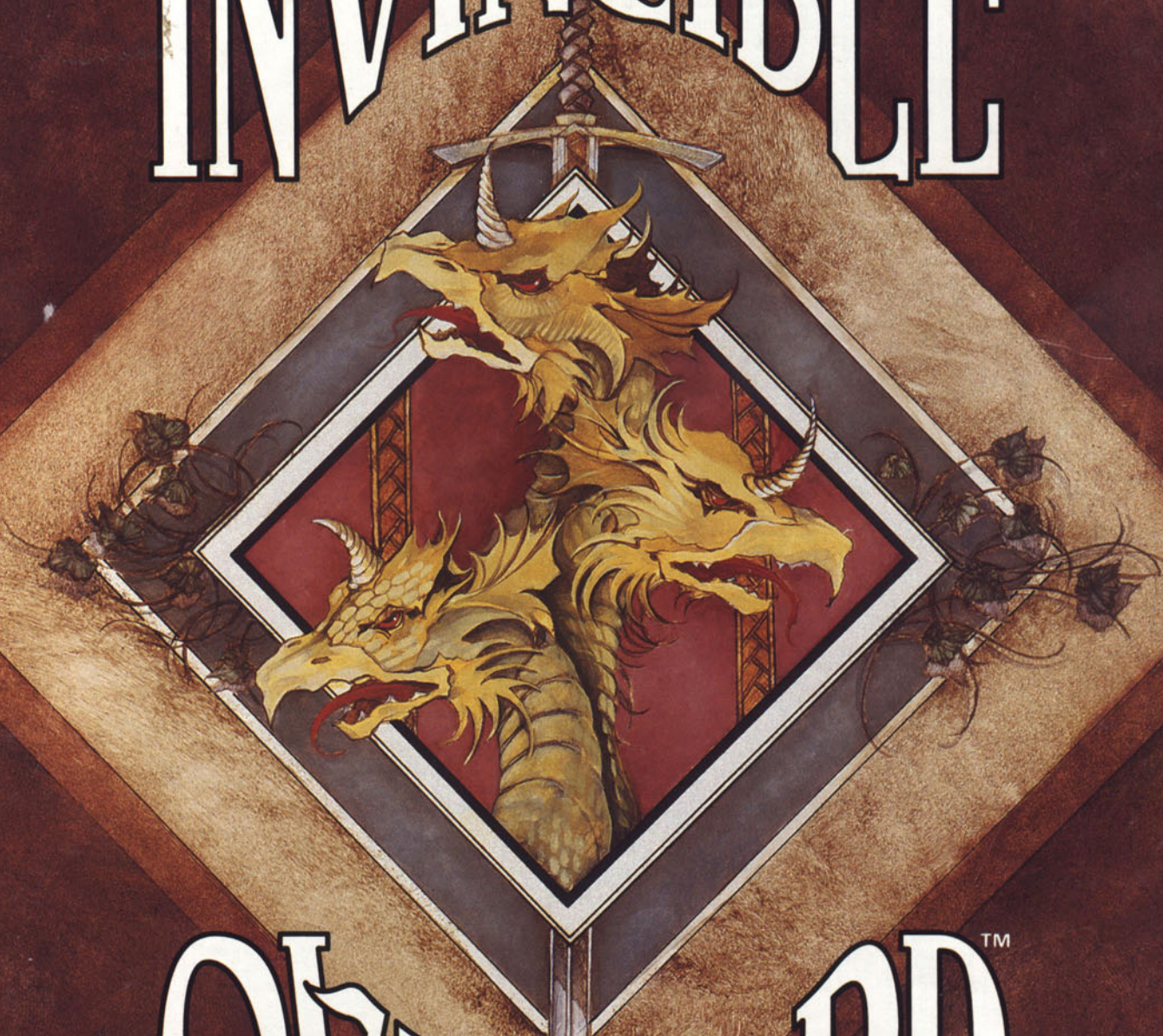


CITY-STATE OF THE
INVINCIBLE



OVERLORDTM

With an Introduction by
E. GARY GYGAX
Creator of **ADVANCED DUNGEONS & DRAGONS**[®]

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ATTENTION, ALL WHO ENTER!

*Welcome to Briarwood, the Capitol of Calandia,
the Sword Arm of the City-State, the Center of the Civilized World,
and the City-State of the Invincible Overlord.*

*Whether you have visited the City-State before, or have just now chosen to seek
out the realms of Lucius the Invincible, we bid you greetings from
His Royal Highness, Lucius the Second.*

Those of you familiar with the *City-State of the Invincible Overlord* have seen or played the Judges Guild versions, which culminated in a 90-plus page newsprint book with supplementary maps. This City-State was the basis for the current Briarwood. But Mayfair is not simply re-issuing the Judges Guild product in a new package.

The boxed Mayfair edition of the *City State of the Invincible Overlord* has taken the original city, revised and replotted the maps of the interior, placed it onto a new continent in a new world, and repopulated the whole. The package you have bought is a team effort, aimed at producing the most complete fantasy role playing world ever. I'd be proud to explain further.

The Components

Developing a world takes time. Devising a whole city, with maps and buildings and Characters and history and logic and . . . well, you get the point: everything that a person might encounter or experience to make a game seem **real** takes time to think up. Then there's all the effort to be sure the ideas fit together, don't contradict one another too often, and most of all **are fun to play**.

We've taken that effort for you. Jeff Leason wrote most of the new material, revised the old text, and coordinated the whole project from end to end (or should it be editor to editor?). The result? We've revised the old City-State in such a way that time can be blamed for most of the discrepancies between the old and the new. This makes it easy for past campaigners in the City-State to take up adventuring again. While not wholly familiar, the territory also is not totally unknown.

The full sized maps by Jerry O'Malley are a great asset. We've given you three eighteen-by-twenty-two inch maps. These are the full color map of the City of Briarwood, encompassing all the territory within the city walls, the full color map of the Calandian Continent, detailing the

geography of the realms of the Overlord, and the parchment paper Player's Map.

Briarwood, in full color, is for the GM's use. The map is divided by a letter-number grid, like a standard road map, so that each individual place can be accurately located. Detailed section maps are displayed in the **Map & Population Book** (see below) for reference at-a-glance during play.

The continent map of Calandia, also in full color and for the GM's use, gives the GM a feel for the overall picture of the campaign. There are areas for Players afflicted by wanderlust to explore, areas Lucius wishes to reconnoiter with his scouts, areas mentioned in the "Official History of Calandia" (see below).

The pen-and-ink Player's Map gives an outline of the City-State. It includes information a casual visitor would know, such as the locations of streets and buildings. The Players can use it to move around in Briarwood. As they adventure, they can mark down points of interest, filling in the details that their Characters discover in their dealings with the City-State and its denizens.

What would a world be without inhabitants? Time has changed the populations of the City-State, and Jackie Leeper has edited an 80-page **Map & Population Book** to keep track of all the beings, citizen and immigrant alike, that you might encounter.

As mentioned above, this volume is intended for at-a-glance reference. This means that each pair of pages is designed to work together. The left, or even-numbered, page contains a section of the city map, enlarged to show details. The right, or odd-numbered, page lists the structures and Characters that occupy this section. Those areas of the map that are not described on the accompanying page are indicated in grey tones, and all section maps are in the same scale, so that the GM can conveniently flip from one section to the next.

As the Players wander through Briarwood, the GM can easily keep pace with the party, and also have the minutiae of the surroundings at his or her fingertips. When Players want to stop and investigate some aspect of their environment, the paired map and description sections of the **Map & Population Book** can immediately provide the needed information without a break in play.

Beyond the maps, this boxed set includes numerous books and booklets. The Overlord's Seal, three dragonheads atop a pendant sword, was designed by noted fantasy artist Thomas Canty. Interior illustrations were drawn by Tim Bradstreet. And Mayfair's Art staff: Loretta Wilson-Kost, Ike Scott, and Jerry O'Malley all contributed to the interior map work.

Two sets of Player supplements are provided specifically for the Player Characters adventuring in Briarwood. Thomas Cook edited all of the smaller parchment paper booklets. Their specific uses are outlined here.

City-State of the Invincible Overlord contains new Player Character races. Four slim volumes are included in the set, each describing the major characteristics and abilities of a new race. Players may now choose to adventure as Nagas, Pixies, Lizardmen, or Centaurs, in addition to the standard Player Character races.

To deal with the recent influx of immigrants, Briarwood has begun printing **City Guides**, small pamphlets that serve as an introduction to the City-State for certain Character classes. While the differences between each edition of the Guides are small, they provide slightly different attitudes of welcome and atmosphere for the Players. To take advantage of these differences, GMs should not allow Players to read the Guides indiscriminately. Only that edition which is appropriate to the Player Character's class should be proffered. If the Character belongs to more than one class, the GM may use his or her discretion as to which one (or both) of the Guides the Player reads.

Players who display an interest are also allowed to read from the "Official History of Calandia" in the **Background and Encounter Book**, edited by Jonatha Caspian. The "background" is the first half of the book, Troy Denning's history of Calandia. This history is essential to the GM as the Calandian's view of their own world. Players may read as much or as little of the history as they would like, subject to the GM's permission.

The second half of the book is for the GM only. It contains the random encounters a party or individual in Briarwood might make. The Character skill level each encounter is suitable for is noted in the encounter and at the bottom of the page for fast reference during play.

A special pair of encounters on the final page of the **Background and Encounter Book** are provided strictly for thieves venturing to ply their trade in Briarwood. The Thieves' Guild is very organized in the City-State, and quite adept at policing their own profession.

Finally, the boxed set includes an Adventure Book to familiarize Players, both old and new, with Briarwood. **To Catch a Thief**, edited by Thomas Cook, is a short (16 page)

tale of intrigue and investigation, not to mention combat, as the Players try to discover who **really** stole the magical tome.

Now That You've Got it...

Perhaps you're one of those GMs who collects the full series of published adventure modules for a particular world. Or then again, maybe you're the type who just wants the background to construct your own campaigns. *City-State of the Invincible Overlord* will suit either purpose.

For the independent GM who creates original scenarios, Overlord provides a full, detailed world, with a history and continuity, and plenty of maps. You can start a campaign here, or travel to Calandia as part of your current campaign. We'll be supplementing this basic set with sourcebooks on the environment and inhabitants of the world: see the "And Next..." section for more details.

For those of you who like published adventures, we have a whole series of campaign modules planned. What you now hold is the foundation of a world. As the series progresses, you (and your Players) will find out more about the threat to Calandia, and what must be accomplished to save the world from destruction.

The series is based on Player Characters (either our pregenerated Characters from **To Catch a Thief** or your own party) who have been conscripted by the Overlord to serve as scouts in the war. The Players' goals are three-fold: first, to discover the nature of the changes recently undergone in Calandia; second, to determine who (or what) is behind these changes; and third, to find the key to defeat the threat—before it destroys the world!

And Next...

The Overlord Campaign Series will include about two dozen adventure modules set both in Briarwood and in the wilds of Calandia, as the adventurers battle all manner of grotesqueries set loose in the insanity of the moment. Along with these modules, we have planned a dozen large sourcebooks detailing various aspects of the continent and its inhabitants.

For example, we will expand information on the new Player Character races in the booklets of the boxed set, and we will be regularly introducing new Player Character races in coming volumes. Important areas in Calandia, whether of historical or magical note, will be explored. The Home Continents of the other races will be described, as will changes in Calandian topography.

Our Thanks To...

Thanks are especially due to Bill Fawcett for arranging the opportunity to publish the game. We also extend our gratitude to E. Gary Gygax for his introduction, to Troy Denning for the History of Calandia, to Will Niebling, Thomas Canty, Tim Bradstreet, and Bryce Patch. Everyone at Mayfair helped in the smooth and speedy production of *City-State of the Invincible Overlord*, especially those mentioned above in individual capacities.

INTRODUCTION

In order to fully appreciate the **City-State of the Invincible Overlord**¹, you have to be acquainted with when it was first offered. Most readers will need a little assistance. In January 1974, the first copies of the **Dungeons and Dragons**² game were sold. By January 1975, there were perhaps 2,000 or so of those brown boxes—with stick-on labels and their burdens of three little booklets and a handful of reference sheets resting inside—in the hands of Players. That is, it is doubtful that there could have been many more than 10,000 to 15,000 enthusiasts in total, even with the rampant photocopying then so much in vogue. Move ahead another year to January 1976. By then the number of gamers devoted to D&D² had increased to four or five times the total for just a few months previous. Then there must have been about 8,000 sets, perhaps as many as 12,000. A remarkable jump, but nothing to become very excited about by today's standards of sales for a new role-playing game. Perhaps there were 12,000 games and as many as 75,000 persons playing D&D. Not exactly a nationwide fad, but there were those who saw what was occurring, anticipated further growth, and acted. Amongst those who did so were the individuals who formed and ran a company called Judges Guild³.

As I recall, they began to produce products to assist the Dungeon Masters sometime in 1976. By 1977, Judges Guild was producing a large line of materials approved for use with the D&D game system by its manufacturer, then called TSR Hobbies, Inc.³ I know that for a fact, because I was one of the principals of the company, and one of the ones who used to review the submissions. Until someone actually reviewed them, Judges Guild could not publish with the D&D game name on the package. One of the best products which Judges Guild produced during those halcyon days of yesteryear was the **City-State of the Invincible Overlord**⁴.

The 10,000 or so Gamemasters around in 1977 were hard pressed to keep pace with the demands of their players. The game was brand new, a totally unique experience. Enthusiasts devoured everything done and ravened for yet more.

I recall churning out dungeon level after dungeon level in 1973 and 1974, sacrificing sleep, let alone other pursuits, in order to have fresh territory for my burgeoning body of Players to adventure in. By 1975, I was doing detailed outdoor scenarios between pages of manuscript for the **Greyhawk**² supplement. That city had by then, I must say, grown from a single-page sketch-map to a four-page city map... but without too many details. Like most DMs then, I preferred to do a lot of instant creativity ("winging-it" in the vernacular), or else just didn't have the time or energy to spend the hours and hours needed to do a truly detailed town. Gamemasters were chained to production of material by their Players, and the people at TSR³ were likewise running to keep up with the demands for new product by the DMs and Players alike. Judges Guild perceived the need and stepped in to fill the void.

Again, to give a final bit of perspective, I believe that I began writing my first "for publication" module, **Steading of the Hill Giant Chief**², early in 1977. (I wrote it and **Glacial Rift of the Frost Giant Jarl**², **Hall of the Fire Giant King**², **Descent into the Depths**², **Shrine of the Kuo-Toa**²,

and **Vault of the Drow**² in order to take a "break" between completion of **Players Handbook**² and commencement of **Dungeon Masters Guide**².) Everybody, it seemed, was immersed in something which prevented him from providing the supplementary materials that everyone was screaming for. Everybody, that is, except Judges Guild.

Zap! Now we are back to the present again and all is as before. In fact, there you are holding a copy of the **City-State of the Invincible Overlord**¹ in your hands. What you are now holding, however, is not the same product as was introduced in 1977. This version is just different enough to be *New And Improved!*, and yet not so radically altered as to be something else. After all, considering the rather exalted status of the original (**City-State**⁴ was the first approved "module" for the D&D game system, in practical terms), any massive revision would be almost the same as tearing down an historic structure to put up a condo, with the first few floors nice solid concrete for parking! "What?" Some of you out there might say, "not totally revised? But this is *now*, and **City-State** was written... *then!*" For those I dedicate just a few additional words on what is currently smart.

How often do we hear *state of the art* applied to gaming? Once is all too often as far as I am concerned. State-of-the-art role-playing? Fantasy gaming? Just what does that mean? The term is apt only with respect to those forms of things which have radical alterations which bring improvement of demonstrable nature. The last thing to happen to gaming which radically altered it was the introduction of the role-playing game in 1974. Perhaps computer games might also be brought into the fold... perhaps. There, at least, one can speak of state-of-the-art graphics. Otherwise, with games and game accessories, the term is quite inappropriate. It is nothing but hype used to sell you some convention or conceit which has vogue. "Modish" is, in my opinion, a far better term to apply for such different presentations. "Innovation" applies to the better of them, and those usually then earn the appellation "classic" in due time. When someone claims he offers **Realistic Fantasy** (such a dichotomy already!) with **State of the Art Systems**, check for hardware and motors. If you don't find the latter, then you need not consider yourself cynical if you question the puffery.

As of now, we are going through a phase where many persons are stressing the role playing in role playing games. This is indeed a most unfortunate occurrence if carried to the point where *game* is forgotten. A feeling of realism should be generated from the play of a role game. Characters should be personified. Above all, the play must be exciting and fun.

In this regard, the **City-State of the Invincible Overlord** serves well. It is both a window allowing a view of what went before and a refreshing change from what passage is now around us. The materials provided in the original edition of **City-State** were a true boon to the harried game master. Judges Guild then went on to revise the offering to make it even better. Now Mayfair³ brings you what can only be considered a further improvement. As I said above, this edition retains the essence of the old but adds sufficient of the new to make it the best yet.

The richness of detail in the original product could come

only from an active play setting. That is, the **City-State** had to be drawn from a vital campaign in order for its authors to provide the background, interactions, economy, geography and so forth which are contained within its pages. The Judges Guild campaign can no longer be drawn upon as the source for the background tapestry against which we view and interact with the microcosm of the Overlord's territory and town. Quite logically, Mayfair has substituted its own milieu for that used in the original product. This brings about changes, of course, but that isn't wrong. The old **City-State** is again a living, thriving place where the earth doesn't suddenly come to an end beyond the extent of the map. There is more than a void beyond the paper's edge, as it were, and what is happening *beyond* the immediate surroundings does have an impact on the realm of the Overlord, just as events beyond our own immediate sphere do upon our real lives. The premise of action draws directly upon that circumstance. Something is going on, some outside influence is impacting on the **City State**. Adventuring there is for the direct purpose of discovering what... eventually where... the influence is. That is explained herein, so I'll steal no more thunder in that regard.

To be really useful to the Gamemaster, a product which touts itself as a campaign setting must have purpose, background, and all the rest. Even without my saying anything in support of **City-State**, it is obvious that Mayfair's product has the necessary materials to make it such an addition to any campaign. A quick perusal of the box will amply demonstrate the truth of that. It includes detailed maps, yet without too many details, thus enabling personalization and campaign integration; and with the map provided for Players showing even fewer details so that the Players can explore and chart things for themselves—the single most critical element. It also has a backstory with an overall goal which gives life and purpose to the geography and mapping of it all. **City-State of the Invincible Overlord** even has details of buildings, who inhabits them, commerce, and social interaction. It's all there; and there are the random events and encounters needed, too. The whole is ready to use. A quick read-through, a few notes, and GM and Players can sit down and enjoy an episode of play stretching into as many hours as they choose.

That isn't the way I'd do it if I were Gamemaster, though! The "continent" of Calandia, the new portion which comes from Mayfair, happens to be rather a small landmass as continents go. Perhaps it would be better and more fairly described as a large island. Why quibble? It can be inserted in a blank ocean area or substituted for any heretofore undetailed landmass of approximately the same size. This

inclusion is a proverbial piece of cake. That's what I would do. Because of the particular circumstances of the place, the barrier which surrounds it, and the uncertainty of what lies beyond, it is likewise *terra incognita* with respect to all places surrounding it. A foggy sea anywhere can be the place in which Calandia is located... and eventually "discovered" by the rest of the campaign milieu.

Having accomplished placing Calandia on the world, and after giving it a thorough reading, the GM begins the real fun. Knowing the play group—its likes and dislikes, strengths and weaknesses—the Gamemaster has the opportunity to carefully alter, modify, and augment the printed material so as to make it fit the temper and taste of all concerned. The professions and powers of NPCs, the theology of the campaign milieu into which the **City State** will mesh, the friendly races and adversarial monsters, magic and money, all that and more lend themselves to the attention and creativity of the truly caring GM. Besides, who amongst us isn't quite convinced that a touch here and there doesn't take a "regular" product and make it "personalized"? The imaginative faculty and creative drive of role-players in general tends to make such touches almost mandatory. Everybody wants to get into the act, as they say, and with this product you have a perfect vehicle to do just that. On the other hand...

More than a sense of nostalgia can be obtained from taking the **City-State of the Invincible Overlord** and playing it as is. There is a definite feeling of the fantastical and a lot of free-flowing action-adventure found in the setting as is. A little change here, a substitution there, of course, so that there are no jarring discords between the **City-State** and your campaign whole. Then have at it! Whether you do that, or do a major revision so as to make the work an integral part of your milieu in such a form that it meshes perfectly and is indistinguishable from that which you personally created, this is a valuable addition to your gaming.

You have acquired more than a bit of the historic past of fantasy role-playing. This product, in its first edition, was a pioneer in the field of campaign aid products. This edition is revised, updated, and made vital. However you view it, **City-State of the Invincible Overlord** is something you shouldn't miss. Whether you add it to your library or to your active play, no matter. It is an enjoyable and creative work you'll be glad to have. You do, or you wouldn't be reading this. Now you know why you've made a solid choice and have a better idea of the history of the **City State** and what might be done with it. Suit yourself and your group and enjoy. After all, that's what this is all about, originally and now.

Gary Gygax

July, 1987

Lake Geneva, Wisconsin

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MAP and

POPULATION

BOOK

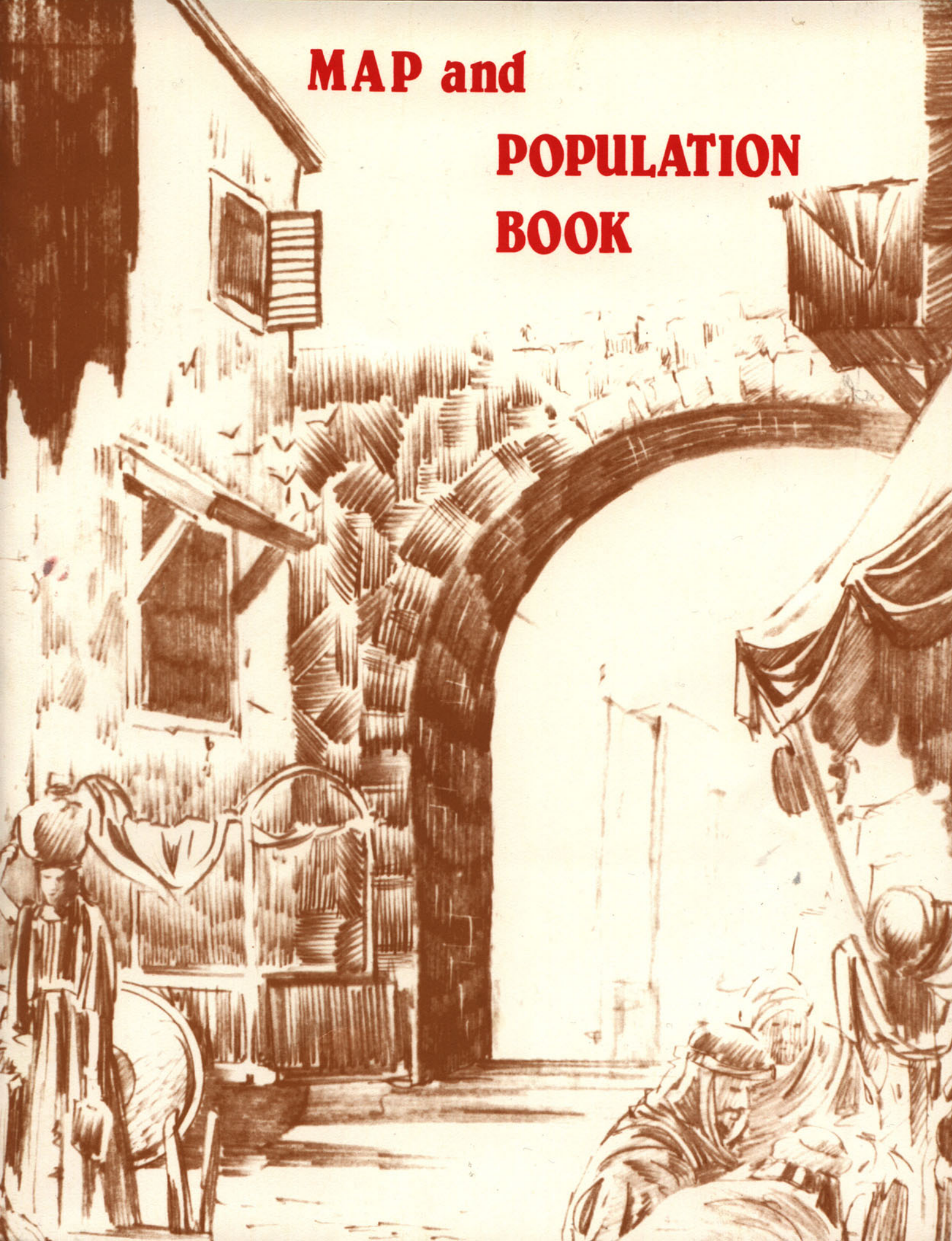


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416) FOR SALE, 417) Temple of the Bat, 418) Watch Tower, 419) Private Residence, 420) Private Residence, 421) Private Residence, 422) Adventurers' Guild, 423) Adventurers' Guild Store, 426) FOR SALE, 427) Water Tower Place, 429) Trumpeting Oliphant Boarding House, 430) Teleporter from #54, 431) FOR SALE

SECTION Y (L-7, 8, 9; M-7, 8, 9; N-7, 8, 9) page 56-57

432) Temple of Fog, 445) Diamond Duck Tavern, 446) Private Residence/Office, 455) Arena

SECTION Z (J-8, 9; K-8, 9, 10; L-9, 10) page 58-59

428) Eyrie of the Winged Ones, 440) FOR SALE, 441) Plesia's Place Cafe, 442) Ice House, 443) Architect, 444) Mercenary's Guild, 444a) Practice Grounds, 447) FOR SALE, 448) FOR RENT, 449) FOR SALE, 450) Private Residence, 451) Private Residence, 453) FOR SALE

SECTION AA (H-9, 10; I-9, 10) page 60-61

207) Private Residence, 208) Hourglasses, 209) Private Residence, 210) Private Residence, 211) Private Residence, 212) Private Residence, 213) Private Residence, 214) Grocery Store, 215) Toys, 216) Cosmetics and Other Beauty Aids, 217) Furs, 218) Historic Archives, 219) Private Residence, 220) Private Residence, 221) Private Residence, 222) Private Residence, 223) FOR RENT, 224) Private Residence, 225) Private Residence, 226) Private Residence, 227) Material Components, 228) Tomlinson's Hotel, 229) Private Residence, 230) Private Residence, 231) Private Residence, 232) Private Residence, 233) Private Residence, 234) Private Residence, 235) Private Residence, 236) Private Residence, 237) Private Residence, 238) Private Residence, 239) Private Residence, 240) Private Residence

SECTION BB (J-9, 10, 11; K-9, 10, 11; L-10, 11; M-10, 11) page 62-63

241) Undertaker, 242) Carpenter, 243) Engraver, 244) Cabinet Maker, 245) Landscaping, 246) Safe/Lock Maker, 247) Midwife, 248) Art Gallery, 249) Chimney Cleaner, 250) Barber Shop, 330) Blacksmith Shop, 331) Private Residence, 332) Bitner's Bakery, 333) Private Residence, 334) Trigg's General Store, 335) Private Residence, 336) Curley's Cheese and Meat, 337) School of Riding, 338) Theatre, 452) Grain Mill, 454) Memorial Court

SECTION CC (H-10, 11; I-10, 11) page 64-65

310) Private Residence, 311) Briarwood Library, 312) Private Residence, 313) Private Residence, 314) Private Residence, 315) Private Residence, 316) Private Residence, 317) Private Residence, 318) Private Residence, 319) School of Mathematics, 320) School of the Sciences, 321) School of the Arts, 322) School of Acting, 323) School of Finance, 324) School of Herbolgy, 325) School of Writing, 326) School of Law, 327) Private Residence, 328) Private Residence, 329) FOR RENT

SECTION DD (G-9, 10; H-9, 10) page 66-67

198) Private Residence, 199) Cartography Library, 200) Bows, 201) Chair Maker, 202) Pillow Maker, 251) Awning Maker, 252) Architect, 253) Tanner, 254) Private Residence, 255) Dirty Glass Tavern, 256) Shirley's Restaurant, 257) Harley's Cafe, 258) FOR SALE, 259) Book Rebinding, 260) Messenger Service, 261) Bird Land, Pet Store, 262) Wheelwright, 263) Private Residence, 264 & 265) Wainwright

SECTION EE (E-8, 9, 10; F-8, 9, 10; G-9, 10) page 68-69

266) Church of Odin

SECTION FF (F-10, 11; G-10, 11; H-10, 11) page 70-71

286) Teleporter from #54, 287) Pratt Plaza, 288) Phalti Towers, Home for the Aged, 289) Money Changer, 290) Private Residence, 291) Private Residence, 292) Private Residence, 293) FOR RENT, 294) Private Residence, 295) Private Residence, 296) Private Residence, 297) Private Residence, 298) Private Residence, 299) Private Residence, 300) Private Residence, 301) Private Residence, 302) Private Residence, 303) Private Residence, 304) Private Residence, 305) Private Residence, 306) Private Residence, 307) Private Residence, 308) Private Residence, 309) Temple of Healing

SECTION GG (D-8, 9, 10, 11; E-8, 9, 10, 11; F-10, 11) page 72-73

267) Captain's Keep, 269) Private Residence, 270) Private Residence, 271) Private Residence, 272) Private Residence, 273) Private Residence, 274) Private Residence, 275) Private Residence, 276) Private Residence, 277) Private Residence, 278) Private Residence, 279) Private Residence, 280) Private Residence, 281) Private Residence, 282) Private Residence, 283) Private Residence, 284) Private Residence, 285) Private Residence, Sidebar) Florentine Fighting

BRIARWOOD CASTLE (E-4, 5, 6, 7, 8; F-4, 5, 6, 7, 8; G-4, 5, 6, 7, 8) page 74

APPENDIX page 75

Crimes and Punishments, Languages, Potions

INDEX page 79-80

by establishment & by NPCs (of skill 1 or higher)

INTRODUCTION

In the heart of the continent of Calandia lies its City-State capital, Briarwood. Its ruler is known as Lucius II, the Invincible Overlord of the City-State. Although he and his legions have never known defeat, they now face a magical foe powerful enough to conjure horrendous monsters and swallow entire armies.

Will Lucius' over-taxed subjects rebel, or will they help the Overlord defend their City-State? One thing is certain: if Briarwood falls to the mysterious entity, all of Calandia will perish.



GAME COMPONENTS

Your boxed copy of *The City-State of the Invincible Overlord* includes:

- GM's Maps (Briarwood Map and Calandian Continent Map)
- Players' Map
- Map and Population Book
- Background and Encounter Book
- Four Character Race Booklets
- Four City Guides to Briarwood
- Adventure Book

GM's Maps: These two maps (Briarwood City-State and Calandia Continent) are for the GM's use. Study them carefully, familiarizing yourself with the general layout of both Briarwood and Calandia. We recommend that you do not show these maps to your Players. As the Players explore Briarwood, refer to this map to help them complete their map. Remember, exploring the city of Briarwood will be an interesting and challenging task in itself!

Players' Map: This map contains an outline of Briarwood's neighborhoods, but does not include details of each neighborhood. As the players explore Briarwood, they should make notes and sketches on the map to record what they have learned. We recommend that the Players use pencil to make their notes.

Map & Population Book: This book describes each building in Briarwood and the NPCs who inhabit those buildings. See *How To Use This Book* below for more explanation on using the **Map & Population Book**.

Background & Encounters Book: This book includes the complete known history of Calandia, as written by the Overlord's official historian, Quartus Ignatias. As GM, you should study this history carefully. When your Players show an interest in Calandia's history, you may allow them to read this history.

Also included in this book are encounters for Characters ranging in skill levels from 1 through 16 and above. Each encounter is a mini-adventure; each one deals with a single topic and gives appropriate experience points (XP) for an encounter which ends correctly.

This book also includes information on the Thieves' Guild in Calandia. If your Players' group includes any thieves, be sure to read this section before they enter Briarwood.

Four Character Race Booklets: Each booklet contains instructions and background for playing one of the following new Player-Character races:

- Centaur
- Naga
- Pixie
- Lizardman

Any Player wishing to play a Character from one of these new PC races should use the information in the appropriate booklet to generate his or her Character.

Four Character Class City Guides: Each booklet describes Briarwood for a particular group of Character classes. Allow PCs to read the appropriate book. Multi-classed Player Characters may read all books which apply to their Characters.

Adventure Book: This book contains an adventure for Characters of skill levels 3 through 6. The adventure takes place in Briarwood.

HOW TO USE THIS BOOK

During an adventure, the GM should follow a party's progress on the large *Briarwood City-State* GM map. When Characters need information on a specific area or building in greater detail than that provided by this overview map, determine that location's coordinates by using the letters on the map's side and the numbers along its bottom.

Once the coordinates are known, refer to the *Overview Map of Briarwood* in the *Map and Population Book* (pages 4 & 5) to determine the Section which includes the location. Find that Section's listing in the Table of Contents. Then turn to the page(s) indicated for a more-detailed map of that area and text information particular to residents and establishments found there.

Example: Characters adventuring in Briarwood inquire as to a large open area which borders a tower in the far southwest corner of town. On the GM's *Briarwood City-State* map, this location's coordinates are A-1, 2. The GM then refers to the *Overview Map of Briarwood* in the *Map and Population Book* and determines that this location is in Section C.

The Table of Contents in the *Map and Population Book* lists Section C as containing Crandel's Keep (#13) at coordinates A-1, 2. Additional information and a detailed map of the area may be found in the same book on pages 10 and 11.

The *Map and Population Book* describes the entire city of Briarwood in careful detail. The book is arranged to provide both graphic and statistical reference at a single glance. The *Map and Population Book* is divided into two-page "spreads." Each spread includes a left-hand and a right-hand facing page. On the left-hand page is a map of a small section of Briarwood; on the right-hand page is text describing what Players will find in the section of the city represented by the map on the left-hand page.

Each building on the map is numbered. This number corresponds to an entry-number on the right-hand page. The entry

LEGENDS FOR SECTION MAPS:

DOOR	SECRET DOOR	INTERIOR WALL	STAIRWAY	TWO STORY	THREE STORY BLDG.	FOUR STORY	TUNNEL	FENCE
WELL	GATE	BATHTUBS	ROSE BUSHES	STATUES	UNDERGROUND AREA	PILLARS	PIT	PORTCULLIS

describes the corresponding building, its inhabitants, and whatever else might interest the Player Characters at that location. As PCs travel to each location, refer to the corresponding entry to determine what they find.

In most establishment entries, the location number of the proprietor's residence is given; when no number is given, the proprietor lives on the premises. Also, the number for a Character's establishment is given under his/her private residence entry.

The edges of each map section are covered with a gray screen. These gray-screened areas are not described on the facing page. Gray-screened areas are part of another map section; if the PCs cross into a gray-screened area, turn to the page number listed for that gray area.

The overview map on the facing page shows the location of each section within Briarwood. When turning to a new section, refer to the overview map so that you have some idea of the party's general location within the city.

You will encounter several terms in this book with which you may not be familiar. These terms are explained below:

Value assumes, with medieval level of civilization, that the value of one gold piece is about \$20 in current U.S. dollars. An income of 10 gold pieces (or gp) would be a very profitable day for a merchant, but 1-5 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 2 gp per day per 2 skill levels, with a dramatic increase for jobs that are perceived to be dangerous.

Armor Class works on a scale in which a lower number is better. A Character with no armor has AC: 10 (unless otherwise stated within a Character's race statistics). A shield adds one step to make it AC: 9; chain mail is AC: 5; and plate and shield is AC: 2. (See the standard rule book for details on Armor Class).

HTK means Hits To Kill. This is the number of points of damage that a Character or monster may suffer before being killed. Player Characters and Non-Player Characters determine how many HTK they have by rolling one die for every skill level of experience they have; the number of sides the die has depends on the Character's class (see standard rule book for more information on determining how many HTK PCs and NPCs have).

Monsters always use 8-sided dice to determine how many HTK they have. The number of dice used is indicated in parenthesis for monsters.

Movement (MV) is the speed of a Character or monster on a constant basis. It can be scaled to whatever time period is needed by adjusting ground scale accordingly (the most commonly used is 1 square or hex = 10 feet).

There may be two or more numbers given. This indicates that the Character or monster can travel in more than one mode (see standard rule book).

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know a Character's or monster's THACO, you will know the number required to score a successful hit on 1D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the required die roll on 1D20.

For example, if Perry's THACO is 16 and his target is wearing chain mail with no shield (AC: 5), Perry needs to roll 11 or less on 1D20 ($16-5=11$) or roll 55% or less on a D% ($11 \times 5\% = 55\%$).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is an 18/00 (see standard rule book for more information).

Spells: A series of numbers given in a Character's statistics indicates the number of spells per skill level that the Character has. For example, 3/3/2 means that the Character has three skill 1 spells, three skill 2 spells, and 2 skill 3 spells. (See the standard rule book.)

Saving Throw Clarification: Saving Throw Values are listed for each Character class in the standard rule book. To make a successful Saving Throw, a Player must roll the Saving Throw Value or higher on 1D20. A successful Saving Throw often reduces or negates certain types of damage.

Saving Throw bonuses are added to the number which the Character actually rolls on 1D20. For instance, the Saving Throw vs. Breath Weapon for a skill 4 cleric is 15. He must normally roll a 15 or higher to save vs. Breath Weapon; if he happens to be wearing armor which gives a +2 vs. Breath Weapons, however, he need only roll a 13 or higher to make a successful Saving Throw ($13+2=15$).

Saving Throw penalties are subtracted from the number which a Character actually rolls on 1D20. For example, the same skill 4 cleric suffering a -2 penalty vs. Breath Weapons would have to roll a 17 or higher to make a successful Saving Throw ($17-2=15$).

Ability Rolls on your Character's abilities or statistics work much like saving throws. On certain occasions, your Character will be directed to "save against" a basic statistic.

For example, if you want to detect a lie or get information, you may have to save on a die roll against your Insight (INS).

Roll 1D20 for all saves against ability scores. If the number is **equal to or lower than** the ability score, you make your save. You are able to tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an INS ability roll (a roll against your INS) at +3, you add 3 to the die roll. For example, if your INS is 12 and you roll a 10, you still fail to save ($10+3=13$).

Standards terms/abbreviations include the 'D' abbreviation for "die" or "dice". 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (read 00 as 100); 3D6 means roll three 6-sided dice and add the results for the sum.

ABBREVIATIONS

STR.....	Strength
INT.....	Intellect
INS.....	Insight
DEX.....	Dexterity
STA.....	Stamina
APL.....	Appeal
HTK.....	Hits To Kill
AC.....	Armor Class
MV.....	Movement
AL.....	Alignment
AT.....	Attacks
DM.....	Damage
THACO.....	To Hit Armor Class 0
L. Good.....	Lawful Good
L. Neutral.....	Lawful Neutral
L. Evil.....	Lawful Evil
N. Good.....	Neutral Good
N. Evil.....	Neutral Evil
C. Good.....	Chaotic Good
C. Neutral.....	Chaotic Neutral
C. Evil.....	Chaotic Evil
PC.....	Player Character
NPC.....	Non-Player Character
cp.....	copper piece(s)
sp.....	silver piece(s)
ep.....	electrum piece(s)
gp.....	gold piece(s)
pp.....	platinum piece(s)
GM.....	Game Master
XP.....	Experience Points
S.....	Smaller than man-size
M.....	Man-size
L.....	Larger than man-size
PP.....	Pick Pockets
OL.....	Open Locks
F/RT.....	Find/Remove Traps
MS.....	Move Silently
H in S.....	Hide in Shadows
HN.....	Hear Noise
CW.....	Climb Walls
RL.....	Read Languages

NEW WEAPONS

Blowgun: (S or M) 1D6/2, (L) 1D6/3

Bola: (S or M) 1D4, (L) 1D4

If a Character rolls his/her "to hit" roll and rolls 3 more points than were required, bola trips target.

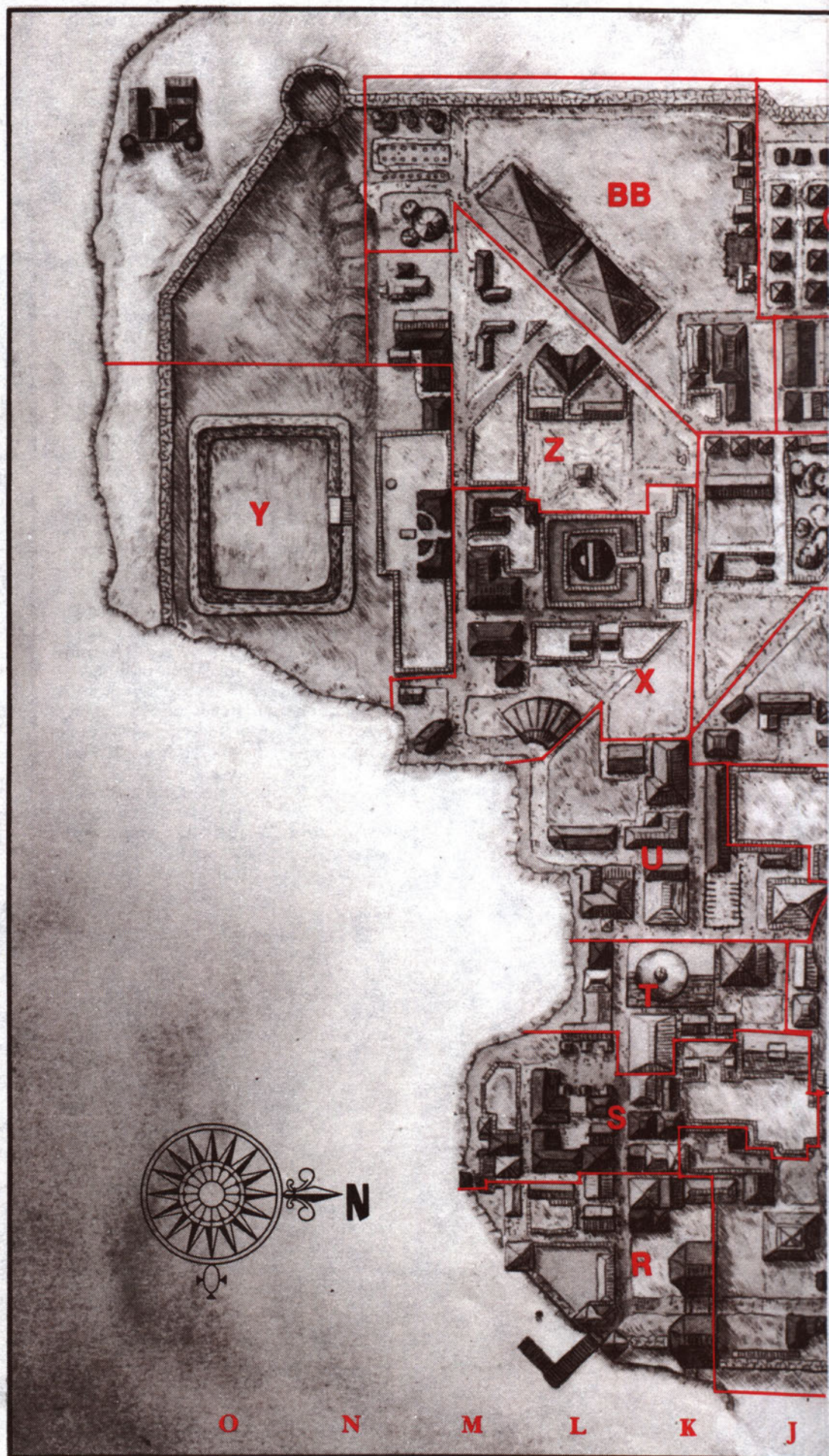
Whip: (S or M) 1D4+1, (L) 1D4+1

Boomerang: (S or M) 1D4, (L) 1D4

If roll is 4 points higher than needed, target is struck in the head and rendered unconscious

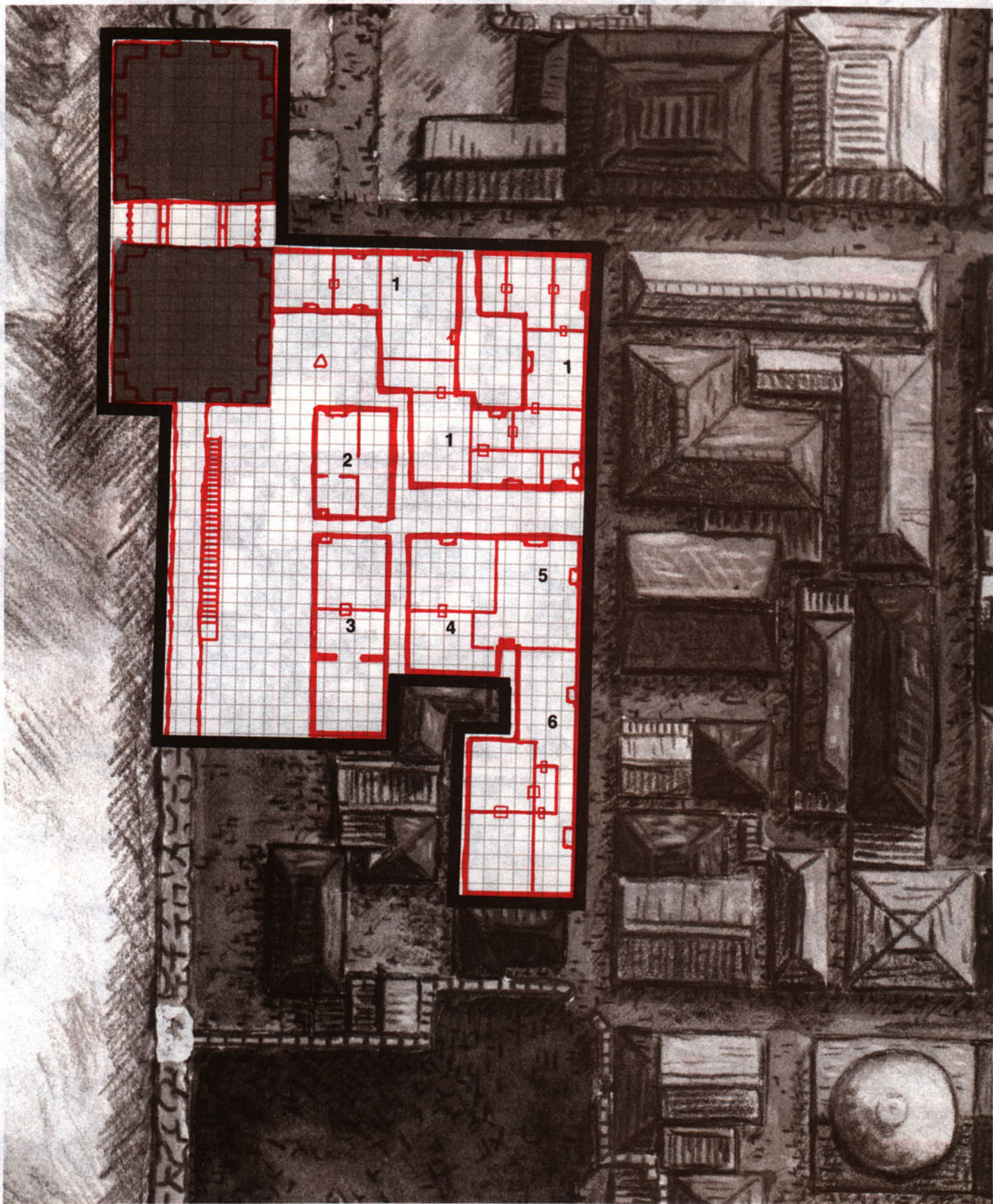
Cat O' Nine Tails: (S or M) 1D6+1, (L) 1D6

OVERVIEW
MAP
OF
BRIARWOOD



SECTION A

(C-1, 2; D-2)



1. East Gate Barracks

East Gate (Sun Gate) is patrolled by 120 elite Town Guards (Guards of the Sun) under the command of Col. Phoebus (#34), Capt. Smiladon (#3), and Lieut. Ward the Bear (#2).

(60) Guards of the Sun, Skill 3 Fighters

Race: Human

STR: 12-17, INT: 7-14, INS: 7-14,

STA: 9-18, DEX: 7-17, APL: 7-17

HTK: 15-30, AC: 4

MV: 9", AL: L. Good - L. Neutral

AT: 1, DM: by weapon type

THACO: 18

Weapon Proficiencies: long sword, spear, dagger, short sword, halberd

Armor: chain mail, round shield

Weapons: long sword, spear, dagger

Specials: They will never abandon their posts. Morale is at +2.

(40) Guards of the Sun, Skill 4 Fighters

Race: Human

STR: 12-17, INT: 7-14, INS: 7-14,

STA: 9-18, DEX: 7-17, APL: 7-17

HTK: 18-40, AC: 4

MV: 9", AL: L. Good - N. Good

AT: 1, DM: by weapon type

THACO: 18

Weapon Proficiencies: long sword, spear, dagger, short sword, halberd

Weapons: long sword, spear

Armor: chain mail, round shield

Specials: They will never abandon their posts. Morale is at +2.

(18) Guards of the Sun, Skill 5 Fighters

Race: Human

STR: 12-17, INT: 7-14, INS: 7-14,

STA: 9-18,

DEX: 7-17, APL: 7-17

HTK: 20-50, AC: 4

MV: 9", AL: L. Good - N. Good

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: long sword, spear, dagger, short sword, halberd

Weapons: long sword, spear, dagger

Armor: full chain mail, round shield

Specials: They will never abandon their posts. Morale is at +3.

Sergeants Artemis & Perry,

Skill 6 Fighters

Race: Human

STR: 15-16 (0, 0-0, +1), INT: 12-13,

INS: 13-12,

STA: 14-17 (+0; +3), DEX: 9-13,

APL: 13-15

HTK: 45 & 59, AC: 4

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: long sword, spear, dagger, short sword, halberd, throwing dagger

Weapons: long sword, spear, dagger, throwing dagger

Armor: chain mail, round shield

Specials: They will never abandon their posts. Morale is at +4.

2. Living Quarters for Lieutenant Ward the Bear

Lieut. Ward the Bear,

Skill 8 Ranger

Race: Human/Were-Bear

STR: 16 (0, +1), INT: 14, INS: 16

STA: 12, DEX: 7, APL: 13

HTK: 50, AC: 2 [2]

MV: 9", AL: C. Good

AT: 3/2 [3], DM: by weapon type

[1D4/1D4 claws, 2D4 bite, 2D8 hug]

THACO: 14

WT: 180 lbs., HT: 5'9"

Weapon Proficiencies: long sword, dagger, spear, crossbow, short sword

Armor: None

Magic Items: Bracers of Defense (AC: 2), +2 long sword

Specials: Can control lycanthropy

[] = When in Were-Bear form.

Ward is an excellent soldier and leader. He tends to be arrogant towards unlearned people; this attitude has made him more than a few enemies.

3. Captain Smiladon's Living Quarters

Captain Smiladon, Skill 8 Fighter

Race: Human/Were-sabre-toothed Tiger

Religion/Deity: Egyptian/Bast

STR: 18/70 (+2, +3), INT: 14, INS: 15

STA: 17 (+3), DEX: 18 (+3, -4), APL: 16

HTK: 114, AC: 3 [1]

MV: 12, AL: C. Neutral

AT: 3/2 [3], DM: by weapon type [1D4+1/1D4+1 claws, 1D10 bite, 1D8 rake]

THACO: 12

HT: 6'6", WT: 225 lbs.

Weapon Proficiencies: bastard sword, dagger, long bow, long sword, staff, spear

Armor: +1 studded leather and shield

Magic Items: +2 long sword (+3 vs. giants); Earring of Fire Resistance,

Earring +1 saves

Specials: Can control lycanthropy, [Infravision: 90'], speaks and understands all feline languages, Magical studded leather is not destroyed when Smiladon changes into were-form.

[] = when in were-form.

Captain Smiladon is known as a formidable fighter. His reputation is augmented by his green cat-like eyes, his cocky attitude, and his pet sabre-toothed tiger. He will take on the most hazardous duties; this usually results in dungeon adventures.

Smiladon is the protector of twin princesses and a baby dragon, which he purchased at an auction to save them.

Smiladon's favorite pastimes are adventuring and expanding his city-wide spy network of domesticated cats.

4. Leather Gauntlet/Glove Shop

PROPRIETOR: Syril, Skill 0 Human

All Guards of the Sun do business with Syril. His prices are as per the standard rule book. Syril will have any given size of gauntlet/glove in stock 25% of the time.

Syril lives at the Mithril Claw Inn (#144).

5. General Store

PROPRIETOR:

Klem Lodu, Skill 0 Human

Klem charges half again as much as normal for his items (see the standard rule book and add 50% to those prices).

Klem keeps a loaded crossbow under the counter in case of trouble.

Klem lives at #450.

6. Boar's Head Restaurant

PROPRIETOR:

Cham Marley, Skill 0 Human

The Boar's Head is the Overlord's favorite food establishment. Although he rarely frequents this restaurant (2% chance, non-cumulative, per week), he sends a messenger here at least three times per week.

Along with Cham Marley, there are three other cooks, two waitresses, and five busboy/waiters.

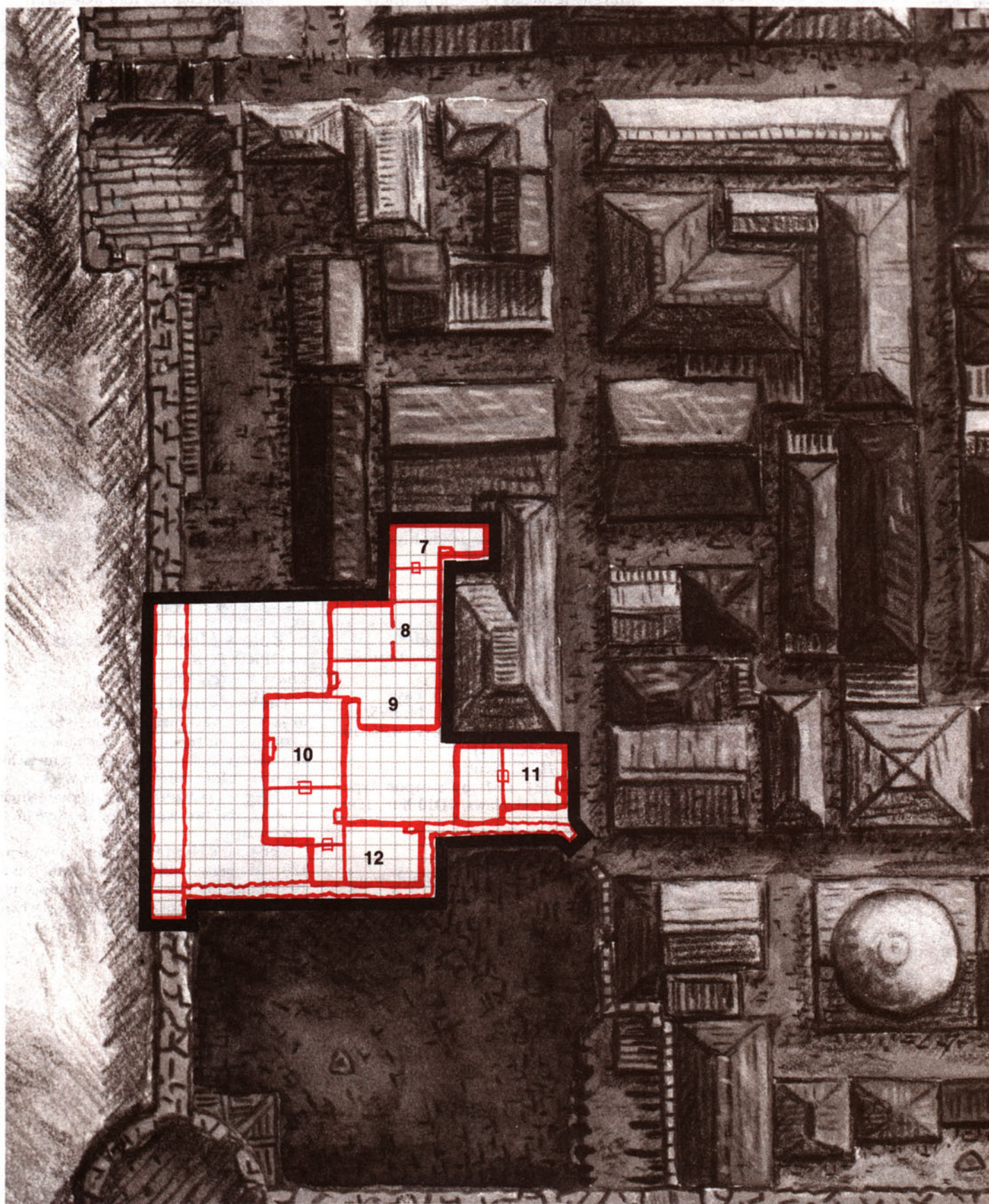
The Boar's Head Restaurant seats up to 120 customers. At any given time, there is a 10% chance that it will be filled to capacity. Reservations are not accepted (except when they are requested by the Overlord).

Cham lives at #15.



SECTION B

(B-1, 2)



7. Spice & Herb Shop

PROPRIETOR:

Ol Cahoon, Skill 3 Cleric

Race: Human

Religion/Deity: Norse/Odin

STR: 15, *INT:* 16, *INS:* 15

STA: 12, *DEX:* 9, *APL:* 13

HTK: 12, *AC:* 10

MV: 9", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 20

HT: 6'0", *WT:* 260 lbs.

Weapon Proficiencies: mace & flail

Armor: None

Magic Items: +2 footman's mace

Spells: 4/2

Specials: None

Ol is a very personable man. His black beard and mustache are always neatly trimmed, and his clothes are always neat.

Ol's shop is well-stocked; there is a 35% chance that any given food spice will be in stock, and a 15% chance that medicinal spices and herbs will be stocked. Items not in stock can be obtained by Ol in 1D4 days. Ol supplies spices and herbs to over half of the restaurants and inns in Briarwood.

On an average business day, Ol makes 10 sp - 1 gp.

Ol lives at the Mithril Claw Inn (#144).

8. Spell Component Shop

PROPRIETOR:

Tihs Limac, Skill 15 Magic-user

Race: Half-elf

Religion/Deity: Greek/Hecate

STR: 6 (-1, 0), *INT:* 18, *INS:* 18

STA: 9, *DEX:* 12, *APL:* 15

HTK: 42 (45)*, *AC:* 2

MV: 12" (24")** *AL:* C. Neutral

AT: 1, *DM:* by weapon type

THACO: 16

HT: 5'2", *WT:* 125 lbs.

Weapon Proficiencies: dagger, staff, dart

Armor: None

Magic Items: Bracers of Defense (AC: 4), Wand of Frost (16 charges), Boots of Speed**, Cloak of Displacement

Spells: 5/5/5/5/5/2/1

Specials: *3 additional HTK due to familiarity, Krin.

Tihs has ten underling/apprentices who go out and collect spell components for him. In return, he trains them in the art of magic-use. Tihs will have all components needed for magic-use 50% of the time, while having druidic, clerical, and illusionary components only 10% of the time. Items not in stock can be obtained in 4D6 days.

Tihs is 90 years old and very spry. His hair is silver and thin, and he is mild-tempered and easy-going. His most cherished possession is his hawk familiar, Krin.

Tihs keeps the rarest and most expensive spell components in his storeroom behind his shop. There are no entrances into this storeroom; Tihs teleports into the room, takes the desired component, and teleports back to his shop (this whole process takes only 6 seconds (one segment)).

Tihs' only competitor is Nadia Zadock (#227). However, since Tihs has a larger and more complete stock of components, he is not concerned about losing business to Nadia.

9. For Sale

For sale by Tihs Limac (#8). He is asking 8000 gp for this store house.

10. Taxidermy Shop

PROPRIETOR:

Rolly Korbit, Skill 2 Fighter

Race: Half-orc

STR: 13, *INT:* 9, *INS:* 8

STA: 12, *DEX:* 15 (0, -1), *APL:* 7

HTK: 7, *AC:* 10

MV: 9", *AL:* C. Neutral

AT: 1, *DM:* by weapon type

THACO: 20

HT: 5'8", *WT:* 160 lbs.

Weapon Proficiencies: club, mace, flail, blowgun

Armor: None

Magic Items: None

Specials: None

Rolly is an ex-fighter whose lack of both prowess and common sense have forced him into a safer profession: taxidermy. He is scarred from head to toe; this makes him appear very menacing.

Rolly can stuff and mount any fur-covered creature with 90% success, any scale-covered creature with 75% success, and any flesh-covered creature with 30% success. His prices are high (1 gp per hour of work), but his work is very good.

11. Canine Trainer

PROPRIETOR:

Szordic, Skill 13 Thief

Race: Human

STR: 17 (+1, +1), *INT:* 12, *INS:* 12

STA: 16 (+2), *DEX:* 19 (+3 -4), *APL:* 17

HTK: 78, *AC:* 0

MV: 14", *AL:* C. Neutral

AT: 1, *DM:* by weapon type

THACO: 13

HT: 5'10", *WT:* 145 lbs.

Weapon Proficiencies: long sword, short sword, whip, throwing dagger, bola

Armor: None

Magic Items: +2 throwing dagger with return, belt buckle: Periapt of Health, Ring of Protection +1, Boots of Elvenkind, Earrings: Warmth and Protection from ESP (protects from spells

with verbal components and from herbal attack spells).

Specials: Automatically befriends all canines (GM's discretion)

Thieving Abilities: PP: 125%, OL: 107%, F/RT: 95%, MS: 121%, H in S: 112%, HN: 40%, CW: 85%, RL: 60%

Szordic trains dogs in half the time (or less) it takes other trainers. He can train even the most troublesome dogs in two weeks.

The shop can hold up to twelve dogs. At any given time, there is at least room for one more dog (to a maximum of twelve).

Szordic was raised by dire wolves until the age of twelve. Due to his upbringing, he tends to have few friends. He is always accompanied by his two pet dire wolves.

(2) Dire wolves

HTK: 24, 22 (3D8+3), *AC:* 6

MV: 18", *AL:* Neutral

AT: 1, *DM:* 1D4+1

INT: Semi-, *SZ:* M

THACO: 15

Specials: None

Szordic's hair was turned white by a magical sword. Because of this, Szordic will not carry, or even touch, a magical sword.

If forced to use a magical sword while under another creature's control, there is a 50% chance that Szordic will break free of the control. If the control is broken, Szordic will go into a berserk rage (+2 "to hit" and damage) and will attack the creature until he or the creature is unconscious or dead.

12. Glass Shop

PROPRIETOR:

Crystal Tems, Skill 0 Shireling

Crystal blows and cuts her glass by hand. Her business is slow, but she does a considerable amount of work for the alchemists and potion-makers.

Crystal is fair-haired and very soft-spoken. She detests violence; however, her two giant weasels are trained to kill. They will protect Crystal with their lives.

(2) Giant weasels

HTK: 21, 20 (3D8+3), *AC:* 6

MV: 15", *AL:* Neutral

AT: 1, *DM:* 1D4 (bite), 2D6 (Blood drain)

INT: Animal, *SZ:* M

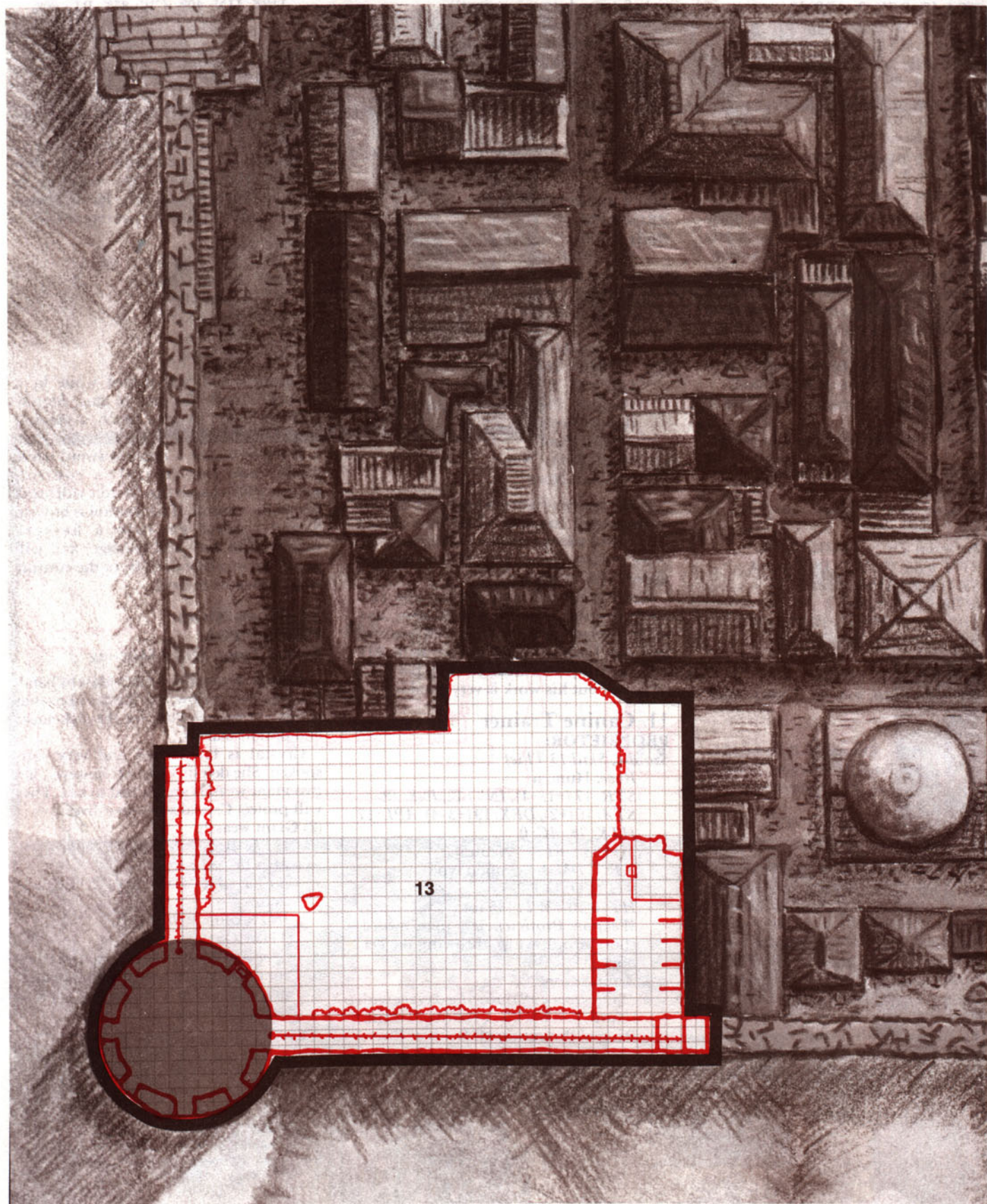
THACO: 15

Specials: Blood Drain— starting one round after a successful bite the weasel drains blood at a rate of 2D6 HTK of damage per round.

Crystal lives at the Mithril Claw Inn (#144).

SECTION C

(A-1, 2)



13. Crandel's Keep

PROPRIETOR:

Crandel, Skill 27 Magic-user

Race: Half-elf

Religion/Deity: Egyptian/Thoth

STR: 10, *INT:* 19, *INS:* 15

STA: 16 (+2), *DEX:* 12, *APL:* 16

HTK: 63, *AC:* 4

MV: 12", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 11

HT: 5'9", *WT:* 140 lbs.

