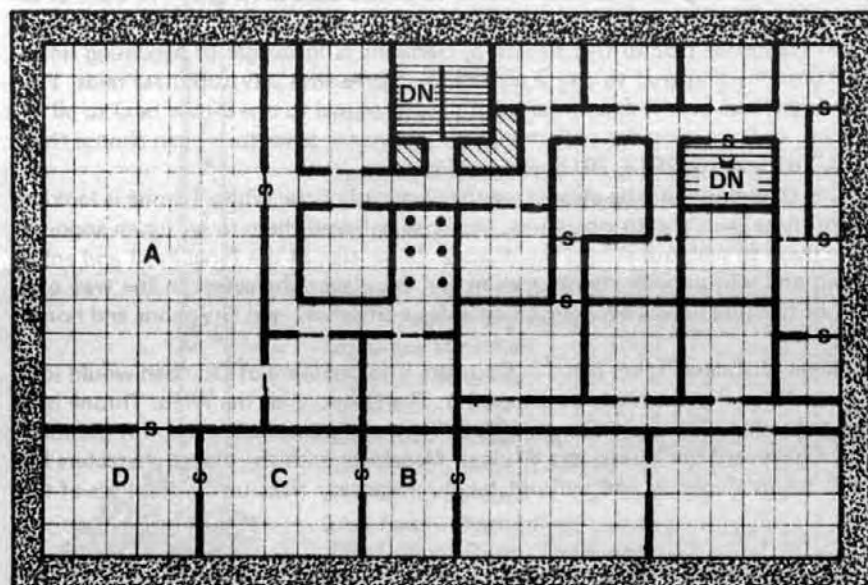
On Sub-Map A, the ground floor, the following encounters are definite:

- Pt. A Guard Room: Six 1st Level Fighters: CLS: FTR; ALN: NGL; LVL: 011; HTK: 004, 004, 006, 005, 004, 003; ARM: 070; AGL: 122, 122, 091, 071, 111, 091; WPN: ILS, and one 2nd Level Sergeant: CLS: FTR; ALN: NGL; LVL: 021; HTK: 011; ARM: 080; AGL: 122; WPN: IBA.
- Pt. B The Throne Room: Daytime - the Overlord and his personal guard, 2 Nobles of the realm (Judges choice) and 4 fair ladies (CHA: 162, 173, 172, 184). At night: two 4th Level guards and a cleaning crew. Guards: CLS: FTR; ALN: NGL; LVL: 041; HTK: 021, 019; ARM: 080; AGL: 122, 102; WPN: IBS. Cleaning Crew: Female with Mops, Scrub Brushes, and pails of soapy water.
- Pt. C Stair to Level 2. Two 4th Level Guards: CLS: FTR; ALN: LGN; LVL: 041; HTK: 019, 020; ARM: 080; AGL: 122, 081; WPN: IBS.
- Pt. D Secret Stairs. Few of the people in the palace know of these stairs. They are guarded by a trained Hippogriff. Hippogriff: HIT: 006; HTK: 030; ARM: 050; AGL: 143; DPA: 2/1D6/1D6/1D6/1D6.

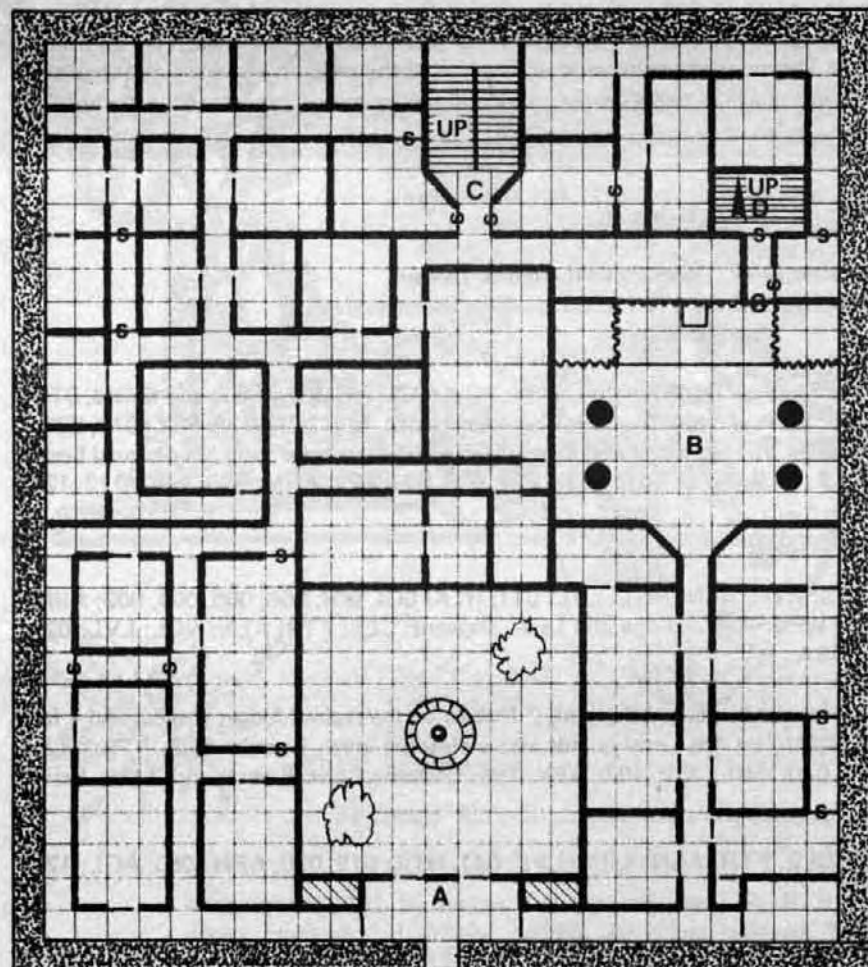


# DAMKINA SUBMAP A

## PALACE OF THE OVERLORD



SECOND FLOOR



FIRST FLOOR



- \$ = Secret Door
- = Door
- ▨ = Outside Wall
- ▨ = Stairs
- = Columns
- ~~~~ = Curtains
- ☼ = Trees
- ☼ = Fountain

1 square = 10 feet





In the halls and corridors, there is a 2 in 6 chance of meeting someone every other melee round during the day and a 1 in 6 chance at night.

#### Random Encounters

(Roll on 1D6 after determining that there is an encounter.)

- 1 Four 1st Level Soldiers: CLS: FTR; ALN: NGX; LVL: 011; HTK: 004, 005, 003, 005; ARM: 070; AGL: 071, 133, 112, 112; WPN: ISW.
- 2 Four Body Servants: CLS: FTR; ALN: NXX; LVL: 011; HTK: 004, 002, 002, 001; ARM: 010; AGL: 071, 101, 112, 071; WPN: None.
- 3 Two Courtiers: CLS: FTR; ALN: NGX; LVL: 071, 081; HTK: 040, 042; ARM: 110, 090; AGL: 143, 163; WPN: IRS.
- 4 Spy for the Overlord: CLS: THF; ALN: NXX; LVL: 031; HTK: 015; ARM: 030; AGL: 184; WPN: IDG.
- 5 Concubine: Female; CLS: THF; ALN: NXX; LVL: 011; HTK: 004; ARM: 010; AGL: 123; WPN: IDG.
- 6 Representative of the Sorcerers' Guild with all supporters. Check for which one.

On the Second Floor, the following encounters are definite:

- Pt. A The royal Treasure: 14,000 GP, 50,000 SP, 140, 000 CP, Jewel-set crown worth 10,000 GP, spun gold robes worth 15,000 GP, the Sword of the Realm (IQ: 121; EGO: 122 and is aligned LGX. The Sword speaks Dwarven, Common and Gnomish. It adds 5 points to the attack and damage rolls and changes the alignment of anyone who uses it in battle irrevocably to LGX). The Treasure is guarded by a Stone Golem: HTK: 060; ARM: 042; AGL: 031; ATK: One for 4 - 24. Only weapons of +2 or greater magic do any damage to the Golem.
- Pt. B Harem of the Overlord of the White Throne: 4 - 8 Concubines present at any given time. Concubines: Female; HTK: 006, 004, 004, 004, 003, 003, 002, 002; ARM: 010; CHA: 189, 179, 179, 169, 179, 179, 169, 169; CLS: HRI; AGL: 168, 158, 157, 156, 155, 155, 146, 145; WPN: None.
- Pt. C Magic Message starts screaming, "Help! Help!! Help!!! Intruders, Intruders!!!", when anyone not of the palace retinue passes by this spot.
- Pt. D One Single Doomguard (animated Armor per *Arduin Grimore*): HTK: 10; ARM: 100; WPN: Great Sword; Dexterity and Agility always matches that of its most dextrous and agile opponent.

#### No. 2 - The Palace of Lord BlueGlimmer - a Noble of the Realm

BlueGlimmer is young and idealistic. He supports the Overlord faithfully and cannot understand why he doesn't take decisive action in the present crisis. Lord BlueGlimmer: CLS: FTR; LVL: 051; HTK: 030; ARM: +4 Plate Armor; WPN: IBS. BlueGlimmer is constantly accompanied by four 4th level Fighters and a 7th level Gnome Illusionist. Fighters: HTK: 022, 025, 014, 016; ARM: Plate Armor; WPN: IBS, WSB. Illusionist: HTK: 024; ARM: 010; WPN: ITK; Spells: *Illusory Noise*, *Disguise x 2*, *Rainbow Rays*, *Detect Invisible Objects*, *Hypnotic Pattern*, *Multiple Images*, *Mislocation*, *Fear*, *Dispel Illusion*, *Suggestion x 2*, *Confusion*.

#### No. 3 - The Palace of Lord Fairfellow - a Noble of the Realm

Lord Fairfellow is an ally to Lord BlueGlimmer. Fairfellow is Lawful-Good and serves Glor'diadel*. He is always accompanied by a single Phraint Warrior (per *Arduin Grimore*). Lord Fairfellow: CLS: FTR; LVL: 051; ARM: +3 Plate Armor; AGL: 155; WPN: Great Sword. Phraint Warrior: HTK: 31; ARM: 050; WPN: 4 Javelins (2 of Lightning) and a Whipsword (does 2 - 12 damage due to stripping of flesh). The Phraint resembles a Giant Preying Mantis, standing upright.

Lord Fairfellow will have within his town house at all times 5,000 GP. He carries 100 GP on his person.

#### No. 4 - The Palace of Lord Bloodspiller

This Noble is the most powerful of the peers, and totally opposed to the Overlord. He has connections in the Temple of Arthranax - Greater Lord of Evil, a Temple being used by Back-Lor, Wizard of Darkness for his own purposes (see No. 12). Lord Bloodspiller: CLS: FTR; ALN: LEX; LVL: 071; HTK: 062; ARM: +5 Plate Armor; STR: 189; INT: 155; WIS: 073; CON: 166; DEX: 145; CHA: 104; END: 166; AGL: 154; LED: 164; LCK: 096; PSY: 031; WPN: Staff of Rulership with only 2 charges remaining, so he is loathe to use it. Bloodspiller is accompanied at all times by his Lover (a Demoness in Human form) and her two pets. Lover: Hellmaid: HIT: 006; HTK: 037; ARM: 030 (natural); AGL: 189; DPA: +2 Long

Sword. Pets: Hell Hounds: HIT: 004; HTK: 026, 023; ARM: 030; AGL: 155, 146; DPA: 1 - 10 + Fire Breath of 2 - 8. He has a further force of thirty Armed Men (CLS: FTR; LVL: 011), two Sergeants (CLS: FTR; LVL: 020) and 1 Captain (CLS: FTR; LVL: 061). Fighters: HTK: 008, 007, 001, 003, 001, 005, 005, 009, 009, 009, 010, 004, 004, 007, 010, 008, 004, 005, 010, 009, 004, 001, 008, 008, 002, 003, 008, 004; ARM: 040; AGL: 155 (all); WPN: ILS, WSB; 1 - 6 GP each. Sergeants: HTK: 017, 010; ARM: 040; AGL: 165 both; WPN: ILS. Captain: HTK: 030; ARM: +2 Plate Armor; AGL: 177; WPN: IBS, LWH.

The Lord Bloodspiller's wealth consists of 15,000 GP and 2 Statues of Arthranax worth 15,000 GP each; as well as his estates and other land holdings.

#### No. 5 - The Palace of Lady Moonmist

Half-Elven of race, the Lady Moonmist is intensely Lawful Good in nature. She keeps check on Lord Bloodspiller and he hates her. She is more interested in the ultimate triumph of Good than anything else. She is the only one of the peers that is not a Warrior, she is a Wizardress. Lady Moonmist: CLS: MAG; ALN: LGX; LVL: 101; HTK: 026; WPN: +3 Dagger, Staff of Smiting; Spells: *Charm, Comprehend Languages, Detect Magic Auras, Familiar, Magic Bolt, Permanent Sphere of Light, Detect Evil Auras, Invisibility, Open, Ray of Weakness, Dispel Magic, Flight Speed, Protection from Evil, Slow, Charm Monster, Dig, Dimension Portal, Shape Change, Remove Curse, Contact Other Plane x 3, Teleport x 2, Control Weather, Enchant Items, Geas, Mass Invisibility x 3*. Lady Moonmist has a Brownie Familiar: HIT: 1; HTK: 4; ARM: 020; AGL: 189; DPA: 1 - 3; Once per day may use: *Protection from Evil, Ventriloquism, Lively Lights, Permanent Sphere of Light, Multiple Images, Confusion, Dimension Portal*. Capable of blending into landscape and escaping at will. She is further guarded by a 7th level Paladin: HTK: 45; ARM: 050; He has a +5 Long Sword, and is extremely loyal to Lady Moonmist. She also has 20 Elven Guards with Long Bows and Long Swords: CLS: FTR; LVL: 011; HTK: 005, 002, 005, 003, 004, 003, 003, 002, 004, 003, 008, 006, 007, 006, 008, 005, 005, 001, 005, 001; ARM: 030.

Her personal treasure consists of 50,000 GP worth of Gems and 1,000 GP in cold cash.

#### No. 6 - Temple of Glordiel (Lawful-Good)

The smallest of the Temples in town, the various Craftsmen are all members of the Temple. The High Priest is Clear-sight the Old: CLS: CLR; LVL: 111; HTK: 058; ARM: +2 Chainmail; WPN: Silver +2 Mace and a Healing Wand with 49 charges in it, which heals 10 points of damage with each charge; Spells: *Bless, Command, Detect Evil Auras, Protection from Evil, Remove Fear, Chant, Find Traps, Detect Alignment Auras, Silence, Create Food and Water, Cure Blindness, Cure Disease, Prayer, Heal Major Wounds, Detect Lie, Exorcise, Dispel Evil, Raise Dead, Heal All Wounds*.

Further within the Temple are two 5th level Priests who assist the High Priest. Lollar the Good: LVL: 051; HTK: 031; ARM: 045; AGL: 144; WPN: IFM; Spells: *Heal Minor Wounds, Purify Food and Drink, Sanctuary, Resist Fire, Slow Poison, Speak with Animals, Feign Death*. Brando the Big: LVL: 051; HTK: 035; ARM: 045; AGL: 124; WPN: IFM; Spells: *Heal Minor Wounds x 2, Sanctuary, Hold Person, Slow Poison, Detect Charm, Speak with the Dead*.

Finally, there are 20 Warrior Priests: LVL: 011; HTK: 008 each; ARM: 045; WPN: IFM; Spell: *Heal Minor Wounds*.

#### No. 7 - Temple of Arthranax - Greater Lord of Evil (Amoral Evil)

Titulary Head is the Evil High Priest, Strikesorrow: CLS: CLR; LVL: 101; HTK: 047; ARM: +1 Plate Armor; AGL: 155; WPN: +3 Footman's Mace (Bloodred); Spells: *Curse, Command, Protection from Good, Sanctuary, Find Traps, Hold Person, Know Alignment, Snake Charm, Cause Blindness, Curse, Create Zombie/Skeleton, Inflict Major Wounds x 2, Sticks to Snakes, Insect Plague x 2*.

Under his rule are three 4th level Priests and 20 Warrior Priests. Bloodmarrow: LVL: 041; HTK: 018; ARM: 045; AGL: 143; WPN: IFM; Spells: *Command x 2, Cause Fear, Hold Person, Detect Charm*. Heartrend: LVL: 041; HTK: 023; ARM: 045; AGL: 154; WPN: IFM; Spells: *Curse, Command, Protection from Good, Augury, Silence*. Black Barkov: LVL: 041; HTK: 018; ARM: 045; AGL: 123; WPN: IMS; Spells: *Sphere of Darkness, Putrify Food and Drink, Cause Fear, Find Traps, Speak with Animals*. 20 Warrior Priests: LVL: 011; HTK: 008 each; ARM: 045; AGL: 104 all; WPN: IFM; Spell:  $\frac{1}{2}$  have *Protection from Good*,  $\frac{1}{2}$  have *Detect Good*.

#### No. 8 - Temple of Allworthy (Lawful Good)

This is the State Religion. This Temple commands the most adherents. High Priestess is Sister Sweetwater: CLS: CLR; LVL: 111; HTK: 030; ARM: +2 Chainmail and +3 Ring of Defense; AGL: 188; WPN: +3 Mace; Spells: *Bless, Command, Heal Minor Wounds, Protection from Evil, Remove Fear, Chant, Hold Person, Silence, Speak with Animals, Permanent Sphere of Light, Cure Disease, Dispel Magic, Prayer, Heal Major Wounds, Exorcise, Tongues, Commune, Raise Dead, Heal All Wounds*.

8A The Home of Sister Sweetwater: Furnished with the simplest of furnishings and decorations. In her bed chamber, Sister Sweetwater keeps her personal treasure of 200 GP and 2 Potions of Major Healing.

8B The Home of the Patriarch of Allworthy, Aldones: CLS: CLR; LVL: 081; HTK: 022; ARM: +1 Plate Armor; AGL: 134; Spells: *Bless, Create Water, Purify Food and Drink, Detect Charm, Detect Alignment Auras, Slow Poison, Permanent Sphere of Light, Cure Blindness, Cure Disease, Divination, Sticks to Snakes*. His personal treasure, also hidden in his bed chamber consists of two Ioun Stones and a Medallion of Shielding.

8C Two Adepts dwell together here. Rin'thalin: CLS: CLR; HTK: 005; ARM: 045; AGL: 177; WPN: IFM; Spells: *Bless, Heal Minor Wounds*. Glimorphin: CLS: CLR; HTK: 006; ARM: 045; AGL: 135; WPN: IFM; Spells: *Detect Magic Auras, Purify Food and Drink*.



- 8D The Home of two more Adepts. Kithrop: CLS: CLR; HTK: 004; ARM: 045; AGL: 144; WPN: IFM; Spells: *Create Water, Sphere of Light*. Larkam: CLS: CLR; HTK: 006; ARM: 045; AGL: 123; WPN: IFM; Spells: *Heal Minor Wounds x 2*.
- 8E Four Adepts are in this Building. Yethron: CLS: CLR; HTK: 008; ARM: 045; AGL: 104; WPN: IFM; Spells: *Detect Magic Auras, Sanctuary*. Cor'sonas: CLS: CLR; HTK: 008; ARM: 045; AGL: 114; WPN: IFM; Spells: *Protection from Evil, Resist Cold*. Talupp: CLS: CLR; HTK: 005; ARM: 045; AGL: 138; WPN: IFM; Spells: *Command, Heal Minor Wounds*. Apta: CLS: CLR; HTK: 009; ARM: 045; AGL: 134; WPN: IFM; Spells: *Heal Minor Wounds, Light*.
- 8F The dwelling of the Lama Di-midion: CLS: CLR; HTK: 040; ARM: 050; AGL: 154; WPN: WQS; Spells: *Heal Minor Wounds x 2, Command, Augury, Hold Person, Snake Charm, Glyph of Warding, Speak with Dead, Exorcise*. Di-midion's personal treasure consists of a Potion of Ethrealness and 2 Potions of Flight. These are hidden in a nook under the floor of the small reception room. Di-midion preaches the faith on the streets of Damkina faithfully every day. He is always willing to help those in need.
- 8G Quarters for four Acolytes: Golopher, Putiono, Goodlight and Malak. Acolytes: CLS: CLR; HTK: 004, 003, 005, 002; ARM: 045; AGL: 134 all; WPN: IFM; Spells: Golopher: *Heal Minor Wounds*; Putiono: *Command*; Goodlight: *Light*; Malak: *Bless*.
- 8H Quarters for four Acolytes: Longwalk, Mordecai, Ward and Bertoro. Acolytes: CLS: CLR; HTK: 002, 007, 001, 004; ARM: 045; AGL: 143 all; WPN: IFM; Spells: Longwalk: *Bless*; Mordecai: *Heal Minor Wounds*; Ward: *Heal Minor Wounds*; Bertoro: *Command*.
- 8I Quarters for four Acolytes: Blue Max, White Loo, Red Kar and Green Barlo. Acolytes: CLS: CLR; HTK: 003, 003, 003, 006; ARM: 045; AGL: 103 all; WPN: IFM; Spells: Blue Max: *Remove Fear*; White Loo: *Cure Light Wounds*; Red Kar: *Bless*; Green Barlo: *Light*.
- 8J Quarters for four Acolytes: Low Looie, Short Sim, Little Lars and Stumpy Shoolar. Acolytes: CLS: CLR; HTK: 008, 004, 006, 003; ARM: 045; AGL: 114 all; WPN: IFM; Spells: Low Looie: *Bless*; Short Sim: *Command*; Little Lars: *Light*; Stumpy Shoolar: *Protection from Evil*.
- 8K The Prefect Man'radin, Director of Acolytes: CLS: CLR; HTK: 017; ARM: 050; AGL: 155; WPN: IMS; Spells: *Detect Evil Auras, Detect Magic Auras, Sanctuary, Chant, Silence, Speak with Animals, Locate Object*. Man'radin teaches his Acolytes well, and does not believe in strict disciplinary actions. He is always willing to talk to strangers.

#### No. 9 - Guild Hall for the Craftsmen's Guild

Normally unguarded, if approached in the evening there is a 14% chance of a meeting in progress, in which case all but 1 - 4 of the various Craftsmen described hereafter will be present.

- 9A The Leatherworker Shop: The Craftsman is Haus-Softshoe: Human; CLS: FTR; LVL: 021; HTK: 011; ARM: 020; AGL: 156; INT: 014 (shrewd in bargaining); WPN: ITK. The Cashbox contains 109 GP, 89 SP and 602 CP. The lid is trapped with needles dipped in a Potion that causes sleep unless save vs. Poison is made. Prices are 20% above normal, but the craftsmanship is excellent.
- 9B Arms Shop: Craftsman is a Gnome named Iron-Glob. He manufactures excellent Armor and Arms. Iron-Glob: CLS: FTR; LVL: 022; HTK: 011; ARM: 070; AGL: 176; INT: 017; WPN: DSS. He is intensely loyal to the Temple of Glor'diadel. 546 GP in Cashbox. All items are made of Damascus Steel and are priced 20% above normal.
- 9C Seamstress: This is a Gnome Woman named Nice-Hair. She repairs damaged garments or makes new ones. She does good work at reasonable prices. Nice-Hair: Female Gnome; CLS: FTR; LVL: 011; HTK: 003; ARM: 015; AGL: 177; WPN: None. Cashbox has 12 SP and 63 CP in it. It is not trapped.
- 9D Ink Maker: Craftsman is a Human Male named Auld-Sa. Pens, ink and some paper are available. Auld-Sa: CLS: FTR; LVL: 011; HTK: 006; ARM: 015; AGL: 103; INT: 014; WPN: DTK.
- 9E Wheelwright: This is a Human Male named Round-Wood: CLS: FTR; LVL: 021; HTK: 012; ARM: 015; AGL: 134; INT: 012; WPN: WBL.
- 9F Cobbler: A Gnome works this shop with the help of two Brownies. The Gnome's name is Par-eyut: CLS: FTR; LVL: 011; HTK: 004; ARM: 015; AGL: 134; WPN: DTK. The Brownies are Fastmark and Quickstep: HIT: 001; HTK: 004, 003; ARM: 030; AGL: 189 both; DPA: 1 - 3. They have normal Brownie abilities. Cashbox contains 45 GP and 27 SP and is trapped with Sleep Gas.
- 9G Dwarven Blacksmith: Craftsman's name is Buford, and he is a jack-of-all-trades (has many skills). He will shoe horses, make some weapons, whatever is needed. Buford: CLS: FTR; LVL: 031; HTK: 020; ARM: 050; AGL: 167; INT: 014; WPN: +2 Hammer. Cashbox contains 212 GP, 407 SP and 687 CP. In a niche in the floor, another 720 GP are hidden. Buford loves to recite Dwarven Legends.



- 9H Human Weaver Woman: Her name is Shining-Thread. She has cloth on sale of excellent quality inexpensively. Shining-Thread: Female; CLS: FTR; LVL: 011; HTK: 005; ARM: 015; AGL: 178; WPN: DTK.
- 9I Pottery and Ceramics Shop: This is run by a Gnome named Clayworker the Old: CLS: FTR; LVL: 011; HTK: 003; ARM: 015; AGL: 154; WPN: DTK. Cashbox contains 5 SP and 50 CP.
- 9J Jewelers: The owner is Simiril Gemlover: Elf; CLS: FTR; LVL: 031; HTK: 015; ARM: +2 Chainmail; WPN: +1 Long Sword. Treasure: In Cashbox: 520 GP, 460 SP and 14 EP; In display cases: 45 pieces of Jewelry (all Elven work) worth a total of 15,645 GP; In storage: 65 assorted Gems, a small bar of Gold, and one of Silver, total value is 14,000 GP; Hidden in Gemlover's private apartments are 6,000 more GP, a Medallion of Invisibility, a Vial of Healing (purchased from a wandering Cleric) and an Elven Cloak (which is a family heirloom).  
Gemlover does not guard his shop alone. He has two hired guards, Gilador and Faramil: Elf; CLS: FTR; LVL: 031; HTK: 018, 016; ARM: +2 Chainmail; AGL: 179; WPN: DLS, WLB. It is to be noted that Gemlover is the richest of the town people below the level of Merchant. He is wary of Dwarves, though not blatant in his distrust. He will always give Elves and Half-Elves the best bargains.
- 9K Musical Instruments: The owner is a Human named Puffy Blowcheeks: CLS: FTR; LVL: 011; HTK: 004; ARM: 015; WPN: DTK. Puffy also directs the town's musical group. He is a very friendly person. Cashbox contains 26 SP, 12 EP and 6 GP.
- 9L Copper Goods (Pots, Kettles, etc.): A Gnome owns this shop named Hands Metal-Worker: CLS: FTR; LVL: 011; HTK: 004; ARM: 045; AGL: 155; WPN: IBL. Cashbox contains 500 SP and 200 GP.
- 9M Human Printer's Shop: The owner is named Ink-Blotch Paperlover: CLS: FTR; LVL: 011; HTK: 004; ARM: 015; AGL: 103; WPN: DTK. Cashbox contains 250 CP, 72 EP and 16 GP. It is trapped with a 4 die Fireball that will detonate if any other than the Printer opens the box (NO Disarming). It was set by a friendly Mage.
- 9N Candle Maker: Large-Nose: Gnome; CLS: FTR; LVL: 011; HTK: 007; ARM: 015; AGL: 113; WPN: IFM. Cashbox has 67 CP and 7 SP in it. Large-Nose hates jokes about his nose and will offer to make a candle out of the jokester.
- 9O Lamp Maker: This Elf doesn't give his name to customers, but his name is Last Longwellan: CLS: FTR; LVL: 011; HTK: 008; ARM: 015; AGL: 176; WPN: DTK. Cashbox contains 22 SP and 16 GP. He is very secretive and not at all talkative. He has a secret grudge against all Gnomes.
- 9P Glassblower: Sandbox the Young: Human; CLS: FTR; LVL: 021; HTK: 014; ARM: 015; AGL: 169; WPN: IBS. Cashbox contains 52 SP and 35 GP. Sandbox wants to give up his shop and go adventuring.

#### No. 10 - The Guild Hall for the Thieve's Guild

The Hall is constantly guarded by two 4th level Thieves. On any given night, there is a 14% chance that there will be a meeting of the Guild in progress. Eight-Toes Marlo: LVL: 041; HTK: 020; ARM: 015; AGL: 179; WPN: +2 Dagger and Garroting Rope. Lefty Lancaster: LVL: 041; HTK: 017; ARM: 015; AGL: 168; WPN: +2 Dagger and Vial of Poison.

- 10A Dwelling of the Master Thief: This man controls all the Thieves in Damkina. His name is Quick Fingers: CLS: THF; LVL: 101; HTK: 047; ARM: +4 Belt of Defense; AGL: 189; WPN: +3 Dagger. His dwelling is a repository for the stolen goods of other people. He has about 1,005 GP stored in small caches and he also has 4 pieces of Jewelry worth a total of 456 GP. He is very shrewd, and knows how to deal with chaotic personnas. He never forgets a slight (an offer protection from the law).
- 10B Dwelling of Quick Finger's Assistant, Surehand: CLS: THF; LVL: 081; HTK: 038; ARM: 015; AGL: 176; WPN: +2 Poisoned Dagger. He has 750 GP and a Vial of Potion of Ethrealness stored in a chest trapped with 6 poisoned needles. He is loyal to Quick Fingers, but loves to get in barroom brawls.
- 10C Dwelling of the Burglar, Nimble-Leap: CLS: THF; LVL: 051; HTK: 022; ARM: 015; AGL: 169; WPN: +2 Short Sword. He has a Blur Cloak which he doesn't normally use. This cloak is stored together with 450 GP in a hole under a loose stone in his kitchen floor. He is the town's cat burglar, and he only operates on nights of the no moons.
- 10D Dwelling for the village's only two Assassins, who work for the Thieves Guild, more or less. They also guard the entrance to Thieves Alley. They are called Quick-Kill and Man-Slayer. Both are Half-Orcs. Quick-Kill: CLS: ASA; LVL: 071; HTK: 034; ARM: 020; AGL: 159; WPN: +2 Poisoned Dagger. Man-Slayer: CLS: ASA; LVL: 071; HTK: 029; ARM: 020; AGL: 159; WPN: DTK, Blow Gun with Poisoned Darts. The occasional assassinations the two are called upon to perform, along with the salary the Thieves Guild pays them are sufficient to keep them in their usual manner. They drink and revel excessively, and live riotously at all times. Total cash between them consists of 204 GP, 309 SP and 24 CP.
- 10E The home of the Thieves, Eight-Toes Marlo and Lefty Lancaster, who normally guard the Guild Hall. There is only a 10% chance they will be home. Their treasure is hidden in a fake ceiling tile and consists of 207 GP.
- 10F The home of Igneous Fiddlefingers, teacher of the Apprentices: CLS: THF; LVL: 051; HTK: 025; ARM: 020; WPN: +2 Dagger. Personal treasure of 645 GP and a pair of Elven Boots. He drives the apprentices crazy with his nitpicking comments on their abilities.

10G, 10H, 10I, 10J, and 10K are the Barracks for the Apprentice Thieves. There are four Thieves in each barracks 50% of the time. Apprentice Thieves: LVL: 011; HTK: 006, 005, 001, 004, 004, 005, 001, 002, 003, 003, 006, 006, 001, 006, 005, 002, 002, 001, 003; ARM: 015; AGL: 155 all; WPN: DTK.

#### No. 11 - Guild Hall for the Houris Guild

This Guild Hall is guarded at all times by two Human Male Fighters: LVL: 021; HTK: 014, 014; ARM: 050. Guild Treasury is 1,243 GP.

- 11A The home and business of the Chief Houris, Guilda Gold: CLS: HRI; LVL: 091; HTK: 026; ARM: 005; AGL: 189; CHA: 189. Personal treasure: 240 GP. She can satisfy any whim (non-violent), and charges exorbitant prices.
- 11B The home and business of the Subchief Houris, Lara Lip: CLS: HRI; LVL: 071; HTK: 025; ARM: 005; AGL: 179; CHA: 189. Personal treasure: 45 GP. She is loyal to Gilda Gold, but has a sharp tongue and is abrasive to those she does not know.
- 11C Houris's home, Venus Veil: CLS: HRI; LVL: 041; HTK: 012; ARM: 005; AGL: 158; CHA: 179; WPN: DTK. Personal treasure: 67 GP, 45 SP.
- 11D Home of another Houris, Juno Jam: CLS: HRI; LVL: 041; HTK: 014; ARM: 005; AGL: 167; CHA: 169; WPN: DTK. Personal treasure: 36 GP, 2 PP.
- 11E Yet another Houris home, Aphro Anie: CLS: HRI; LVL: 031; HTK: 010; ARM: 005; AGL: 167; CHA: 178; WPN: DTK. Personal treasure: 42 GP, 12 EP.
- 11F Two Houris share this house. They walk out to the better part of town and try to attract male attention. Then, they go where ever their partners wish. 50% chance of either of them being home. They are named Arloa and Zelarna. Arloa: Female; CLS: HRI; LVL: 041; HTK: 012; ARM: 005; AGL: 167; CHA: 179; WPN: STK. Personal treasure: On Person: 14 GP; In House: 12 GP. Zelarna: Female; CLS: HRI; LVL: 031; HTK: 010; ARM: 005; AGL: 178; CHA: 169; WPN: STK. Personal treasure: 60 GP on person.
- 11G A semi-retired Houris, older, blowsy, but still attractive is Short-Skirt Selena: Female; CLS: HRI; LVL: 021; HTK: 007; ARM: 005; AGL: 104; CHA: 159; WPN: STK. Personal treasure: 17 SP, 4 GP. She knows everyone in town, and all the gossip on each person. She is a very valuable contact.
- 11H Older Teacher and four young Students of the Arts of Seduction. Old Teach: CLS: HRI; LVL: 061; HTK: 023; ARM: 007; AGL: 147; CHA: 169 (189 in her day); WPN: GTK. Students: Females; CLS: HRI; LVL: 011; HTK: 004, 003, 002, 002; ARM: 005; CHA: 189, 179, 189, 169; WPN: ITK.

#### No. 12 - Back'Lor, the Wizard of Darkness

This home is one of the richest in town. It belongs to a man named Back'Lor. To all appearances, he is a Merchant. Not a regular one, but one with many distant trading interests. To be sure, if a player or NPC goes to Back'Lor with a request for any type of exotic goods, Back'Lor will procure it for him within two weeks (at an exorbitant fee, of course).

In reality, however, Back'Lor is a Wizard of Darkness, connected with the dungeon of Man'Throp and controlling the Temple of Arthranax in Damkina, all in the hope of totally overcoming the alliance of the city with the Iron Smelter Dwarves and the Steading of Quinden, given time, replacing all this with the rule of an utterly depraved evil.