Weapon Proficiencies: dagger, staff, dart

Armor: None

Magic Items: Potions: Diminution, Dragon Control (Evil), ESP (x3), Extra-Healing (x5), Gaseous Form, Giant Control (Two-Headed & Chaos), Growth, Healing (x2), Human Control (humanoids), Invulnerability, Oil of Slipperiness (2 casks), Plant Control (2 casks), Speed (x2); Scrolls: Protection from Devils, Protection from Air Elementals; Rings: Free Action, Regeneration; Wand of Frost, Bracers of Defense (AC:4), Cloak of the Elvenkind, Crystal Ball of Telepathy, Ioun Stone (Lavender)

Spells: 6/6/6/6/6/6/5/5

Specials: None

Crandel is Briarwood's most powerful high-wizard. He is the only person ever to be given a tower and city wall section to protect. Crandel is a good listener and leader.

Crandel has many guards and protections, and he can summon the Guards of the Sun if the need arises.

Crandel gets his potions from Alham the Alchemist (#35). He also gets help from Shadowhawk (#34) whenever needed.

Crandel is in charge of issuing green cards.

PROTECTIONS

The walls of Crandel's Keep are topped with electrified barbed wire (DM: 2D10 HTK). Each ten-foot section of outer city wall is protected by a Magic Mouth spell, which will sound an alarm when anyone or -thing attempts to scale the wall. The Oil of Slipperiness is to be used on the walls in the event of a large-scale attack.

The Plant Growth potions are used on the rose bushes inside the outer wall. Also, the Guards and Wards and Faithful Hound spells will be placed in Crandel's Tower if there are intruders.

Anto (Captain), Skill 10 Fighter

Race: Human (Amazonian)

Religion/Deity: Norse/Sif

STR: 18/50 (+1, +3), *INT:* 13, *INS:* 12

STA: 16 (+2), *DEX:* 16 (0, -2), *APL:* 14

HTK: 80, *AC:* 1

MV: 12", *AL:* L. Neutral

AT: 3/2, *DM:* by weapon type

THACO: 12

HT: 5'11", *WT:* 170 lbs.

Weapon Proficiencies: dagger, long sword, short sword, spear, mace, long bow, trident

Armor: None

Magic Items: Bracers of Defense (AC: 3), +4 long sword, periapt: Protection vs. Poison

Jiron, Skill 8 Fighter

Race: Human (Amazonian)

Religion/Deity: Norse/Sif

STR: 18/22 (+1, +3), *INT:* 10, *INS:* 9

STA: 15 (+1), *DEX:* 12, *APL:* 9

HTK: 49, *AC:* 4

MV: 12", *AL:* L. Neutral

AT: 3/2, *DM:* by weapon type

THACO: 14

HT: 6'0", *WT:* 180 lbs.

Weapon Proficiencies: dagger, bastard sword, halberd, crossbow, spear, long sword

Armor: chain mail

Magic Items: Potion of Growth, Wand of Negation

Semsee, Skill 6 Fighter

Race: Human (Amazonian)

Religion/Deity: Norse/Sif

STR: 16 (0, +1) *20 (+3, +8), *INT:* 15

INS: 9 *STA:* 17 (+3), *DEX:* 18 (+3, -4),

APL: 16

HTK: 65, *AC:* 2

MV: 12", *AL:* L. Neutral

AT: 1, *DM:* by weapon type

THACO: 16/*13

HT: 5'8", *WT:* 162 lbs.

Weapon Proficiencies: battle axe, dagger, long bow, long sword, spear, short sword

Armor: +1 chain mail, +1 shield

Weapons: +1 battle axe, long bow, dagger

Magic Items: Rope of Climbing, Girdle of Stone Giant Strength*

Specials: None

Arla, Skill 5 Fighter

Race: Human (Amazonian)

Religion/Deity: Norse/Sif

STR: 17 (+1, +1), *INT:* 10, *INS:* 9

STA: 12, *DEX:* 14, *APL:* 17

HTK: 25, *AC:* 6

MV: 12", *AL:* L. Neutral

AT: 1, *DM:* by weapon type

THACO: 16

HT: 5'2", *WT:* 155 lbs.

Weapon Proficiencies: lucern hammer, dagger, spear, long sword, long bow

Armor: +1 ring mail

Weapons: +1 lucern hammer, dagger, spear, long bow

Magic Items: Wand of Wonder (53 charges), Scroll: Protection from Elementals

Specials: None

Anto, Jiron, Semsee, and Arla are anti-social toward strangers. They are very dedicated; they will never leave their posts.

WALL GUARDS/APPRENTICES:

Tam, Skill 7 Magic-user

Race: Elf

Religion/Deity: Egyptian/Thoth

STR: 8, *INT:* 17, *INS:* 12

STA: 15 (+1), *DEX:* 18 (+3, -4), *APL:* 13

HTK: 25, *AC:* 6

MV: 12", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 19

HT: 5'3", *WT:* 130 lbs.

Weapon Proficiencies: dagger, staff

Armor: None

Weapons: +1 dagger, +1 staff

Magic Items: Potion of Speed, Ring of Shooting Stars, Wand of Lightning (32 charges)

Spells: 4/3/2/1

Specials: None

Tam wears a colorful cloak and a tall pointed hat. He is a fine leader for Zel and Rank, but others laugh at him.

Tam has a green card.

Zel, Skill 5 Magic-user

Race: Half-elf

Religion/Deity: Egyptian/Thoth

STR: 12, *INT:* 15, *INS:* 13

STA: 14, *DEX:* 16 (+1, -2), *APL:* 13

HTK: 15, *AC:* 8

MV: 12", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 20

HT: 5'5", *WT:* 153 lbs.

Weapon Proficiencies: staff, dart

Armor: None

Weapons: staff, +3 darts (x10), +2 darts (x2), +1 darts (x4)

Magic Items: Eyes of the Eagle, Wand of Polymorphing (22 charges)

Spells: 4/2/1

Specials: None

Zel spends all of her time studying the White Arts.

She has a green card.

Rank, Skill 4 Magic-user

Race: Elf

Religion/Deity: Egyptian/Thoth

STR: 11, *INT:* 16, *INS:* 8

STA: 14, *DEX:* 13, *APL:* 8

HTK: 12, *AC:* 10

MV: 12", *AL:* L. Neutral

AT: 1, *DM:* by weapon type

THACO: 20

HT: 6'0", *WT:* 145 lbs.

Weapon Proficiencies: staff, throwing dagger

Armor: None

Weapons: 3 throwing daggers, quarter staff

Magic Items: None

Spells: 3/2

Specials: None

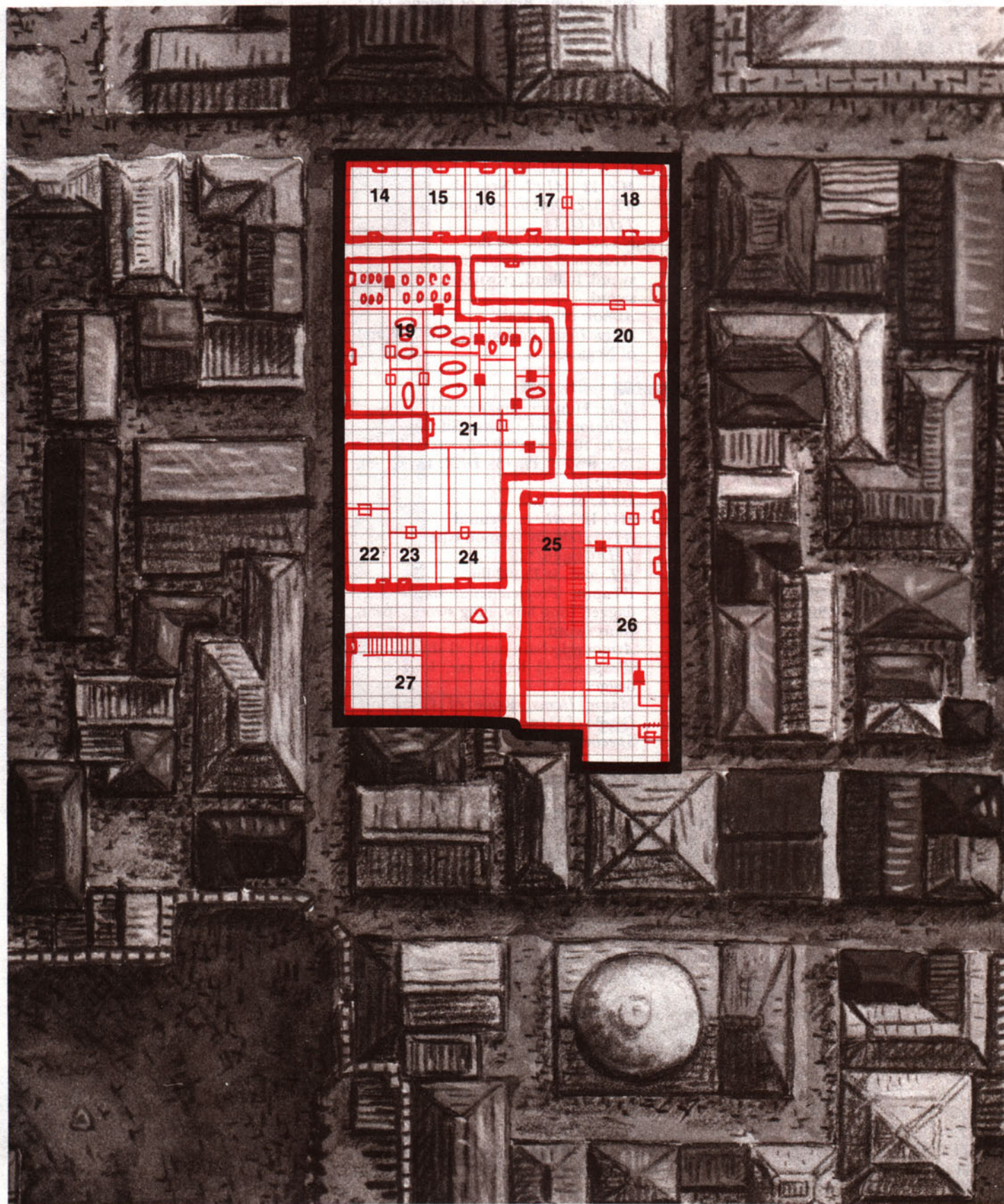
This anorexic-looking theurgist is easily distracted. Every time Rank casts a spell, there is a 10% chance that it will be miscast.

He owns a green card.

Crandel also has three Giant Lynx (see the standard rule book for statistics).

SECTION D

(C-2, 3; D-2, 3)



14. Pottery Shop

PROPRIETOR:

Orm Feely, Skill 0 Human

Orm, a rotund and balding man, makes low-quality pottery. However, he does a good business because he undersells other potters by 50%.

Orm lives in the Red Griffin Inn (#106).

15. Private Residence

PROPRIETOR:

Cham Marley, Skill 0 Human, (see #6).

16. Rope Maker

PROPRIETOR:

Urkluk of Dasa, Skill 3 Fighter

Race: Half-orc

Religion/Deity: Greek/Ares

STR: 18/95 (+2, +5), *INT:* 13, *INS:* 12

STA: 18 (+4), *DEX:* 14, *APL:* 7

HTK: 34, *AC:* 3

MV: 12", *AL:* C. Neutral

AT: 1, *DM:* by weapon type

THACO: 18

HT: 6'3", *WT:* 240 lbs.

Weapon Proficiencies: long sword, two-handed sword, short bow, darts, dagger

Armor: banded mail and shield

Weapons: long sword, two-handed sword, short bow, darts (x4), dagger

Magic Items: Acid (8, 9, and 10)

Specials: None

Urkluk makes the finest rope in Briarwood. His prices are 20% higher than those in the standard rule book.

Urkluk is from Dasa, a major city north of Briarwood. He is large and muscular with an outgoing and brash demeanor.

Urkluk helps the Guards of the Sun whenever necessary. He lives at #345.

17. Urn Shop

PROPRIETOR:

Sabastian Vahs, Skill 17 Thief

Race: Shireling

Religion/Deity: Egyptian/Bes

STR: 13, *INT:* 16, *INS:* 9

STA: 8, *DEX:* 18 (+3, -4), *APL:* 15

HTK: 53, *AC:* 2

MV: 9", *AL:* C. Neutral

AT: 1, *DM:* by weapon type

THACO: 12

HT: 3'2", *WT:* 73 lbs.

Weapon Proficiencies: dagger, crossbow, sling, short sword

Armor: +2 leather armor

Weapons: +2 dagger, crossbow, sling, +3 short sword

Magic Items: Bag of Holding, Ring of Invisibility, Robe of Blending

Specials: Thieving Abilities:

PP: 140%, OL: 119%, F/RT: 109%,

MS: 119%, H in S: 124%, HN: 60%,

CW: 85%, RL: 80%

Sabastian runs a fairly lucrative urn business. However, it is just a front for one of the biggest smuggling operations in Briarwood. He smuggles nearly anything.

Sabastian is friendly and talkative business man. He smokes cigars, and he talks

with a deep, heavy Irish-like accent.

Sabastian has a bodyguard named Ballard, who is always at his side.

Ballard, Skill 9 Fighter

Race: Dwarf

STR: 18/22 (+1, +3), *INT:* 13, *INS:* 13

STA: 17 (+3), *DEX:* 12, *APL:* 15

HTK: 93, *AC:* 1

MV: 6", *AL:* L. Neutral

AT: 3/2, *DM:* by weapon type

THACO: 12

HT: 4'7", *WT:* 140

Weapon Proficiencies: battle axe, short sword, dagger, short bow, crossbow, war hammer, spear

Armor: chain mail and +3 shield

Weapons: battle axe, crossbow, dagger, and war hammer

Magic Items: Ring of Featherfall, Horn of Valhala (Bronze), Potion of Sweetwater

Specials: Infravision: 90'

Ballard has a long, red beard, but no mustache. He is very shy. However, he is a champion wrestler. He is dedicated to protecting Sabastian.

18. Private Residence

PROPRIETOR:

Greg Begmin, Skill 0 Human, (see #76).

19. New Bathhouse

PROPRIETOR:

Lorin the Clean, Skill 0 Human

Lorin is a small, chubby man with white, wavy hair.

Lorin has done a fantastic business here ever since the Old Bathhouse burned down. He makes from 1 gp to 10 gp per business day.

Lorin lives at #150.

20. For Sale

Owned by *Finyard (Skill 0 Human)*. He is asking 34,000 gp for this building.

Finyard lives at the Mithril Claw Inn (#144).

21. Shield Painter

PROPRIETOR:

Uta of Planthra, Skill 0 Human

Uta runs a profitable business. She gets 1D10 shields per day, to a maximum of 20 shields. Uta can paint two shields per day, and she gets 5D10 silver pieces each. The storage space, accessible only by a secret door, is for storing magic shields.

Uta has long, blonde hair, and she is near-sighted. She is very business-like. Uta lives at the Mithril Claw Inn (#144).

22. Candle Shop

PROPRIETOR:

Mable, Skill 0 Shireling

Mable dips 30 candles per day. Candles cost 2D4 sp each. She is polite and gracious to all of her customers. On an average business day, Mable makes 2 gp. She lives at #383.

23. Fletcher/Arrow Shop

PROPRIETOR:

Fletcher, Skill 0 Elf

Fletcher runs a successful business (charging prices in the standard rule book). Fletcher makes +1 arrows (cost is 120 gp per arrow). All of Fletcher's arrows can be shot twice before there is a chance of the arrow breaking; after that, there is a 10% chance per shot that the arrow will break. It takes Fletcher 1D4 days to make each +1 arrow.

On an average business day, Fletcher makes 1D4 gp. He lives at #165.

24. Shield Maker & Shop

PROPRIETOR:

Kale, Skill 0 Human

Kale is a fine craftsman and an honest business man. His shields are priced as per the standard rule book, but they are lighter and sturdier than average. (Weights are half of those given in the standard rule book.) Kale lives at #375.

25. Armorer

PROPRIETOR:

Roark, Skill 0 Dwarf

Roark makes the only plate mail in Briarwood. The art and secrets for making high-quality plate mail have been lost for over a century.

Roark's plate mail is equivalent to AC: 5 (scale mail). He lives at #384.

26. Barding Maker

PROPRIETOR:

Farley Crumm, Skill 0 Half-orc

Farley is the best (and only) barding maker in Briarwood. He works for two weeks on each set of barding.

Farley cannot make plate barding. Prices are per the standard rule book. Farley lives at #382.

27. Private Residence

PROPRIETOR:

Waldrin, Skill 7 Fighter

Race: Human

STR: 18/05 (+1, +3), *INT:* 13, *INS:* 12

STA: 14, *DEX:* 16 (+1, -2), *APL:* 10

HTK: 53, *AC:* 2

MV: 12", *AL:* L. Neutral

AT: 3/2, *DM:* by weapon type

THACO: 14

Ht: 5'8", *Wt:* 162 lbs.

Weapon Proficiencies: long sword, dagger, spear, long bow, throwing hammer, battle axe

Armor: +1 chain mail

Weapons: battle axe, dagger, long bow, and throwing hammer

Magic Items: Potion of Gaseous Form, Ring of Spell Turning, Dust of Disappearance, Rod of Seven Pieces (has one piece)

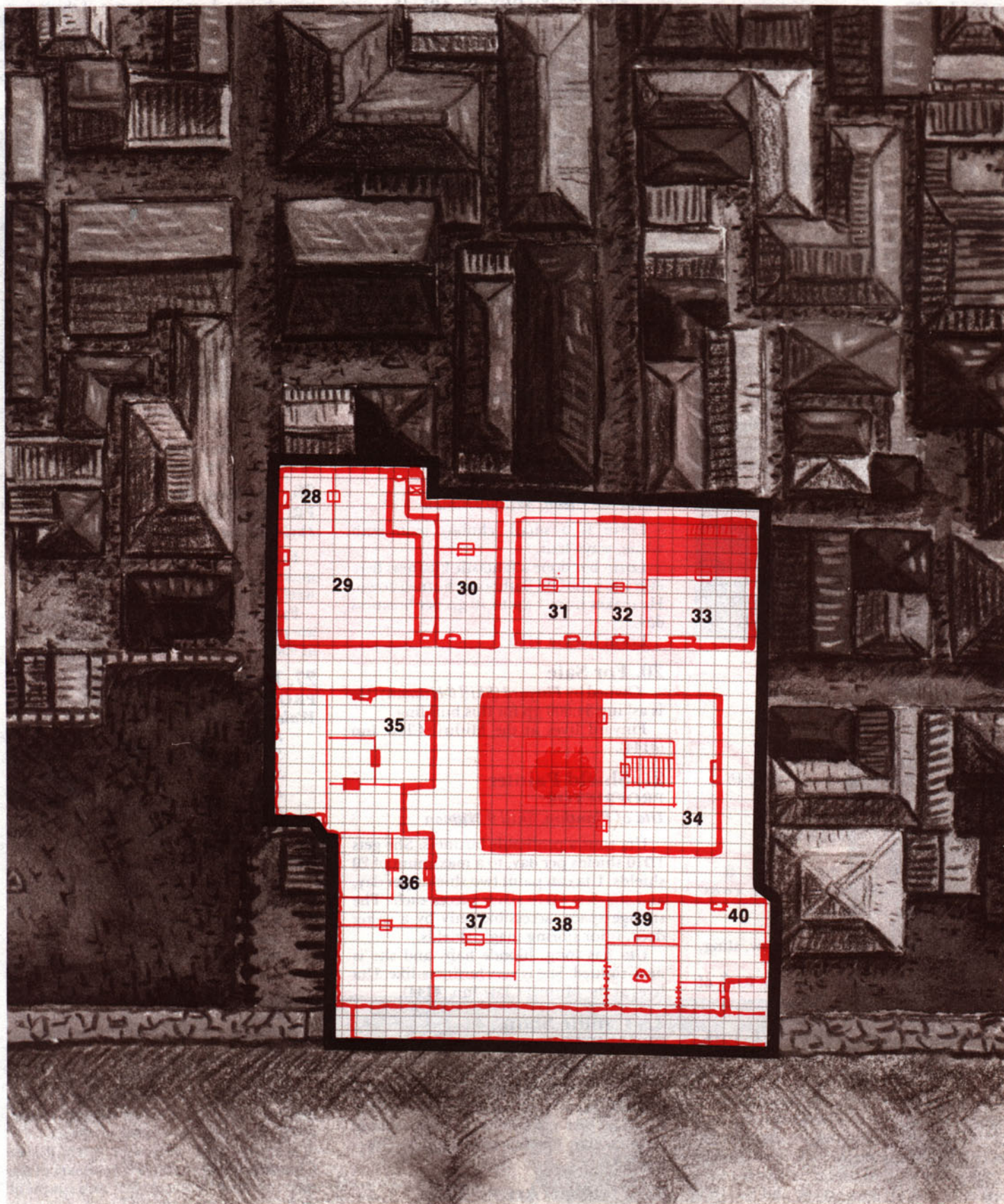
Specials: None

Waldrin is a man who makes a living from adventuring. He has enough banked gold to last him for at least ten years.

Waldrin will adventure with Player Characters if he is allowed one share of the treasure, and if there are at least a couple of PCs of at least skill 6.

SECTION E

(A-3, 4; B-3, 4)



28. Book Maker

PROPRIETOR:

"Wormy" Lockheart, Skill 0 Gnome

Wormy is a squinty-eyed gnome who is proud of his writing and storytelling talents. He charges 2 sp per handwritten page of text. Wormy found an ancient spell book still intact; he is starting his illusionary apprenticeship with this book.

29. Winery (For Sale)

Owned by Waldrin (#29). He is asking 10,000 gp (the property is worth 16,000 gp).

This winery went out of business because of the imports being shipped into Briarwood.

30. Jade Shop

PROPRIETOR:

Schar of Kentills,

Skill 2/3 Magic-user/Cleric

Race: Elf

STR: 8, INT: 16, INS: 17

STA: 14, DEX: 12, APL: 18

HTK: 14, AC: 7

MV: 12", AL: N. Good

AT: 1, DM: by weapon type

THACO: 20

HT: 5'1", WT: 95 lbs.

Weapon Proficiencies: staff, dagger, throwing dagger

Armor: None

Weapons: +2 staff

Magic Items: Ring of Spell Storing, Ring of Regeneration, Ring of Protection +3, Ring of Efrete Summoning

Spells: Magic-user: 2/; Clerical: 4/3

Specials: Infravision 90', Charm (as per spell)

Schar is a very attractive evoker/priest; she is also a good gambler and a champion mah-jongg player.

Schar has over 5,000 gp worth of carved jade. If Schar or her shop are threatened, an efrete will appear (from the Ring of Efrete Summoning).

Schar has a green card.

31. Tobacco Shop

PROPRIETOR:

Kask, Skill 0 Human

Kask stocks over one hundred different tobaccos and other smoking herbs. Prices range from 1 sp to 25 gp. Kask makes from 1 gp to 20 gp during a business day. He lives at #376.

32. Clerical Aids/Healing

PROPRIETOR:

Pellias of Masan, Skill 17 Cleric

Race: Human

Religion/Deity: Egyptian/Ra

STR: 11, INT: 16, INS: 18

STA: 16 (+2), DEX: 13, APL: 12

HTK: 89, AC: 1

MV: 12", AL: N. Good

AT: 1, DM: by weapon type

THACO: 10

HT: 5'11", WT: 150 lbs.

Weapon Proficiencies: mace, flail,

staff, horseman's mace, club, hammer

Armor: +2 banded mail

Weapons: +2 mace, flail, staff

Magic Items: Ring of Spell Storing, Rod of Striking, Helm of Brilliance, Rod of Resurrection, Staff of Healing, Potion of Clairvoyance, Potion of Fire Giant Strength (lasts 6 turns), Periapt of Health

Spells: 10/10/9/7/5/3/1

Specials: Friends & Contacts: Phoebus (#34), Guards of the Sun (#1), Temple of Ra (#387), and DSL (#144)

Pellias has adventured since he was 16 years old. At fifty-five, he retired from adventuring and began to enjoy life. Pellias makes from 5 gp to 15 gp per business day. He lives at the Mithril Claw Inn (#144).

33. Private Residence

PROPRIETOR:

Lady Sigourney Lepner, Skill 0 Human
(see #131).

34. Temple of the Ebony Frog

PROPRIETOR:

Colonel Phoebus of the Sun

Skill 12 Fighter

Race: Lizardman

Religion/Deity: Greek/Apollo

STR: 19 (+4, +7), INT: 14, INS: 9

STA: 18 (+4), DEX: 17 (+2, -3), APL: 15

HTK: 126, AC: 0

MV: 9"/16", AL: Neutral

AT: 3/2, DM: by weapon type

THACO: 10

HT: 8'6", WT: 750 lbs.

Weapon Proficiencies: club, battle axe, long sword, long bow, spear, short sword, mace

Armor: None

Weapons: +3 giant club (2D8/3D6), +2 spear, +1 long sword, +1 battle axe

Magic Items: Figurines of Wondrous Powers: Marble Elephant and Two Golden Lions, Bracers of Defense (AC: 3), Bag of Holding, Ring of Fire Resistance

Specials: tail: (DM: 1D6 HTK), Phoebus gets one additional attack per round in hand-to-hand combat due to his tail, Infravision: 60', Underwater Vision: 40'

Colonel Phoebus leads the East Gate Guards of the Sun. His size and appearance frighten people at first. However, Phoebus can be kind and gentle, and he is usually level-headed and trustworthy. Phoebus was an Arena fighter who won his freedom. Phoebus adventures at least four days per month. Shadowhawk is his roommate.

Shadowhawk, Skill 11 Illusionist

Race: Human

Religion/Deity: Egyptian/Horus the Avenger

STR: 13, INT: 15, INS: 12

STA: 13, DEX: 18 (+3, -4), APL: 12

HTK: 26, AC: 4

MV: 12", AL: Neutral

AT: 1, DM: by weapon type

THACO: 16

HT: 5'10", WT: 185 lbs.

Weapon Proficiencies: staff, dagger

Armor: None

Weapons: Staff, dagger

Magic Items: Cloak of Displacement, Wand of Wonder (67 charges), Wand of Illumination (40 charges), Boots of Levitation

Spells: 5/4/3/3/2

Specials: Red Skull: allows Shadowhawk to Detect Undead (10' diameter), Ghoul Touch (paralyzation); and Hell Hound Breath (DM: 11 HTK; save vs. Breath Weapon for half damage).

Shadowhawk has adventured for over 40 years. His most dramatic adventure took place when he found a red skull which, as soon as he touched it, covered his head. Since then, Shadowhawk has retained the red skull.

Shadowhawk "creates" the guards and traps for the Temple.

Shadowhawk owns a green card.

35. Alchemy/Potion Shop

PROPRIETOR:

Alham Southland, Skill 0 Human

Alham can make any potion listed in the standard rule book, and he will have any given potion 50% of the time. Alham makes from 5 gp to 50 gp per business day.

36. Stone/Clay Sculptor

PROPRIETOR:

Arro-lotus, Skill 0 Human

Arro-lotus is outspoken and sarcastic. His religious affiliation with Shau Lin is beyond compare. Arro-lotus' average profit per business day is from 3 sp to 7 gp.

37. Private Residence

PROPRIETOR:

Fellischa Yana, Skill 0 Human, (see #171).

38. Fortune Teller

PROPRIETOR:

Myrrha, Skill 0 Human

Myrrha can predict the future with 35% accuracy; she can recall past events with 40% accuracy. Myrrha charges 2 sp for each question asked. Her average daily profit is from 4 sp to 2 gp. Myrrha lives at #377.

39. Flower Shop

PROPRIETOR:

Provida, Skill 0 Shireling

Provida gets her stock from outside of Briarwood. She sells only potted plants; prices vary from 1 sp to 100 gp. Provida makes from 1 sp to 2 gp per business day. She lives at #378.

40. Basket Maker

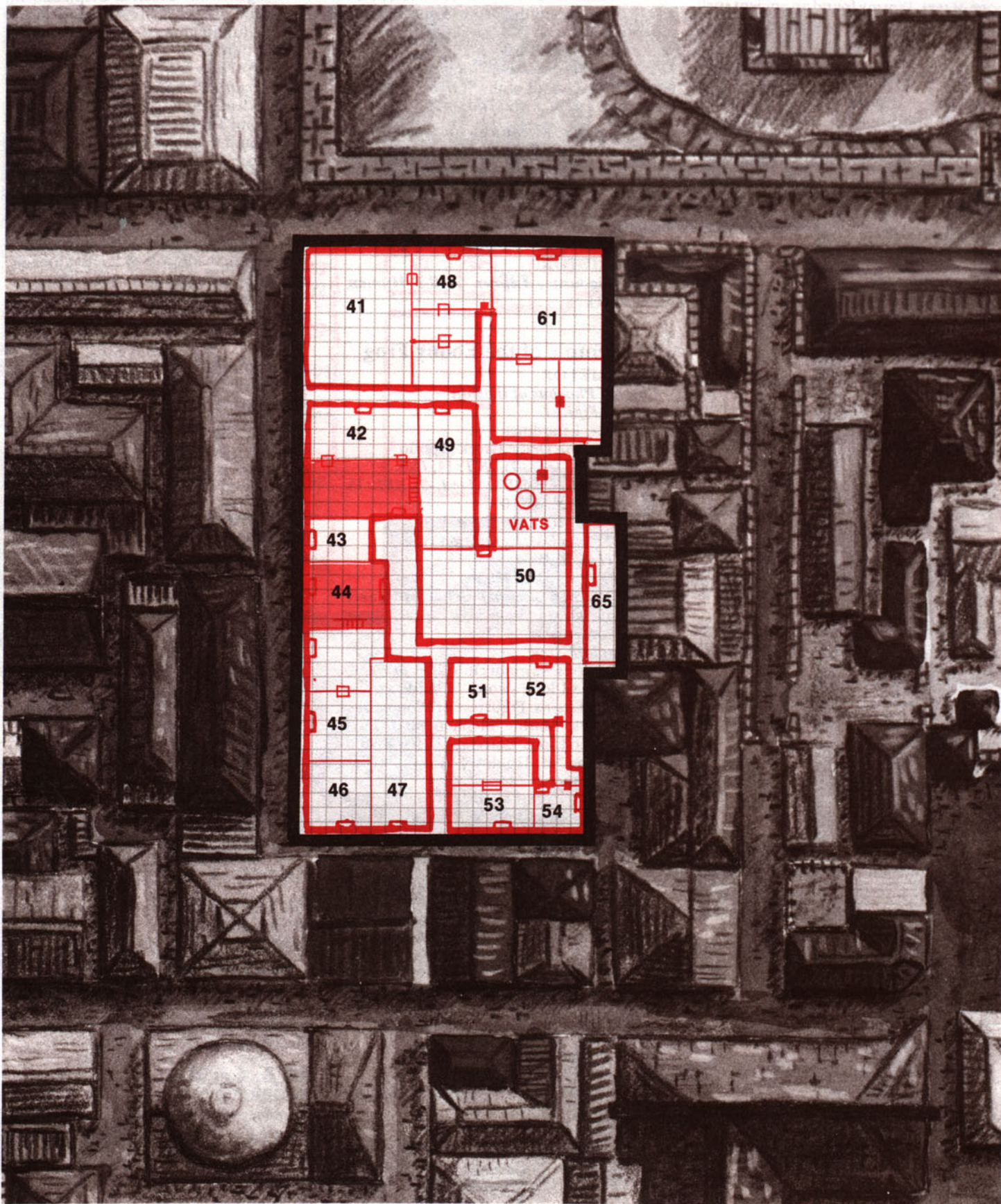
PROPRIETOR:

Glenda, Skill 0 Half-elf

Glenda's baskets are top-quality and reasonably priced. She makes from 5 sp to 2 gp on an average business day.

SECTION F

(C-3, 4; D-3, 4)



41. Sleepy Toad Tavern

PROPRIETOR:

Woody Tarlic, Skill 0 Human

Woody runs a clean, respectable establishment. He sells only wine and beer (prices are as per standard rule book). On an average business day, Woody makes from 5 sp to 5 gp. The Sleepy Toad Tavern can seat and serve up to 150 persons.

42. Boarding House (For Sale)

Owned by Waldrin (see #27). He is asking only 20,000 gp, even though the property is worth 31,000 gp.

Waldrin is eager to sell this 30-room boarding house due to its proximity to Violet Spider territory.

43. Rain Maker

PROPRIETOR:

John Bigdoo, Skill 0 Human

John Bigdoo can create rain over an area of 10D10 acres. John charges 1 gp per acre rained upon. Each bout of rain will last for one turn. John lives at #379.

44. Wood Carver

PROPRIETOR:

Stu the Carver, Skill 0 Elf

Stu is a master craftsman at wood carving. On an average business day, Stu makes from 1 gp to 6 gp. He lives in the boarding house at #45.

45. Boarding House

PROPRIETOR:

Harlin, Skill 0 Human

Rooms are 2 sp per day in this 10-room boarding house.

Harlin tell tales of his "fighting days." However, Harlin has never had a "fighting day" in his life, so his stories tend to be greatly exaggerated. On an average business day, Harlin makes from 2 sp to 8 sp.

46. Cobbler

PROPRIETOR:

"Slats" McGea, Skill 0 Gnome

Slats runs a successful store on his shoe repairs alone. Repairs range from 2 sp to 1 gp. On an average business day, Slats makes from 5 sp to 2 gp. He lives in the boarding house at #45.

47. Rugs

PROPRIETOR:

Cammile, Skill 0 Human

Cammile stocks plain, everyday rugs. His motto is: "Nothing lies better and

longer than Cammille's rugs." Rugs sell for 2 sp per square foot. On an average business day, Cammille makes from 6 sp to 3 gp.

Cammile is a nervous man; he wrings and rubs his hands while making a sale. He lives in the boarding house at #45.

48. Alice's Cafe

PROPRIETOR:

Alice Torley, Skill 0 Shireling

Alice's Cafe serves homemade food in a home-like setting. None of her dishes is fancy or expensive, but all of her dishes are worth going to her cafe for. Alice's Cafe seats forty patrons. Meals range from 2 sp to 1 gp (for the largest meals). Alice's Cafe is always crowded. On an average business day, she makes from 4 gp to 20 gp.

Alice has two waiters/bus boys and two waitresses working for her. She cooks everything herself. Alice lives at #225.

49. Tinker's Shop

PROPRIETOR:

Toby, Skill 0 Dwarf

Toby repairs all types of items here. He makes barely enough money to live on. Toby is meek, mild, and very religious; he is loved by everyone who knows him. He lives in the boarding house at #45.

50. Winery

PROPRIETOR:

Vergil Whippet, Skill 0 Human

Vergil is a superb vintner. His *Briarwood Cabernet Rouge* is considered the best local wine. *Briarwood Cabernet Rouge*, during its current year, costs 1 gp per bottle. For each year the wine is aged, add 5 sp to the current price.

The Whippet family has been making Briarwood wines for over four generations. Vergil and his family live at #51.

51. Private Residence

PROPRIETOR:

Vergil Whippet (see #50)

52. Private Residence

PROPRIETOR:

Whamus (See #54)

53. Private Residence

PROPRIETOR:

Shadrach Pike, Skill 0 Gnome, (See #402)

54. Teleporter

PROPRIETOR:

Whamus, Skill 12 Magic-user

Race: Human

STR: 8, INT: 14, INS: 12

STA: 13, DEX: 8, APL: 13

HTK: 30, AC: 10

MV: 9", AL: L. Neutral

AT: 1, DM: by weapon type

THACO: 16

HT: 5'6", WT: 163 lbs.

Weapon Proficiencies: dagger, staff, dart

Armor: None

Weapons: staff, three darts

Magic Items: Dust of Disappearance, Ring of Levitation, Wand of Teleportation (100 charges).

Whamus has memorized six destinations throughout Briarwood. After many years of experimenting, Whamus has invented a wand which will teleport others. His six memorized destinations are #115, #154, #181, #205, #286, and #431.

For each person teleported, Whamus gets a 5 gp fee. On an average business day, he makes from 20 gp to 50 gp. Whamus lives at #52.

61. Private Residence

PROPRIETOR:

Cee Dickens (The Artful Dodger), Skill 15 Thief

Race: Human

STR: 11, INT: 14, INS: 10

STA: 16 (+2), DEX: 18 (+3,-4), APL: 9

HTK: 58, AC: 0

MV: 12", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 14

HT: 5'6", WT: 155 lbs.

Weapon Proficiencies: throwing dagger, darts, sling, crossbow

Armor: None

Weapons: two throwing daggers, one dart

Magic Items: +1 crossbow, Ring of Spell Turning, Bracers of Defense (AC: 3)

Specials: Thieving Abilities: PP: 125%, OL: 107%, F/RT: 95%, MS: 109%, H in S: 109%, HN: 50%, CW: 99.5%, RL: 75%

Cee adventures frequently with his friend Phoebus (#34). While on an adventure, he often steals an item from other party members, then returns the item later, as a practical joke. Characters of Good alignment are his most frequent targets.

65. Cork Maker

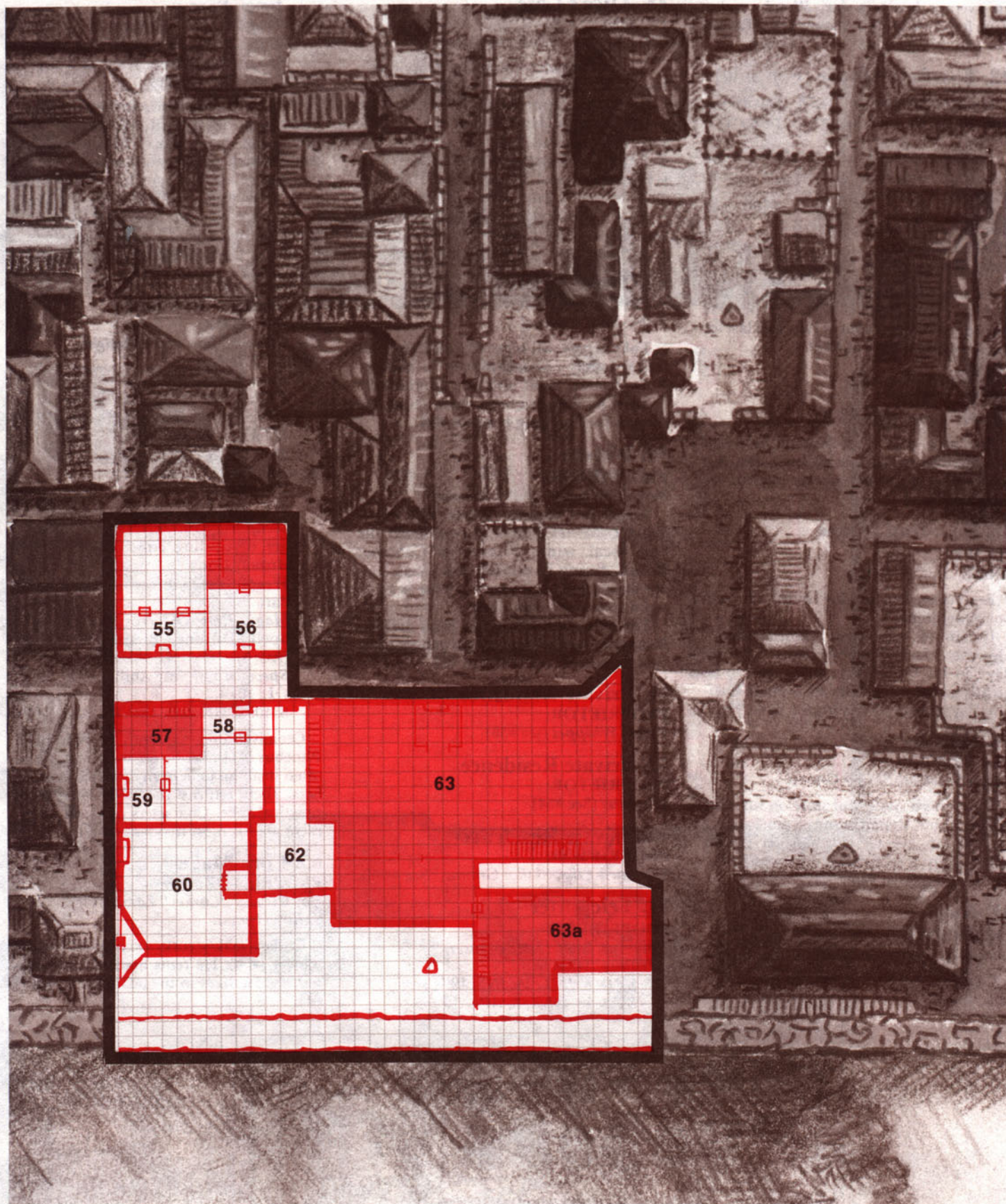
PROPRIETOR:

Corneilious "Corkey" Zamp Skill 0 Human

Corkey makes corks exclusively for the winery (#50). He rents his shop from the winery. He lives in the boarding house at #45.

SECTION G

(A-4, 5; B-4, 5)



55. Music Shop

PROPRIETOR:

Mel Harper, Skill 0 Half-elf

Mel stocks everything from cat-gut strings to tubas. He gives lessons for harpsicord, oboe, recorder, lute, violin, drums, and cello. He charges 1 gp for every ten lessons. On an average business day, Mel makes from 1 gp to 8 gp.

56. For Sale

For sale by Rose S. Tes (#111). She is selling this building because of its proximity to the Violet Spider Area. She is asking 18,000 gp. (It is worth 27,000 gp.)

57. Candy Shop

PROPRIETOR:

Cameron & Tilly Jamps, Skill 0 Shireling

Because of their reputation for high-quality chocolates, the Jamps have become quite wealthy. The Jamps make from 1 gp to 6 gp per business day. They live upstairs from their shop.

58. Private Residence

PROPRIETOR:

Lyle Robers, Skill 0 Human (see #193).

59. Night Stalker

Detective Agency

PROPRIETOR:

Flem eht Fle

Skill 8/9/10, Fighter/Magic-user/Thief

Race: Elf

Religion/Deity: Japanese/Daikoku

STR: 12 [18/00]* [+3, +6], INT: 15, INS: 11

STA: 15 (+1), DEX: 17 (+2, -3), APL: 12

HTK: 56, AC: 3

MV: 12", AL: N. Good

AT: 3/2, DM: by weapon type

THACO: 14

HT: 5'7", WT: 125 lbs.

Weapon Proficiencies: dagger, long sword, staff, short sword, short bow, sling

Armor: leather mail

Weapons: flaming sword, short sword, dagger, sling, +2 short sword

Magic Items: Ring of Regeneration, *Gauntlets of Ogre Power, Scroll, Invisible Stalker Spell, and Robe of Many Items: window, door, bee's nest, row boat, mule, parachute, crowbar, lit torch, daggers (x2), large sacks (x2), rope and grappling hook, haunch of beef, and a ladder.

Specials: Thieving Abilities: PP: 90%, OL: 72%, F/RT: 65%, MS: 88%, H in S: 78%, HN: 35%, CW: 99%, RL: 50%

Flem's quick wit and stealth make him a great detective. He is also a very successful adventurer. Flem charges from 1 gp to 5 gps per day he is hired.

Flem has a green card.

60. Jeweler

PROPRIETOR:

J. "J.J." Jurgisin, Skill 0 Gnome

J.J. is a master craftsman at jewel-cutting and jewel-setting. He stocks over 20,000 gp worth of precious gems and jewelry.

The front door of this shop is protected by a Magic Mouth spell which screams "Guards!" whenever anybody attempts to remove a gem which is not specially gift-wrapped. When the Magic Mouth spell is activated, a portcullis drops down over the front doorway. Anyone who activates the Magic Mouth and attempts to flee out the front doorway must save against his/her DEX (at a +5 penalty) or be trapped inside the shop. Any activated Magic Mouth spell will bring Flem (see #59) to the Jeweler (when Flem is within 100' of the Jeweler).

J.J. lives at #159.

62. Vampire Catcher

PROPRIETOR:

Harperson, Skill 8 Cleric

Race: Human

Religion/Deity: Norse/Odin

STR: 15, INT: 11, INS: 16

STA: 17 (+2), DEX: 12, APL: 15

HTK: 50, AC: 0

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 16

HT: 6'3", WT: 225 lbs.

Weapon Proficiencies: throwing hammer, staff, hammer, mace

Armor: plate mail and +1 shield

Weapons: +1 throwing hammer, +1 staff

Magic Items: Red Pearl: Heals 3 HTK once per day.

Spells: 5/5/4/2

Specials: Regenerate 1 HTK, skill levels cannot be drained by undead. Infravision: 90'. Polymorph: Dove or dog (once per day). Speaks with dogs (once per day). Save at +4 vs. Paralysis, Cold-Based attacks, electricity, and Fear. Can never be raised.

Harperson is the son of a vampire father; his mother is a normal human. He is compelled to hunt vampires, convinced that doing so will bring him peace of mind.

63. Black Dragon

Tavern and Inn

PROPRIETOR:

Zarn, Skill 10 Fighter

Race: Frost Giant

Religion/Deity: Norse/Thrym

STR: 21 (+4, +9), INT: 13, INS: 9

STA: 17 (+3), DEX: 11, APL: 11

HTK: 93, AC: 3

MV: 18", AL: C. Neutral

AT: 1, DM: 4D6 or by weapon type

THACO: 12

HT: 11'10", Wt: 12,132 lbs.

Weapon Proficiencies: maul, club, two-handed sword, battle axe, net, throwing axe, trident

Armor: +2 chain mail

Weapons: +2 maul

Magic Items: Net of Entrapment

Specials: Cold Resistance, Ice Control

Zarn runs the only Tavern/Inn that serves giants. It is also the only place that doesn't serve dwarves, shirelings, gnomes, and pixies. ("They tend to get squarshed," says Zarn.)

The Black Dragon is one of the rowdiest places in town, but Zarn is able to control fights; he collects all weapons at the door. On an average business day, Zarn makes from 2 gp to 12 gp. He lives at #63a.

Lormo, Skill 7 Fighter

Race: Human

STR: 18/32 (+1, +3), INT: 16, INS: 11

STA: 15 (+1), DEX: 17 (+2, -3), APL: 10

HTK: 63, AC: 3

MV: 12", AL: C. Neutral

AT: 3/2, DM: by weapon type

THACO: 14

HT: 5'9", WT: 163 lbs.

Weapon Proficiencies: staff, hammer, throwing dagger, short sword, cross-bow, throwing hammer

Armor: leather armor

Weapons: +3 short sword, +4 vs. half-orcs, orcs, half-ogres, ogres, trolls, etc., +3 hammer

Magic Items: Cloak of Displacement

Specials: None

Lormo is abrupt and cold to patrons. He has a large tattoo of a butterfly on his chest.

Thier, Skill 7/9/10

Fighter/Magic-user/Thief

Race: Elf

STR: 16 (+0, +1), INT: 9, INS: 10

STA: 12, DEX: 18 (+3, -4), APL: 14

HTK: 69, AC: 3

MV: 12, AL: Neutral

AT: 3/2, DM: by weapon type

THACO: 14

HT: 6'2", WT: 150 lbs.

Weapon Proficiencies: long sword, dagger, short sword, long bow, staff, throwing dagger

Armor: leather mail

Weapons: +1 Luck Blade (one wish), +2 throwing dagger

Magic Items: Pearl (can cast 2 Ice Storm spells), Bag of Holding

Spells: 4/3/3/2/1

Specials: Infravision: 10'; Thieving Abilities: PP: 100%, OL: 82%, F/RT: 75%, MS: 95%, H in S: 85%, HN: 35%, CW: 99%, RL: 50%

Thier steals from drunk patrons. He hates drow and has been known to hunt them. He adventures frequently.

Thier has a green card.

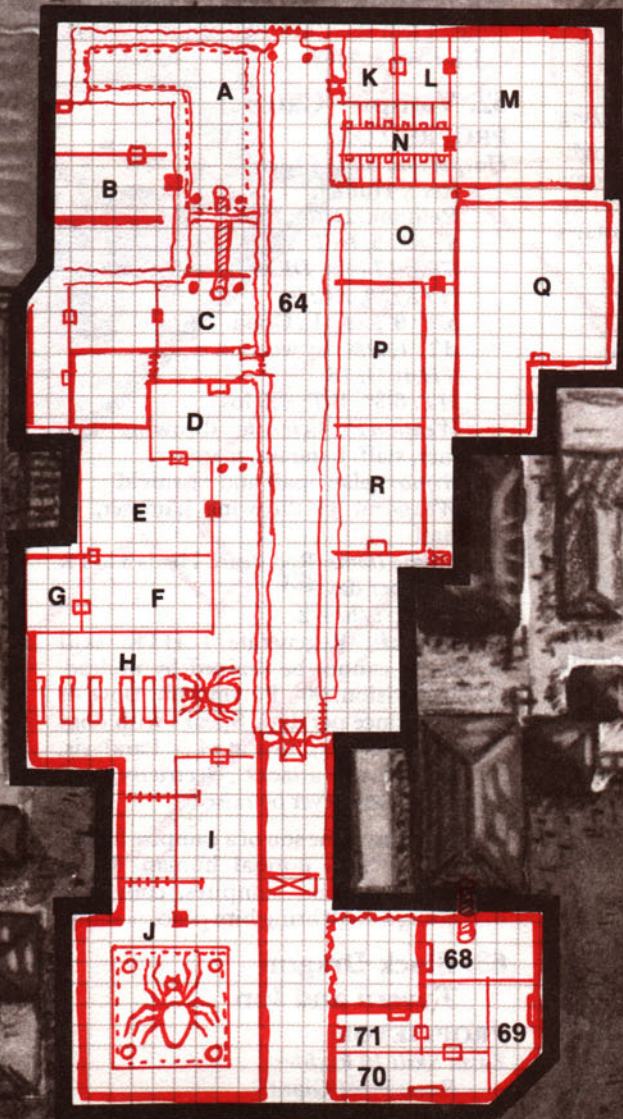
Prices from the standard rule book apply here, but quality at the Black Dragon is usually 10% lower than the normal.

Rooms are only available to giants (since there is no other place for giants to stay), who must pay from 1 gp to 50 gp. The Inn has twelve rooms to rent. Thier makes from 10 sp to 1 gp on an average business day.

63a. Private Residence

PROPRIETOR: Zarn (#63).

(B-4, 5; C-4, 5; D-4, 5)



64. VIOLET SPIDER AREA

The Violet Spider is a sect of dark-blue-skinned elves known as drow. There are 120 known members of the sect. One hundred members are drow, and 20 are half drow and miscellaneous races. The statistics for members and guards of The Violet Spider members are as follows:

(40) Skill 2 Fighters

Race: Drow

(20 females*, 20 males)

STR: 8+1D6* (6+1D6), *INT:* 12+1D6*

(10+1D8), *INS:* 8+1D10* (8+1D4)

STA: 4D4, *DEX:* 12+2D4,

APL: 10+1D8* (8+1D8)

HTK: 6-22, *AC:* 4

MV: 15" (12"), *AL:* L. Evil

AT: 1, *DM:* by weapon type

THACO: 20

Armor: chain mail and shield

Weapons: hand crossbow (Sleep Poison; Save vs. Poison at +4), short sword, dagger, long sword

Magic Items: Cloak and Boots of the Elvenkind

Spells: Dancing Lights, Faerie Fire, Darkness (once per day)

Specials: Infravision: 120', Move Silently (will surprise 75% of the time)

(25) Skill 3 Fighters

Race: Drow

(15 females*, 10 males)

STR: 8+1D6* (6+1D6), *INT:* 12+1D6*

(10+1D8), *INS:* 8+1D10* (8+1D4)

STA: 4D4, *DEX:* 12+2D4,

APL: 10+1D8* (8+1D8)

HTK: 9-34, *AC:* 3

MV: 15" (12"), *AL:* L. Evil

AT: 1, *DM:* by weapon type

THACO: 18

Armor: +1 chain mail and shield

Weapons: hand crossbow (Sleep Poison; Save vs. Poison at +4), dagger, short sword, long sword

Magic Items: Cloak and Boots of the Elvenkind

Specials: Infravision: 120', Surprise Opponents 75% chance, Save vs. Magic +2, 54% Magic Resistance

Spells: Dancing Lights, Faerie Fire, Darkness (once per day)

(15) Skill 4 Fighters

Race: Drow

(10 females*, 5 males)

STR: 8+1D6* (6+1D6), *INT:* 12+1D8*

(10+1D8), *INS:* 3+1D10* (8+1D4)

SM: 4D4, *DX:* 12+2D4,

AP: 10+1D8* (8+1D8)

HTK: 12-44, *AC:* 2

MV: 15" (12"), *AL:* L. Evil

AT: 1, *DM:* by weapon type

THACO: 18

Armor: +1 chain mail and +1 shield

Weapons: hand crossbow (Sleep Poison; Save vs. Poison at +4), dagger, short sword, long sword

Magic Items: Cloak and Boots of the Elvenkind

Specials: Infravision: 120', Surprise Opponents 75% chance, Save vs. Magic +2, 56% Magic Resistance

Spells: Dancing Lights, Faerie Fire, Darkness, Clairvoyance, Detect Lie, Suggestion, Dispel Magic (once per day)

(10) Skill 5 Fighters

Race: Drow

(7 females*, 3 males)

STR: 8+1D6* (6+1D6), *INT:* 12+1D8*

(10+1D8), *INS:* 8+1D10* (8+1D4)

STA: 4D4, *DEX:* 12+2D4,

APL: 10+1D8* (8+1D8*)

HTK: 15-58, *AC:* 1

MV: 15" (12"), *AL:* L. Evil

AT: 1, *DM:* by weapon type

THACO: 18

Armor: +2 chain mail and +1 shield

Weapons: hand crossbow (Sleep Poison; Save vs. Poison at +4), +1 dagger, short sword, long sword

Magic Items: Cloak and Boots of the Elvenkind

Specials: Infravision: 12', Surprise Opponents 75% chance, Save vs. Magic +2, 58% Magic Resistance

Spells: Dancing Lights, Faerie Fire, Darkness, *Clairvoyance, Detect Lie, Suggestion, and Dispel Magic (once per day)

*Females only

Schet, Skill 9 Cleric

Race: Drow (female)

Religion/Deity: Drowidic/Violet Spider

STR: 13, *INT:* 17, *INS:* 18

STA: 15 (+1), *DEX:* 19 (+3, -4), *APL:* 17

HTK: 70, *AC:* -1

MV: 15", *AL:* L. Evil

AT: 1, *DM:* by weapon type

THACO: 16

Weapon Proficiencies: hand crossbow Sleep Poison; Save vs. Poison), Cat O' Nine Tails, mace

Armor: +3 chain mail and +3 shield

Weapons: +1 Cat O' Nine Tails, +2 mace, hammer

Magic Items: Cloak and Boots of The Elvenkind, Necklace of Prayer Beads

Specials: Infravision: 12', Surprise Opponents 75% chance, Save vs. Magic +2, 68% Magic Resistance

Innate Spells: Dancing Lights, Faerie Fire, Darkness, Detect Magic, Know Alignment, Levitate, Clairvoyance, Detect Lie, Suggestion, and Dispel Magic

Spells: (Clerical) 6/6/4/3/1

Schet is Czrt's (see next entry) twin sister. Schet is known as one of the best "truth extractors" in the Violet Spider. No one knows exactly what forms of torture she uses, but she always gets the information she wants.

Schet has a black cat named Shadow who she protects with her life.

Schet uses her beauty in many ways (usually as a weapon). She wears tight,

black clothes with a violet spider embroidered on the chest.

Czrt, Skill 9 Cleric

Race: Drow (female)

Religion/Deity: Drowidic/Violet Spider

STR: 14, *INT:* 16, *INS:* 17

STA: 16 (+2), *DEX:* 17 (+2, -3), *APL:* 18

HTK: 69, *AC:* -1

MV: 15", *AL:* L. Evil

AT: 1, *DM:* by weapon type

THACO: 16

Weapon Proficiencies: hand crossbow (Sleep Poison; Save vs. Poison), Cat O' Nine Tails, mace

Armor: +3 chain mail and +3 shield

Weapons: +1 Cat O' Nine Tails, +2 mace, hammer

Magic Items: Cloak and Boots of The Elvenkind, Necklace of Prayer Beads

Specials: Infravision: 12', Surprise Opponents 75% chance, Save vs. Magic +2, 68% Magic Resistance

Innate Spells: Dancing Lights, Faerie Fire, Darkness, Detect Magic, Know Alignment, Levitate, Clairvoyance, Detect Lie, Suggestion, and Dispel Magic

Spells: (Clerical) 6/6/4/2/1

Czrt is Schet's (see preceding entry) twin sister. She is known as the best information extractor in the Violet Spider sect. Czrt loves only her sister, and will fight to the death protecting her.

Czrt wears red and black clothes so that she will stand out from the other drow.

General Gzilt, Skill 11 Fighter

Race: Drow (female)

STR: 12, *INT:* 18, *INS:* 15

STA: 16 (+2), *DEX:* 20 (+3, -4), *APL:* 15

HTK: 73, *AC:* -6

MV: 15", *AL:* L. Evil

AT: 3/2, *DM:* by weapon type

THACO: 10

HT: 5'5", *WT:* 110 lbs.

Weapon Proficiencies: hand crossbow (6" long, DM: 1D6/2 + Sleep Poison [Save vs. Poison]), long sword, dagger, short sword

Armor: +3 chain mail and +3 shield

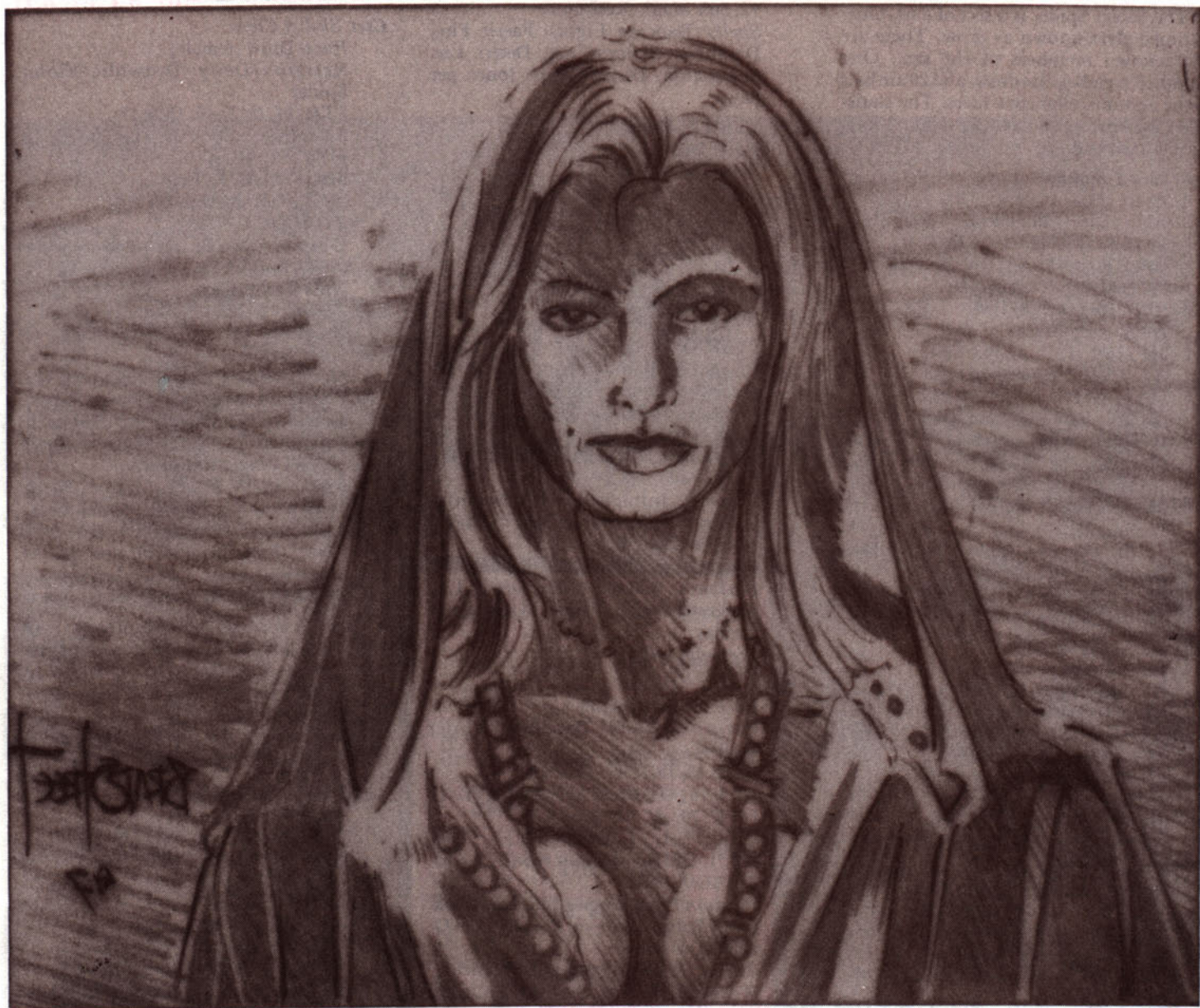
Weapons: +4 long sword, +3 dagger, +2 mace, hand crossbow

Magic Items: Cloak and Boots of the Elvenkind, Ring of Djinni Summoning, Ring of X-Ray Vision, Amulet of Proof Against Detection and Location, Helm of Underwater Action

Specials: Infravision: 12', Surprise Opponents 75% chance, Save vs. Magic -2, 72% Magic Resistance

Spells: Dancing Lights, Faerie Fire, Darkness, Detect Magic, Know Alignment, Levitate, Clairvoyance, Detect Lie, Suggestion, and Dispel Magic.

General Gzilt is a heroine to her people. She has killed over one hundred and fifty elves by herself. She is an excellent leader who has never been doubted by her troops.



Gzilt takes orders from Svolve (see next entry), but rarely needs to be told what to do.

Gzilt wears all black, and has violet-shaded hair.

Leader Countess Svolve

Skill 11/11 Fighter/Cleric

Race: Drow (female)

STR: 14, INT: 20, INS: 18

STA: 15 (+1), DEX: 18 (+3, -4), APL: 16

HTK: 89, AC: -4

MV: 15", AL: L. Evil

AT: 3/2, DM: by weapon type

THACO: 10

HT: 5'9", WT: 130 lbs.

Weapon Proficiencies: staff, mace, flail, Cat O' Nine Tails, lucern hammer, sling, throwing hammer

A armor: +4 chain mail and +4 shield

Weapons: +2 Cat O' Nine Tails, +3

flail, sling

Magic Items: Cloak and Boots of the Elvenkind, Figurine of Wondrous Power, Obsidian Steed, Helm of Comprehending Languages and Reading Magic, Mirror of Life Trapping, Wand of Teleporting (115 charges)

Specials: Infravision 12', Surprise Opponents 75% chance, Save vs. Magic +2, 72% Magic Resistance

Innate Spells: Dancing Lights, Faerie Fire, Darkness, Detect Magic, Know Alignment, Levitate, Clairvoyance, Detect Lie, Suggestion, and Dispel Magic

Spells: (Clerical) 7/6/5/4/2/1

Svolve is an excellent fighter; she is also the Evil High Priestess of her sect. She has the loyalty of all her subjects.

Svolve's ambition is to slowly buy up Briarwood's businesses.

Svolve is also a stone sculptor; many of her drow statues are scattered about the Violet Spider compound.

The EHP does direct business with the Overlord. She wears steel gauntlets that have long steel, poisoned fingernails at the tip of each finger. If she claws an opponent, the opponent must make a Save vs. Poison at -4, or go comatose for 1D4 turns. Thereafter, the victim will die.

The names of the other Violet Spider members and where their descriptions can be found are as follows:

Captain (see #267), Ocmoth (see #425), Dowons (see **Briarwood Castle**), Ansel Anthelme (see #310), Trem Hjalmar (see #362), and Sturm (from outside of Briarwood).

The Violet Spider makes its money through assassinating for pay, mercenary

work, mushrooms and fungi (edible, poisonous, and phosphorescent), and legitimate commercial trade (shops and stores).

The Violet Spider has an agreement with the Overlord which states:

- † *If the Violet Spider sect commits a major crime as a group, the sect will be destroyed or driven out of Briarwood.*
- † *Single sect members committing crimes will be dealt with individually.*
- † *The sect will help Briarwood rid itself of vagrants, misfits, troublemakers, and other undesirable.*

Note that statistics for fighters in the Violet Spider area are found at the beginning of this section.

A. Cavern Entry Room

This room is only accessible via a secret door (in the eastern wall). The pit's bottom is 150' beneath Briarwood; the sect members reach the bottom by Levitation. Anyone not capable of Levitation is either carried down or not permitted into the cavern, depending on the individual's relationship with the sect. The bottom of the cavern is composed of a far-reaching passage system which branches out in all directions.

B. Stained-glass Window Maker

PROPRIETOR:

Shaldor the Gifted, Skill 0 Human

Shaldor has had this same shop for over twenty-five years; he now has a deal with The Violet Spider so that he can keep his shop. Shaldor continues to make high-quality stained-glass windows. The sect provides Shaldor with physical labor so he can produce windows at three times the normal speed. Shaldor gets to keep half of the profits. During an average business week, Shaldor makes from 20 gp to 50 gp.

C. Cavern Exit Room

This room is only accessible via the underground passage from A. The north-eastern section of The Violet Spider complex can be entered from here. Five skill 2 fighters (all females) are stationed here.

D. Guard House

This room houses one skill 5 fighter (female), and three skill 3 fighters (males).

E. Chapel Guards

This room is the living quarters and guard post for six skill 2 fighters (all females).

F. High Priests' Office

This room is the High Priests' office. Nothing of value can be found here.

G. High Priests' Living Quarters

Everything the High Priests have of value which is not carried by the High Priests can be found here. The rest of the room's contents are items of little worth.

H. Chapel

This room is protected by a force which negates all magic-user spells. This is also true of rooms I and J.

The Chapel can seat thirty-six individuals; the pews face the Violet Spider altar, where blood and wealth sacrifices are offered. There have been several deity contacts made here.

I. Portcullis/Guard Room

The two portcullises are raised and lowered from this room. The door leading into this room is barred and double-locked. Twenty skill 2 fighters (nine females and eleven males) are on duty here.

J. Chasm of the Violet Spider

This chasm is bottomless; it has many passages which branch off in all directions.

The main inhabitant of the chasm is a minion of the Violet Spider god. It was sent here to guard over the compound.

Giant Violet Spider

HTK: 93 (13D8), *AC*: 8

MV: 6"/18", *AL*: Neutral

AT: 2, *DM*: 2D4 + poison (bite) web

INT: Very

THACO: 9

Specials: poison: victim must Save vs.

Poison at +4; Web (acts as Web spell).

The sect will do its best to protect this spider, as it is a gift from the gods.

The four pillars in the chasm reach to the ceiling (30') and are covered in thick webs.

K. North (Violet Lane) Guard House

There are three skill 6 fighters stationed in this room. The guards stay in Room S when they are off-duty.

L. Visitor Waiting Room

This is where visitors are kept waiting; most visitors never make it past Room M (the Holding Cells). If an important person is imprisoned by the Violet Spider, an imposter will take his/her place until a suitable accident can occur.

M. Guard House/Living Quarters

Nine skill 2 fighters and three skill 3 fighters (all males) are on call here. They are ready to go wherever they are needed.

N. Holding Cells

The only way into this room is via the secret door (from S). There are twelve holding cells here; each can house two prisoners.

O. Svolva's Chamber

The only way into this room is via a Teleport, Dimension Door, or Stone Shape spell. Svolva uses her Wand of Teleporting to go to and from here. Svolva's chamber is totally dark, and it smells dank and musty. Her Mirror of Life Trapping is located in the middle of the southern wall.

P. Gzilt's Living Quarters

There is nothing of great worth here.

Q. Guard House/Living Quarters

Ten skill 3 fighters (six females and four males) are housed here. They are on twenty-four hour call, and they have no permanent post.

R. Guard House/Living Quarters, Pet Lodging

One skill 5 fighter resides here, along with his three dragon hounds.

(3) *Dragon Hounds*

HTK: 33, 33, 38 (5D8+3), *AC*: 6

MV: 12", *AL*: L. Evil

AT: 1, *DM*: 1D6/1D6/1D8

INT: Animal

THACO: 13

Specials: Surprise Opponents 1-4 on 1D6, Only surprised 1 on 1D6, Locate hidden or invisible creatures 50% chance.

68. Warehouse (For Sale)

Owned by the Violet Spider. Asking price is 8,000 gp

69. Puppet Shop

PROPRIETOR:

Stephen Freelund, Skill 7 Magic-user

Race: Half-drow

STR: 10, *INT*: 17, *INS*: 11

STA: 11, *DEX*: 18 (+3, -4), *APL*: 15

HTK: 23, *AC*: 6

MV: 12", *AL*: C. Neutral

AT: 1, *DM*: by weapon type

THACO: 19

HT: 5'4", *WT*: 130 lbs.

Weapon Proficiencies: dagger, staff

Armor: None

Weapons: +2 venom dagger, staff

Magic Items: Ring of Silence

Specials: Infravision: 90'

Stephen makes puppets that range in size from 6" tall to 6' tall. He doesn't sell many puppets, but that is of little consequence to him; the Violet Spider pays him quite well.

The puppet-maker is in league with the Violet Spider. He handles a lot of the Violet Spider's out-of-the-compound business.

Stephen has a green card.

70. Bronze Caster

PROPRIETOR:

Sammy Tlem, Skill 0 Dwarf

Sammy casts high-quality bronze objects of all sizes. On an average business day, he makes from 10 sp to 1 gp. Sammy lives at #73.

71. Engraver

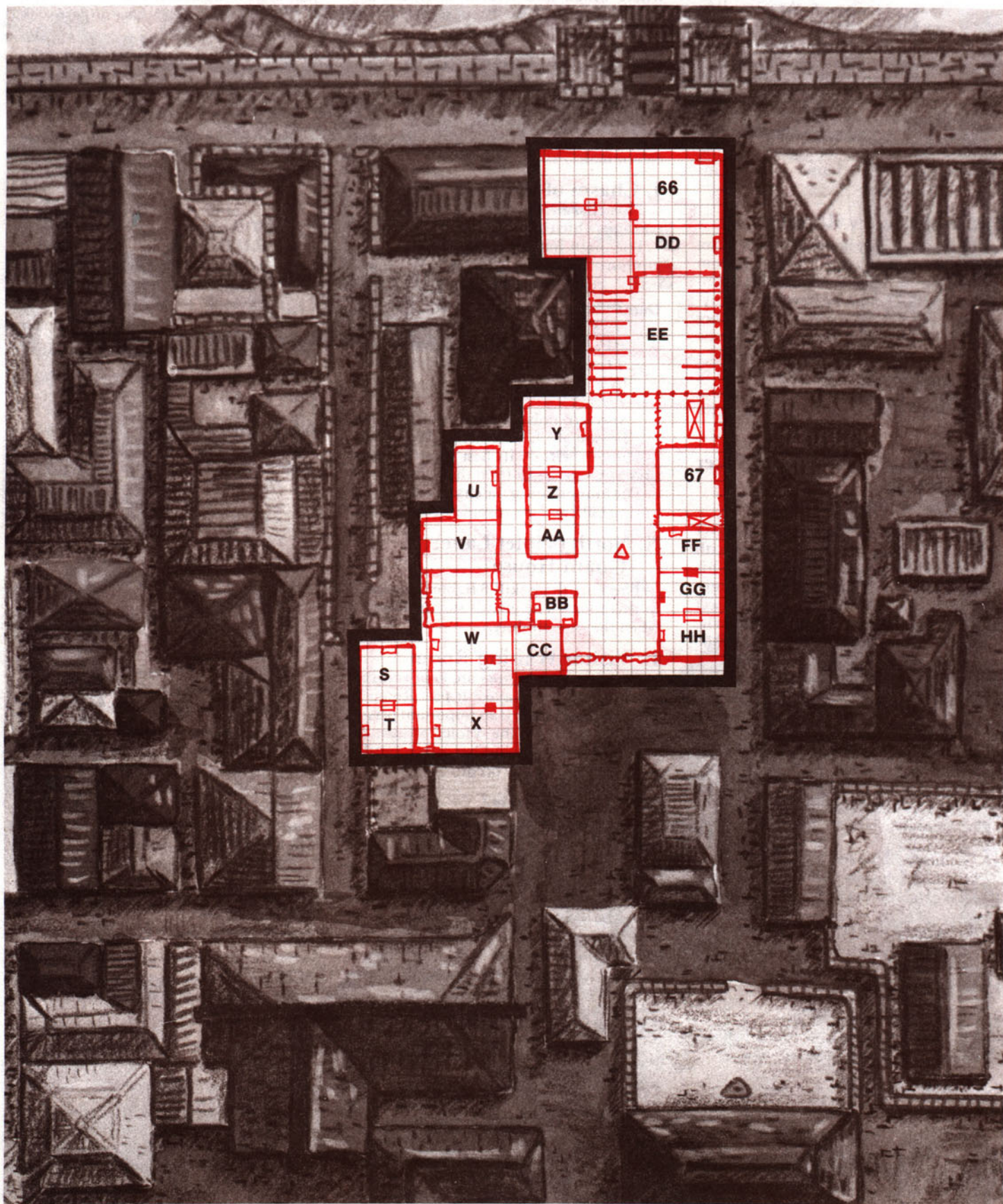
PROPRIETOR:

Al Jarrow, Skill 0 Elf

Al is the best engraver in Briarwood. The city's richest and most successful citizens use his services. Al engraves everything from glass to wood and metal. He charges 2 gp per hour of engraving. Al lives at #84.

SECTION I

(B-5; C-5, 6; D-5, 6)



AT: 1, DM: 1D6/1D6/1D8

INT: Animal

THACO: 13

Specials: Surprise Opponents 1-4 on 1D6, only surprised on roll of 1 on 1D6, locate hidden and invisible creatures 50% chance.

BB. Guard Post/ Living Quarters

Two skill 4 fighters (both females) reside here. They guard the southwestern gate.

CC. Guard Living Quarters

One skill 6 fighter resides here. She guards the southwestern gate with the guards from **BB**.

DD. Hay and Feed Delivery Building

All the food for the Violet Spider steeds is delivered here.

EE. Stable

The stable consists of nineteen stalls and a room in the stable's northwestern corner.

Tampee, the stable boy (*skill 0 half-drow*), stays here. His true elvish side is apparent in his handling of animals. Whenever a hay/feed delivery is made, the guards from **Y** will be here, ready for any problems.

FF. Guard Post/ Living Quarters

Three skill 5 fighters (one male and two females) reside and stand guard here.

GG. Guard Post/ Living Quarters

Three skill 5 fighters (all females) reside here. They guard the main (southwestern) gate, or go wherever they are needed.

HH. Guard Post/ Living Quarters

One skill 6 fighter resides and stands guards here

66. Tile Maker

PROPRIETOR:

Thom Piper, Skill 0 Human

S. Guard Living Quarters

The three guards from area **K** and six

skill 3 fighters (all females) live here. The fighters always stay here (except when attending religious ceremonies in the **Chapel (H)**).

T. Major Storehouse

All of the Violet Spider stock is here. There is enough food, equipment, etc. to last over one year.

U. Treasure Vault

This room is only accessible via a Teleport, Dimension Door, or Stone Shape spell. Svolva is the only Violet Spider that has access to this room. This room contains the following items: 1,000 pp, 100,000 gp, 20,000 gp worth of assorted gems, +2 Holy Avenger long sword (soon to be sacrificed), Staff of the Magi (soon to be sacrificed), and a suit of +3 plate mail (dwarf size).

V. Guard Post/Living Quarters

One skill 5 fighter and two skill 4 fighters (all males) reside here. They are ready to go wherever they are needed.

W. Guard Living Quarters

Four skill 4 fighters (all females) reside here. They are ready to go wherever they are needed.

X. Guard Post/Living Quarters

One skill 6 fighter and one skill 5 fighter (all females) live and stand guard here.

Y. Guard Post/Living Quarters

Seven skill 4 fighters (four females and three males) reside and stand guard here.

Z. Guard Post/Living Quarters

Three skill 3 fighters (all females) reside here. They are ready to go wherever they are needed.

AA. Pet Storage

The three skill 3 fighters (**Z**) each have a hell hound they use when making rounds.

(3) Dragon Hounds

HTK: 33, 38, 33 (5D8+3), AC: 6

MV: 12", AL: L. Evil

Thom makes floor tiles, wall tiles, and the like. On an average business day, he makes from 1 sp to 1 gp.

67. Incense Shop

PROPRIETOR:

Will "Stinky" Zoeller, Skill 0 Human

Stinky makes regular incense (not magical or clerical), and he uses only the finest ingredients. Stinky charges 1 cp per incense stick. During a business day, Stinky makes from 2 cp to 2 sp. He has an agreement with the Violet Spider: he doesn't bother them, and they don't bother him. Stinky lives in the boarding house at #45.

VIOLET SPIDER ITEMS

HAND CROSSBOW

Fires one bolt per round. DM: (S) 6, (M) 12, (L) 18

CAT O' NINE TAILS

DM: (S or M) 1D6+1, (L) 1D6

CRYSTAL SPIDERS

These enchanted spiders obey their creator's commands. Each spider is 6' in diameter and has fangs, a large poison sac, and a web producer. They Move Silently 100% of the time.

POISON: TYPE C

Does 40 HTK of damage; the victim must save vs. Poison +2 for ½ damage. This poison is extracted from violet spiders without doing harm to the spiders.

SLEEP POISON

It does no damage, but a victim who does not save vs. Poison at +1 will sleep for 1D12 turns. If the save is made, the victim is slowed for 1D6 turns.

MUSHROOM DUST (FUNGI DUST)

This substance is carried in pouches which are thrown at a target. When the pouch comes in contact with any solid object it will burst, creating a fungi dust cloud 3' in diameter. Creatures or Characters caught within this cloud will be dazed and confused for 2D12 rounds.

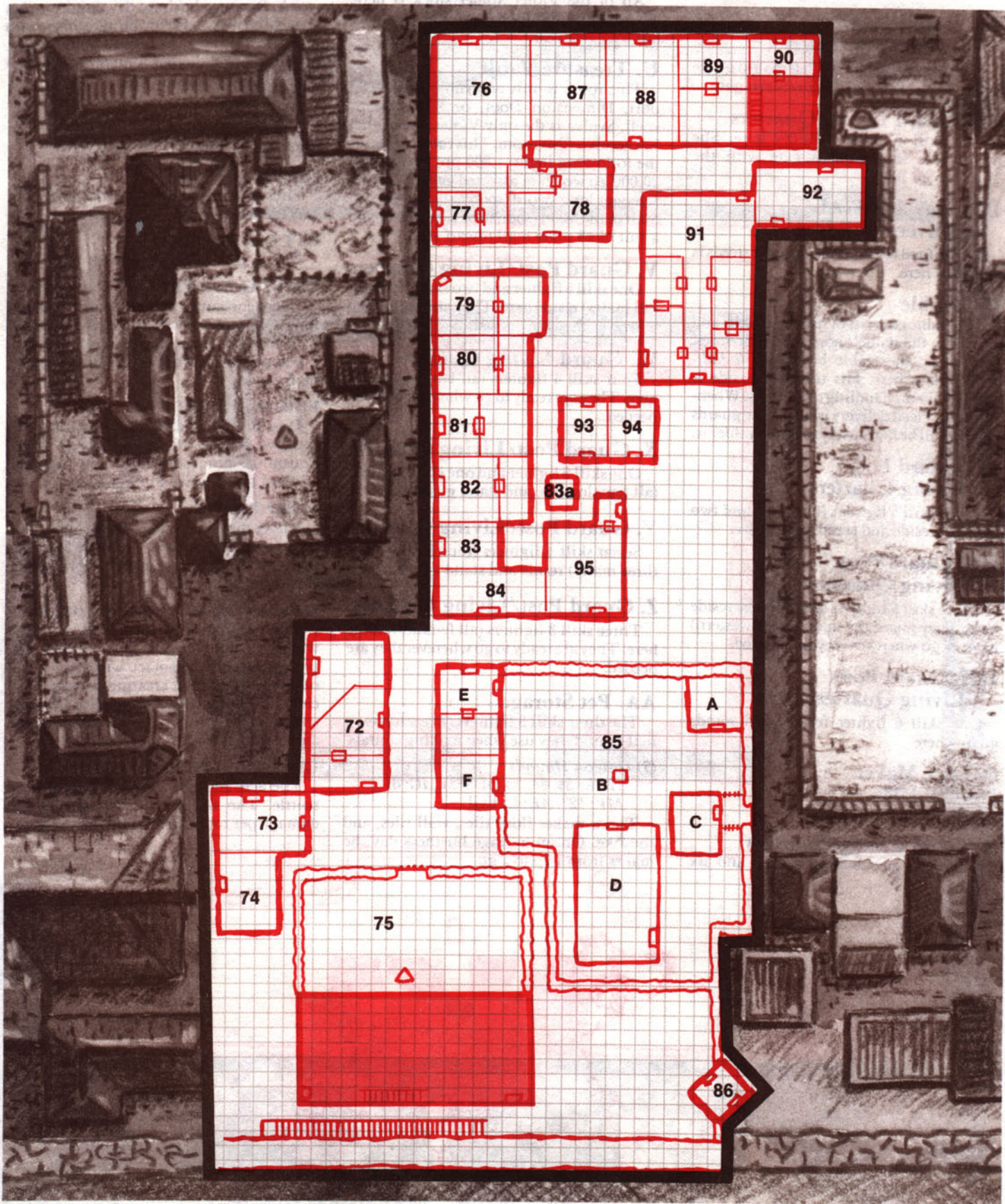
GLASS ACID-FILLED DAGGERS

The acid in these daggers is giant slug spittle. The spittle causes 1D6 HTK of damage per round it remains on a surface.



SECTION J

(A-6, 7; B-6, 7; C-6, 7; D-6, 7)



72. Sundial Maker

PROPRIETOR:

Herb "Sunny" Foote, Skill 0 Human

Sunny's prices vary from 10 gp to 150 gp per sundial. During an average business week, Sunny makes about 10 gp.

73. Private Residence

PROPRIETOR:

Sammy Tlem, Skill 0 Dwarf, (see #70).

74. Sign Maker

PROPRIETOR:

Shab Heaning, Skill 0 Shireling

Shab charges a flat rate of 5 sp per foot of sign, and 2 sp per letter painted. He lives at #226.

75. Lumber Yard

PROPRIETOR:

Woodman "Woody" Sills, Skill 0 Human

Woody's lumber prices vary, depending on availability.

On an average business day, Woody makes from 10 sp to 1 gp.

76. Used Clothes

PROPRIETOR:

Greg Begmin, Skill 0 Human

Greg's used clothing prices range from 1 cp to 10 cp. On an average business day, he makes from 10 cp to 5 sp. Greg lives at #18.

77. Tailor

PROPRIETOR:

Bea, Skill 0 Shireling

Bea's prices are reasonable, and her work is superb. On an average business day, Bea makes from 5 cp to 5 sp.

78. Quilter

PROPRIETOR:

Janet Lea and Josephine Oles, Skill 0 Humans

Janet's and Josephine's prices vary from 15 gp to 100 gp per quilt. They make from 30 gp to 45 gp per business week.

79. Wounded Goat Bar

PROPRIETOR:

Walt Messick, Skill 0 Human

Walt's bar is run-down, but his prices are reasonable. Walt keeps a Wand of Wonder (15 charges) behind the bar. "I've keep the Wand o' the gods in case o' trouble," he frequently says. On an average business day, Walt makes from 5 sp to 15 sp.

80. Rug Weaver

PROPRIETOR:

Charlie the Weaver, Skill 0 Human

Charlie is a mediocre weaver who charges little for his rugs. On an average business day, he makes from 2 cp to 1 sp.

81. Crossbow Maker

PROPRIETOR:

Robin Harp, Skill 0 Human

Robin's crossbows are top of the line.

They sell for 5 gp over the cost given in the standard rule book.

82. Massage Parlor

PROPRIETOR:

Leon "Hands" Dean, Skill 0 Human

Hands runs a very reputable establishment; the massage parlor is *only* a massage parlor. Hands's clients are upstanding and respectable people. On an average business day, Hands makes from 2 sp to 1 gp.

83. Justice of the Peace

PROPRIETOR:

Rev. Jim Ignietowski, Skill 0 Human

Rev. Jim performs from 1-4 weddings per month. He makes from 5 sp to 20 sp per month, but the Reverend manages to live comfortably. Rev. Jim lives at #83a.

83a. Private Residence

PROPRIETOR:

Rev. Jim Ignietowski (see #83)

This little shack is scantily furnished; nothing of worth can be found here.

84. Private Residence

PROPRIETOR:

Al Jarrow, Skill 0 Elf (see #71).

85. Local Jail/

Holding Compound

PROPRIETOR:

Warden Thadeus Cornwall, Skill 8 Fighter

Race: Human

STR: 14, INT: 17, INS: 16

STA: 12, DEX: 16 (+1, -2), APL: 13

HTK: 53, AC: 3

MV: 9", AL: L. Neutral

AT: 3/2, DM: by weapon type

THACO: 14

HT: 6'1", WT: 211 lbs.

Weapon Proficiencies: crossbow, dagger, throwing dagger, long sword, short sword, staff

Armor: chain mail

Weapons: Crossbow of Speed, +2 dagger, long sword

Magic Items: Potion of Human Control

Specials: None

Thadeus is a strict warden. His twelve skill 3 fighter/guards (same statistics as skill 3 Guards of the Sun (see #1) are extremely loyal to him. At this time, there are only three prisoners here; the complex can hold up to forty-one prisoners.

A. TOOL SHED

This shed contains a variety of tools and a dozen large burlap sacks.

B. HOT BOX

The hot box is what its name implies: an enclosure which is unbearably hot inside. Problem prisoners are placed here as punishment; it holds one prisoner.

For each day a prisoner remains here, s/he will lose one STA point. When the prisoner loses all of his/her STA points, s/he is dead.

C. GUARD HOUSE

There are always three guards posted here. The guards here frisk and screen incoming visitors and prisoners.

D. CELL BLOCK

All prisoners are kept here unless they are performing labor, exercising, or being punished in the hot box.

E. WARDEN'S OFFICE

F. GUARD BARRACKS

86. Guard House

PROPRIETOR:

Larry Daryl, Skill 0 Human

Larry is stationed here in case there is a jail break. His room and board is paid for by the City-State.

87. For Sale

Owned by the City-State. Asking price is 12,000 gp.

88. General Store

PROPRIETOR:

Seymour Dolly, Skill 0 Human

Seymour's prices are normal, but most of his products are below standard. On an average business day, Seymour makes from 1 sp to 1 gp. He lives at #93.

89. Lantern Shop

PROPRIETOR:

Harvey Watts, Skill 0 Human

Harvey sells all kinds of lanterns. (Prices are as per the standard rule book.) On an average business day, Harvey makes from 7 gp to 30 gp.

90. Scribe

PROPRIETOR:

Michelle Neib, Skill 0 Human

Michelle is light-hearted, loving, and extremely gifted. She will copy any non-magical book. She charges 10 sp per page copied. Michelle can copy a maximum of three pages per day.

91. For Sale

Owned by "Woody" Sills (#75). Asking price is 19,000 gp.

92. For Sale

Owned by the City-State. Asking price is 11,000 gp.

93. Private Residence

PROPRIETOR:

Seymour Dolly, Skill 0 Human (see #88).

94. Private Residence

PROPRIETOR:

Mag Hutch, Skill 0 Human (see #262).

95. Baker

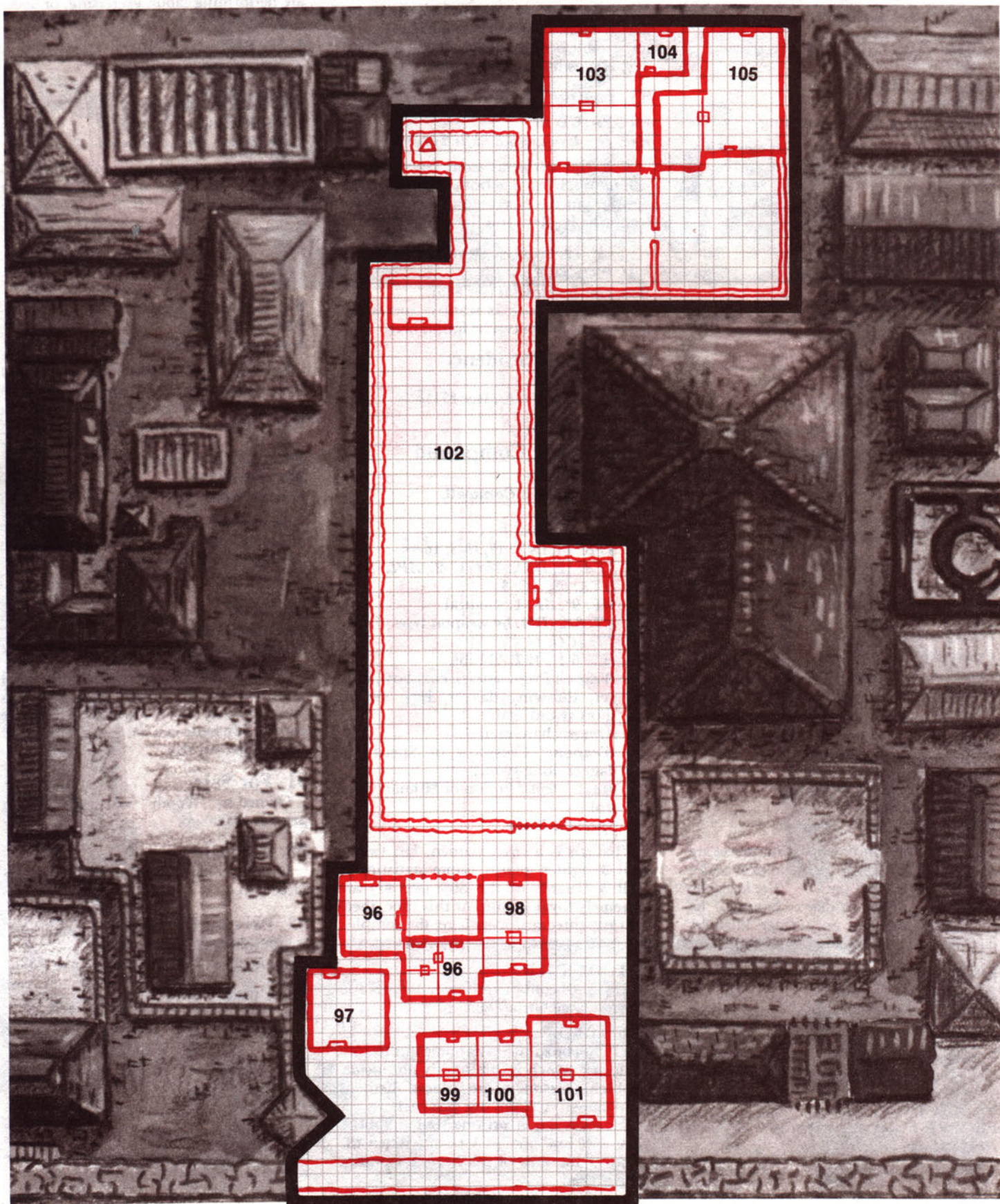
PROPRIETOR:

Laird Brown Lee, Skill 0 Human

Laird's bakery makes breads and cakes exclusively. On an average business day, he makes from 10 sp to 1 gp.

SECTION K

(A-7; B-7; C-7; D-7, 8)



96. Barrel Maker

PROPRIETOR:

Archie Smith, Skill 0 Human

Archie makes sturdy barrels. On an average business day, he makes from 3 gp to 10 gp.

97. For Sale

Owned by The Violet Spider (#64). They are using the "sale" of this place as a front.

98. Clock Maker

PROPRIETOR:

Stan "Cookooman" Coobrick, Skill 0 Human

Stan is an exceptional clock maker and repairer. He will not shake hands with customers; he believes that by doing so he would risk injuring his hands. Stan has over 12,000 gp in the bank; he wants to find and purchase Eyes of Minute Seeing.

Stan makes from 10 gp to 100 gp per business week.

99. Phrenologist

PROPRIETOR:

Tarnecknar Polli II, Skill 0 Human

Tarnecknar can make short forecasts (up to one week in advance) of future events affecting the customer whose head bumps he studies. He charges 10 gp per customer for vague information (60% accurate).

100. Mouser

PROPRIETOR:

Ike Davisher, Skill 0 Human

Ike uses traps, poisons, and his Pipes of the Sewers to rid houses of rodents. He charges a flat fee of 40 gp. Ike inherited the business from his father, Dirty Davisher.

101. Cloaks and Tunics

PROPRIETOR:

Ingham Borly, Skill 0 Human

Ingham makes and sells cloaks and tunics of all materials. He can also alter any cloak; altered magical cloaks have a 40% chance of losing their magical properties.

102. Followers of Shau Lin, the Gold Dragon

This sect of monks follows Shau Lin. Shau Lin is a gold dragon who used to be an adventurer until he picked up a power crystal that turned him into a demi-god.

Shau Lin has thirty followers:

(5) Skill 1 Monks

Race: Human

HTK: 4-8, AC: 10

MV: 15", AL: L. Good

AT: 1, DM: 1D6 divided by 2 (open hand) or by weapon type

THACO: 20

Weapon Proficiencies: staff

Armor: None

Weapons: staff

Specials: None

(10) Skill 2 Monks

Race: Human

HTK: 6-12, AC: 9

MV: 16", AL: L. Good

AT: 1, DM: 1D4 or by weapon type

THACO: 20

Weapon Proficiencies: staff, dagger

Armor: None

Weapons: staff

Specials: None

(2) Skill 3 Monks

Race: Human

HTK: 10-16, AC: 8

MV: 17", AL: L. Good

AT: 1, DM: 1D6 (open hand) or by weapon type

THACO: 20

Weapon Proficiencies: staff, dagger

Armor: None

Weapons: staff

Specials: Special Abilities: A

(7) Skill 5 Monks

Race: Human

HTK: 12-20, AC: 7

MV: 19", AL: L. Good

AT: 5/4 (open hand), DM: 1D6+1

(open hand) or by weapon type

THACO: 18

Weapon Proficiencies: dagger, staff, bo sticks

Armor: none

Weapons: staff

Specials: Special Abilities: A, B, & C

Skill 7 Monk

Race: Human

HTK: 14-28, AC: 5

MV: 21", AL: L. Good

AT: 3/2 (open hand), DM: 1D8+1

(open hand) or by weapon type

THACO: 16

Weapon Proficiencies: dagger, staff, bo sticks, jo stick

Armor: None

Weapons: staff

Specials: Special Abilities: A-E

(2) Skill 10 Monks

Race: Human

HTK: 22-44, AC: 3

MV: 24", AL: L. Good

AT: 2 (open hand), DM: 1D10+3 (open hand) or by weapon type

THACO: 14

Weapon Proficiencies: dagger, staff,

bo sticks, jo stick, club

Armor: None

Weapons: staff

Specials: Special Abilities: A-H

Skill 15 Monk

Race: Human

HTK: 30-60, AC: -1

MV: 29", AL: L. Good

AT: 3, DM: 6D4 (open hand) by

weapon type

THACO: 12

Weapon Proficiencies: dagger, staff,

bo sticks, jo stick, pole arm, crossbow

Armor: None

Weapons: staff, crossbow

Specials: Special Abilities: A-K

103. Sword Maker

PROPRIETOR:

Erland Grimwald, Skill 0 Dwarf

Erland charges twice the standard rule book prices for his custom-made swords. He has lived and worked out of this house for over 100 years.

104. Private Residence

PROPRIETOR:

Old Widow Cranny, Skill 0 Human

The Old Widow Cranny has lived here all of her 85 years. She lives off of banked money, and she is watched over by Erland (#103) and Raspatal (#105).

105. Private Residence

PROPRIETOR:

Raspatal, Skill 9 Magic-user

Race: Human

STR: 13, INT: 18, INS: 17 (+3)

STA: 16 (+2), DEX: 17 (+2, -3), APL: 15

HTK: 44, AC: 7

MV: 12", AL: L. Neutral

AT: 1, DM: By weapon type

THACO: 20

HT: 6'0", WT: 165 lbs.

Weapon Proficiencies: dagger, staff

Armor: None

Weapons: dagger, staff

Magic Items: Manta Ray Cloak, Amulet of Teleportation (3 charges), Wand of Illusion (1 charge/RDR=14"), Ring of Water Walking, Necklace of Fireballs (DM: 7D8, 5D8 (x2), 3D8 (x3))

Spells: 8/6/6/4

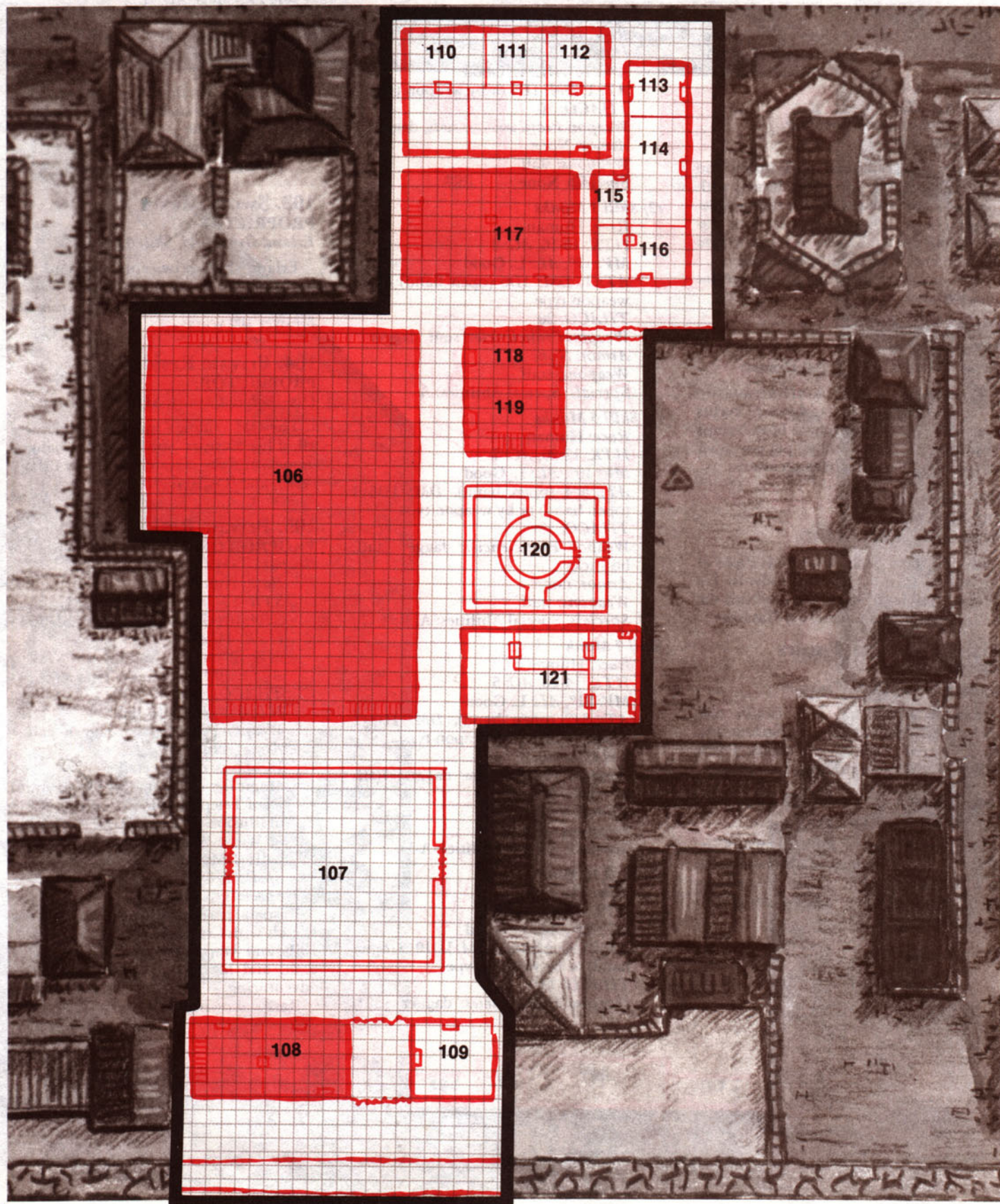
Specials: None

Raspatal is a respected magic-user who is friends with Crandal, Phoebus, Smiladon, DSL, and Ararrat. He is a somewhat arrogant, and he doesn't believe in women adventuring.

Raspatal owns a green card.

SECTION L

(A-8; B-8; C-8; D-8, 9)



106. Red Griffin Inn

PROPRIETOR:

Isak Marley, Skill 0 Human

The Red Griffin is one of the poshest inns in Briarwood. For 45 gp per night, a person can stay in one of the 160 regular rooms, or a person can pay 150 gp per night for a deluxe room. During an average business week, Isak makes 1,500 gp. He lives at #269.

107. Black Scorpion Town Guards

This small squad of 25 guards patrols the south-central section of Briarwood. The Captain of this squad is Brombor (#125); the Lieutenant is Jandal Crust (#126). The following is a listing of the Black Scorpion guards:

(10) Skill 3 Fighters

Race: Human

HTK: 15-30, AC: 4

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 17

Weapon Proficiencies: long sword, short sword, dagger, crossbow, spear

Armor: chain mail and round shield

Weapons: long sword, dagger

Specials: None

(10) Skill 4 Fighters

Race: Human

HTK: 18-40, AC: 4

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 17

Weapon Proficiencies: long sword, short sword, dagger, crossbow, spear

Armor: chain mail and round shield

Weapons: long sword, dagger

Specials: None

(5) Skill 5 Fighters

Race: Human

HTK: 20-50, AC: 4

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 15

Weapon Proficiencies: long sword, short sword, dagger, crossbow, spear, throwing dagger

Armor: chain mail, round shield

Weapons: long sword, spear

Specials: None

No Black Scorpion will disobey a direct order or leave his post

108. Green Raven Tavern

PROPRIETOR:

Smilin' Bob Arken, Skill 0 Human

Smilin' Bob has a steady clientele of middle-class citizens. His prices are reasonable, and his two waitresses are friendly.

109. Garlic Grower

PROPRIETOR:

Crazy Mary, Skill 0 Human

Crazy Mary grows garlic for more than half of Briarwood.

110. Dancing Pigmy Tavern

PROPRIETOR:

Stiffy O'Malley, Skill 0 Shireling

The Dancing Pigmy is a popular hang-out for shirelings. The drinks here are small, but they are as potent as regular-size drinks. Stiffy makes up to 15 gp on an average business day.

111. Rose's Eatery

PROPRIETOR:

Rose S. Tes, Skill 0 Human

Rose serves fancy meals for semi-reasonable prices. On an average business day, Rose makes from 10 gp to 25 gp.

She lives at #270 with her cats, three children, and her husband, Thom.

112. Mirror Maker

PROPRIETOR:

Lorin Wyly, Skill 0 Gnome

Lorin makes steel, silver, and glass mirrors. Only adventurers and the rich can usually afford them.

113. Private Residence

PROPRIETOR:

Percy Flex (see #114).

114. Pet Land Pet Shop

PROPRIETOR:

Percy Flex, Skill 8 Druid

Race: Human

STR: 16 (0, +1), INT: 11, INS: 14

STA: 12, DEX: 13, APL: 17

HTK: 51, AC: 6

MV: 9", AL: Neutral

AT: 1, DM: by weapon type

THACO: 16

HT: 5'11", WT: 173 lbs.

Weapon Proficiencies: scimitar, spear, staff

Armor: +2 leather

Weapons: +2 spear

Magic Items: Potion of Extra Healing

Spells: 4/4/3/2

Specials: see standard rule book

Percy carefully screens all prospective buyers. He sells everything from song birds to orphaned bear cubs.

Percy carries a green card. He lives at #113.

115. Teleporter from #54.

116. Violin/String Instrument String Maker

PROPRIETOR:

Catman Cruthers, Skill 0 Human

Catman owns from 10 to 40 cats, depending how business is going. His catgut strings are specially treated with a secret chemical; the nature of this chemical has been undisclosed for over fifty years.

117. For Sale

Owned by Catman Cruthers (#116), this large building houses all but his favorite cats. Catman is asking 36,000 gp.

118. Fruit Market

PROPRIETOR:

Tory Bartlett, Skill 0 Human

Tory sells only fresh fruit. He makes from 3 gp to 10 gp daily. Tory lives upstairs from his store.

119. Vegetable Market

PROPRIETOR:

Joe Matheson, Skill 0 Human

Joe, like Tory, only sells fresh produce. Joe makes 2 gp to 10 gp on an average business day. He lives upstairs from his store.

120. Balor's Eye

PROPRIETOR:

Ed Grimmley, Skill 0 Gnome

Ed has been the historian, storyteller, and tour guide of the Balor's Eye for over 200 years. The Balor's Eye is made of a blood red stone that is always warm to the touch. It is written in history books that the Balor's Eye has been here longer than Briarwood itself. In the center of the Balor's Eye is a secret trap door leading to a dungeon complex.

Ed charges 1 gp for a tour of the Eye. On an average business day, Ed makes from 3 gp to 15 gp. He lives at #121.

121. Private Residence

PROPRIETOR:

Ed Grimmley, Skill 0 Gnome (see #120) lives here with his two guards, and two pet displacer beasts.

Balor's Eye Guards (Ripley/Hicks),
Skill 5 Fighters

Race: Human

STR: 17/18-03 (+1, +1/+1, +3),

INT: 9/11, INS: 2 12/8

STA: 16/15 (+2/+1), DEX: 10/11

APL: 15/13

HTK: 45/37, AC: 4/4

MV: 9"/9", AL: L. Neutral

AT: 1/1, DM: by weapon type

THACO: 16

HT: 6'0"/6'2", WT: 175 lbs./191 lbs.

Weapon Proficiencies: crossbow, long sword, throwing dagger, spear, dagger

Armor: splint mail

Weapons: crossbow, long sword, throwing dagger, spear, dagger

Magic Items: None

Specials: None

Ripley and Hicks are loyal to Ed Grimmley; they will not go against his word. They both make 1 gp a day.

(2) Displacer Beasts

HTK: 48,43, AC: 4

MV: 15", AL: Neutral

INT: Semi-

AT: 2, DM: 2D4

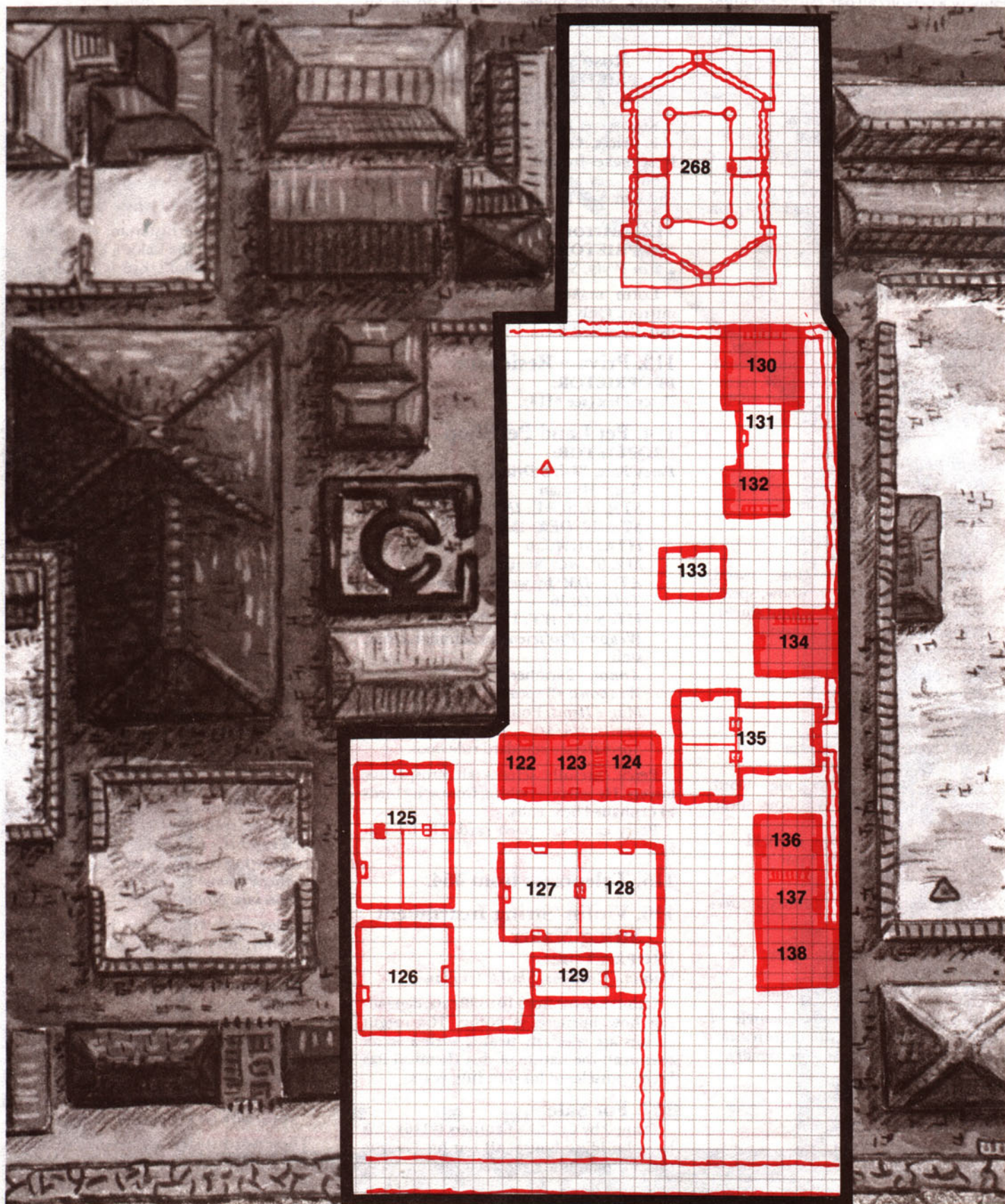
THACO: 13

Specials: +2 on opponent's "to hit" rolls; save (at +2) as skill 12 fighter.

These two displacer beasts will only take orders from Ed, Ripley, and Hicks.

SECTION M

(A-8, 9; B-8, 9; C-9; D-9)



122. Dagger Vendor

PROPRIETOR:

Newt Orl, Skill 0 Elf

Newt makes well-balanced daggers (prices are per the standard rule book). He is an excellent dagger-juggler and thrower. When he is throwing daggers, Newt fights as a skill 5 fighter. He makes 3 gp to 7 gp per business day. The dagger vendor lives upstairs from his shop.

123. Hat Seller

PROPRIETOR:

Jerry Trilby, Skill 0 Human

Jerry sells all kinds of hats. Prices range from 1 sp to 5 gp (GM discretion). Jerry makes from 11 sp to 10 gp per business week. He lives upstairs from his shop.

124. Money Exchange

PROPRIETOR:

Jack Kale, Skill 0 Dwarf

Jack makes a 5% commission on monies changed. He lives upstairs from his shop.

125. Private Residence

PROPRIETOR:

Brombor, Skill 11 Fighter

Race: Dwarf

STR 18/94 (+2, +5), *INT*: 15, *INS*: 14

STA: 18 (+4), *DEX*: 14, *APL*: 14

HTK: 109, *AC*: 2

MV: 6", *AL*: L. Good

AT: 3/2, *DM*: by weapon type

THACO: 10

HT: 4'2", *WT*: 163 lbs.

Weapon Proficiencies: hammer, throwing hammer, crossbow, battle axe, spear, short sword, two-handed sword

Armor: plate mail and +1 cloak

Weapons: +3 dwarven throwing hammer with return, +3 Crossbow of Accuracy, two-handed sword

Magic Items: Ioun Stone: Regeneration (1 HTK/turn), Horn of Blasting

Specials: Infravision: 90'

Captain Brombor is one of the most successful adventurers in Briarwood. He is the leader of the Black Scorpions (#107), which is a faction of the Town Guards.

126. Private Residence

PROPRIETOR:

Jandal Crust, Skill 8 Fighter

Race: Shireling

STR: 14, *INT*: 10, *INS*: 11

STA: 15 (+1), *DEX*: 19 (+3, -4), *APL*: 11

HTK: 65, *AC*: -1

MV: 9", *AL*: N. Good

AT: 3/2, *DM*: by weapon type

THACO: 14

HT: 2'4", *WT*: 53 lbs.

Weapon Proficiencies: dagger, throwing dagger, short sword, sling, short bow, battle axe

Armor: +1 chain mail and shield

Weapons: short sword, battle axe, short bow, dagger

Magic Items: Wand of Wonder (32 charges), Ring of Water Breathing

Jandal is an adventurer and the Lieutenant of the Black Scorpions (see #107). He has a pet dog named Targ who understands commands in elvish only. Targ has 11 HTK and a STA of 16.

127/128. Butcher/Meat Market

PROPRIETOR:

Allyn and Belva Tweeb, Skill 0 Humans

Allyn and Belva sell the best meats in Briarwood. Allyn is the butcher, while Belva and her three daughters run the market. During an average business week, Allyn and his family make from 30 gp to 75 gp. The Tweeb's live at #129.

129. Private Residence

PROPRIETOR:

Allyn and Belva Tweeb, Skill 0 Humans (see #127/#128) and family.

130. Baubles and Things

PROPRIETOR:

Bryon Bidwell, Skill 0 Human

Bryon sells cheap baubles and beads. Bryon makes from 1 sp to 1 gp per business day. He lives upstairs from his shop.

131. Palms Read, Tarot Turning

PROPRIETOR:

Lady Sigourney Lepner, Skill 0 Human

Lady Lepner has a 40% chance of correctly predicting the future. She is schizophrenic, which leads people to believe that she is possessed by a spirit. Lady Lepner charges 1 gp per reading. On an average business day, she makes from 3 gp to 10 gp. Lady Lepner lives at #33.

132. Messenger Service

PROPRIETOR:

Mike Mans, Skill 0 Human

Mike will take a message to any part of Briarwood. He charges 1 cp per block he must travel. However, there is a minimum of 5 cp for each message delivered. On an average business day, Mike makes from 10 sp to 4 gp. He lives upstairs from his shop.

133. Fresh Fish

PROPRIETOR:

Sancord Geelbak, Skill 0 Sea Elf

Sancord sells fresh fish. On an average business day, he makes up to 5 gp. Sancord lives upstairs from his shop.

134. Weapons

PROPRIETOR:

Ulrich Svante, Skill 0 Dwarf

Ulrich has an assortment of used weapons, for which he charges half the normal price. However, there is a 30% chance per hit of the weapon breaking. Ulrich makes from 5 gp to 15 gp per business day. He lives upstairs from his shop.

135. For Sale

Owned by City-State after seizure for payment of back taxes. Asking price is 24,000 gp.

136. Leather Goods

PROPRIETOR:

Elmer Baldwin, Skill 0 Human

Elmer sells all types of leather items. He charges standard rule book prices for above-average merchandise. Elmer makes from 5 gp to 50 gp per business day. He lives upstairs from his store.

137. Oil and Lantern Shop

PROPRIETOR:

Doral Faber, Skill 0 Human

Doral carries all types of oils and lanterns. His prices are as per the standard rule book. On an average business day, Doral makes from 10 sp to 2 gp. Doral lives upstairs from his shop.

138. Pawn Shop

PROPRIETOR:

Neville Pigot, Skill 0 Human

Neville will pawn anything of worth for 50% of its original value. If the owner of a pawned item doesn't come back in two weeks after Neville acquires the item, he will sell it.

Neville makes 5 gp to 10 gp per average business day. Neville lives upstairs from his shop.

268. Private Residence

PROPRIETOR:

Cy, Skill 7/11/11

Fighter/Magic-user/Thief

Race: Half-elf/Half-drow

Religion/Deity: Norse/Uller

STR: 18/10 (+1, +3), *INT*: 14, *INS*: 13

STA: 15 (+1), *DEX*: 19 (+4, -5), *APL*: 17

HTK: 66, *AC*: 0

MV: 12", *AL*: C. Neutral

AT: 3/2, *DM*: by weapon type

THACO: 16

HT: 6'2", *WT*: 176

Weapon Proficiencies: bola, darts, dagger, throwing dagger, short sword, long sword

Armor: +2 studded leather

Weapons: None

Magic Items: Belt Buckle of Fire Resistance, Ioun Stone (lavender), Gem of Protection from ESP and Telepathy (in forehead), Potion of Water Breathing, Necklace of Adaptation, Dancing Sword (+2 saves, heals 1/day, -1 HTK of damage, Telekinesis 3/week [INT: 14, AL: C. Neutral]), Dagger of Singing (morale never checked, +2 for 1D6 rounds)

Spells 4/4/4/3/3

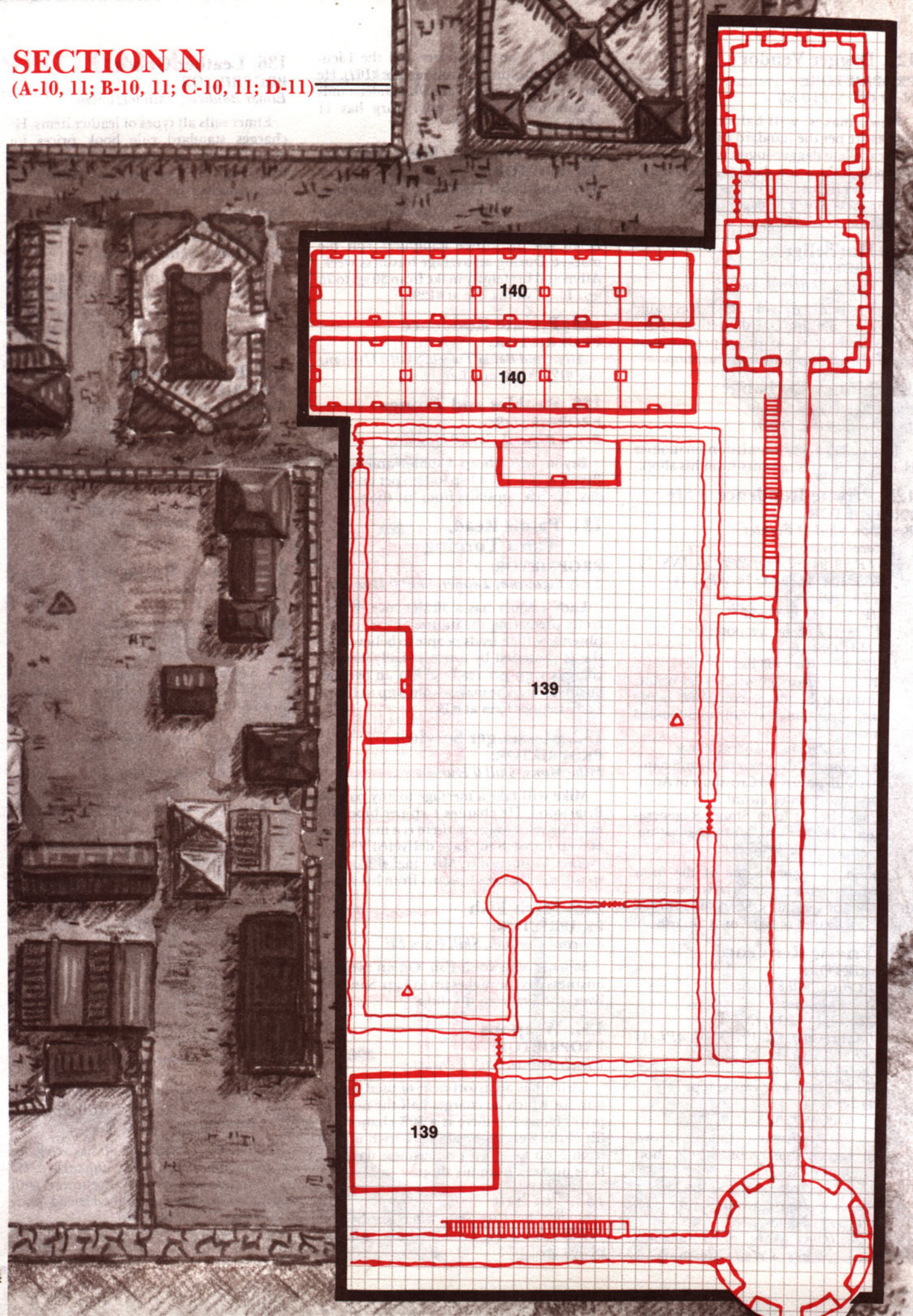
Specials: Resistance to cold and mind attacks

Thieving Abilities: PP: 115%, OL: 92%, F/RT: 80%, MS: 98%, H in S: 87%, HN: 35%, CW: 99.1%, RL: 55%

This blue-skinned half-elf has a love for adventuring that is nearly unmatched. He will frequently go on adventures with Sasha (#145), and he is a good friend of the canine trainer, Szordic (#11).

SECTION N

(A-10, 11; B-10, 11; C-10, 11; D-11)



139. For Sale

PROPRIETOR:

Lord Aldhelm Haldane, Skill 16 Fighter

Race: Human

STR: 17 (+1, +1), *INT:* 13, *INS:* 12

STA: 15 (+1), *DEX:* 17 (+2, -3),

APL: 11

HTK: 83, *AC:* -5

MV: 9", *AL:* L. Good

AT: 2, *DM:* by weapon type

THACO: 6

HT: 6'2", *WT:* 185 lbs.

Weapon Proficiencies: long sword, short sword, bastard sword, crossbow,

long bow, spear, lance, pike, mace

A armor: +2 plate mail and +2 shield

Weapons: +1 long sword, +3 bastard sword, long bow

Magic Items: Potion of Gaseous Form,

Ring of Fire Resistance, Ring of

Swimming, Horn of Valhalla (Iron),

Ointment of Healing

Specials: None

Lord Haldane has built a fortress outside of Briarwood. He is selling this stronghold because City-State taxes are rising higher and higher.

Lord Haldane is a well-liked individual that will gladly aid Briarwood if the need arises. He is a chivalrous fighter (one of the four best in Calandia), a gentleman, and a topnotch strategist. He is a blood brother to Phoebus (see #34), and is in good standings with all of the town guards.

Lord Haldane's troops are as follows:

(15) Skill 6 Fighters

Race: Human

HTK: 40-60, *AC:* 5

MV: 9", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 16

Weapon Proficiencies: Florentine fighting, long sword, long bow, throwing

dagger, dagger

A armor: chain mail

Weapons: long sword, long bow, dagger, throwing daggers (x3)

Specials: None

(15) Skill 7 Fighters

Race: Human

HTK: 45-70, *AC:* 5

MV: 9", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 14

Weapon Proficiencies: Florentine fighting, long sword, long bow, throwing dagger, dagger

A armor: chain mail

Weapons: long sword, long bow, dagger, throwing daggers (x3)

Specials: None

(12) Skill 8 Fighters

Race: Human

HTK: 50-80, *AC:* 5

MV: 9", *AL:* L. Good

AT: 3/2, *DM:* by weapon type

THACO: 14

Weapon Proficiencies: Florentine fighting, long sword, long bow, throwing

dagger, dagger

A armor: chain mail

Weapons: long sword, long bow, dagger, throwing daggers (x3)

Specials: None

(10) Skill 9 Fighters

Race: Human

HTK: 55-90, *AC:* 5

MV: 9", *AL:* L. Good

AT: 3/2, *DM:* by weapon type

THACO: 12

Weapon Proficiencies: Florentine fighting, long sword, long bow, throwing

dagger, dagger, short sword

A armor: chain mail

Weapons: long sword, long bow, short sword, throwing daggers (x3)

Specials: None

(8) Skill 10 Fighters

Race: Human

HTK: 60-93, *AC:* 5

MV: 9", *AL:* L. Good

AT: 3/2, *DM:* by weapon type

THACO: 12

Weapon Proficiencies: Florentine fighting, long sword, long bow, throwing

dagger, dagger, short sword

A armor: chain mail

Weapons: long sword, long bow, short sword, throwing daggers (x3)

Specials: None

Thadeus Cornwall (warden of the local jail) is attempting to raise enough funds to buy this stronghold. So far the "bigger and better jail fund" is up to 10,000 gp. (Most of the money has come from Thadeus'

savings.)

Asking price is 150,000 gp.

140. West Gate Barracks

The West Gate (Gate of the Bear) is patrolled by 120 Town Guards (Bear Guards) under the command of Colonel Phoebus (see #34), Captain Dougard Thiclimb (see #222), and Lieutenant Phaethon (see #421).

(60) Bear Guards, Skill 3 Fighters

Race: Human

STR: 12-17, *INT:* 7-14, *INS:* 7-14,

STA: 9-18, *DEX:* 7-17, *APL:* 7-17

HTK: 15-30, *AC:* 4

MV: 9", *AL:* L. Good - L. Neutral

AT: 1, *DM:* 1D8 by weapon type

THACO: 18

Weapon Proficiencies: long sword, spear, dagger, short sword, halberd

A armor: chain mail, round shield

Weapons: long sword, spear, dagger

Specials: They will never abandon their posts. Morale is at +2.

(40) Bear Guards, Skill 4 Fighters

Race: Human

STR: 12-17, *INT:* 7-14, *INS:* 7-14,

STA: 9-18, *DEX:* 7-17, *APL:* 7-17

HTK: 18-40, *AC:* 4

MV: 9", *AL:* L. Good - N. Good

AT: 1, *DM:* by weapon type

THACO: 18

Weapon Proficiencies: long sword, spear, dagger, short sword, halberd

Weapons: long sword, spear

A armor: chain mail, round shield

Specials: They will never abandon their posts. Morale is at +2.

(20) Bear Guards, Skill 5 Fighters

Race: Human

STR: 12-17, *INT:* 7-14, *INS:* 7-14,

STA: 9-18, *DEX:* 7-17, *APL:* 7-17

HTK: 20-50, *AC:* 4

MV: 9", *AL:* L. Good - N. Good

AT: 1, *DM:* by weapon type

THACO: 16

Weapon Proficiencies: long sword, spear, dagger, short sword, halberd

Weapons: long sword, spear, dagger

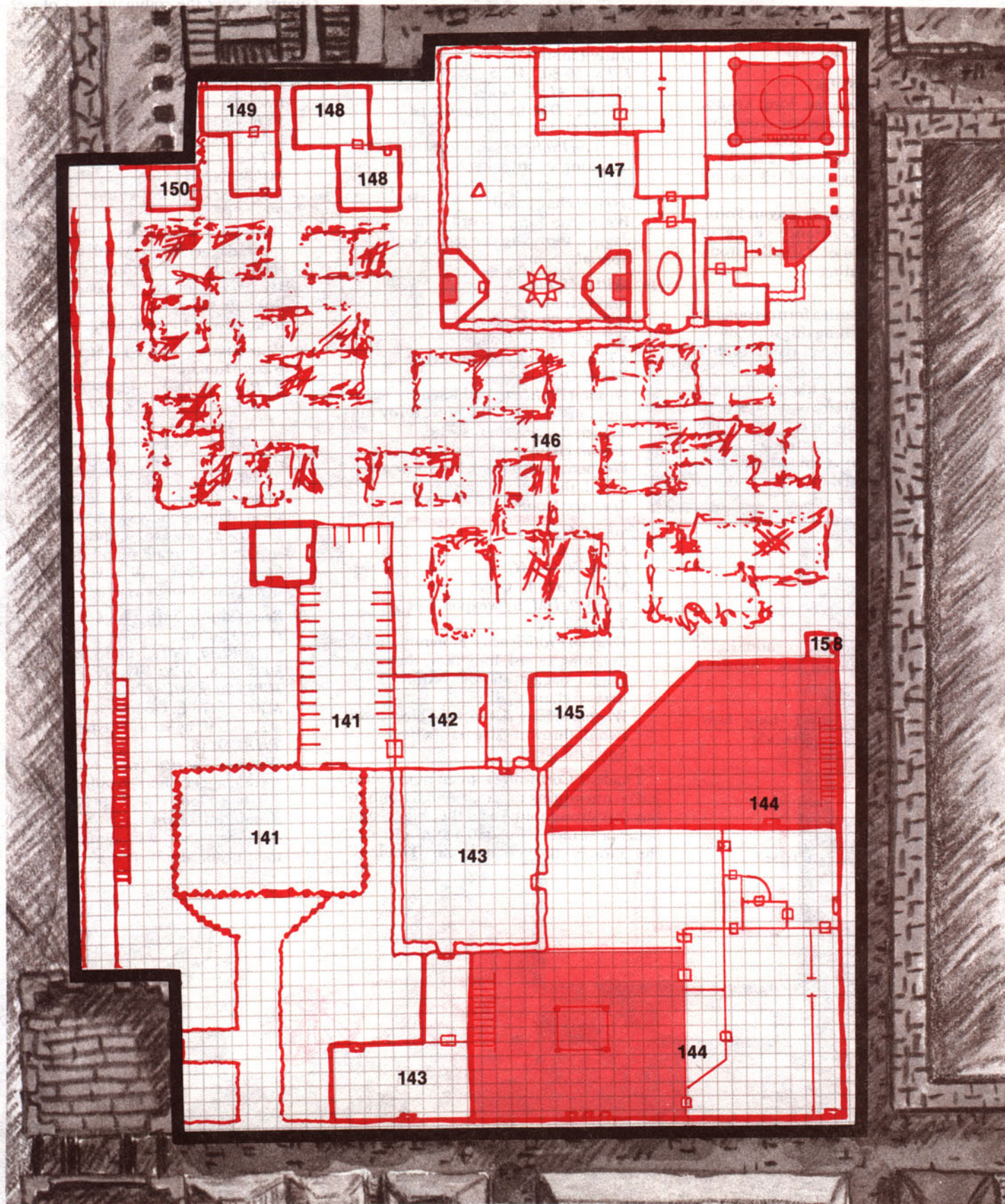
A armor: full chain mail, round shield

Specials: They will never abandon their posts. Morale is at +3.



SECTION O

(D-1, 2, 3; E-1, 2, 3; F-1, 2, 3; G-1, 2, 3)



141. Stable/Smithy

PROPRIETOR:

Orlow Longstride, Skill 7 Fighter

Race: Human

STR: 16 (0, +1), *INT:* 15, *INS:* 13

STA: 16 (+2), *DEX:* 9, *APL:* 12

HTK: 45, *AC:* 8

MV: 9", *AL:* L. Neutral

AT: 3/2, *DM:* by weapon type

THACO: 14

HT: 6'4", *WT:* 260 lbs.

Weapon Proficiencies: long sword, battle axe, lucern hammer, spear, dagger, short sword

Armor: leather mail

Weapons: +1 lucern hammer, long sword, short sword, dagger

Magic Items: Potion of Frost Grant Strength (x2)

Specials: None

All of the Guards of the Sun (#1) use Orlow's talents. He can repair armor and weapons, but he does not make them.

Each day, Orlow is given a 20 gp stipend to pay for any work that the Guards of the Sun need to have done. Orlow lives at #142.

142. Private Residence

PROPRIETOR:

Orlow Longstride (see #141).

143. Private Residence

PROPRIETOR:

DSL, Skill 12 Thief

Race: Shireling

STR: 12, *INT:* 12, *INS:* 9

STA: 16 (+2), *DEX:* 19 (+3, -4),

APL: 13

HTK: 67, *AC:* 2

MV: 9", *AL:* C. Neutral

AT: 1 [2]*, *DM:* [1D6+2 (claws)]* or by weapon type

THACO: 16

HT: 3'2", *WT:* 63 lbs.

Weapon Proficiencies: Mithril Claws III*, throwing dagger, short sword

Armor: +1 leather mail

Weapons: +2 Mithril Claws, 3 throwing daggers, short sword

Magic Items: Wand of Wonder (3 charges), Ring of Teleportation

Specials: Infravision 60'; *due to his high DEX and his efficiency with his Claws, he receives 2 attacks per round; Thieving Abilities: PP: 90%, OL: 77%, F/RT: 70%, MS: 116%, H in S: 104%, HN: 40%, CW: 99.2%, RL: 55%

Although DSL is a thief, he runs the Mithril Claw Inn (#144) lawfully. Anyone committing an unlawful act here will be prosecuted.

DSL spends most of his time adventuring. He is easily angered, and he is not easily intimidated by an opponent, no matter what the opponent's size (this has caused him problems in the past).

144. Mithril Claw Inn

PROPRIETOR:

DSL (see #143)

The Mithril Claw Inn is always packed and bustling. Its more than 35 rooms are always occupied. The food and service here are very good.

Entertainment here ranges from dancers to bear wrestling. The Balkin Four music-and-dance group is a favorite crowd-pleaser. The group members are: Loupcho Kolarov (#316), Atanas Milenkos (#317), Jon Merrish (#314), and Ston Quo (#315); all of them are Skill 0 Humans. Each of them makes from 5 sp to 2 gp per performance.

145. Private Residence

PROPRIETOR:

Sasha, Skill 17 Magic-user

Race: Human

Religion/Deity: Quetzalcoatl

STR: 9, *INT:* 19, *INS:* 15

STA: 16 (+2), *DEX:* 18 (+3, -4),

APL: 15

HTK: 70, *AC:* 3

MV: 12", *AL:* Neutral

AT: 1, *DM:* by weapon type

THACO: 13

HT: 5'6", *WT:* 120 lbs.

Weapon Proficiencies: dagger, staff, sling

Armor: None (Ring of Protection +3, 5' Radius)

Weapons: +2 staff, dagger, sling

Magic Items: Ring of Regeneration, Boots of Elvenkind, Potion of Water Breathing, Mask of Many Faces (allows wearer to change his/her face whenever the wearer wishes to. Each face must be worn for at least three turns)

Spells: 5/5/5/5/5/3/3/2

Sasha is a successful adventurer who does nothing but adventure. DSL (see #143) owns this building, but he lets Sasha stay here for free (Sasha saved DSL's life once while they adventured together).

Sasha has a green card.

146. Fire Area

The fire area was created by a magic-user named Greyscot, who was arrested for negligent magic-use. Over twenty-five buildings were destroyed. Greyscot is working to pay 135,000 gp in damages.

Greyscot carried a green card.

147. Temple of Pureness and Cleanliness

PROPRIETOR:

Vicar Milo, Skill 10 Cleric

Race: Human

Religion: Central American Indian

Deity: Chalchiuhtlicue

STR: 17 (+1, +1), *INT:* 13, *INS:* 18

STA: 15 (+1), *DEX:* 12, *APL:* 14

HTK: 35, *AC:* 6

MV: 9", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 14

HT: 5'10", *WT:* 153 lbs.

Weapon Proficiencies: lucern hammer, throwing hammer, staff, mace

Armor: +1 ring mail

Weapons: +1 lucern hammer, throwing hammer, staff

Magic Items: Potion of ESP

Spells: 6/6/4/4/2

Specials: Milo has a 45% chance to contact Chalchiuhtlicue.

When the fire (see #146) occurred, Milo contacted her deity. Chalchiuhtlicue appeared and protected her temple.

Milo has a clean-shaven head and always wears light-blue robes with the emblem of a jade fish on the back.

148. Appraiser's Office

PROPRIETOR:

Rhys Wideman, Skill 0 Half-elf

Rhys appraises rare coins, furniture, and musical instruments of all kinds. His fee is 5% of the appraised item's worth. Rhys appraises by appointment only. He makes 100 gp per business day.

149. For Sale

Owned by DSL (#143). Asking price is 17,000 gp.