Back'Lor: CLS: MAG; LVL: 191; HTK: 038; ARM: +5 Ring of Defense; STR: 114; INT: 187; WIS: 113; CON: 154; DEX: 155; CHA: 092; END: 154; AGL: 155; LED: 167; LCK: 177; PSY: 189; Spells: *Fiery Fingers, Charm, Familiar, Magic Bolt, Slumber, Detect Invisible Objects, Open, Ray of Weakness, Spider Web x 2, Fireball, Speed, Flight, Lightning Bolt, Slow, Suggestion, Dig, Fear, Ice Storm, Curse, Wall of Fire, Create Zombie/Skeleton, Conjure Elemental, Ray of Cold, Portal, Wall of Force, Death Spell, Disintegrate x 2, Clone x 4, Incendiary Cloud, Blind, Gate*. Back'Lor has a Ring of Regeneration and a Ring of Meteors. His personal treasure consists of 14,000 GP, 3,000 PP, 24 Gems of the First Water worth 150 GP each. Opening out of the cellar of Back'Lor's home is a natural series of caves that Back'Lor is using for some of the allies he has to be house in, also to keep some of his more valuable magical equipment. See Damkina Sub-Map B.

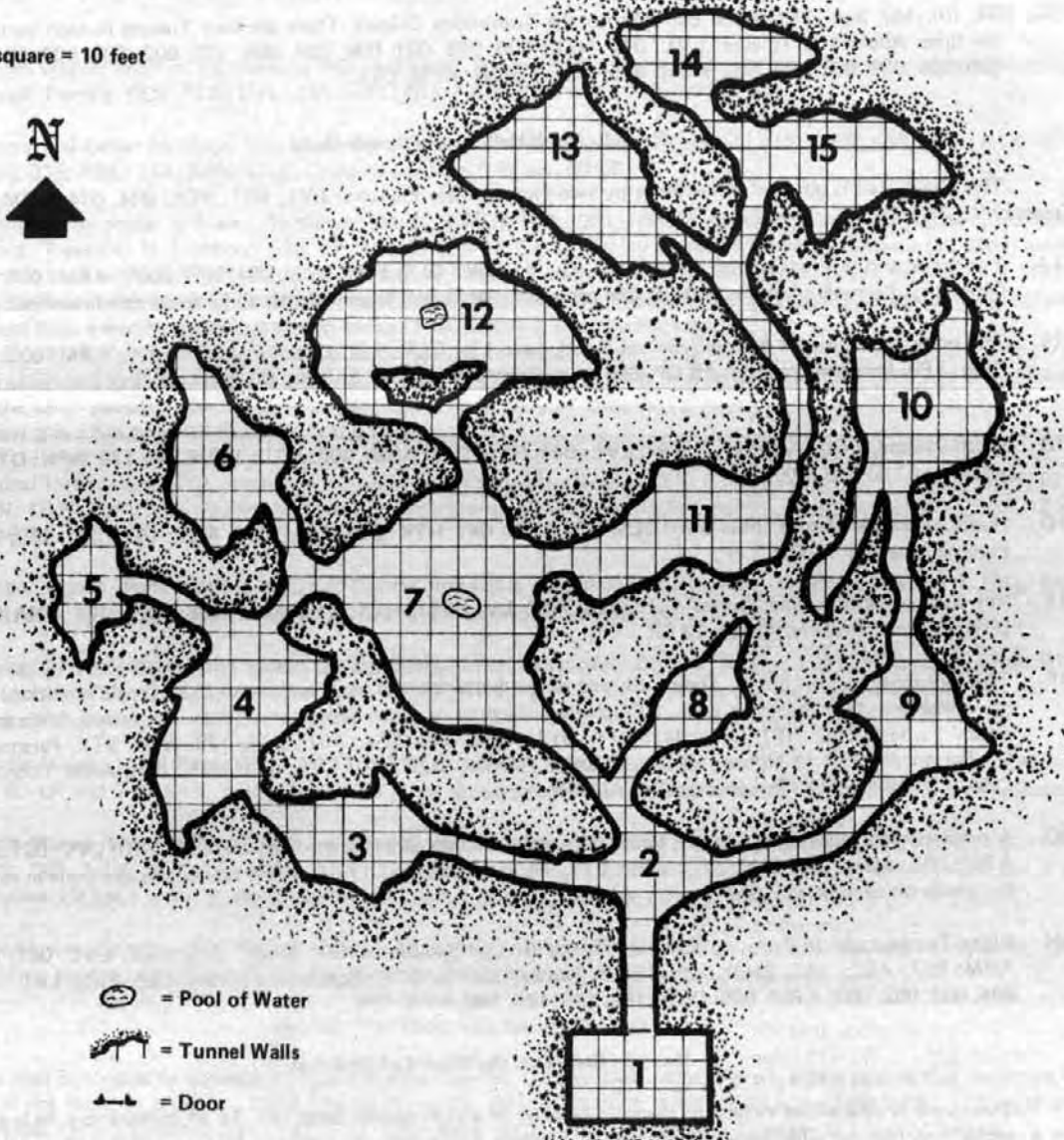
#### Sub-Map B

- 1 The Cellar of Back'Lor's house: Boxes and bags are stored here, it looks like any other cellar. A door quite plainly leads somewhere. If opened, the party will see the rough hewn passage that leads deeper in.
- 2 A Guard Check Point: Two Gargoyles squat here, making sure that no unauthorized personnel pass. Gargoyles: HIT: 007; HTK: 030, 027; ARM: 040 (+1 weapon or better needed to do damage, however); AGL: 104, 115; DPA: 1 - 4/1 - 4/1 - 6.
- 3 A widening of the passageway: a few boxes of food are stored in out of the way corners.
- 4 Another Check Point: Two Gargoyles, if hard pressed they will flee to the north into No. 7. Gargoyles: HIT: 006; HTK: 032, 024; ARM: 040 (+1 weapon or better needed to do damage, however); AGL: 135, 144; DPA: 1 - 4/1 - 4/1 - 6.



# COLD LAKE CITY SUBMAP B

1 square = 10 feet



- = Pool of Water
- = Tunnel Walls
- = Door

- 5 Filthy Sleeping Quarters for four Gargoyles: Two will be present, sleeping soundly. Gargoyles: HIT: 005; HTK: 026, 022; ARM: 040; AGL: 103, 093; DPA: 1 - 4/1 - 4/1 - 6.
- 6 Storage space for food and a few weapons. No Guards.
- 7 A large Cavern with a pool of clear water in the center. There are 12 very alert Gargoyles ringing the pool. The Gargoyles will talk to characters, displaying sardonic wit and evil humor. Gargoyles: HIT: 006; HTK: 024, 016, 018, 028, 028, 018, 022, 020, 021, 022, 022, 027; ARM: 040 (+1 weapon or better needed to do damage); AGL: 124 all; DPA: 1 - 4/1 - 4/1 - 6.
- 8 Small storage area for food, etc.
- 9 Empty.
- 10 Bed Chamber for four Gargoyles. Two will be present: HIT: 006; HTK: 017, 028; ARM: 040 (+1 or better weapons to do damage); AGL: 083, 072; DPA: 1 - 4/1 - 4/1 - 6.
- 11 Empty.
- 12 Back'Lor's Chamber of Magics: A small pool in the center of the chamber may be used by any Mage to view events anywhere on the surface of this world. Only limitations being that normal visual conditions at the area looked at may obscure vision. There is a small chest in one niche. Opening it summons (no chance of disarming) a Minor Demon to attack the offender, if it is not Back'Lor. Minor Demon: HIT: 007; HTK: 034; ARM: 060; DPA: 1 - 4/1 - 4/1 - 8. The chest contains two Potions of Silver Dragon Control, a Potion of Stone Giant Strength and a Wand of Ice (14 charges left).

13 - 15 All three rooms are empty.



### No. 13 - The Meeting House for the Sorcerers Guild

Here, the various Sorcerers of the city meet to discuss the affairs of the day (and what can best be done about them). There is a 5% chance of such a meeting during the day and a 25% chance of such a meeting in the evening. The Sorcerers from 13A - 13E will be present, and so will the Illusionist from No. 2.

At any other time, the house will be guarded by six 6th level Warriors and four Doomguard (from Arduin). Warriors: CLS: FTR; LVL: 061; HTK: 030, 041, 028, 042, 033, 032; ARM: +2 Chainmail; AGL: 155 all; WPN: +1 Long Sword, +1 Longbow. Doomguard: HIT: 006; HTK: 031, 027, 017, 026; ARM: 100; AGL: Matches that of opponent; WPN: DBA.

If the Sorcerers are present, the guards will be absent, but each will have brought his or her own personal retinue.

- 13A The home and business of the Wizard Aglamenon: CLS: MAG; LVL: 101; ARM: +3 Ring of Defense; AGL: 165; WPN: DTK; Spells: *Fiery Fingers, Charm, Erase, Comradery, Illusory Noise, Forget, Levitate, Spider Web, Blink, Clairvoyance, Slow, Spell Extension A, Fear, Teleport x 2*. In his Treasure Chest, the illustrious Wizard has 9,000 GP and three Potions, one of Healing, one of Levitation, one of Flying. As well as two bond Slaves who cook, clean, etc., Aglamenon is guarded by two 4th level Amazon Warriors: CLS: AMZ; HTK: 031, 027; ARM: +3 Chainmail; AGL: 178, 179. WPN: +2 Long Sword, +1 Hand Axe.
- 13B The home of Gitchi'Laud the Illusionist (Gnome): CLS: ILL; LVL: 091; HTK: 023; ARM: 015; WPN: +2 Dirk; Spells: *Illusory Noise, Rainbow Rays, Lively Lights, Sphere of Darkness, Hypnotism, Hypnotic Pattern, Invisibility, Magic Message, Dispel Illusion, Suggestion x 2, Emotion x 2*. The Illusionist has a permanent Invisible Porter to wait on him, compliments of a friend. Otherwise, there are no beings other than himself. He has 12,000 GP stashed away.
- 13C The 12th level Mage, Cardonius resides here: CLS: MAG; LVL: 121; HTK: 029; ARM: 015; AGL: 145; Spells: *Detect Magic Auras, Enlarge, Read Magic Script, Write Magic Script, Detect Evil Auras, Detect Invisible Objects, Invisibility, Levitate, Clairaudience, Clairvoyance x 2, Infravision, Remove Curse, Contact Other Planes x 2, Spell Extension B, Telekenesis, Teleport, Legend Lore*. It seems that Cardonius is ill prepared to defend himself, but such is not the case. He wears an Amulet of Magic Bolts. They may be fired, one pair per turn, striking unerringly and doing 2 - 5 points of damager per Bolt. He also wears a Ring of Magic, doubling 2nd level Spell ability. Otherwise, his treasure consists of 2,000 PP, 5,000 GP and 15,000 SP. He is served by two Servant Girls and six Lizard Men: HIT: 002; HTK: 010, 009, 016, 004, 016, 014; ARM: 030; AGL: 104 all; WPN: DSC.
- 13D The Sorceress of Qua dwells here. She is a Half-Gnome. Sorceress of Qua: Female; CLS: MAG/ILL; LVL: 072; HTK: 022; ARM: 015; AGL: 179; WPN: +1 Dirk. She is a devout member of the Temple of Allworthy. She is a seventh level Illusionist as well as a seventh level Mage. Spells: *Charm, Familiar, Comradery, Read Magic Script, Permanent Sphere of Light, Locate Object, Magic Message, Blink, Wind, Fear, Rainbow Rays, Hypnotism, Light, Minor Illusion, Hypnotic Pattern, Invisibility, Multiple Images, Dispel Illusion, Major Illusion*. Her personal treasure is 5,000 GP and a Ring of Meteors. She is constantly accompanied by four Invisible Pixies: HIT: 001; HTK: 004, 003, 004, 003; ARM: 010; Normal Pixie abilities.
- 13E The home of Black Bart, the Extradinaire (a Were-Bear with Druidic abilities commensurate to Level 7): CLS: DRU; HTK: 036; ARM: 015 (Man), 050 (Bear); AGL: 156; DPA: 1 - 4/1 - 4/1 - 8; Spells: *Animal Friendship, Entangle, Pass Without Trace, Invisibilty to Animals, Charm Mammal, Heat Metal, Produce Flame, Warp Wood, Call Lightning, Cure Disease, Snare, Plant Portal*. Personal treasure of 2,000 GP. No attendance other than small animals.

### No. 14 - The Home of the Witch Starlight

Actually not a Witch, but an older 2nd level Fighter with Psionic Ability, she is a very respected woman of good, neat grandmotherly appearance. Her Psionic Ability equals 256 points. She is Lawful Good. Starlight: Female; CLS: FTR; LVL: 021; HTK: 019; ARM: 015; WPN: DDK; AGL: 136; Psionic Powers: Animal Telepathy, Clairaudience, Clairvoyance, Domination, Empathy, Hypnosis, Object Reading, Precognition, Dimension Walk, Telepathy. Further, she has a Ring of Human Persuasion and a Ring of Spells with *Slumber, Charm, Remove Curse, Faithful Hound*, and *Gate* stored within it.

Starlight's home is neat, clean with good usable, though old, furniture in it. She only uses four small rooms in her house. The rest she rents to the needy for whatever they can afford. She helps any and all that come to her.

Starlight attends the Temple of Glor'diadel every morning at 9 o'clock.

On her person at any time, she will have 5 GP and 11 - 20 CP. In a lockbox in her home, she has a further 205 GP and 561 CP she is saving for the future.

At any time, she will be accompanied by 1 - 4 male Street Urchins who have been washed and whose clothes have been cleaned and mended (15% chance one of them is an Angel of Glor'diadel she is entertaining in disguise).

If Starlight is robbed or killed, there is a 50% chance that Glor'diadel will send a Lesser Angel to seek retribution against the offending party. There is a 100% chance that the Common Townspeople will riot for 1 - 4 days or until the perpetrator is dead.

### No. 15 - The Home of Bowregard the Axeman

Bowregard the Axeman is a Psionic Fighter, who is Neutral Good and reports to the Temple of Allworthy regarding goings on in the other Temples. Bowregard the Axeman: CLS: FTR; LVL: 041; HTK: 030; ARM: +3 Plate Armor; AGL: 146; WPN: +2 Battle Axe; Psionic Points: 147; Psionic Powers: Object Reading, Psychic Sensitivity, Probability Travel.

## No. 16 - Pointy-Ears, the Holy Priest/Wizard

Pointy-Ears is the Holy Priest/Wizard in service to Glor'diadel. The Half-Elf is a frivolous, but generous and kind-hearted person. He is a seventh level Mage and a fifth level Cleric. Pointy-Ears: CLS: MAG/CLR; LVL: 072; HTK: 029; ARM: 015; AGL: 179; WPN: +2 Quarterstaff; Spells: *Bless, Command, Heal Minor Wounds, Augury, Slow Poison, Resist Fire, Coma, Fiery Fingers, Charm, Magic Bolt, Read Magic Script, Invisibility, Spider Web, Stinking Cloud, Fireball, Blink, Ice Storm*. He has no attendants, but is a well-loved friend of Starlight (No. 14). If killed, there is no chance of retribution via Angel, but there is a 50% chance of mob violence, if the offender is known.

## Inns, Taverns and Roadhouses of the City

**ORC'S DELIGHT:** The lowest dive in the city, with the possible exception of "The Red Knife". Proprietor: Bandylegs the Short: Half-Orc; ALN: LEA; CLS: FTR; LVL: 021; AGL: 133; ARM: 020; WPN: IBA. Cashbox: 42 GP, 16 SP, 64 CP. Beer: 1 CP; Thin Ale: 2 CP; Sour Wine: 6 CP; Giant Rat Steak: 1 SP; Lizard Legs: 2 SP; and (specialty of the house, but you better appear Evil or they'll deny having it) Stewed Halfling: 2 GP. Generally there are from 2 - 10 people present during the day, 4 - 30 at night. Most will be the lowest sort, including many Half-Orcs and an occasional true Orc.

**THE RED KNIFE:** Similar to the "Orc's Delight", this tavern serves those whom the rest of the city doesn't wish to see. Proprietor: Squinty Eyes: Human; ALN: NEA; CLS: FTR; LVL: 011; AGL: 153; ARM: 020; WPN: VDK. Cashbox: 14 GP, 7 SP, 237 CP. Beer: 1 CP; Whisky (poor quality): 1 SP; Opium (no questions): 4 GP. Generally 1 - 5 are present in the daytime and 3 - 12 at night. 25% chance will be totally out of it on opium.

**PLAZA TAPROOM:** Of a better quality, the Tap Room opens only onto the Plaza. Proprietor: Garbot the Old: Human; ALN: NXX; CLS: FTR; LVL: 011; HTK: 002; ARM: 015; AGL: 103; WPN: IDK. Cashbox: 104 GP, 15 SP. Good Beer: 2 CP; Wine: 4 - 6 SP; Beef Steak with Potatoes and Gravy: 3 SP; Milk (chilled, with meal): 2 CP. Generally 2 - 10 customers are present during the day, 4 - 40 at night. The better types, middle class, so to speak.

**THE SILVER EVE TAVERN:** A good place to get a drink. Proprietor: Green Leaves the Bold: Half-Elf; CLS: FTR; ALN: CGX; LVL: 031; HTK: 018; ARM: 015; AGL: 167; WPN: DSS. Cashbox: 40 GP, 62 SP, 104 CP. Good Beer: 3 CP per cup; Wine: 2 SP; Elven Wine: 5 SP (25% chance drunkenness, per cup/cumulative); Elven Treat (Mixed Green Salad and Smoked Meat): 2 GP. 1 - 5 customers during the day, 2 - 16 at night. Upper class and Elves basically.

**THE GRIFFON'S GOLDEN HIND INN:** A good place to stay. Proprietor: Grey Steel: Human; CLS: FTR; ALN: NGX; LVL: 061; HTK: 030; ARM: 015; AGL: 155; WPN: +2 Long Sword. He claims that after single-handedly killing a Griffon, he found its hind-quarters to be made of Gold. With the Gold, he bought the Inn. Cashbox: 67 GP, 214 SP. Room: 4 GP per week; Beer: 2 CP; Wine: 2 SP; Meal (potluck): ½ GP. Generally 2 - 10 people staying in the Inn, which can accommodate a total of 24 people. Evenings 1 - 6 more come in from town to drink.

**SPEAR AND SWORD:** A militaristic tavern. Proprietor: Quick Strike the One Armed: Human; CLS: FTR; ALN: LGX; LVL: 051; HTK: 024; ARM: +1 Plate Armor; AGL: 135; WPN: DBS. Quick Strike was a Captain of the Guard till he lost his arm. He then used his stipend from the government to buy the Spear and Sword. Cashbox: 43 GP, 65 SP, 14 CP. Beer: 1 CP per cup; Wine: 7 CP per glass; Ale (the best): 2 SP; Meal of Pork and Vegetables: 1 GP. Generally 1 - 4 customers are present by day, 2 - 20 at night. All are Soldiers or Guardsmen.

**THE BAD BADGER TAVERN:** For Gnomes, Dwarves and Halflings (none bigger will fit). Proprietor: Blue Cloth Smiling-face: Gnome; CLS: FTR; ALN: LGX; LVL: 011; HTK: 006; ARM: 015; AGL: 176; WPN: DTK. He has a pet Badger who often does what he is not supposed to. Cashbox: 54 GP, 140 SP, 360 CP. Beer: 1 CP per cup (good stuff, but small cups); Wine: 1 SP per cup; Meal with Seeded Buns, Stewed Beef and Gravy, and other homey delights: 1 GP. Four rooms are available, if the proprietor knows the seeker: 2 GP per week. Generally, there will not be anyone present during the day. At night, however, from 5 - 50 Halflings, Gnomes, and Dwarves will be crowded into the Common Room making merry.

**THE RED PENTAGRAM INN:** The best roadhouse in the city. Proprietor: Hat'arakus the Magnificent: Human; CLS: MAG; ALN: LGX; LVL: 071; HTK: 016; ARM: 015; WPN: +2 Dirk. He has a Pouch of Sneezing Powder (40 uses). He does not belong to the local Sorcerers Guild. Spells: *Lively Lights, Comradery, Slumber, Invisible Porter, Invisibility, Levitate, Spider Web, Hold Person, Slow*. Cashbox: 145 GP, 250 SP. Beer: 4 CP; Wine: 3 SP; Almost anything to eat is available for between 2 SP and 6 GP; Room: 8 GP per week; Stabling for Horses: 6 GP per week per horse. Generally, from 2 - 12 people are staying here. House limit is 16.



**THE ROBE AND RING ALE HOUSE:** Sells Ale only, but any kind in any quantity. They also sell some food. Proprietor: Gitchi'Laud, the Illusionist (see No. 13B), he is seldom present and generally the Bar Maid, Alazon the Amazon, will be here instead. Alazon the Amazon: CLS: AMZ; LVL: 021; HTK: 017; ARM: 015; AGL: 167; WPN: DLS. Cashbox: 76 GP, 85 SP. Good Ale: 1 SP per glass; Excellent Ale (Gitchi'Laud claims its enchanted): 1 GP per glass; Food: 4 SP per plate. While not really enchanted, the Excellent Ale is potent; 20% cumulative chance drunkenness per glass. 4 - 16 customers will be present on any evening.

**THE LEAPING UNICORN INN:** The smallest of the Inns, but still very respectable. Proprietor: Tallstory BigTale: Human; CLS: FTR; ALN: NXX; LVL: 021; HTK: 020; ARM: 015; AGL: 134; WPN: IDK. He claims to have once been befriended by a Unicorn who led him to a huge treasure. In this case, its true. Cashbox: 102 GP, 397 SP, 24 CP. Wine: 5 SP; Mead: 1 GP; Food: 1 GP per meal; Room: 3 GP per week. Generally from 1 - 8 people staying at the Inn, plus 1 - 12 who come in to revel in the evening. In his own apartments, Tallstory has a locked chest with 16,000 SP in it, his nest egg. The chest is trapped with poisoned needles.

#### The Steading of Quinden

The Steading of Quinden is a small holding between the Amaite Range and the Scarlet Forest. As it is on the direct trade route between the Dwarven Kingdom of the "Iron Smelters" Tribe (Bighsdale) and their chief customers in Damkina, the Steading has a great deal of traffic passing through it.

Due to the amount of traffic, the Steading supports a larger than usual complement of farmers. Most farms are located along "Farmers Road", a few miles from town and the farmers are nearly all Halflings. Produce is brought in by wagon once per week during the summer. The Wayside Inn buys most of the groceries, either for immediate use, or to be put aside for the long winter. Whatever is left over is generally purchased by the Keep, to supply its mercenaries.

It is to be noted that each villager has a small garden, any additional supplies they need they purchase from the owner of the Wayside Inn.

Officially, the Steading of Quinden is under the authority of the Lord of the White Throne, ruler of Damkina. In practice, however, no notice is taken of this by the Steading or by Damkina Officials. The true ruler of Quinden may be considered Baron Drampinill the Slasher, a ruthless killer who has taken over the village for his own profit. Drampinill: CLS: FTR; ALN: CEX; LVL: 061; HTK: 048; ARM: +3 Plate Armor; STR: 178; INT: 146; WIS: 051; CON: 124; DEX: 083; CHA: 071; END: 133; AGL: 074; LED: 165; LCK: 144; PSY: 052; WPN: +2 Broadsword. His personal Guard consists of six 5th level Fighters: ALN: CEX; HTK: 036, 031, 035, 030, 031, 030; ARM: 050; AGL: 135 all; WPN: IBS. For the statistics of his Mercenaries, see No. 1 in this section.

#### No. 1 - The Keep of Baron Drampinill the Slasher

The Baron himself is seldom in the Keep. It serves as the base for his mercenary forces mainly. Those forces are as follows:

Twenty Men At Arms: CLS: FTR; LVL: 011; HTK: 008, 007, 009, 005 (x 5); ARM: 050; WPN: Broadswords, Spears, Heavy Crossbows. Defense of the Keep and village only.

Twenty Horse Archers: CLS: FTR; LVL: 011; HTK: 004, 006, 008, 002 (x 5); ARM: 040; WPN: Bows, Short Swords. They function in support of the Light Horse during the forays the Baron conducts to keep the trade roads open; they also function in defense of the Keep and village.

Horse Archer Sergeant: CLS: FTR; LVL: 031; HTK: 025; ARM: 040.

Sixty Light Horse Troops: CLS: FTR; LVL: 021; HTK: 016, 017, 014, 020 (x 15); ARM: 040; WPN: Lance and Saber. They function to keep the trade roads open and free of Bandits and Monsters. They also defend the farms along Farmer's Road. They will defend the village, but if it is obvious that an enemy is going to break through to the Keep, they will try to cut their way free and effect an escape, rather than involve themselves in a siege.

Six Sergeants for the Light Horse: CLS: FTR; LVL: 031; HTK: 021, 020, 025, 020, 023, 020; ARM: 045; WPN: Lance or Saber. Command the Light Horse in battle.

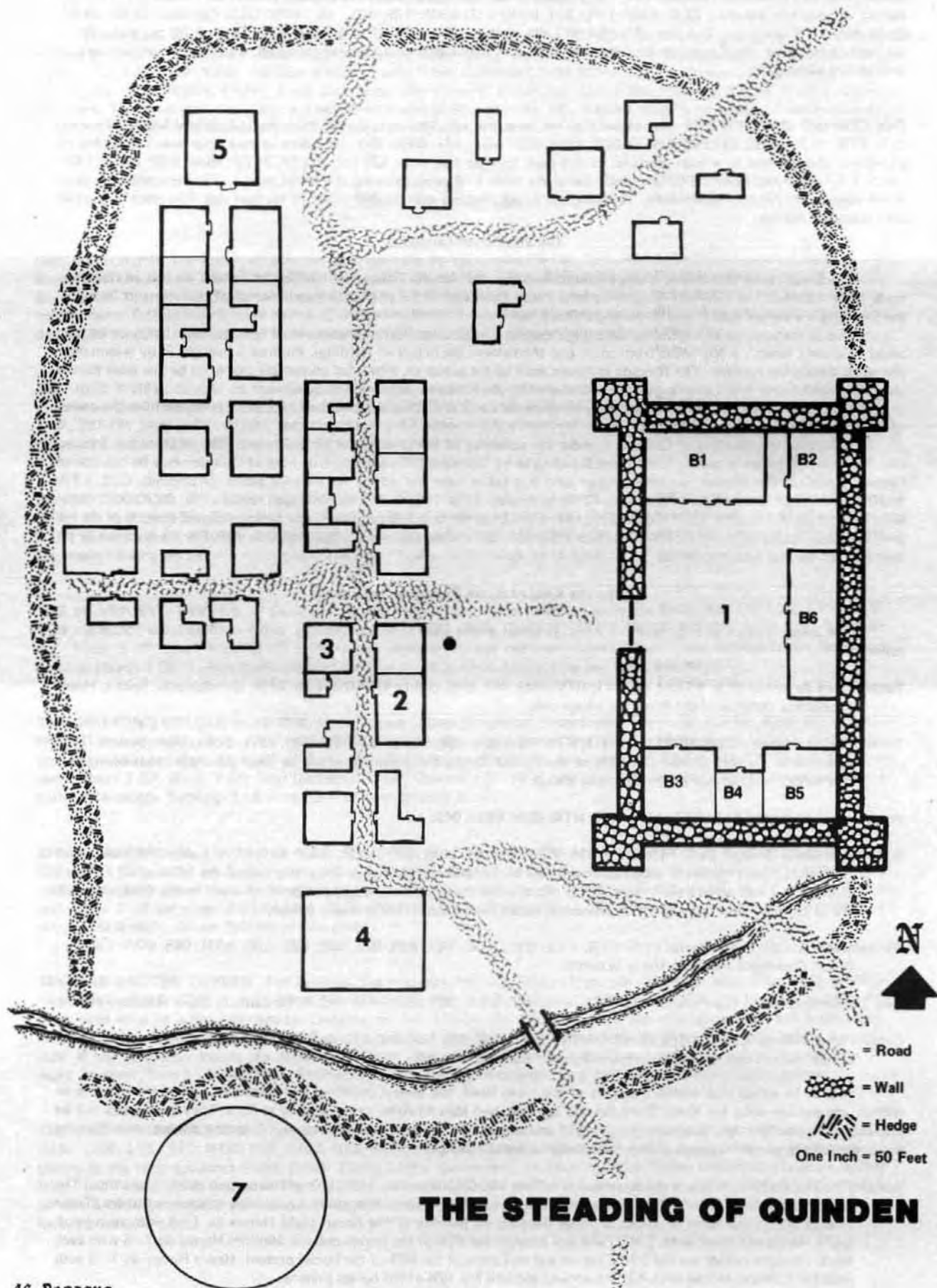
Two Lieutenants of the Light Horse: CLS: FTR; LVL: 041; HTK: 028, 030; ARM: 050; WPN: Lance or Saber (Medium Horse).

Captain of the Horse: CLS: FTR; LVL: 051; HTK: 040; ARM: 060; Lance, Broadsword (Heavy Horse). The Captain controls all the Horse Troops in battle in the absence of Baron Drampinill.

It is to be noted that within the walls of the Keep itself, the several buildings are numbered. Unless the village is attacked, anyone can enter the Keep. The gates will be open, two Men At Arms being on duty at Pt. 1. They are lax and will let just about anyone through, as people are going in and out all the time on business anyway. Once the players are within the Keep, consult the proper numbers as they search the various buildings.

**Building 1: The Stables:** This enormous structure houses 100 Destriers. From 10 - 100 will be present at any given time. The Destriers are from 2 to 4 HIT and get two attacks each if anyone they don't know tries to approach them. These attacks are in the form of Kicks. Damage depends on the size of the horse. Light Horses do 1 - 4 with each hoof. Light Horses are those with 2 HIT, and will account for 60% of the horses present. Medium Horses do 1 - 6 with each hoof. Medium Horses are the 3 HIT horses and will account for 30% of the horses present. Heavy Horses do 1 - 8 with each hoof. Heavy Horses have 4 HIT each and account for 10% of the horses present.





Building 2: Fodder Storage for the horses in Building 1: Bales and mounds of hay, bags of grain and horse harness fill this structure.

Building 3: Barracks for 60 Men: 60 cots and campaign chests (obviously the barracks for the Light Horse Troops). There will be 10 - 60 men present (detailed in No. 1). Each campaign chest has clothes and 2 - 20 GP in it. A finely detailed Silver Damascus Steel Dagger worth 25 GP lies in one of the chests.

Building 4: Barracks for 20 Men: Herein are 20 cots and campaign chests (barracks of the Horse Archers). There will be 2 - 10 men present. Each chest contains clothes and 1 - 10 GP. In one chest is a small bag containing a 50 GP Gold Ring.

Building 5: Barracks for 20 Men: Herein are 20 cots and campaign chests (barracks of the Men At Arms). There will be from 2 - 20 men present. Each chest contains clothes, personal momentos and from 2 - 15 GP.

Building 6: The Keep Proper: This building contains the quarters for Baron and Baroness Drampinill, the Officers Quarters, and several Guest Chambers. Baron Drampinill will be present with his Bodyguards 20% of the time. Baroness Drampinill on the other hand, will be present 95% of the time. She is: CLS: FTR; LVL: 041; HTK: 013; ARM: 010; WPN: Dagger. She will be accompanied by two Hand Maidens: HTK: 004, 003; ARM: 010. The Officers will be in their apartments 50% of the time (any given one). The room of any given officer will contain a chest with clothes and 40 - 400 GP in it. The room of any given Bodyguard will contain a chest with clothes, personal momentos and 30 - 300 GP in it. Lady Drampinill's quarters contain a lot of expensive clothing, some embroidered items (her sterling workmanship), and 20 items of Jewelry worth from 50 - 500 GP each.

Building 7: The Counting House: There is 1,700 GP, 4,000 SP and four 100 GP Gems here. The Baron often boasts that all his treasure was "Procured in lawful manners".

#### No. 2 - The Home of the Alchemist, Arley Cronker

Arley Cronker excels in the manufacture of Potions. He sells "Drought of Amazing Endurance" for 250 GP per vial. This Potion is a concoction of his own that raises the drinker's Constitution by 1 - 6 points for 24 hours. He also sells Potions of Minor Healing (250 GP), Potions of Flight (750 GP), Potions of Bravery (500 GP), and Philtres of Lust or Love (300 GP). There is a 15% chance that Cronker has at least one of any other desired Potion. Anything he doesn't have he can make up in 1 - 2 weeks time. Arley Cronker: CLS: ALC; LVL: 014; HTK: 032; ARM: 011; WPN: 6 Vials of Acid thrown as missile weapons for 2 - 8 points immediate damage, plus 1 - 4 per round thereafter until the person is dunked naked in water.

#### No. 3 - The Smithy

Horses, ponies, whatever, can be shod here for 1 - 4 SP. Some reguation weapons are sold; Swords: 20 GP, Daggers: 5 GP; Spears: 7 GP. The Smith is Dwarven and his name is Umluk Handhammer: CLS: FTR; LVL: 051; HTK: 043; ARM: 070 (010 if working); WPN: +3/+3 Enchanted War Hammer.

3A The Smith's Home: A hidden cache in his somewhat messy kitchen has 76 GP, 45 SP and 100 CP in it.

#### No. 4 - The Wayside Inn

This large three story building has some 60 rooms available, as well as the Common Room and the owner's quarters. The owner is Jellysmear Plumbelly: CLS: CLR; LVL: 031; HTK: 016; ARM: 010; WPN: Mace. Jellysmear is in the service of Gunnora, Goddess of the Harvest, Fertility, and all Good Women. He tithes to her for every penny's income he receives.

Rooms in the Wayside are 1 GP per night with bed and bath. Meals are 2 SP. Mead, Ale or Wine are 1 SP and Beer is 2 CP.

In his own rooms, the Innkeeper has 78 GP, 150 SP, 74 CP, and not to mention his most prized possession, a Prayer Bead of Communication. The Prayer Bead is set in a hollow of Silver on a small homemade altar before a sheaf of dried wheat.