150. Private Residence

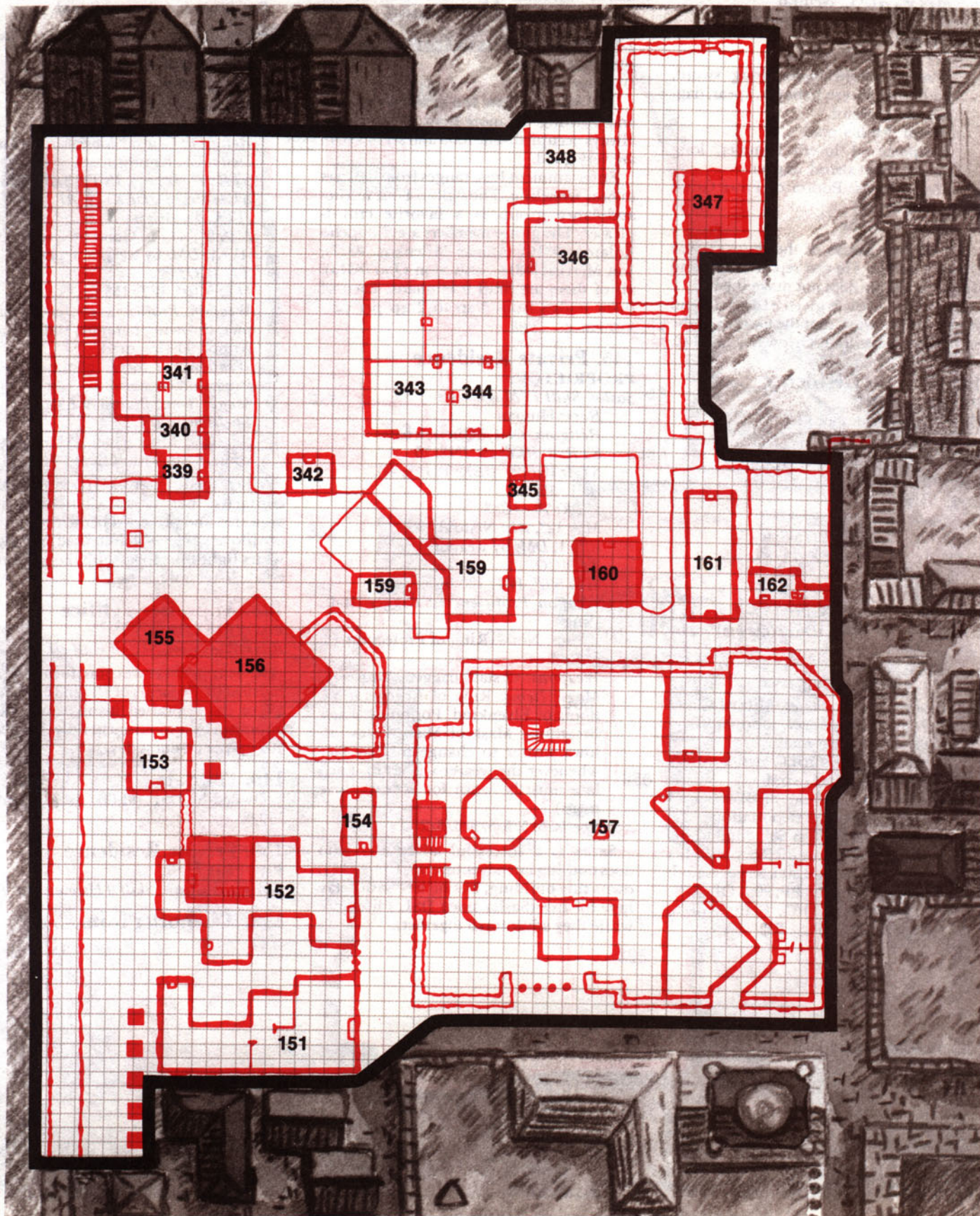
PROPRIETOR:

Lorin the Clean, Skill 0 Human (see #19)

158. Teleporter from #54.

SECTION P

(G-1; H-1, 2, 3; I-1, 2, 3; J-1, 2, 3)



151. Tombstone Maker

PROPRIETOR:

Howland Gridley,

Skill 0 Human (werewolf)

Howland chisels a tombstone, then transports it to the burial site. During a full moon, Howland prowls the streets in his werewolf form. Howland makes from 2 gp to 15 gp per tombstone.

152. Antique Shop

PROPRIETOR:

Ingram Hurd, Skill 0 Elf

Ingram has been collecting and selling antiques for over two hundred years. On an average business week, Ingram makes from 10 gp to 30 gp.

153. Private Residence

PROPRIETOR:

Ilo Buntz, Skill 0 Dwarf

Ilo rings the bell in the tower (#155) every hour on the hour. He gets room and board in return for performing this task.

154. Teleporter from #54.

155. Bell Tower

PROPRIETOR:

Ilo Buntz, Skill 0 Dwarf (see #153)

156. Private Residence

PROPRIETOR:

Judge Archibald Hoadly,

Skill 0 Human

Judge Archibald has over 25,000 gp banked.

The Judge is almost deaf; the ringing of the town bell rarely bothers him.

157. Brotherhood of the Tusk

PROPRIETOR:

Brother Wulf, Skill 0 Human (wereboar)

Brother Wulf is the leader of seven other Brothers of the Tusk. All members are wereboars who leave the city to hunt when there is a full moon; this is their pilgrimage. This group is in alliance with the Violet Spider (see #64).

159. Private Residence

PROPRIETOR:

J. "J.J." Jurgisin, Skill 0 Gnome (see #60).

160. For Sale

Owned by Judge Archibald Hoadly (see #156). Asking price is 16,000 gp.

161. Private Residence

PROPRIETOR:

Ranyart, Ambassador-at-large

Skill 8/8/7 Cleric/Fighter/Magic-user

Race: Half-elf

Religion/Deity: Greek/Apollo

STR: 18/45 (+1, +3), INT: 16, INS: 17

STA: 16 (+2), DEX: 16 (+1, -2),

APL: 14

HTK: 63, AC: 0

MV: 12", AL: N. Good

AT: 3/2, DM: by weapon type

THACO: 14 (13)

Languages: common, elvish, gnomish, cloud and storm giant, gnoll, Masonese, lizardman, Allurian, Nile, Pactish

HT: 5'10", WT: 155 lbs.

Weapon Proficiencies: two-handed sword, long sword, battle axe, dagger, lance, long bow

Armor: +2 banded mail

Weapons: +2 battle axe, +1 long bow, +4 dagger

Magic Items: Dust of Teleportation (x4), Ring of Warmth

Specials: Infravision: 60'

Spells: Clerical: 5/5/4/2

Magic-user: 4/3/2/2

Ranyart is the ambassador-at-large for Briarwood. He meets with different races in all of the nearby cities and towns to help out with important issues. Ranyart is in the process of freeing the lizardman tribes from slavery. He is getting tremendous support from Phoebus (see #34) and his cohorts.

Ranyart no longer adventures.

162. For Sale

Owned by Judge Archibald Hoadly (see #156). Asking price is 15,000 gp because it is in an expensive area of Briarwood.

OLD TOWN

339. Private Residence

PROPRIETOR:

Evan Hildric, Skill 0 Ice Elf (see #340).

340. Interpreter

PROPRIETOR:

Evan Hildric, Skill 0 Ice Elf

Evan speaks the following languages: elven, dwarven, gnome, storm giant, common, Nile, Masonese, lizardman, centaur, and ogre magi. He works for 3 gp an hour. Evan lives at #339.

341. Wood Carver

(Figure Head Maker)

PROPRIETOR:

Hatcher Eyolf, Skill 0 Human

Hatcher carves figureheads for ships. He charges 30 gp per figurehead; he can complete a figurehead in 3 weeks.

342. Gardening and Landscaping

PROPRIETOR:

Achim Gutzon, Skill 0 Human

Achim is a mediocre landscaper, but he only charges 10 sp per hour for his work. During a business week, Achim makes from 7 gp to 15 gp. Achim and his family live at #284.

343. Net Repairer

PROPRIETOR:

Aron Hookham, Skill 0 Sea Elf

Aron repairs all types of nets. Aron charges 5 sp per hour's work. During a business week, Aron makes from 4 gp to 15 gp. Aron and Bernt (#344) share living quarters in a room behind Aron's shop.

344. Net Maker

PROPRIETOR:

Bernt Eivant, Skill 0 Sea Elf

Bernt makes nets which range in price from 2 gp to 60 gp. He is good friends with Aron (#343). Bernt lives at #343 with Aron.

345. Private Residence

PROPRIETOR:

Urluk of Dasa (see #16).

346. Sail Maker

PROPRIETOR:

Lyndon Upton, Skill 0 Human

Lyndon and his family make one sail every week. Their time (collectively) is worth 1 gp per hour. Lyndon and his family live at #303.

347. Private Residence

PROPRIETOR:

Rick Blaine (see #348).

348. The Gnarly Naga Tavern

PROPRIETOR:

Rick Blaine, Skill 6 Fighter

Race: Half-orc

STR: 16 (0, +1), INT: 8, INS: 10

STA: 13, DEX: 14, APL: 12

HTK: 33, AC: 10

MV: 9", AL: L. Neutral

AT: 1, DM: by weapon type

THACO: 16

HT: 6'0", WT: 195 lbs.

Weapon Proficiencies: long sword, dagger, throwing dagger, spear, mace, trident

Armor: None

Weapons: +1 mace, throwing daggers (4), spear

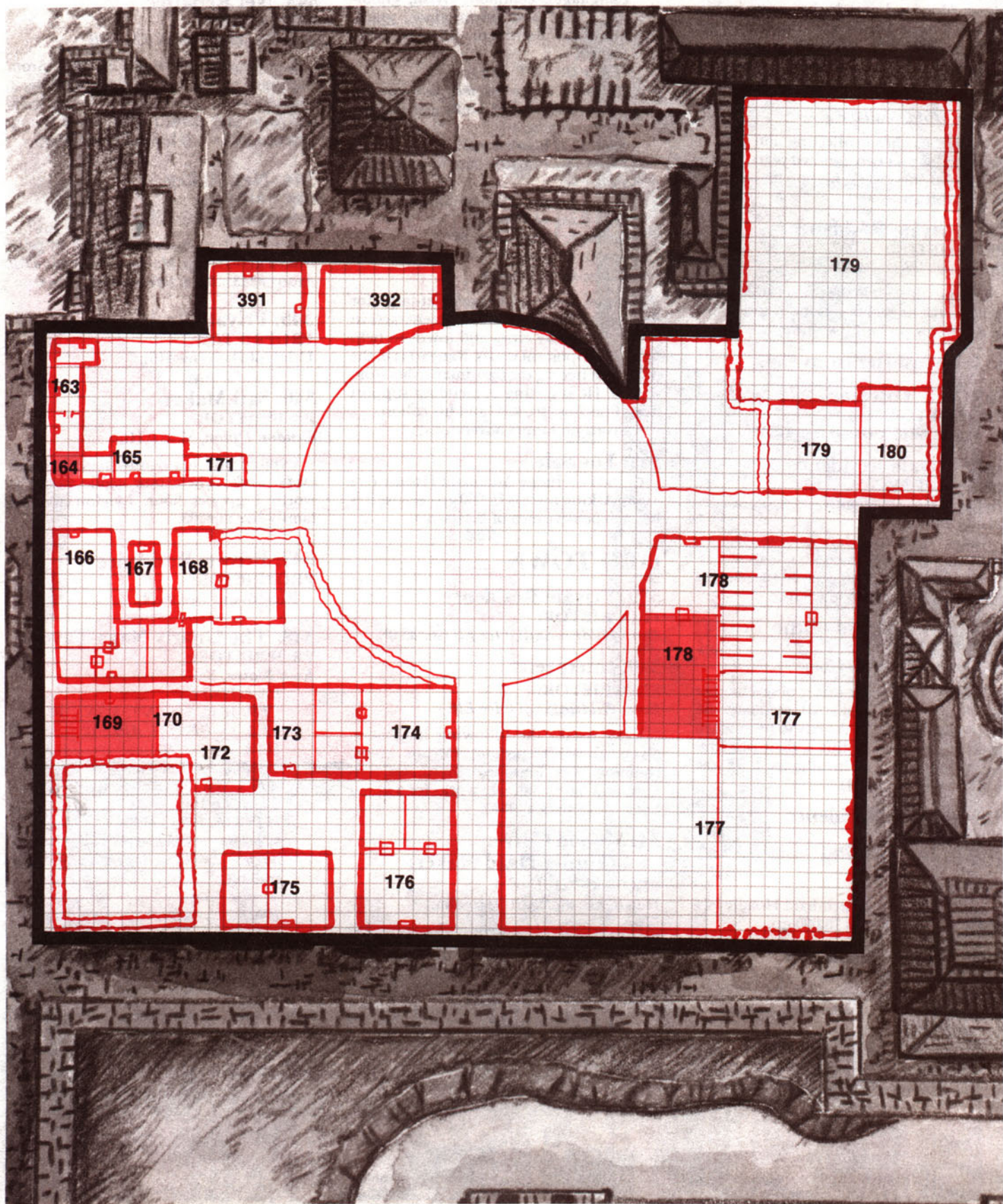
Magic Items: Ring of Silence (acts as the thief ability Move Silently: 100%)

Specials: None

Rick runs a seedy establishment known for its fights and contests of bravery. On an average business day, he makes from 1 gp to 4 gp. Rick lives at #347.

SECTION Q

(G-3, 4, 5, 6; H-3, 4, 5, 6; I-3, 4, 5, 6; J-5, 6)



163. Ice Cream Parlor

PROPRIETOR:

Garth Egron, Skill 0 Shireling

Garth keeps his ice cream cold with a Wand of Frost. His ice cream costs 15 sp per scoop, but it's worth it! Garth makes 5 gp to 10 gp per business day.

Garth lives upstairs from his parlor.

164. Cozy Corner Tavern

PROPRIETOR:

York Romney, Skill 0 Human

Cozy Corner Tavern serves only the best wine and ale. Drink prices range from 1 gp to 5 gp. On an average business day, York makes from 10 gp to 30 gp. He lives at #224.

165. Private Residence

PROPRIETOR:

Fletch, Skill 0 Human (see #23).

166. Janvel's General Store

PROPRIETOR:

Kaspar Janvel, Skill 0 Human

Kaspar's prices are half again as much as prices listed in the standard rule book. On an average business day, Kaspar makes from 5 gp to 15 gp.

167. Alcan's Book Store

PROPRIETOR:

Alcan Hamlin, Skill 0 Human

Alcan's Book Store carries about 200 books dealing with a variety of subjects. Books range in price from 5 gp to 150 gp. On an average business day, Alcan makes from 10 gp to 50 gp. He lives at #170.

168. Candles and Lamps

PROPRIETOR:

Eldon Hale, Skill 0 Elf

Eldon sells fancy candles, lamps, and lanterns. Prices are twice those in the standard rule book. On an average business day, Eldon makes from 5 gp to 20 gp.

169. Private Residence

PROPRIETOR:

Farrohe, Skill 8/9 Fighter/Magic-user

Race: Wood Elf

Religion/Deity: Egyptian/Osiris

STR: 18/54 (+2, +3), *INT:* 17, *INS:* 10

STA: 15 (+1), *DEX:* 17 (+2, -3),

APL: 14

HTK: 50, *AC:* 0

MV: 12", *AL:* L. Good

AT: 3/2, *DM:* by weapon type

THACO: 14

HT: 5'8", *WT:* 143 lbs.

Weapon Proficiencies: long sword, staff, dagger, throwing dagger, short sword, long bow

Armor: plate mail (fits tightly against body)

Weapons: +1 flaming sword, staff, dagger

Magic Items: Wand of Fireballs, Ring of Feather Fall, Potion of Invisibility
Spells: 4/3/3/2/1

Specials: Pseudo-dragon (Stargazer): [HTK: 11, Empathy, Telepathy with

Farrohe at 20', 25% Magic Resistance, Breath Weapon 2D10 Heat Cloud (x2 daily)], Infravision: 90'

Farrohe is a fine adventurer. He gives 10% of his take to the church of Osiris.

170. Private Residence

PROPRIETOR:

Alcan Hamlin, Skill 0 Human (see #167).

171. Fellischa's Fresh Flowers

PROPRIETOR:

Fellischa Yana, Skill 0 Human

Fellischa goes outside of Briarwood's walls every morning and picks fresh flowers to sell. She makes about 12 gp daily. Fellischa lives at #37.

172. Zara's Taxi Service

PROPRIETOR:

Zara Pasca, Skill 0 Dwarf

Zara has twenty rickshas and twenty runners which provide transportation within Briarwood. There is a base cost of 1 gp per passenger (max. 2), plus 2 gps per block travelled. Zara makes from 30 gp to 50 gp per average business day. She lives at #173.

173. Private Residence

PROPRIETOR:

Zara Pasca, Skill 0 Human (see #172).

174. Crystal Dragon Restaurant

PROPRIETOR:

Celestine Tessa, Skill 0 Human

Celestine runs an elegant, formal restaurant. An average meal here costs 7 gp. On an average business day, Celestine makes from 20 gp to 70 gp.

175. King's Best Tobacco Shop

PROPRIETOR:

William Leas, Skill 0 Human

William sells imported tobacco. On an average business day, he makes from 10 gp to 30 gp.

176. Beck's Bakery

PROPRIETOR:

Beck Blackwood, Skill 0 Shireling

Beck specializes in superb tarts, pies, and finger cakes. His prices are twice normal retail. He makes from 5 gp to 20 gp daily.

177. Old Bathhouse

PROPRIETOR: City-State

This area was the local bathhouse until a 350-gallon bath collapsed through the floor. The resulting hole in the ground revealed a dungeon inhabited by horrific monsters. A party of ten high-skill paladins went into the dungeon and never returned. Only adventurers with the Overlord's permission can go in this dungeon.

178. For Sale

PROPRIETOR:

Geoffrey Faraday, Skill 0 Half-orc

Asking price is 20,000 gp (the property is worth 52,000 gp). Geoffrey has been trying to sell this since the Old Bathhouse Dungeon was discovered. He now lives at #351.

179. Temple of the Druid

PROPRIETOR:

Woodland "Woody" Sylva, Skill 12 Druid

Race: Human

STR: 16 (0, +1), *INT:* 15, *INS:* 18

STA: 11, *DEX:* 13, *APL:* 15

HTK: 77, *AC:* 6

MV: 9", *AL:* Neutral

AT: 1, *DM:* by weapon type

THACO: 14

HT: 5'5", *WT:* 133 lbs.

Weapon Proficiencies: scimitar, lucern hammer, spear, sling

Armor: +1 leather armor and shield

Weapons: +2 scimitar, lucern hammer, spear, sling

Magic Items: Ring of Invisibility, Net of Snaring

Specials: Identify plant type, identify animal type, identify pure water, pass through overgrown areas without leaving a trace and at normal movement rate, Polymorph self 3 times daily into reptile, bird, or mammal, +2 on Saves vs. Fire and Lightning

Spells: 6/5/5/3/2/2

Woody is in charge of the Temple of the Druid. He has over twelve followers who live in the surrounding area.

Woody maintains the temple grounds and is the keeper of the park. He often assumes the shape of a black squirrel when he patrols there.

180. Veterinarian

PROPRIETOR:

Godfrey Childers, Skill 0 Human

Godfrey is an excellent veterinarian who truly cares about the well-being of animals. Sometimes he obtains the help and advice of Woody Sylva (see #179). Godfrey lives at #207.

391. Blacksmith/Armorer

PROPRIETOR:

Big John Cooley, Skill 0 Human

Big John makes every type of armor except plate mail. He is skilled in all aspects of smithying (i.e., making and repairing armor and tools, making horse shoes, etc.). Big John is extremely strong (*STR:* 19), and he is very personable. His prices are as per the standard rule book. On an average business day, Big John makes from 2 gp to 5 gp. He lives with his wife and eight kids at #277.

392. Copper Cat Tavern

PROPRIETOR:

Armin Holbrook,

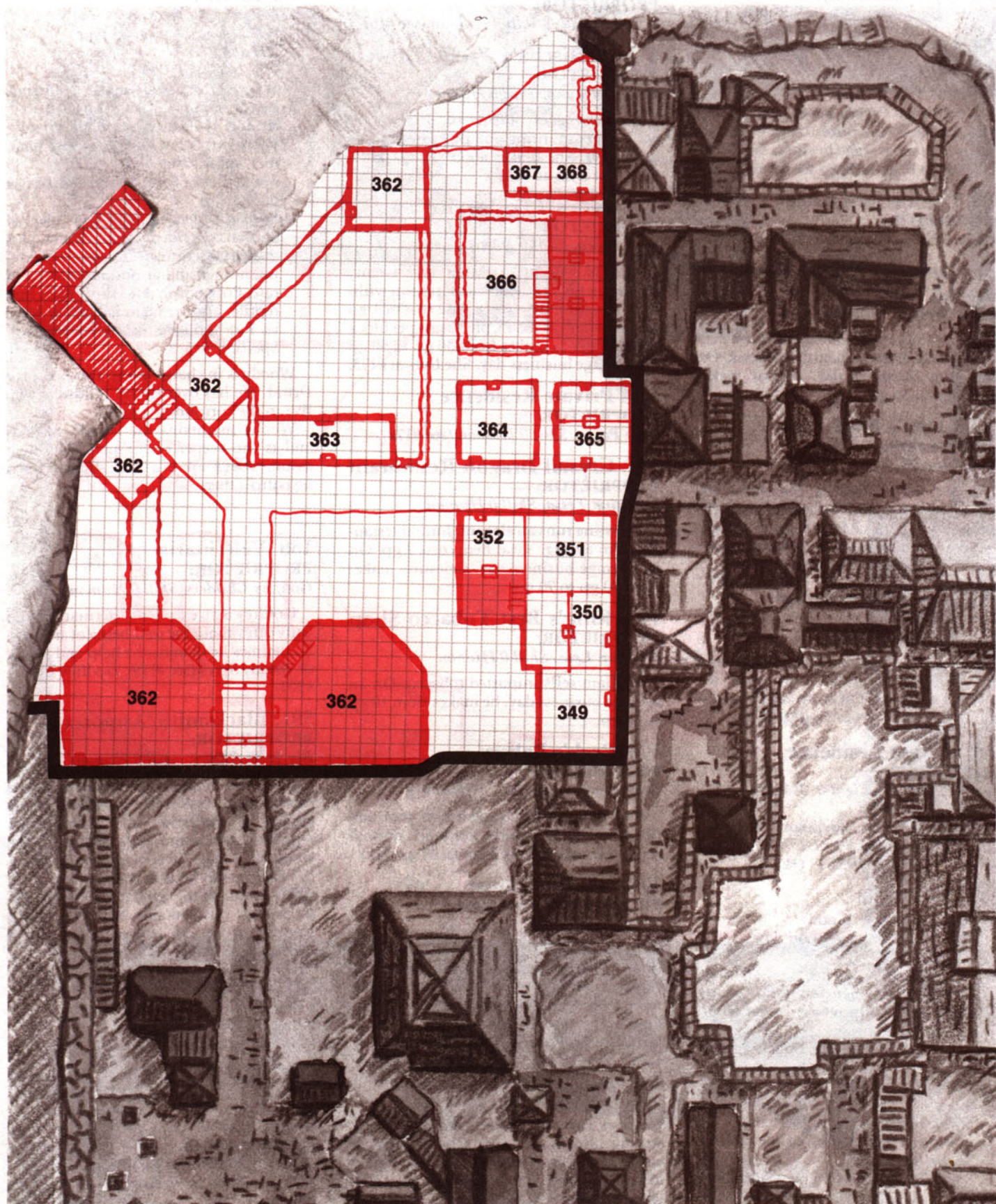
Skill 0 Human (Were-tiger)

Armin runs a quiet, semi-respectable drinking establishment. He is a good friend of Smiladon's (see #3). Armin sometimes changes into his were-tiger form to break up fights. On an average business day, Armin makes from 3 gp to 6 gp.

Armin lives at #278 with his wife and mother-in-law.

SECTION R

(J-1, 2; K-1, 2; L-2)



349. Gas for Less Cafe

PROPRIETOR:

Tom Ain, Skill 0 Human

Tom runs this substandard cafe. He makes from 1 sp to 1 gp on an average business day. Tom lives at #313.

350. Hooks-n-Harpoons

PROPRIETOR:

Helm Grinling, Skill 0 Human

Helm makes hooks in all shapes and sizes (prices range from 2 sp to 5 gp). He also makes high-quality harpoons (prices for these range from 1 gp to 10 gp). During an average business week, Helm makes from 5 gp to 15 gp.

351. Private Residence

PROPRIETOR:

Geoffrey Faraday, Skill 0 Half-orc (see #178).

352. Interpreter

PROPRIETOR:

Throck Tungstun, Skill 0 High Elf

Throck knows the following languages: elvish, gnome, shireling, goblin, hobgoblin, orcish, gnoll, common (Calandian), pixie, dolphin, nymph, sahuagin, and triton.

Throck frequently goes out to sea for "Overlord" business. Throck makes 5 gp per hour.

362. Dock Guard Barracks/ Black Lotus Gate

Black Lotus Gate is patrolled by the Overlord's Guards, the Black Lotus. The Black Lotus consists of 500 guards (250 at Black Lotus Gate and on patrol, 230 at the Briarwood Castle (see Briarwood Castle), and 20 in the Watch Tower (see #418). Black Lotus Gate Guards are as follows:

(250) Black Lotus Guards, Skill 3 Fighters

Race: Human

STR: 12-17, *INT:* 7-14, *INS:* 7-14,

STA: 9-18, *DEX:* 7-17, *APL:* 7-17

HTK: 15-30, *AC:* 4

MV: 9", *AL:* L. Neutral — C. Neutral

AT: 1, *DM:* by weapon type

THACO: 18

Weapon Proficiencies: long sword, halberd, short sword, crossbow, dagger

Armor: chain mail and round shield

Weapons: long sword, halberd, crossbow, dagger

Specials: They will never leave their posts. Morale is at +2.

(230) Black Lotus Guards, Skill 5 Fighters

Race: Human

STR: 12-17, *INT:* 7-14, *INS:* 7-14,

STA: 9-18, *DEX:* 7-17, *APL:* 7-17

HTK: 20-50, *AC:* 4

MV: 9", *AL:* L. Neutral — C. Neutral

AT: 1, *DM:* by weapon type

THACO: 16

Weapon Proficiencies: long sword, halberd, short sword, crossbow, dagger

Armor: chain mail and round shield

Weapons: long sword, halberd, crossbow, dagger

Specials: They will never abandon their posts. Morale is at +3.

(10) Black Lotus Sergeants, Skill 6 Fighters

Race: Human

STR: 12-17, *INT:* 7-14, *INS:* 7-14

STA: 9-18, *DEX:* 7-17, *APL:* 7-17

HTK: 24-60, *AC:* 4

MV: 9", *AL:* L. Neutral — C. Neutral

AT: 1, *DM:* by weapon type

THACO: 16

Weapon Proficiencies: long sword, halberd, short sword, crossbow, spear, dagger

Armor: chain mail and round shield

Weapons: long sword, halberd, crossbow, dagger

Specials: They will never abandon their posts. Morale is at +4.

(5) Black Lotus Lieutenants,

Skill 8 Fighters

Race: Human

STR: 12-17, *INT:* 7-14, *INS:* 7-14

STA: 9-18, *DEX:* 7-17, *APL:* 7-17

HTK: 32-80, *AC:* 4

MV: 9", *AL:* L. Neutral — C. Neutral

AT: 3/2, *DM:* by weapon type

THACO: 14

Weapon Proficiencies: long sword, halberd, short sword, crossbow, spear, dagger

Armor: chain mail and round shield

Weapons: long sword, halberd, crossbow, dagger

Specials: They will never abandon their posts. Morale is at +4.

(4) Black Lotus Captains, Skill 10 Fighters

Race: Human

STR: 12-17, *INT:* 7-14, *INS:* 7-14

STA: 9-18, *DEX:* 7-17, *APL:* 7-17

HTK: 100, 92, 90, 87, *AC:* 4

MV: 9", *AL:* L. Neutral — C. Neutral

AT: 1, *DM:* by weapon type

THACO: 12

Weapon Proficiencies: long sword, halberd, bastard sword, short sword, crossbow, spear, dagger

Armor: chain mail and round shield

Weapons: long sword, halberd, crossbow, dagger

Specials: They will never abandon their posts. Morale is at +4.

General Trem Hjalmar, Skill 13 Fighter

Race: Half-elf, Half-drow

Religion/Deity: Greek/Ares

STR: 18/05 (+2, +3), *INT:* 15, *INS:* 15

STA: 16 (+2), *DEX:* 18 (+3, -4), *APL:* 10

HTK: 85, *AC:* -2

MV: 12", *AL:* L. Neutral

AT: 2, *DM:* by weapon type

THACO: 8

HT: 7'1", *WT:* 233 lbs.

Weapon Proficiencies: military pick, long sword, short sword, short bow, dagger, throwing dagger, blow gun, two-handed sword

Armor: plate mail and buckler

Weapons: +2 military pick, +1 long bow, daggers (x3), two-handed sword, blow gun (8 poison needles)

Magic Items: Potion of Growth, Ring of Water Walking, Boots of Levitation, Oil of Ethereality, Potion of Heal (treat as a Heal spell)

Trem is held in high esteem by his men. Unbeknownst to the Overlord, Trem works closely with the Violet Spider (see #64), who pays Trem a stipend of 100 gp per month to spy for them. He lives at #368.

363. Barent's Boat Repairs, Storage, and Rental

PROPRIETOR:

Barent Hildebrande, Skill 0 Human

Barent is an excellent sailor, a competent navigator, and a great storyteller. He makes from 2 gp to 15 gp daily for boat storage and boat repairs.

Barent has twelve hired hands who repair and store boats; they earn 1 sp per day.

Barent, his wife Doris, and their six-year-old daughter, Stephany, live at #364.

364. Private Residence

PROPRIETOR:

Barent Hildebrande and family (see #363).

365. For Sale

Owned by Barent Hildebrande (see #363). Asking price is 20,000 gp.

366. Old-Salt Inn

PROPRIETOR:

Salty Longman, Skill 0 Human

The Old-Salt Inn has forty-five rooms, all of which are occupied. Rooms rent for 3 sp per day or 20 sp per week. Salty makes over 45 gp weekly. However, his upkeep expenses for the inn are high. Salty lives in a room behind the front desk.

367. Oil Maker

PROPRIETOR:

Slick Simon, Skill 0 Human

Slick makes oils of different viscosities, scents, and types. Oils range in price from 10 sp to 3 gp per flask. Slick makes 15 gallons of assorted oils per week. He usually sells ten of the fifteen gallons each week. Slick and his family live at #366.

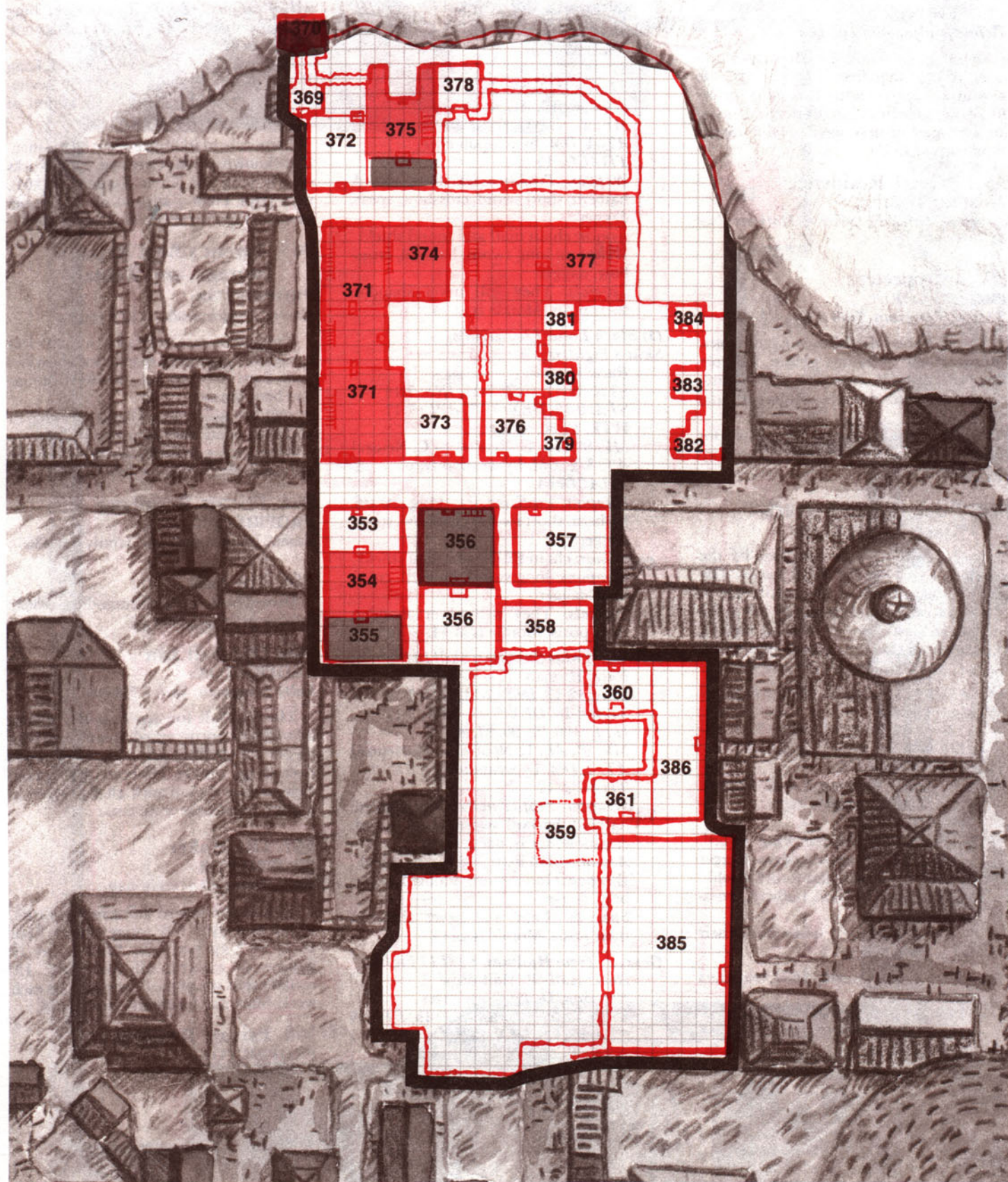
368. Private Residence

PROPRIETOR:

Trem Hjalmar (see #362).

SECTION S

(I-3; J-3, 4; K-3, 4; L-3)



353. Crippled Ixixachitl Tavern

PROPRIETOR:

Darby O'Cannon, Skill 0 Human

This tavern's clientele consists mainly of sailors, pirates, lizardmen, and dock workers. Darby makes from 3 gp to 12 gp per business day.

Activities range from dagger-throwing to arm-wrestling (the latter is done with a scorpion tied to each side of the table).

Darby and his family (wife Katie, 4 sons, and 2 daughters) live at #354 and #355).

354/355. Private Residence

PROPRIETOR:

Darby and Katie O'Cannon and family (see #353).

356. The Harbor Street Watch Tower

PROPRIETOR:

"Hawkeye" Ramtree, Skill 0 Gray Elf

Hawkeye is paid by the City-State to watch Briarwood's northern border. He gets free room and board plus 7 gp per week. Hawkeye, his wife Amethyst, and their two sons live on the first and second floors of the Watch Tower.

357. General Store

PROPRIETOR:

One-eyed Jack Stormer, Skill 0 Human

Jack's general store carries everything a sailor or his family needs. (Prices as per standard rule book.) Jack makes from 2 gp to 5 gp per business day. He lives at #358.

358. Private Residence

PROPRIETOR:

One-eyed Jack Stormer (see #357).

359. Vampire's Crypt

PROPRIETOR:

Baron Amsil Tarrock, Skill 26 Fighter

Race: Human/Vampire

STR: 18/76 (+2, +4), INT: 16, INS: 15

STA: 13, DEX: 12, APL: 11

HTK: 116, AC: 1

MV: 12"/18", AL: C. Evil

AT: 1, DM: 1D6+4

THACO: 4

HT: 6'2", WT: 162

Weapon Proficiencies: club, crossbow, dagger, halberd, lucern hammer, morning star, long sword, short sword, two-handed sword, bastard sword

Specials: drains 2 life-energy skill levels when victim is hit; Regenerates 3 HTK per round; Only affected by magical weapons; Can turn into a gaseous form; Immune to Sleep, Charm, and Hold Spells.; Takes ½ damage from cold and electrical attacks

Baron Amsil Tarrock's lair is located underground; it is three levels deep. He "feeds" once every two nights. The Baron will never look for victims in the same area of Briarwood two times consecutively.

360. For Sale

Owned by Darby O'Cannon (see #353). Asking price is 7,000 gp.

361. Private Building

Owned by Baron Amsil Tarrock (see #359). This building is boarded up.

369. Telecommunications Office

PROPRIETOR:

Lawrence "The Ear" Silver,

Skill 3 Magic-user

Race: High Elf

STR: 8, INT: 15, INS: 10

STA: 14, DEX: 11, APL: 12

HTK: 9, AC: 10

MV: 9", AL: L. Neutral

AT: 1, DM: by weapon type

THACO: 20

HT: 5'9", WT: 138 lbs.

Weapon Proficiencies: dagger

Armor: None

Weapons: Daggers (x2)

Magic Items: Crystal Ball with Clair-audience, Dust of Disappearance, Oil of Etherealness

Specials: Infravision: 90'

Spells: 2/1

Lawrence lives at #380.

370. Telecommunications Tower

PROPRIETOR:

Lawrence "The Ear" Silver (see #369).

This is where the Crystal Ball is located. No one other than Lawrence is allowed into the Tower.

371. Ethel's Boarding House

PROPRIETOR:

Ethel Koehler, Skill 0 Human

Ethel's Boarding House has 28 rooms, a dining room, a small kitchen, and a front desk/lounge area. Room rates range from 1 sp to 3 sp per night. On an average business day, Ethel makes from 1 gp to 10 gp.

372. Kelly's the Cook

PROPRIETOR:

Kelly Cook, Skill 0 Human

Kelly serves gourmet meals frugally. During an average business day, Kelly makes from 1 gp to 10 gp. She lives at #276 with her husband, Professor T.R. Cook (see #322), their two cats, three chameleons, and four fish.

373. For Sale

Owned by Salty Longman (see #366). Asking price is 8,000 gp.

374. Bakery

PROPRIETOR:

Jim and Wilma Gorman, Skill 0 Humans

Jim and Wilma run a successful business; they make from 1 gp to 3 gp per business day. The Gormans live in a room at Ethel's Boarding House (see #371).

375. Private Residence

PROPRIETOR:

Kale, Skill 0 Human (see #24).

376. Private Residence

PROPRIETOR:

Kask, Skill 0 Human (see #31).

377. Private Residence

PROPRIETOR:

Myrrha, Skill 0 Human (see #38).

378. Private Residence

PROPRIETOR:

Provida, Skill 0 Shireling (see #39).

379. Private Residence

PROPRIETOR:

John Bigdoo, Skill 0 Human (see #43).

380. Private Residence

PROPRIETOR:

Lawrence "The Ear" Silver (see #369).

381. For Sale

Owned by the City-State. Asking price is 6,000 gp.

382. Private Residence

PROPRIETOR:

Farley Crumm, Skill 0 Half-orc (see #26).

383. Private Residence

PROPRIETOR:

Mable, Skill 0 Shireling (see #22).

384. Private Residence

PROPRIETOR:

Roark, Skill 0 Dwarf (see #25).

385. Temple of Tyr

PROPRIETOR:

Gundle Rammeson, Skill 14 Cleric

Race: Human

Religion/Deity: Norse/Tyr

STR: 16 (0, +1), INT: 12, INS: 18

STA: 15 (+1), DEX: 9, APL: 13

HTK: 64, AC: 2

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 12

HT: 5'7", WT: 145 lbs.

Weapon Proficiencies: footman's mace, footman's flail, lucern hammer, staff, sling

Armor: +1 plate mail

Weapons: +3 footman's flail, +1 lucern hammer, sling

Magic Items: Potions: Heroism, Extra-Healing, Healing (x3), Giant Strength (x2). Rod of Resurrection, Manual of Clay Golems, 2 parts of the Rod of Seven Parts

Spells: 8/8/7/6/3/2

Specials: 54% chance of contacting Tyr

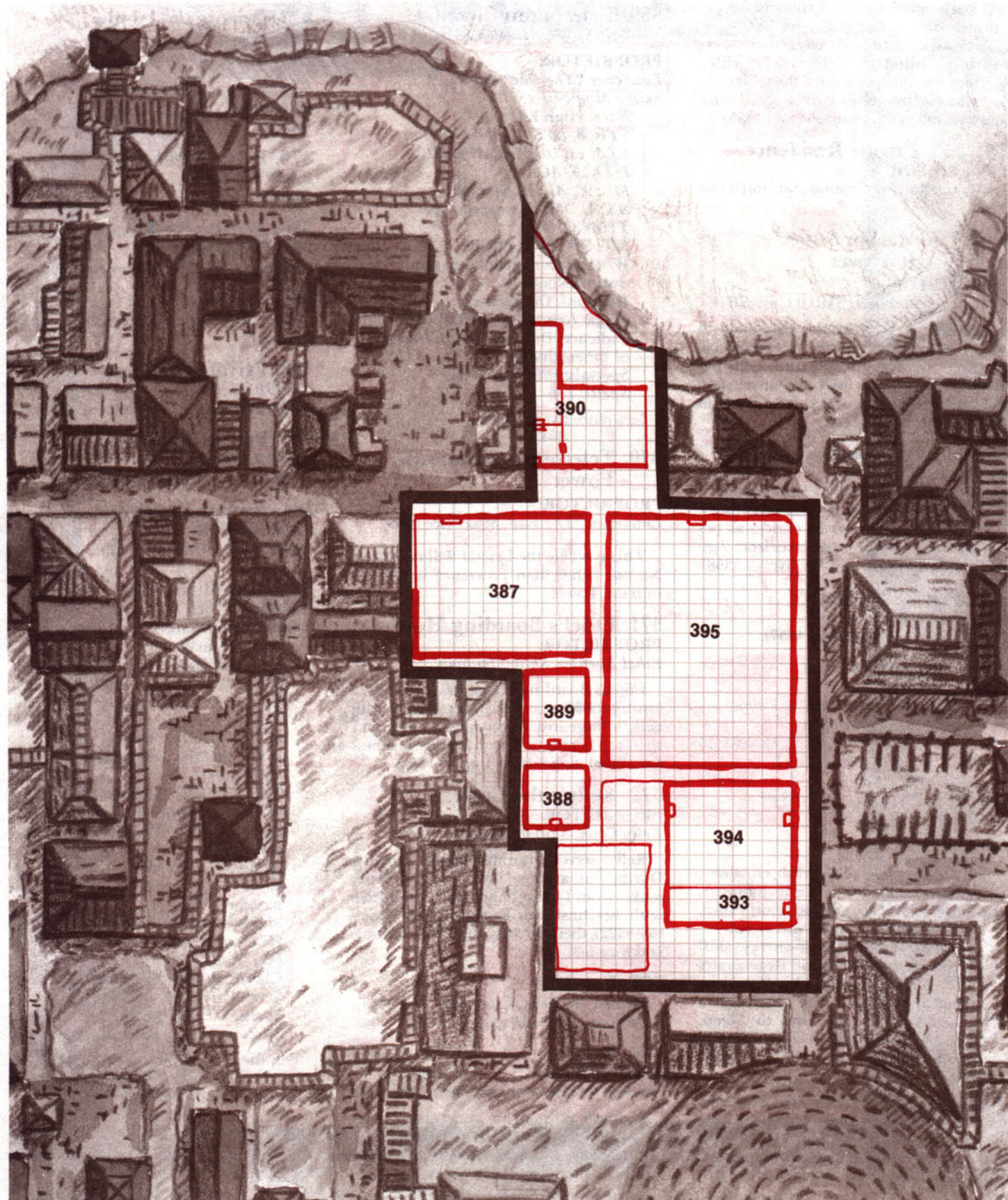
Gundle is devoted solely to Tyr. Gundle used to adventure, but he has retired to work for Tyr full-time.

386. For Sale

Owned by the Temple of Ra (see #387). Asking price is 13,000 gp.

SECTION T

(J-4; K-4)



387. Temple of Ra

PROPRIETOR:

Swain Obed, Skill 19 Cleric

Race: Half-elf

Religion/Deity: Egyptian/Ra

STR: 18 (+1, +2), *INT:* 14, *INS:* 18

STA: 14, *DEX:* 15 (0, -1), *APL:* 17

HTK: 81, *AC:* -1

MV: 9", *AL:* N. Good

AT: 1, *DM:* by weapon type

THACO: 9

HT: 6'7", *WT:* 193 lbs.

Weapon Proficiencies: lucern

hammer, hammer, throwing hammer,

footman's flail, staff, footman's mace

Armor: +1 plate mail and +1 shield

Weapons: +2 hammer, +3 staff, mace

Magic Items: Potions: Longevity,

Stone Giant Control, Oil of Ethereal-

ness, Scroll of 7 Clerical Spells, Candle

of Invocation, Crystal Ball with Tele-

pathy, Phylactery of Faithfulness

Spells: 11/11/10/8/6/4/2

Specials: Has a 60% chance of sum-

moning Ra

Swain is extremely tall and menacing-looking. However, he is easy-going and hard to anger.

Swain will only adventure if it is for the good of Ra. When adventuring, Swain donates all that he gains to the temple.

388. For Sale

Owned by the Temple of Tyr (#385). Asking price is 10,000 gp.

389. Private Residence

PROPRIETOR:

Kurdis, Skill 11 Fighter

Race: Human

Religion/Deity: Egyptian/Ra

STR: 15, *INT:* 13, *INS:* 8

STA: 15 (+1), *DEX:* 18 (+3, -4),

APL: 11

HTK: 73, *AC:* -1

MV: 12", *AL:* C. Good

AT: 3/2, *DM:* by weapon type

THACO: 10

HT: 5'8", *WT:* 150 lbs.

Weapon Proficiencies: battle axe, long

bow, crossbow, dagger, throwing dag-

ger, spear, light horse lance

Armor: elven chain mail and +1 shield

Weapons: +2 long bow, +2 battle axe,

arrows: 2 at +3, 2 at +2, and 3 at +1

Magic Items: Potion of Extra-Healing,

Necklace of Missiles (Die roll of 20 (per

standard rule book))

Specials: None

Kurdis is a devout worshipper of Ra. He loves adventuring and donates 50% of his treasure to the Temple of Ra. Kurdis received the Necklace of Missiles from High Priest Obed in recognition of his outstanding religious devotion. Kurdis is well-mannered, and he is a good friend to those in need.

390. Helen's House of Pleasure

PROPRIETOR:

Helen Waring, Skill 0 Half-elf

Helen's place houses forty ladies of the evening (AP from 15-18). These ladies are of all Character races.

A skill 8 cleric also lives here; she is available for medicinal purposes.

Sister Meg, Skill 8 Cleric

Race: Human

Religion/Deity: Norse/Vidar

STR: 10, *INT:* 12, *INS:* 14

STA: 12, *DEX:* 14, *APL:* 13

HTK: 46, *AC:* 4

MV: 9", *AL:* C. Good

AT: 1, *DM:* by weapon type

THACO: 16

HT: 5'4", *WT:* 115 lbs.

Weapon Proficiencies: footman's

mace, footman's flail, staff, bola

Armor: chain mail & shield

Weapons: +1 footman's flail, foot-

man's mace

Magic Items: None

Spells: 3/3/3/2

Specials: None

On an average business day, Helen makes from 10 gp to 50 gp. Due to pressure from religious factions and Briarwood's residents, this is the only house of ill-repute in Briarwood.

393. Rope Maker

PROPRIETOR:

Balthasard Young, Skill 0 Human

Balthasard makes rope of standard quality. His prices are as per the standard rule book. Balthasard sells about 1500 feet of rope during an average business week. He lives at #291.

394. Red Owl General Store

PROPRIETOR:

Efrem Endicott, Skill 0 Half-Elf

Efrem and his wife run a very clean, but understocked, store. If a requested item is out of stock, the customer will be told that it is back ordered and that it will be in within the week.

On an average business day, Efrem makes from 3 gp to 10 gp. Efrem and his wife Liana live at #279.

395. Temple of Apollo

PROPRIETOR:

Father Sol, Skill 12 Cleric

Race: Human

Religion/Deity: Greek/Apollo

STR: 7, *INT:* 11, *INS:* 18

STA: 5, *DEX:* 12, *APL:* 18

HTK: 6, *AC:* 0

MV: 9", *AL:* C. Good

AT: 1, *DM:* by weapon type

THACO: 14

HT: 5'9", *WT:* 185 lbs.

Weapon Proficiencies: footman's

mace, footman's flail, staff

Armor: +1 chain mail, +3 shield

Weapons: +3 footman's flail, foot-

man's mace

Magic Items: +3 arrows (x6) (adaman-

tite) from Apollo

Specials: Has been blessed by Apollo

— in the next four melees Father Sol is

in, he will have Storm Giant STR.

Father Sol spends all of his time working for the good of Apollo. Therefore, he will only adventure if it will help Apollo. He will not allow his underlings to adventure. Father Sol has ten clerical aides of skill levels 5 to 10.

(2) Skill 5 Clerics

Race: Human

HTK: 36/33, *AC:* 6

MV: 9", *AL:* C. Neutral

AT: 1, *DM:* by weapon type

THACO: 18

Weapon Proficiencies: staff, club,

footman's flail

Armor: scale mail

Weapons: staff

Spells: 3/3/1

Specials: None

(5) Skill 6 Clerics

Race: Human

HTK: 12-48, *AC:* 6

MV: 9", *AL:* C. Neutral

AT: 1, *DM:* by weapon type

THACO: 18

Weapon Proficiencies: staff, club,

footman's flail

Armor: scale mail

Weapons: staff

Spells: 3/3/2

Specials: None

(2) Skill 8 Clerics

Race: Human

HTK: 16-64, *AC:* 6

MV: 9", *AL:* C. Neutral

AT: 1, *DM:* by weapon type

THACO: 16

Weapon Proficiencies: staff, club,

footman's flail, bola

Armor: scale mail

Weapons: staff

Spells: 3/3/3/2

Specials: None

(1) Skill 10 Clerics

Race: Human

HTK: 20-80, *AC:* 6

MV: 9", *AL:* C. Neutral

AT: 1, *DM:* by weapon type

THACO: 14

Weapon Proficiencies: staff, club,

footman's flail, bola

Armor: scale mail

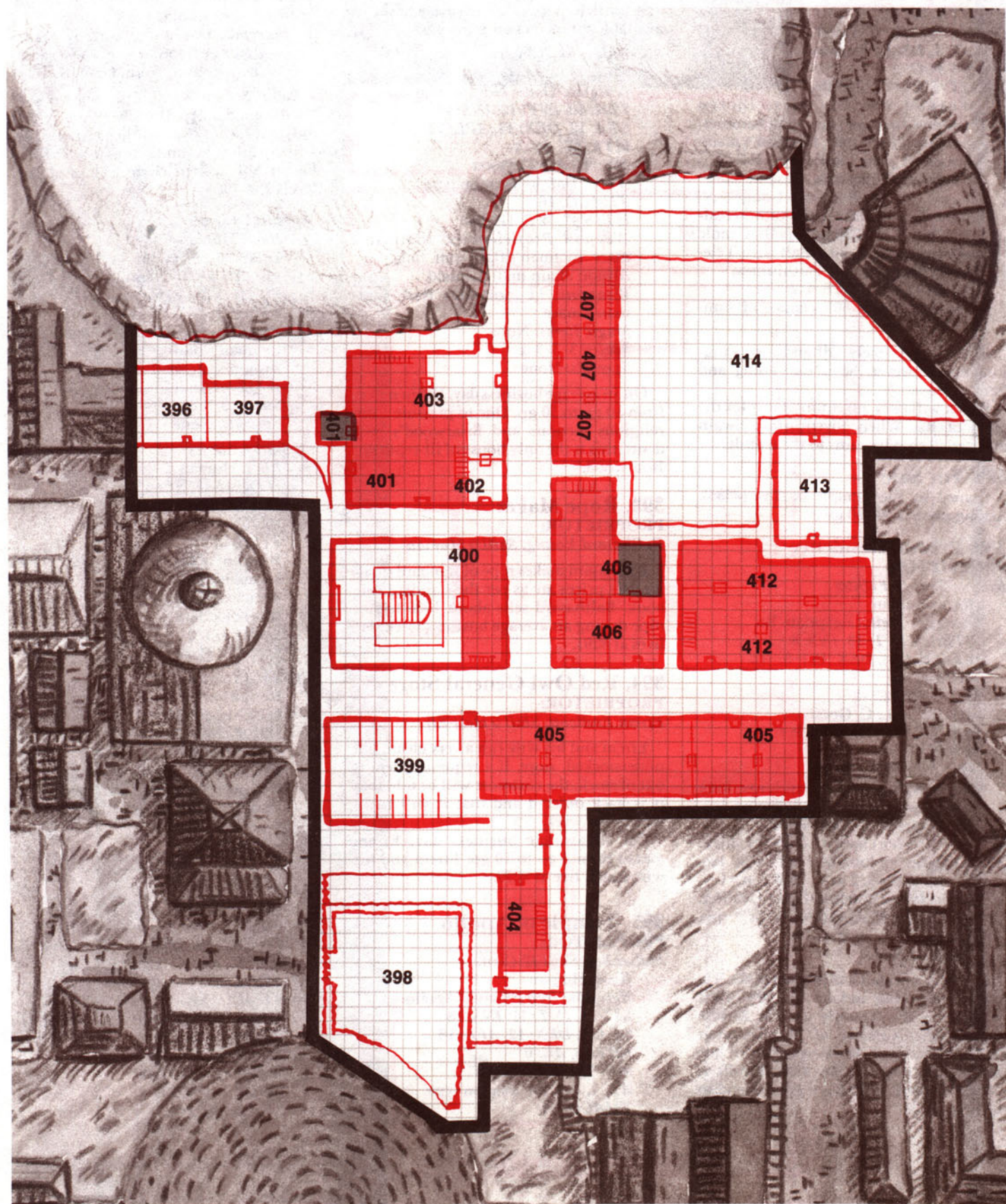
Weapons: club, bola

Spells: 4/4/3/3/2

Specials: None

SECTION U

(I-5; J-5, 6; K-4, 5, 6)



396. Waltzing Turtle Restaurant PROPRIETOR:

Amity Turtle, Skill 0 Shireling

Amity runs a "greasy spoon" with reasonably priced food. She has five people working for her. On an average business day, Amity makes from 3 gp to 7 gp.

Amity lives at #292.

397. Clothes and Shoes

PROPRIETOR:

Aldrich Halvord, Skill 0 Human

Aldrich sells quality clothes and shoes at standard rule book prices. Aldrich runs his store with his wife, Annora. On an average business day, Aldrich and Annora make from 2 gp to 7 gp.

The Halvords live at #280.

398. Weapon Bazaar

PROPRIETOR:

Warlord, Skill 11 Fighter

Race: Half-elf

Religion/Deity: Roman/Mars

STR: 18/22 (+1, +3), INT: 13, INS: 13

STA: 17 (+3), DEX: 11, APL: 12

HTK: 106, AC: 1

MV: 9", AL: L. Neutral

AT: 3/2, DM: by weapon type

THACO: 12

HT: 5'9", WT: 187 lbs.

Weapon Proficiencies: bastard sword, long sword, dagger, long bow, spear, lance, throwing dagger

Armor: chain mail and +3 shield

Weapons: +2 bastard sword, long bow, dagger, spear

Magic Items: Wings of Flying (Feathery), Horn of Valhalla (Bronze), Ring of Feather Fall, Potion of Sweet Water

Specials: Infravision 60'

Warlord buys, sells, and trades for all types of weapons. He pays as little as possible for the weapons, and he sells them for the prices in the standard rule book.

Warlord and his eleven men run a small business (a protection racket) on the side. They make from 15 gp to 80 gp per business week here, and well over 100 gp per week running their protection racket.

Warlord and his men change living quarters weekly.

399. O'Keenan's Stables

PROPRIETOR:

Shane O'Keenan, Skill 0 Human

Shane rents and sells horses at regular prices (see standard rule book). Shane is known for his high-quality steeds; he therefore provides the horses for the School of Riding (#337). During an average business week, Shane rents/sells 10 gp to 15 gp worth of horses.

Shane lives at #281.

400. Temple of Uller

PROPRIETOR:

Uhler Stillman, Skill 9/9 Cleric/Fighter

Race: Half-elf

Religion/Deity: Norse/Uller

STR: 17 (+1, +1), INT: 13, INS: 18

STA: 14, DEX: 12, APL: 16

HTK: 48, AC: 1

MV: 12", AL: C. Neutral

AT: 3/2, DM: by weapon type

THACO: 12

HT: 6'1", WT: 163 lbs.

Weapon Proficiencies: long sword, long bow, blow gun, staff, dagger, throwing dagger, throwing long sword

Armor: +1 banded mail and +1 shield

Weapons: +1 long bow, +2 dagger, long sword, blow gun

Magic Items: Wand of Magic Missiles (33 charges), Cloak of the Elvenkind, Boots of the Elvenkind, Ioun Stone (clear)

Spells: Clerical: 6/6/4/3/1

Specials: 40% chance of summoning Uller.

Uhler has men working for him as aides. Uhler will adventure whenever he feels the urge, or whenever the Temple is short on funds. Uhler and his aides live in the back of the Temple.

401. Fire Department

PROPRIETOR:

Roderick "Smokey" Schaefer, Skill 0 Human

Smokey is the captain of the Fire Department; he has ten other firemen working for him. The department has a team of six horses and a fire wagon, which are located in the garage (connected to the station on the left side). The Watch Tower (located to the left of the station directly behind the garage) serves two purposes: as a fire watch tower and as a watch tower.

All firemen are furnished with room, board, and 5 sp per week by the City-State.

402. Dentist

PROPRIETOR:

Shadrach Pike, Skill 0 Gnome

Shadrach is a fair dentist who likes to give his patients a little pain for their money. Shadrach charges 2 sp per tooth worked on. On an average business day, Shadrach makes from 5 sp to 15 gp.

Shadrach's business is a front for a gambling establishment located behind Shadrach's office.

The gambling house makes 20 gp to 50 gp per week. The Overlord's Guards are paid to leave the gambling establishment alone.

Shadrach lives at #53.

403. Leather Goods/Tanner PROPRIETOR:

Blaine Frey, Skill 0 Human

Blaine and his two brothers, Godfrey and Harbough, run this establishment. They make high-quality leather goods for reasonable prices (the same as in the standard rule book). During a business week, Blaine and his brothers make from 5 gp to 20 gp.

Blaine and his brothers live upstairs from the back of their shop.

404. Running Dog Taxi Service PROPRIETOR:

Garet Zolton, Skill 0 Elf

Garet's service 10 four-person carts with six dogs and one driver per cart. Rides cost 10 sp per person plus 5 sp per two blocks travelled. Garet makes from 25 to 100 gp during an average business week.

Garet lives at #282.

405. Old Log Inn

PROPRIETOR:

Nate "Gnarly" Freeman, Skill 0 Human

The Old Log Inn has over 80 rooms and a small dining room.

This high-class inn costs 3 gp per night. On an average business day, Gnarly makes from 40 gp to 75 gp.

406. Sadler's Storage

PROPRIETOR:

Boyd Sadler, Skill 0 Human

Boyd charges 5 gp per month's storage. During an average business month, Boyd makes 200 gp.

Boyd lives at #283 with his wife and five children.

407. For Sale

Owned by the City-State. Asking price is 50,000 gp.

412. Happy Horny Toad Tavern and Inn

PROPRIETOR:

Emo Starling, Skill 0 Human

The Happy Horny Toad Tavern and Inn consists of a 40' bar, a large dining room, and over 80 rooms. Each room costs 10 sp per night. Emo has a staff of 20 employees.

On an average business day, Emo makes from 15 gp to 30 gp.

413. Acme Warehouse

PROPRIETOR:

City-State

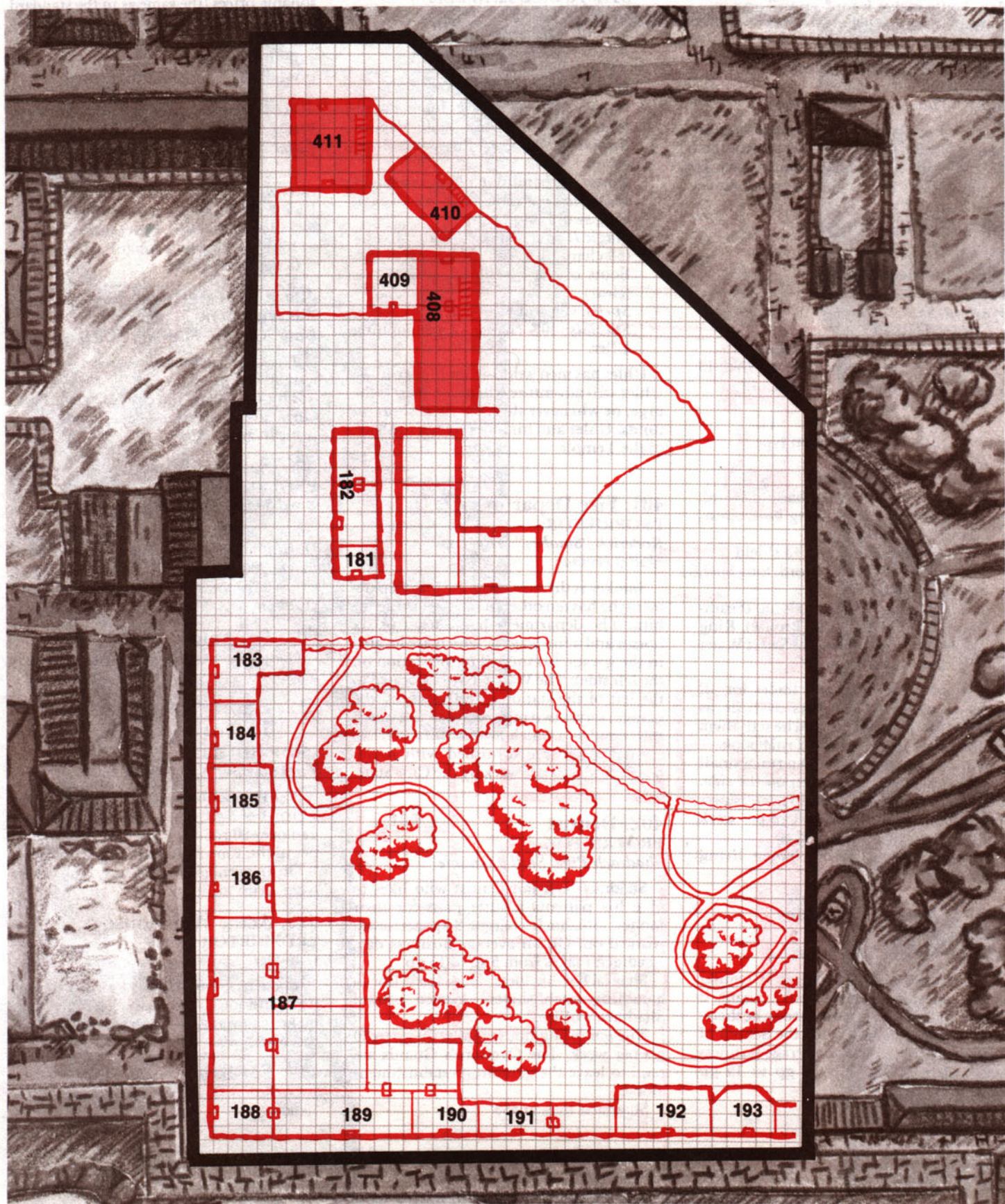
The City-State charges 5 sp per month for a ten-foot storage space. The City-State makes an average of 15 gp per month from the Warehouse.

414. For Sale

Owned by the City-State. Asking price is 75,000 gp.

SECTION V

(G-6, 7; H-6, 7; I-6, 7; J-6)



181. Teleporter from #54.

182. Tea and Coffee Store

PROPRIETOR:

Craig Torley, Skill 0 Human

Craig imports tea and coffee from hundreds of miles away; his stock consists of over a hundred different varieties.

On an average business day, Craig makes from 5 gp to 17 gp. He lives at #185.

183. Park Tavern

PROPRIETOR:

Skip Ashton, Skill 0 Human

Park Tavern is a clean and respectable place. Prices here are low for the size of the drinks. Skip makes from 10 sp to 3 gp on an average business day. He lives at #209.

184. Money Changer

PROPRIETOR:

Art Scully, Skill 0 Dwarf

Art makes a profit of 5% per transaction. On an average business day, Art makes from 3 gp to 7 gp. He lives at #210.

185. Private Residence

PROPRIETOR:

Craig Torley, Skill 0 Human, (see #182).

186. Druid Hall

PROPRIETOR:

Woodland "Woody" Sylva, Skill 12 Druid

Race: Human

STR: 16 (0, +1), INT: 15, INS: 18

STA: 11, DEX: 13, APL: 15

HTK: 77, AC: 6

MV: 9", AL: Neutral

AT: 1, DM: by weapon type

THACO: 14

HT: 5'5", WT: 133 lbs.

Weapon Proficiencies: scimitar, lucern hammer, spear, sling

Armor: +1 leather armor and shield

Weapons: +2 scimitar, lucern hammer, spear, sling

Magic Items: Ring of Invisibility, Net of Snaring

Specials: Identify of plant type; identify of animal type; identify pure water; pass through overgrown areas without leaving a trace and at normal movement rate; polymorph self 3 times daily into reptile, bird, or mammal; +2 on Saves vs. Fire and Lightning

Spells: 6/5/5/3/2/2/

This is Woody's main office (see #179).

187. Buster's Lounge and Dance Hall

PROPRIETOR:

Buster Clinkster, Skill 0 Human

Buster runs a booming business. The reason for his success is that he owns the only dance hall in Briarwood.

Buster's drink prices are high, but the clientele is a mixture of all social classes. On an average business day, Buster makes from 50 gp to 75 gp. He lives at #211.

188. Locks

PROPRIETOR:

Slim Whitom, Skill 0 Human

Slim makes high-quality locks (STR: 19 or higher needed to break; -20% on Open Locks roll). He charges from 5 to 30 gp per lock. During an average business week, Slim makes from 15 gp to 35 gp.

189. Spices and Herbs

PROPRIETOR:

Graham Fitzroy, Skill 0 Human

Graham sells imported spices and herbs. His prices are high, but his stock is of the highest quality. Graham makes from 2 gp to 15 gp per week.

Graham lives with his wife, Gilda (#190) behind their shops.

190. Spices and Herbs

PROPRIETOR:

Gilda Fitzroy, Skill 0 Human

Gilda, Graham's wife, sells locally-grown spices and herbs. Prices are average, and the stock is very high-quality.

Gilda makes from 1 gp to 5 gp per week.

191. Barber

PROPRIETOR:

Jim the Barber, Skill 0 Human

Jim charges 3 sp for a haircut, and 5 sp for a haircut and a shave. On an average business day, Jim makes from 1 gp to 3 gp.

192. Gift Shop

PROPRIETOR:

Michelle Armt, Skill 0 Human

Michelle sells maps of Briarwood, which are marked with the points of interest. She also sells handmade models of the Balor's Eye, Briarwood Castle, and the Water Tower. Paintings of Briarwood may also be purchased here. On an average business day, Michelle makes from 1 gp to 8 gp. She lives at #212.