On any given night, 20% of the guests in the Common Room will be local citizenry, and 20% more will be regular travellers along these routes. Both factions will be aroused by any violent action towards the Innkeeper, who is known for his generosity and honesty. Further, there is a 30% chance that his good friend "The Lady" Starmist Moonflight, will be visiting in the Common Room. The Lady Moonflight will be accompanied by two guards. The Lady and her guards are detailed in No. 7. Both the citizens and the Lady will defend Jellysmear, if need be. Further, the regular travellers present may (50%) intercede on his behalf as well.

Jellysmear's Spells: *Cure Minor Wounds, Purify Food and Drink, Hold Person.*

#### No. 5 - Temple of Gunnora (Goddess of Fertility, Good Women, and the Harvest) (Lawful Good)

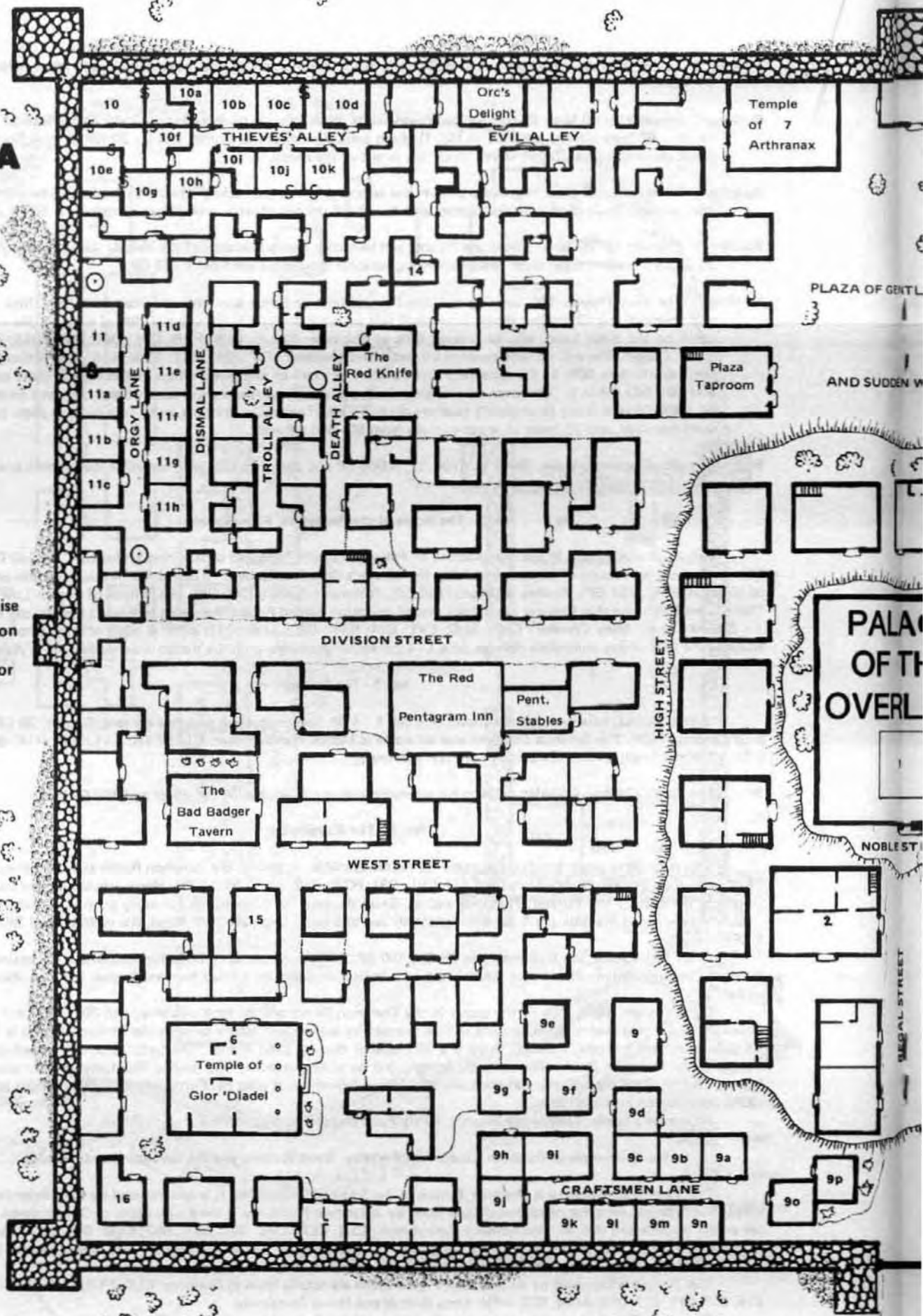
The Temple of Gunnora is the only Temple in the Steading of Quinden. It is administered by the Patriarchess Honeymeade Sunnybrook, who, for ritual purposes, is aided by Jellysmear Plumbelly, a third level Cleric of Gunnora who is proprietor of the Wayside Inn (No. 4). Honeymeade Sunnybrook: CLS: CLR; LVL: 091; HTK: 052; ARM: 080; WPN: Mace; Spells: *Cure Minor Wounds x 2, Detect Evil Auras, Remove Fear, Detect Charm, Detect Alignment Auras, Snake Charm, Speak with Animals, Cure Disease x 2, Cure Blindness, Detect Lie, Neutralize Poison, Raise Dead.*

The Temple is defended by six 2nd level Fighters who are totally loyal to Gunnora: CLS: FTR; LVL: 021; HTK: 010, 014, 013, 011, 017, 019; ARM: 070; WPN: Long Swords and Heavy Crossbows.

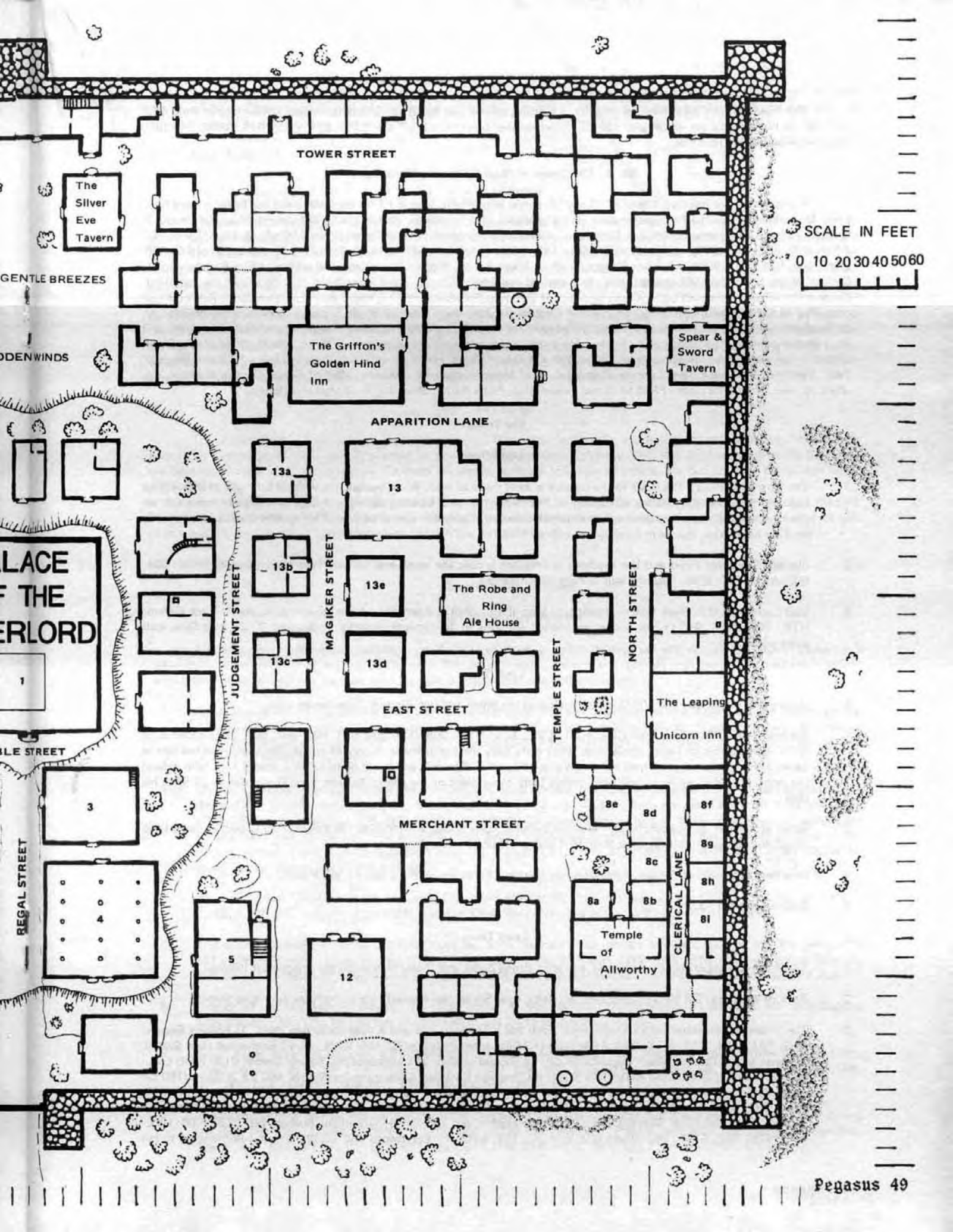
Gunnora's Temple has no treasure. All offerings are in the form of farm produce. The Patriarchess herself has 160 GP, and 2 Potions of Major Healing in a chest in her rooms. Plumbelly's treasure is detailed in No. 4.

# DAMKINA

-  = Bushes
-  = Trees
-  = Wall
-  = Gate
-  = Well
-  = 10 Feet Rise in Elevation
-  = Secret Door
-  = Door







TOWER STREET

The  
Silver  
Eve  
Tavern

GENTLE BREEZES

ODENWINDS

The Griffon's  
Golden Hind  
Inn

Spear &  
Sword  
Tavern

SCALE IN FEET

0 10 20 30 40 50 60

APPARITION LANE

13a

13

13b

13e

The Robe and  
Ring  
Ale House

13c

13d

EAST STREET

LACE  
F THE  
ERLORD

ILE STREET

3

REGAL STREET

4

5

12

MERCHANT STREET

TEMPLE STREET

NORTH STREET

The Leaping  
Unicorn Inn

8e

8d

8f

8g

8h

8i

Temple  
of  
Allworthy

CLERICAL LANE

8a

8b

## No. 6 - The Town Tinker, Pitterhammer Siegritz

The Town Tinker, Pitterhammer Siegritz, a Gnome, can fix just about any utilitarian object at the price of from 4 CP to 4 GP. In his cashbox are 46 SP and 320 CP. Pitterhammer Siegritz: CLS: FTR; LVL: 021; HTK: 010; ARM: 040 (010 when working); WPN: Hammer.

## No. 7 - The Tower of "Lady" Starmist Moonflight

The out-of-town (barely) Tower of "Lady" Starmist Moonflight, who is a 17th level Mage and her followers live here. Lady Moonflight retired to her Tower after several decades of adventuring. She is by far the richest of all the people in Quinden, though few know it. She is a follower of Gunnora. Lady Starmist Moonflight: CLS: MAG; ALM: GLX; LVL: 171; ARM: 010; PSL: 150; STR: 114; INT: 189; WIS: 146; CON: 155; DEX: 176; CHA: 189; END: 169; AGL: 167; LED: 179; LCK: 155; PSY: 187; WPN: +2 Silver Dagger, Staff of Magic Power, Ring of Nightflight, and a Ring of Fire Resistance. The Staff of Magic Power has 147 charges in it. At a cost of one Power Charge, Lady Moonflight may do any of the following: Cause a Permanent Sphere of Light, Cause a Sphere of Darkness 5' radius, Levitate, Magic Bolt, Lightning Bolt, Ray of Weakness, Ray of Cold, Fireball. At a cost of 2 Power Charges she may cast: Personal Shield 5' radius, Sphere of Invulnerability, or Paralyzation. The Staff strikes as a +2 magic weapon for from 3 - 8 per Hit, or if one charge is expended when striking, it does double damage. The Staff can be broken for a retributive strike. Spells: *Charm x 2, Magic Missile, Read Magic, Sleep, Detect Evil Auras, Detect Invisible, Open, Spider Web x 2, Dispel Magic, Haste, Speed, Hold Person, Slow x 2, Charm Monster, Fear, Icestorm, Remove Curse, Conjure Elemental, Hold Monster, Passwall, Teleport, Wall of Force, Control Weather, Enchant an Item, Medusae's Gaze - Flesh to Stone, Lesser Wish, Phase Portal, Stun, Shape Change any Object.*

### The Tower

#### Level One

- 1 The Entry Chamber: The door to the outside is itself made of steel. When barred, a combined Strength of 200 will be required to give a 20% chance of forcing it. The two arrow slits flanking the outside door are the only arrow slits on the first level. There is a large fireplace opposite the door. There will always be one of the special Guards (see Level 3) on duty here. Also, the room functions as a Great Hall.
- 2 Storage Space for Food and the Kitchen: A fireplace is near the north-east corner. Two Maid Servants (HTK: 004, 003; ARM: 010; WPN: Daggers) will be here (50% chance).
- 3 Stairs up to Level 2: Rock Golem attempts to stop all unauthorized personnel from mounting the stairs. Rock Golem: HTK: 060; ARM: 040 (+2 or greater enchanted weapons to do damage); Attacks: 1; Damage: 3 - 24, plus *Slow* spell every other round.

#### Level Two

- 1 Rack of six Crossbows and 400 Quarrels, including ten Silver and two Blessed. Three arrow slits.
- 2 Barracks for 8 Men At Arms: CLS: FTR; LVL: 011; HTK: 006, 005, 008, 001, 001, 007, 007, 006; ARM: 070; WPN: Longswords or Heavy Crossbows. They carry only the Longswords. In case of attack, three will man the slits in Level 2, Room 1; three will man the arrow slits on Level 3, Room 2; and 2 will go to Level 1, Room 1, to help defend the door. The Men At Arms will obey either Lady Moonflight or her special Guards. Each Guard has 4 - 24 SP in his chest.
- 3 Small Storeroom of Foodstuffs and Military Supplies: One dozen Kite Shields, 35 Spears, 100 Crossbow Bolts (two Silver, four Blessed), four Suits of Plate Mail and one Suit of Elven Chain.
- 4 Nice personal chamber for the Maids from the Kitchen: Feminine clothing and 6 - 30 CP each.
- 5 Staircase from 1 - 3.

#### Level Three

- 1 The Prison Chamber: Nicely furnished, but with strong doors and chains to restrain the prisoners if necessary.
- 2 Rack of Weapons: Six Heavy Crossbows, 40 Bolts, (one Silver, two Blessed), six Long Poles, four Kite Shields.
- 3 The Chamber for Moonflight's Champions: Each has a generous bed and a large campaign chest. 1) Blessed Reston: CLS: PAL; LVL: 051; HTK: 033; ARM: 100 (+3 Enchanted Plate); AGL: 155; WPN: +2/+2 Enchanted Holy Sword. Abilities as per Paladin. Chest contains 64 SP, 12 GP and clothes. 2) Longbeard the Young: Dwarf; CLS: FTR; LVL: 061; HTK: 027; ARM: 090; AGL: 135; WPN: +3 Dwarven Hammer. Chest contains clothes, 650 GP, 4 Gems (150 GP each), and a set of well used Steel Chainmail. 3) Wilhair Manslayer: CLS: AMZ; LVL: 051; HTK: 028; ARM: 040; AGL: 189; WPN: two +2 Longswords or Warbow (1 - 6), has an automatic +2 with all missile weapons. In chest is padded Steel and Silver Breast Cups, Chainmail, clothes and 350 GP. 4) Greenlight Busher: Elf; CLS: FTR; LVL: 061; HTK: 022; ARM: 080 (Elven Chain); AGL: 167; WPN: +1 Longsword and Longbow; has automatic +1 to Hit



with the Bow. Chest contains dried herbs, clothes and 300 SP. The chest has a trapped false bottom which contains an Elven Cloak and a Potion of Sweetwater. The Elf is capable of making a tea from some of his herbs that will heal 1 - 6 points of damage on any Humanoid.

- 4 Stairs from 2 - 4.

#### Level Four

The Apartment of Lady Moonflight: Each 'side' has an arrow slit in it with a sliding steel panel over the inside of it. There are various tables and desks littered with the things of Wizardry, two bookcases filled with books, three chests, and a bed. The Lady will be present 45% of the time. If she is not present in the apartment, she will be elsewhere in the Tower (50%) or gone visiting (50%). When going out, she will always be accompanied by one or two of her special Guards from Level 3. In Chest No. 1, there is 16,000 GP, 8,000 SP and 84 EP. It is trapped by four Poison Needles. Chest No. 2 is trapped by two Spears that spring up from the floor directly in front of the chest when it is opened. They impale for 2 - 12 points of damage if they hit. The chest contains 8 Diamonds (1,000 GP each), 6 Rubies (400 GP each) and 20 pieces of assorted Jewelry (20 - 200 GP each); one is a Ring of Weightlessness. Chest No. 3 is smaller and very ornate. A symbol of Stunning is set on the lid, which only the Lady can pass without activating. In the Chest are three items: a long thin round object wrapped in cloth (Wand of Frost, 34 charges), a Book (Lady Moonflight's Spell Book; contains all the aforementioned spells plus *Familiar* and *Comprehend Languages* x 2 spells), and an Arrow (Arrow of Direction Pointing).

#### The Hedge

The Village Proper is surrounded by a thick hedge. This hedge is virtually impassable except by Druids. The hedge is pierced by several gates. Each gate is guarded by one Man At Arms during the day. This Man At Arms notifies the Baron, or his Captain, if unusual people approach the town. He also collects the toll from all others. The toll is 1 CP a piece from locals and farmers; 1 GP a piece from outsiders.

If any given party contains a recognizable Thief or a Half-Orc, it is 45% likely that the gatekeeper will close the gate in the party's collective faces until he can report and receive instructions. All gates are closed at night. Any din for entry will raise the alarm and bring out Light Horsemen to quell the disturbance.

#### The Village of Bighsdale

#### The Iron Smelter Dwarves

The Kingdom of the Iron Smelters, a small Dwarven tribe, is about 10 days sail and ride to the west of Damkina, 8 days sail and ride from the Steading of Quinden. The Iron Smelters are not a fabulously rich people, as they work mostly with base metals, but neither are they poor, as their iron products sell well and widely.

- 1 Outer Guard Post: Here are the great steel gates that open into the underground city. Four Dwarven Guards are stationed here at all times and will demand the identity of all travellers seeking entrance. If satisfied, they will collect a 1 GP toll and pass them through. Guards: Dwarves; CLS: FTR; LVL: 031; HTK: 019, 018, 011, 022; ARM: 075; AGL: 135; WPN: +1 Hammers.
- 2 Display Chamber: Here are samples of the Dwarven work displayed. There are Swords: Long: 15 GP, Broad: 20 GP; Axes: 7 GP; Daggers with Scabbards: 5 GP; Maces: 10 GP; Flails: 10 GP. There are also Chainmail Suits on display (100 GP) and Plate Armor (500 GP). Shields are 10 - 20 GP, depending on the size. Some small pieces of Jewelry are on sale from 250 GP on up; there are only seven pieces. Orders for large quantities of any item, or for bars of steel may be placed. There are two Dwarven Clerks: CLS: CLR; LVL: 011; HTK: 007, 007; ARM: 075; AGL: 145; WPN: DWH; Spells: *Command*, *Detect Evil Auras*.
- 3 All the Number Threes are rooms housing 4 Dwarven Worker/Warriors. All such will be: CLS: FTR; LVL: 011; HTK: 7 - 10; ARM: 070; AGL: 125 all; WPN: DWH or DBA. Any given one will have 2 - 20 GP on his person.
- 4 The special Quarters given to Dwarven Families. Each Number Four houses a Dwarf Male of the 3rd Level with 021 - 030 HTK; a Dwarven Female; CLS: FTR or CLR; LVL: 011 - 031; HTK: 006 - 025; and 2 - 5 Young Dwarves, 75% Male. The Male will have either a Hammer or a Broad-Bladed Axe and will have Plate Armor available for use.
- 5 Storage of finished objects: Swords: 12 - 200; Maces: 4 - 40; Flails: 6 - 60; Hammers: 2 - 20; Axes: 50 - 500; Daggers with Sheaths: 10 - 100; 20 - 50 sets of Chain Mail; and 2 - 12 sets of Plate Armor.
- 6 Great Forge Area: 20 Dwarves are at work day and night over magical fires, pounding out the items of their trade. These Dwarves are: CLS: FTR; LVL: 011; HTK: 007, 004, 005, 003, 008, 003, 003, 005, 005, 004, 008, 004, 008, 007, 006, 004, 008, 005, 004, 003; ARM: 005 (its hot); WPN: DWH.
- 7 The Great Throne and Reception Room of the Dwarven King: The King and four Bodyguards will be present during the day. The King: Dwarf; CLS: FTR; LVL: 091; HTK: 069; ARM: +3 Plate Armor; AGL: 148; WPN: +3 Hammer. The Guards: CLS: FTR; LVL: 031; HTK: 014, 013, 016, 014; ARM: 080; AGL: 155 all; WPN: +2 Hammers.

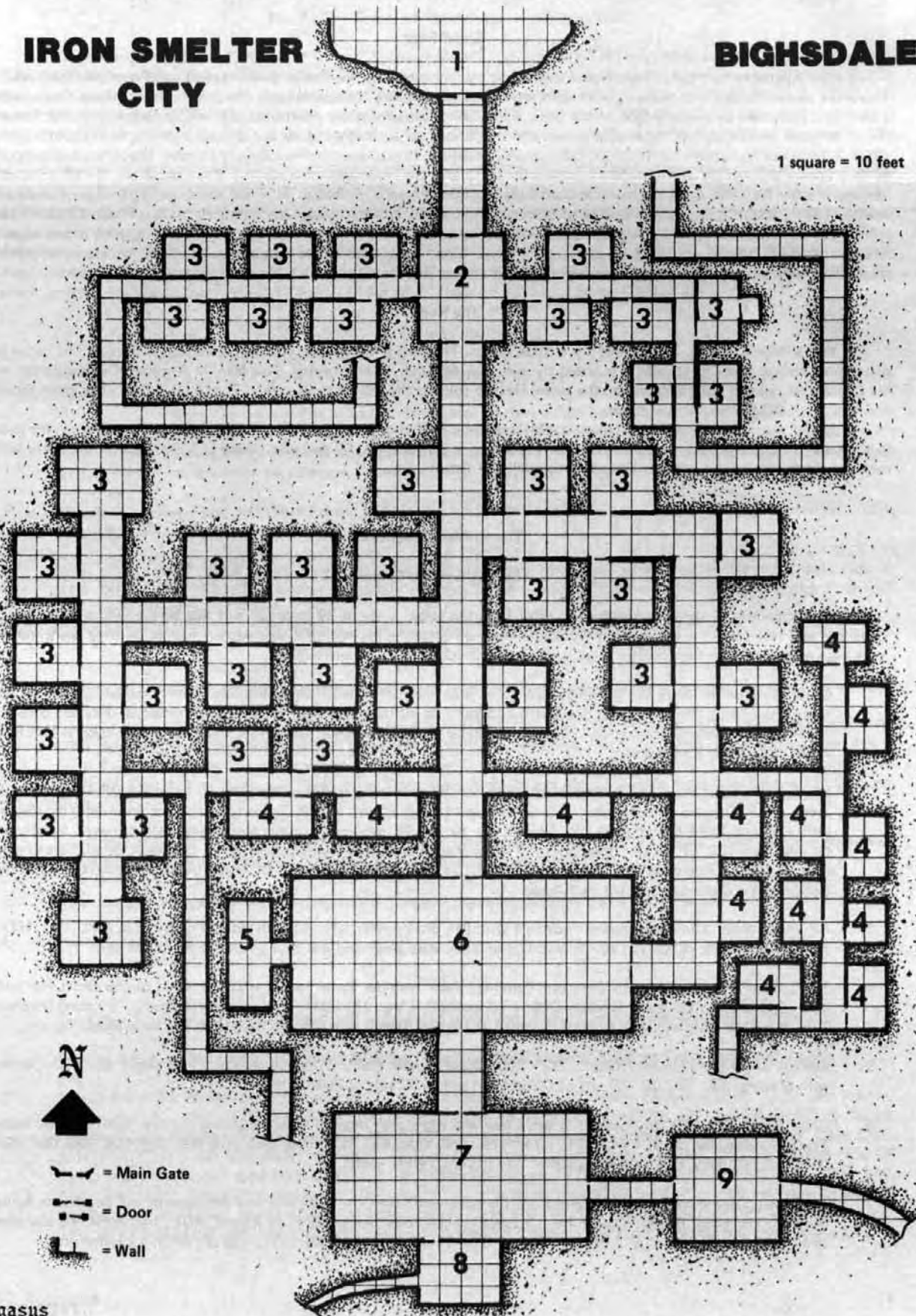


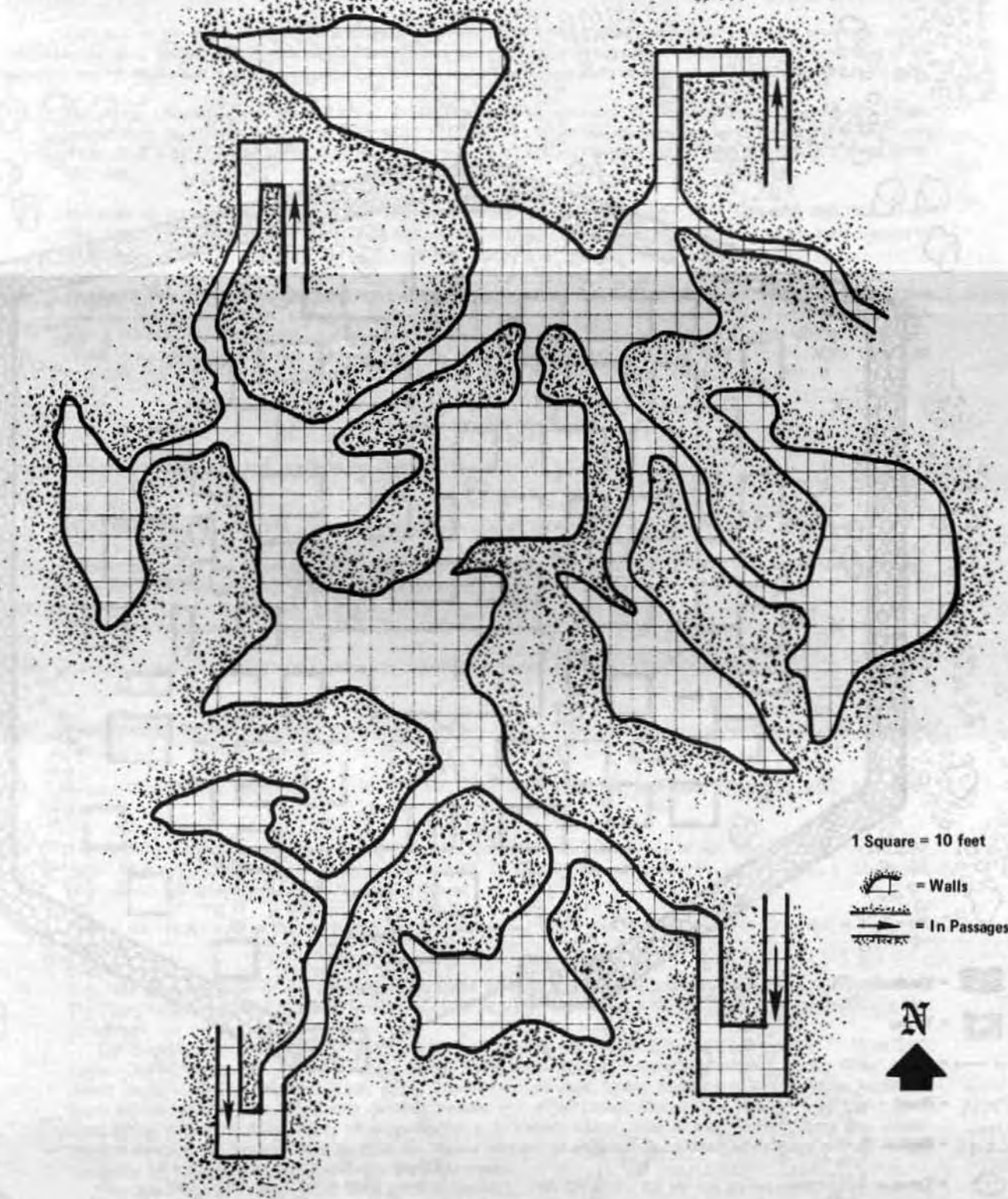
- 8 The Royal Treasure Vault: 6,500 GP, 4,500 SP, 160,000 CP, 50 Gems of the First Water worth from 500 to 1000 GP each, a Set of Magical +2 Plate Armor, Two Bars of Mithril worth 4,000 GP each.
- 9 The Royal Apartments: The Royal Consort is here usually. The King will be here nights. The Consort is Alicia Ardor: Female Dwarf; CLS: HRI; LVL: 011; HTK: 004; ARM: 005. The King has a son, but he has departed on a quest. In a small chest, there are 20 pieces of Jewelry worth a total of 24,000 GP.

## IRON SMELTER CITY

## BIGHSDALE

1 square = 10 feet





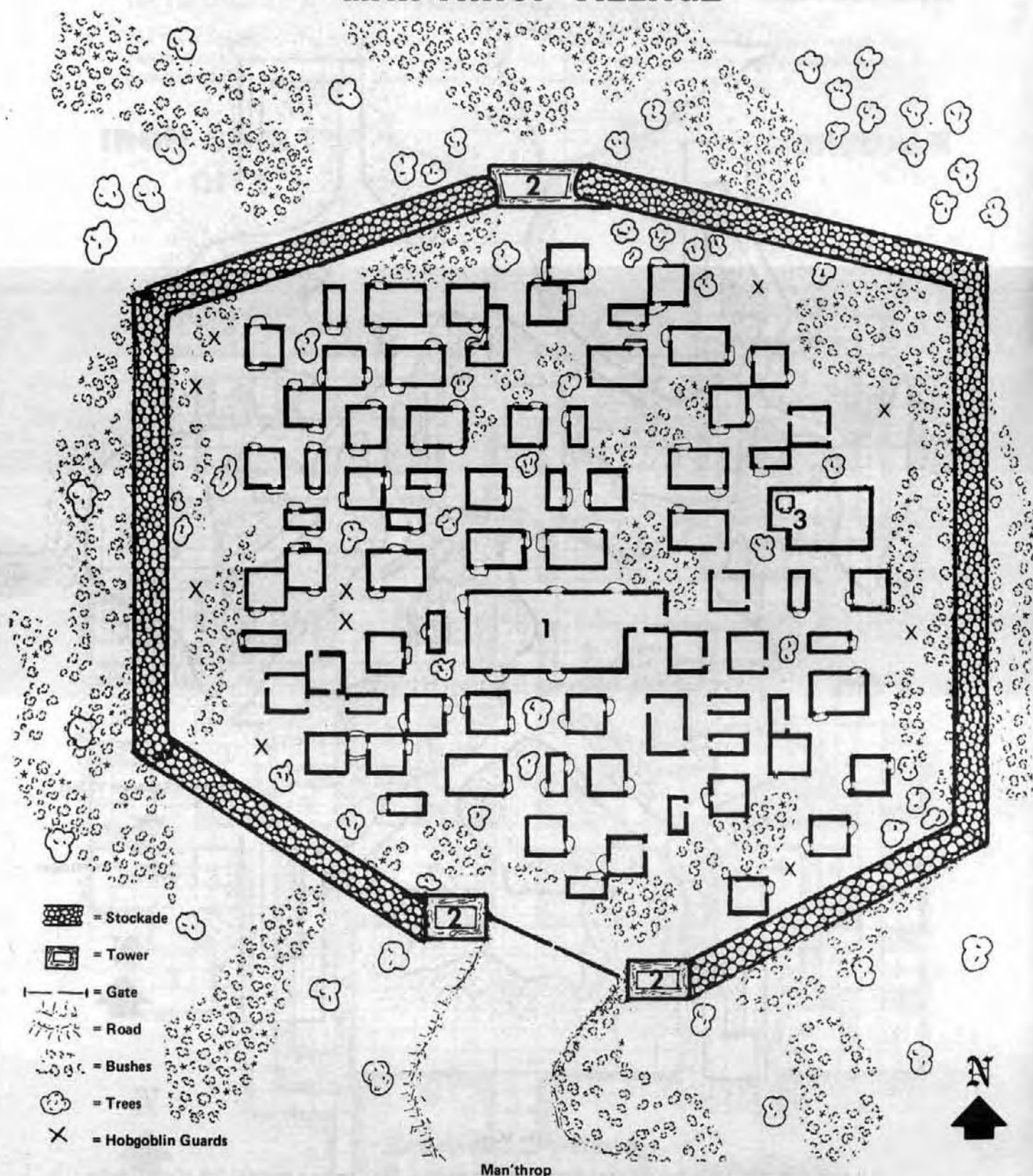
The Mines

It is from these great shafts that the Iron Smelters win their wealth in Iron. There is a chance of 25% of encountering a Mining Crew in any one of the great chambers. A Mining Crew consists of 6 - 10 First Level FTR Dwarves with Mining Picks in addition to Hand Axes as weapons. They also bear ore bags to gather their findings in.

**Final Notes:** In all Area 3s and 4s, percentile dice should be rolled. There is a 25% chance per Dwarf of that Dwarf being present, and if present, then he will be asleep. Otherwise, he is elsewhere. After all, the mining parties and founderies have to be manned.



# MAN'THROP VILLAGE



The Threat in the North, or at least the center of it, is here, in Man'throp. Man'throp itself is not so remarkable. It is an aboveground Hobgoblin Village of Huts, with a Wooden Stockade and three Watchtowers. But, from beneath the Great Wooden Hall, there issues the opening to a small dungeon, from which all the battle against the fragile alliance of Dwarves and Men is directed. It is here that Back'Lor received his mission and a promise of considerable treasure, should it succeed. It is from here that all the evil forces in and around the area are marshalled and directed.



### Man'throp Village

Each hut on the maps contains 3 - 6 Males, 3 - 6 Females and 6 - 12 Young Hobgoblins. The Males are nearly always battle-ready, being armed with Broadwords, Morningstars and Chainmail Armor. The Females also wear Chainmail and are similarly armed. Males and Females will have 3 - 10 HTK each. The Young are not armored and have only 1 - 2 HTK each.

- 1 This is the home of the Hobgoblin Chief, Crashtacker, and his retinue of 20 Bodyguards and 15 Sergeants. Crashtacker: HIT: 003; HTK: 022; ARM: 075; AGL: 124; WPN: +1 Great Sword. Bodyguards: HIT: 003; HTK: 016 each; ARM: 050; AGL: 114 all; WPN: IBA, WLB. Sergeants: HIT: 002; HTK: 009 each; ARM: 040; AGL: 114 all; WPN: IBS, IMS.
- 2 These are all Watchtowers. There are four Hobgoblins in each. Watchers: HIT: 001; HTK: 009, 008, 005, 002; ARM: 040; AGL: 115 all; WPN: WCB, IBS. They will sound the alarm if they see anyone coming. The X's mark Catapults, all Heavy.
- 3 Hippogriff Pen: Here the Hobgoblins keep the twenty Hippogriffs they use to raid Damkina. They are tended by five Hobgoblins (HIT: 002; HTK: 012, 011, 008, 011, 007; ARM: 030; AGL: 156 all; WPN: IMS) who live in the shack within the pen. The Hippogriffs are chained to posts to prevent flight. They are hostile to all non-Hobgoblins, and will permit only Hobgoblins to ride them. Hippogriffs: HIT: 004, HTK: 012, 010, 016, 020, 015, 011, 013, 009, 008, 010, 030, 024, 016, 019, 025, 028, 031, 027, 022, 025; ARM: 020; AGL: 135 all; DPA: 1 - 4/1 - 4/1 - 6.

### The Dungeon Beneath Man'throp

This dungeon opens out from beneath the Chief's large Hall/Hut.

- 1 The Initial Guard Check Point: Six Ogres refuse permission to enter to any not known by them. Ogres: HIT: 004; HTK: 017, 013, 028, 021, 018, 013; ARM: 050; AGL: 104 all; DPA: 1 - 10. The Ogres have 20 - 80 GP each.
- 2 A Minotaur guards the Crossways: HIT: 005; HTK: 028; ARM: 040; AGL: 175; DPA: 2 + 2. The Minotaur will roar the alarm if anyone comes by. It has 1,000 GP stored in a niche under a loose stone in the floor.
- 3 Four Living Stalagtites of large size: HIT: 004; HTK: 015, 016, 012, 016; ARM: 095; AGL: 031; DPA: 4 - 24.
- 4 Garbage Chamber: Lurking in the garbage is a Garbage Monster: HIT: 010; HTK: 052; ARM: 060; AGL: 073; DPA: 2 - 12/2 - 12.
- 5 Food Storage: Plenty of goodies in here, if you have jaded tastes, Lizard Shanks, Purple Octopus, etc. Also, as guards, five Gargoyles: HIT: 006; HTK: 017, 020, 019, 016, 018; ARM: 040; AGL: 103 all; DPA: 1 - 4/1 - 4/1 - 6.
- 6 Second Guard Check Point: Four Hill Giants: HIT: 008; HTK: 043, 034, 030, 036; ARM: 050; AGL: 073; DPA: 2 - 16.
- 7 The dwelling place of an Advisor to the Ruler of the Dungeon. This Advisor is a Mind Fiend: HIT: 007; HTK: 047; ARM: 040; AGL: 155; DPA: 1 - 8 or Psionic Attack. It has 291 Psionic points. Psionic Powers are: Levitation, Domination, ESP, Astral Projection, Probability Travel.
- 8 Empty, but there's a lot of garbage strewn about. If searched, 1 - 6 CP and 1 - 4 SP can be found, as well as 1 - 3 rusty Daggers.
- 9 It is here that the Ruler of the Dungeon holds court with his Bodyguards, and presides over all of his evil plans. The Ruler is the Amoral Evil Liche, Ditrian. His Guards are an Ogre Magi, a Minor Demon and, apparently, a Man (Rakshasa).

The Liche Ditrian: CLS: MAG; ALN: AEX; HIT: 021; HTK: 061; ARM: 070; AGL: 094; DPA: 1 - 10 or Spell; Spells: *Charm, Magic Bolt, Protection from Good, Sleep, Write Magick, Sphere of Darkness, Detect Good Auras, Detect Invisible, Ray of Weakness, Lock, Blink, Dispel Magic, Fireball, Speed, Suggestion, Shield of Fire, Ice Storm, Shape Change, Wall of Fire x 2, Create Zombie/Skeleton x 2, Killer Cloud, Ray of Cold, Wall of Force, Death Spell, Geas, Freezing Sphere, Spiritwrack, Mass Invisibility x 3, Vanish, Clone, Mass Charm, Shape Change Any Object, Symbol, Kill x 2*. He has a drained Staff of the Wizard near him at all times, and a Wand of Fireballs with 15 charges remaining. He has a Ring of Fire Resistance, which he wears.

The Ogre Magi: HIT: 006; HTK: 033; ARM: 060; AGL: 156; DPA: 1 - 12. He has all normal abilities, may fly, become Invisible, cause Darkness, Shape Change to a Human or similar shape and regenerate 1 point of damage per combat phase. Further, he may, once per day cast a *Charm*, cause Sleep, assume Gaseous Form and create a Ray of Cold (7 - 56 points of damage).

The Minor Demon: HIT: 009; HTK: 060; ARM: 100; DPA: 2 - 12, 2 - 12/1 - 3, 1 - 3/1 - 6. May cause Fear in opponents at will, may Levitate, may cause Pyrotechnics, Shape Change, Telekinesis 400 pounds weight, or Gate in another Demon of similar type (25% chance of success).

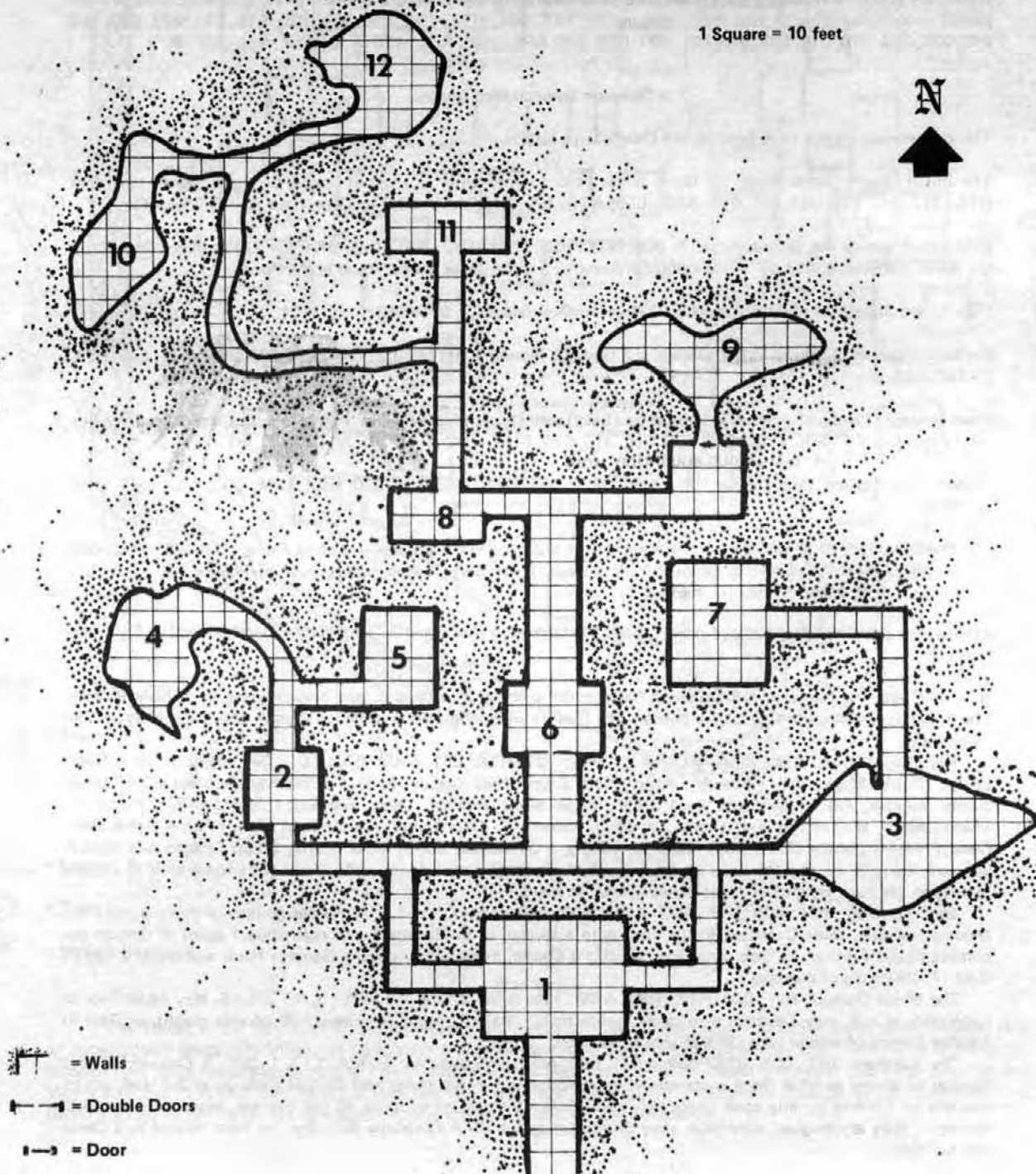
The Rakshasa: HIT: 007; HTK: 039; ARM: 080; AGL: 155; Attacks: 3; DPA: 1 - 3, 1 - 3/2 - 5. Can use ESP and Illusion to appear as what those encountered deem friendly. He uses magic and Clerical spells up to 3rd level, yet he can not be harmed by any spell under 8th level. Only +3 or better weapons do full damage; lesser weapons do ½ damage if they are magical, otherwise, they do no damage at all. A Crossbow Bolt that has been blessed by a Cleric will kill him.

In the back of the room, behind the Throne, there are three Chests: Chest No. 1 is trapped with a cloud of Poisonous Gas. Inside are 3,000 GP. Chest No. 2 is trapped with a delayed action Fireball that does 11 dice of damage. It has four dozen pieces of Jewelry in it that are worth a total of 15,000 GP. Chest No. 3 is not trapped, but there is a live Scorpion loose amongst the treasure. Scorpion: HIT: 001; HTK: 001; ARM: 001; Poison Sting. In the chest are six Potion Vials, a Ring, a Robe, and 250 PP. The Potions are: two of Major Healing, one of Flight, one of Giant Control, one of Speed, one of Sweet Water. The Ring is a Ring of Ice Bolts. The Robe is a Robe of the Chameleon.

- 10 Sleeping Chamber for the Hill Giant Guards: Four will be present at any given time. Hill Giants: HIT: 008; HTK: 042, 026, 034, 032; ARM: 050; AGL: 083 all; DPA: 2 - 16. Each has 40 - 400 GP on or about his person.
- 11 Empty.
- 12 Sleeping Quarters for the Ogres: There will be six present. Ogres: HIT: 004; HTK: 012, 021, 019, 015, 021, 015; ARM: 050; AGL: 094 all; DPA: 1 - 10. Each Ogre will have from 20 - 80 GP on him.

## MAN'THROP SUBMAP A

1 Square = 10 feet



## Vast Lake

Vast Lake has an incredible diameter of approximately twenty miles, and is easily two thousand feet deep in some areas. The Lake teems with all sorts of wildlife (of the normal variety), and is often visited by such mythical water creatures as River Nymphs, Water Sprites and Nixies.

Fishermen and Merchants ply the waters of Vast Lake in a multitude of varied crafts, from log rafts to finely crafted Merchant Vessels. All of the trade to Damkina must come over the waters to reach the port of Damkina.

Of late, the trade has slacked off considerably due to the raids of Gargoyles and other creatures from the Aleion Mountains. No trade at all has come from the east in more than half a year.

The only encounters on Vast Lake will be with fishing crafts, and possible a Merchant ship or a lone Gargoyle out scouting and spying for Back'Lor. All fishing crafts will be near the shores of the Lake.

## The Tamesis River

The Tamesis River is fed principally by the Elivagar and Hvergelmir Rivers. The Tamesis is wide, nearly a mile and a half in some parts, and is extremely deep, sometimes reaching an incredible depth of 300 feet.

Because of its width and depth, the Tamesis is usually very calm and the current is rather weak except in the center, where the flow of the water runs faster as one gets deeper.

The Tamesis empties into Vast Lake before continuing on eastward. Much of the Damkina trade comes by way of this river.

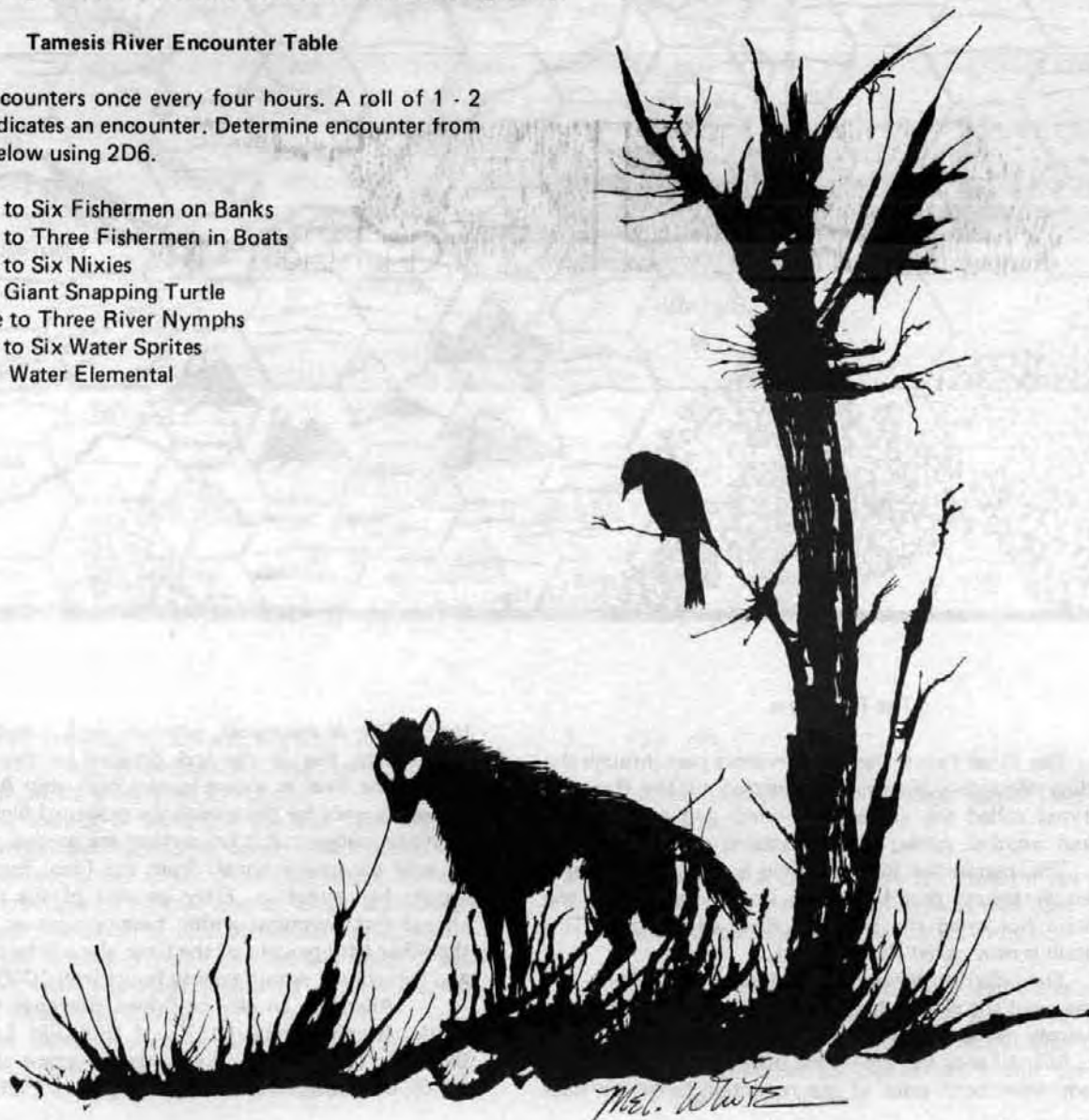
The fishing in the Tamesis is extraordinarily good, with pike and trout reaching incredible sizes and are very abundant in numbers.

The Tamesis is a relatively low danger area, though minor Water Elementals, Water Sprites, River Nymphs, Nixies and Giant Snapping Turtles have been encountered with some regularity.

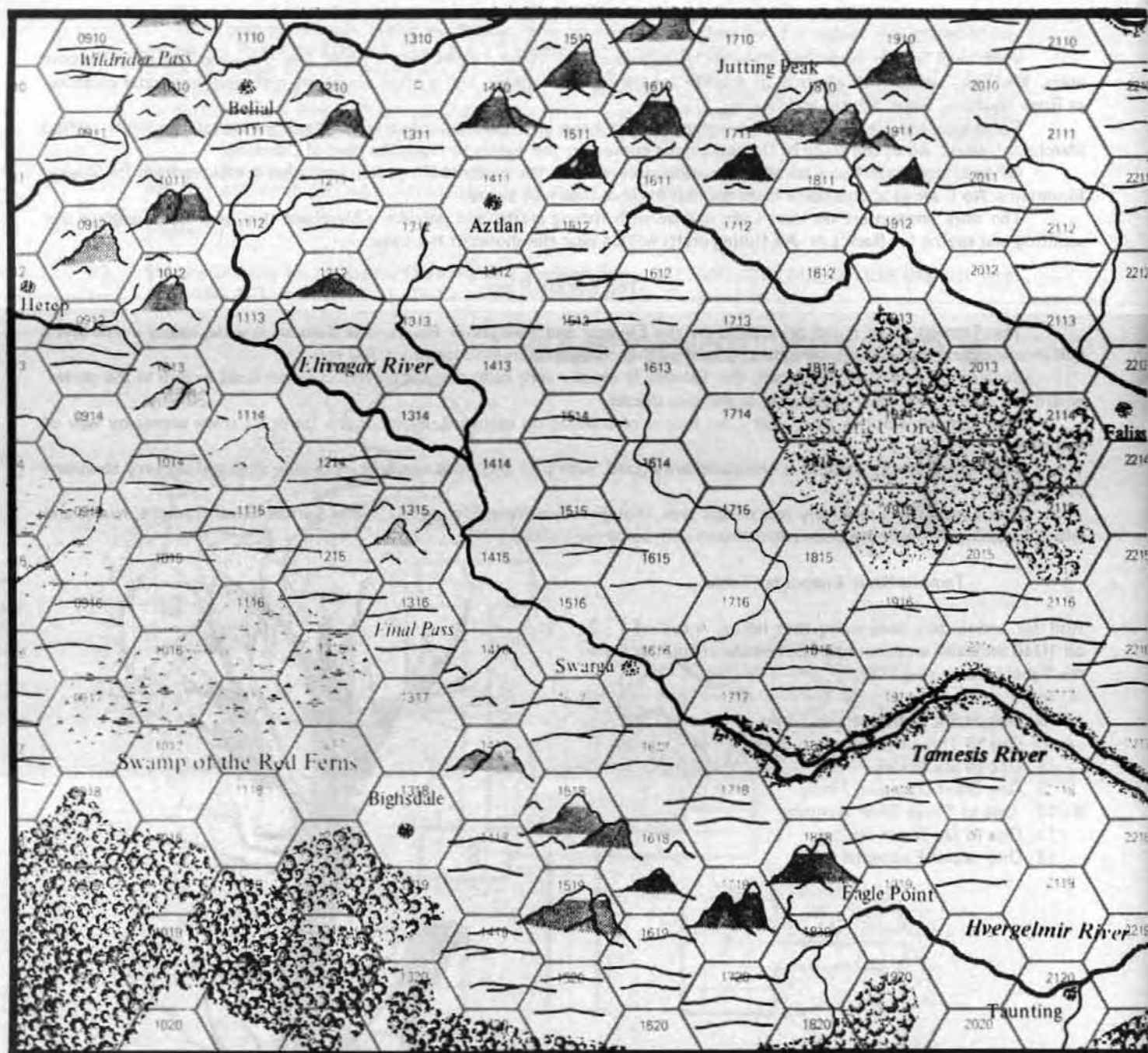
### Tamesis River Encounter Table

Roll for encounters once every four hours. A roll of 1 - 2 on 1D10 indicates an encounter. Determine encounter from the Table below using 2D6.

- |        |                                 |
|--------|---------------------------------|
| 2 - 3  | One to Six Fishermen on Banks   |
| 4 - 6  | One to Three Fishermen in Boats |
| 7      | One to Six Nixies               |
| 8      | One Giant Snapping Turtle       |
| 9 - 10 | One to Three River Nymphs       |
| 11     | One to Six Water Sprites        |
| 12     | One Water Elemental             |







### The Final Pass

The Final Pass is the southernmost pass through the Guarding Mountain Range. This section of the Range is sometimes called the Eagle Mountains, and recently has acquired another name; The Mountains of the Avenger.

The reason for its new name is the presence of a Warrior-Wizardress that has taken up residence atop the mountain bordering the southern flank of the pass. This mountain is now called Avenger Peak.

The Warrior-Wizardress is known as Aliana the Avenger, and she rides a huge Gryphon, called Skyclaw, as she patrols the area searching for Minions of Evil to vanquish. Aliana keeps the Final Pass open, free from bandits, so trade from both sides of the mountain range can flow

freely. She is respected, admired, and feared by all the people who live in the area detailed by this installment.

She lives in a cave system high atop Avenger Peak, accessible only by those with the power of flight. It is common knowledge that if her services are needed, one only has to send up smoke signals from the Final Pass in order to attract her attention. Fifty percent of the time she will answer this summons within twenty minutes (roll 1D20), the other fifty percent of the time, she will be out on patrol and will answer within twenty hours (roll 1D20).

Aliana is an ally of Prince Rostanak the Eagle of Castle Granite (Hex 1617), of Stindalin Longbeard of Bighsdale (Hex 1318), Rostol the Reverant of Belial (Hex 1110), of Mootish Marn of Taunting (Hex 2120), Elsmar the



- = Village
- = River
- = Citadel
- = Castle
- = Marsh
- = Forest
- = Hills
- = Mountains
- = Streams



Guide of Falias (Hex 2213), Konrad Wolfe of Castle Oldenhain (Hex 2911), and Winsindor the White, Overlord of the White Throne, of Damkina (Hex 2715).

Aliana desires to eliminate the evil influences of the land, for they have caused her family much grief. She is the last surviving member of her immediate family, most of which were murdered by Ogres and/or Gargoyles (though her father and grandmother died of natural causes, unlike the rest of the family). To this end, she will quest unceasingly, and will definitely agree to help the player-characters against the Threat in the North.

Aliana owns a magical Glaive called Firestorm, which has the following powers:

- 1 +3 to Hit.
- 2 +3 to damage, +6 to damage versus Cold-Using Creatures.
- 3 Three times a day (24 hours) Firestorm can cast a Firbolt with a range of 100 yards that does 6 - 36 points of damage, half if saving roll is made.
- 4 Once a day (24 hours) Firestorm can cause a Firestorm to erupt within an area of up to 100 square yards (controllable by the wielder) that causes 2 - 24 points of damage to all within the area, half if saving roll is made.



- 5 Firestorm can absorb up to 36 points of fire damage directed at the wielder if no other function of the weapon is used.
- 6 Firestorm protects the wielder from natural cold, and protects against magical cold by blocking out half the damage that normally would be inflicted.

Aliana also owns a set of magical Throwing Knives. There are four of these Knives, which Aliana calls Falcon Blades. These Knives have the following powers:

- 1 +3 to Hit.
- 2 +3 to Damage.
- 3 Extended Ranges of: Short: 50 yards; Medium: 75 yards; Long: 100 yards

Aliana has achieved seventh level mastery in the Mystic Arts (as well as eighth level in Fighting ability) and can cast the following spells: *Affect Fires, Fiery Fingers, Lively Lights, Detect Magic Auras, Leap, Read Magick Script, Slow Fall, Sphere of Light, Invisibility, Open, Levitation, Fireworks, Detect Invisibility, Rope Trick, Fireball, Flight, Clairvoyance, Lightning Bolt, Shield of Fire, Wall of Fire, Illusory Terrain.*

Aliana wears high Leather Boots and Gloves, a Leather Loincloth (all with Silver ornamentation) and various Silver and Moonstone Jewelry. She has long, wavy golden-brown hair, and is ambidextrous. She has the following statistics: CLS: FTR; ALN: GLX; LVL: 082; HTK: 055; ARM: 030; PSL: 069; STR: 157; INT: 178; WIS: 178; CON: 167; DEX: 165; CHA: 199; END: 176; AGL: 156; LED: 189; LCK: 178; PSY: 178; WPN: VGL.

Skycrow, her Gryphon, has the following statistics: HIT: 008; HTK: 060; ARM: 050; AGL: 177; DPA: 1 - 6/1 - 6/4 - 16.

### The Scarlet Forest

The Scarlet Forest covers about 225 square miles of land and is close to the Elven village of Falias. It is relatively clear and untouched by any taint of evil because, in addition to the 384 forest-loving Elves of Falias, there is a small tribe of 58 Wood Elves living a nomadic existence within its confines. A minor irritant to the Elves of the Scarlet Forest is Tor Hutson, a nimble Halfling Thief who is CLS: FTR; ALN: CNX; LVL: 042; HTK: 020; ARM: 020; PSL: 048; STR: 144; INT: 157; WIS: 158; CON: 146; DEX: 164; CHA: 134; END: 147; AGL: 176; LED: 156; LCK: 159; PSY: 164; WPN: IDK. In addition to his iron Dirk, Tor has a Ring of Invisibility which he uses to great effect in his many excursions. Tor has dug a concealed burrow in a gully in Hex 2115 of the forest from which he steals forth to filch everything from freshly-baked apple pies to richly-inlaid weapons. Among his many ill-gotten possessions are three leather bags containing 50 GP each, a silver Shortsword worth 40 GP, a gold-inlaid walking staff worth 20 GP, a pouch with 37 glass marbles, and a haunch of beef. Thinking ahead, Tor has decided to set about finding a bride (or two) in a couple of years, so he believes he should get the wanderlust out of his system while he is still young. He is 63 years old.

In Hex 2014 of the forest, an old, vine-covered chimney has a blue fire in it caused by phosphorescent moss. A Ring of Fire Resistance is hidden behind two loose bricks halfway up the chimney on its south side.

### The Aleion Mountains

The Aleion Mountains are four in number, rising from amid many rolling foothills. They are the connecting link between the northern Range of Dissension Mountains and the southern mountains comprising the Amaite Range. Man'throp Village is the home of many low, evil scum. It is set in Hex 3013. This heavily-fortified village is the base for chaotic raids on the trading ships of Damkina moving on Yast Lake and the Tamesis River. As long as these raids continue, trade will suffer. Many evil creatures roam this area.

### Encounter Table for Aleion Mountains (1000)

- 1 War Party of 1 - 10 Hobgoblins and 1 - 4 Ogres marching southward to the Tamesis River.
- 2 Group of 1 - 10 nomadic Bison suspicious of all approaches to the herd.
- 3 1 - 4 timid Deer grazing among the trees of a small grove.
- 4 Herd of 1 - 8 Mountain Goats bounding along the next ridge.
- 5 A ravenous Cougar, starving from a lean winter, attacks the last person in the party.
- 6 Black Bear pillages the camp while everyone is asleep; he is easily scared away.
- 7 Hunting party of 7 - 6 Elves from Falias are seen; they are not just hunting game, it will be discovered if the party engages them in conversation.
- 8 A trio of Hill Giants is out hunting interlopers - you!
- 9 Flock of 2 - 20 Quail are startled from concealment by the party.
- 10 Pack of 3 - 12 Wolves gather around the nightly campsite for 3 nights in a row.



## The Amaite Range

Lightning-torn mountains comprise the Amaite Range. Foremost and renowned is Lightning Peak, which attracts several bolts of energy each day. The mountains are tall, and numerous pure mineral deposits act as the attractors of lightning to these peaks. Hardy Halfling prospectors from the village of Quinden roam the mountains looking for wealth and compete with humans from Taunting and Duat villages for claims and for life itself. What the Halflings lack in size and strength, they more than make up with stealth, slyness, and their own inbred tunneling abilities. Some Halfling prospectors do not like to dispose of their diggings in Quinden because Baron Drampinill is strict and not above cheating Halflings out of their due cash. A couple of the older, more experienced miners now take their diggings to Damkina instead, though this means braving air attack on the Lake and the ire of Baron Drampinill if he finds out about it.

### Encounters for the Amaite Range

- 1 1 - 2 Halfling prospectors in the midst of excavating their claim.
- 2 Seven singing Dwarves are encountered on the way home from a long day at the mines.
- 3 1 - 4 Taunting prospectors heading back to Taunting village.
- 4 1 - 4 Hippogriff-riding Hobgoblins looking for a secure base of operations for lake raids.
- 5 Herd of 3 - 24 wild Mustangs stampede in front of the party.
- 6 Patrol of 10 Horsemen from Quinden keeping the area safe.
- 7 Seven Dwarves are encountered, marching along and singing on the way to their claim.
- 8 Flock of 2 - 20 noisy Geese pass overhead, heading north.
- 9 A tantalizing, snow white mountain nymph dances across the path and disappears into the forest.
- 10 1 - 4 Human prospectors from Duat planning to raid a nearby Halfling claim.



LADY  
STARMIST  
MOONFLIGHT

# UNIVERSAL FORMAT INFORMATION

# ABBREVIATIONS

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PV%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICHALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

BODY	HEAD
1 SHOULDER GUARDS	3 HOOD
2 BELT	4 TURBAN
4 GIRDLE	5 CAP
6 BREASTPLATE	6 HELM
8 TUNIC	9 BASINET
10 COAT	11 HEAUME
ARM	HEAD MODIFIERS
1 GLOVES	1 CHEEKGUARD
2 BRACES	1 NECKGUARD
3 ARM BANDS	1 NASALGUARD
4 VAMBRACE	2 VISOR
5 HALF SLEEVE	
6 SLEEVE	
LEG	SHIELD
1 LEGGINGS	4 PARRY WEAPON
2 BOOTS	5 BUCKLER
3 SHINGUARDS	6 TARGET
4 GREAVES	7 HEATER
5 CUISSÉS	8 ASPIS
6 CHAUSES	9 KITE
	12 TOWER



Method: Add all to obtain each piece of armor and total for the whole.

EXAMPLE	
Tunic made of Gold Ringmail	8 + 7 + 1 = 16
Heaume made of Steel w/Visor	11 + 2 + 11 + 3 = 27
Sleeves on Tunic	6 + 7 + 1 = 14
Tower Shield made of Iron	12 + 10 + 3 = 25
<b>TOTAL</b>	<b>082 ARM</b>

SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DIRK
OG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
HS	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	Pike
PA	POLE ARM
CP	CATCH POLE
BP	BLDRICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AWL PIKE
FC	FAUCHARD
GI	GUISARME
GV	GUISARME VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MF	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR
TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
DH	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALIST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SP	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
KN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATARPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALD
TB	TREBUCHET



Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1D20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13
%D	1	2	3	5	6	10	11	17	18	27	28	38	39	50	51



## UNIVERSAL FORMAT INFORMATION

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

**CLS:** Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

**ALN:** Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

**LVL:** Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

**HTK:** Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

**ARM:** Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

**PSL:** Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

**STR:** Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

**INT:** Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

**WIS:** Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

**CON:** Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

**DEX:** Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

**CHA:** Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

**END:** Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

**AGL:** Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

**LED:** Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

**LCK:** Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

**PSY:** Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

**WPN:** Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

## ABBREVIATIONS

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
ORO	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

## ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHACUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON

CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSET
BA	BANDED ARMOR
CA	CLEAVEL ARMOR
JK	JACK
SL	STUDDED LEATHER
KK	KULAH KHUD
GN	GORGON NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES
CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

## WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED



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### Bones of the Diseased Dead

**Description:** Brown stained bones usually quite old, but not always.

**Knowledge:** Automatic, Cult Secret

**Cults:** Associated: Mallia; Hostile: Most Others

**History:** When someone dies of a disease, the disease frequently remains behind to infest the victim's remains. This fact is well known. What is not so well known is that even though the potency of this infection diminishes with time, it never completely goes away. Initiates of Mallia are able to take advantage of this and, through the sacrifice of one point of permanent power turn the bone of a deceased disease victim into a powerful magic item.

**Procedure:** See History

**Powers:** Each bone will be infested with only one disease, the disease which killed the bone's original owner, even if the owner was infected with two or more diseases at the time of death. Anyone touching one of these bones will immediately contract the chronic form of its disease and that person must resist the further advances of the disease in the normal fashion. Initiates of Mallia are not subject to this effect but instead gain immunity to a bone's disease for so long as they possess the bone.

**Value:** The items are not particularly valuable except to Mallia Cultists who might pay something between 4,000 and 20,000 Lunars, depending on their wealth and the disease in question. In general, non-Mallia Cultists who find these items and recognize them will destroy them by pulverizing them into dust. This destroys the bone and its powers completely.

### Sulan's Scenic Paintings

**Description:** High quality landscapes usually held in elaborate solid gold frames. A careful examination will reveal movement within the painting.

**Knowledge:** Famous, Few, Automatic

**Cults:** Friendly: Lankhor Mhy

**History:** During the Golden Age of Godtime, Sulan was acknowledged as the greatest and most talented artist of all. In almost all other areas, she was, for a god, quite inept, but none could equal her skill as a painter. During the course of her lifetime, she painted a number of landscapes of different parts of the world.

**Procedure:** None

**Powers:** Each of Sulan's paintings shows a particular section of the world exactly as it appears in the present. Thus, the paintings can be used as viewports into those parts of the world. The paintings have a fixed point of view, however, so what you see is what you get. There can be no adjustment of the picture. On the other hand, the paintings are extremely detailed so a magnifying glass could be used to examine a small segment of the painting very closely, thereby showing a closeup view of one section of the landscape.

**Value:** The value of the paintings varies tremendously depending upon the importance of the site shown. None of the paintings will be worth any less than 50,000 Lunars to an art collector or to a Lankhor Mhy Temple.



### Footprint of a God

**Description:** A large footprint imbedded in stone. The footprint will usually be Humanoid, but it depends on the god.

**Knowledge:** Automatic, Few

**Cults:** Associated: The cult of the god whose footprint it is;  
Hostile: That same god's enemies.

**History:** During Godtime, many of the gods walked the surface of the world and engaged in mighty struggles with other gods and the forces of chaos. Upon occasion, the gods walked in soft stone and mud and left behind their footprints. Obviously, most of these footprints were lost or destroyed as time passed, but a few of them were found by followers of the appropriate god and were protected by them.

**Procedure:** None (unless you can get a god to walk in mud during a time of great stress).

**Powers:** These footprints act as "holy places". They attract large numbers of spirits which cluster around them. Unlike most holy places, however, they only attract spirits which are basically friendly towards the god whose footprint it is.

**Value:** These items are rarely sold because almost all of them are already in the hands of the proper cult. If a new one should be found, its cult would probably pay up to 50,000 Lunars if the footprint is portable and up to 5,000 Lunars for a map to its location if it is not.

### Horns of the Great Broo

**Description:** Very large goat horns.

**Knowledge:** Automatic, Famous

**Cults:** Associated: Thed; Friendly: Mallia; Hostile: Most Others.

**History:** One of the first children of Thed and Ragnaglar was a giant and powerful Broo by the name of Cashith. He spent his entire life attacking and defeating the forces of Law. By the end of the God Wars, he was the most powerful chaos being who had never been defeated. He was by no means the most powerful chaos being to survive the war, but he had never faced any opposition strong enough to threaten him seriously. Eventually, Cashith died. Some say he died of old age, while others claim that he was slain by his children. No one knows for sure.

**Procedure:** None

**Powers:** Any Creature of Chaos who possesses one of the two horns of Cashith is totally immune to any of the various special anti-chaos spells and powers. For example, the creature will be able to use his or her chaotic feature even against a Kyger Litor Cultist who has cast a "Counter Chaos" spell. Furthermore, the possessor will not even be detected by a "Sense Chaos" ability or a "Detect Chaos" spell. Of course, the horn must be kept hidden or a knowledgeable person will know what is going on anyway.

**Value:** 40,000 Lunars to an intelligent Creature of Chaos.





# A DUAL PURPOSE PROGRAM FOR MELEE / THE FANTASY TRIP

by George R. Paczolt

The following program will serve two purposes:

- 1 It generates Fighter characters (Human scale) for **Melee/The Fantasy Trip**, and simultaneously arms them with offensive weapons.
- 2 It will eliminate the need for die rolling in any situation calling for 1 to 7 six-sided dice.

The program was designed on the **Sinclair ZX81** computer (8K ROM) using the expanded memory, but should be adaptable to any other computer with a minimum of revision. Emphasis has been placed on ease of conversion, rather than saving memory. The program is designed in a series of subprograms, most of which are able to stand alone. In operation, the program goes through generating a character (lines 1 - 190), arming him (lines 300 - 421), giving the player the opportunity to repeat the generation and arming steps (lines 500 - 540), and goes on to resolving combat (lines 600 - 750). In addition, there's an alternate generation stage (lines 200 - 253) for foiling players who ignore program instructions.

## Lines 1 Through 190 - Character Generation

Character generation follows the basic **Melee/The Fantasy Trip** procedure of a minimum value of 8 for each of the three characteristics (Strength, Dexterity, and Intelligence), and a maximum value of 18. Since it is often desirable to have more than a beginning level character - and to add a little more uncertainty in what the player's character will face, if you use the program to generate opposition - I have disregarded the 32 point total limitation for beginning characters. As a result, the character generated can have anywhere between 24 and 48 points spread between the three characteristics. If entered as written, the program will go to the Character Arming step immediately upon completion of Character Generation. Should only Character Generation be desired, change line 190 accordingly. Provisions has been made to bypass the Generation and Arming steps, should the user want to go directly to Combat Resolution (the bypass is lines 70 - 110).

## Lines 300 Through 421 - Character Arming

Immediately upon having generated the character, the program will arm him with two offensive weapons: a Dagger (1 - 1) and a (hopefully) heavier weapon. Once again, this is done by using the generation of random numbers. Here, however, the randomness is skewed by the generated character's Strength, and an arbitrary decision on what range of weapons a character of given Strength would be interested in using. The weapons listed between lines 330 and 410 are listed in order of desirability within their Strength classes (all 340 weapons need Strength 9, all 350's need Strength 10, etc.), based on ability to do damage. I have arbitrarily decided that if a generated character is able to swing a Battleaxe, he isn't going to be too interested in a Rapier that only does about a third as much damage. Therefore, in selecting weapons, a character with a Strength of 15 doesn't get anything less than a Halberd. Should a player want to give the generated character an equal chance of picking a Sling as a Battleaxe, just change the values in the random number generators (lines 320 - 328). Also the weapon lines are numbers to allow inclusion of new weapons within Strength categories - just change the "W =" and random number generator parameters. As written, all character with a Strength of at least 9 will have a minimum of eight weapons to choose from. Characters with Strength less than 9 will have only four choices.

## Lines 500 Through 540 - Repeat Option

Having generated and armed one character, this step allows the player to either go ahead and resolve combat or return to the beginning and generate and arm another character.

## Lines 600 Through 750 - Combat Resolution

Here we have a series of seven random number generators, each giving a value between 1 and 6. Input the number of dice necessary for the roll, and the program will run through the necessary number of random number generators giving a line of individual rolls. The subprogram is on an endless loop, so that by inputting the number of dice needed, the next roll will be generated. A sub-loop is included to handle error requests of more than seven dice.

## Lines 200 Through 253 - Alternate Character Generation

Since most players insist on rolling their own dice, I've felt it fair to let them punch in their own numbers on the computer - leaving a program wide open to the joker who pushes a number other than that instructed by the program, "...just to see what it'll do." If this is done at the start of character generation, "...what it'll do", will result in the character generation being shunted from the main random number generators (giving values of 8 to 18) to the alternate generators (giving values of 5 to 13 in Strength and Dexterity, and 5 to 11 in Intelligence). The break of point is line 120, and the alternate character generators are identical to the main ones, except for the limitation of their final values. Once completed, the main program moves back into the mainstream to Character Arming. If you wish to eliminate this section due to memory shortage, eliminate lines 100, 120 and 200 - 253.

### Uses

My initial use for this program was in playing *Melee* solitaire, sort of practice gladiatorial combats for my current stable of characters. Such random generation ended by bias (unconscious, of course) of throwing low level cannon fodder against my characters for easy Experience points. It also ended a few well-loved characters!

In the meantime, I've found it equally useful for stocking adventures with nasties to give the exploring party a rough time, generating characters for players at conventions while wasting a minimum of time, and occasionally generating new players for my stable of characters.

The Combat Resolution sub-program has been a god-send for me, since I'm a gamer who finds it impossible to hold on to dice. Now that I'm using the computer, I'm no longer keeping my local hobby shop profitable.

Incidentally, changing the values of the random number generators in the Combat Resolution subprogram, can cover anything from a four to a hundred sided die.