193. Cheese and Milk

PROPRIETOR:

Lyle Robers, Skill 0 Human

Lyle has his stock brought in daily. On an average business day, he makes from 1 gp to 6 gp. Lyle lives at #58.

408. For Sale

Owned by the City-State. Asking price is 40,000 gp.

409. Bounty Hunter

Bounty Hunter, Skill 18/9 Fighter/Thief

Race: Minotaur

STR: 18/00 (+3, +6), INT: 15, INS: 16

STA: 18 (+4), DEX: 17 (+2, -3), APL: 6

HTK: 143, AC: 2

MV: 12", AL: C. Neutral

AT: 2, DM: by weapon type

THACO: 4

HT: 5'4", WT: 179 lbs.

Weapon Proficiencies: Long sword, bastard sword, dagger, throwing dagger, hammer, throwing hammer, long bow, crossbow, short bow, halberd

Armor: +3 leather armor

Weapons: +3 hammer with return, +2

bastard sword, daggers (x3), long bow

Magic Items: Potions of Gaseous Form (x3), Ring of Invisibility, Ring of

Warmth, Bag of Devouring, Amulet of

Proof Against Detection and Location,

Robe of Eyes

Specials: Thieving Abilities: PP: 75%,

OL: 72%, F/RT: 60%, MS: 75%, H in S:

61%, HN: 30%, CW: 98%, RL: 45%

The Bounty Hunter will continue working on a case until the person or item he is looking for is found. He charges 5 gp per day.

The Bounty Hunter is from the continent of Jaxal. He left Jaxal because he was a midgen in his land.

410. For Sale

Owned by Blaine Frey (#403). Asking price is 22,000 gp.

411. Briarwood Bank

PROPRIETOR:

Ashley Burton, Skill 0 Dwarf

Ashley is president of the Briarwood Bank. The bank is guarded by ten skill 6 fighters. This establishment gives out loans to those who qualify. There are 750 security boxes here; each is available for 1 gp per month. Ashley Burton and his family live at #420.

(10) Skill 6 Fighters

Race: Human

HTK: 12-60, AC: 4

MV: 12", AL: L. Good

AT: 1, DM: by weapon type

THACO: 16

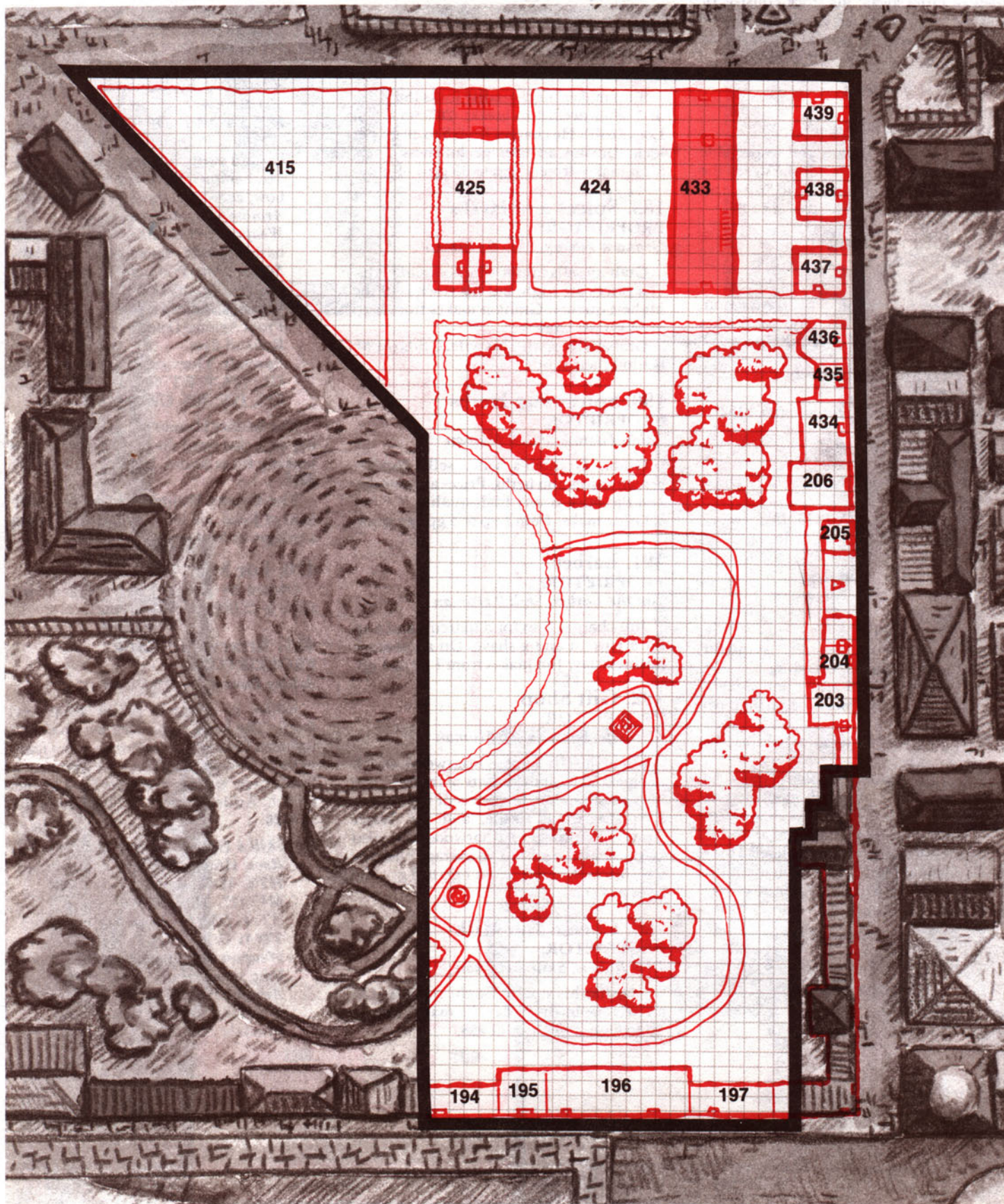
Weapon Proficiencies: halberd, spear, long sword, short sword, dagger

Armor: chain mail

Weapons: halberd, short sword

Specials: None

(G-7, 8; H-7, 8; I-7, 8; J-7, 8)



194. Soap Shop

PROPRIETOR:

Iduna Wallda, Skill 0 Human

Iduna sells soaps of every type. She makes from 15 sp to 3 gp per business day.

195. Private Residence

PROPRIETOR:

Shadworth and Helma Sfinx, Skill 0 Humans (see #196).

196. Stone Sfinx

Clothing Store

PROPRIETOR:

Shadworth and Helma Sfinx, Skill 0 Humans

Shadworth and Helma sell clothes of all sizes and for all races. Clothes vary in price from 5 sp to 50 gp. On an average business day, the couple makes from 5 gp to 30 gp. They live at #196.

197. Shoes, Boots, etc.

PROPRIETOR:

Charles Bosworth, Skill 0 Human

Charles sells all kinds of footwear (prices are as per standard rule book). On an average business day, Charles makes from 4 gp to 13 gp. He lives at #213.

203. Used Armor

PROPRIETOR:

Zeb Lenz, Skill 0 Human

Zeb sells slightly used armor at $\frac{3}{4}$ the original price.

204. Water/Wine Skins

PROPRIETOR:

Rumpley Doo, Skill 0 Half-orc

Rumpley sells inferior skins at 12 sp each. He makes from 12 sp to 36 sp per business day.

205. Teleporter from #54

206. For Rent

Owned by Zeb Lenz (#203). Asking price is 200 gp per month.

415. For Sale

Owned by the City-State. Asking price is 50,000 gp.

424. For Sale

Owned by the City-State. Asking price is 30,000 gp.

425. Private Residence

PROPRIETOR:

Ocmoth, Skill 6/20 Fighter/Magic-user

Race: Mind Flayer

Religion/Deity: Pact/Octo

STR: 11, INT: 19, INS: 16

STA: 15 (+1), DEX: 19 (+3, -4), APL: 5

HTK: 42, AC: 1

MV: 12", AL: L. Evil

AT: 1, DM: by weapon type

THACO: 16

HT: 5'9", WT: 141 lbs.

Weapon Proficiencies: staff, dagger,

throwing dagger, hammer, throwing hammer, whip

Armor: None

Weapons: +2 daggers (x3), hammers (x2), whip

Magic Items: Ring Polymorph Self (62 charges), Figurine of Wondrous Power (Ebony Fly) Rope of Entanglement

Spells: 5/5/5/5/5/4/3/3/2

Specials: Psionics: 241 (Att. St.) 340 (Def. St.) B (Att. Modes), PGH (Def. Modes); Additional Psionic Abilities: Levitation, Domination, ESP, Body Equilibrium, Astral Projection, Probability Travel (skill 7 mastery)

Ocmoth is in league with the Violet Spider (see #64). Each time Ocmoth leaves his small stronghold, he polymorphs himself into a different human form.

Ocmoth has four skill 10 fighters guarding this stronghold.

(4) Skill 10 Fighters

HTK: 20-100, AC: 4

MV: 12", AL: L. Evil

AT: 1, DM: by weapon type

THACO: 12

Weapon Proficiencies: staff, short sword, dagger, throwing dagger, hammer, throwing hammer

Armor: chain mail and round shield

Weapons: short sword, hammer, dagger

Specials: None

433. Scribe/Book Maker

PROPRIETOR:

Isak Kempler, Skill 0 Human

Isak, his wife, Lotta, and their four teenage children make and copy books. They charge 10 gp for each book made, and from 10 gp to 100 gp for each book copied. Isak and his family make from 40 gp to 60 gp per business week. They live upstairs from their shop.

434. Tinker

PROPRIETOR:

Elmer Fayling, Skill 0 Human

Elmer fixes just about anything. During an average business week, he makes from 5 sp to 1 gp.

Elmer and his family live at #294.

435. Cobbler

PROPRIETOR:

Rickard Penniman, Skill 0 Human

Rickard makes and repairs footwear. Prices vary from 1 sp to 3 gp. Rickard makes from 5 sp to 2 gp per business week.

Rickard lives with his mother at #295.

436. Tailor

PROPRIETOR:

Opy the Tailor, Skill 0 Human

Opy alters clothes; he charges from 1 sp to 15 sp per garment. Opy makes from 5 sp to 2 gp per business week.

Opy lives with his retired father at #296.

437. Table Maker

PROPRIETOR:

Todd Formsby, Skill 0 Wood Elf

Todd and his son, Ted make beautiful tables for 5 gp to 50 gp. During an average business week, Todd and his son make from 5 gp to 20 gp.

Todd, Ted, and Todd's wife, Gail, live at #285.

438. Carpenter

PROPRIETOR:

Jenkin Murdoch, Skill 0 Human

Jenkin is a fine carpenter who charges 10 sp per hour. However, he does not like to start work before 1:00 P.M. Jenkin usually works from 20 to 25 hours per week.

Jenkin, his wife, Vicki, and their 13 children live at #302.

439. Clerical Aid/Healing

PROPRIETOR:

Adi Das, Skill 12 Cleric

Race: Human

Religion/Deity: Greek/Nike

STR: 16 (0, +1), INT: 12, INS: 18

STA: 15 (+1), DEX: 12, APL: 13

HTK: 78, AC: 4

MV: 9", AL: L. Neutral

AT: 1, DM: by weapon type

THACO: 14

HT: 5'7", WT: 137 lbs.

Weapon Proficiencies: staff, hammer, footman's mace, flail, throwing hammer

Armor: +1 chain mail

Weapons: +2 throwing hammer with return, +1 staff, footman's mace, footman's flail

Magic Items: Scroll 7 spells (skill 2-9), Ring of Swimming, Staff of Curing, Beaker of Plentiful Potions: (Flying, Poison, Extra-Healing), Ointment of Healing

Spells: 8/7/6/4/3/2/2

Specials: None

Sylvia Das, Skill 7 Cleric

Race: Human

Religion/Deity: Greek/Nike

STR: 15, INT: 10, INS: 17

STA: 9, DEX: 16 (+1, -2), APL: 16

HTK: 50, AC: 3

MV: 9", AL: L. Neutral

AT: 1, DM: by weapon type

THACO: 16

HT: 5'3", WT: 110 lbs.

Weapon Proficiencies: throwing hammer, footman's mace, footman's flail

Armor: +2 chain mail

Weapons: +1 mace, throwing hammer (x2)

Magic Items: None

Spells: 5/5/3

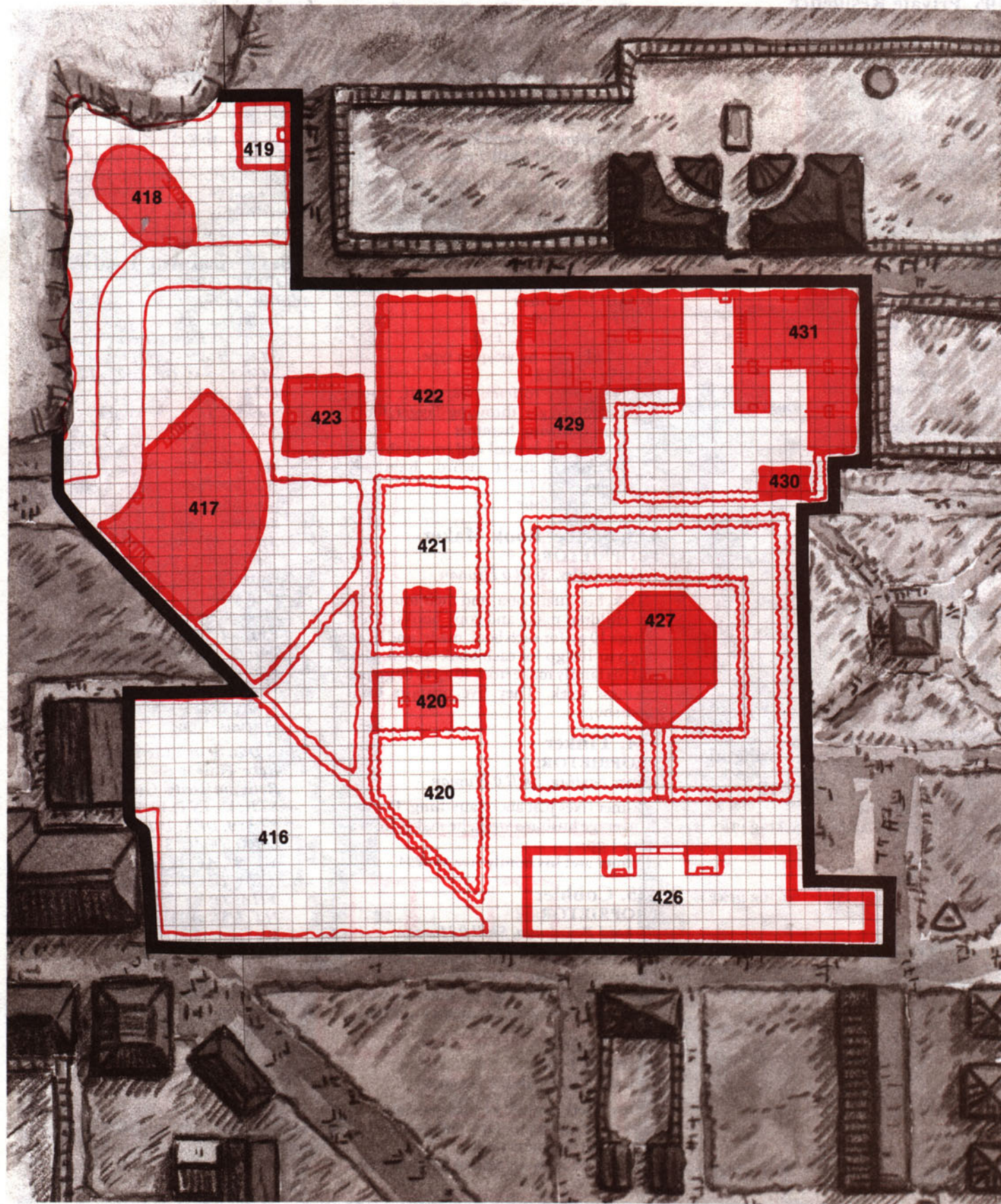
Specials: None

Adi is a humanitarian who is very devoted to his goddess, Nike. On an average business day, Adi makes from 3 gp to 12 gp.

Adi lives at #304 with his wife, Sylvia.

SECTION X

(J-6, 7, 8; K-6, 7, 8; L-6)



416. For Sale

Owned by the City-State. Asking price is 50,000 gp.

417. Temple of the Bat

Vacant: the Temple has been abandoned for a month. Its followers were driven out by Lord Hawkmin and his brethren (see #428).

It is rumored that the members of this sect sacrificed all forms of sentient beings. Also, it is rumored that the god Camazotz was summoned here on two separate occasions. Each time Camazotz was summoned, he took a sect member with him.

There are no known followers of this Temple left in Briarwood.

418. Watch Tower

This tower is manned by the Black Lotus Guards (#362). It allows those in the tower to see in all compass directions.

419. Private Residence

PROPRIETOR:

Beylord the Street Light Lighter,
Skill 0 Human

Beylord is paid by the City-State to light the street lights. He gets his room and board furnished by the City-State; he also receives 2 gp per month.

420. Private Residence

PROPRIETOR:

Ashley Burton and family (see #411).

421. Private Residence

Proprietor:

Lieutenant Phaethon, Skill 9 Fighter

Race: Catling

Religion/Deity: Egyptian/Bast

STR: 18/60 (+2, +3), *INT:* 14, *INS:* 11

STA: 14, *DEX:* 15 (0, -1), *APL:* 8

HTK: 74, *AC:* 1

MV: 15", *AL:* C. Neutral

AT: 3/2 or 3*, *DM:* by weapon type or 2-5, 2-5 (front claws 1-10 (Bite) 2-8, 2-8 (rear claws)*)

THACO: 12

HT: 6'6", *WT:* 260 lbs.

Weapon Proficiencies: long sword, footman's hammer, club, lucern hammer, short sword, dagger, two-handed sword

*Natural weapons and their damages

Armor: +2 chain mail

Weapons: +3 long sword, +2 hammer,

spiked club

Magic Items: None

Specials: Surprised only on a 1. Leap 10' upwards and 50' forward. Infravision: 90'

Lieut. Phaethon is an outstanding soldier and fighter. He is extremely loyal to Phoebus (#see #34) and Dougard (see #222).

Phaethon is a catling. Catlings are a race of feline humanoids. There are only four known catlings in Calandia. No one, including the catlings, know where the catling race is originally from.

Phaethon loves adventuring; he frequently adventures with Phoebus and other people he has befriended on his many expeditions.

422. Adventurers' Guild

PROPRIETOR:

Pincus, Skill 12 Magic-user

Race: Pixie

Religion/Deity: Norse/Frey

STR: 6 (-1, 0), *INT:* 18, *INS:* 14

STA: 15 (+1), *DEX:* 19 (+3, -4), *APL:* 13

HTK: 42, *AC:* 1

MV: 6"/12", *AL:* Neutral

AT: 1, *DM:* by weapon type

THACO: 16

HT: 2'1", *WT:* 17 lbs.

Weapon Proficiencies: dagger, dart, blow gun

Armor: None

Weapons: dagger, blow gun

Arrows and blowgun darts are all at +4 "to hit" and do one of three things:

1.) *Barbed Stinger:* 1D4+1 HTK of damage.

2.) *Sleep Bringer:* Save vs. Magic or sleep for 1D6 hours.

3.) *Memory Eraser:* Save vs. Magic or suffer complete memory loss. Permanent unless an Exorcism spell is cast upon affected Character.

Magic Items: Ring of Shooting Stars, Amulet of the Planes, Potion of Gaseous Form, Ring of Water Walking

Spells: 4/4/4/4/1

Specials: Polymorph Self, Create Illusions, Know Alignment

Magic Resistance: 25%

Pincus is a fun-loving and mischievous pixie. However, he does not let his fun-loving outlook interfere with his role as the President of the Adventurers' Guild.

To become a member of the Adventurers' Guild, one must pay his/her yearly dues of

200 gp and tell of one adventure s/he has been on (while a Detect Lie is cast on the applicant). If the applicant can furnish the above, s/he is a member.

Membership includes: A quarterly Adventurers' Newsletter, 1 to 4 maps of adventuring areas/dungeons, and a verification tatoo on the palm of the member's sword hand.

423. Adventurers' Guild Store

PROPRIETOR:

Pincus (see #422)

The Adventurers' Guild Store sells adventuring equipment to Guild members only. Guild members pay the prices in the standard rule book minus 10%.

426. For Sale

Owned by the City-State. Asking price is 28,000 gp.

427. Water Tower

PROPRIETOR:

Astolphe Bhoskar, Skill 0 Dwarf

Water Tower Place is the main holding place and the purification/filtration place for all of Briarwood's water. Water from the tower is cleaned through this system and sent to all of the city's wells.

Astolphe is paid by the City-State to watch and repair the filtration/purification systems as needed. His job is probably the most important job in all of Calandia. If Astolphe does not do his job correctly and thoroughly, all of Briarwood's inhabitants could die.

The City-State pays Astolphe's room and board plus 3 gp per week.

Astolphe and his family live at #301.

429. Trumpeting Oliphant Boarding House

PROPRIETOR:

Finbar Wortley, Skill 0 Human

Finbar runs a dilapidated, dirty establishment. Due to the condition of the Trumpeting Oliphant, Finbar only charges 1 sp per night's stay.

During an average business week, Finbar makes from 15 sp to 2 gp.

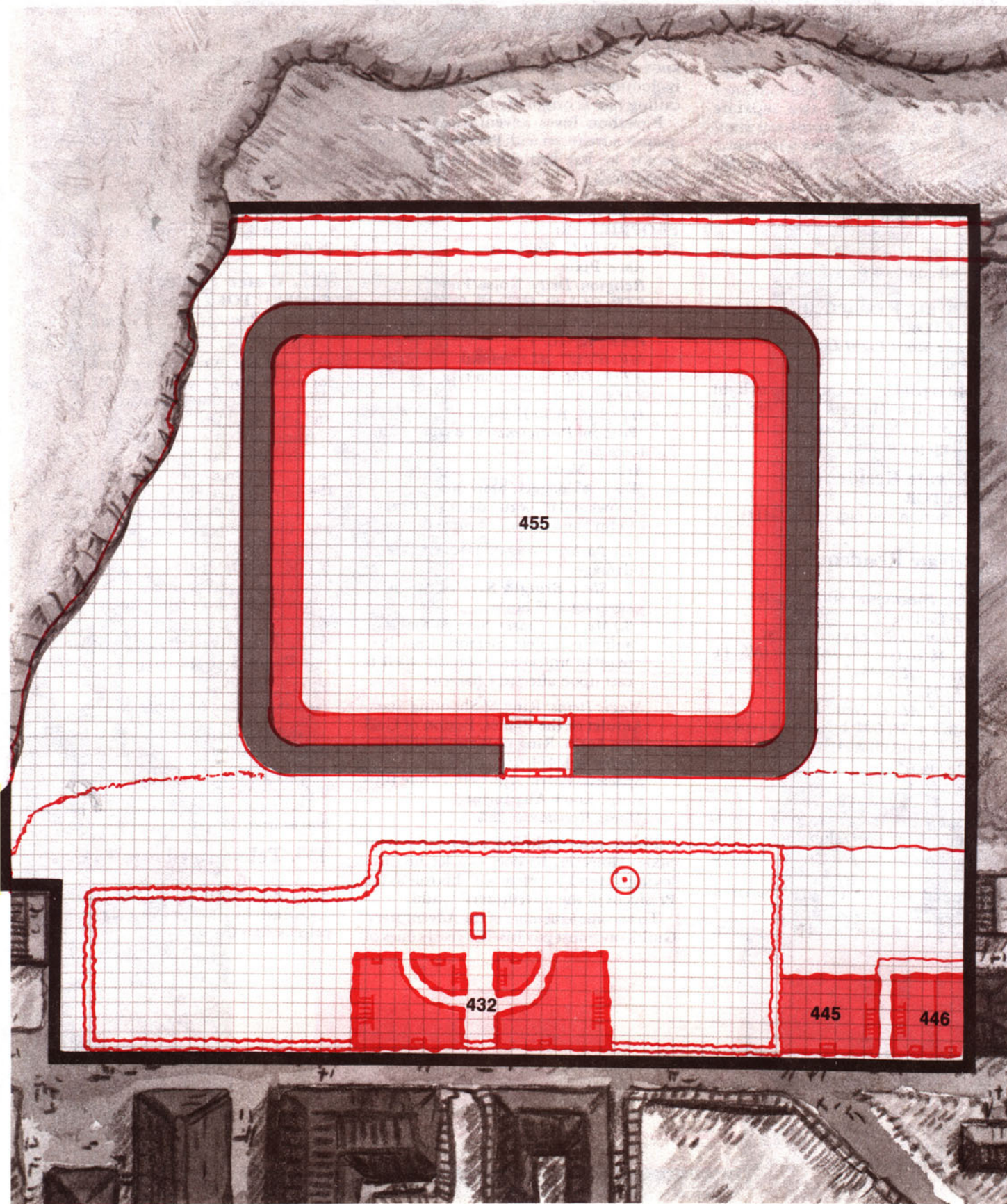
430. Teleporter From #54.

431. For Sale

Owned by Pincus (see #422). Asking price is 58,000 gp.

SECTION Y

(L-7, 8, 9; M-7, 8, 9; N-7, 8, 9)



432. Temple of Fog

PROPRIETOR:

Gaston Updraft, Skill 18 Cleric

Race: Human

STR: 6 (-1, 0), INT: 16, INS: 19

STA: 8, DEX: 7, APL: 9

HTK: 51, AC: 10

MV: 9", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 11

HT: 5'1", WT: 95 lbs.

Weapon Proficiencies: mace (Holy Water Sprinkler), staff

A armor: None

Weapons: Holy Water Sprinkler (filled with acid)

Magic Items: Ring of Gaseous Form, Ring of Regeneration, Staff of Withering, Ring of Gaxx (Powers) 3xI: EE, FF, TT/2xII: D, EE/1xIII: W/ 1xIV: 6/ 1xV: CC/ 1xVI: H

Spells: 11/10/9/9/6/4/1

Specials: Immune to: Cause Fear, Charm Person, Command, Friends, and Lycanthropy.

Gaston is a small, fragile cleric who is not very fond of using weapons. He has six followers, which range from skill levels 5 to 10.

The temple is always engulfed in a magical fog. Four fog giants protect the temple.

(4) Fog Giants

HTK: 12D10, AC: -6

AT: 4, DM: 3D6 (x4)

MV: 12", AL: C. Neutral

IT: Low, SZ: L

THACO: 9

Specials: 90% invisible in fog or mist and are silent in such places. Surprise prey in fog on 1-5 (roll 2D6).

(1) Skill 5 Cleric

Race: Human

HTK: 37, AC: 6

MV: 9", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 18

Weapon Proficiencies: staff, club, footman's mace

A armor: ring mail

Weapons: footman's mace

Spells: 3/3/1

Specials: None

(1) Skill 6 Cleric

Race: Human

HTK: 43, AC: 6

MV: 9", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 18

Weapon Proficiencies: staff, club, footman's mace

A armor: ring mail

Weapons: footman's mace

Spells: 3/3/2

Specials: None

(1) Skill 7 Cleric

Race: Human

HTK: 52, AC: 6

MV: 9", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: staff, club, footman's flail

A armor: ring mail

Weapons: footman's flail

Spells: 3/3/2/1

Specials: None

(1) Skill 8 Cleric

Race: Human

HTK: 61, AC: 6

MV: 9", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: staff, club, footman's flail, footman's mace

A armor: ring mail

Weapons: footman's flail, staff

Spells: 3/3/3/2

Specials: None

(1) Skill 9 Cleric

Race: Human

HTK: 69, AC: 6

MV: 9", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: staff, club, footman's flail, footman's mace

A armor: ring mail

Weapons: footman's flail, staff

Spells: 4/4/3/2/1

Specials: None

(1) Skill 10 Cleric

Race: Human

HTK: 71, AC: 6

MV: 9", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: staff, club, footman's flail, footman's mace

A armor: ring mail

Weapons: footman's flail, footman's mace, staff

Spells: 4/4/3/3/2

Specials: None

445. Diamond Duck Tavern

PROPRIETOR:

Dee Mallard, Skill 0 Human

The Diamond Duck Tavern is one of the swankiest taverns in Briarwood. Drinks range in price from 10 sp to 2 gp. Snacks are free, and tips are expected.

On an average business day, Dee makes from 10 gp to 30 gp. Dee lives at #451 with

his wife, Andrea, and their two children.

446. Private Residence/Office

PROPRIETOR:

Trapper John Mathew Denham, Skill 7 Fighter

Race: Half-elf

STR: 14, INT: 16, INS: 15

STA: 15 (+1), DEX: 18 (+3, -4), APL: 12

HTK: 72, AC: 4

MV: 9", AL: L. Neutral

AT: 3/2, DM: by weapon type

THACO: 14

HT: 6'0", WT: 210 lbs.

Weapon Proficiencies: Long sword, short sword, net, florentine fighting, throwing dagger,

A armor: leather mail

Weapons: +1 short sword, long sword, net, throwing daggers (x4)

Magic Items: None

Specials: None

Trapper John is a live-animal trapper. He will trap any animal/monster (with few exceptions) for 100 gp and up. Trapper John lives above his office. During an average business month, Trapper John makes from 200 gp to 700 gp.

455. Arena

PROPRIETOR:

Arny, Skill 12 Fighter

Race: Human

STR: 19 (+3, +7), INT: 15, INS: 14

STA: 18 (+4), DEX: 17 (+2, -3), APL: 17

HTK: 112, AC: 3

MV: 12", AL: L. Neutral

AT: 3/2, DM: by weapon type

THACO: 10

HT: 6'5", WT: 280 lbs.

Weapon Proficiencies: trident, short sword, net, shield (bashing damage), long sword, dagger, throwing dagger, staff

A armor: partial chain mail (AC: 7) & shield

Weapons: +3 trident, +3 short sword, long sword, net, daggers (x4)

Magic Items: Helm of Full Vision (360-degree range) Infravision: 90'; the Helm is grafted to Arny's head.

Specials: None

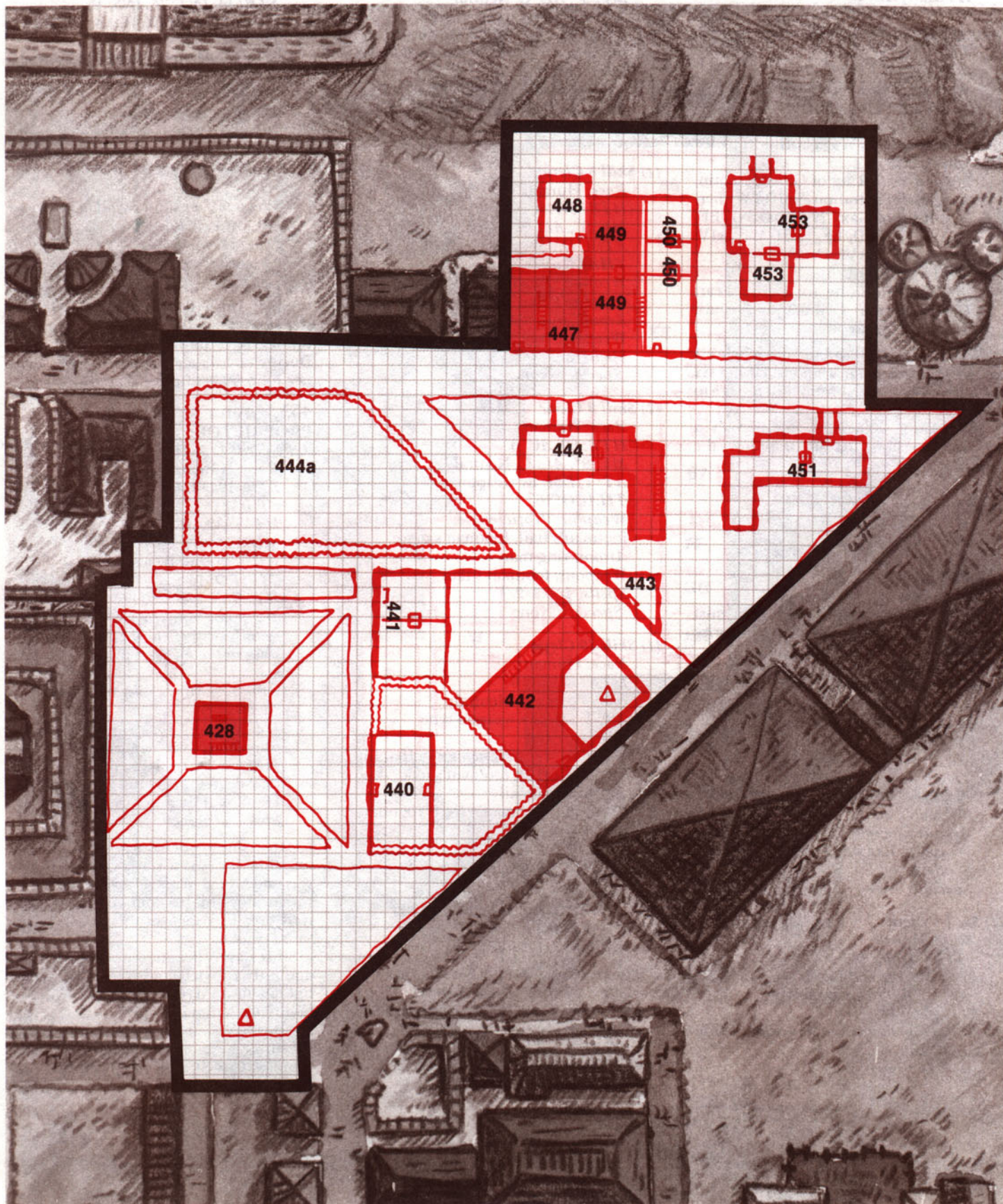
Arny is now in charge of the Arena. At one time, he was a slave/convict, but he was undefeated in his 100 or so fights, so he was awarded his freedom. Arny now trains well over fifty men in the arts of gladiatorial combat.

Since slavery became outlawed on Calandia, only convicts and trained gladiators fight in the Arena (except for the occasional monster or animal).

Arny still finds time for an occasional adventure every month. He gets a stipend from the City-State of 10 gp per week.

SECTION Z

(J-8, 9; K-8, 9, 10; L-9, 10)



428. Eyrie of the Winged Ones PROPRIETOR:

Lord Hawkmin, Skill 13 Fighter

Race: Unknown

Religion/Deity: Indian/Garuda

STR: 17 (22)* (+3, +6) (+4, +10*),

INT: 14, *INS:* 17

STA: 14, *DEX:* 17 (+2, -3)), *APL:* 18

HTK: 91, *AC:* 1

MV: 12"/16", *AL:* L. Good

AT: 2, *DM:* by weapon type

THACO: 8

HT: 6'7", *WT:* 164 lbs.

Weapon Proficiencies: javelin, spear, long bow, long sword, dagger, throwing dagger, Florentine Fighting (see sidebar in Section GG)

Armor: +4 leather

Weapons: Javelins of Lightning (x2), Javelins of Piercing (x2), +1 long bow, daggers (x2), long sword

Magic Items: *Girdle of Fire Giant Strength, Necklace of Missiles (18 charges)

Specials: None

Lord Hawkmin and his 22 brethren (skill levels 6-10) all have feathery wings; they look like hawks in humanoid form. They recently defeated the evil worshippers from the Temple of the Bat (#417) and drove them out of Briarwood.

There is no possible way to scale the Eyrie; the only way to enter the tower is through a heavily guarded door at the tower's top. No one has ever forced his way into the Eyrie.

(10) Skill 6 Fighters

Race: Unknown

HTK: 12-60, *AC:* 5

MV: 12"/16", *AL:* L. Good

AT: 2, *DM:* by weapon type

THACO: 16

Weapon Proficiencies: javelin, spear, long bow, throwing dagger, dagger

Armor: +2 leather

Weapons: long bow, dagger

Specials: None

(5) Skill 7 Fighters

Race: Unknown

HTK: 14-70, *AC:* 5

MV: 12"/16", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 14

Weapon Proficiencies: javelin, spear, long bow, dagger, throwing dagger, long sword

Armor: leather

Weapons: long bow, long sword

Specials: None

(1) Skill 8 Fighter

Race: Unknown

HTK: 75, *AC:* 5

MV: 12"/16", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 14

Weapon Proficiencies: javelin, spear, long bow, dagger, throwing dagger, long sword

Armor: leather

Weapons: long bow, long sword

Specials: None

(5) Skill 9 Fighters

Race: Unknown

HTK: 80, *AC:* 5

MV: 12"/16", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 12

Weapon Proficiencies: javelin, spear, long bow, dagger, throwing dagger, long sword, short sword

Armor: leather

Weapons: long bow, long sword

Specials: None

(1) Skill 10 Fighter

Race: Unknown

HTK: 18-90, *AC:* 5

MV: 12"/16", *AL:* L. Good

AT: 1, *DM:* by weapon type

THACO: 12

Weapon Proficiencies: javelin, spear, long bow, dagger, throwing dagger, long sword, short sword

Armor: leather

Weapons: long bow, long sword

Specials: None

440. For Sale

Owned by Adi and Sylvia Das (see #304). Asking price is 25,000 gp. The courtyard is included.

441. Plesa's Place Cafe

PROPRIETOR:

Donna Plesa, Skill 0 Human

Donna, along with a staff of five, run Plesa's Place. The food here is good, but it is somewhat expensive. Donna makes from 1 gp to 9 gp per business day.

Donna and her twelve cats live at #305.

442. Ice House

PROPRIETOR:

"Iceman" Johnson, Skill 0 Human

Iceman makes ice for most of Briarwood. He makes about 10 gp per business day.

Iceman lives with his elderly parents at #308.

443. Architect

PROPRIETOR:

Quarles Pyke, Skill 0 Human

Quarles is a fine architect from the city of Helington. As of yet, Quarles has done no architectural work in Briarwood. He charges 10 sp per hour.

Quarles lives with his wife and three bull mastif dogs at #312.

444. Mercenarys' Guild

PROPRIETOR:

Rombune, Skill 12 Fighter

Race: Human (Negro)

Religion/Deity: Greek/Athena

STR: 18/21 (+1, +3), *INT:* 14, *INS:* 15

STA: 17 (+3), *DEX:* 18 (+3, -4), *APL:* 13

HTK: 77, *AC:* 8

MV: 12", *AL:* Neutral

AT: 3/2, *DM:* by weapon type

THACO: 10

HT: 6'4", *WT:* 212 lbs.

Weapon Proficiencies: spear, long sword, boomerang, blow gun, short bow, dagger, throwing dagger, bastard sword

Armor: None

Weapons: +2 long sword (+4 vs. dragons), daggers (x4), boomerang, blow gun, short bow

Magic Items: Amulet of Dimension Door, Ring of Protection +3, Gauntlets of Swimming and Climbing, Earring of Frost Giant Str. (right arm only)
ST: 20 +3, +8)

Specials: 85% resistant to Poison

Rombune is an expert fighter and leader. He has thirteen fighters (8—Skill 6, 3—Skill 7, 2—Skill 9) under his command tutelage. (These fighters have the same statistics as those in #428 except for: *Race:* Human, *AL:* Neutral.) Rombune charges 8 gp per day of hire for himself and his men.

Rombune is a blood brother to Phoebus.

Rombune and his men live on the second floor of their office.

444A. Practice Grounds

PROPRIETOR:

Rombune and Men

This area is used as a combat training ground.

447. For Sale

Owned by Trapper John (see #446). Asking price is 20,000 gp.

448. For Rent

Owned by City-State. Asking price is 70 gp per month.

449. For Sale

Owned by City-State. Asking price is 16,000 gp.

450. Private Residence

PROPRIETOR:

Klem Lodu, skill 0 Human (see #5).

451. Private Residence

PROPRIETOR:

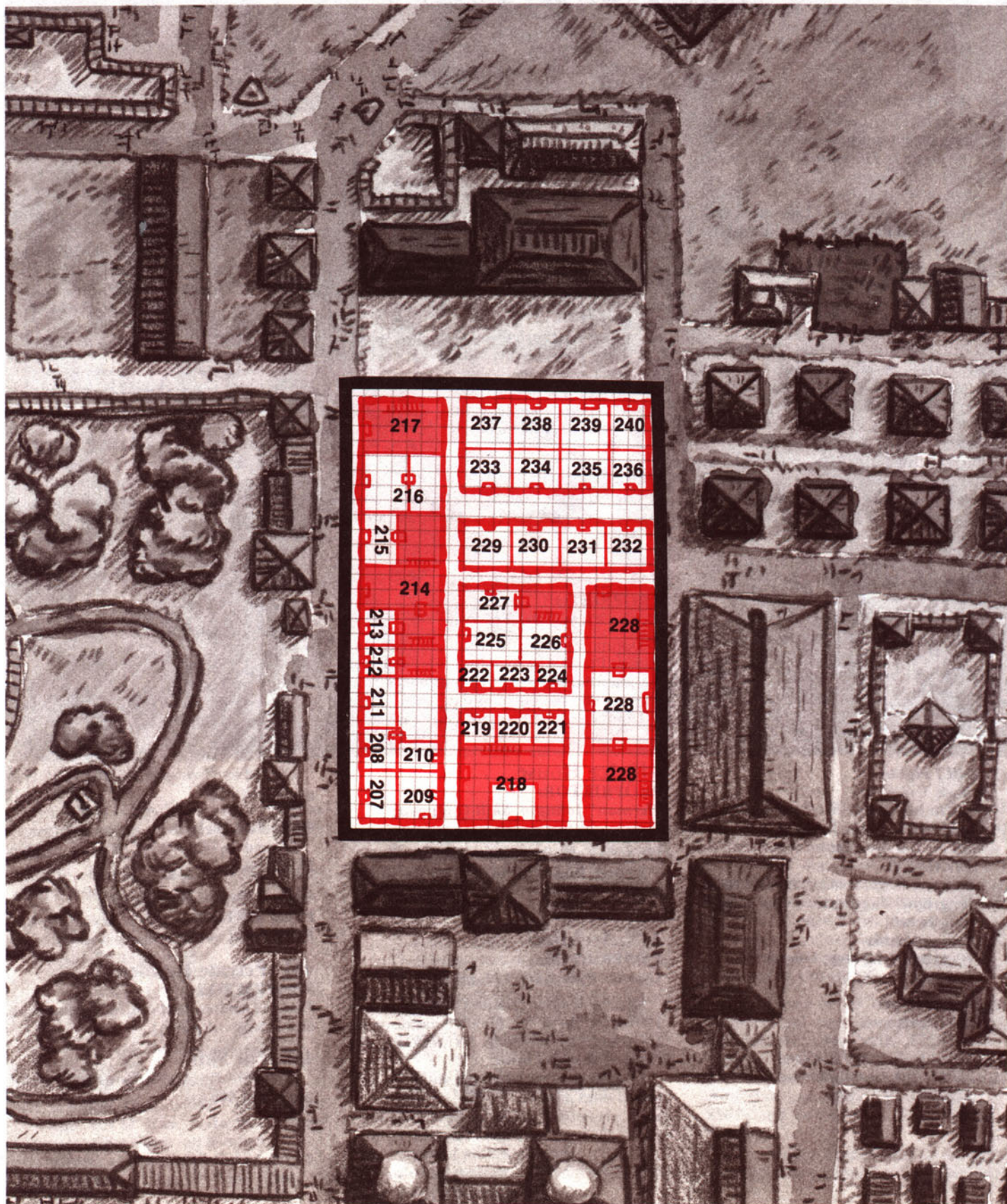
Dee and Andrea Mallard, Skill 0 Humans, and family (see #445).

453. For Sale

Owned by Dee Mallard (see #445). Asking price is 21,000 gp.

SECTION AA

H-9, 10; I-9, 10)



207. Private Residence**PROPRIETOR:***Godfrey Childers, Skill 0 Human (see #180)***208. Hourglasses****PROPRIETOR:***Trost Slader, Skill 0 Human*

Trost hand-crafts hourglasses. Trost charges from 1 gp (egg-timer size) to 75 gp (4' tall). It takes from 2 to 24 days to complete an hourglass.

209. Private Residence**PROPRIETOR:***Skip Ashton, Skill 0 Human (see #183)***210. Private Residence****PROPRIETOR:***Art Scully, Skill 0 Dwarf (see #184)***211. Private Residence****PROPRIETOR:***Buster Clinkster, Skill 0 Human (see #187)***212. Private Residence****PROPRIETOR:***Michelle Armt, Skill 0 Human (see #192)***213. Private Residence****PROPRIETOR:***Charles Bosworth,
Skill 0 Human (see #197)***214. Grocery Store****PROPRIETORS:***Arvid and Ivy Elrad, Skill 0 Humans*

Arvid's and Ivy's prices are half again as much as normal. On an average business day, they make from 5 gp to 15 gp. Arvid and Ivy live upstairs from the store.

215. Toys**PROPRIETOR:***Burl Kavalam, Skill 0 Dwarf*

Burl sells everything from marbles to dolls. Prices range from 1 sp to 35 gp. During an average business week, Burl makes from 1 gp to 20 gp. He lives upstairs from the back half of his store.

216. Cosmetics and Other Beauty Aids**PROPRIETOR:***Joan Trader, Skill 0 Half-elf*

Joan deals in reasonably-priced paints and dyes for every beauty need. On an average business day, Joan makes from 5 gp to 12 gp.

217. Furs**PROPRIETOR:***Jane Trader, Skill 0 Half-elf*

Jane, Joan's sister, sews all of her fur coats and stoles to fit. Her prices range 200 gp to over 3,000 gp.

Jane and Joan (#216) live upstairs from Jane's Fur Store.

218. Historic Archives**PROPRIETOR:***Birket Aldridge, Skill 0 Gnome*

Birket is the caretaker for all of Briarwood's books. For a fee of 20 gp per hour, Birket will look up historical information pertaining to Briarwood. If the information cannot be found, the fee is still due.

Birket lives upstairs.

If trouble arises, Birket will sound a bell which can be heard for over 400 yards.

219. Private Residence**PROPRIETOR:***Matt Feavor, Skill 0 Human (see #199)***220. Private Residence****PROPRIETOR:***Sigmond Yor, Skill 0 High Elf (see #200)***221. For Sale**

Owned by Judge Archibald Hoadley (see #156). Asking price is 6,000 gp.

222. Private Residence**PROPRIETOR:***Dougard Thicklimb, Skill 9 Fighter*

Race: Human

STR: 17 (+1, +1), INT: 11, INS: 12

STA: 18 (+4), DEX: 9, APL: 18

HTK: 102, AC: 2

MV: 9", AL: C. Neutral

AT: 3/2, DM: by weapon type

THACO: 12

HT: 5'10", WT: 273 lbs.

Weapon Proficiencies: long sword, short sword, bastard sword, dagger, crossbow, throw long sword, spear

Armor: plate mail and shield

Weapons: +2 long sword, +3 spear, dagger, heavy crossbow

Magic Items: Potion of Levitation, Cloak of Manta Ray, Periapt of Proof Against Poison

Specials: None

Dougard retired as leader of the Guards of the Sun because he couldn't follow commands. However, if he is ever needed by Phoebus, he will gladly do his best to help the lizardman. Dougard lives off of a pension and money acquires through adventuring.

223. For Rent

Owned by the City-State. Asking rent per month is 200 gp.

224. Private Residence**PROPRIETOR:***York Romney, Skill 0 Human (see #164)***225. Private Residence****PROPRIETOR:***Alice Torley, Skill 0 Shireling (see #48)***226. Private Residence****PROPRIETOR:***Shab Heaning, Skill 0 Shireling (see #74)***227. Material Components****PROPRIETOR:***Nadia Zadock, Skill 0 Elf*

Nadia sells spell components for standard prices. If she does not have a component in stock, it will take her 1 to 4 weeks to obtain it. She lives upstairs from the back of her store.

228. Tomlinson's Hotel**PROPRIETOR:***Reuter Tomlinson, Skill 0 Human*

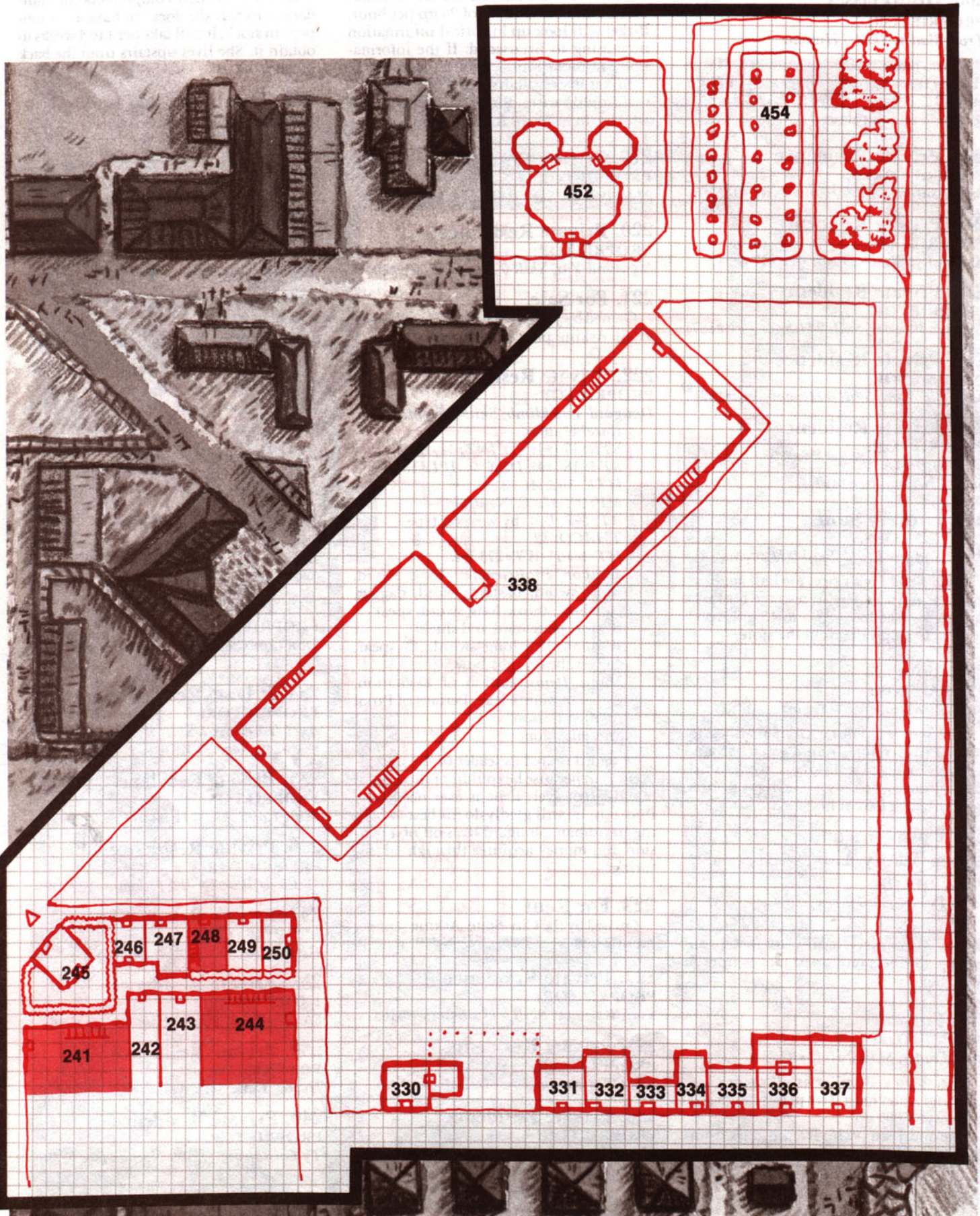
Reuter runs a clean hotel. Rooms cost 2 gp per night, and food prices range from 2 sp to 3 gp. At least half of the hotel's 96 rooms are occupied at any given time.

Reuter and his family live in a two-room suite. He makes well over 100 gp daily. However, the upkeep costs are very high.

229. Private Residence**PROPRIETOR:***Izard Crabtree, Skill 0 Human (see #241)***230. Private Residence****PROPRIETOR:***Craig Stewart, Skill 0 Human, and family (see #242)***231. Private Residence****PROPRIETOR:***Arvo Ool, Skill 0 Human (see #243)***232. Private Residence****PROPRIETOR:***Bob Veela, Skill 0 Human, and family (see #244)***233. Private Residence****PROPRIETOR:***Don Comstock, Skill 0 Human, and family (see #245)***234. Private Residence****PROPRIETOR:***Axel Hradnovar, Skill 7 Thief, and family (see #246, Section BB)***235. Private Residence****PROPRIETOR:***Mike Cott, Skill 0 Human (see #248)***236. Private Residence****PROPRIETOR:***William War, Skill 0 Human (see #252)***237. Private Residence****PROPRIETOR:***Glyn Silvan, Skill 0 Elf (see #253)***238. Private Residence****PROPRIETOR:***Shirley Tarp, Skill 0 Human (see #256)***239. Private Residence****PROPRIETOR:***Harley Carr, Skill 0 Half-elf (see #257)***240. Private Residence****PROPRIETOR:***Ty Gustafson, Skill 0 Human (see #259)*

SECTION BB

(J-9, 10, 11; K-9, 10, 11; L-10, 11; M-10, 11)



241. Undertaker

PROPRIETOR:

Izard Crabtree, Skill 0 Human

Izard is a tall, gaunt, dark-haired man. He charges 5 gp for a coffin and 10 gp for the burial.

Izard lives at #229.

242. Carpenter

PROPRIETOR:

Craig Stewart, Skill 0 Human

Craig is an expert carpenter. He works well over fifty hours a week, getting 1 gp per hour.

Craig lives at #230.

243. Engraver

PROPRIETOR:

Arvo Ool, Skill 0 Human

Arvo engraves everything from glass and marble, to gold and silver. He charges 5 gp per letter/character engraved.

Arvo lives at #231.

244. Cabinet Maker

PROPRIETOR:

Bob Veela, Skill 0 Human

Bob is a master craftsman. His cabinets sell for 40 gp to 150 gp. It takes Bob 4 to 8 weeks to finish a cabinet.

Bob lives at #232.

245. Landscaping

PROPRIETOR:

Don Comstock, Skill 0 Human

Don has his backyard set up to show off his landscaping talents. He charges 10 gp per hour of work. Don is likely to pass up a job if the Overlord wants his services; the Overlord pays Don 1 gp an hour.

Don lives at #233.

246. Safe/Lock Maker

PROPRIETOR:

Axel Hrodnovar, Skill 7 Thief

Race: Shireling

Religion/Deity: Celtic/Oghma

STR: 12, *INT:* 15, *INS:* 11

STA: 16(+2), *DEX:* 18(+3, -4), *APL:* 12

HTK: 38, *AC:* 3

MV: 9", *AL:* Neutral

AT: 1, *DM:* by weapon type

THACO: 19

HT: 3'1", *WT:* 55 lbs.

Weapon Proficiencies: short sword, dagger, throwing dagger

Armor: +1 leather mail

Weapons: +2 short sword, Dagger of Venom, 2 throwing daggers

Magic Items: Boots of Levitation, Ring of Water Walking

Specials: +4 Saves vs. Poison; Thieving

Abilities: PP: 75%, OL: 72%, F/RT:

60%, MS: 75%, *Th* in S: 88% HN: 30%

CW: 79% RL: 30%

Axel makes high-quality locks and safes. He uses his own thieving abilities to test his

safes; his good friend DSL (see #143) sometimes helps him out. If neither Axel nor DSL can open the safe with his Open Locks ability, the safe is ready to be sold.

Safes range from 100 gp to 1,000 gp (depending on the amount of locks and the bonuses they have against being opened by improper means).

So far, the best specially-made safe cost 5,000 gp, has five locks, and has a bonus on Open Locks of -40%.

Axel lives at #234.

247. Midwife

PROPRIETOR:

Tacey Zel, Skill 0 Dwarf

Tacey has been midwifing for over a hundred years. She has delivered over 2,000 children.

Tacey charges 1 gp to 10 gp per delivery (depending on what the family can afford).

248. Art Gallery

PROPRIETOR:

Mike Cott, Skill 0 Human

Mike shows many of his own works as well as those of other artists. Paintings can be purchased for 5 gp to 100 gp.

Mike lives at #235.

249. Chimney Cleaner

PROPRIETOR:

Rufus Farwell, Skill 0 Human

Rufus coughs and wheezes when he talks. He cleans chimneys throughout Briarwood for 5 gp per chimney. During an average business week, Rufus makes from 2 gp to 10 gp.

Rufus and his family live at #333.

250. Barber Shop

PROPRIETOR:

Hanford Garwood, Skill 0 Human

Hanford charges 1 gp per haircut and 1 gp per shave. On an average business day, Hanford makes from 5 gp to 10 gp.

Hanford and his wife live at #335.

330. Blacksmith Shop

PROPRIETOR:

Dirk Ironfist, Skill 0 Dwarf

Dirk does fine work for competitive prices. (see standard rule book). He makes armor and weapons, and he performs all other smithy jobs such as shoeing horses. Dirk makes from 1 gp to 4 gp daily. He lives at #331 with his wife and twelve children.

331. Private Residence

PROPRIETOR:

Dirk Ironfist, Skill 0 Dwarf and family (see #330).

332. Bitner's Bakery

PROPRIETOR:

Kronn and Inga Bitner, Skill 0 Humans

Kronn and Inga Bitner run a clean, successful business. Their prices are competitive, and their bakery items are delicious. The Bitners live at #327.

333. Private Residence

PROPRIETOR:

Rufus Farwell, Skill 0 Human (see #249).

334. Trigg's General Store

PROPRIETOR:

Hyrum Trigg, Skill 0 Human

Hyrum runs this small store with the help of his wife and three teenage children. He serves the citizens of Briarwood with low-priced, high-quality merchandise. The Trigg family lives at #328.

On an average business day, Hyrum makes from 5 gp to 10 gp.

335. Private Residence

PROPRIETOR:

Hanford Garwood, Skill 0 Human (see #250).

336. Curley's Cheese and Meat

PROPRIETOR:

Curley Thorndike, Skill 0 Human

Curley sells competitively priced cheeses and meats. He makes from 3 gp to 12 gp daily. Curley and his family live at #306.

337. School of Riding

PROPRIETOR:

Professor Clint Maverick, Skill 0 Human

Professor Maverick teaches all aspects of equestrianism, from beginning horsemanship to advanced riding. Maverick gets 15 sp a day, and his room and board is paid by the City-State. He can teach 15 students. Maverick and his family live at #274.

Professor Maverick and his students practice riding in the field between the school and the theatre. Horses are obtained through O'Keenan's Stables #399.

338. Theatre

The theatre is self-sufficient. All proceeds go toward paying the actors and musicians and the making of props. Every two months a new play opens.

The theatre can seat up to 1,500 people.

452. Grain Mill

PROPRIETOR:

Dillon Rannolf, Skill 0 Human

Dillon grinds the grain that is imported to Briarwood. Dillon works for the City-State. He gets his room and board free, and he also gets 1 gp per week.

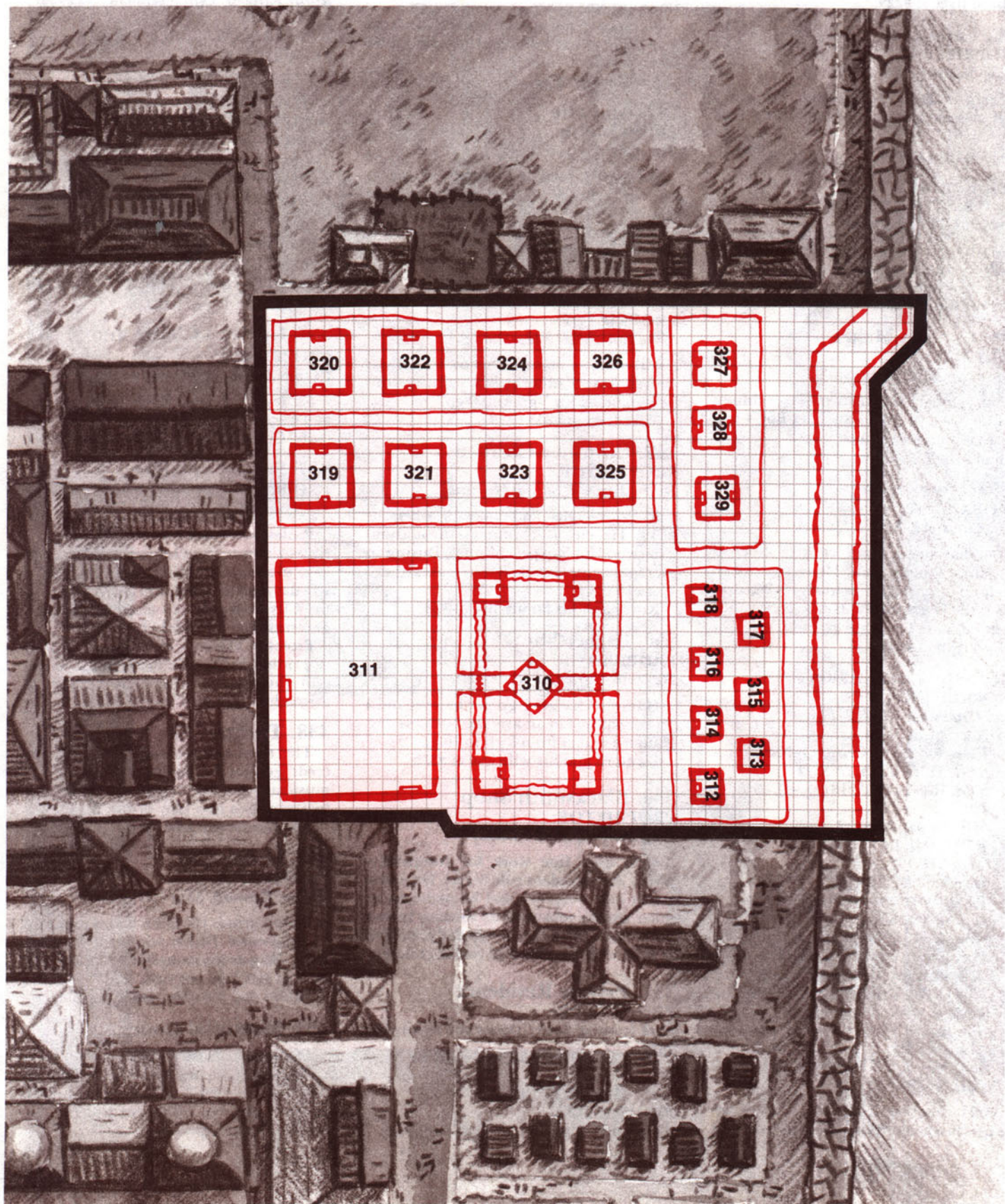
Dillon and his wife Mafka live at #318.

454. Memorial Court

Memorial Court is filled with over twenty statues/memorials of famous people from the City-State's history. Each statue is made of a different material (i.e. marble, bronze, granite, etc.).

SECTION CC

(H-10, 11; I-10, 11)



310. Private Residence

PROPRIETOR:

Ansel Anthelme,

Skill 22/10 Magic-user/Illusionist

Race: Rakshasa

STR: 14, INT: 13, INS: 15

STA: 15 (+1), DEX: 9, APL: 17

HTK: 40, AC: -4

MV: 15", AL: L. Evil

AT: 3 [1], DM: 1-3/1-3/2-5, [by weapon type]

THACO: 11

HT: 5'11", WT: 157 lbs.

Weapon Proficiencies: dagger, staff, blowgun, bola

Armor: None

Weapons: +1 bola, blowgun

Magic Items: Ring of Flying

Spells:

Illusionist: 5/4/3/2/1

Magic-user: 5/5/5/5/5/5/4/4/3

Specials: Use ESP (at will); not affected by spells of skill 8 or less; magical weapons below +3 do ½ damage; blessed crossbolts kill

Ansel keeps to himself most of the time. However, he does meet with Dowons (see Briarwood Castle) to discuss Briarwood's state of affairs.

Ansel gets a stipend of 100 gp per month from Dowons. (Ansel does "odd jobs" for Dowons, such as assassinations, robberies, etc.)

Ansel has two illusionary guards in each of the corner houses on his property.

311. Briarwood Library

PROPRIETOR:

Genevive Lae, Skill 0 Human

Genevive runs the library with complete efficiency. Over 2,000 books are stocked here. Genevive is paid by the City-State. She makes 10 sp per day, and her room and board is free (see #297).

312. Private Residence

PROPRIETOR:

Quarles Pyke, Skill 0 Human, and wife (see #443)

313. Private Residence

PROPRIETOR:

Tom Main, Skill 0 Human (see #349)

314. Private Residence

PROPRIETOR:

Jon Merrish, Skill 0 Human (see #144)

315. Private Residence

PROPRIETOR:

Ston Quo, Skill 0 Human (see #144)

316. Private Residence

PROPRIETOR:

Loupcho Kolarov, Skill 0 Human (see #144)

317. Private Residence

PROPRIETOR:

Atanas Milenkos, Skill 0 Human (see #144)

318. Private Residence

PROPRIETOR:

Dillion and Mafka Rannolf, Skill 0 Humans (see #452)

319. School of Mathematics

PROPRIETOR:

Professor Roth, Skill 0 Dwarf

Professor Roth teaches all aspects of mathematics. He gets 15 sp a day, and his room and board is paid for by the City-State (see #298). Roth can handle up to 40 students.

He is of medium build, and angers quite easily.

320. School of the Sciences

PROPRIETOR:

Professor Brom Lee, Skill 0 Human

Professor Lee teaches an array of sciences, from chemistry to alchemy. Lee gets 15 sp a day, and his room and board is paid for by the City-State (see #299). The professor can teach up to 30 students.

He is rotund, friendly, and extremely intelligent.

321. School of the Arts

PROPRIETOR:

Professor James Erdman, Skill 0 Human

Professor Erdman teaches Art and Music. Erdman gets 15 sp a day, and his room and board is paid for by the City-State (see #300). Professor Erdman can teach up to 35 students.

He is tall and thin, and he loves to play games.

322. School of Acting

PROPRIETOR:

Professor T.R. Cook, Skill 0 Human

T.R. teaches Poetry and Theatre. Cook gets 15 sp a day, and his room and board is paid for by the City-State (see #276).

Cook is short and stocky and has infinite knowledge in all of the aspects of acting.

323. School of Finance

PROPRIETOR:

Professor Jed Licka, Skill 0 Human

Professor Licka teaches accounting and money changing. Licka gets 15 sp a day. In addition, the City-State furnishes him with room and board (see #307).

He is short, wears glasses, and can add six-digit numbers in his head.

324. School of Herbology

PROPRIETOR:

Kevin Mathews, Skill 0 Human

Professor Mathews teaches about herbs and their uses (medicinal and otherwise). Mathews gets paid 15 sp a day, and his room and board is paid by the City-State (see #271). Professor Mathews can teach up to 15 students.

He is medium in build, has a beard and mustache, and knows almost everything concerning herbs and the like.

325. School of Writing

PROPRIETOR:

Professor Kev N. Cook, Skill 0 Human

Professor Cook teaches penmanship, calligraphy, story writing, and the fundamentals of writing. Cook gets paid 15 sp a day, and his room and board is paid by the City-State (see #272). Professor Cook can teach up to 20 students.

Cook is average height, slim, and can write anything from text books to poems.

326. School of Law

PROPRIETOR:

Professor Ann E. Liot, Skill 0 Human

Professor Liot teaches all forms of law. Liot gets paid 15 sp a day, and her room and board is paid by the City-State (see #273). Liot can teach up to 35 students.

Liot is very rotund and can talk circles around most anyone.