```

1  Rem *Melee*
5  Rem *George R. Paczolt - 22 November 1981
10 Print at 10, 5; "Fantasy Trip Generator"
15 Pause 360
20 CLS
30 Print "Character Generation"
40 Print
50 Print "This program will create new"
```

```

51 Print "characters and roll for combat"
52 Print "when needed."
60 Print
70 Print "Do you need a character?"
71 Print "(Input Y or N)"
80 Print
90 Input AS
100 If AS="Y" then goto 130
110 If AS="N" then goto 600
120 Goto 200
130 Print
140 Print "This is your character:"
150 Print
160 Print "Basic Strength is"
161 Let S= int (rnd*19)
162 If S<8 then goto 161
163 Print S
170 Print "Basic Dexterity is"
171 Let D= int (rnd*19)
172 If D < 8 then goto 171
173 Print D
180 Print "Basic Intelligence is"
181 Let I= int (rnd*19)
182 If I < 8 then goto 181
183 Print I
190 Goto 300
200 CLS
210 Print "You're only supposed to press"
211 Print "Y or N. Since you can't follow"
212 Print "directions, your character is"
213 Print "generated from the infirmary"
214 Print "list."
```

```

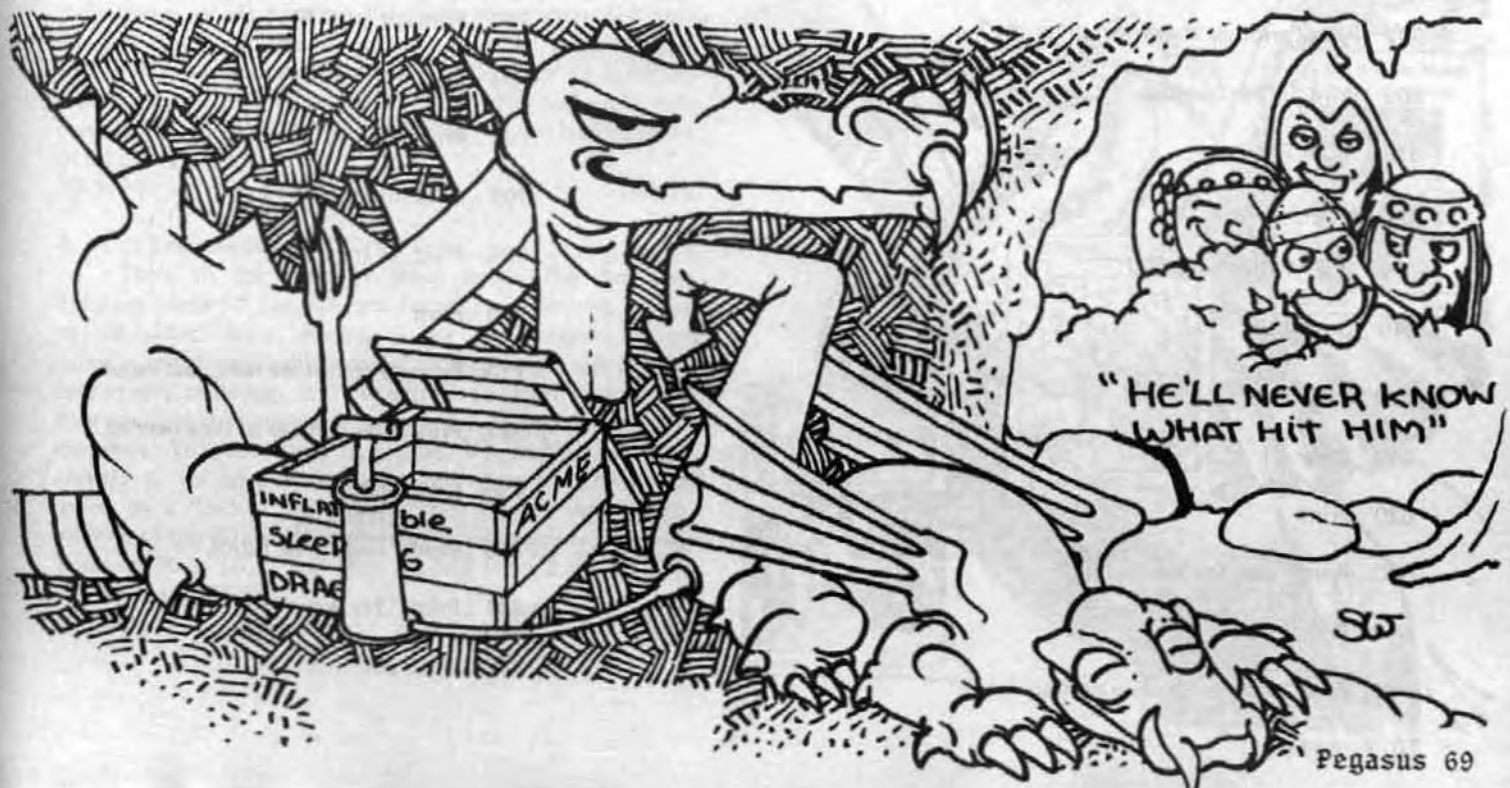
220 Print
230 Print "Basic Strength is"
231 Let S= int (rnd*14)
232 If S 5 then goto 231
233 Print S
240 Print "Basic Dexterity is"
241 Let D= int (rnd*14)
242 If D 5 then goto 241
243 Print D
250 Print "Basic Intelligence is"
251 Let I= int (rnd*12)
252 If I 5 then goto 251
253 Print I
300 Print
310 Print "Your character is armed with a"
320 If S = 8 then let W= int (rnd*4)+1
321 If S=9 then let W= int (rnd*8)+1
322 If S=10 then let W= int (rnd*9)+4
323 If S=11 then let W= int (rnd*10)+8
324 If S=12 then let W= int (rnd*10)+11

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325 If S=13 then let W= int (rnd*9)+15
326 If S=14 then let W= int (rnd*11)+15
327 If S=15 then let W= int (rnd*8)+21
328 If S =16 then let W= int (rnd*9)+21
330 If W=1 then print "Sling (1 - 2)"
331 If W=2 then print "Dagger (1 - 1)"
332 If W=3 then print "Main Gauche (1 - 1)"
333 If W=4 then print "Nunchuks (1 + 1)"
340 If W=5 then print "Javelin (1 - 1)"
341 If W=6 then print "Small Bow (1 - 1)"
342 If W=7 then print "Club (1)"
343 If W=8 then print "Rapier (1)"
350 If W=9 then print "Horse Bow (1)"
351 If W=10 then print "Hammer (1 + 1)"
352 If W=11 then print "Cutlass (2 - 2)"
353 If W=12 then print "Flail (2 - 2)"
360 If W=13 then print "Spear (1 + 2)"
361 If W=14 then print "Longbow (1 + 2)"
362 If W=15 then print "Small Axe (1 + 2)"
363 If W=16 then print "Mace (2 - 1)"

```







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364 If W=17 then print "Shortsword (2 - 1)"
370 If W=18 then print "Military Pick (2)"
371 If W=19 then print "Light Crossbow (2)"
372 If W=20 then print "Broadsword (2)"
380 If W=21 then print "Halberd (2 - 1)"
381 If W=22 then print "Morningstar (2 + 1)"
382 If W=23 then print "Bastard Sword (3 - 2)"
390 If W=24 then print "Great Hammer (2 + 2)"
391 If W=25 then print "Two-Handed Sword (3 - 1)"
400 If W=26 then print "Pike Axe (2 + 2)"
401 If W=27 then print "Heavy Crossbow (3)"
402 If W=28 then print "Battleaxe (3)"
410 If W=29 then print "Great Sword (3 + 1)"
420 Print "And a Dagger (1 - 1)."
430 Pause 1500
440 CLS
500 Print "If you're ready to continue,"
501 Print "press 1. If you wish to create"
502 Print "another character, press any"
503 Print "other number."
510 Input B
520 CLS
530 If B=1 then goto 600
540 Goto 130
600 CLS
610 Clear
620 Print
630 Print "Combat Resolution"
640 Print
650 Print "How many dice do you need?"

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```

651 Print "(1 to 7 available)"
660 Input C
670 CLS
680 If C=1 or C=7 then goto 740
690 Print "Your die rolls are:"
691 If C=1 then goto 706
692 If C=2 then goto 705
693 If C=3 then goto 704
694 If C=4 then goto 703
695 If C=5 then goto 702
696 If C=6 then goto 701
700 Print int (rnd*6)+1
701 Print int (rnd*6)+1
702 Print int (rnd*6)+1
703 Print int (rnd*6)+1
704 Print int (rnd*6)+1
705 Print int (rnd*6)+1
706 Print int (rnd*6)+1
710 Print
720 Print "For further rolls, just input"
721 Print "the number of dice needed."
730 Goto 660
740 Print "I said 1 to 7 dice."
741 Print "Try again."
750 Goto 660

```

# A STROLL THROUGH THE MARKETPLACE

## Shield Maidens of Sea Rune

Eighty pages detail the western coast of Judges Guild's Campaign Map One. Twenty-two wilderness hexes are described in the text that accompanies the maps of the villages, the tower, and the castle. Conflicting forces of Skandiks, Amazons, and an unholy War Band threaten the stability of the area and the lives of its occupants; the intervention of the Invincible Overlord looms on the horizon. **Shield Maidens of Sea Rune** is the latest guidebook to the City-State campaign world but can be used with most role-playing systems.

JG 1010

\$6.98



## Pirates of Hagrost

Longtime menaces to the sea trade of the Invincible Overlord, the Pirates of the River Hagrost whisper the rumors of an impending assault by the Invincible Overlord upon their stronghold among themselves. Tensely, the community of Pirates awaits the expected battle. Spies are rife throughout their organization, and newcomers are unwelcomed. These 48 pages contain 18 wilderness maps of Campaign Map One with explanatory text, charts, and tables included to facilitate the use of this Universal module. **Pirates of Hagrost** contains a detailed adventure and a complete wilderness area for use with all role-playing systems. It's a steal!

JG 1030

\$4.98

## Inns & Taverns

Detailed in this 64-page book is a collection of Inns and Taverns set both within and outside the Judges Guild campaign world. Each can be set into any campaign to be used by any Judge; all feature a complete, detailed map of the premises and exacting descriptions of every room and employee as well as some of the regular customers one might expect to find within. Adventures can be found if desired, but beware of unexpected results! This is a new Universal playaid which will add a new dimension to any Judge's fantasy world and provide excitement for the players on their travels.

JG 1070

\$5.98

## Wondrous Weapons

Featuring a marvelous, magical weapons shop run by a capable Dwarven armorer, **Wondrous Weapons** contains 120 different and astounding magical weapons for use in any campaign. Players must buy or trade to gain the weapon of their choice, or, if so desired, the Judge may construct a new weapon using the tables included for that purpose. The entire weapons shop is described in detail, and the book includes a complete map for the Judge and the players to use. New from Judges Guild, this Universal playaid is comprised of 64 pages in all.

JG 1040

\$5.98

## Book of Treasure Maps III

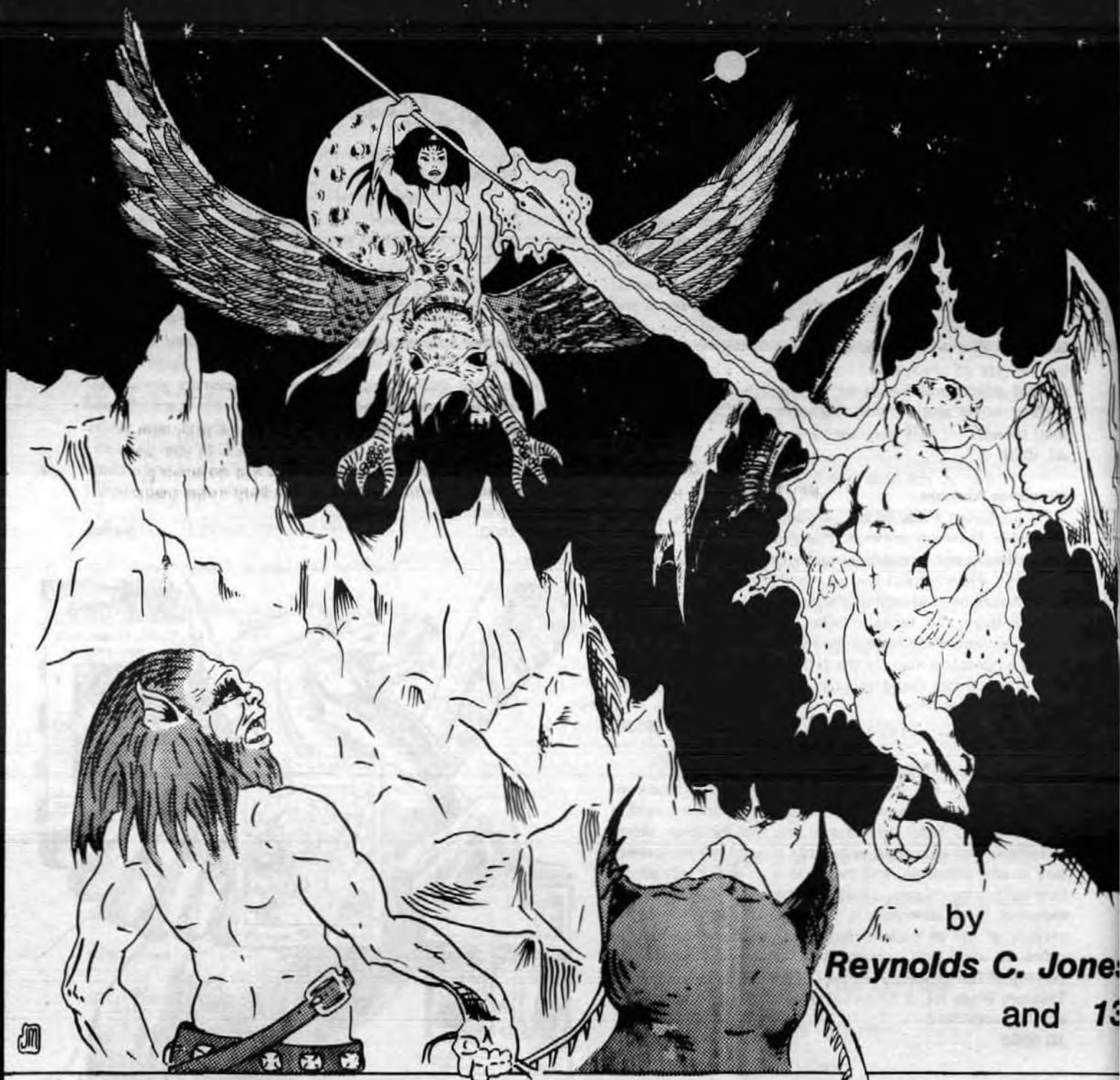
Third in the Treasure Maps series, **The Book of Treasure Maps III** contains ten fantastic adventures within its 64 pages. Nine adventures are min-dungeon delves suitable for an enjoyable evening of play or as a side-adventure in any campaign, and the tenth is an entire area adventure containing villages, wilderness encounters, and fearsome monsters. This adventure is suitable for several beginning players or for an experienced player-character seeking to retire to a "quiet" community. For players desiring an evening of fun or several sessions of extended play, **Book of Treasure Maps III**, a Universal playaid from Judges Guild, will fill every need.

JG 0990

\$5.98



# THREAT IN THE NORTH



by  
**Reynolds C. Jones**  
and 13

**CITY STATE INSTALLMENT**





## ALL THAT GLITTERS...

### Finger-Severing Ring by Roy Cram

This vicious magical trap looks like a Ring of Three Wishes, and the runes carved on it would lend weight to this opinion. However, when the wearer of the Ring tries to use it by making a wish, it immediately contracts, cutting off the finger on which it is worn. This evil device can only be destroyed by boiling it in Black Dragon blood at midnight under a full moon. Once claimed, it can not be discarded, but will always appear again on the hand of the claimer until he destroys it, or finds someone who will accept it from him, or he runs out of fingers. . . . . (I sure wish I could get rid of this \$%&*! thing. . . . . YAAARRRGHH!!)

### The Belt of Protection From Hunger by Edward R. G. Mortimer

This ordinary-appearing, broad leather belt is usable by anyone. It enables the wearer to sustain normal levels of energy expenditure, even if the wearer has been without food for 2 weeks. The Belt has the power to provide magical proteins, vitamins, etc., to the wearer in exactly the right amounts needed. The Belt also raises the Constitution of its wearer by 2 points (18 maximum) for as long as the Belt is worn. If the wearer should go without food for longer than 2 weeks, he/she will then start to suffer the effects of hunger as if the 15th day were the 1st day without food.

10% of these Belts are cursed; they cause the wearer to overeat (even to kill to obtain food) and eventually become too fat to move under their own power. Eating becomes the primary concern to the people who wear the Belt of Gluttony. The wearer will gain 5 pounds per week and, when the maximum racial weight is passed, he/she is unable to walk without assistance. When the maximum is exceeded by over 50%, the person will die of heart failure. The wearer of the Belt of Gluttony will lose 1 Constitution point every 10 weeks until the Racial Minimum is reached. Removing the Belt requires an *Exorcise*, *Limited Wish*, *Wish*, or *Alter Reality* spell, or an Aura Alteration with an expenditure of 100 Psionic Strength Points.

### Shield of Breath Resistance by Marc Patrick

This Shield is made of a highly reflective metallic substance. It is so reflective that you would be able to see a reflection with great detail at more than 100 feet away. The Shield is +3 to Armor Class, but -4 to Dexterity because of its bulkiness.

In order to make a clean escape from the Breath of a Dragon or other creatures with the power to Breathe Fire, you must face the Shield into the path of the flame. There is a 10% chance that a stray flame will do about 5% of the possible damage. The effect or damage of the blaze will rebound off the Shield and return to the originator of the flame, doing half damage.

Despite the fact that this Shield will not be effective against any forms of Gaseous Breath, it is totally effective against Morning Breath.

### Sword of Soul Gems By Paul Andrew Denisowski

This Longsword has a strange black metal blade. If the user scores an 18, 19, or a 20, the creature must make a saving throw vs. Death Magic or be changed into a Black Sapphire. The only way to free the entrapped being is to crush the Gem with the pommel of the Sword. The Sword will function 2 - 20 times, then disappear in a puff of black smoke. When this happens, all the creatures imprisoned are released. Suggested GP Sale Value: 42,000

### Antar's Medal by Michael A. Wilson

A character wearing this medallion for bravery will never fail a moral check.



# IT IS SUMMER, 41 A.D.

Your journey has been long and arduous but at last you and the rest of your party camp within the great stone ring of Salisbury plain and spend an anxious night waiting for the golden glow of the midsummer day's dawn. Your thoughts are not of the mad emperor, Caligula, who sent you on this maniacal quest, nor do they dwell upon the evil clans of Black Druids who stood between you and this night; but rather of the unknown, mystical dangers that lurk within these very stone megaliths, dangers and powers that will be unleashed as sure as the sun will rise. Obsessed with this premonition of danger you have not the slightest inkling that when that same sun rises you will be irresistibly pulled into a series of events of such magnitude that they not only dwarf Caligula and Rome itself; but form the greatest adventure in human history. You have not the slightest suspicion that tomorrow's dawn will throw you into danger and intrigue that will lead you to discover . . .

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**Man, Myth & Magic** . . . . . \$19.00

### The Game Includes

**Man, Myth & Magic** comes complete with three booklets containing: all of the rules, six adventures (three for the basic game and three for the advanced), and a game master's guide containing various charts, tables and maps, along with two percentile dice, a pad of character sheets and player aid information and a large folded sheet of tear out maps.





# FROM THE HORSE'S MOUTH

## PEGASUS Reviews Games and Game Aids

REVIEWS BY BILL PIXLEY



**Beasts, Men and Gods** by Bill Underwood is the excellent fantasy role-playing system recently released by **The Game Masters**. The system comprehensively covers the basic areas that all fantasy role-playing games must handle: Character Creation, Combat and Magic. In all three areas, **Beasts, Men and Gods** does a very good job, making it one of the better fantasy role-playing systems around today.

First the Character Creation is covered extremely well with interesting ideas such as paired characteristics, and the use of a fixed number of Hit Points and an increasing-by-level Stamina. Paired characteristics works by having two similar characteristics, such as Strength and Constitution, share 1D6. In other words, 1D6 is rolled for both characteristics and then 2D6 is rolled for each characteristic. For example, if a 1 is rolled for Strength and Constitution and then 12 is rolled

for Strength and 2 is rolled for Constitution, it gives a Strength to the character of 13 and a Constitution of 3. This results in the paired characteristics being within at most 10 of each other. This is a very useful concept to prevent characteristics from varying too much between dependent or similar characteristics. For example, a person's Charisma and Personal appearance can not logically have too great of difference between them. The other idea of a separate Hit Points and Stamina represents the fact that a person realistically has only a set amount of damage he or she can take. However, in order for the character to last in Combat when he or she reaches a high level of skill, some manner of increasing per level of damage taken must be in a system. By having a set number of Hit Points and a varying number of Stamina points, that are used to represent a skilled person's dodges and parries, **Beasts, Men and Gods** handles this idea excellently.

Magic in the system works upon a Spell Point system with specific Schools of Magic. The Spell Points (called Mana Points) are spent with the cost of the Spell modified by its level and by the use of focuses to concentrate during the casting of spells, with a chance of spell failure and magic backfire. The specialization aspect of the rules is based upon the logical assumption that there are several specific Schools of Magic (which includes, by the way, various types of Religions) each with their own specialized spells plus some general spells that are widely known. This system is very useful in the creation of the spells that Religions use (three

example Religions are included in the book). By this system, all Religions and Mages will not know the same spells (the system stops such silly things as a Flame-God's Priests being able to use Cold spells which can happen in other systems). The Magic System is extremely logical and useable. Other systems would do well to examine this one.

Combat in the system works on a percentile basis with a quick and accurate Hit Location system. The system has a good determination of who attacks first. Then attacks are made with damage taken off first from Stamina and then from Hit Points with missile damage taken directly from Hit Points (it is hard to parry or dodge an arrow or quarrel). Several tables are included for Critical Hits, the effects of damage to specific parts of the body, and various Combat Events (tripping, weapons breaking, etc.).

**Beasts, Men and Gods** handles the three basics of fantasy role-playing systems, Magic, Character Creation, and Combat, far better than many other systems on the market today. In one book, all a person will ever need to run a campaign is available. The only problem that the rule set has is that an example adventure would be useful to starting adventurers. I can say that I heartily recommend the system for fantasy role-playing.







### DUEL MAGICAL by Dave Nalle

Published by Ragnarok Enterprises

Duel Magical is a system that simulates two magic using characters that are fighting a duel. Each player is given a number of Credit points with which the player can buy Spells, Mana, and Level Enhancements with which to create a character. Then, they do combat by tossing offensive and defensive spells, with multiple spells being thrown each round depending on the Mage's level of enhancement. Each spell is then cross-referenced with what it is attacking, or defending from, to determine how the defense affects the spell being thrown. The effects range from the spell being augmented, to failing totally. By the system of planning the spells for a turn, all at the same time, a bad guess in a defensive spell could really hurt a character. The system is fast and easy to learn and play. It is a fun game which I would recommend playing. In fact, with a little modification, the system could be expanded into a spell point system for a regular role playing campaign.

Duel Magical sells for \$1.95

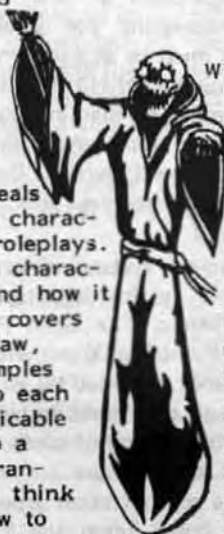
### MINI-SYSTEM 2 CHARACTER ROLE PLAYING

by Dave Nalle

Published by Ragnarok Enterprises

Mini-System 2 Character Role Playing deals with how to put personality and interesting characteristics into the characters that a person roleplays. The 12 page booklet covers how to create a character's personality by considering his class and how it relates to the society he is in. The booklet covers the Warrior, the Mage, the Priest, the Outlaw, and special characters giving excellent examples on how to flesh out and give background to each character class. This system, which is applicable to any fantasy roleplaying system, will help a player turn a character from just a set of random numbers, into a realistic personality. I think that because of the basic information on how to truly roleplay that this booklet should be required reading for all those who are new to roleplaying, and that those who are not new to fantasy roleplaying should also read it for the very useful personality creation information that it contains.

Mini-System 2 sells for \$2.00



### WYRDWORLD - THE CORSAIRS OF CYTHERA

by Jon Schuller

Published by Ragnarok Enterprises

The Corsairs of Cythera is an adventure for 4-9th level characters who are to journey from the Empire of Ilchania to the Island of Cythera in order to convince the pirate prince, Massarius, to side with Ilchania in the coming war with Achajan. The 12 page digest sized booklet covers the adventures on the journey to Cythera, including a rather nasty encounter with a skeleton manned ghost ship, and the division of the gulf of Cythera amongst various pirate princes and leaders. Anzaburis, the city that the pirate Massarius rules, is described in detail along with several very interesting encounters for the party once they gain entrance to the city. All in all, The Corsairs of Cythera is a very interesting little adventure for 4th to 9th level characters and is well worth its \$1.50 price.



### ABYSS 17 - February 1982

Published by Ragnarok Enterprises

Abyss 17 is a digest-sized magazine of 20 pages which covers various aspects of D&D, variant D&D, and Arduin Grimore in its articles. This issue contains articles on the use of creative magic, an article by Dave Hargrave on how the Arduin system came into being, and an article on how crime in a fantasy world would realistically be organized. The magazine also has a large article on the Assyro-Babylonian mythos that shows what the powers of various gods and beings of the mythos were historically, and how that differs with the often incorrect TSR descriptions in Deities and Demigods. Abyss 17 also has articles on new products, magical duelling, the adventures of a group of characters in one person's world, and how another handled the conception of a Archimagos Council, with the last two items being regular columns on the adventures of a world and on the history of another world. The magazine is an excellent one, and I would heartily recommend subscribing to it for the useful and interesting information it presents.

Abyss sells for \$1.00



Dear Editor:

**Pegasus** No. 4 is an improvement over No. 3, which, if you keep letters to the editor, you will note I am not saying too much.

Since my own world usually starts in the City-State, I find, and confidently expect to find, **Hanging Out in the City-State** to be quite desirable. "The Isle of Tirnanog" and the minor dungeon are improvements over last time, tho a peaceful little island is not what D&Ders are looking for.

However...

What is with your fiction? No. 2 had a continued story of which we have seen no more. This time we have "With Nations Underfoot," fine as part of a longer effort but very much incomplete as it is, and "Curse of the Green Lock Forest," which hardly belongs here at all and isn't much good, to boot.

Perry Cooper is on the wrong track with "A Realistic System for Handling Missile Weapon Combat." If anything, D&D is too favorable to arrows and other missiles as it is. 1 - 6 may not seem like much damage, but even the best weapons are rated little stronger. A huge, 2-handed sword, whose users in battle were perfectly willing to believe stories about cutting a man completely in half with one blow, leaving the lower half still riding the horse at full gallop, is rated only 1 - 10.

Fire rate is 2 per round for arrows vs 1 for the sword. In point of fact, the actual attack rate is quite the reverse; the swordsman manages to get in several swings for every arrow shot.

Also, we have accuracy to consider. The swordsman has his problems in hitting, it is true, but the bowman faces worse. He must hit moving targets with power.

In military history, we get a clear indication of the actual value of the missile weapon. In only a few battles have the bowmen been the heroes. Far more often, they were just assistants, and, sometimes, they were not even useful. D&D, like everything else, can be improved, but a more powerful bow is not an improvement.

"Monotheism in Fantasy Games" by Joseph Ravitts requires extensive comment, which I suggest you pass on to Ravitts.

Nobody denies that you can create a D&D campaign with an omnipotent God. God can hardly be more directly active than he is in reality. How long is any campaign going to last if around the next corner is... a receptionist for Travelers' Aid who passes out a complete map of the dungeon, which has nothing evil in it? A completely evil god is able to be more active, as the coin arcades remind us. We

can then measure success by how long we manage to survive even if we are doomed from Step 1. However, this is still not much for a long-term game. God must be content to take the role of club owner in the D&D game, punishing and rewarding the players later for their results, but having little active hand in the game.

Since this is the role God takes anyway, it isn't too hard to find such excuses for game purposes. Suppose we wanted a more or less normal D&D world with Christians added. We could posit a group of angels midway between the loyal and the fallen who are placed in a sort of Purgatory (D&D world) where they declare themselves gods. The results (not surprisingly, without God's help) are poor, and the good "gods" will eventually acknowledge their errors and accept God's mercy while the evil "gods" will be punished with Satan. In the meantime, Christ has come here, and a group of Christians are dispatched to spread the news. They will remain a minor sect for centuries. God will not interfere until the angels have had full chance to repent, a factor of some thousands of years.

If we want a more fully Christian background, you are still too free with limits. Magic is quite possible in a Christian world. True, the ancient magician was also a priest, but the ancient world made no distinction between science and religion. All knowledge was religious-tainted. We, thus, need merely assume that magic is a natural, unliving force. Our Christian MU could not use a variety of spells that are of devil-dealing nature, but would not be greatly limited otherwise.

In any war (good-evil, evil-evil, whatever), neutrals exist, usually in far greater number than those on both sides. To insist that these neutrals are, in fact, the same as dedicated partisans of one side is simply wrong. Consider: The starting alignment of anyone would, presumably, be pure neutral and would change from there as decisions were made. Some substantial group could be expected to remain without sufficient commitment to either side for their entire lives. These people would not be allies or enemies. Fools, perhaps.

Let us suppose that a group of communists are trying to purge Christians. We can expect that there will be some individuals who will shield the Christians without living up to the standards necessary for being considered of Good alignment. A Lawful Neutral might do so merely because the communists failed to follow legal form, and a Chaotic Neutral might do so because they had. Whatever the exact motive, they would be hindrances for evil and assistance to



the good.

Whatever standards we set for those of Good alignment (and you seem to set strict ones), there will be those who do not quite meet the standard but do come close. Again, it is hardly rational to classify these as the same as those who are not absolutely evil only to the extent that it is not possible.

Regarding the advantages and disadvantages of being a Christian in the D&D world, I propose the following. *Charm* spells would be only slightly weaker. There would be a larger list of things the Christian would refuse to do, but he would be basically as charmable as anyone else. The lass walking down the road charms both Christian and pagan. *Geas*, *Quest*, and *Beguiling* would also behave nearly as strongly as ever. *Geas* and *Quest* are not soul-controlling spells, strictly speaking. The victim can refuse to carry out the task, though the ultimate alternative is often death. The Christian might well find it easy to find a Cleric who could negate the spell, but he could still suffer from it. Fear would be quite normal. The Christian fears like any other Human, even if he has less reason to do so.

As with Job, the Devil can make free with our flesh, and even the most pious Christian can expect little advantage against any assault on the bod, such as Lycanthropy or becoming Undead. They would have extra protection vs any alignment changes (except, perhaps, within the Good range), but this protection would hardly be absolute. Those things causing alignment change should be viewed as extremely persuasive and rapid proponents of the new view and, thus, quite a danger to the less than fully steadfast. The spirit was willing; the flesh was weak is a very old lament.

Whether the non-Christian could raise dead is debatable, but, with the aid of illusions (for which the Devil is notorious) and *Create Undead* spells, the difference would be hard to tell. In fact, with the opportunities that it would give for traps, lies, and other evil, it would be amazing if it were not tried often.

The Christian would be under somewhat Paladinian limits as to conduct. However, even with proper modesty, the high-level Christian character is apt to think highly of himself and expect and get extra advantage of lessers. Given the choice of reviving a 20th Level MU or an infant NPC, the MU is the obvious choice. It may not be a nice choice to have to make, but the relative value should be clear.

Good luck with your world.

Yours for deeper dungeons  
David Carl Argall



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Dear Dave,

Thanks for your comments, and we'll try to keep getting better with each issue.

As for your questions on our fiction, the issue No. 2 continuing story has not been continued because we do not have any other chapters as of this moment. The first part was printed by our previous editor who neglected to find out if the subsequent chapters would be submitted. There was then the trouble of a lost address for the author, P. K. Work. After all, we are not infallible, and we do not pretend to be.

Your comments on Joseph Ravitts' article, "Monotheism in Fantasy Games," deserved to be read by all our readers, so we have printed it here instead of sending it to Mr. Ravitts.

Ed



Dear Sir,

I subscribed to Judges Guild Journal in May of last year. When I found out that I was going to get Pegasus instead, I didn't mind, because of all the excellent features. Come on, though. Movie reviews? I can find movie reviews in any magazine. I didn't pay \$3.00 for a fantasy magazine to find out whether or not to go to a movie. What happened to "The Emperor's Counsel"? I enjoyed the advice that was given in that column.

Now for the good news. I was really happy when I found the guide to the "City State" in the last issue. I was badly in need of it.

Unfortunately, I have not had time to make anything to submit, as I have hardly had time to play myself.

Sasha Cole

Sasha,

I'm sorry that you don't like our movie reviews. If more of you out there feel the same way, be sure to tell us by using the handy-dandy Reader Survey to be found on pages 5 and 6 of Issue #5. If Issue #5 is not available, you can jot down any comments you have and send them off to us. We read all the mail we get.

To answer your question about "The Emperor's Counsel", well, that was just a title we stuck above a particular article of interest. I'm sure that at least one article in the last few issues deserved that special notation, if we were still using it. Mayhap we will go back to that. Let's hear what you others have to say.

--Ed

Dear Editor,

There was an article in the latest Pegasus called "The Crusade Against Fantasy Role Playing". Well, I have played D&D for 5½ years. I have played T&T for slightly less time. I am also a member of the United Presbyterian Church of Oxford. I still consider myself a good Christian, but I also like to play FRP games. I tend to ignore fanatics like Gary North. And, I am still going to play FRP games. I like what Dr. Pierce said about these people, "People like Gary North, and not the players, are the only ones who will ever find real demons in D&D." (from above mentioned article) I think for a person to believe in these monsters, he/she must be starting out with mental imbalances of one kind or another.

Laura Parkinson

Laura,

'Nuff said (you said it better than I did!!)

--Ed



Wes Crum and Mary Bess Williams

# ACCURATE CRITICAL HITS

by Paul Andrew Denisowski

While numerous systems have been devised using a "critical hit" system, none of them take into account hit location. There is no difference between zonking someone in the head or smashing his toes except for a percentile die roll.

In my system, armor is divided into different parts of the body (an article on this is in an early edition of the *Dungeoneer*). Then, a player announces at which part of the body he or she is aiming. If the hit table shows a hit, the critical hit chart is consulted. If the shown number or lower is rolled, a critical hit has taken place. Then, one rolls on the critical hit table for that specific part of the body and finds out what happened. A note should be made that most critical hits involve bleeding which must be bandaged. Also, some critical hit effects, such as hemorrhaging, need magical healing, a *Heal* spell, a Staff of Curing, etc. While these tables generally reflect the use of an edged weapon, appropriate alternatives (ex. body blows) can be substituted.

**Armor Location and Critical Hit Occurrence Table**

01 - 10	Head	16% chance of critical
11 - 17	Neck	10% chance of critical
18 - 34	Chest	12% chance of critical
35 - 40	Upper Right Arm	10% chance of critical
41 - 46	Upper Left Arm	10% chance of critical
47 - 50	Lower Right Arm	8% chance of critical
51 - 54	Lower Left Arm	8% chance of critical
55 - 56	Right Hand	10% chance of critical
57 - 58	Left Hand	10% chance of critical
59 - 66	Abdomen	8% chance of critical
67 - 72	Groin	10% chance of critical
73 - 79	Right Thigh	10% chance of critical
80 - 86	Left Thigh	10% chance of critical
87 - 91	Right Shin	8% chance of critical
92 - 96	Left Shin	8% chance of critical
97 - 98	Right Foot	8% chance of critical
99 - 00	Left Foot	8% chance of critical

The percentile column is the body percentage for that part of the body and an unintelligent monster aim table. For intelligent monsters, play the part of the monster and decide for what part of the body you would aim.

## HEAD

16% chance of critical, 25% chance of removing Helm.

01 - 10	Right eye torn out: 1D3 damage, -1 on Dexterity
11 - 20	Left eye torn out: 1D3 damage, -1 on Dexterity
21 - 30	Right ear severed: 1D2 damage, -1 on Surprise rolls

31 - 40	Left ear severed: 1D2 damage, -1 on Surprise rolls
41 - 50	Nose ripped open: 1D2 damage, -1 on Surprise rolls, 40% chance of losing 1 - 2 points of Charisma
51 - 60	Mouth hit: 2 - 12 teeth knocked out, 60% chance of losing 1 - 2 points of Charisma
61 - 80	Gash: 1D4 damage, 85% chance of losing 1 - 2 points of Charisma
81 - 86	Deep gash: 1D6 damage, lose 1 - 3 points of Charisma, 1 - 2 points of damage per round until bandaged
87 - 93	Concussion: 1D3 damage, 40% chance of stunning for 1 - 6 rounds
94 - 95	Severe concussion: 1D6 damage, unconscious, 30% chance of internal hemorrhaging. Hemorrhaging does 1D8 damage per round. 65% chance of losing 1 - 4 points of Intelligence and Dexterity. Only magical healing will stop hemorrhaging.
96 - 97	Fracture: 1D8 damage, unconscious, 40% chance of hemorrhaging as above
98 - 00	Skull split: Skull cracked and brain entered, immediate death

## NECK

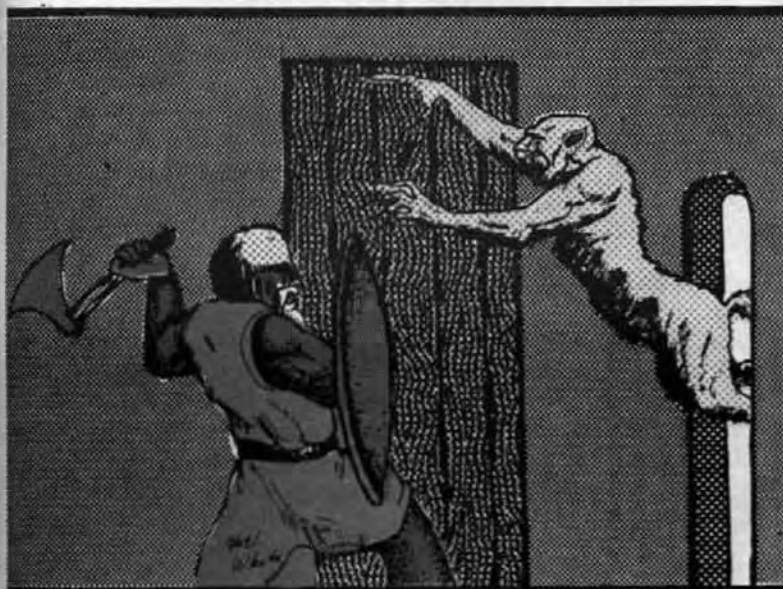
10% chance of critical

01 - 32	Gash: 1D3 damage, 25% chance of losing 1 - 2 points of Charisma
33 - 46	Bash: 1D3 damage, 40% chance of being stunned for 1 - 3 rounds
47 - 50	Severe gash: 1D4 damage, 60% chance of losing 1 - 2 points of Charisma, 1D2 points of damage per round until bandaged.
51 - 56	Severe bash: 1D4 damage, stunned for 3 - 18 rounds
57 - 64	Spine Cracked: 1D3 damage, 25% chance of becoming paralyzed from neck down
65 - 70	Larynx punctured: 1D2 damage, no speech for 1 - 12 days, 40% chance of speech loss becoming permanent
71 - 84	Spine broken: 1D6 damage, 90% chance of becoming paralyzed from the neck down
85 - 93	Severe damage: 1D6 damage, windpipe blocked, 40% chance of immediate death; if not, 1D2 points of damage per round until cleared
94 - 97	Jugular vein cut: 1D3 damage, 1D6 points of damage per round until bandaged
98 - 00	Head severed: Immediate death



## CHEST

- 12% chance of critical
- 01 - 21 Gash: 1D6 damage, 20% on next chest strike being critical until healed
- 22 - 40 Rib cage fracture: 1D6 damage, ½ movement and no strenuous activities
- 41 - 49 Severe rib cage fracture: 1D8 damage, unconscious, no movement
- 50 - 59 Sternum cracked: 1D8 damage, no movement, 40% chance of fatal heart puncture
- 60 - 69 Lung puncture: 1D6 damage, no movement, 45% chance of losing 3 points of Strength
- 70 - 75 Deep gash: 1D8 damage, 1D3 points of damage per round until bandaged, 45% on next chest hit being critical
- 76 - 79 Spine cracked: 1D4 damage, 60% chance of being paralyzed from the chest down
- 80 - 84 Internal damage: 1D6 damage, 1D3 points of damage from hemorrhaging unless magical healing is used. Lose 1 - 2 points of Strength and Constitution
- 85 - 89 Spine broken: 1D6 damage, paralyzed from chest down
- 90 - 94 Lung torn: 1D12 damage, 30% chance of immediate death
- 95 - 99 Heart puncture: 1D8 damage, 1D4 points of damage per round until magically healed, 50% chance of immediate death
- 00 Impaled: 1D20 damage and roll again on Chest Critical Hit table. 85% chance of immediate death



## ARMS

- Upper Right Arm: 10% chance of critical
- Upper Left Arm: 10% chance of critical
- Lower Right Arm: 8% chance of critical
- Lower Left Arm: 8% chance of critical
- 01 - 30 Bash: 1D2 damage, 40% chance to drop anything held with stricken arm
- 31 - 39 Heavy bash: 1D3 damage, drop anything held
- 40 - 50 Muscle slashed: Can't use arm for 1 - 20 hours
- 51 - 60 Severe muscle slash: Can't use limb for 2 - 20 days
- 61 - 70 Gash: 1D6 damage, 30% chance to drop anything held with gashed arm
- 71 - 80 Fracture: 1D6 damage, limb useless until healed
- 89 - 95 Compound fracture: 1D8 damage, limb useless, 1D3 points of damage per round until bandaged
- 96 - 98 Severe internal damage: 1D8 damage, 40% chance of a compound fracture as above (includes extra damage), 1D2 points of hemorrhaging damage per round until magical healing is used
- 99 - 00 Limb severed: 1D10 damage, limb removed at strike point, unconscious unless System Shock roll is made, 1D3 points of damage per round until bandaged. Lose 1 - 4 points of Strength and Dexterity

## HANDS

- Right Hand: 10% chance of critical
- Left Hand: 10% chance of critical
- 01 - 40 Disarmed: Weapon or anything else held is dropped.
- 41 - 46 Heavy blow: 1D2 damage, disarm as above
- 47 - 53 Gash: 1D3 damage, disarm as above, 35% chance of a permanent -1 when using that hand
- 54 - 64 Severe blow: 1D3 damage, disarm as above, 40% chance of hand fracture (see below)
- 65 - 70 Severe gash: 1D4 damage, disarm as above, 75% chance of permanent -1 when using that hand, 1D2 points of damage per round until bandaged
- 71 - 80 Fracture: 1D4 damage, disarm as above, 90% chance of permanent -1 when using that hand. Hand useless
- 81 - 86 Compound fracture: 1D5 damage, disarm as above, permanent -1 when using that hand, 1D2 points of damage per round until bandaged. Hand useless
- 87 - 94 Fingers removed: 1D5 fingers removed, 1 point of damage per finger removed, disarm as above; if all fingers are not removed, there is a permanent -3 when using that hand
- 95 - 00 Hand severed: Hand severed at wrist - 1D6 damage, 1D3 points of damage per round until bandaged



## GROIN

- 10% chance of critical
- 01 - 34 Gash: 1D6 damage, 40% chance of stunning for 1 - 6 rounds
- 35 - 50 Bash: 1D8 damage, stunned for 2 - 8 rounds, 50% chance of unconsciousness
- 51 - 64 Hernia: 1D6 damage, no strenuous activities until healed
- 65 - 70 Deep gash: 1D8 damage, 1D3 points of damage per round until bandaged
- 71 - 78 Heavy bash: Unconscious, lose 1 - 3 points of Constitution for 3 - 30 days
- 79 - 83 Double hernia: 1D6 damage, lose 1 - 3 points of Constitution
- 84 - 93 Genitals torn: 1D8 damage, unconscious, lose 1 - 2 points of Strength and Constitution
- 94 - 98 Fracture: 1D10 damage, unconscious, lose 1 - 3 points of Strength until healed
- 99 - 00 Compound fracture: 1D12 damage, unconscious, 1D3 points of damage until bandaged, lose 1 - 3 points of Strength permanently

## LEGS

Right Thigh: 10% chance of critical

Left Thigh: 10% chance of critical

Right Shin: 8% chance of critical

Left Shin: 8% chance of critical

- 01 - 33 Bash: 1D3 damage, 35% chance of fall; if fall, there is a 60% chance of being stunned for 1 - 4 rounds
- 34 - 50 Heavy bash: 1D6 damage, fall as above
- 51 - 70 Gash: 1D6 damage, 30% chance of fall as above
- 71 - 86 Fracture: 1D6 damage, fall as above, leg useless, no movement
- 87 - 92 Deep gash: 1D8 damage, fall as above, 1D3 points of damage per round until bandaged
- 93 - 96 Compound fracture: 1D8 damage, leg useless, fall as above, 1D3 points of damage per round until bandaged
- 97 - 99 Severe internal damage: 1D8 damage, 40% chance of a compound fracture as above, 1D2 points of hemorrhaging damage per round until magically healed
- 00 Leg severed: Leg severed at strike point, 1D10 damage, 1D3 points of damage per round until bandaged. Unconscious unless successful System Shock Roll is made. Lose 1 - 6 points of Strength and Dexterity for 1 - 20 days

## ABDOMEN

- 8% chance of critical
- 01 - 25 Gash: 1D6 damage, 35% on next critical in abdomen
- 26 - 38 Stomach torn: 1D8 damage, no movement, 40% chance of losing 1 - 20 points of damage extra
- 39 - 46 Intestines torn: 1D8 damage, unconscious, 60% on next abdomen hit being critical
- 47 - 53 Spine cracked: 1D6 damage, 35% chance of being paralyzed from abdomen down
- 54 - 63 Deep gash: 1D8 damage, 1D3 points of damage per round until bandaged
- 64 - 76 Intestines shredded: 1D10 damage, unconscious, 1D4 points of damage per round until bandaged, 75% chance of losing 1 - 20 extra damage points
- 77 - 85 Spine broken: 1D8 damage, paralyzed from abdomen down
- 86 - 93 Stomach ripped open: 1D20 damage, 1D6 points of damage per round until bandaged, 40% chance of immediate death
- 94 - 96 Eviscerated: 1D20 damage, unconscious, 70% chance of immediate death
- 97 - 00 Impaled: 1D20 damage, roll again on Abdomen Critical Hit table, 90% chance of immediate death

## FEET

Right Foot: 8% chance of critical

Left Foot: 8% chance of critical

- 01 - 26 Heavy blow: 1D2 damage, 35% chance of movement at 1/3 normal rate
- 27 - 34 Severe blow: 1D3 damage, 35% chance of falling (as in Leg Critical Hit chart)
- 35 - 48 Gash: 1D2 damage, 45% chance of falling as above
- 49 - 58 Fracture: 1D3 damage, no movement, 55% chance of falling as above
- 59 - 68 Severe gash: 1D3 damage, fall as above, 1D3 points of damage per round until bandaged
- 69 - 78 Compound fracture: 1D4 damage, fall, leg useless, 1D3 points of damage per round until bandaged. Movement 1/2 normal
- 79 - 88 Severe damage: As compound fracture but 85% chance of movement penalty becoming permanent
- 89 - 95 Toes removed: 1D5 toes removed, 1 point of damage per toe removed. Movement reduced by 5% per toe removed. 1D2 points of damage per round until bandaged
- 96 - 00 Foot amputated: 1D6 damage, 1D3 points of damage per round until bandaged. Movement 40% of normal.