327. Private Residence

PROPRIETOR:

PRIETOR: Kronn and Inga Bitner, Skill 0 Humans, and family (see #332)

328. Private Residence

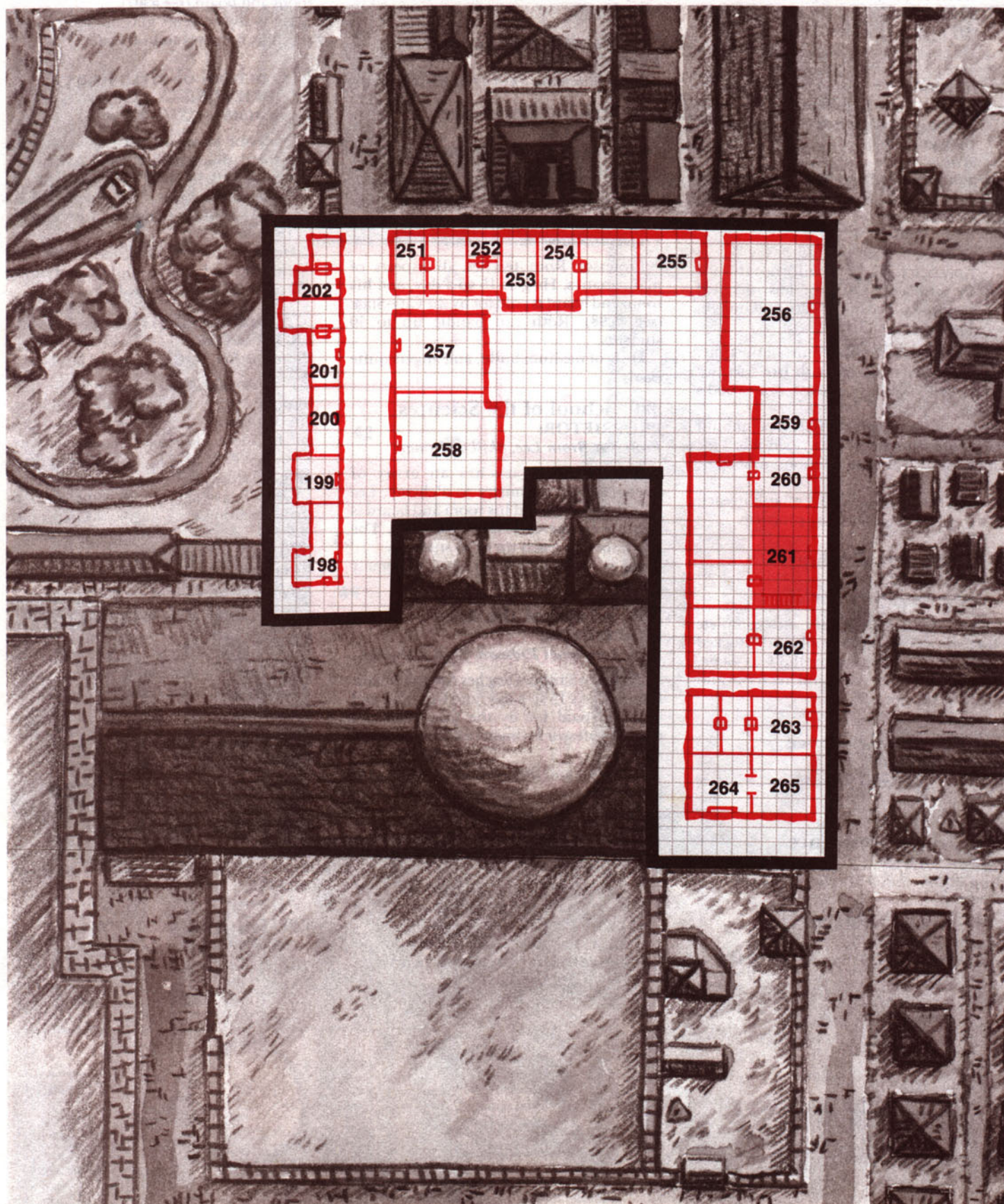
PROPRIETOR:

Hyrarn Trigg, Skill 0 Human, and family (see #334)

329. For Rent

Owned by the City-State. Asking price is 180 gp per month.

(G-9, 10; H-9, 10):



198. Private Residence
PROPRIETOR:

Almu Bowie (see #251)

199. Cartography Shop
PROPRIETOR:

Matt Feevor, Skill 0 Human

Matt is an extremely talented map-maker. He charges from 20 gp to 130 gp per map. During an average business week, Matt makes from 20 gp to 75 gp.

Matt lives at #219

200. Bows
PROPRIETOR:

Sigmond Yor, Skill 0 High Elf

Sigmond sells long bows, short bows, composite bows, and crossbows of all kinds (prices are as per standard rule book). During an average business week, Sigmond makes from 20 gp to 45 gp.

Sigmond lives at #220.

201. Chair Maker
PROPRIETOR:

Trigg Cowan, Skill 0 Human

Trigg custom-makes wooden chairs. Each chair takes from 1 to 2 weeks to make and costs from 10 gp to 30 gp.

202. Pillow Maker
PROPRIETOR:

Darlene Foote, Skill 0 Human

Darlene makes pillows with any material desired and fills them with duck down. Pillows sell for 1 gp to 10 gp. During an average business week, Darlene makes from 5 gp to 15 gp.

251. Awning Maker
PROPRIETOR:

Almu Bowie, Skill 0 Human

Almu makes awnings to fit. He charges from 3 gp to 15 gp per awning.

Almu lives at #198.

252. Architect
PROPRIETOR:

William War, Skill 0 Human

William is an extremely good architect. He designed the Temple of Healing (#309) and the Library (#311). William charges 1 gp per hour of work.

William lives at #236.

253. Tanner
PROPRIETOR:

Glyn Silvan, Skill 0 Elf

Glyn can tan any fur-bearing creature's pelt with 100% success, scale-bearing creature with 50% success, and flesh-bearing creature with 25% success.

Glyn and his family live at #237.

254. Private Residence
PROPRIETOR:

Shaina, Skill 7/8 Cleric/Magic-user

Race: Human/Vampire

Religion/Deity: Greek/Aphrodite

STR: 9, INT: 16, INS: 18

STA: 13, DEX: 12, APL: 18

HTK: 33, AC: 4

MV: 9", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 16

HT: 5'3", WT: 96 lbs.

Weapon Proficiencies: Dagger, mace, staff

Armor: None

Weapons: +3 staff

Magic Items: Ring of Protection +6, +1 on saves

Spells: Magic-user: 4/3/3/2; Clerical: 5/5/3/2

Specials: Communicates with wolves; drains 2D4 HTK per round with bite; She takes drained HTK and adds them to her lost HTK; Infravision: 60'; Charm: as per spell — men only; loses 1 HTK per turn she spends in direct sunlight and automatically loses 1 HTK per day.

Shaina's life essence is kept in a medallion. If she is killed, her essence goes into the medallion, where it will stay until the medallion is put on by another female. All females seeing the medallion must save vs. Magic or put it on (-1 to save per point of APL below 15). When a new body has been obtained, Shaina's essence takes over and forces the original person's essence out. Shaina still retains her spell use, INS, INT, and abilities, however.

255. Dirty Glass Tavern
PROPRIETOR:

Smedley Orn, Skill 0 Human

Smedley runs a dirty tavern where the drinks are watered down. He makes from 2 sp to 15 sp per day. Smedley lives in the back room.

256. Shirley's Restaurant
PROPRIETOR:

Shirley Tarp, Skill 0 Human

Shirley's place is popular because the food and service are high-quality. She makes from 1 gp to 20 gp per business day.

Shirley lives at #238.

257. Harley's Cafe
PROPRIETOR:

Harley Carr, Skill 0 Half-elf

Harley's Cafe is clean, but the food is a little greasy. However, Harley attracts a steady clientele due to his low prices and large quantities of food. Harley makes from 1 gp to 10 gp per business day.

Harley lives at #239.

258. For Sale

Owned by Judge Archibald Hoadly (see #156). Asking price for this building is 13,000 gp.

259. Book Rebinding
PROPRIETOR:

Ty Gustafson, Skill 0 Human

Ty rebinds books for 1 gp each. On an average business day, Ty can rebind 15 or more books.

Ty lives at #240.

260. Messenger Service
PROPRIETORS:

Amy Scof and Ham Zet, Skill 0 Elves

Amy and Ham deliver letters and packages to anywhere in Briarwood. Their fee is 1 gp plus 1 gp per pound. They make from 10 gp to 15 gp per business day.

261. Bird Land, Pet Store
PROPRIETORS:

Bruce and Jenny Underwood, Skill 0 Humans

Bruce and Jenny sell all kinds of birds, which sell for 1 gp to 150 gp each. They also stock bird food, toys, grooming implements, etc. During an average business week, Bruce and Jenny make from 13 gp to 50 gp.

262. Wheelwright
PROPRIETOR:

Mag Hutch, Skill 0 Human

Mag fixes wheels of all kinds. During an average business day, Mag makes from 2 gp to 5 gp.

Mag lives at #94 with his wife and four children.

263. Private Residence
PROPRIETOR:

Hoss Cartwheel and family (see #264/265).

264/265. Wainwright
PROPRIETOR:

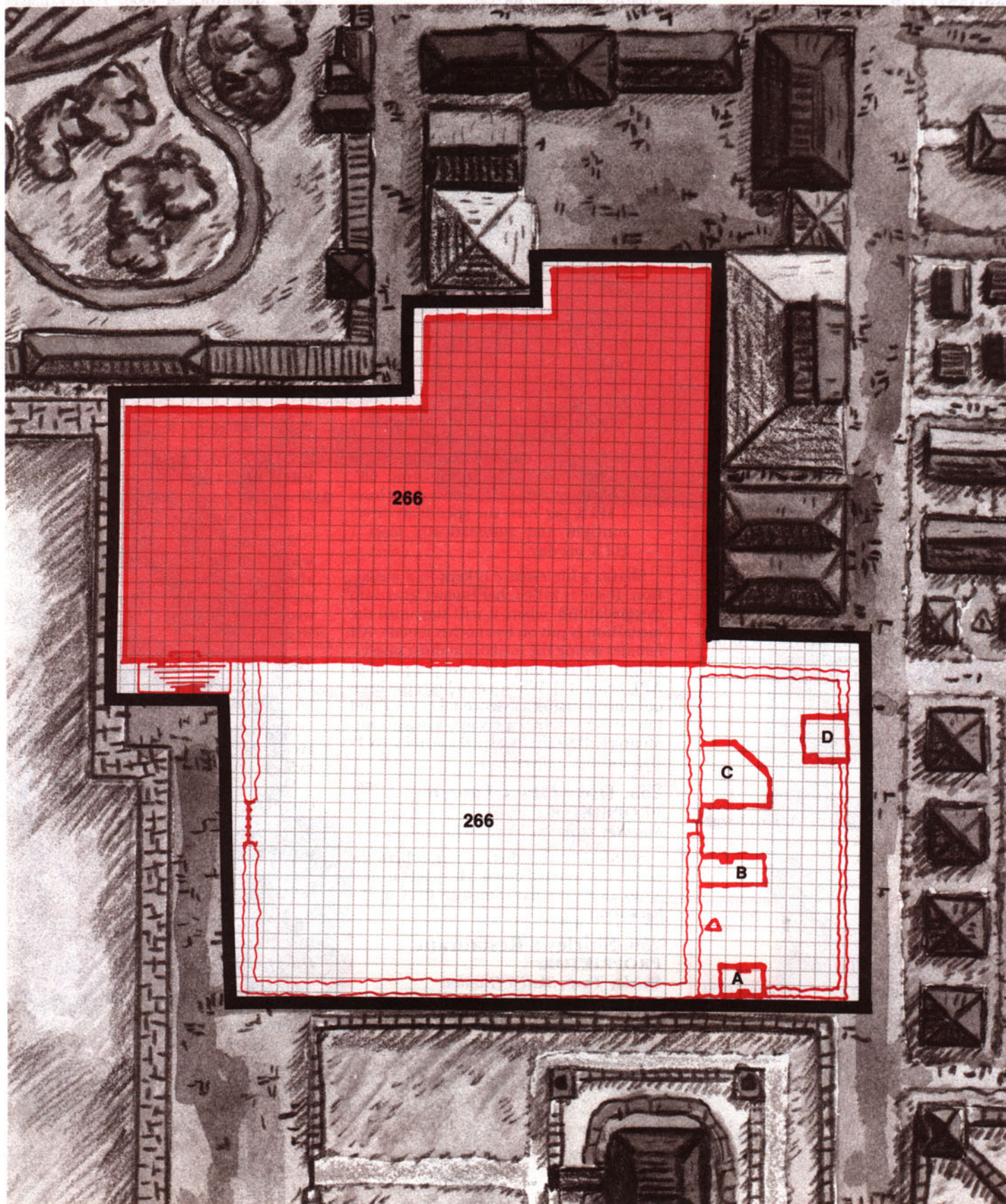
Hoss Cartwheel, Skill 0 Human

Hoss fixes wagons of every shape and size. Repairs range from 2 gp to 30 gp. During an average business week, Hoss makes from 5 gp to 35 gp.

Hoss and his family live at #263.

SECTION EE

(E-8, 9, 10; F-8, 9, 10; G-9, 10)



266. Church of Odin

PROPRIETOR:

Fr. Miles Oak, Skill 13 Cleric

Race: Human

Religion/Deity: Norse/Odin

STR: 14, INT: 12, INS: 18

STA: 15 (+1), DEX: 14, APL: 15

HTK: 85, AC: 1

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 12

HT: 5'7", WT: 185 lbs.

Weapon Proficiencies: flail, mace, staff, sling, bola

Armor: plate mail

Weapons: +1 flail, +1 mace, sling, bola

Magic Items: Pendant of Comprehend Languages, Ring of Protection +2, Staff of Withering (14 charges), Pearl of Wisdom, Periapt of Health

Spells: 8/8/7/5/2/2

Specials: None

Miles is a kindly, devoted High Priest who always thinks of the church and the goodness of men first.

Miles is also an adventurer. However, when adventuring, he will not take part in, nor tolerate, chaotic slayings and/or destruction of property.

Oak takes pride in the part he has played in ridding the world of evil, especially demons and devils. On two occasions, he has turned an ice devil (which he calls Frosty). Frosty fears Oak, but the ice devil is planning a way to rid the earth of the cleric.

Other backers/followers of Odin are listed below; there are eighteen clerics of varying skill levels, and five paladins.

(4) Skill 4 Clerics

Race: Human

HTK: 8-32, AC: 6

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 18

Weapon Proficiencies: bola, flail, staff

Armor: scale mail

Weapons: bola

Spells: 3/2

Specials: None

(4) Skill 5 Clerics

Race: Human

HTK: 10-40, AC: 6

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 18

Weapon Proficiencies: bola, staff, flail

Armor: scale mail

Weapons: staff

Spells: 3/3/1

Specials: None

(5) Skill 6 Clerics

Race: Human

HTK: 12-48, AC: 6

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 18

Weapon Proficiencies: bola, staff, flail

Armor: scale mail

Weapons: bola, staff

Spells: 3/3/2

Specials: None

(2) Skill 7 Clerics

Race: Human

HTK: 14-56, AC: 6

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: bola, staff, flail

Armor: scale mail

Weapons: staff, flail

Spells: 3/3/2/1

Specials:

(3) Skill 8 Clerics

Race: Human

HTK: 16-64, AC: 6

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: bola, staff, flail, mace

Armor: scale mail

Weapons: mace, bola

Spells: 3/3/3/2

Specials: None

(2) Skill 5 Paladins

Race: Human

HTK: 10-50, AC: 3

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: short sword, long sword, crossbow, bola

Armor: plate mail

Weapons: short sword, crossbow

Specials: None

(1) Skill 6 Paladin

Race: Human

HTK: 12-60, AC: 3

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 16

Weapon Proficiencies: short sword, long sword, crossbow, bola, halberd

Armor: plate mail

Weapons: short sword, bola

Specials: None

(1) Skill 7 Paladin

Race: Human

HTK: 14-70, AC: 3

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 14

Weapon Proficiencies: short sword, long sword, crossbow, bola, halberd

Armor: plate mail

Weapons: short sword, halberd

Specials: None

(1) Skill 8 Paladin

Race: Human

HTK: 16-80, AC: 3

MV: 9", AL: L. Good

AT: 1, DM: by weapon type

THACO: 14

Weapon Proficiencies: short sword, long sword, crossbow, bola, halberd

Armor: scale mail

Weapons: long sword, bola

Specials: None

Ararrat, Skill 20 Paladin

Race: Human

Religion/Deity: Norse/Odin

STR: 17 (+1, +1), INT: 13, INS: 13

STA: 18 (+4), DEX: 16 (+1, -2), APL: 17

HTK: 107, AC: -5

MV: 9", AL: L. Good

AT: 2/1, DM: by weapon type

THACO: 12

HT: 6'3", WT: 210 lbs.

Weapon Proficiencies: lance, long sword, short sword, dagger, trident, spear

Armor: +3 plate mail, +2 shield

Weapons: vorpal blade, +1 spear, Magical Fencing Foil: +2 vs. unarmored opponents; +3 vs. chainmail or less armored opponents; +4 vs. banded or more armored opponents, daggers (x2)

Magic Items: Wand of Polymorph Self (see spell), Potion of Healing

Specials: Detect Evil 60' dia.; All saves at +2; Immune to disease; Lay on hands for 20 HTK (once per day); Cure Disease (twice per week); Protection from Evil 1" radius; Turns Undead as a skill 8 cleric. Resistant to normal fires.

Spells: (Clerical): 2

Ararrat's skin is deep black. This happened as a result of two special Protection From/Resist Fire spells. Due to his strange pigmentation, Ararrat is never seen with his visored-helmet off when he is in public.

Ararrat loves to adventure, and he takes great pride in his prowess with his vorpal blade, Snicker Snack. He has beheaded more than a dozen evil creatures during his adventuring career.

Ararrat is very devoted to the church; he usually donates more than 10% of his earnings. He is also a hero among the town's people.

The Church of Odin is the largest and most frequented religious establishment in Briarwood.

A. Entrance to Gardener's Area

This building is locked; only four people have keys (Fr. Miles Oak, Ararrat, and two gardeners).

B. Gardener Living Quarters

PROPRIETORS:

4 Gardeners, Skill 0 Humans

C. Private Residence

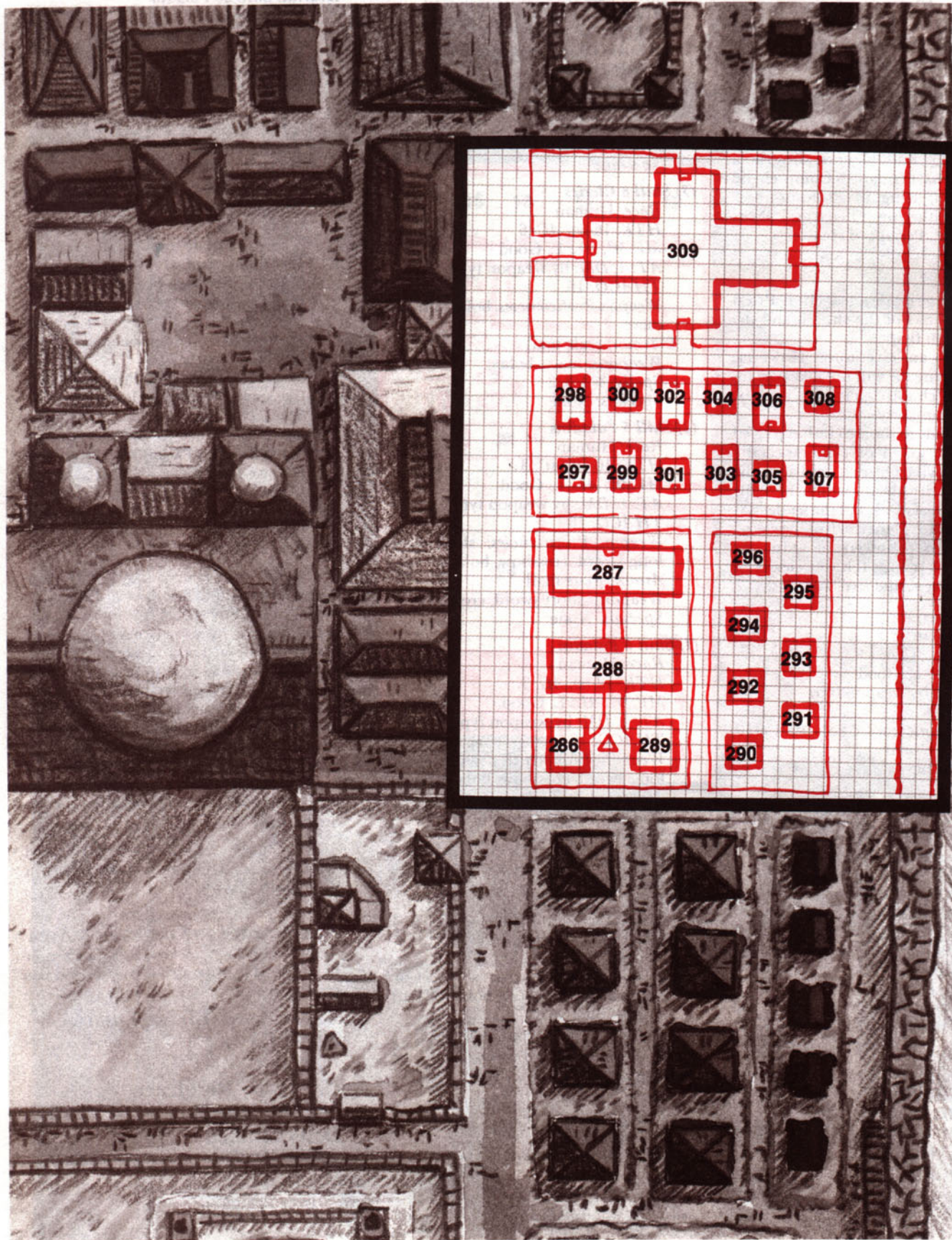
PROPRIETOR: Fr. Miles Oak (see #266)

D. Tool Shed

All of the church's tools are kept here.

SECTION FF

(F-10, 11; G-10, 11; H-10, 11)



286. Teleporter from #54

287. Pratt Plaza

PROPRIETOR:

Pratt Bradmen, Skill 0 Human

Pratt is a wealthy business man who helped build/design New Town. Prices in Pratt Plaza are 10% higher than those listed in the standard rule book. Everything from nails to food can be purchased here. Pratt lives at #275.

288. Phfalti Towers, Home for the Aged

PROPRIETOR:

Basil Phfalti, Skill 0 Half-elf

Phfalti Towers consists of 36 rooms, a dining room, and a kitchen. Presently, twenty of the rooms are occupied.

289. Money Changer

PROPRIETOR:

Cahn Mar'na, Skill 9 Magic-user

Race: Human/Albino

Religion/Deity: Drowidic/Violet Spider

STR: 6, INT: 19, INS: 16

STA: 9, DEX: 10, APL: 15

HTK: 24, AC: 10

MV: 12", AL: C. Neutral

AT: 1, DM: by weapon type

THACO: 19

Weapon Proficiencies: staff, dagger

Armor: None

Weapons: 2 daggers of venom, staff

Magic Items: Crystal ball with Clair-audience

Specials: None

Spells: 4/3/3/2/1

Languages: common, ogrish, centaur, bugbear, Pactish, and drow.

Cahn is a spy for the Violet Spider. He makes a 7% profit on each transaction he makes. The Violet Spider pays him a stipend of 50 gp per week for spying. Cahn lives at #290.

290. Private Residence

PROPRIETOR:

Cahn Mar'na (see #289).

291. Private Residence

PROPRIETOR:

Balthasard Young, Skill 0 Human (see #393).

292. Private Residence

PROPRIETOR:

Amity Turtle, Skill 0 Shireling (see #396).

293. For Rent

For rent by the City-State. Asking price is 20 gp per month.

294. Private Residence

PROPRIETOR:

Elmer Fayling, Skill 0 Human, and family (see #434).

295. Private Residence

PROPRIETOR:

Richard Penniman, Skill 0 Human, and mother (see #435).

296. Private Residence

PROPRIETOR:

Opy the Tailor, Skill 0 Human, and father (see #436).

297. Private Residence

PROPRIETOR:

Genevive Lae, Skill 0 Human (see #311).

298. Private Residence

PROPRIETOR:

Professor Roth, Skill 0 Dwarf (see #319).

299. Private Residence

PROPRIETOR:

Professor Brom Lee, Skill 0 Human (see #320).

300. Private Residence

PROPRIETOR:

Professor James Erdman, Skill 0 Human (see #321).

301. Private Residence

PROPRIETOR:

Astolphe Bhoskar, Skill 0 Dwarf, and family (see #427).

302. Private Residence

PROPRIETOR:

Jenkin Murdoch, Skill 0 Human, and family (see #438).

303. Private Residence

PROPRIETOR:

Lyndon Upton, Skill 0 Human, and family (see #346).

304. Private Residence

PROPRIETOR:

Adi and Sylvia Das (see #439).

Adi Das, Skill 12 Cleric

Race: Human

Religion/Deity: Greek/Nike

STR: 16 (0, +1), INT: 12, INS: 18

STA: 15 (+1), DEX: 12, APL: 13

HTK: 78, AC: 4

MV: 9", AL: L. Neutral

AT: 1, DM: by weapon type

THACO: 14

HT: 5'7", WT: 137 lbs.

Weapon Proficiencies: staff, hammer, footman's mace, flail, throwing hammer

Armor: +1 chain mail

Weapons: +2 throwing hammer with return, +1 staff, footman's mace, footman's flail

Magic Items: Scroll 7 spells (skill 2-9),

Ring of Swimming, Staff of Curing,

Beaker of Plentiful Potions: (Flying,

Poison, Extra-Healing), Ointment of Healing

Spells: 8/7/6/4/3/2/2

Specials: None

Sylvia Das, Skill 7 Cleric

Race: Human

Religion/Deity: Greek/Nike

STR: 15, INT: 10, INS: 17

STM: 9, DEX: 16 (+1, -2), APL: 16

HTK: 50, AC: 3

MV: 9", AL: L. Neutral

AT: 1, DM: by weapon type

THACO: 16

HT: 5'3", WT: 110 lbs.

Weapon Proficiencies: throwing hammer, footman's mace, footman's flail

Armor: +2 chain mail

Weapons: +1 mace, throwing hammer (x2)

Spells: 5/5/3

Specials: None

305. Private Residence

PROPRIETOR:

Donna Plesa, Skill 0 Human (see #441).

306. Private Residence

PROPRIETOR:

Curley Thorndike, Skill 0 Human, and family (see #326).

307. Private Residence

PROPRIETOR:

Professor Jed Licka, Skill 0 Human, and family (see #323).

308. Private Residence

PROPRIETOR:

"Iceman" Johnson, Skill 0 Human, and parents (see #442).

309. Temple of Healing

PROPRIETOR:

Alena Rabindranath, Skill 11 Cleric

Race: Human

Religion/Deity: Celtic/Diancecht

STR: 14, INT: 15, INS: 18

STA: 13, DEX: 12, APL: 17

HTK: 57, AC: 4

MV: 12", AL: L. Good

AT: 1, DM: by weapon type

THACO: 14

HT: 5'2", WT: 95 lbs.

Weapon Proficiencies: staff, hammer, throwing hammer

Armor: +3 leather mail

Weapons: +1 staff (see magic items), hammer

Magic Items: +1 staff: Create Water

(1/day), Resist Fire (2/day), Dispel

Magic (3/day), Tongues (4/day);

Potion of Extra Healing (x4); Potion

of Healing (x8); Staff of Healing;

Ointment of Healing

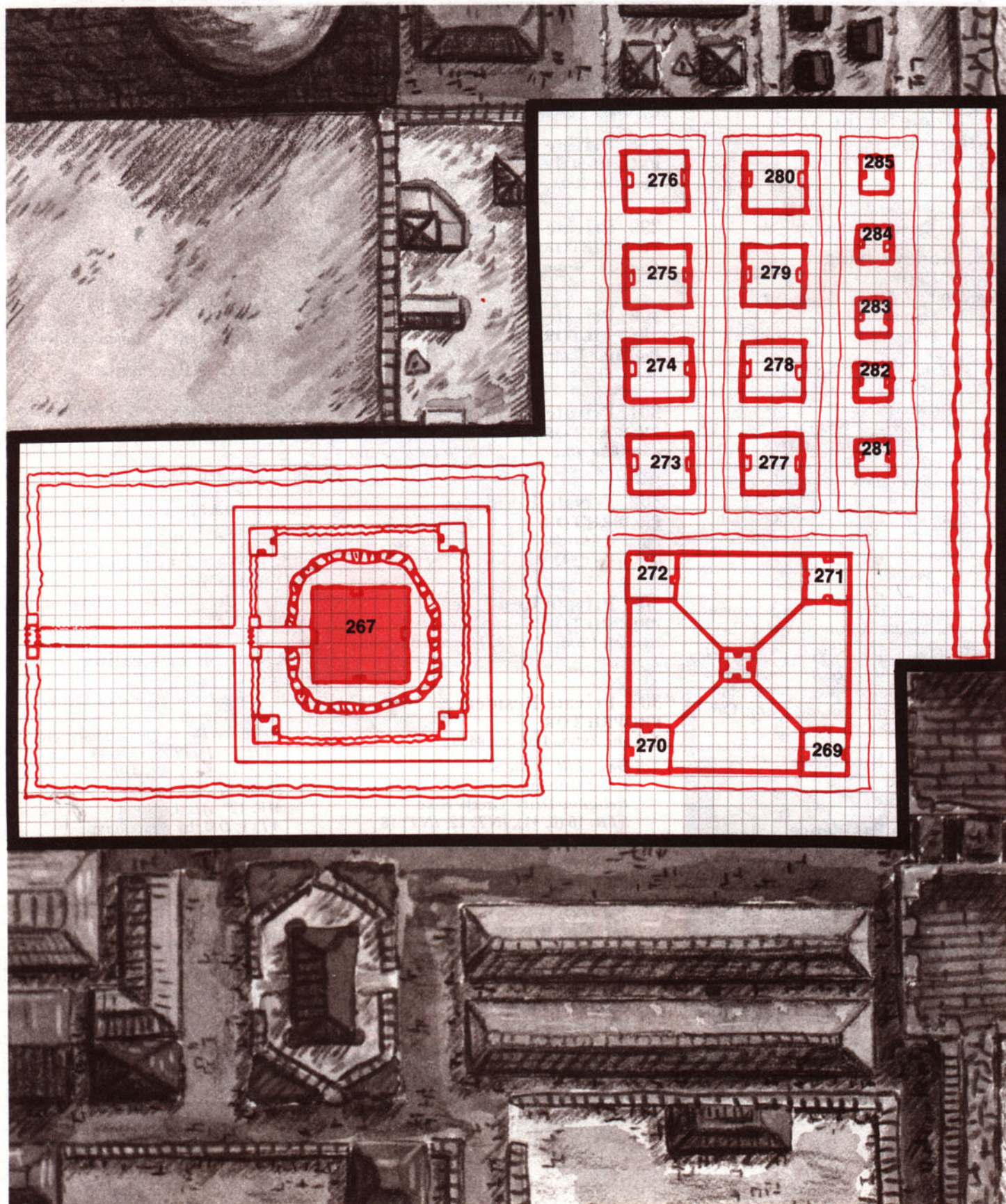
Specials: 35% chance to summon

Diancecht

Spells: 7/6/5/4/2/1

SECTION GG

(D-8, 9, 10, 11; E-8, 9, 10, 11; F-10, 11)



267. Captain's Keep

PROPRIETOR:

Captain, Skill 13/4 Fighter/Magic-user

Race: Lizardman

STR: 21 (+4, +9), *INT:* 18, *INS:* 17

STA: 18 (+4), *DEX:* 17 (+2, -3),

APL: 18 (9)

HTK: 95, *AC:* 1

MV: 12"/18", *AL:* C. Neutral

AT: 2/1, *DM:* by weapon type

THACO: 8

HT: 7'0", *WT:* 320 lbs.

Weapon Proficiencies: long sword, bastard sword, two-handed sword, short sword, trident, long bow, mace

Armor: None

Weapons: +2 two-handed sword, +1 trident, long bow, long sword

Magic Items: Ring of Underwater Action, Bracers of Defense (AC: 4), Wand of Frost (34 charges), Pipes of the Sewers

Spells: 3/2

Captain is the Captain and owner of the frigate, *The Shadow*. *The Shadow* flies a black flag, and, at this time, it is uncrewed.

Captain has a skeletal tail that functions normally. He has a tail mace at the end of his tail.

First Mate, Lion, Skill 11 Fighter

Race: Human

Religion/Deity: Norse/Tyr

STR: 17 (+1, +1), *INT:* 12, *INS:* 12

STA: 17 (+3), *DEX:* 18 (+3, -4),

APL: 17

HTK: 85, *AC:* 0

MV: 12"*, *AL:* L. Neutral

AT: 3/2, *DM:* by weapon type

THACO: 10

HT: 5'10", *WT:* 175 lbs.

Armor: Chain mail and shield

Weapon Proficiencies: battle axe, short sword (eagle-billed), long bow, Florentine Fighting (see *Florentine Fighting*), dagger, throwing dagger

Armor: None

Weapons: +1 battle axe, (2) +2 eagle-billed short swords (for Florentine Fighting), long bow

Magic Items: Ring of Warmth, Eyes of the Eagle, Ring of Water Walking, Potion of flying

Specials: None

Lion is very Scandinavian-looking. He serves as a look-out quite often (he uses his Eyes of the Eagle). His best friend is Dwarf.

Second Mate, Dwarf, Skill 9 Fighter

Race: Shireling

Religion/Deity: Norse/Tyr

STR: 9, *INT:* 14, *INS:* 13

STA: 13, *DEX:* 18 (+3, -4), *APL:* 12

HTK: 63, *AC:* -2

MV: 9"/12"*, *AL:* L. Neutral

AT: 1, *DM:* by weapon type

THACO: 12

HT: 3'3", *WT:* 63 lbs.

Weapon Proficiencies: short sword, short bow, dagger, throwing dagger, Florentine Fighting, battle axe

Armor: +3 Elvish chain mail

Weapons: +3 Cold sword (+5 vs. fire creatures); [INT: 5, EGO: 12], +1 throwing dagger, short bow, dagger

Magic Items: Bag of Holding, Potion of Clairvoyance, Potion Extra-Healing, *Boots of Striding and Springing
Specials: Save vs. Poison +4, Infravision: 30'

Dwarf is a tough-acting man who loves the company of Lion; he would forfeit his life for his friend. Dwarf likes to jump from ship-to-ship, usually reaching the other ship before anyone else.

NEW TOWN

269. Private Residence

PROPRIETOR:

Isak Marley, Skill 0 Human, and family (see #106).

270. Private Residence

PROPRIETOR:

Rose S. Tes, Skill 0 Human, and family (see #111).

271. Private Residence

PROPRIETOR:

Professor Mathews, Skill 0 Human, and family (see #324).

272. Private Residence

PROPRIETOR:

Professor Kev N. Cook, Skill 0 Human, and family (see #325).

273. Private Residence

PROPRIETOR:

Professor Ann E. Liot, Skill 0 Human, and family (see #326).

274. Private Residence

PROPRIETOR:

Professor Clint Maverick, Skill 0 Human, and family (see #337).

275. Private Residence

PROPRIETOR:

Pratt Bradmen, Skill 0 Human, and family (see #287).

276. Private Residence

PROPRIETOR:

Professor T.R. Cook, Skill 0 Human, and family (see #322).

277. Private Residence

PROPRIETOR:

Big John Cooley, Skill 0 Human, and family (see #391).

278. Private Residence

PROPRIETOR:

Armin Holbrook, Skill 0 Human, and family (see #392).

279. Private Residence

PROPRIETOR:

Efrem Endicott, Skill 0 Half-elf, and wife Liana (see #394).

280. Private Residence

PROPRIETOR:

Aldrich and Annora Halvord, Skill 0 Humans (see #397).

281. Private Residence

PROPRIETOR:

Shane O'Keenan, Skill 0 Human (see #399).

282. Private Residence

PROPRIETOR:

Garet Zolton, Skill 0 Elf, and family (see #404).

283. Private Residence

PROPRIETOR:

Boyd Sadler, Skill 0 Human, and family (see #406).

284. Private Residence

PROPRIETOR:

Achim Gutzon, Skill 0 Human (see #342).

285. Private Residence

PROPRIETOR:

Todd Formsby, Skill 0 Wood Elf, and family (see #437).

FLORENTINE FIGHTING

Florentine Fighting is the art of fighting with a rapier and a dagger (other weapons may be used at the GM's discretion). When a Character uses Florentine Fighting, he carries the rapier in his normal weapon hand and uses the dagger in his other hand to thrust, slash, or to shield himself from incoming melee attacks. Thus, a Character using Florentine Fighting is allowed twice as many attacks per round.

If a Character wishes to be proficient in Florentine Fighting, he must already be proficient with a rapier and a dagger. Then, Florentine Fighting counts as two additional weapon proficiencies. For example, a skill 1 fighter starts out with four weapons with which he is proficient. He chooses a rapier, a dagger, and Florentine Fighting. With these choices, he has used all of his initial weapon proficiencies (1 for rapier, 1 for dagger, and 2 for Florentine Fighting).

The combinations of weapons used in Florentine Fighting are as follows:

- Rapier and dagger
- Two daggers
- Any other two-weapon combinations (GM discretion).

A Character engaged in Florentine Fighting has his Armor Class increased by 1 (-1) against all close-in melee attacks (i.e. no long-range attacks). This Armor Class adjustment does not apply when the fighter is attacked from the rear.

When Florentine Fighting, a Character must have a DEX of 16 or more. Otherwise, he has a -1 modifier on his to hit roll.

BRIARWOOD CASTLE

(E-4, 5, 6, 7, 8; F-4, 5, 6, 7, 8;
G-4, 5, 6, 7, 8)

Briarwood Castle houses the Overlord (Lucius II), his wife (Consort Casandra), the Overlord's Wizard/Chancellor (Dowons), the Overlord's guards (the Black Lotus), and many others.

Information about Briarwood Castle is classified. The Overlord has taken every measure to insure that the castle's interior remains a secret to those on the outside.

Overlord Lucius II, Skill 20 Fighter

Race: Half-human, one-quarter elf, one-quarter drow

Religion/Deity: none claimed

STR: 17 (+1, +1), *INT:* 13, *INS:* 14

STA: 12, *DEX:* 16 (+1, -2), *APL:* 18

HTK: 94, *AC:* -5

MV: 12", *AL:* L. Neutral

AT: 2, *DM:* by weapon type

THACO: 4

HT: 6'0", *WT:* 193 lbs.

Weapon Proficiencies: long sword, battle axe, bastard sword, dagger, short sword, footman's mace, long bow, crossbow, Florentine Fighting (see Florentine Fighting in Section GG)

Armor: +2 plate mail, +3 shield

Weapons: +2 Vorpal Blade, +2 bastard sword (+3 vs. dragons), Dagger of Venom

Magic Items: Boots of Levitation, Ring of Regeneration, Rod of Lordly Might, Amulet of Life Protection, Carpet of Flying (4x6), Darwin's Instant Fortress, Ring of Polymorph Self, Mighty Servant of Look-O: Powers 6xI: MM, X, F, Y, V, Q/6xII: V, JJ, N, G, OO, XX/1xIII: D/2xIV: T, DD/2xVI: L, M

Specials: Infravision: 30'

THE OVERLORD'S WIZARD/CHANCELLOR

Dowons,

Skill 24/18 Magic-user/Illusionist

Race: Human

Religion/Deity:

Central American/Mictlantecuhli

STR: 12 [18/00]* [+3, +6]*, *INT:* 19,

INS: 17

STA: 15 (+1), *DEX:* 16 (+1, -2), *APL:* 17

HTK: 73, *AC:* 0

MV: 6", *AL:* L. Neutral

AT: 1, *DM:* by weapon type

THACO: 13

HT: 6'1", *WT:* 157 lbs.

Weapon Proficiencies: staff, dagger,

blow gun, throwing dagger, boomerang

Armor: None

Weapons: Glass daggers (Acid-filled) (x3), +2 dagger

Magic Items: *Bracers of Defense: (STR: 18/00*), Wand of Fireballs (8 charges), Ring of Polymorph Self (22 charges), Bag of Holding, Wand of Illusion (3 charges), Gorgon Horn (when blown, this horn produces two gorgons under the blower's control)

Spells: Magical: 5/5/5/5/5/5/5/4

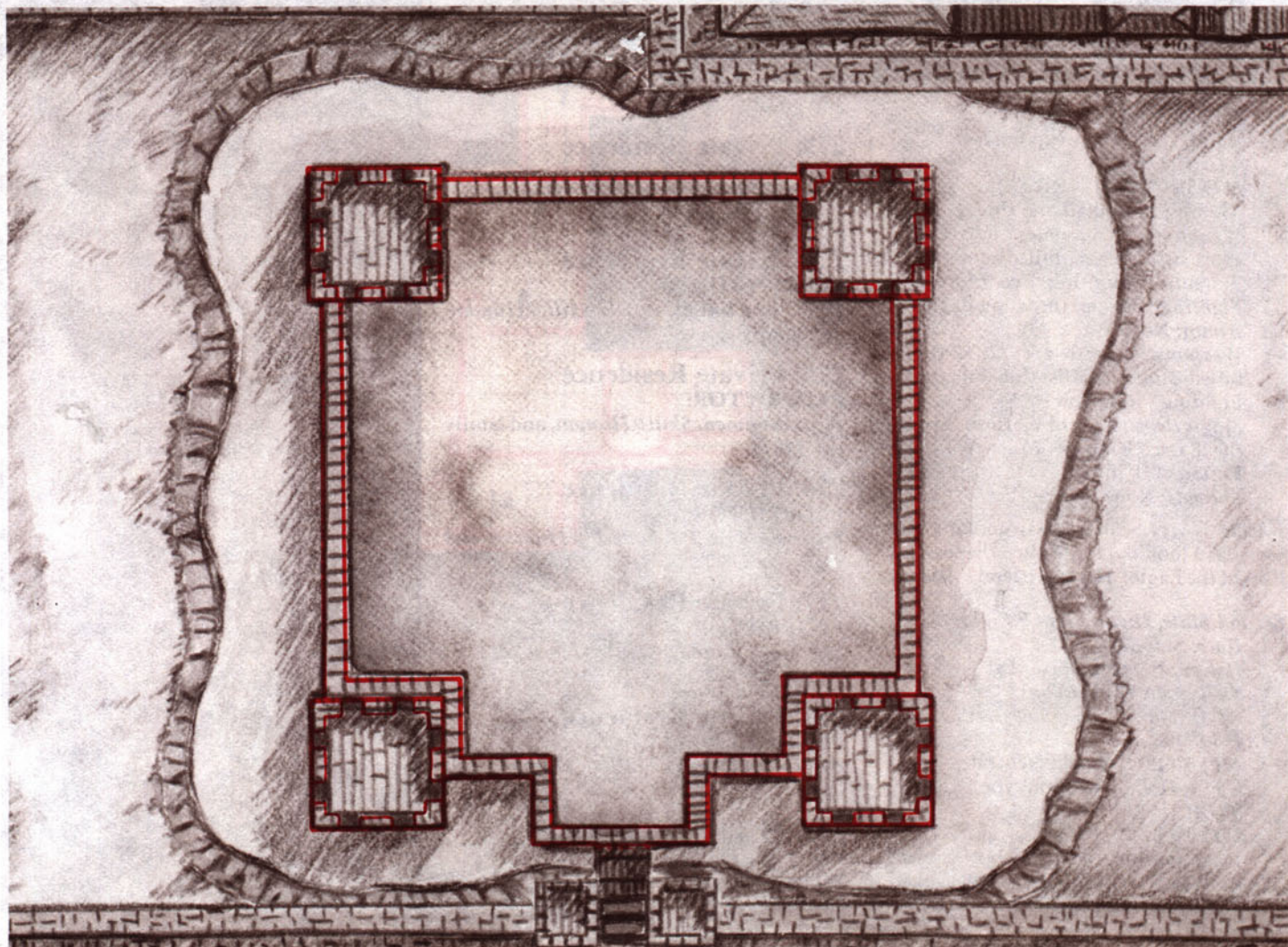
Illusionary: 5/5/5/5/3/3/2

Specials: Immune to the following: Charm, Sleep, Enfeeblement, Polymorph, cold, electricity, insanity, death spells/symbols, and Skill 1 Illusion/Phantasm spells.; Touch: Cold damage (DM: 1D10) and paralysis; Fear.

Dowons uses the Overlord as a powerful weapon. He makes many of the Overlord's decisions with complete caution. Dowons wants to remain the Overlord's advisor as long as possible.

Dowons is allied with the Violet Spider (#64).

BLACK LOTUS GUARDS (see #362 for statistics).



APPENDIX

CRIMES AND THEIR PUNISHMENTS

The crimes and punishments listed below are, by no means, the only crimes that can/will be committed. They are guidelines to be used and/or altered as each GM sees fit.

Due to the magicks available, 95% of all criminals are caught and justly convicted.

1: LITTERING

Littering is a minor offense, but it is highly frowned upon. Therefore, the fine for littering is 1 gp or 1 week of hard labor. Repeat offenders are fined an additional 1 gp and must serve an additional week of hard labor (for each time caught). The offender must also serve one week of hard labor for each gp of the fine which is not paid.

2: VANDALISM

Vandals are charged for damage that is done, plus a fine of 5 gp. The offender must serve one week of hard labor for each gp of the fine which is not paid.

3: DISTURBING THE PEACE

Offenders caught disturbing the peace will get a warning on the first offense. Each repeat offense results in a fine of 1 gp and 3 days of hard labor. (Fines/punishments are cumulative per repeat offense.)

4: OBSTRUCTING JUSTICE

Anyone obstructing justice is fined 5 gp and/or sentenced to 1 week of hard labor. If the fine cannot be paid, the offender must spend 2 weeks performing hard labor. (Fines/punishments are cumulative per repeat offense.)

5: BRIBERY

Bribing or attempting to bribe a City-State employee (i.e. guard, judge, etc.) is a very serious offense. Offenders will be flogged in the Old Slave Market Plaza. In addition to the public flogging, the offender will be sentenced to 6 months of hard labor.

City-State employees who accept bribes are dealt with more severely; they are publicly flogged, left in stocks for 3 days, and either sentenced to a year of hard labor or banished from Briarwood. If the offender chooses banishment, s/he is taken 100 miles outside of Briarwood and left there.

6: BLACKMAIL

Blackmail punishments vary greatly depending on the person (or people) being blackmailed (i.e. merchant, city official, senator, etc.). Punishments range from 1 gp to 200+ gp fines and sentences range from 1 month to 5 years of hard labor.

7: SELLING STOLEN GOODS

Offenders caught selling stolen property are considered to be accomplices to both the robbery and to whatever other crimes were committed during the robbery. Repeat offenders are sentenced to death.



8: POSSESSION OF STOLEN GOODS

Punishments for possessors of stolen goods vary greatly. Those unknowingly possessing stolen goods need only hand over the stolen items. Those who knowingly possess stolen goods are considered accomplices to the both robbery to any other crimes committed during the robbery.

9: FRAUD

Those convicted of fraud are fined twice the amount of money the person received or would receive from carrying out the fraud. Also, the offender must serve 1-12 months doing hard labor (depending on the seriousness of the fraud). Repeat offenders are sentenced to death.

10: FORGERY

Forgers are few and far between. The reason for this is that due to the magicks available to uncover crimes, forgeries are easily discovered. Forgers are sentenced to five years of hard labor. For a repeat offense, the sentence is death.

11: RAPE

Rape occurs under many different circumstances. Therefore, punishment for offenders range from cutting off an ear or limb to a brand on the forehead. Repeat offenders are put to death.

12: ARSON

Those convicted of arson are easily and severely dealt with; all arsonists are burned at the stake.

13: SACRIFICING

Sacrificing of small animals, magic items, insects, monsters, etc. is permitted, but it is diligently regulated.

Sacrificing humans or any other sentient being is punishable by a slow, painful death. Also, all properties/holdings of the offender(s) (sects, individuals, etc.) are divied by the City-State. The family of the sacrifice victim (if applicable) is given the first choice of wealth, items, etc.; the City-State (mainly the capital city of Briarwood) gets the remainder.

Under this system, whole religious sects have been put to death, and poor Biarwood citizens have become extremely rich.

14: TORTURE

Only the Overlord can legally have a sentient being tortured. Even then, torture is rarely used as a punishment. However, any private citizen who tortures another being will, without exception, be tortured to death over a period of 4D4 days.

15: KIDNAPPING

Kidnappers are sentenced to ten years of hard labor. Repeat offenders are sentenced to death.

16: PRISON BREAKOUT

All offenders involved are first flogged, and then drawn and quartered. Their remains are fed to animals (sharks, lions, etc.). Consequently, the offender will not be given a proper burial.

17: ROBBERY

There are many types of robbery. (See entries for specific types below, i.e. Armed Robbery, Unarmed Robbery, etc.)

A: GRAVE ROBBERING

Punishable by 5 years of hard labor. In addition, the offender must help bury all who die during his/her hard labor term.

B: CHURCH/TEMPLE ROBBERING

Punishable as the church sees fit. (Punishment must be sanctioned by the Overlord/Senate.)

C: UNARMED ROBBERY

Punishable by 5 years of hard labor. Repeat offenders are drawn and quartered.

D: ARMED ROBBERY

Punishable by 5 years of hard labor and the amputation of the offender's weapon-hand. Repeat offenders are drawn and quartered.

E: MAGICAL ROBBERY

Punishable by 5 years of hard labor. Also, the offender's green card is revoked (if applicable), and the index finger and thumb on each hand are amputated. Repeat offenders are drawn and quartered.

18: MANSLAUGHTER

Punishable by eight years of hard labor. Repeat offenders are sentenced to death.

19: MURDER

All murderers are put to death; the method of the death is usually very long and painful.

NOTE: Hard labor is defined as working 12-16 hours daily; digging, hauling dirt, rocks, etc., cleaning and repairing buildings and streets, etc.

When the work day is over, the inmates go to the local jail; they remain there until the next day.

Parole is never allowed, and visits are only allowed once every month.

Prisoners have no rights; they are treated as beasts of burden and nothing more.



LANGUAGES

There are many languages throughout the continent of Calandia; most of them are race languages. However, there are about a half dozen which are regional languages. They are as follows:

ALURIAN (SOUTHRON): This language originated in the south of Calandia. Aluria is now presently behind enemy lines.

CALANDIAN: This language is also known as the Common language. Calandian is the oldest and most widely used language in Briarwood.

MASANESE: This language originated on the island of Masan, which is located on the southern shore of Calandia.

MERCHANTS' CANT: Merchants have their own universal language, so, no matter where they go, they may still practice their trade. Merchants' Cant is a mixture of hand signs, whistles, and words from many languages.

NILESE: This language originated in the Nile Islands. Ninety-five percent of all lizardmen speak Nilese as their main language.

PACTISH: This language is believed to have originated on the continent of Shadowpact. Shadowpact is believed to be a land of evil and chaos. Therefore, Pactish is spoken in whispers, and is known as the "dark language."

All nagas and drow are taught Pactish, but they will not use the language in the presence of other races.

TA'LONESE: This language originated in the continent of Ta'lon. No one can reach Ta'lon because it is hidden. All centaurs speak Ta'lonese.

POTIONS:

WHAT THEY'RE MADE OF WHAT THEY'RE WORTH

The information furnished in the **Potion Chart** is an abridged compilation of Alham Southland's (see #35) successful potion fabrications. Exact quantities of components, their mixtures, and cooking times (if applicable) have been omitted. Gold piece values are based on the availability of components in Calandia. Those gp values differing from the standard rule books are marked with an asterisk.

Alham will buy most components if they are not more than two days old, and if they are completely intact.

Potions which are not listed in the standard rule book or are different from their listing are marked with a †. These potions are described after the **Potion Chart**.

The GM may change components and gp values at his/her discretion.

POTION CHART

Potion	Main Component(s)	GP Value
Animal Control	Hearts of ten different animals	400
Blink †	Two blink dog brains	400
Clairaudience	Ears of five different felines	500
Clairvoyance	Eyes from two eagles, or one set of eyes from one giant eagle	500
Climbing	Web sacks from two giant spiders or web sacks from fifty regular web-spinning spiders	500
Delusion	One leprechaun, ground	400*
Diminution	Sprite's wings	400
Displacement †	Displacer beast tentacles	450
Dragon Control	Salivary glands of specific dragon type	5,000-9000+
ESP	Doppleganger brain	850
Extra Healing	Titan tissue (from hands)	1,000*
Fire Resistance	Two hell hound tongues	400
Flying	Roc, Pegasus, or Shedu feather	750+
Gaseous Form	Vampire blood	800*
Giant Control	Salivary gland of specific giant type	1,000-6000+
Giant Strength	Muscle tissue of specific giant type	900-1,400+
Growth	Giant slug slime (two quarts)	600*
Healing	Titan hair	600*
Heroism	Hero's heart and brain (skill 4 fighter)	500
Human Control	Hearts and brain of three humans	900
Humanoid Control †	Hearts and brains of three specified humanoids	900+



Invisibility †	Invisible Stalker essence	750*
Invisibility	Two pixies, ground	500
Invulnerability	Clay golem dust	750*
Levitation	Beholder central eye fluid	650*
Longevity	Tree giant sap	1,000+
Oil of Etherealness	Kirin horn	1,500+
Oil of Slipperiness	Giant slug slime (two quarts) and one giant eel	750
Oil of Water Walking †	Sea hag skin	800
Oil of Stone to Flesh †	Gorgon head	750
Philter of Love	Sylph heart	600*
Philter of Persuasiveness	Two dryad hearts	850
Plant Control	Leaves from thirty different plant types	300
Polymorph Self	Two Doppelganger brains	500*
Poison	Five different poisons	350+*
Speed	Rust monster tail	450
Super-Heroism	Super-hero's heart (skill 8 fighter)	750
Sweet Water	Water Elemental (one quart; while still alive)	750*
Teleportation †	Couatl tongue	1,000+
Treasure Finding	Dragon hearts from two different dragon types	2,000
Undead Control	One ground lich or two ground vampires	2,500
Water Breathing	Two ixitxachitl heads	900

Blink: as per blink dogs

Displacement: as per Cloak of Displacement

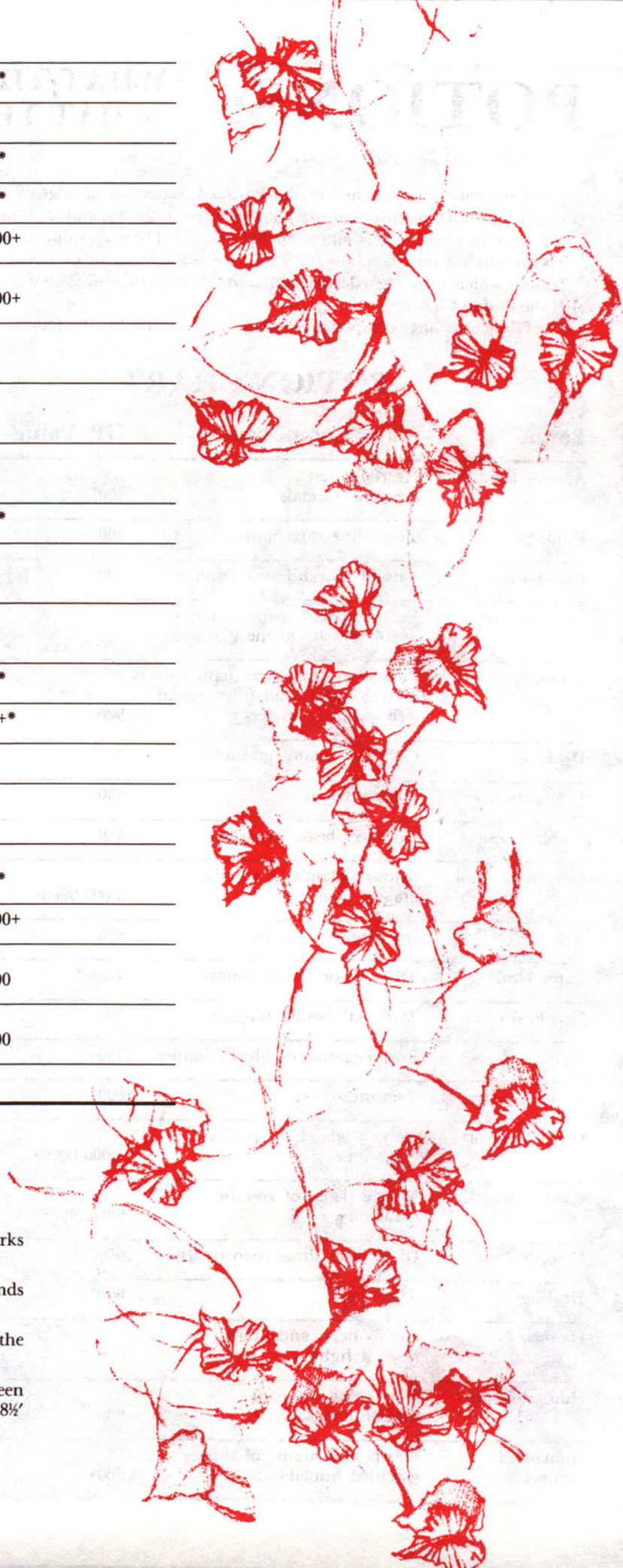
Humanoid Control: as per Potion of Human Control, but works on one humanoid type (i.e. dwarves, elves, shirelings, etc.)

Invisibility: with invisible stalker essence, it will last two rounds longer than with pixies

Oil of Water Walking: if rubbed onto the bottom of the feet, the using Character can walk on water

Oil of Stone: when poured over a Character that to Flesh has been turned to stone, the Character becomes flesh (works on beings 8' tall and shorter)

Teleportation: as per skill 5 magic-user spell



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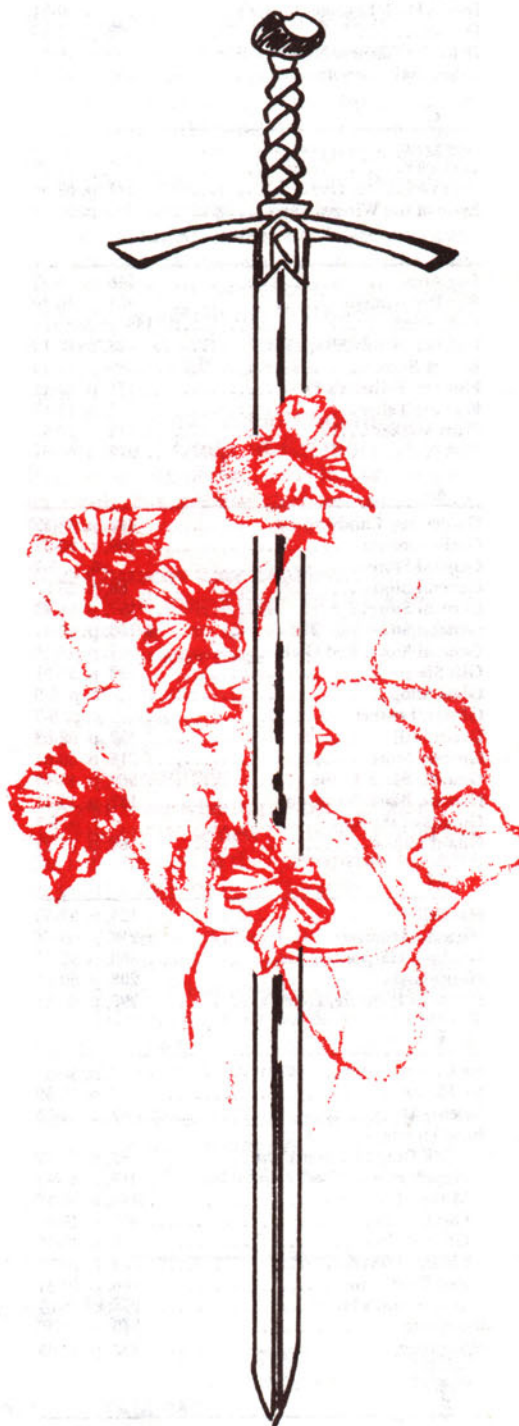
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BACKGROUND and ENCOUNTER BOOK





The City-State of the Invincible Overlord

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City-State of the Invincible Overlord

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DEDICATED TO:

My Parents, Donna, and The Old Gang.

Aluria, Amber Swamp, Ariel, Ararrat, Bentwood Forest, Briarwood, Brombor, Calandia, City-State of the Invincible Overlord, Warden Thadeus Cornwall, Crandel, Cy, Damias, Dasa, Dowons, DSL, Farrohe, Fliander, Greenfang Forest, Griffins Claw, Han-gar River, Helington, Jaxal, Kentills, Leopa Mountains, Lilymoor, Tihs Limac, Trisha Loop, Lorin the Clean, Lucius I, Lucius II, Lucius the Invincible, Marrahoe Mountains, Masan Island, Cahn Mar'na, Vicar Milo, Nile Island, Nlairm, Fr. Miles Oak, Ocmoth, Overlord, Pellias, Phaeton, Phoebus, Pincus, Ranyart, Raspatal, Salorian, Sasha, Shadowhawk, Shadowpact, Shangee River, Bergen Sheen, Siber Sea, Smiladon, Sslarth, Szordic, Ta'lon, Thormars' Peak, and the Wall of Fog are trademarks for role-playing adventures and supplements published by Mayfair Games Inc.

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THE OVERLORD'S OFFICIAL HISTORY OF CALANDIA

by Quartus Ignatias,
Court Historian to the Overlord Lucius The Invincible

Like the beginnings of any great enterprise, the origins of Calandia are lost in a muddle of legend and myth. Some sages claim that, from the dawn of time, Calandia has existed just as it is today. These same sages prophesize that it will endure in its present form until the end of time. Although these savants can weave an impressive web of sophistry to support their contentions, intelligent readers will dismiss such jibberish as the tired dogma of pompous buffoons. If there is one well-documented fact regarding the history of Calandia, this fact is that Calandia's past is one of enormous change and upheaval. The history following this introduction will serve as evidence to prove my point.

On the other hand, there are those nihilists who claim that Calandia is nothing more than a state of mind. These pessimists would have us believe that all beings which inhabit Calandia are figments of our imaginations. When challenged with physical evidence proving the existence of these "imaginary" beings, the nihilists escape the conundrum they have created by requiring us to offer proof that our evidence is something more than a mere construct of their own minds! Obviously, such debates are nothing more than the defenses of weak-willed dullards who wish to justify their chaotic and hedonistic pursuit of disorder against the persistent inquiries of rational minds. They deserve less attention than the dogma-bound sages of the first argument.

An examination of the facts reveals that the truth lies somewhere between these two opposing viewpoints. Calandia's earliest records indicate that the country existed as long as 12,000 years ago. As might be expected, these records are rather sparse and, at times, contradictory, but it appears that the people of that earliest age considered Calandia nothing more than a small island. They believed they had been marooned on the island by a wrathful god in repayment for some terrible trespass of their ancestors.

The records indicate that these people harvested their livelihood from the sea surrounding their island, and built their homes near the present-day site of Briarwood, "at the birthplace of the three rivers." Here we encounter the first major contradiction. The ancient city of Briarwood is, as we all know, located on the Highest Plateau, in the center of the continent of Calandia. The three great rivers to which the records refer must be the rivers Shangee, Hangar, and Lilymoore, for the source of each river is within walking distance of Briarwood. It is inconceivable that the records refer to another site near the sea; no explorer has ever reported finding the sources of three other rivers within any proximity to each other, and such a distinctive landmark would not go uncharted.

How could the first inhabitants of Calandia have lived at the present day site of Briarwood and harvested their livelihood from the sea, when the closest sea-shore is over 90 days travel by boat? More importantly, how could they have considered a continent the size of Calandia to be a tiny island? I am forced to conclude that the first inhabitants of Calandia were of such massive proportions that Calandia's vast expanses seemed a tiny garden! Of course, such a proposition is preposterous; beings of such great size would not have left records which beings of our modest proportions could hold in two hands.

The only logical explanation is that these first inhabitants fished the rivers instead of the sea. Yet, even this conclusion has its problems. For instance, it is difficult to imagine that a community of more than a few hundred could be supported by fishing the rivers near Briarwood. Yet, the record clearly implies that there were over ten-thousand people in the locale of Briarwood. Also, there are references to fish and mollusks which inhabit only the



salt-water of the distant sea. This is one of those contradictions for which there is no ready explanation.

In this contradiction, we find evidence to support the contentions of both camps, the dogma-bound buffoons and the hedonistic dullards. The records clearly refer to the existence of the Three Great Rivers and establish the land nearby as the center of civilization as early as 12,000 years ago. It must be more than coincidence that Briarwood, the capital city of all Calandia, is located on this same ground. It appears that, as the sages claim, some things have not changed in 12,000 years. On the other hand, the citizens of this early settlement ate shellfish and other delights from the sea; today, such delicacies are only available after travelling 90 days. This certainly lends support to the contentions of the nihilists!



The Uttermost War

Over the next several thousand years, it appears the inhabitants drifted away from the fishing life and began to occupy themselves as farmers and herdsman. They developed quite an extensive culture, a culture that stretched unvaryingly from shore to shore. They shared a common (albeit, barbaric) religious system which held that a nameless god had created Calandia as a playground for his children. These children served as deities for the farmers. (Some religions today still show elements of this belief.) A great deal of the daily life of these farmers revolved around rituals to appease the immature and mischievous child-gods. The farmers believed that without the good will of these fickle gods, their crops would fail and their animals would become infertile.

Then, about 7,500 years ago, something terrible happened to the farmers. The records contradict themselves on exactly what the nature of this disaster was. Some records claim that the practice of slavery was invented, and other records insist that the child-gods became involved in a terrible quarrel. In any case, the result was something called the Uttermost War.

The Uttermost War pitted worshippers of the child-gods against each other. The records indicate that this was when most weapons, such as swords, throwing spears, bows and arrows, shields, and armor, were invented.

The petty wars in our history have involved conflicts and jealousies among the many tribes and peoples of Calandia. The Uttermost War was something completely different. It involved one people—the only tribe known in the world at that time—fighting itself. Each person chose sides according to which child-god he or she worshipped. Bands of worshippers roamed the land slaughtering those who did not worship the same god. Brother fought brother, father fought son, and, in the case of one all-female sect, mothers fought husbands and sons. Because there were no clear battlelines, no one knew who his opponent was, and, consequently, assumed that everyone was an enemy—even if he had known the person in question a lifetime!

As one chronicler of the time said, "There are no winners; we have all bled, and we have all shed blood. The magnitude of our crime has chased Contentment from this Land forever. May the Great Father forgive his Children and us, their blind servants."

The Great Misery

The chronicler's words seem to have been prophetic. The great society of the farmers, who up until that time had considered themselves one people and one tribe, was shattered. The remnants of each sect left the land of the Three Great Rivers and wandered into the wilderness surrounding the founding site of civilization. Most sects disappeared, falling prey to such hazards as starvation, weather, neighboring sects, and strange beings (such as goblins and orcs) which they had never before encountered.

The sects that survived the Great Misery had one thing in common: they were fierce nomad warriors. Although these clans

left little record of their beliefs, for their scholarly skills disappeared along with their civility, the records of their victims provide a fair account of their lifestyle.

During the first five-thousand years of the Great Misery, the nomad clans survived by hunting the beasts of the wilderness. They supplemented their hunting by raiding among some sects which had attempted to return to farming. During these raids, the nomad sects stole food, metal for weapon-making, and children, whom they raised to be slaves. Although the farming sects resented this thievery, the raids were infrequent enough that they did not feel compelled to spend a significant portion of their limited wares and goods defending themselves.