## CITIES & SCENES FROM THE ANCIENT WORLD

by Roy G. Krenkel

Published by Owislick Press  
0-913896-02-0

Oversized hardcover: \$16.00

Reviewed by C. J. Henderson

Frank Frazetta took the fantasy art world by storm in the mid-60's. His interpretations of fantastic jungles, warriors, animals and women captured everyone's attention, sending him to stardom in a shorter time than the Beatles. Several times, Frazetta has acknowledged his artistic debt to a forerunner in print. The man who helped the most widely known fantasy painter of our time to bridge the gap from comics to paperback covers, to whom technical credit is given for the cover of *Conan the Adventurer*, is Roy Krenkel.

Roy Krenkel is possibly the most copied man in the field of fantasy art (Frazetta's early covers can barely be distinguished from those of Krenkel during the same period). There are good reasons.

He draws in the old master style of fine line, a style rarely seen these days. One of the reasons is that color has become so all important in the arts that the use of black and white as a medium of expression is practically sneered at. Very few creative talents have had the nerve to return to it. Ansel Adams continues to create wondrous images with black and white photography; film-makers, like

Woody Allen and Martin Scorsese, occasionally shock modern audiences with stunningly beautiful black and white films; in the fantasy field, however, outside of the once-in-a-while hurried sketch, no one works in pen and ink anymore, except for Krenkel.

He is a pagaentist, a man with time vision who looks back on ancient worlds and recreates them in a moment.

## MAGIK TOMES

Rarely ever planning his work, he starts in whatever corner of his paper suits him and simply begins to sketch. Almost never working from any references outside of those

images ingrained in his head, he invariably lays out incredibly detailed and yet simple views of places and times of which there can be no photographic references. Krenkel has visited none of these places except in his imagination, which seems to have been sufficient.

Every page of this oversized collection is crammed with artwork. Unlike most fantasy art books which offer only one piece per page, any page which is not filled by one large work is filled by two, three, or however many pieces it takes to cover the white areas. Many of the smaller pieces are "doodles," single figure sketches of warriors, boats, city streets, women at wells, animals at rest, et cetera, whatever the artist happened to spot that day while viewing the past. Roy Krenkel is famed for his doodles.





Unlike the tossed off scraps of his contemporaries, these are, no matter how simplistic, all complete works of art. The anatomy of the figures is perfect; the range of shades go from the starkest whites to deep black, with all of the intermediary greys represented subtly inbetween. Indeed, Krenkel is one of those rare artists who seems untalented because he makes everything look so simple. He isn't.



Studying the near 200 illustrations within *Cities & Scenes* will prove that. Not only is each one worth a few hours of study, but all of them are enhanced by the book's top-notch layout. It is a true art book, one designed to show each work to best advantage. There is one color plate, used for the cover (and also repeated inside), just for variety. The rest is all true Krenkel; placid, expansive, breathtaking—filled with life and the everyday things which go with it.

In the hurried, splashing, unrealistically muscled world of modern fantasy art, it is good to know that at least one artist still understands his craft, and that he is more concerned with doing good work than with pleasing children easily captivated by flashing lights.

*Cities & Scenes From the Ancient World* is one of the finest art books available to the public today. If you have a liking for such things (and can spare the cash in this depressed economy), you should treat yourself. You will find the enjoyment received will far out-balance the price.

(As with *Durandal*, check for this one at the specialty book shops, or send an S.A.S.E. to:

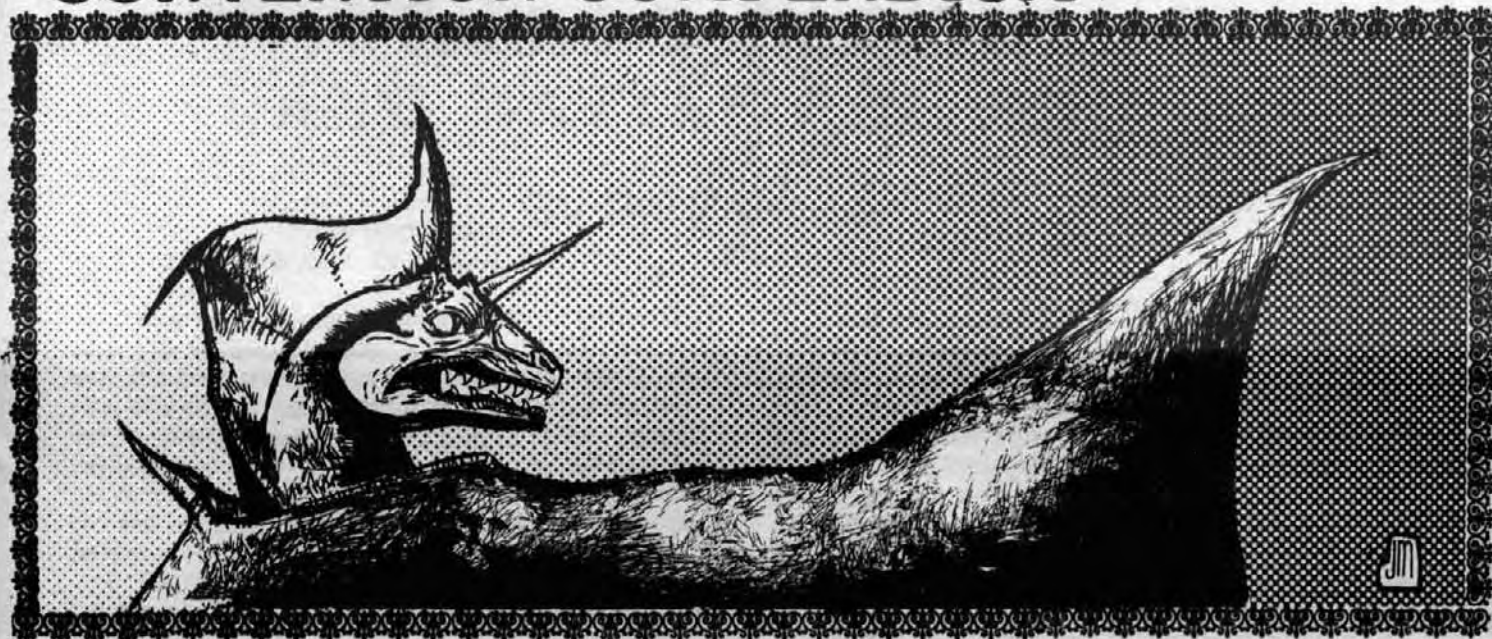
Owlslick Press  
Box 8243  
Philadelphia, PA. 19101

for their entire catalogue, or just send a check for the book; they'll send a catalogue with it.)





# CONVENTION COMPENDIUM



## GENCON EAST '82

June 24 - 27, 1982 Cherry Hill, NJ  
GenCon East  
POB 139  
Middletown, NJ 07748

## ASGARD '82

July 9 - 11, 1982 Atlanta, GA  
Asgard '82  
P.O. Box 90952  
East Point, GA 30364

## KOMMAND CON '82

July 24 - 25, 1982 Mansfield, OH  
K. W. C.  
P. O. Box 2235  
Mansfield, OH 44905

## HEXAICON

June 25 - 27, 1982  
University of Toronto, Toronto,  
Ontario, CAN  
Hexacon  
42 Rogers Road,  
Toronto, Ontario  
M6E 1N7, Canada

## GRIFFCON 4

July 17, South Bend, IN  
Griffen Books  
121A S. Michigan  
South Bend, IN 46601

## EMPIRE GAMES' SYMPOSIUM ON MILITARY HISTORY

August 6 - 8, 1982, Arlington, TX  
Scotty Bowden  
Empire Games, Inc.  
P.O. Box 5462  
Arlington, TX 76011

## MYSTICON II (SF)

July 2 - 4, 1982 Salem, VA  
Mysticon  
Box 1367  
Salem, VA 24153



## TEXCON '82

August 6 - 8, 1982 Austin, TX  
Texcon  
8028 Gessner No. 1805  
Austin, TX 78753

## NANCON 88-V

July 2 - 4, 1982 Houston, TX  
NANCON 88  
c/o Nan's Game Headquarters  
118 Briargrove Center  
6100 Westheimer  
Houston, TX 77057

## ORIGINS '82

July 23 - 25, 1982 Baltimore, MD  
Origins '82  
POB 15405  
Baltimore, MD 21220

## 6th ANNUAL BANGOR AREA WARGAMER'S CONVENTION

August 7 - 8, 1982 Oron, ME  
Edward F. Stevens, Jr.  
32 Masonic St.  
Rockland, ME 04841  
PH: 1 (207) 596-0338

**PHANTASTACON 82**

*August 13 - 15, 1982  
Melbourne, Australia*

Phantastacon  
PO Box 45  
Mitcham, Victoria, Australia 3132

**GENCON 15**

*August 19 - 22, 1982 Kenosha, WI*  
GenCon  
POB 756  
Lake Geneva, WI 53147

**HOLICON 1**

*August 21 - 22, 1982 Hutchinson, KS*  
A.D.A.S. Holicon 1  
Box 96  
Abbyville, KS 67510

**CHICON IV (World SF Convention)**

*September 2 - 6, 1982 Chicago, IL*  
Chicon IV  
Box A3120  
Chicago, IL 60690

**PACIFICON 82**

*September 3 - 5, 1982 San Mateo, CA*  
Pacificon  
POB 5548  
San Jose, CA 95150

**WINTER GAME FEST**

*November 12 - 14, 1982 Detroit, MI*  
Metro Detroit Gamers  
POB 787  
Troy, MI 48099

**MASSCON 1982**

*September 18 - 19, 1982, Amherst, MA*  
Dennis Wang  
11 Dickinson Street  
Amherst, MA 01002  
1 (403) 253-9472



The following is a list of Conventions for which we have limited information at this time.

**AMBERCON 4 (SF)**

*June 25 - 27, 1982, Wichita, KS*

**INCONJUNCTION 2 (SF)**

*July 2 - 4, 1982, Indianapolis, IN*

**WESTERCON 35 (SF)**

*July 2 - 5, 1982, Phoenix, AZ*

**OKON '82 (SF)**

*July 16 - 18, 1982, Tulsa, OK*

**KCCON (SF)**

*August 6 - 8, 1982, Kansas City, MO*

**CON (SF)**

*August 13 - 15, 1982, Portland, OR*

**WINTERCON II (RP)**

*November 12 - 14, 1982, Detroit, MI*

**OFF TO ORIGINS '82**



# YOU CAN TAKE YOUR +2 BROADSWORD AND BATTLE AXE AND .....

By Bart Kemper

Have you ever noticed that most of your Fighter-class adventurers will automatically reach for the same weapons over and over; the ever popular Broadsword and/or Battle Axe. Why do you never see a Rapier, a Cutlass, a War Hammer, a non-Clerical Mace, or any number of time honored weapons used for years by various contries? Surely it can not be that they are harmless. All weapons, applied correctly can and will kill, maim, mutilate, and all of the other fun features that the more popular weapons have.

The main problem with these less popular weapons is the use of weapons in general. Even though the various manuals have the stats on the weapons, most people really forget that a Broadsword is very unwieldy, clumsy, and in general just not as effective as a Rapier in one-to-one, Human-to-Human combat. In the time that the person with the Broadsword swings, the Rapier man could easily disengage, feint, and thrust home. At many conventions and gaming sessions, this has been convincingly proven without the use of dice and charts. The same type of experiments with other weapons have proven that all weapons have their use in RPG.

The point is that the Broadsword and Battle Axe are very simple and straight-forward weapons, easily learned by a novice. Their attractiveness is owned to the Knight or Barbarian images instilled by the various movies and books that formed the RPG player in the first place. And there's nothing wrong with that. Even yours truly enjoys the feel of the well-worn shaft of his trusty gore-stained Battle Axe. But, a heavy duty weapon like that is just that, for heavy duty. Put Chuin Norsk MacDevlin in a pitched battle vs. three-score Orcs, you will find him with a Broadsword in one hand, his Battle Axe in the other. But with a couple of Humans, it's Rapier/Dagger time. This combination is highly effective, allowing the attacker to parry or attack with either hand. A very useful variation of this is using a long knife so that it will protrude about five to eight inches beneath a small Shield when gripped by the Shield hand. This gives the highly mobile piece of defense an offensive edge. So as you see, the lighter weapons do have their merit.

Maces are another oft neglected weapon. The very fact that they do not have large edges makes it a very handy weapon. Take a regular Axe and a regular Baseball Bat and swing at a tree with all of your strength. You could pull a muscle trying to get the Axe out in one quick yank, but the Bat is ready to go. That is the effect of Maces vs. the Human (and Orc, Kobold, Gnome, etc.) as opposed to getting your Sword stuck in an inconvenient corpse. This makes it an excellent weapon for pitched battles when there is little room to swing a Sword. Since many Maces are accompanied with a spike on the tip, a two-handed thrust would be a very effective blow, also suited for close combat.

If there is a bit more room available, a well chosen Pole Arm is a useful weapon. Granted, many Pole Arms are designed for mass anti-cavalry phalanxes or decorative purposes, but a balanced, medium sized weapon such as the Spear are well worth the inconvenience of their size and encumbrance. They can keep most creatures at bay without bringing the bearer within striking range, bring down a mounted Human and the like, be thrown with satisfying results, and a myriad of other uses. One of the most useful is prodding ahead, to see what's in that dark corner or alcove or to trip traps that would have harmed the bearer instead. A dirty trick with a Pole Arm is when being chased in high grass, in a dirt floored dungeon, or similar situation, plant the Pole Arm butt first into the ground at a suitable angle and position so that your pursuer will run full tilt onto the point. Even if it is not immediately killed, it will be inconvenienced enough so that you could attack it effectively or keep running to buy more time.

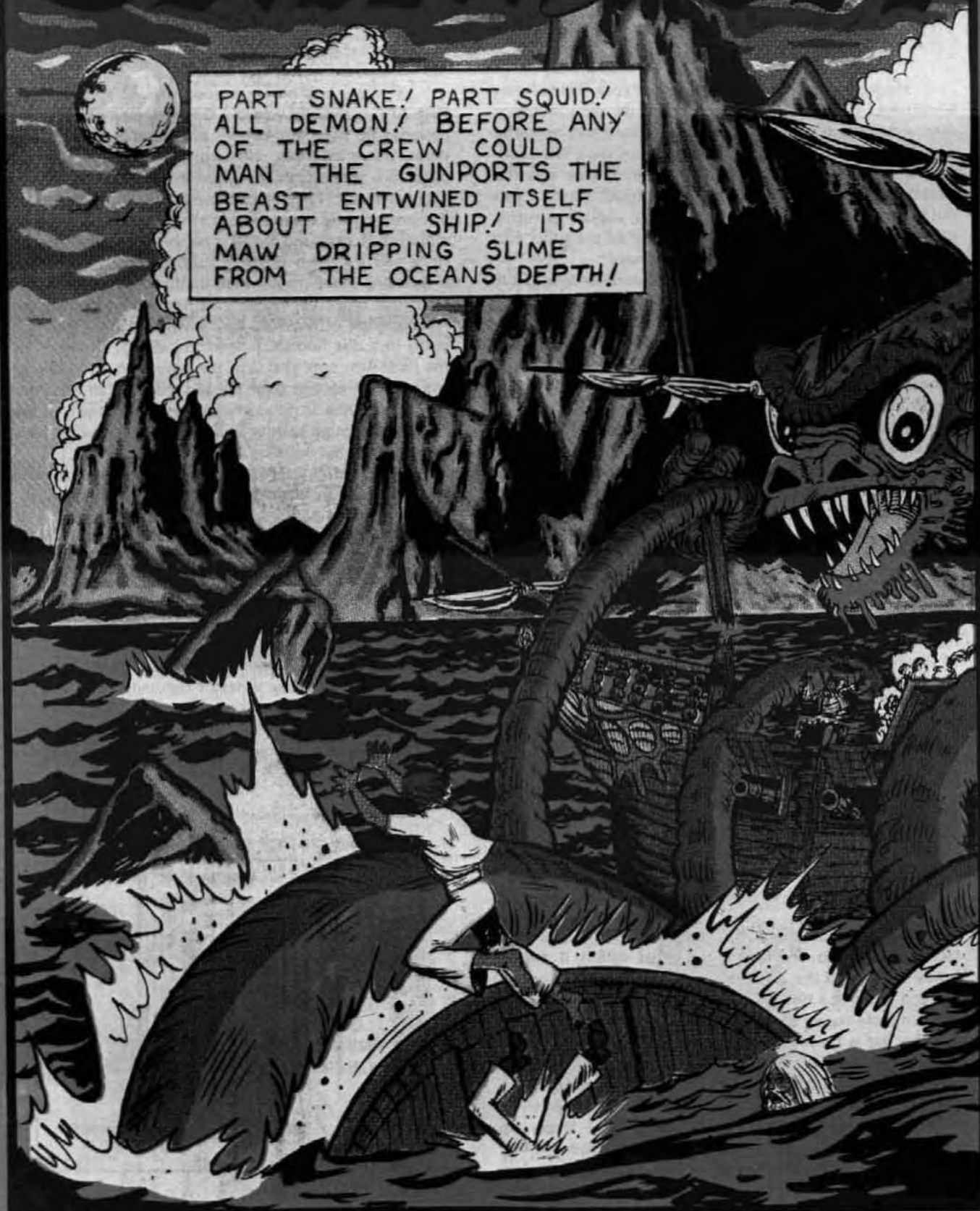
If you have followed the general trend of this article, you will have realized there is more to death than the Broadsword or Battle Axe. Other weapons do have their uses and place in RPG. As a player or Judge, they should be used to make the game more interesting, and to better equip parties. A character with exotic weapons lends to itself an exotic flavor, which is fun when you are at, say, a convention when almost everyone is a stranger in real life as well in the campaign. The only problem would be not having a Judge experienced and/or open-minded enough to vary from the ordinary styles of fighting. But if this is the case, it makes the game very enjoyable. And that is the whole idea of RPG, to have a good time. So add some spice to your character, give your enemies a surprise, and have a good time doing it!



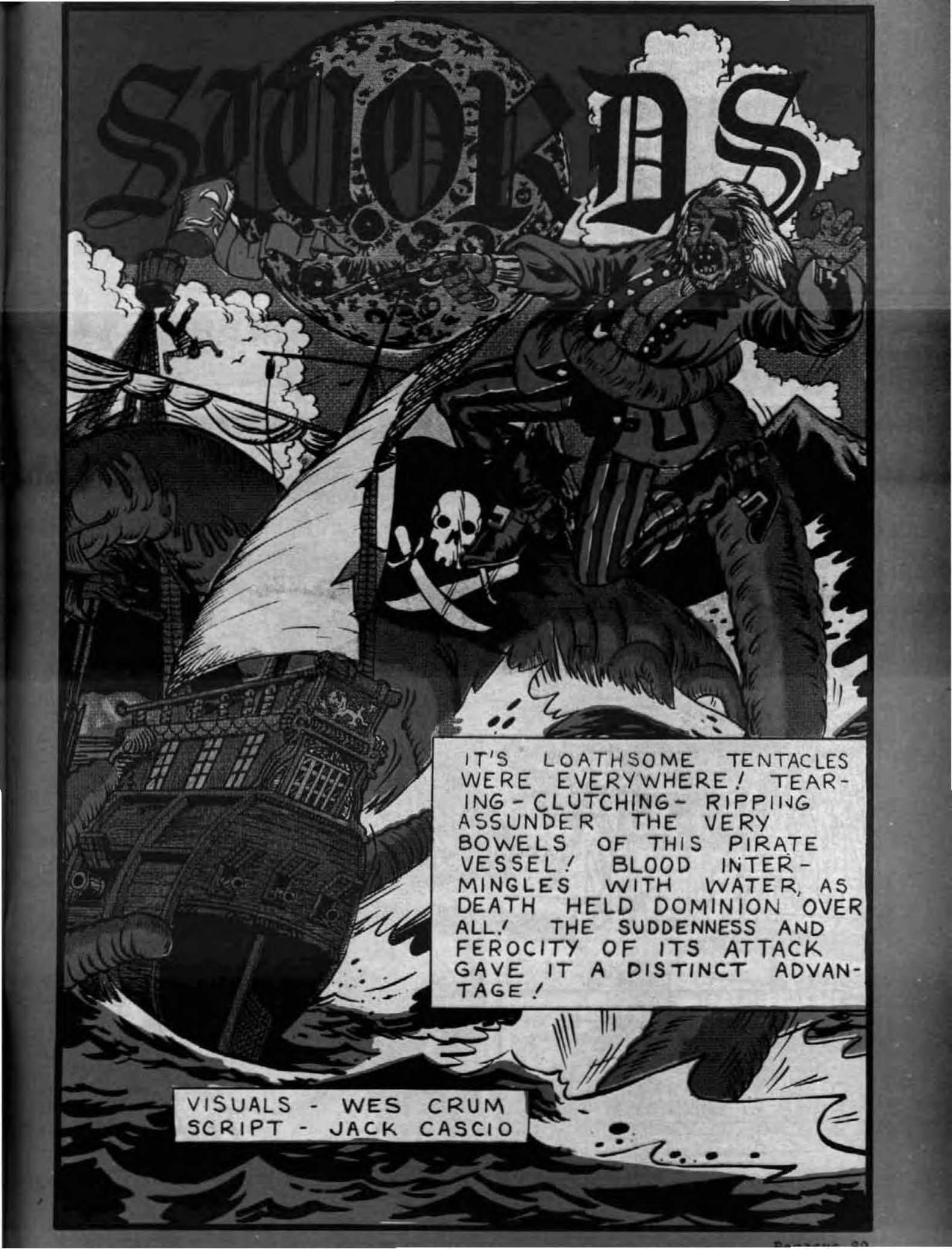


## CRIMSON

PART SNAKE! PART SQUID!  
ALL DEMON! BEFORE ANY  
OF THE CREW COULD  
MAN THE GUNPORTS THE  
BEAST ENTWINED ITSELF  
ABOUT THE SHIP! ITS  
MAW DRIPPING SLIME  
FROM THE OCEANS DEPTH!



# SADOKAS



IT'S LOATHSOME TENTACLES WERE EVERYWHERE! TEAR-ING-CLUTCHING- RIPPING ASSUNDER THE VERY BOWELS OF THIS PIRATE VESSEL! BLOOD INTER-MINGLES WITH WATER, AS DEATH HELD DOMINION OVER ALL! THE SUDDENNESS AND FEROCITY OF ITS ATTACK GAVE IT A DISTINCT ADVANTAGE!

VISUALS - WES CRUM  
SCRIPT - JACK CASCIO











THE PICNIC IS OVER !



# "REVENGE OF THE ANT-GOD"

The Fall City-State Installment.







If you are a subscriber, look for the PEGASUS issue logo in ads appearing in each PEGASUS. When an ad includes the issue logo, GUILDMEMBERS get 10% off the retail price of any item in the ad if the item is ordered from JUDGES GUILD. Your GUILDMEMBER BONUS for each issue will be good for one (1) month after the issue date of that PEGASUS. Be sure to state that you want your GUILDMEMBER discount and list the issue and page number on which the item appears in addition to the regular ordering info.

## PEGASUS FLIES TO ORIGINS '82

Pegasus will be at Origins '82 this year in Baltimore, Maryland on July 23, 24, and 25. Representing Pegasus and Judges Guild will be Edward R. G. Mortimer, Michael Reagan, and Bill "Weaponsmith" Pixley, barring any unforeseen roadblocks.

We will have many new releases for you, all made by the frantic Gremlins here at the Guild. There are a couple of BIG surprises in store for all that attend - we are prepared to start a quest into an area of gaming with which we have not previously been associated. Be there at the opening release of these fantastic NEW items; they are selling for unbelievably low prices considering what they include. They will definitely satisfy those of you who have expressed the opinion that we have not covered your particular area of gaming. I hesitate to say any more, for fear of ruining the surprise.

Also at Origins will be the Awards presentations for the finest products of gaming interest released in 1981, something we have all been waiting for with bated breath. The Trade Show is tentatively scheduled for Sunday morning (possibly Sunday afternoon). All or almost all of the members of GAMA (Game Manufacturers' Association) will be there to sell their wares, both old and new.

The premier gaming convention is about to start, so polish up your Sword and unlimber your thumb 'cause it's time to go on an adventure!







### Rayguns in Fantasy Role-Playing Systems

by Ken St. Andre explores the oldest of science-fiction gadgetry - the raygun. Perfect for any super-hero or space role-playing campaign, this article is a preview of a variant T&T super-hero game on which Ken is working.

### ForeRunner Artifacts

by Steven Chabotte develops the history and technology of the ancient ForeRunners of Space Opera. This extensive playing-aid is invaluable to all Science Fiction campaigns, not just to Space Opera.

### Empires in Space

by Edward Kuns. We present you with an ENTIRE SECTOR of space for all of you Traveller™ cadets out there. This comes complete with an overall sector map and all of the sub-sector maps, as well as descriptions of politics, aliens, technology, and everything else needed for new space adventures in an unknown sector of the universe.

### Traveller Tips

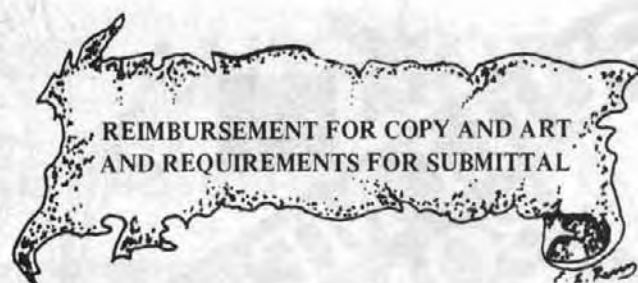
by Paul Andrew Denisowski offers advice to new and experienced Traveller™ players. It includes notes on how to choose weapons, vehicles, and service enlistment. Don't miss it!

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