Near the close of the Great Misery, however, climatic conditions seem to have changed on Calandia. In the wild lands near the edges of the continents, where the nomads lived, the weather grew bitterly cold. The game grew scarce, or, worse yet, grew so fierce that it turned on the hunters, and the hunters became prey! The nomad clans, having lost all knowledge of farming in the long years since The Uttermost War, were in desperate straits. Their way of life was disappearing.

One by one, the nomad clans began to appeal for help to the farming tribes near the continent interior. Unfortunately, thousands of years of victimization had hardened the hearts of the farmers.

The farmers flatly refused to aid the nomads in any matter whatsoever. (In order not to malign the charity of the farming sects, I should point out that the nomad's pleas were most likely rather abrupt and peremptory, perhaps phrased along the lines of "Give us your food and your weapons or we'll kill your first-born children.")

As the nomads increased their raiding to a frequency that the farmers could no longer ignore, most sects organized small militias to repel the invaders. Because these militia units were well-armed, well-fed, and well-trained, the nomad raiding parties were unable to return unscathed with their spoils, as they had for so many years. With the traditional sources of nomad food either gone or turned predator, and the farmers organizing to resist their raids, the warrior nomads must have been near despair.

Then a nomad by the name of Varstus called a council of warriors from the greater portion of the continent. (This was no easy task; nomad legends praising the bravery of Varstus' messengers survive to this day. The clans were so fierce they often slew any who dared approach, not waiting to find out what had brought the stranger. Some legends say that it took as long as ten years to arrange the first meeting!) At this council, Varstus proposed that the nomad clans unite to conquer the farmer sects occupying the warm interior of the continent.

With the bellies of their people going empty, the nomad leaders wasted no time arguing over how they would divide the spoils. Within a year, the nomad clans conquered their first farming village. By the time of Varstus' death (approximately twenty years later), the clans had captured the interior of Calandia and forced the farmers into slavery.



The Founding of the City-State

After the effort they had expended to capture Calandia, the nomad leaders had no desire to allow their alliance to deteriorate into petty squabbles. To preserve their unity and consolidate their advances, they founded a city, Briarwood, at its present-day site near the sources of the Three Great Rivers. Without Varstus, however, they had no clear-cut leader, and had no idea about how to go about picking one. The record (which a farmer slave kept for them) shows that someone suggested an election. In the resulting debate over who should be eligible to cast a vote, two tribal leaders and a shaman died. Clearly, an election would not meet their needs.

After nearly a year of pondering, the nomads decided to rely on the skill of hunting to pick a leader. They reasoned that a successful hunter must have all the qualities needed in a king; he must have courage, and great patience; he must be cunning, physically strong, and, most importantly, lucky. Therefore, the council declared that the man who could kill a mature dragon and return its entire carcass to Briarwood would be the first king of the nomads.

Five years later, a man named Vanka-Tar returned to Briarwood upon the back of a subdued blue dragon. There, in front of the astonished citizenry of the village of Briarwood, he fought the dragon in single combat and slayed it. Thus began the reign of the Dragon Kings.

Although the records indicate the practice of selecting a dragon-killer as king continued for nearly three thousand years, I am doubtful that the king really had to hunt and slay a dragon in single combat after the first five hundred years. The actual hunts seem often to have left the throne vacant for a decade or more as thousands of hopeful men disappeared into the wilderness never to be heard from again. (The records also tell of three kings in a row whose reigns were cut sorrowfully short by vengeful relatives of slain dragons.)

As Briarwood grew, it could no longer afford the absence of a king for years on end. In addition, as a small city, Briarwood needed to rely more heavily on administrative skills than hunting prowess. Therefore, by the time of Varxxxxxx xxxxxxxklar (the missing letters of his name are lost to history) and the first organized chroniclers of the court, the dragon hunt was largely a symbolic trek into the wilderness in which it was considered a good omen for the next king to actually see a dragon.

Although the Chronology of the Dragon Kings is too long and too intricate to describe here in its entirety, we can simplify the trends, and say that over the next three thousand years, Briarwood grew from a small capital village and hunting camp to the great trading city it is today. The nomad lords had always intended the king of Briarwood to exert nominal control over the continent of Calandia. During the Chronology of the Dragon Kings this control was solidified and confirmed over that part of Calandia which the nomad lords had controlled at the time of the founding of the great city (and which, as we now know from further explorations, is not as large a percentage of the continent as the nomad lords believed it was).

Let me display, for your pleasure, the Chronology of the Dragon Kings scroll, as it has appeared since the first formal records were kept; scholars requiring further information on the reigns of particular kings should request admittance to the Library of the Overlord.

Chronology of the Dragon Kings

(DK=Dragon Kings)

(x=lost letters)

Varxxxxxx xxxxxxxklar	575-635 DK
Captain xxxx of 5 xxxxx	636-678 DK
Scxxx Tazakel of xxx994	679-737 DK
4xxxxxx xxxxx Stenxxxx	738-782 DK
Kukalkin the Preserver	783-808 DK
Bitol the Enginxxx King	809-886 DK
Itzlazam the Strong	887-947 DK
Camwritan the Priest King	948-990 DK
Golden Anothezam	991-1036 DK
Tregwar the Magnanimous	1037-1094 DK
Ahkan Chane the Wizard	1094-1192 DK
Cajalan the Progenitor	1193-1198 DK
Queen Alumienna	1199-1200 DK
Governor General Tepinar	1200-1202 DK
Aftar the Fire-Dog King	1203-1243 DK
Menestor the Defender	1244-1306 DK
Ermid the Ruthless	1307-1337 DK
Flamesnar the Barbarian	1338-1410 DK
Under-King Ledgelys	1411-1460 DK
Limanogan of the Red Stone	1461-1514 DK
Carodinas the Dragon King	1515-1554 DK
Drakomian the Kind	1555-1618 DK
Damermid the Talon	1619-1679 DK
Emperor Grongyrfeng	1680-1722 DK
Ontemac the Bald	1723-1763 DK
Carodinas the Usurper	1764-1826 DK
Aymaran the False King	1827-1869 DK
Akenothezam Silver-Brow	1870-1930 DK
Lamat of the Emerald Worm	1931-1987 DK
Manikon the Sea Dragon	1988-2034 DK
Polassar the Colonizer	2035-2085 DK
Kundal of the Flame	2086-2123 DK
Kukalan of the Storm	2123-2183 DK
The Between-Time Kings	2184-2199 DK
Gucumat the Weakling King	2200-2210 DK
Chacjalom the War Lord	2211-2301 DK
Chacmol the Conqueror	2302-2362 DK
Chulain the Demigod	2362-2406 DK
Hamentor the Wise	2407-2461 DK
Hamentor the Old	2461-2511 DK
Balor the Shield	2512-2570 DK
Wulfrikan of the Flight	2571-2615 DK
Ermanarik the Boy King	2616-2646 DK
Ermanarik the Valiant	2647-2719 DK



The Cycles of Atrabiloran

The Chronology of the Dragon Kings ends with the death of Ermanarik the Valiant in 2719. Ermanarik, whom the records claim was a just but overly stern ruler, was slain by a secret society of anarchists in retaliation for the outlawing of their organization. The assassination threw Briarwood into a period of chaos which lasted an unknown length of time. Unfortunately, we have no records of this period, but from indirect sources, we know that the territory under Briarwood's influence shrank to almost a quarter of its original size.

Apparently, Briarwood did not have a stable government again until a dwarven warrior by the name of Atrabiloran united the city's most powerful lords. The record is unclear as to exactly how he accomplished this feat; by some accounts, he kidnapped the children of the lords and threatened never to release them unless the lords joined with him; by other accounts, Atrabiloran had such a charismatic personality that the lords willingly agreed to follow him. In my opinion, the most likely explanation is that he used a secret cache of dwarven gold or jewelry to buy their loyalty realizing that the payoff, should he unite the fractured fragments of Briarwood, would far exceed his investment.

However he brought the lords together, Atrabiloran was an efficient ruler. Over the next two decades, he re-established Briarwood as the trading center of Calandia. By the twenty-fifth year of his reign, Atrabiloran was ready to turn his attention to reconquering the lands which had slipped from Briarwood's control during the dark times following Ermanarik's death. His official historian claims that over the next 95 years, Atrabiloran brought the entire continent of Calandia under Briarwood's control. This may be something of an exaggeration, however. While it is true that Atrabiloran reclaimed all of the lands originally controlled by Dragon Kings, and even extended the influence of Briarwood to corners of Calandia which the Dragon Kings had never heard of, Atrabiloran was far from conquering the entire continent of Calandia. His records contain no mention of such prominent landmarks as the Amber Swamp or the Dragon Tooth (Masan Island). Certainly, if Atrabiloran had conquered the entire continent of Calandia, his geographers and historians would have noted these great landmarks.

This is not to say that Atrabiloran's achievements were small! During the 120 years of his reign, Atrabiloran consolidated the basis for the great City-State of Briarwood as we know it today. Travelling the Great Rivers by boat, it would take a navigator 150 days to simply traverse the great expanse of the lands Atrabiloran ruled. Indeed, even our present Overlord, in his most profound wisdom, admires the accomplishments of the dwarven king.

Below is the scroll of the Cycles of Atrabiloran. We have neither time nor the space for a more extended discussion of the history of each cycle; scholars desiring more information on particular cycles are invited to apply for admission to the Library of the Overlord.

The Chronology of Atrabiloran

(AR = Atrabiloran's Reign)

The Two Suns	1-24 AR
The False King	25-77 AR
The Pagan Wars	78-99 AR
The Harvest	100-114 AR
Blessing of the Gold Dragon	115-119 AR
Building of a New Nation	120 AR

The Cycles of Salm-Lorin the Magnificent

In the 120th year of his reign, when Atrabiloran had consolidated nearly half (his historian claims all) of Calandia under his rule, disaster struck in the form of a giant dragon named Greenfang.

During the taking of the huge, murky wood we now call Greenfang Forest, back in the Pagan Wars, Atrabiloran's soldiers had discovered a great cavern filled with mountains of treasure. After a week of sport, hunting the creatures who guarded the heap, Atrabiloran had cleared the cavern. He claimed the treasure as his own and returned it to Briarwood.

Nearly thirty years later, a giant green dragon calling himself Greenfang landed outside the gates of Briarwood and demanded the return of his treasure, along with fair compensation for the loss of his servants. To make a long story short, Atrabiloran, being above all a dwarf, refused to yield even an ounce of the treasure. Greenfang, one of those dragons well-versed in the art of magic as well as combat, laid waste to great portions of Briarwood before locating Atrabiloran's treasure and retiring with it. Atrabiloran died of a broken heart within the same month.

Before his death, Atrabiloran named his closest friend and advisor, the Lord Salm-Lorin, as his successor. Although a capable advisor, Salm-Lorin was a terrible ruler. At Atrabiloran's death, he proclaimed a new chronology, which he called the Cycles of Salm-Lorin the Magnificent. To restore the glory Briarwood lost with Greenfang's visit, Salm-Lorin taxed the nobles heavily. He himself lived in unprecedented splendor.

The nobles quickly tired of Salm-Lorin's oppressive rule. In the sixth year of his reign, they rebelled. War raged in the city between Salm-Lorin's forces and the Lords of the Black Lotus, as the rebels called themselves. By the end of the ninth year of Salm-Lorin's reign, trade in Briarwood had all but ceased. The common citizens of Briarwood allied with the Lords of the Black Lotus in increasing numbers as their bellies grew empty. With his own treasury drained by war and profligate living, and without any significant trade to tax, Salm-Lorin was powerless to respond.

The Lords of the Black Lotus executed Salm-Lorin early in year ten, naming a half-elf descendant of the last Dragon King, Ermanarik IV, Overlord of the City. Meek and weak-willed, unlike his ancestor, Ermanarik IV remained a Black Lotus puppet the balance of his life, perhaps the only reason his reign stretched 92 years.

In the year 103 SL (Salm-Lorin), Ermanarik IV died of natural causes. His son, Lucius I, was dutifully named Overlord of Briarwood. Unlike his father, an intense desire to rule Briarwood in the same manner as the Dragon Kings burned in Lucius' breast.

During the first 20 years of his reign, each family of the Lords of the Black Lotus suffered some disaster which destroyed it. (There is no reason to believe these disasters were anything more than coincidence; beyond a doubt, Lucius was too honorable a liege to have connection with these unfortunate incidents.) In any case, Lucius I replaced the Black Lotus with an advisory council, or Senate, made up of representatives of the diverse influential power groups within the City.

Working closely with this Senate, Lucius I established permanent procedures for taxing the populace, dispensing justice, regulating trade, and generally running the City-State in an efficient manner. Lucius' programs worked so well that all of the lands under Briarwood's control willingly submitted to the taxes Lucius imposed in return for the protection of Briarwood's armies and the trade advantages membership in the City-State afforded them.

Despite his administrative prowess, Lucius had no desire to expand Briarwood's boundaries during his lifetime. He made it his task to establish a foundation for the future of Briarwood. He was wise enough to know simple expansion was more likely to hinder Briarwood's future than it was to ensure it, so Lucius I contented himself with creating a stable political environment.

Lucius did not intend the boundaries of the City-State to remain

static for long, however. He believed that once an administrative groundwork had been laid, a wise Overlord could expand the City-State's boundaries to the very limits of the continent. Lucius therefore trained his son, Lucius II, not only in the arts of diplomacy, administration, justice, and fiscal management, but in the arts of exploration, war, and annexation as well. From the beginning of his reign, Lucius I placed a heavy emphasis on the exploration of Calandia, so that his son might have as accurate a picture as possible for its unification.

Finally, in the year 200 SL, Lucius I felt ready to begin the conquest of the uncivilized reaches of the continent. Lucius sent his son forth at the head of a great army. With the dispatches that returned, he learned that he had done his teaching well, for Lucius II earned the surname "Invincible" as he bested clan after clan. By 260 SL, Lucius the Invincible had conquered Calandia, and taxes poured into Briarwood's treasuries from every shore.

In the year 262 SL, Lucius the Invincible returned to Briarwood at the head of the largest army in the world. For three days before his arrival, the ground trembled with the steady march of Lucius the Invincible's soldiers. Two hundred elephants carried the tribute he had won, and even his captives sang praises of Lucius' great triumphs. The citizens of Briarwood, resplendent in the fine gowns and dress which the Invincible's success had allowed even the poorest to wear, awaited his coming outside the city walls.

Finally, Lucius the Invincible's army reached Briarwood. The lead formations had been marching into the area surrounding the city for two days before Lucius and the leaders of the vanquished lands reached Briarwood, at the head of the main body of the army. While the city-state celebrated, the remaining units continued to arrive for more than a week. Eye-witnesses to this wondrous event claim that, even from the tallest tower in Briarwood, one could not see the farthest campsite the Invincible's army.

After the entire army was finally camped in the area surrounding Briarwood, Lucius I called a council of his son, the Senate, and the leaders of the tribes and peoples the Invincible had conquered. At this council, the Overlord outlined the basic problems he anticipated having an entire continent united under one City-State. First, maintaining the army Lucius the Invincible had amassed would be a considerable drain, even on the bountiful coffers of Briarwood. Second, administering such a vast area would be insurmountable; only the most general instructions could be issued with any hope of being followed. Third, although the trade of such a City-State would be immensely profitable, it would be difficult to regulate on a continent-wide basis. Finally, it would be impossible to enforce taxes unless each land paid voluntarily and regularly.

Lucius I then proposed a simple plan to alleviate these problems. First, the grand army would be disbanded. In its place, several small armies under the leadership of trusted lords of Briarwood would be stationed at strategic locations throughout Calandia. Of sufficient strength to crush a rebellion instantly, these armies could not defend a frontier. But there were no frontiers left. Second, each leader would administer to his own people under the guidelines set forth by the Overlord of Briarwood. Violation would result in execution; as long as the leader followed the code, he would rule without interference from Briarwood. Third, each land would be regulating trade in its own area, as long as it used the universal coin of the realm and charged only a modest tax. Fourth, each land would pay its taxes to Briarwood by the first of the year. Failure would be construed as open rebellion, and the penalty for open rebellion would be death for all noble citizens.

The Senate and nobles of Briarwood agreed because the conditions obviously only increased wealth for them. The leaders of the conquered lands agreed because they recognized the fairness of Lucius I's plan, which left them more or less in control of their own lands, and because disagreement would have meant death.



The Reign of The Invincible Overlord

For the next decade, the City-State of Briarwood was ruled according to Lucius I's principles with great success. However, in 273 SL, the reign of Lucius I ended with astonishing rapidity. He was addressing an assemblage of the government when, before the astonished eyes of the entire Senate, a lightning bolt struck him out of the thin air. Lucius I did not collapse, however. Instead, he mutated into a terrible four-armed, three-headed, fire-breathing monster. The creature went berserk, killing half the Senate in a matter of minutes.

Lucius the Invincible, hearing the terrible commotion, led a contingent of palace guards into the Senatorial Chamber. He slew the creature with his own hand, not realizing that this hideous monster was his father. As the creature died, its face changed back into that of the Overlord, and Lucius the Invincible realized his terrible mistake. Weeping, he held the dying creature in his arms. Witnesses report that the monster whispered something into Lucius the Invincible's ear which made the young prince's face grow as white as snow. Several Senators recounted hearing the Invincible ask, his face contorted with horror and his voice cracking with fear, "Is this my doing, then?"

His father died before answering the question.

We will never know what Lucius I whispered to his son, for, even after repeated inquiries, Lucius the Invincible has refused to reveal those words. What is certain, however, is that they foretold the great disasters which have befallen Calandia during the last fifteen years. Before we discuss the contemporary aspect of the City-State, however, we should list the Cycles of Salm-Lorin as they stand up to the present date. Those scholars interested in further information on any of the cycles will be disappointed, however; the Overlord Lucius the Invincible has ordered that these records be sealed to all but members of the royal family until the next Chronology begins.

Chronology of Salm-Lorin

(SL = Salm-Lorin)

The New Hope	1-5 SL
War of the Black Lotus	6-9 SL
The Overlord Ermanarik	10-102 SL
The Overlord Lucius I	103-273 SL
The Overlord Lucius the Invincible	273
	-present (287 SL)



The Present Condition of the City-State

Perhaps the best way to begin a discussion of the present condition of the City-State of the Invincible Overlord is to start with a geographic description of Calandia. (See continent map.) Calandia is a continent of considerable size, roughly circular in shape, and surrounded on all sides by ocean. Roughly twenty miles from the coast, a permanent fog sits upon the icy waters of the Siber Sea. No man has ever returned from a voyage into this fog.

Although the Wall of Fog prevents us from reaching other continents, we do know that other continents exist in this world. At least six different races of creatures have described home territories very different from Calandia. These are: the continent of the Drow, Shadowpact; the mainland of Centaurs, Ta'lon; the continent of the Lizardmen, Nile Island; the homeland of the Pixies, Ariel; the main landmass of the Nagas, Aluria; and the home of the Minotaurs, Jaxal. Although no one can doubt that these strange races are not native to Calandia, members of these races can do little to help us find their homelands. Without exception, they seem to have no memory of how they arrived here; they can tell us only that they were going about their normal everyday business when they fainted and awoke here, on Calandia. Undoubtedly, there are Calandian natives on other landmasses with similar problems. In any case, the exploration of other areas seems to be denied to Calandians until we penetrate the Wall of Fog.

Returning our attention to Calandia proper, then, we note that Briarwood is located near the center of the continent. Briarwood sits atop the Great Plateau, which stretches nearly thirty miles in every direction from the city. The Three Great Rivers all have their sources within a few miles of Briarwood. Shangee runs from Lake Bergen toward the northeast, Han-gar runs from Lake Tara toward the west, and Lilymoor runs from Lake Pottowa toward

the southwest. The lakes are fed by streams running from the assorted mountain ranges which dot the Great Plateau.

The largest concentration of agriculture occurs between the rivers Han-gar and Lilymoor, where the rivers provide the greatest access to transportation. Although there is some agriculture along the Shangee, most of the trade on this river comes from the mineral deposits found in the Leopa Mountains which parallel the river's course to the north. Although the sea is open to navigation all the way around the continent, few sailors will journey beyond the mouth of a river. The bitter cold renders any voyage along the edge of Calandia's shore extremely uncomfortable at best, and fatal at worst. The possibility of being blown through the Wall of Fog is more of a deterrent, however; in the volatile weather conditions near Calandia's shores, it is not unusual for a ship to be blown twenty or thirty miles off-course. A miscalculation on the captain's part, and an entire ship's goods and crew are lost forever.

Generally speaking, Calandia's climate is quite warm and humid near the center of the continent (only Briarwood's high altitude prevents it from being uncomfortably hot). As one travels toward the edge of the continent in any direction, the temperature grows steadily colder. At the furthest extents of the rivers, only the backwash of salt-water prevents them from freezing. (There have been reports of the river mouths freezing in recent years, but these can be dismissed as the exaggerations of bored sailors.) Of course, the climate varies in particular locations according to altitude, wind patterns, and so on.

This, then, is an outline of Calandia's geographic situation. Of course, it would be possible to write volumes on even a small portion of the lands in the Overlord's control, but for purposes of our discussion, a general overview should do.

Recent Occurrences

For nearly a year following his father's death, Lucius the Invincible suffered a state of near catatonic lethargy. His close advisors suspected that he had fallen victim to some sort of enchantment, but they maintained to the outside world that he was simply mourning his father's death. Despite their protestations, however, most of the noble court was aware of the Overlord's condition, for the most noted magic-users and clerics were summoned from the distant reaches of Calandia. None was able to cure the Overlord's melancholy.

After a year, the nobles were preparing to select a regent to rule in the Overlord's place. The Overlord, however, snapped out of his lethargy when the word of the first ravage reached Briarwood. A battered militia captain of the Black Lotus Guards (named after the Lords of the Black Lotus) burst into the Senatorial Chamber almost exactly one year after Lucius I died. He told the Senators that he had been on patrol near the northern edge of Calandia when he came across a village that had apparently been abandoned. When he and his men investigated, however, they discovered that every inhabitant of the village had died. All the victims showed evidence of animal-like wounds.

The captain ordered his men to make camp outside the village that night, intending to stay for a day or two and investigate. His first thoughts, the captain explained, were that a rampaging dragon had destroyed the village, although he couldn't imagine what such a village could possess that would interest a dragon. He was hoping to find the answer by searching the rubble the next day.

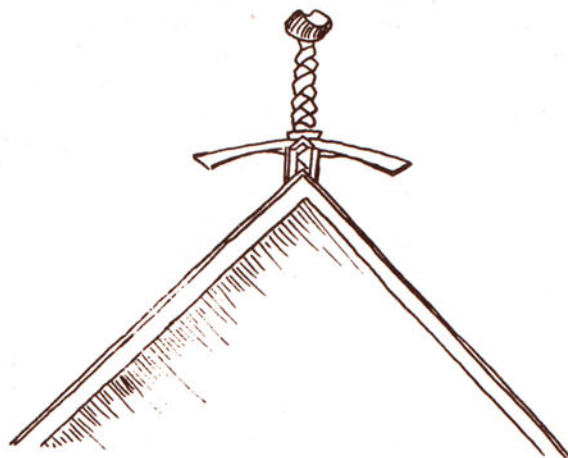
The captain never had a chance to carry out his plan. That night, the dead villagers came to life and attacked his party. His men maintained discipline for the first half-hour of the battle, he explained proudly, despite the fact that their weapons had little effect on the peasants. When their dead comrades began to rise and attack them, however, his troop panicked and fled.

He gathered as many of his men as he could in the frigid dark

and ordered a rereat. The dead followed relentlessly. All night long, the screams of stragglers filled the air as the zombies caught them. At first the captain and his men tried to save those who screamed. Invariably, however, this simply resulted in more deaths, so he and the other survivors steeled themselves to the shrieks of their companions.

At dawn, the zombies collapsed. Only a handful of the captain's original troop remained. They fled toward the south, not resting all that day, nor the next night, even though fully half of the survivors collapsed of exhaustion and undoubtedly perished at the hands of the zombies the next night. On the following day, they rested, then continued to flee toward the south that night. Eventually, they came to a village and were able to find transport back to Briarwood.

When the Overlord's valet dutifully repeated this report to Lucius the Invincible, he was much surprised to hear the Overlord mutter, "At last, it has begun. We must prepare!"





The Overlord's Preparations

After questioning the captain in person for more than a day, Lucius the Invincible burst into a flurry of activity. He summoned the Captain of the Militia and ordered him to send scouting parties to the very edge of Calandia in every direction. Lucius also arranged for a magic-user or cleric of no small skill to accompany each expedition. At first, the Captain, pleased that his liege was well again, responded enthusiastically. But very soon he realized that the number of patrols that Lucius demanded would leave the city with only a token militia.

Lucius responded to his protests by demanding that each noble surrender command of one-tenth of his forces to the Captain. The demand irritated the nobles, but they gritted their teeth and bore the outrage in the name of restoring the Overlord's sanity.

After the patrols left Briarwood, Lucius the Invincible did something no ruler of the city had ever done before: he spent the next three months with his Chancellor, Dowons, studying and memorizing every last detail of the City-State's immense economy. When he emerged from this lengthy seclusion, he announced that Dowons had been doing an excellent job of managing the City-State's economy. However, he continued, in light of the threat now facing the entire continent of Calandia, he had decided to restructure Briarwood's tax system to prepare it for a war of unprecedented proportions.

Of course, the nobles and the Senate were bewildered, concerned, and upset. They could not conceive that the City-State, having extended its borders to the very edge of the continent, could be involved in a war of any sort. They objected to Lucius' prediction of conflict for two reasons. First, there was no opponent outside

the City-State to battle. Every land on Calandia had long since been conquered, and, although other continents existed, the Wall of Fog acted as an impenetrable defensive barrier against armies from other landmasses. Second, there was no threat from any sort of internal rebellion. Every land in Calandia paid tribute to Briarwood freely and without reservation, for the tribute allowed it to trade with the rest of the continent. It was unthinkable that even one liege-country was planning to rebel, much less enough of them to cause a war of "unprecedented proportions."

Although he refused to reveal what type of fight he expected, Lucius the Invincible steadfastly maintained that Briarwood would be involved in a cataclysmic war within the next few years. Pointing to the destruction of the village in the north as the first indication of this war, he insisted that the city's only hope of survival lay in preparing for its defense now.

The Senators openly speculated that Lucius had lost his sanity. Although the report of dead villagers coming to life was disconcerting, they hardly felt it to be a threat to the existence of the entire City-State of Briarwood. Most nobles agreed with the Senators; Lucius seemed to be manufacturing an enemy in order to force some sort of disagreeable economic mandate upon them.

Realizing that he had little hope of convincing the nobles or the Senators of the urgency of the situation, Lucius compromised with them. He would prepare his plan, but he would not force it upon them. In return, the Senate would agree to consider his plan in four months' time. The Senators readily agreed to Lucius' compromise, for it cost them nothing. In their view, it delayed the inevitable confrontation with the Overlord significantly. They hoped to use this time to gently coax Lucius back to his wits.

The Reports of the Scouting Parties

Lucius had chosen his timing carefully. He knew that the scouting parties should begin reporting back a month before his deadline, and he hoped to use the news they brought to convince both the Senate and the nobles of the urgency of the situation. In the meantime, the Overlord disappointed the Senators by isolating himself with the Chancellor to hammer out the details of his proposed economic restructuring.

During this time, the Senators began to suspect the Chancellor of exerting undue influence over Lucius. (Although the charge is, of course, groundless, it is only fair to point out that Lucius was spending most of his time with the Chancellor. One can hardly blame the Senators for suspecting foul play when their liege-lord suddenly emerges from a catatonic state, announces that a cataclysm is imminent, and proposes restructuring the entire economy of a continent!)

A month after Lucius isolated himself with Dowons, the Senate passed a resolution removing him from his post. When Lucius overruled the resolution, some of the more radical Senators seized on this fact and claimed it to be proof of Dowons' unnatural hold over Lucius. A resolution to put the Chancellor to death narrowly failed after Lucius personally assured the Senate that he was in complete control of himself, and that the radical courses of action he was recommending were of his own design. He simply required the Chancellor's expertise to complete his plans.

The same evening, the Chancellor received a light wound when he narrowly avoided an assassination attempt. In a fit of anger, Lucius called an emergency session of the Senate in the middle of the night. When the groggy Senators had at last gathered, Lucius berated them sorely for not standing by their agreements or obeying their own dictates. Lucius reminded the Senators that they had been chosen for their honor and declared that if he could not count on that honor, he would do just as well to draw peasants off the draft and name them Senators. This appeal to the Senate's integrity had the desired affect: it split the Senate into two rival factions, those who felt that they must uphold their agreement with Lucius and those who felt that agreements with madmen were null and void.

That same evening, the Senate passed a resolution proclaiming that until Lucius presented his plan for restructuring the economy, it would pass no more resolutions. In addition, the resolution stated that if either Lucius or the Chancellor suffered an unnatural death, the Senate would be disbanded and each Senator's life would be forfeit. Thus assured of a peaceful environment in which to complete their work, Lucius and the Chancellor returned to isolation.

This resolution soon worked against Lucius. As I mentioned earlier, the key to Lucius the Invincible's plan was stalling consideration of his proposal until the majority of the scouting parties he had dispatched returned with their reports. Lucius earnestly felt that these reports would convince the Senate (and consequently, the nobles) to adopt his plan. Unfortunately for Lucius, only two scouting parties returned on time, and these two parties had nothing unusual to report. (We know now that the commanders of these scouting parties had been remiss in their duties, but at the time no one had reason to doubt their competence.)

When the news of the first two parties' reports reached the Senate, many of the younger and more hostile Senators began to agitate for the immediate appointment of a regent to act in Lucius the Invincible's place. Despite the fact that they, too, felt the rest of the reports would prove Lucius to be insane, the more experienced, wiser, and more honorable Senators refused to act until after Lucius presented his proposal. However, the younger Senators were able to force an informal agreement not to postpone the date of Lucius' proposal under any circumstances.

For the next three weeks, no other scouting parties returned to

Briarwood. Even those Senators who had most loudly berated Lucius' supposed insanity found this unusual. But, while Lucius suspected that the delay was due to the fact that the truth was much worse than he had anticipated, the Senators told each other that the tardy return of the patrols was caused by unfavorable weather conditions.

Finally, a mere week before Lucius was to present his proposal to the Senate, the third scouting party (or what was left of it) returned. Its acting leader (for all of the officers had perished), reported that it had been assigned to investigate conditions in the Marrahoe Mountains. Though they had expected to encounter minor harassment from the miscreant goblins which inhabited the area, they were in no way prepared for what they found.

After passing through the Marrahoe Mountains without incident, the patrol had expected to find the Siber Sea. Instead, they encountered a vast frozen plain. At first, they thought the sea had frozen, but closer inspection revealed that the expanse before them was land. Realizing that they were lost, the captain sent out small exploratory parties to locate prominent landmarks. None of these parties ever returned.

On the fifth morning after dispatching the exploratory parties, the scouting party was attacked by a tribe of giant, fur-covered goblins. Each of these monsters stood over seven feet tall, and fought with great agility and strength. The patrol, badly outnumbered, fled back toward the mountains, where it established a temporary stronghold late in the afternoon. The commander intended to hold the party's attackers off for a day or two, hoping to recover the smaller groups of men that he had sent to search for landmarks.

Just after midnight, a hole opened up in the middle of their encampment and goblins began to pour from it. At the same instant, the tribe of giant goblins attacked the camp perimeter. During the massacre that followed, the patrol fought valiantly, but, in addition to being outnumbered, they were caught between two enemies. Most of the soldiers perished that night.

The few dozen that did escape worked their way back toward civilization. They quickly learned that they would be allowed no rest, for the giant, hairy goblins chased them by day, and the small, normal goblins harassed them by night. Even in their terror, the survivors kept moving doggedly toward the north, never resting more than an hour or two at a time. More of their number died along the way, either of exhaustion and exposure, or victims of their pursuers.

After a week of this blind rush, they finally came upon an elven village large enough to forestall their pursuers. The elves were able to provide them with rest and food. Five nights later, however, elven outposts reported a veritable army of giant goblins marching toward the village. Within an hour, the elves had abandoned their village and fled into the forest, leaving their less-agile guests to fend for themselves.

Panic nipping at their heels like hell hounds, the survivors resumed their northward flight, always alert for the guttural cries of their pursuers. However, the rest at the elven village had proven sufficient to restore the strength of the party. By continually moving at least twenty hours a day, they were able to stay ahead of their goblin escort. Eventually, they reached a fair-sized city and arranged to return to Briarwood.

At first, this report sobered the Senate considerably. On the morning they heard the scouts, many Senators, especially the younger ones, were ready to prepare for an all-out war with this mysterious tribe of giant goblins. Their more experienced colleagues, however, urged caution and moderation. After all, they warned, this was an isolated incident and by no means constituted a war of the magnitude Lucius was predicting. When this appeal did not dampen the fiery emotions of the young Senators, the elder



statesmen reminded their young peers that just the previous day, the junior Senators had called for the Overlord's replacement. Did they think he would readily forget their disloyalty?

Although the elder Senators had only intended to subdue the panic of the young Senators, their words had a much greater effect. The thoughts of the radical Senators turned from the City-State's welfare to their own well-being. With striking clarity, they suddenly saw that their hasty and thoughtless speeches of the previous months could jeopardize their status, perhaps even their property, if the Overlord's concern proved legitimate.

In a true testimonial to the short-sightedness of today's young nobles, these radical Senators then uniformly bent all their efforts toward proving that Lucius the Invincible's prediction of war was wrong, rather than trying to discover whether or not it was correct. The scholars of ages yet-to-come, if our culture is not long since destroyed and forgotten by the foolishness of these milksops, will wonder at the conceit, the short-sightedness, even the stupidity of our child-Senators. That such a generation of nobles should ever rise to power is demonstration enough of the degeneracies of the soft life our citizens have come to know in Briarwood. Did they not realize that if the Overlord was right, not only would it do them no good to prove he was wrong, but the stakes were even beyond their tiny political intrigues? If they mistook the situation, they were absolutely assuring the destruction of the entire City-State.

By that same evening, the patrol's report had been widely dismissed as a pack of lies invented to cover incredible acts of cowardice. Several Senators even sponsored a resolution to execute every last man of the patrol for desertion and mutiny. Only the ban on the passing of resolutions until after the Overlord's proposal saved the lives of these noble soldiers.

Despite the considerable volume and quantity of proclamations declaring the report of little or no value, the radical Senators realized that if more patrols returned with similar stories, they would be lost. Therefore, they pooled their resources and secretly sent large numbers of their retainers outside the city walls to intercept and kill returning scouting parties.

Fortunately for Briarwood, Lucius the Invincible was not such a fool as our young Senators, and the survivors of terrible ordeals were more difficult to kill than these soft fools had imagined possible. In a brilliant demonstration of the kind of clear thinking that made him Lucius the Invincible, the Overlord placed the militia in a wide circle surrounding Briarwood, ordering them to intercept and secretly deliver to him returning scouting patrols.

During the course of the next week, the militia delivered over twenty scouting parties to Lucius. Of the dozen parties that slipped through the militia's ring unnoticed, the retainers of the

radical Senators succeeded in killing only two parties. The other ten parties, after fending-off surprise attacks from the radical retainers, quickly sought and found the Overlord's protection.

At this point, wiser men would have accepted their losses and fled. However, as our young Senators have demonstrated several times, they were not very wise, and far too greedy for their own good. They actually reported to the Senatorial Chambers as if nothing unusual had occurred.

On the day of his proposal, Lucius produced the thirty leaders of the scouting parties which had returned.

I can only imagine the faces of the radical Senators as ten of the leaders told the story of their return to Briarwood and how, believing they had reached safety at last, they were attacked by retainers they assumed had been sent to greet them. At this point, the Senatorial Chamber is reported to have erupted into the commonest ruckus. The sequestered halls rang like a market-day village square with denials of guilt and curses deriding the integrity of the men telling their stories.

The Overlord, however, was prepared for this predictable tactic. Without saying a word, he signaled the militia-men who had been waiting outside the chamber. One-by-one, they began bringing in the bodies of those who had perished at the gates of Briarwood. Although each man showed the signs of a long and perilous struggle, the wounds which had slain him were fresh.

The chamber grew deathly silent as the pile of dead soldiers in the center of the room grew. Finally, after the eighteenth body had been laid on the floor, the Overlord said, his voice even and without emotion, "These are the bodies we have found so far. Undoubtedly there are more."

He nodded at the militia-captain once more, then said, "The next corpses belong to some of the cowards who killed these soldiers." The militia then brought in fifteen retainers who had died while attacking the scouting parties. The bodies were laid at the feet of the Senators whom they had served in life.

Once more, the room erupted into shouts of denial and curses of character. The Overlord, however, had heard enough sophistry for one day. He drew his mighty sword and clanged the flat of its blade against the marble podium at which he stood. The uproar quickly died.

"I hereby release the Senate to make new resolutions," he shouted. "I trust that they will be just."

Within the hour, the traitors at whose feet retainers lay were executed. Their property was seized and given to the City-State's treasury. Undoubtedly, there are those scoundrels that survived, but they have apparently learned the error of their ways and now keep a much more moderate counsel.



The Senate Reconvenes

That afternoon, what remained of the Senate reconvened and heard the reports of the remaining scouting force. Without exception, they told stories similar to that of the first party.

Each, after reaching its destination, became lost. In many cases, the party could locate notable local landmarks, but often could not find the sea, or found it much further away from the landmarks than expected. Only two of the scouting parties assigned to the Three Great Rivers returned. The party which scouted the Hangar had travelled down its great waters over a month when it came to a great city the leader at first took to be Helington. The city was completely abandoned, as far as they could tell from the river. When they tried to dock there, a great serpent rose from the river and barred their way.

After repeated attempts to defeat or sneak past the serpent, the party gave up and drifted down-river. They intended to set ashore where the river reached the Siber Sea, which they knew was only a small distance from Helington. Two days later, however, they decided they must be wrong about the identity of the city. If the city had been Helington, they would have come to the sea over 30 hours earlier; instead, they still had not sighted open water. At the end of their second day, the scouts were attacked by a colony of fish-men. Like the first party, most of their number were lost as they worked their way back toward Briarwood.

The party which scouted the Lilymoor River encountered no trouble until it reached the river delta. Here, on one of the thousands of tiny islands dotting the river's fan-shaped mouth, it found a mighty tower of black ebony rising perhaps a hundred feet into the air. Their leader ordered them to make camp on a nearby island, intending to investigate the tower in the morning.

Only the men who had been assigned the morning watch survived. When dawn came, the tower had disappeared. When they went to inform their commander, they found a giant larva in his bed. Much to their horror, they discovered that all of their comrades had been eaten (it is assumed) by giant larvae. They immediately fled back toward Briarwood.

The reports continued along a similar vein for three days, each more gruesome and distressing than the last. There were over a dozen tales of large groups of vaguely humanoid creatures slowly making their way away from the edge of Calandia. The scouts refused to call these bodies of monsters an army, for they were used to the order and discipline of the armies of Lucius the Invincible, but they had no difficulty saying that it would require a mighty army to check their advance.

Two reports in particular distressed the Overlord, although the details were not particularly gruesome. Two separate scouting parties, one operating in the far north and the other along the shore past Bentwood Forest, reported entering cities which are not shown on any charts in the Overlord's Library. The northern group visited a city called Lunn. It was a great walled city inhabited by all manner of vile creatures; these creatures seemed to take great pleasure in torturing their human slaves. Only the scouting party's superior training and the quick wit of its late leader allowed it to escape a terrible fate. Unfortunately, like all of the other expeditions, by the time the party found the city, they were hopelessly lost, so we have little idea of the location of this enemy stronghold.

The eastern group encountered a city called Dasa. This city was inhabited by mischievous sprites, although it was apparently ruled by some sort of female demon. The inhabitants of this city took particular delight in tempting each soldier to try some forbidden pleasure. Invariably, soldiers foolish enough to yield to their desires met a grisly, if appropriate, end. When the commander of this party wisely decided to leave, the she-demon herself took great sport in hunting them down. The handful of survivors which returned to Briarwood were saved only by the intervention of a friendly, gold-colored dragon. (This intervention itself is

worthy of note, for never before has a member of the long-memoried dragon species performed any kind of service for a citizen of Briarwood—whose first kings were chosen for their dragon-hunting abilities!)

Finally came the tale of Farawae the Magician. Farawae is an interesting man who is not afraid to admit his own strengths and weaknesses. He freely admits that he is somewhat of a coward, but points out in his own defense that he is ill-equipped to fight many battles. (This is a trait to be admired; I myself am not a warrior, but perform a valuable service for Briarwood and Lucius the Invincible. It is high time that we scholars and others of our ilk receive recognition for the valuable services we provide; without us, the City-State would perish as surely as if it were a nation of feeble old crones.) His party was assigned to explore the plains west of the Marrahoe Mountains. They were to travel through the Amber Swamp, over the Low Plateau, then to the sea shore. Farawae assumed that he was along simply to provide protection for the soldiers from insects, snakes, and other hazards of the swamp.

Therefore, he was ill-prepared for what happened. The scouting party was forcing its way through the Amber Swamp at the rate of about three miles a day. The vegetation was as thick as a spider's web, and Farawae's spells seemed to have very little effect. Of course, this was not unusual for the Amber Swamp, so the commander and his men simply assumed they were having some bad luck. With what small relief Farawae did provide from the insects, the party simply forged ahead as fast as it could.

After ten days of struggle, they awoke one morning to find an immense marble field stretching from their campsite to the end of the swamp. Sensing a trap, the commander immediately ordered Farawae to see if the marble was enchanted in any way. Farawae complied, letting the insect shield lapse. Much to his surprise, he could detect no aura of magic on the field at all.

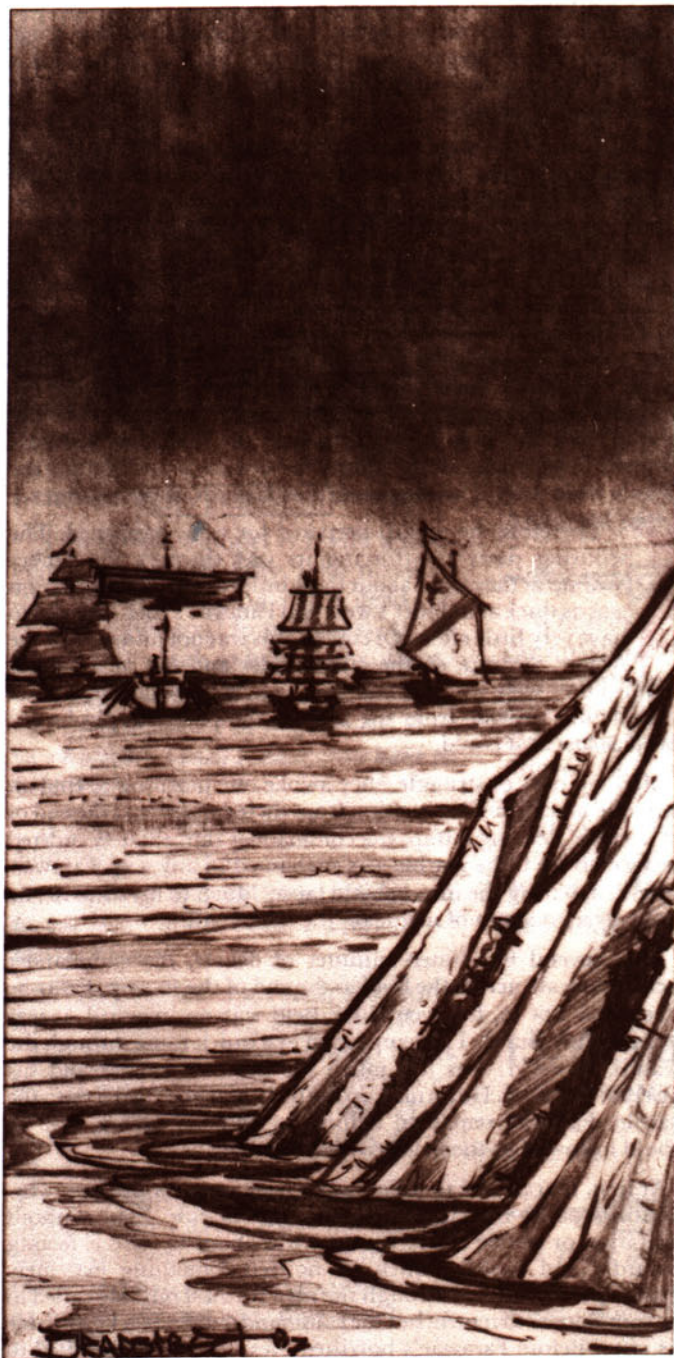
After several bug-bitten minutes of debate, the commander decided to walk across the field to the end of the swamp. Farawae urged him not to, for even if the field was not magical, it was certainly unnatural. The temptation of a quick route through the swamp, however, was too much for the commander and his miserable soldiers. He formed up the unit, and marched it onto the marble. Farawae remained behind to observe, saying that he would follow after the party crossed the field.

At first, it appeared that Farawae's fears were unjustified. The scouting party marched out onto the marble field without hesitation or visible effect. Farawae was about to follow, feeling cowardly and foolish, when he noticed something extremely unusual. He could see through the men furthest out! He called to the commander to return, but the commander did not acknowledge his cries. Before Farawae's horrified eyes, the unit continued to march toward the far end of the swamp—and continued to grow more transparent! Within an hour, the entire unit had simply faded away.

Farawae remained next to the marble field for several days, hoping against hope that the scouting party would return. By the fifth day, Farawae had just about given up. His rations were running low and he knew he was ill-equipped to survive in the Amber Swamp alone. On the other hand, he could not bring himself to abandon his companions if there was any chance at all of their return. He stayed for three more days, and then the decision was made for him. When he awoke on the ninth morning, the field had disappeared!

Farawae worked his way back toward Briarwood, even more slowly, if it is possible. In addition to finding his way through the swamp, he had to distill fresh water, catch edible food, and keep from being eaten. Finally, however, he reached the swamp's edge and found a small village of peasants that somehow dredged a living from the murky waters. Nearly dead with exhaustion, thirst, and starvation, Farawae stayed with the peasants until he was well enough to complete the journey back to Briarwood.





The Overlord's Conclusion

After the Senate had heard the last report, it was clear that, as Lucius claimed, the City-State was perched on the verge of an unprecedented conflict. But the enemy was not one that could be readily identified or labeled. The Senators could only agree on one thing: whatever the nature of the coming war, it was not a type of conflict or an enemy the likes of which Briarwood had ever before faced.

Debate continued for a week without fruitful result. Several wise and learned Senators offered ideas as to whom the enemy might be. Some suggested the drow had discovered a way across the Siber Sea and established bases all along the perimeter of Calandia. Others felt certain that the denizens of Hell had escaped and come to make Calandia theirs. There were even those who were convinced that these strange occurrences were somehow the doing of the traitors they had just executed. Try as it might, however, the Senate could find no satisfactory explanation to fit the facts.

The Senate finally talked itself out of ideas and turned to the Overlord for his observations. He responded with the air of one who had considered the problem carefully and completely, yet arrived at no conclusion other than that no simple answer existed. "I am just as blind as you are, my friends, though I admit that my father warned me of a great cataclysm with his dying breath. We can be certain of only one thing, which is that the nature of the world has changed in some terrible way that we cannot comprehend.

"I am confident that if we are to overcome our difficulties and save the City-State, we must discover the nature of this change. If we do not, we shall certainly perish.

"What our scouts have reported convinces me of another terrible fact: the being or beings that have caused this change are powerful beyond our wildest imaginings. We must be fools to challenge such power, but if we do not throw down our gauntlet, our City-State, our heritage, our descendants, perhaps even the memory of our accomplishments shall perish as surely as we will be defeated.

"Therefore, I suggest we prepare for battle on all fronts. I ask the Senate to approve the following resolution:

"First, that we send small bands of our best warriors to the frontier to slow this tide where possible, to operate as dogs nipping at the heel of a great beast, thereby turning the beast's attention away from its true goal and toward the minor irritation which impedes its progress.

"Second, that officers of the City-State's militia be granted the power of conscription over peasant and noble alike, the peasants to serve as foot soldiers and nobles as officers in the Second Great Army of the City-State.

"Third, that in order to arm this force, we establish a war-tax on all goods sold in Calandia of one-part for every ten, failure to pay said tax resulting in charges of treason and, if guilt be determined in any court speaking in the name of Lucius the Invincible, punishable by death and confiscation of property. Also, all adventurers must pay a 10% finder's fee on all treasure or magic found on or in Calandia. Smiths and merchants making or selling arms for the use of the City-State's army shall be exempt from this tax on the sale of arms, armor, and other implements of war.

"Fourth, that we place upon the militia the duty of ensuring a smooth and rapid flow of raw materials required for the production of war implements into Briarwood from the outlying districts.

"Fifth, that we charge clerics of all religions with the task of exploring the spiritual world to determine if the cause of this terrible change lies somehow in the offense of a god or gods.

"Sixth, that we summon to Briarwood, upon pain of death if necessary, all magicians, illusionists, and spell-casters of any sort (including clerics, druids, and the like) for the purpose of establishing a mighty reserve of the arcane; the City-State is to bear the cost of transporting and boarding said spell-casters from now until the end of the war.

"Seventh, that we send our best navigators abroad into the Siber Sea in order to seek the other continents of the world in the hope of finding allies against whatever be the cause of these dreadful occurrences.

"Finally, that as the Invincible Overlord of the City-State, I, Lucius II, be authorized to make and enforce such decrees as are necessary to prepare for and conduct the coming war."

The Senate immediately approved Lucius the Invincible's resolution, with the exception of the last stipulation. After three weeks of debate, Lucius and the Senate finally worked out a compromise wording: "That as the Invincible Overlord of the City-State, I, Lucius II, be authorized to make and enforce such decrees as are deemed necessary by the full body of the Senate to prepare for and conduct the coming war; the Senate shall have the authority to reverse such a decree by a three-fourths agreement of its body; and this power shall be revoked upon completion, satisfactory or otherwise, of the coming, terrible war."



The Current State of Affairs

Since Lucius II received the authority to wage war against whatever is attacking Calandia, a little over four months ago, the situation has worsened considerably.

First, most of the towns on the edge of Calandia have been abandoned, due to the growing preponderance of hideous invaders. In some cases, the militia, or small groups of exceptional warriors, have been able to stem the tide in isolated areas. However, this is far and away the exception. The enemy, whoever he is, now controls a band nearly four miles wide around the entire continent of Calandia! Obviously, this presents a front much too large for the Overlord's forces to defend; on the other hand, the fact that the enemy can occupy such a front only serves to further demoralize our generals.

The abandonment of the outlying districts has, so far, had little effect on Briarwood's treasury. The war tax has more than compensated for the lost income. However, the war tax is not yet a popular tax. Due to the fact that most of the war is being fought in these farflung hamlets, many citizens doubt that there is a war, or feel that it doesn't affect them and they shouldn't be asked to pay for it. Only the threat of death makes this tax collectible at all. As the enemy continues to seize territory, we can expect the treasury to suffer lean tithes until the citizens fully understand the nature of the conflict in which we are embroiled.

On the other hand, thousands of refugees have poured into Briarwood from the outermost boroughs in the last few months. For the most part, these refugees are unsophisticated peasants with no means of supporting themselves in a city such as Briarwood. Consequently, street crime has grown rampant, plagues and epidemics keep most clerics so busy that they have little time for researching the spiritual causes of this war, and the disposal of the dead has become something of a chore: the Han-gar River was jammed for over an hour last week with corpses. The militia aids by conscripting as many healthy refugees as possible, but a healthy refugee is, by and large, the exception rather than the rule. This is a situation which will only grow worse in the coming months.

Twice in the last month, terrible creatures such as those seen on the frontier have surfaced in Briarwood itself. These great, hideous beasts simply appeared in the streets and began killing citizens. In the first case, it required three days for the militia to track down and slay the beast. In the second case, the beast tracked down and attacked the militia-men for three days before the sergeant, himself about to be its next victim, found the creature's weak spot and killed it.

The reports of monsters within the city walls have introduced a new fear into the Overlord's mind. It is possible, he feels, that enemy agents resembling humans may be sneaking into the city itself, with the goal of overthrowing it at a later date. As terrible as this sounds, it is plausible, and has introduced a new headache to the Administrators of the Records: trying to record the temporary residence of each refugee, and to verify that the person actually came from where he claims to have come from. In practice, city guards often hire citizens from the larger outlying communities to question new refugees. So far, we have captured only one or two creatures attempting to enter Briarwood in human disguise, but the fact that we have captured any is extremely disconcerting: how many have we failed to capture?

I will continue to do my duty as Historian of the Overlord Lucius the Invincible until the last. I only hope and pray that the flame of the City-State's spirit outlasts my feeble spark of life.

Your Servant,

Quartus Ignatias

Quartus Ignatias

Introduction to the Encounters

In the sections that follow we have provided over 60 encounters. Arranged by Characters' skill levels, encounters are listed in order of the lowest skill level cited. They may serve as random happenings to plague and frustrate the wandering Character or party, or as placed encounters which will occur if the adventurers enter a specific establishment; encounters may even be expanded into full blown adventures. The choice is yours.

For ease of play, each encounter has five parts: location, time, CSL (Character Skill Level), Player's Information, and GM's Information.

LOCATIONS of encounters vary, and may be as vague as "any" or as specific as "near a well." All encounters are within Briarwood's outer walls.

TIMES that encounters take place also vary, and the listing may be as open-ended as "any" or as structured as "upon waking." Times can be tailored to fit your party's habits.

CSL, or Character Skill Levels, are usually enumerated in the following ranges: ALL, 1st-4th, 5th-8th, 9th-12th, 13th-15th, or 16th+, though occasionally you will find other groups. A plus (+) after a number means the encounter is suitable for all Characters of higher skill levels.

The encounters were drawn up with parties of five or six adventurers in mind, so at times you may need to lower the number of assailants if you are running an individual adventurer. Conversely, you may need to raise the number of attackers for a larger party or higher level Characters—such adjustments will be noted in the GM's Information for that specific encounter.

PLAYER'S INFORMATION, in italics, is to be read aloud to the Players. All of the encounters are written as if a party of adventurers were traveling together. Feel free to modify the language as needed. Specific locations or Character names are indicated like this: *—street's name—*. Fill in the information appropriate to your party's circumstances.

GM'S INFORMATION includes specific circumstances in the encounter, as well as information, treasure and experience points (XP) that adventurers may gain with certain actions. Statistics for each being encountered, as well as the number of beings encountered, are given here.



1/Light Horses

LOCATION: outside/street

TIME: any

CSL: 1-4

Player's Information

Five spooked horses run frantically towards you, their eyes rolling white and their nostrils wide with fear.

GM's Information

The horses are out of control.

(5) Light Horses

HTK: 16, 14, 13, 12, 11 (2D8), **AC:** 7

MV: 24", **AL:** Neutral

AT: 2, **DM:** 1D4x2 (hooves)

INT: Animal

THACO: 16, **SZ:** L

Specials: None

If the Characters stop the horses and don't harm them, award them XP. If the Characters kill the horses, the Characters will either have to pay for them or serve time.

XP: 200 each (for subduing)

2/Goblins

LOCATION: alley

TIME: any

CSL: 1-4

Player's Information

While walking down the alley, you hear a low rumbling sound and see the alley floor buckle and collapse not more than 20' in front of you.

GM's Information

The collapse was caused by tunneling goblins. If the Characters investigate, a pack of six goblins will emerge and attack the party. If any Character approaches the tunnel, some of the remaining goblins will collapse and seal off the entry.

If the Characters don't investigate, the goblins will cause a major collapse in the tunnel and completely block the way into their tunnel system.

(6) Goblins

HTK: 6, 6, 5, 4, 4, 4 (1D8-1), **AC:** 6

MV: 6", **AL:** L. Evil

AT: 1, **DM:** 1D6

INT: Average (low)

THACO: 20, **SZ:** S

Specials: None

A solitary adventurer will not be attacked unless s/he presses the issue.

The goblins will fight to the death if confronted by the Characters.

XP: 10 each + 1 per HTK.

3/Camel

LOCATION: street or alley

TIME: any

CSL: 1-4

Player's Information

A bactrian (two-humped) camel is running towards you. It seems to be very angry.

GM's Information

The camel is very upset and will attack the Characters.

Camel

HTK: 22 (3D8), **AC:** 7

MV: 21", **AL:** Neutral

AT: , **DM:** 1D4 (bite)

INT: Animal

THACO: 16, **SZ:** L

Specials: Spit: 15" range. Save vs. Poison or be blinded for 1D6/2 rounds.

If the party flees, the camel, a spiteful, mean-spirited animal, will give chase.

XP: 101 (for subduing or killing)

4/Wild Dogs

LOCATION: street or alley

TIME: any

CSL: 1-4

Player's Information

*An alley cat rubs against *—Character's name—*'s leg. It announces in panicked common language, "My kittens endangered, dogs!" The cat then runs towards an alley.*

GM's Information

If the Characters follow the cat, she leads them down the alley to where three wild dogs have her kittens trapped in a hole. Once the Characters enter the alley, they will have four rounds before the dogs reach the kittens.

(3) Wild Dogs

HTK: 7, 5, 4 (1D8+1), **AC:** 7

MV: 15", **AL:** Neutral

AT: 1, **DM:** None

INT: Semi-

THACO: 20, **SZ:** S

A solitary adventurer encounters only

two dogs.

If the Characters rescue the kittens, they will be given a Ring of Mammal Control. If the Characters kill the dogs but did not save the kittens, give them half experience.

XP: 92 (for the dogs) + 2,500 (for Ring)=2,592 XP.

5/Captain Smiladon

LOCATION: outside

TIME: any

CSL: 1-8

Player's Information

A very large sabre-toothed tiger pounces in front of you. It roars loudly and crouches.

GM's Information

Captain Smiladon, a weresabre-toothed-tiger (see #3 in **Map and Population Book**), was chasing the Black Panther; he lost the Black Panther's trail when he came upon the party.

If the Characters attack, Smiladon will leap to the nearest building and be gone. It is not possible to kill Smiladon in this encounter.

If the Characters attempt to communicate with Smiladon, award them the XPs.

XP: 200

6/Bulls

LOCATION: outside

TIME: daylight

CSL: 1-8

Player's Information

Two angry bulls paw the ground 35 feet ahead. They start to charge.

GM's Information

The bulls are fixated, and will attack until the Characters die or flee.

(2) Bulls

HTK: 30, 27 (4D8), **AC:** 7

MV: 15", **AL:** Neutral

AT: 2, **DM:** 1D6x2

INT: Animal

THACO: 15, **SZ:** L (5' at shoulder)

Specials: Charge: 3D4 HTK of damage, plus 1D4 HTK of damage (trample)

XP: 398 (add 10% to XP if bulls are subdued)

7/Lammasu

LOCATION: outside

TIME: night

CSL: 1-8

Player's Information

A large creature wings overhead and lands in the darkness ahead. The being has the head of a human, the body of a lion, and large feathered wings.

GM's Information

This creature is a lammasu. If attacked, the lammasu will become invisible and then cast a Protection from Evil spell on itself.

Lammasu

HTK: 53 (7D8+7), **AC:** 6

MV: 12"/24", **AL:** L. Good

AT: 2, **DM:** 1D6 (each claw)

THACO: 12

Specials: Become Invisible, Dimension Door at will; Protection from Evil is double strength (-2 on evil attacks, +2 on saving throws).

Spells: 4/3/2/1; Cure Wounds has double effect.

If it finds that the Characters aren't Evil, the lammasu will preach to them while it remains invisible, and when it is finished, it will fly away.

If the Characters kill the lammasu, make sure that all Good Characters participating in the kill are subjected to an alignment change.

XP: None

8/DSL

LOCATION: any

TIME: any

CSL: 1-8

Player's Information

A shireling with a large, metal claw strapped to the back of each hand, leaves a nearby establishment (or residence) and pounces on a friendly-looking female magic-user. His attack is so fierce and concise that he kills her in a single round. He now stands over the body, scanning it quickly.

GM's Information

The shireling is DSL (#143 in the **Map and Population Book**); he has just killed a doppelganger posing as his friend and associate Sasha (#145 in the **Map and Population Book**).

DSL, Skill 12 Thief

Race: Shireling, **Religion/Deity:** Egyptian/Bes

STR: 12, **INT:** 12, **INS:** 9,

STA: 16 (+2), **DEX:** 19 (+3, -4), **APL:** 13

HTK: 67, **AC:** 2

MV: 9", **AL:** C. Neutral

AT: 1 or 2*, **DM:** 1D6+2 (each claw) or by weapon type

THACO: 16

HT: 3'2", **WT:** 63 lbs

Weapon Proficiencies: mithril claws III*, throwing dagger, blow gun

Armor: +1 leather

Weapons: +2 Mithril claws, 3 throwing daggers, and a blow gun

Magic Items: Wand of Wonder (31 charges), Ring of Teleportation (7 charges)

Specials: Infravision: 60', *2 attacks per round due to high DEX and claws proficiencies, some thief abilities hampered by the claws.

Thieving Abilities: PP: 90%, OL: 77%, F/RT: 70%, MS: 116%, HinS: 104%, HN: 40%, CW: 99.2%, RL: 55%

If the Characters talk to DSL, he will explain to them that he killed a doppelganger. Thanking them for their concern, DSL will invite the party to the Mithril Claw Inn (#144 in **Map and Population Book**) for a free meal, compliments of DSL.

XP: None

9/Minotaur

LOCATION: outside

TIME: night

CSL: 1-8

Player's Information

Silhouetted against the wall ahead is a large humanoid, perhaps 8' tall, with a bovine head and tail. The shadows suggest the creature is dressed only in a loin cloth, and carries a large maul.

GM's Information

The minotaur, due to his monster-like appearance, had been forced to fight in the arena; he recently escaped.

If the Characters are willing to help Hef, he will be very grateful to the party, and will adventure with the Characters if they'd like (GM discretion). He will befriend them for life.

However, if the Characters turn Hef over to the authorities or try to deceive

him in some way, they will run afoul of Hef's extraordinary fighting abilities.

Hef, Skill 10 Fighter

Race: Minotaur, **Religion/Deity:** Roman/Mars

STR: 20 (+3, +8), **INT:** 13, **INS:** 14

STA: 18 (+4), **DEX:** 12, **APL:** 9

HTK: 97 (9D10+3), **AC:** 6

MV: 12", **AL:** C. Good

AT: 3/2 or 3, **DM:** by weapon type or Head Butt (2D6), Stomp (2D6), Bellow (see below)

THACO: 12

HT: 8'7", **WT:** 635 lbs

Weapon Proficiencies: Maul, trident, net, bastard sword, battle axe, two-handed sword (can use with one hand), footman's pick, long sword

Armor: None

Weapons: Maul

Magic Items: None

Specials: Bellows: All within 100 yards must save against INT x 5 on a D% or become demoralized, dropping weapons and then fleeing.

Hef will kill if enraged. If Characters kill him, make sure that all Good Characters participating in the kill are subjected to an alignment change.

XP: 100 each (for helping) -200 each (for fighting and killing him)

10/Sturm

LOCATION: outside

TIME: night

CSL: 1-8

Player's Information

From a nearby doorway comes the demand, "Lay down your weapons and place your hands above your heads. You are surrounded. To show you that this is not a ruse, we will all whistle." A dozen whistles sound from the darkness ahead. Four humanoids step from the shadows.

GM's Information

Actually, the robbery is a ruse. Sturm, a magic-user/thief (see #64 in **Map and Population Book**), is using a mirror image spell and a ventriloquism spell.

If the Characters hand over their possessions, Sturm will tell them to pick up their weapons at the City-State Park in 3 hours. He is telling the truth.

If the Characters attack, Sturm will disappear into the shadows. Sturm cannot be caught in this encounter.

XP: None



11/Ghost Girl

LOCATION: any (party/Character must be alone)

TIME: night

CSL: all

Player's Information

A small voice calls and a ghost-like girl, dressed in blackened garments, approaches. She says, "Please, sir(s), please help me find my house. My daddy is trapped in the basement and if we don't rescue him soon he will surely die!"

GM's Information

This 8-year-old girl is really a non-evil ghost named Amy, who needs to find her father (long since dead) in order for her soul to be at rest. If the Characters speak to her, she explains:

"I can't find it! The streets all look so different, and I'm frightened. Will you hold my hand? Please, you have to help me."

If the Characters ask Amy for her address, she replies:

"I live off of Oak Street; the green house three doors back. I want to go home, please!"

If the Characters go with her, Amy will continue to fret, and will ask to hold someone's hand many times throughout the ordeal; any adventurer who accepts this offer will age 1D10 years. Amy cannot control this aging affect.

The address Amy gives for her house is in the fire area. If the party did not ask where she lives, she will lead them in that direction, but will be confused as to where she is once they reach the rubble.

If the Characters search for one turn, they will locate a cellar door (GM's discretion as to exact location). Upon entering the cellar, the Characters will see the hand of a skeleton protruding from underneath some large logs.

If the Characters ignore or attack Amy, she will disappear.

If the Characters uncover the skeleton, the little girl will give them her profuse thanks, and the bracelet on her dad's wrist. She will then disappear.

Treasure: Bracelet of True Sight (look through the circle of the bracelet and see things as they really are).

XP: 75 XP each (for locating father) + 5,000 for bracelet of true sight

12/Black Panther (I)

LOCATION: street or alley

TIME: any

CSL: all

Player's Information

*While walking down *—street's name—*, a glint, light or movement you're not sure, catches your eye. On the roof-top several buildings down stands a man easily 6-½' tall and dressed in black. Emblazoned across the breadth of his chest is a white outline of a panther's head; he carries a large, full sack over his left shoulder. He also wears a black mask over his head and face.*

GM's Information

Whatever the Characters do, they cannot stop the "Black Panther." Also, any information they give or receive on the thief is likely to be confusing, since the Black Panther is really a group of thieves (all of varying heights and races) that pool their income. Each thief dresses the same so that any eye witness accounts vary in their description of the fabled burglar.

XP: None.

13/Aerial Ixitxachtls

LOCATION: outside

TIME: any

CSL: all

Player's Information

A flock of flying manta-rays, their barbed tails twitching erratically, sweeps down from above.

GM's Information

This flock of aerial ixitxachtls is attracted to Characters that emit magic (Characters with magic items).

(#) Aerial Ixitxachtls

HTK: 7 each (1D8+1), **AC:** 6

MV: 12", **AL:** C. Evil

AT: 1, **DM:** 3D4

INT: Average

THACO: 20, **SZ:** M

Specials: None

A solitary adventurer encounters from 2-13 monsters; a party encounters 10-100, depending on skill level (GM's discretion).

The flock will attack until all magic emitting Characters are dead.

XP: 42 each ixitxachtl

14/Poison

LOCATION: inn or restaurant

TIME: any

CSL: all

Player's Information

*As you eat your meal, your *—food item—* suddenly changes into a small *—monster type—* and attacks.*

GM's Information

The Characters have been poisoned with a hallucinogen that lasts for 1D8 rounds. Each Character who is poisoned (GM's discretion) will attack his or her "food" only.

XP: None

15/Ki-rin

LOCATION: any

TIME: any

CSL: all

Player's Information

An old, crippled man asks, "Could you spare a copper piece or two, for an old man who's losing his sight?"

GM's Information

The old beggar is really a ki-rin who is polymorphed.

Ki-rin

HTK: 89 (12D8), **AC:** -5

MV: 24"/48", **AL:** L. Good

AT: 3, **DM:** 2D4 (each hoof), 3D6 (horn)

INT: Supra-genius, **PSI:** 130-200

THACO: 9

Specials: Horn is magically sharp (+3); acts as skill 18 magic-user, spells: 9/8/7/6/5/4/3/2/1; psionics: 4 major, 6 minor; once a day can create food, beverages, soft goods, wood items, metal items which fade after a time, create sensory illusions, Assume Gaseous Form, Wind Walk, Call Lightning, Summon Weather.

If the Characters give him any coins he will thank them and give them a scroll with a skill 1 Cleric spell on it.

If the Characters treat the beggar in a bad manner (GM's discretion) he will turn into his true ki-rin form, tell them to take better care in their treatment of others, and teleport away.

XP: None

16/High Elves

LOCATION: any
TIME: any
CSL: all

Player's Information

Four high elves approach with palms extended and weapons sheathed. The elf in front says, "Hail, fellow humanoids (and others if applicable). Have you seen drow anywhere? We are tracking two drow; their trail led us to Briarwood."

GM's Information

If the Characters can give the elves any news about drow in Briarwood, the elves will thank the Characters and give each a +1 arrow. No XP for no information.

XP: 10 XP each (for information) + 120 (for each arrow).

17/Fire Flies

LOCATION: outside
TIME: night
CSL: all

Player's Information

Glowing, buzzing orange balls cluster in the air around a burned out street lamp. There are a great number, and they seem to draw nearer.

GM's Information

These bugs are fire flies. Each "to hit" roll is based on a group of ten.

(100) Fire Flies

HTK: 1 each, **AC:** 3
MV: 12", **AL:** Neutral
AT: 1, **DM:** 1D6 (per group) burning damage
INT: Non-
THACO: 20, **SZ:** S (½ inch long)
Specials: Cold-based attacks kill fire flies. Fire-based attacks cause flies to do double damage because of their heat absorbing abilities.

A solitary Character encounters only 10 fire flies per skill level group s/he has achieved (i.e. level 1-4: 10, level 5-8: 20, etc.).

These bugs cannot be ignored. They will attack warm-blooded creatures until their victims are dead. (Also known as heat-seekers.)

XP: 10 XP each.

18/Couatl

LOCATION: any
TIME: any
CSL: all

Player's Information

A winged and feather-covered creature lies unconscious. Its left wing is broken.

GM's Information

The winged creature is a couatl. If the Characters help it, it will regain consciousness long enough to utter:

"I am not long for this life, but before I go, I must warn you. As you have helped me, so I hope, with this information, I may help you. Your world is changing greatly. Reflect on this and the craziness will stop. May your gods guide you!"

The couatl dies and slowly fades from the prime material plane.

XP: (If the Players chose to help) 100 each



19/Homonculous

LOCATION: any
TIME: any
CSL: all

Player's Information

A small, winged creature flies past. As it pauses for an instant to hover directly overhead, you recognize it to be a homonculous.

It proceeds to fly south.

GM's Information

Though the Characters may follow it around as much as they choose, the homonculous will only fly randomly, as the Evil magic-user who created it realizes that the adventurers are pursuing.

If the Characters try to fight it with weapons (bolts, arrows, stones, etc.) they will not be able to reach it.

If the Characters use magic against it, it will save vs. Spell as a skill 25 magic-user. (It has 8 HTK.)

XP: (For killing it) 97 XP

20/Black Panther (II)

LOCATION: outside (street or alley)
TIME: night
CSL: all

Player's Information

You see a 4-½' tall figure dressed in black, with a white outline of a panther's head on his chest. He also has a black mask over his head. He is 100 feet ahead. When he sees you, the fabled Black Panther thief climbs a nearby wall, and disappears.

GM's Information

As with **Encounter 12**, the Black Panther is really a varied group of thieves. Each Black Panther dresses alike to make eye witness accounts of "him" differ and cause confusion.

There is no way that the Characters can find/locate the Black Panther.

XP: None



21/Giant Centipedes

LOCATION: outside
TIME: night
CSL: all

Player's Information

A faint rustling stirs nearby, and from the darkness of their hiding places eight giant centipedes emerge. They appear very hungry.

GM's Information

The centipedes will attack until they or the Characters are dead.

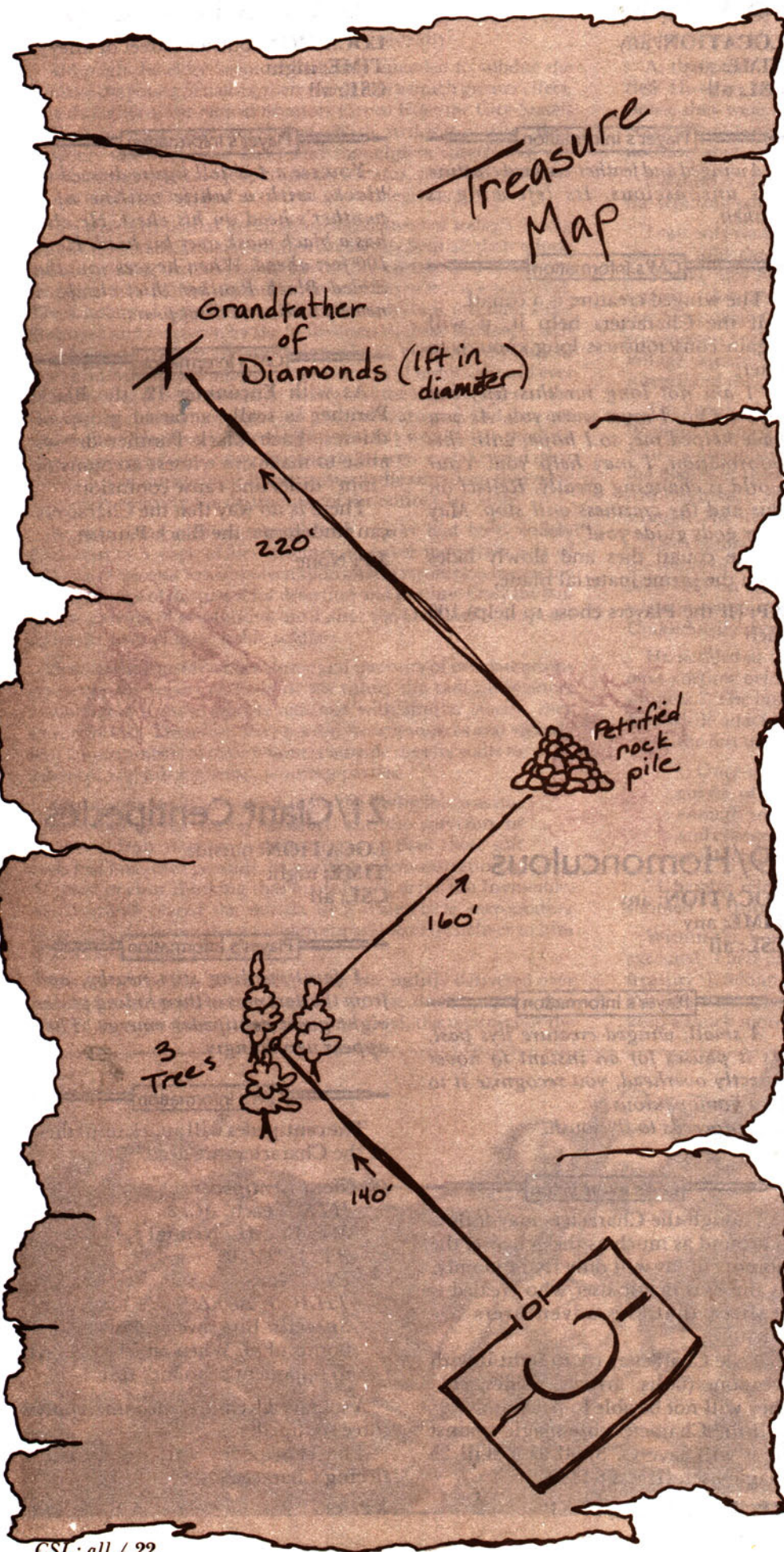
(8) Giant Centipedes

HTK: 2 each, **AC:** 9
MV: 15", **AL:** Neutral
AT: 1, **DM:** 0
INT: Non-
THACO: 20, **SZ:** S (1' + long)
Specials: Bite save vs. Poison at a bonus of -4. When attacked get -1 to opponent's "to hit" roll.

A solitary adventurer encounters only three centipedes.

The centipedes will not pursue fleeing Characters.

XP: 196



22/Trap Door Spider

LOCATION: street or alley (near sewer cover)

TIME: night

CSL: all

Player's Information

A nearby manhole cover flips open and a giant spider advances.

GM's Information

This is a giant trap door spider. If possible the spider will poison a Character and drag him or her into its lair.

Trap Door Spider

HTK: 25 (3D8 +3), **AC:** 4

MV: 6", 12"* , **AL:** Neutral

AT: 1, **DM:** 2D4

INT: Non-

THACO: 16, **SZ:** L

Specials: *The trap spider can move twice as fast in its web; in its lair it has a +1 shield, +1 short sword, and a ring of delusion. **Poison:** Save vs. Poison or be paralyzed for 3D6 rounds.

XP: 440 (for spider) + 400 (for +1 sword) + 250 (for +1 shield) = 1,090 XP.

23/Treasure Map

LOCATION: any

TIME: any

CSL: all

Player's Information

A scrap of yellowed paper rests on the ground (floor).

GM's Information

If the Characters pick it up, they will recognize the scrap as an ancient treasure map (see accompanying sketch).

If the Characters correctly interpret the map, they obtain the following directions:

Start at Balor's Eye (#120 in **Map and Population Book**) go 140' east; go 160' south; go 220' east. Grandfather of Diamonds is at the X. The landmarks no longer exist (except for the Balor's Eye).

X is located under the tower in area #139 (in **Map and Population Book**). Much digging and breaking of stone reveals a small metal box (mithril; worth 5,000 gp.). Inside the box is the Grandfather of Diamonds; a 1 foot in diameter lump of coal.

XP: 250 if box is saved.

24/Elf Fighter

LOCATION: outside
TIME: night
CSL: all

Player's Information

An elf on horseback thunders up. He is covered with blood, and has a dragon horn strapped to his back. He rasps, "Tell the Overlord that the dragon is dead; his City-State is now safe." Having spoken, he dies.

GM's Information

This fighter is irrevocably dead. The wounds he bears are caused by dragon's claws and teeth.

If the Characters deliver the message to the Overlord, they will be given 25 gp each for their efforts.

XP: None

25/Eye Flies

LOCATION: any
TIME: night
CSL: all

Player's Information

Dozens of blinking eyes suddenly appear in the darkness (surrounding if applicable).

GM's Information

These "eyes" are really eye flies, luminous-winged flies that vary from 1" to 8" in wingspan. As the fly flaps its wings lethargically, it appears as if a pair of eyes is blinking. Colorations include red-and-black and white-and-violet.

Each fly has 1 HTK.

XP: None

26/Artful Dodger (I)

LOCATION: any
TIME: upon waking
CSL: all

Player's Information

*You wake up at *—establishment or location—* and find a note on the foot of the bed. The note reads, "Could have taken your life, but instead took *—item (GM's discretion)—* Sincerely, Artful Dodger"*

GM's Information

The Artful Dodger is a crafty thief; however, he is not a murderer. He cannot be caught in this encounter.

XP: None

27/Artful Dodger (II)

LOCATION: any
TIME: upon waking
CSL: all

Player's Information

*You wake with a start and see another note (see **Encounter 26**) attached to the foot of the bed. This note reads, "Well, here I was again. I left you a little something this time. I couldn't use it so I thought maybe you could. Sincerely, Artful Dodger"*

GM's Information

If the Character checks around s/he will see a small box with the Character's name on it. Inside is an Amulet of Luck (Luckstone). There is no way to catch the Artful Dodger in this encounter.

XP: None



28/Stone Frog

LOCATION: any
TIME: any
CSL: all

Player's Information

You see a small frog-shaped stone on the ground (floor) in front of you. Upon closer inspection you notice that it looks to be a finely-carved frog made of non-polished stone.

GM's Information

In actuality this is a Stone Frog. If any living organic material, including

adventurers, touches the frog, the material will turn to stone. The frog will then jump away (if possible).

Has 1 HTK.

XP: None

29/Charmed Merchant

LOCATION: any secluded or out of the way place
TIME: night
CSL: all

Player's Information

An average-looking man approaches. His words are strange: "He watches you, even as we speak. The mauve master knows everything. Be ever watchful." Then the man changes into a raven, and flies away.

GM's Information

The average-looking man was in actuality a merchant who has been charmed by Ocmoth (see #425 in **Map and Population Book**), a magic-using mind flayer. As soon as the merchant delivers his message he turns into a raven. If the raven is caught, the merchant will be uncharmed but remember nothing.

The merchant is a skill 0 Human.

XP: 10 each if merchant (raven) is caught alive.

30/Animated Statue

LOCATION: near a statue
TIME: any
CSL: all

Player's Information

A soft hiss sighs through the still air. It seems to come from a stone (or wood) statue . . . and the statue is walking toward you!

GM's Information

The statue is an illusion being cast by Shadowhawk (#34 in the **Map and Population Book**). This encounter is a City-State test to catch those who use magic illegally/improperly. Violators are apprehended and placed in jail. Only Characters who refrain from illegal/improper magic-usage are awarded XP.

XP: 100 each.

31/Giant Snake

LOCATION: street or alley

TIME: any

CSL: 5-8

Player's Information

A giant snake slithers softly out of a well, and rears up to attack.

GM's Information

The snake has first attack; it will try to bite any Character within reach (see *Specials*).

Giant Snake

HTK: 48 (7D8), **AC:** 3

MV: 12", **AL:** Neutral

AT: 1, **DM:** 1D6

INT: Animal

THACO: 13

Specials: Paralyzing Poison (save vs. Poison at -3)

If the PCs don't win, the snake will drag any paralyzed victims into the well (where they will drown).

XP: 734

32/Robbers

LOCATION: establishment

TIME: any

CSL: 5-8

Player's Information

*While at *—establishment's name—* you see two humans, armed with light crossbows, enter and say, "This is a hold-up; place all of your valuables in this bag and no one will get hurt."*

GM's Information

The two robbers will shoot at anyone who tries to stop their hold-up.

(2) Robbers, Skill 4 Fighters

HTK: 36, 29, **AC:** 4

MV: 12", **AL:** C. Neutral

AT: 1, **DM:** by weapon type

THACO: 18

Weapons: +1 longsword, light crossbow

Armor: Chainmail & shield

Magic Items: None

Specials: None

The robbers will not surrender, and if they escape, they cannot be found.

If the Characters stop the robbers, they get the following items and XP:

(2) +1 swords

XP: 385 (for robbers) + 2,000 (for swords); an additional 10% to XP if robbers are taken alive.

CSL: all, 5-8 / 24

33/Grey Ooze

LOCATION: alley

TIME: any

CSL: 5-8

Player's Information

With each step, you sink about three inches into the stone pavement.

GM's Information

The Characters have just discovered a large patch of grey ooze.

Grey Ooze

HTK: 18 (3D8+3), **AC:** 8

MV: 1", **AL:** Neutral

AT: 1, **DM:** 2D8

INT: Non-

THACO: 15, **SZ:** L

Specials: Corrodes metal (chain mail in 1 round, plate mail 2 rounds, etc.); Grey ooze is impervious to heat, cold and magical spells; Lightning does affect ooze.

XP: 290 (for killing ooze)



34/Doppelganger

LOCATION: any

TIME: any

CSL: 5-8

Player's Information

*Suddenly there are two of *—Character's name—* instead of one!*

GM's Information

The Character's double is a doppelganger. If the adventurers are surprised, they won't know which is their true comrade.

Doppelganger

HTK: 30 (4D8), **AC:** 5

MV: 9", **AL:** Neutral

AT: 1, **DM:** 1D12

INT: Very

THACO: 15, **SZ:** M

Specials: Surprise on a 1-4 on 1D6. Save as skill 10 fighter.

The doppelganger will attack its double until either it or its double is dead. If the doppelganger wins, it will try to convince the rest of the party that it is their real companion. Later (at GM's discretion), it will attack each party member individually.

XP: 450

35/Giant Skeleton

LOCATION: any ground level

TIME: any

CSL: 5-8

Player's Information

*The ground collapses under *—Character's name—*'s feet as s/he is walking. *—Character's name—* falls four feet and lands on the top of a stone staircase leading down.*

GM's Information

(See **Map A.**) The Characters have stumbled onto an ancient tomb. If the party investigates, read the following aloud:

The stairs end in a set of double doors of carved stone. In the finely carved bas relief on their surfaces, giants seem to be winning a battle against human adversaries.

If the Characters attempt to open them, the doors swing easily and silently inwards.

The crypt beyond contains a sarcophagus with four braziers around it, and five statues facing inward from the walls.

If the Characters disturb the sarcophagus, the statue on the east wall will swing into the room, revealing a small 4' x 3' treasure vault behind it. The contents of the vault are listed below.

If the treasure is disturbed, the giant skeleton in the sarcophagus will animate and attack the Characters.

If the skeleton is disturbed at any time, it will animate and attack.

Giant Skeleton

HTK: 72 (10D8), **AC:** 7

MV: 18", **AL:** Neutral

AT: 2, **DM:** 1D10x2 (claws)

INT: Non-

THACO: 10, **SZ:** L (12' tall)

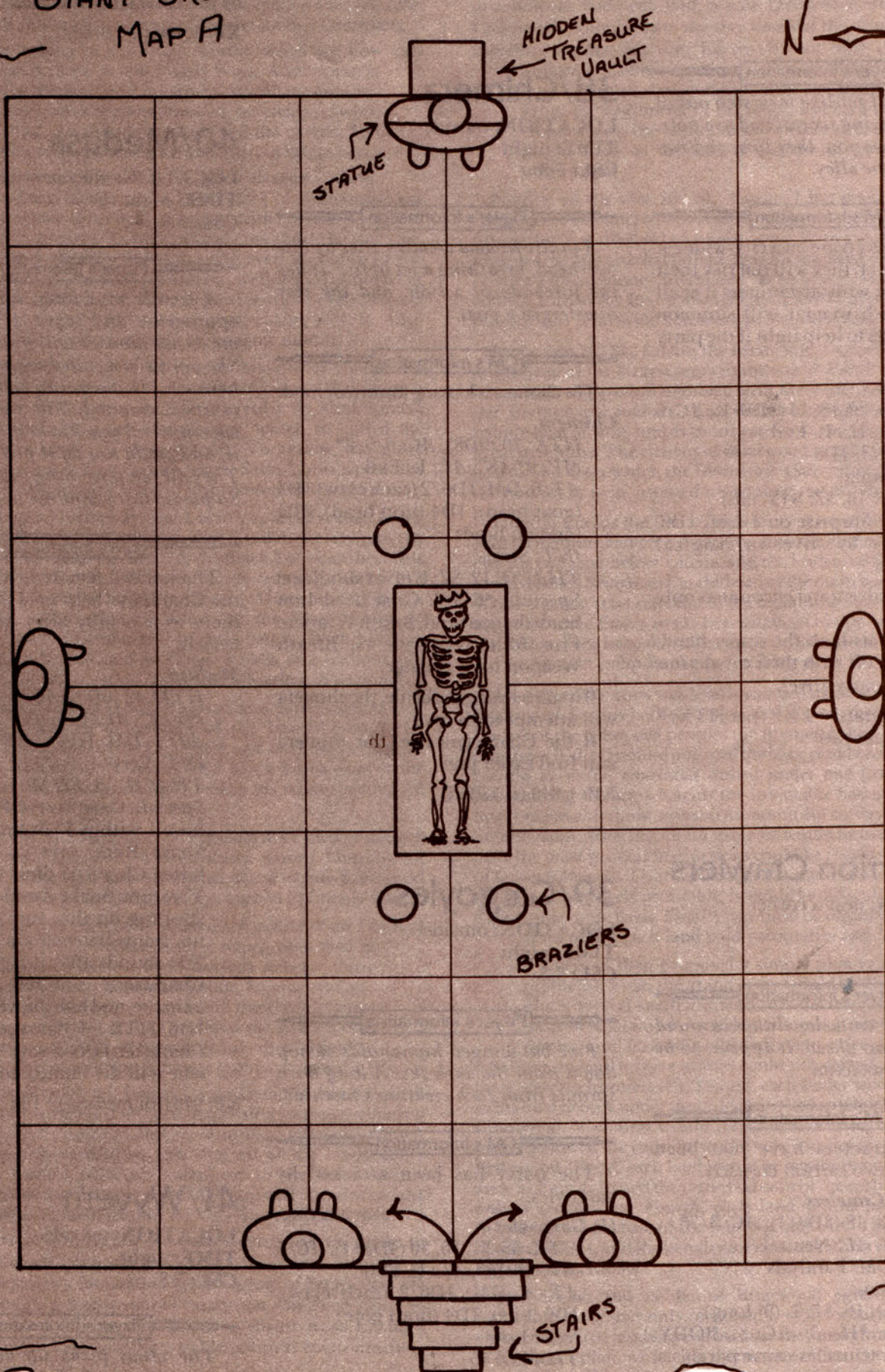
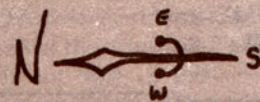
Specials: Magic Resistance: 35%

Treasure: 200 pp., Potion of Gaseous Form, Girdle of Femininity/Masculinity

If the Characters take the treasure, the skeleton will pursue them. It will continue to fight and/or pursue until destroyed.

XP: 1,350 (for Skeleton) + 900 (for treasure)

GIANT SKELETON MAP A



36/Wererats

LOCATION: street or alley

TIME: any

CSL: 5-8

Player's Information

Four 3' tall rat-like men step out of an alley, carrying six cats tied to a pole. When they see you, they turn and run back down the alley.

GM's Information

These wererats are on a city-wide cat hunt. However, they will not risk their lives fighting with adventurers if at all possible. Each wererat will summon 1-12 giant rats to help fight if the party attacks.

(4) Wererats

HTK: 25, 20, 18, 15 (3D8+1), **AC:** 6

MV: 12", **AL:** L. Evil

AT: 1, **DM:** 1D8

INT: Animal

THACO: 16, **SZ:** S (3' tall)

Specials: Surprise on 1-4 on 1D6.

Hit only by silver or magical weapons.

A solitary adventurer encounters only two wererats.

Once the rats have the upper hand, they will run off with their cat victims (leaving the party alive).

XP: 912 (wererats) + 1 XP (per HTK) + 7 XP (per giant rat)

37/Carrion Crawlers

LOCATION: near a corner

TIME: night

CSL: 5-8

Player's Information

A mass of tentacles slithers around the corner just ahead. It appears to be groping for a victim.

GM's Information

The Characters have just been attacked by two carrion crawlers.

(2) Carrion Crawlers

HTK: 23, 18 (3D8+1), **AC:** 3/7*

MV: 12", **AL:** Neutral

AT: 8, **DM:** Paralysis

INT: Non-

THACO: 16, **SZ:** L (9' long)

Specials: *Head: (AC: 3), BODY: (AC: 7); tentacles cause paralysis; Save vs. Paralyzation.

A solitary adventurer encounters only one carrion crawler.

XP: 1,224

38/Chimera

LOCATION: outside

TIME: night

CSL: 5-8

Player's Information

A multi-headed creature flies by low overhead, breathing a jet of fire. It has the forebody of a lion, and the rear quarters of a goat.

GM's Information

The chimera is looking for an easy meal.

Chimera

HTK: 70 (9D8), **AC:** 6/5/2*

MV: 9"/18", **AL:** L. Evil

AT: 6, **DM:** 1D6/2 (each claw) 1D4 (goat head), 1D4 (lion head), 2D4 (dragon head)

INT: Semi-

THACO: 12, **SZ:** L (4' at shoulder)

Specials: *6/5/6: Goat head/lion head/dragon head; Breath Weapon:

Fire, 5" range—save vs. Breath Weapon for ½ damage.

If it starts losing the battle, the chimera will attempt to fly away.

If the Characters flee, the chimera will find easier prey.

XP: 1,840 (if killed)

39/Gargoyles

LOCATION: outside

TIME: night

CSL: 5-8

Player's Information

Five bat-winged humanoids swoop down from the dark sky. A long horn sprouts from each creature's forehead.

GM's Information

The party has been attacked by gargoyles.

(5) Gargoyles

HTK: 36, 31, 30, 30 (4D8+4), **AC:** 5

MV: 9"/15", **AL:** C. Evil

AT: 4, **DM:** 1D6/2 (each claw), 1D6 (bite), 1D4 (horn gore)

INT: Low

THACO: 15

Specials: None

A solitary adventurer encounters only two gargoyles.

These gargoyles will fight until they or the Characters are dead.

XP: 1,460 (if killed)

40/Medusa

LOCATION: alley or street

TIME: night

CSL: 5-8

Player's Information

A female in a long, hooded cloak approaches and says, "If you escort me to my home, I will give you this." She points to a coiled snake amulet on her arm. "I am being followed by a mystical creature. The last group of adventurers I asked to help me attacked it, and could not do it physical harm. They all ran screaming into the night. So please just escort me home."

GM's Information

The hooded female is a medusa. If the Characters help her, she will lure them to a nearby alley and unhood herself.

Medusa

HTK: 42 (6D8), **AC:** 5

MV: 9", **AL:** L. Evil

AT: 1, **DM:** 1D4

INT: Very

THACO: 13, **SZ:** M

Specials: Gaze: save vs. Petrification for all within 3" or turn to stone. Snake Bites: save vs. Poison or bitten Character dies.

Treasure: Snake Amulet—anyone slipping on this amulet will feel no immediate effects. However, 2D4 rounds after it is placed on a Character's arm the snake will animate, and bite the wearer, doing 1D6 HTK of damage. If bitten Character fails a save vs. Poison, s/he will die immediately.

XP: 976 (for medusa) + 100 (for amulet)

41/Wyvern

LOCATION: outside

TIME: night

CSL: 5-8

Player's Information

The wind picks up and a huge, dragon-like winged creature suddenly

swoops overhead. Over 30' long, it has only one pair of legs.

GM's Information

The wyvern flies out of sight for 1D4 rounds, before returning in a low sweep to snatch some Characters as snacks. It will attempt to poison one adventurer and grab another Character, carrying him or her high into the sky.

Wyvern

HTK: 60 (7D8 +7), AC: 3
MV: 6"/24", AL: Neutral (Evil)
AT: 2, DM: 2D8 (bite or grab), 1D6 (tail sting)
INT: Low
THACO: 12, SZ: L (35' long)
Specials: TAIL STING: Save vs. Poison or die. Successful save indicates no poison damage, just 1D6 physical damage.

Any Character grabbed by the wyvern will be stung until the victim is dead. If the victim successfully hits the wyvern, there is a 50% chance that the wyvern will drop the Character. (1D6 HTK of damage per 10' fallen.) Height dropped is at GM's discretion.

XP: 1,525

42/Manticores

LOCATION: outside

TIME: night

CSL: 5-8

Player's Information

Two winged lions circle overhead and announce, "Stop, in the Overlord's name." They land in the shadows ahead.

GM's Information

The two winged lions are really manticores trying to outsmart the Characters.

If the Characters stop and wait for more orders, the manticores will attack with 12 tail spikes (6 each), and then move in for the melee. If the Characters ignore the command, or run away, the manticores will fire up to four volleys of spikes after them as they flee.

(2) Manticores

HTK: 50, 42 (6D8+3), AC: 4
MV: 12"/18", AL: L. Evil
AT: 4, DM: 1D6/2 (claws), 1D8 (bite), 1D6 (each spike)
INT: Low
THACO: 12, SZ: L
Specials: Spikes: can fire up to six per volley—maximum of four volleys—at ranges up to 18'.

A solitary adventurer encounters a lone mantichore.

XP: 1,786 (If manticores are killed)

43/Hell Hounds

LOCATION: outside

TIME: any

CSL: 5-8

Player's Information

Two vicious-looking dogs with black teeth start growling.

GM's Information

If the Characters do anything but retreat slowly, the hell hounds attack.

(2) Hell Hounds

HTK: 24, 22 (5D8), AC: 4
MV: 12", AL: L. Evil
AT: 1, DM: 1D10 (bite)
INT: Low
THACO: 15, SZ: M
Specials: Breathes fire for 4 HTK of damage; Save vs. Dragon Breath for ½ damage. Range: 1"

Hell hounds will fight until either they or the Characters are dead.

XP: 868

44/Lightning Bugs

LOCATION: outside

TIME: night

CSL: 5-8

Player's Information

A swarm of little lightning bolts (each about ¼" long) snap and crackle in the dark night air.

GM's Information

These are lightning bugs. They attack.

(50) Lightning Bugs

HTK: 1 each, AC: 3
MV: 12", AL: Neutral
AT: 1, DM: 1D6 (electrical damage)
INT: Non-
THACO: 20, SZ: S (¼ inch long)
Specials: Lightning bugs attack in groups of 5 (i.e. each "to hit" roll is a group of 5 attacking lightning bugs; cold and water-based spells and/or creatures can short out lightning bugs; rain will also kill them. Fire doesn't harm them and electrical-based attacks double their damage.

A solitary adventurer encounters only twenty lightning bugs.

If the party flees, the lightning bugs will give chase.

XP: 10 each

45/Stone Giant

LOCATION: street or alley

TIME: night

CSL: 5-8

Player's Information

A yell tears the quiet fabric of the night, and a giant steps out into the street from around a corner. His clothes are ripped and he smells of strong liquor. He says in a deep, slurring voice, "Okay you liddle p-p-pip-squeaks, come over ere f-for a real fight. Any' you p-panty-waists na'fraida gettin' mussed up?"

His long sword sheathed, he cracks his knuckles joint by joint.

GM's Information

This Stone Giant is extremely drunk, but is still in control of his reflexes. If the Characters draw their weapons or use magic against him, he will say, "So y' wanna fight dirty huh?" and draw his sword.

If the Characters fight the giant bare-handed, the giant will introduce himself as Ojee, and will let the Characters know that if they ever need his help, he will gladly do what he can.

Ojee, Stone Giant

HTK: 73 (9D6 + 3), AC: 0
MV: 12", AL: Neutral
AT: 1, DM: 3D6
INT: Average
THACO: 10, SZ: L (12' tall)
Specials: Hurl Characters 3D10 feet causing 3D6 HTK of damage.

If the Characters subdue the giant, award them full XP. If they kill him, give them half XP and make them explain to the town guards why they killed this giant.

XP: 2,822 (subdued)

46/Dragon Hounds

LOCATION: outside

TIME: night

CSL: 5-8

Player's Information

Two small, lean dragon-like creatures sniff the ground ahead. They suddenly lift their heads and charge in your direction.

GM's Information

The creatures are dragon hounds which are used by the Violet Spider (see #64 in the **Map and Population Book**) as blood hounds. The Dragon Hounds are hot on the trail of a run away prisoner.

It will look as if the hounds are going to attack the Characters. However, if the Characters step aside to let the hounds pass, nothing will happen.

If the Characters don't move, they will be run down and attacked by the dragon hounds.

(2) Dragon Hounds

HTK: 43, 42 (5D8 +3), AC: 6

MV: 18", AL: Neutral

AT: 3, DM: 1D6x2 (claws), 1D8 (bite)

INT: Low

THACO: 15, SZ: M

Specials: Can track over any terrain including water. Will track for 1D4 days without rest.

XP: 906 (for killing hounds)

47/Rakshasa

LOCATION: any

TIME: any

CSL: 5-12

Player's Information

A messenger comes to *—Character's name—* and gives him (or her) a note which says, "You are needed, come at once. Talk to no one but your very closest friend. Your life depends on it."

GM's Information

The note is signed by a close friend or associate (GM's discretion). A rakshasa has arranged this scam to isolate each Character in turn.

As GM, you should try to convince the Character that the rakshasa is his friend/associate. Also, the rakshasa wants the Character alone, so try to convince the Character that solitary response is important.

Rakshasa

HTK: 45 (7D8), AC: -4

MV: 15", AL: L. Evil

AT: 3, DM: 1D6/2 (each claw), 1D4 +1 (bite)

INT: Very

THACO: 13, SZ: M

Specials: ESP, Create Illusion; not affected by spells under skill 8; not harmed by non-magical weapons. Magical weapons under +3 do ½ damage; blessed crossbow bolts kill.

All of the party who fall victim to the Rakasha will be eaten.

XP: 1,285

48/Baron Tarrock

LOCATION: any

TIME: night

CSL: 5-12

Player's Information

A small creature flies overhead and lands nearby in a shadowed area. It screeches, as if in pain, then falls silent and fades into the shadows.

GM's Information

The flying creature is a vampire in bat form. If the Characters check to see what happened to the bat, they will find a tall, thin man.

Baron Amsil Tarrock, Skill 26 Fighter

Race: Human/Vampire

STR: 18/76 (+2, +4), INT: 16, INS: 15,

STA: 13, DEX: 12, APL: 11

HTK: 116, AC: 1

MV: 12"/18", AL: C. Evil

AT: 1, DM: 1D6 +4 (punch) or by weapon type

THACO: 4

HT: 6'2", WT: 169 lbs

Weapons: +2 long sword

Armor: None

Specials: Drains 2 life-energy/skill levels when victim is struck; Regeneration: 3 HTK per round; only affected by magical weapons; can turn into Gaseous Form at will; immune to Sleep, Charm, and Hold Spells; takes ½ damage from cold and electrical attacks. Charm: A Character looking into a vampire's eyes must save vs. Magic at (+2) or be charmed.

If Baron Tarrock (#359 in **Map and Population Book**) is losing the battle he will turn into gaseous form and leave. Baron Tarrock cannot be killed in this encounter.

XP: 1,000 each for Characters that survive the combat.

49/Cockatrice

LOCATION: outside

TIME: night

CSL: 5+

Player's Information

A peacock-sized bird with bat-like

wings flies towards your party, its feathered and scaled tail swinging wildly.

GM's Information

The bird is a cockatrice. It will make three passes at the Characters, diving and trying to petrify them with a touch.

Cockatrice

HTK: 39 (5D8), AC: 6

MV: 6"/18", AL: Neutral

AT: 1, DM: 1D6/2

INT: Animal

THACO: 15, SZ: S

Specials: If it successfully hits, opponent must save vs. Petrification or turn to stone.

If it succeeds in turning all the party to stone in three rounds, the cockatrice will land and dine on its newly-hardened food. However, if Characters are still active by the third turn, it will fly away.

XP: 510 (if killed)

50/Loxodont

LOCATION: street

TIME: any

CSL: 5+

Player's Information

Across the street, a torchbearer jostles against a bull elephant. The elephant immediately tramps out the torch (and its bearer) and approaches in a frantic rage.

GM's Information

The elephant is in pain from the burn just inflicted.

Loxodont (African elephant)

HTK: 83 (11D8), AC: 6

MV: 15", AL: Neutral

AT: 5, DM: 2D8x2 (tusks), 2D6 (trunk), 2D6x2 (trampling)

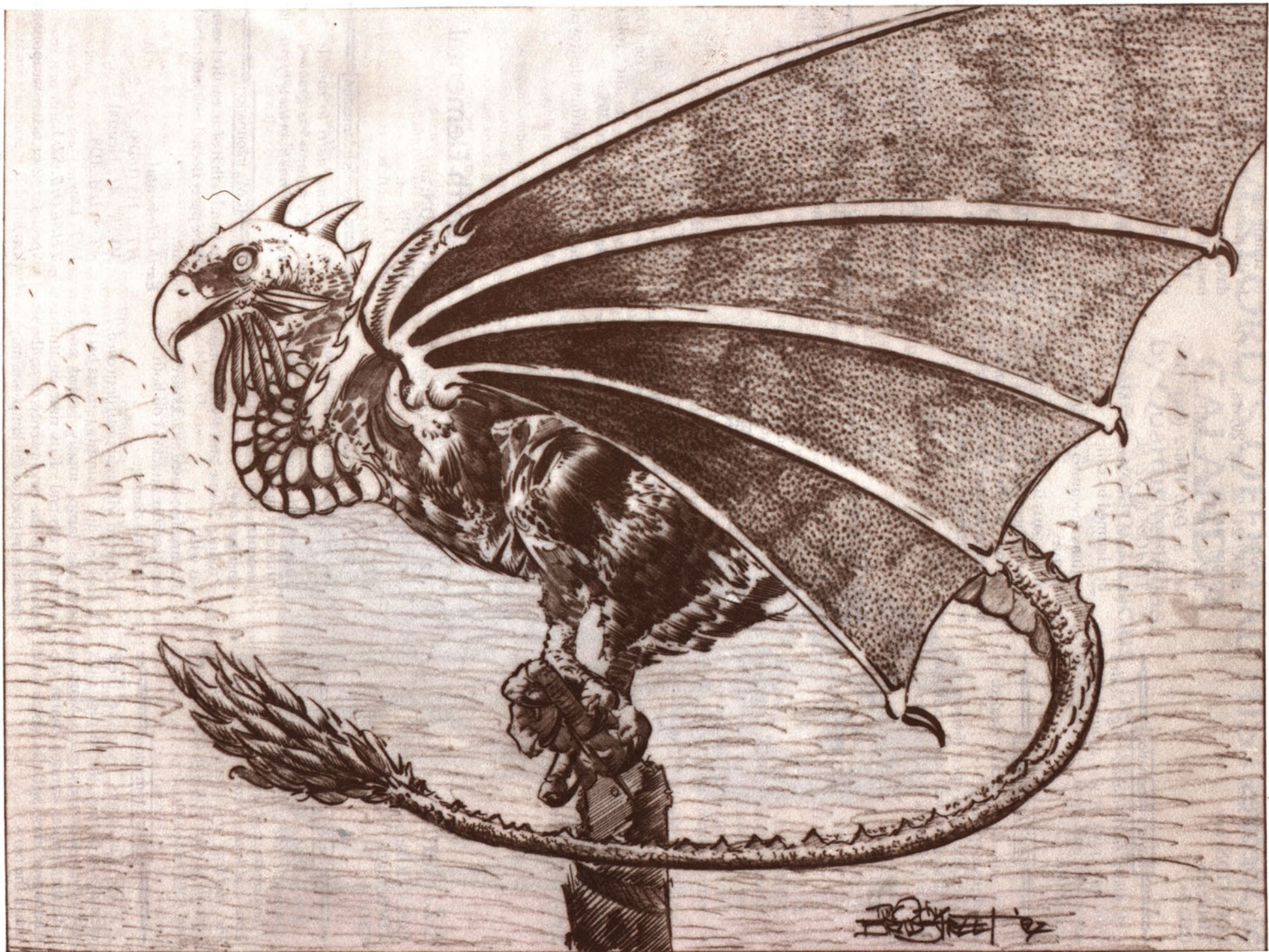
INT: Semi-

THACO: 10

Specials: Each opponent can only suffer 2 attacks; however, the loxodont can attack up to 6 opponents at once. The elephant is intelligent enough not to use its trunk against something that might harm it (i.e. something hot, spiked, etc.).

If the Characters move out of its way, the elephant will pound through the streets until exhausted or stopped.

XP: 350 (if subdued add 10% to XP total)



51/Spectres

LOCATION: any

TIME: any

CSL: 5+

Player's Information

A plain earthen-ware jug, sealed with wax, rests on the ground. It is unmarked and seems to have been abandoned.

GM's Information

This jug is magically sealed; it contains six spectres.

If the Characters open the jug, the enraged spectres will shoot out and immediately attack the Characters.

(6) Spectres

HTK: 59, 56, 52, 50, 43, 37 (7D8+3),

AC: 2

MV: 15"/30", **AL:** L. Evil

AT: 1, **DM:** 1D8

INT: High

THACO: 13, **SZ:** M

Specials: Energy Drain: 2 drains per hit. Not affected by Sleep, Charm, Hold, or Cold-based spells; immune to poison and paralyzation.

A solitary adventurer encounters only one spectre.

If the spectres defeat the party, each Character becomes a spectre under the control of the spectre which defeated him or her.

XP: 6,435 (if killed)

52/Harpies

LOCATION: outside

TIME: night

CSL: 5+

Player's Information

The silhouettes of seven bird-like creatures circle against the night sky. The human-sized beings have women's arms and heads. From the roof top of the building on which they alight, melodious sounds (as if an elven woman was singing) issue.

GM's Information

If the Characters recognize these creatures as harpies, the harpies' calls will have a -2 on the saves vs. Magic.

If the harpies cannot charm the Characters, they will fly down and attack the party.

(7) Harpies

HTK: 24, 22, 20, 20, 18, 18, 17 (3D8), **AC:** 7

MV: 6"/15", **AL:** C. Evil

AT: 3, **DM:** 1D6/2 (each claw), 1D6 (sword)

THACO: 16, **SZ:** M

Specials: Calls: save vs. Magic or be charmed by call.

A solitary adventurer encounters only two harpies.

If all the party is charmed, the harpies will carry them away for food (GM's discretion if the whole party is slaughtered at once or if the harpies feast on them one by one).

XP: 1,432

53/Efreeti

LOCATION: any

TIME: any

CSL: 9-12

Player's Information

A shireling with an oil lamp in his hand walks, mumbles something incoherently, and starts polishing his lamp. His eyes cross, and he says "moisture." At this point, a bluish-green smoke comes from the oil lamp.

GM's Information

The shireling is insane, and the oil lamp is home for an efreeti. The efreeti will attack the Character(s) as soon as it's out of the lamp.

Efreeti

HTK: 80, (10D8), **AC:** 2

MV: 9"/24", **AL:** Neutral (tending towards L. Evil)

AT: 1, **DM:** 3D8

INT: Very

THACO: 10, **SZ:** L (12' tall)

Specials: Become Invisible, Assume Gaseous Form, Detect Magic, Enlarge, Polymorph Self, Create Illusion (audial and visual components), and Wall of Fire (all once per day);

Produce Flame and Pyrotechnics (at will)

Natural fire-based attacks no effect; magical fire attacks -1 on both "to hit" and damage.

The efreeti will fight until destroyed. It does not die, it simply retreats back into the lamp, totally healed and awaiting the end of its time on this plane. For the next twenty days, the efreeti is trapped in the lamp, and may

be summoned forth and commanded by the party that has the lamp. After 20 days, the efreeti is free to return to its own plane.

If the efreeti is sent to its lamp, the shireling will run away without the lamp.

XP: 3,070 (if efreeti is defeated) + 9000 (for lamp)

54/Invisible Stalker

LOCATION: any

TIME: any

CSL: 9-12

Player's Information

An invisible foe attacks!

GM's Information

The Characters are being attacked by an enraged invisible stalker. If the party flees, the stalker will follow.

Invisible Stalker

HTK: 64 (8D8), **AC:** 3

MV: 12", **AL:** Neutral

AT: 1, **DM:** 4D4

INT: High

THACO: 12, **SZ:** L (8½' tall)

Specials: Surprise on 1-5 on 1D6, Invisible (-2 on "to hit" rolls), Magic Resistance: 30%

The stalker will fight until destroyed.

XP: 1,740

55/Earth Elemental

LOCATION: any

TIME: any

CSL: 9-15

Player's Information

*The ground starts to rumble. *—Character's name—* is grabbed by a hand which forms from the very ground!*

GM's Information

The hand is that of an earth elemental. If the party flees, the elemental will pursue.

Earth Elemental

HTK: 113 (16D8), **AC:** 2

MV: 6", **AL:** Neutral

AT: 1, **DM:** 4D8

INT: Low

THACO: 7, **SZ:** L

Specials: +2 or better weapons to hit

The elemental will fight until it or the party is destroyed.

XP: 4,545 (if elemental is destroyed)

56/Type V Demons

LOCATION: any

TIME: night

CSL: 9+

Player's Information

Three 6-armed females who have the lower bodies of giant snakes coil on the street corner.

GM's Information

These three type V demons are out looking for warrior sacrifices. They will fight until either they or their opponents are dead.

Type V demons

HTK: 63, 62, 60 (7D8+7), **AC:** -7/-5

MV: 12", **AL:** C. Evil

AT: 7, **DM:** 2D4 (constriction; by weapon type)

INT: High

THACO: 12, **SZ:** L (7' tall)

Specials: AT WILL: Cause Darkness (5' radius), Charm Person, Levitate (as skill 1 magic-user), Read Languages, Detect Invisible Object, Cause Pyrotechnics, Polymorph Self, Project Image, and Gate Type I (30% chance), Type II (25% chance), Type III (15% chance), Type IV (15% chance), Type VI (20% chance), or one of the lords or princes (5% chance), but the chance for opening such a gate is at 50%.

A solitary adventurer encounters only one demon.

XP: 5,220 (if killed)

57/Hill Giants

LOCATION: outside

TIME: night

CSL: 9+

Player's Information

Four hill giants, each armed with a club, swagger in your direction. One of them says, "Let's 'ave some sport, eh? What do ya say, boys?"

The boys must agree; they raise their clubs and charge!

GM's Information

The hill giants are peeved at being

kicked out of more than a dozen establishments.

(4) Hill Giants

HTK: 65, 63, 60, 57 (8D8+2), **AC:** 4

MV: 12", **AL:** C. Evil

AT: 1, **DM:** 2D8

INT: Low

THACO: 12, **SZ:** L (10½' tall)

Specials: Hurl rocks up to 20' distance doing 2D8 HTK of damage.

A solitary adventurer encounters only two hill giants.

The giants will fight until they or the Characters are dead.

XP: 8,540 (+10% if subdued)



58/Ice Devils

LOCATION: establishment

TIME: any

CSL: 13+

Player's Information

The building shakes, a thunderclap cracks, and suddenly four Ice Devils stand in the middle of the room. Spectators scatter like loose marbles. Only one ice devil is armed with a spear; he says, "Where is the mirror? Hand it over or you shall suffer like never before!"

GM's Information

If there is no answer within 2 rounds the ice devils will attack.

(4) Ice Devils

HTK: 88 (leader), 80, 77, 70 (10D8), **AC:** -4

MV: 6", **AL:** L. Evil

AT: 4, **DM:** 1D4x2 (claws)/2D4 (mandibles)/3D4 (tails)/2D6 (spear)

INT: High

THACO: 10

Specials: Spear: Numbing cold, save vs. Paralyzation or be slowed by 50%, Fly, Wall of Ice, Detect Magic, Detect Invisible, or Polymorph Self (once per day). Ultravision of 60'. Regenerate 1 HTK per round, STR of 18/76 (+2, +4), Radiate Fear in 10' radius (save vs. Wands).

A solitary adventurer will encounter only the leader of the ice devils. If the leader is turned or destroyed the rest of the ice devils will flee.

XP: 22,640 (killing all) or ½ for sending some or all away

59/Water Elemental

LOCATION: near a well

TIME: any

CSL: 13+

Player's Information

The water from a neighborhood well leaps out of its hole and attacks!

GM's Information

If the PCs flee, the water elemental can only give chase if they stay within a 6" radius of a water source.

Water Elemental

HTK: 113 (16D8), **AC:** 2

MV: 6"/18", **AL:** Neutral

AT: 1, **DM:** 5D6

INT: Low

THACO: 7, **SZ:** L

Specials: +2 or better weapons to hit

The water elemental will attack until it is dead, or the party is out of range.

XP: 4,545

60/Black Pudding

LOCATION: street

TIME: any

CSL: 13+

Player's Information

A sewer cover rises and disgorges a black, oily substance.

GM's Information

The black substance is a black pudding. If the Characters flee, the pudding will wreak havoc on the surrounding area.

Black Pudding

HTK: 80 (10D8), **AC:** 6

MV: 6", **AL:** Neutral

AT: 1, **DM:** 3D8

INT: Non-

THACO: 10, **SZ:** L (8' diameter)

Specials: Dissolves wood and metal. Blows, cold, and lightning do not harm it. If a blow splits the pudding, the pieces are able to attack separately.

If the Characters stay to fight, the black pudding will fight until it is destroyed. If the pudding defeats the party, it will dissolve each victim totally (with no hope of Resurrection).

XP: 2,510 (for destroying pudding).



Thieves' Guild

The following two encounters are different from the random encounters described before. No matter what skill level your Character is, if s/he is a practicing thief, and not part of the Guild, s/he will hear from them.

The head of the Thieves' Guild is Sabastian Vahs (#17 in the **Map and Population Book**), and all thieves listed in the **Map and Population Book** are Guild members. The members tithe ten percent of everything stolen by members. In return, members have access to Guild magics for spying and protection, Guild tunnels under Briarwood, medical benefits, a bail-bond program, and sundry other benefits.

The Guild makes over a million gp each year, of which fifteen percent goes to the Overlord for protection and the occasional amnesty decree. Guild Headquarters is mobile, and never in the same location two weeks in a row.

Anything a Guild member steals is subject to the ten percent Guild fee, and nothing is stolen in Briarwood that the Guild does not find out about. If a member does not turn over ten percent of the item's value in a timely fashion, s/he is assassinated.

First Notice

LOCATION: any
TIME: upon waking
CSL: all

Player's Information

At dawn the following note is pinned to your blanket:

*"We have heard of your thieving exploits. Meet me at *—street name—* at *—time—*.*

*Signed,
Thieves' Guild"*

GM's Information

The note was left by a member of the Thieves' Guild while the Character was sleeping. It is both an invitation and a warning: join the Guild, the Guild knows who you are.

If the Character goes to the meeting s/he will be met by a disguised individual from the Guild. The Guild member will try to persuade the Character to sign a document making him or her also a Guild member. See below for conditions of membership.

If the Character does not go to the meeting, see the next encounter.

XP: None.

Second Notice

LOCATION: any
TIME: any
CSL: all

Player's Information

*Suddenly an arrow whizzes past and sticks into *—nearby object (GM's discretion)—*. The shaft passed close enough that there is no possibility it was accidental. A note unfurls with a soft slide from around the arrow shaft. It reads:*

*"This is your last chance; meet me at *—place name—* at *—time—* or your thieving exploits shall end abruptly. Signed
Thieves' Guild"*

GM's Information

This is the second, and final, warning. If the Character does not respond, s/he will be assassinated shortly after the scheduled meeting time by one or more poisoned arrows.

XP: None.



To Catch a Thief



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GM Introduction



To Catch a Thief is a 16-page introductory adventure provided for use with the City-State of the Invincible Overlord campaign world. Six pre-generated Characters are provided for use in this adventure should Players wish to use them.

If Players choose to use their own Characters, be certain the Characters are equivalent in skill level to the pre-generated Characters provided. Also,

at least one cleric, one thief, and one Character able to Polymorph Self must be included. The adventure text assumes the pre-generated Characters are used; modifications will be required in Player and GM texts if Players adventure with their own Characters.

Note that none of the pre-generated Player Characters has a green card (a special, government-issued permit which allows spell-users to cast spells within Briarwood). If any Character uses magic in Briarwood without a green card (or if legal magic causes any unnecessary damage to person or property), the Character must answer to the Overlord's Court, a body known for its harsh judgements.

To begin play, make a photocopy of each Character's statistics and description sheet and give them to the Players. Then read the Players' Introduction aloud. Keep a copy of each Character's sheet for reference and be certain to give the Players the City Guides to

Briarwood prior to the adventure beginning.

GM Background

This adventure's actions center around the theft of a magical tome and the subsequent investigations to exonerate an innocent man accused of the theft. The real perpetrator of the theft is a doppelganger, a creature capable of shape changing into and impersonating any person he chooses. Through this ability, the doppelganger implicates other Briarwood townspeople in the thefts he himself commits.

In this adventure, the doppelganger assumes the identity of Lorin the Clean, a local Bathhouse proprietor, and steals a magical tome from two gentlemen. Lorin is arrested and scheduled to hang for the theft, all part of the doppelganger's plan; once a person accused of a crime is hanged, the case is closed and the doppelganger is then free of any potential suspicion.

Modifying Adventure for Higher/Lower Characters

Players may wish to use their own Characters in this adventure. If this is the case, and if the Characters are of a significantly higher skill level than the pre-generated ones provided with the adventure, the following changes are suggested:

- 1.) The doppelganger/thief should be changed to a rakshasa.

Rakshasa

HTK: 54, AC: -4,
MV: 15", AT: 3,
DM: (1D6/2*), (1D6/2), 1D4+1,
AL: L. Evil,
THACO: 13,
Specials: ESP, Create Illusion,
+1 weapons to hit, +1 to +3
weapons do half damage,
Spells: Magic-User's to 3rd skill,
Cleric's to 1st skill

* 1D6 divided by 2

- 2.) The item which Neville contracts the rakshasa to steal should be some special item (Vorpal Blade,

Rod of Lordly Might, Ring of Three Wishes, Magical Plate Mail, etc. If Plate Mail is chosen, the GM should assign a magical value for the mail, e.g. +3, +5, etc.).

- 3.) Spells possessed by the party should be increased in number and potency. Specific spells could be selected by either the GM or the Players but should include a Detect Evil and probably a Protection from Evil, since a rakshasa is now the antagonist.
- 4.) The party has the opportunity to encounter both skill 3 and skill 5 Black Lotus Guards during the adventure. When encountering higher-level Characters, skill 3 Guards should be accompanied by two skill 6 sergeants and one skill 8 lieutenant. Skill 5 Guards should be accompanied by one skill 8 lieutenant and one skill 10 captain. Statistics for these Guards can be found under #362 in the Map & Population Booklet.
- 5.) Finally, to provide a level of

intrigue, the GM may wish to improvise several encounters during the adventure. In these encounters, the party could engage a group of skill 10 Overlord Guard captains who are enacting top-secret investigations of the thefts.

The captains could initially request the party leave well-enough alone by not becoming involved in the case. If the party persists, the captains could become belligerent and even fight the Characters, if necessary.

Lower-Level Characters

Since this adventure is designed for Characters at skill levels 2-5, the only lower-level play possible is by skill 1 Characters. In this case, only two items need be modified to balance play:

- 1.) The doppelganger, normally possessing 32 HTK, should be reduced to 26 HTK, and
- 2.) All skill 5 Black Lotus Guards should be lowered to skill 4 statistical levels.

Adventure Synopsis _____

The adventure begins with the party witnessing the theft of a magical tome from two townspeople at the Mithril Claw Inn. If the Characters chase after the thief, they eventually lose him in the crowd. The Characters then see Lorin the Clean, a Bathhouse proprietor who looks just like the thief, being taken to jail. The party has the opportunity to go to the jailhouse and identify Lorin as the thief.

At the jail, Lorin pleads with the party that he is innocent and tries to convince the Characters to help him clear his name. If the party decides to

help Lorin, the Characters can try to break him out of the jail itself or wait and free him the next day as he is escorted to his trial at Briarwood Castle.

The party can also return to either the Mithril Claw Inn or Lorin's Bathhouse to search for clues. Characters with special connections (Thieves' Guild, seers, etc.) are given the opportunity to consult such sources at this time.

If the party attempts to free Lorin at any time, the Characters (whether successful or not) will become wanted criminals. From that point on, all Town Guards will be on alert for the

Characters, who will be subject to arrest and imprisonment. If the party is captured and jailed, the adventure concludes with Lorin being hanged and the doppelganger emerging victorious.

However, if the party evades capture, it will learn information sufficient to lead it to a Pawn Shop where the doppelganger fences his stolen merchandise. Here the Characters can establish a trap for the doppelganger when he next attempts to fence his goods. The success of the ambush (and, ultimately, the adventure) then rests squarely upon the shoulders of the Characters themselves.

Encounter Sequence

ENCOUNTER #	(leads to)	ENCOUNTER #
1		2, 3
2		3, 5
3		4, 5, 6, 7
4		8, 9
5		3, 9, 10
6		8, 9
7		4, 6, 10
8		9, 11
9		8, Endgame
10		5, 12
11		5, 7, 8, 10, 12
12		9, Endgame

Player Characters

Player Characters

Specific spells are listed for magic-using and clerical Characters. These are suggestions for use during the adventure and may be changed by the GM or the Player, if so desired.

Nlairm

Naga, Skill 4 Cleric

STR: 11, INT: 12, INS: 16,
STA: 10, DEX: 16 (+1, -2), APL: 10,
HTK: 28, AC: 2,
MV: 12"/20", AT: 2,
DM: 2D10 (Acid), 2D4 (Constriction), or 1D4 (Bite),
AL: L. Good,
THACO: 18,
HT: 13' (length), WT: 433 lbs.,
Weapon Proficiencies: N/A,
Weapons: N/A,
Armor: None,
Magic Items: None,
Spells: 3/2

1st: Cure Light Wounds (x3)
2nd: Hold Person, Silence 15' Radius,

Specials:

Acid Spit: 3PD*, 20' range.

Charm: Can charm any thinking being (-1D4 on Save vs. Paralyzation).

Numbing Bite: Victim must Save vs. Poison or area bitten becomes numb (for specific results, consult Naga Bite Chart in the Nagas Race Book).

* (3 times per day)

Nlairm is a quiet, reserved being who never seems to get nervous or excited. While his apparent lack of emotion tends to make those around him fairly ill-at-ease, Nlairm holds the trust of all his friends and associates.

Nlairm has crimson and black scales covering his body and are arranged in a fan-like pattern. He owns one diamond (valued at 187 gp) which is his most-prized possession.

Salorian

Centaur, Skill 2/3 Cleric/Ranger

STR: 14, INT: 13, INS: 14,
STA: 17 (+4), DEX: 17 (+2, -3),
APL: 15,
HTK: 17, AC: 1,
MV: 18", AT: 3,
DM: by weapon type and 1D6x2 (forehooves),

AL: L. Good,
THACO: 18,
HT: 7' 1", WT: 1053 lbs.,
Weapon Proficiencies: Dagger, scimitar, spear, throwing dagger,
Weapons: Daggers (x2), scimitar, spear, throwing daggers (x8),
Armor: Chain mail,
Magic Items: None,
Spells: 2
1st: Cure Light Wounds, Detect Magic,
Specials: Innate Ability (Polymorph Self, 3PD; Protection from Normal Missiles, CON)



Salorian is a fine young centaur, jovial and light-hearted. Due to his Protection from Normal Missiles innate ability, he usually charges during combat when he is within bow range. As he nears his opponents, the archers usually draw their weapons to melee. This allows Salorian's party to attack and catch the opposition off-guard.

Salorian's coat is primarily white, mottled occasionally with light gray spots. His mane and tail are of the purest white, are very well kept, and are usually braided.

Salorian is well-known for his voracious appetite. He mainly eats fruits and vegetables and often at such a rate as to attract the dumbstruck

attentions of on-lookers. When Salorian adventures in the Briarwood area, DSL (proprietor of the Mithril Claw Inn) puts him up at Orlow Longstride's stables nextdoor. Salorian's wealth is presently measured at 87 gp and 10 sp.

Fliander

Pixie, Skill 2/3 Magic-User/Thief

STR: 6 (-1, 0), INT: 13, INS: 15,
STA: 8, DEX: 17 (+2, -3), APL: 15,
HTK: 9, AC: 3,
MV: 6"/12", AT: 1,
DM: by weapon type,
AL: L. Neutral,
THACO: 20,
HT: 1' 10 1/4", WT: 19 lbs.,
Weapon Proficiencies: Blow gun, pixie bow and arrows, sword,
Weapons: Blow gun, bow, sword,
Armor: None,
Magic Items: None,
Spells: 2

1st: Detect Magic, Magic Missile,
Specials:

Infravision at 90',

Blend at will (-4 on "to hit" rolls),

Polymorph Self at will,

Know Alignment at will,

Create Illusions OPD,

Thief Abilities:

PP: 45%

OL: 43%

F/RT: 45%

MS: 47%

H in S: 45%

HN: -

CW: 67%

RL: -

Unlike most pixies, Fliander hates to joke about situations and is serious in demeanor at almost all times (the party has seen her smile twice). Fliander enjoys the presence of most humanoids although she is leery of lizardmen and nagas (mainly because they look like lizards and snakes, respectively, and she looks like a bug). Fliander's eyes are a sparkling lavender and her hair is a radiantly-glossy silver.

Fliander hates ogres and their ilk because members of the race destroyed her village and killed her family in a pillaging. Fliander's father was once a thief in Briarwood. As such, Fliander can initiate contact with the Thieves' Guild if she desires.

The whereabouts of Fliander's father are unknown; he left for Briarwood months before the destruction of Fliander's village. Fliander has not heard from him since, although she suspects he still lives within the City-State confines.

Fliander's wealth is presently measured at 12 pp and 60 gp.

Sslarth

Lizardman, Skill 4 Fighter

STR: 18/43 (+1, +3), INT: 8,
INS: 12,
STA: 15 (+1), DEX: 13, APL: 9,
HTK: 25, AC: 5,
MV: 6"/12", AT: 2,
DM: by weapon type and/or 1D6
(tail mace),
AL: C. Good,
THACO: 18,
HT: 5' 7", WT: 185 lbs.,
Weapon Proficiencies: Dagger,
Florentine Fighting, long sword,
spear,
Weapons: Daggers (x2), long
sword, spear,
Armor: None,
Magic Items: None,
Specials: Can see underwater as if
on land

Sslarth loves fighting and hates discussions (unless they pertain to fighting), unquestionably an "act first, ask questions later" adventurer. Sslarth is fairly small of frame for a lizardman but he is stocky, very muscular, and extremely strong for his size. He is an excellent and experienced adventurer, an asset to any party.

Sslarth's wealth is presently measured at 113 gp and 125 cp.

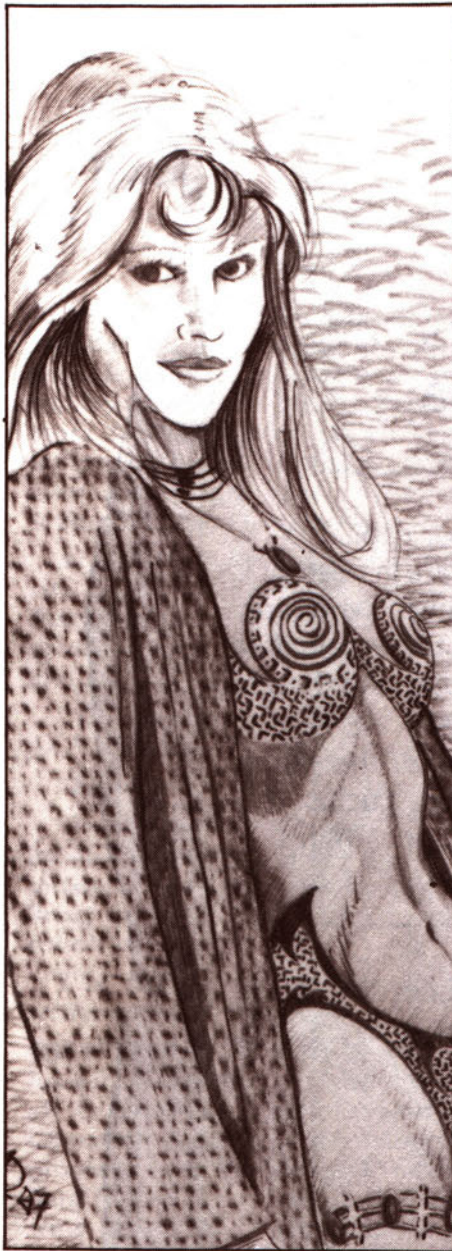
Trisha Loop

Shireling, Skill 4 Magic-User

STR: 12, INT: 14, INS: 10,
STA: 13, DEX: 18 (+3, -4), APL: 13,
HTK: 11, AC: 6,
MV: 9", AT: 1,
DM: by weapon type,
AL: N. Good,
THACO: 20,
HT: 3' 5", WT: 62½ lbs.,
Weapon Proficiencies: Throwing
dagger,
Weapons: Throwing daggers (x5),
Armor: None,
Magic Items: None,
Spells: 3/2
1st: Magic Missile (x2), Sleep,
2nd: Invisibility, Web,
Specials: Saves at +3 vs. Wands,
rods, staves, spells, and poison,
Infravision at 60'

Trisha loves centaurs. She finds the race exceptionally intriguing and is working at getting better acquainted with Salorian. Trisha hates and fears undead. In melee against such creatures, Trisha Saves vs. Fear at -3. If the Save is successful, Trisha fights normally; otherwise, she is forced to flee for 1D6 rounds.

Trisha has sun-bronzed skin and blonde, flowing, hip-length hair



which is almost always kept in a tight french-braid. Trisha is normally clad in a voluminous woolen cloak, which allows her adequate room to access her various items and material components. The size of the cloak also helps to disguise Trisha's physical outline during combat.

Trisha's present wealth can be measured at 52 gp and 15 sp.

Bergen Sheen

½-human/½-drow, Skill 4 Magic-User
STR: 9, INT: 17, INS: 12,
STA: 15 (+1), DEX: 17 (+2, -3),
APL: 8,
HTK: 14, AC: 7,
MV: 9", AT: 1,
DM: by weapon type,
AL: L. Neutral,
THACO: 20,
HT: 6' 2", WT: 165 lbs.,
Weapon Proficiencies: Staff,
Weapons: Daggers (x4), staff,
Armor: None,
Magic Items: None,
Spells: 3/2
1st: Burning Hands, Shocking
Grasp, Unseen Servant,
2nd: Darkness 15' Radius, Mirror
Image,
Specials: Infravision at 30'

Bergen is a tall, lean man who possesses stark blond hair, pale blue skin, and dazzlingly-deep blue eyes. A very moody fellow, Bergen tends to alternate from good to bad moods seemingly at the drop of a cap.

Bergen is very interested in the histories and customs of nagas. He will approach any naga he meets in a fascinated and inquisitive manner, attempting to learn all he can about the newly-encountered creature.

Bergen owns a golden sceptre which is valued at 230 gp.

Non-Player Characters

Sam (thief/doppelganger)

HTK: 32, AC: 5,
MV: 9", AT: 1,
DM: 1D12,
AL: Neutral,
THACO: 15,
Armor: None,
Specials: Surprise 1-4 on 1D6,
Change Shape at will,
ESP: Imitate person he is
disguised as with 90% accuracy,
Immune: Sleep and Charm spells,
Saves as skill 10 fighter

With the exception of events covered in Encounter 12, Sam (the doppelganger) always fences his stolen goods in the form of a well-muscled man with long, curly, black hair. When under this disguise, Sam always wears a patch over his left eye and is accompanied by a parrot which rests upon his left shoulder.

Players' Introduction

The notice was posted on nearly every tree and doorpost throughout Calandia.

All Patriots of Calandia

Come to Briarwood, capital of the City-State. We are in need of able-bodied beings who are willing to fight to remain free and to fight those who threaten our families' lives.

Come to Briarwood; the great Invincible Overlord, Lucius II, needs your assistance in his battle against evil.

‡ New Recruits Accepted ‡
Every Monday

NOTE: Players using their own Characters may feel they require an explanation of the party's transportation from its normal campaign world to Calandia. In this instance, explain to the Players that following their last adventure, the Characters came upon a teleportation device which deposited them in this "new land" of Calandia (or some similar reason).

The influx of eager adventurers, yourselves included, was astounding, in both numbers and immediacy. The notice drew members of nearly every race imaginable here to Briarwood, an immense and bustling town, one truly deserving to be the capital of the City-State.

The announcement sent waves of excitement and expectation throughout the continent. Little did anyone know that Calandia was being invaded by a far more powerful and insidious force than was even thought by the Overlord. But finding bliss in such ignorance, the entire City-State continued to bask contentedly in its own, unique brilliance.

The center of Briarwood's social activity, the Mithril Claw Inn rests serenely along Main Street, veiling the adventurer-wrought turbulence which often occurs behind its doors. Surprisingly, the Inn remains virtually empty this morning. Still, it is only seven o'clock in the morning; the day's patrons have probably yet to even arise from their beds.

The aroma of freshly-brewed coffee wafts throughout the dark but cozy establishment. The Inn is presently occupied by only three persons, save yourselves: a robed human, a holy fighter (both of whom discuss a large tome which rests between them), and a bartender/cook.

NOTE: At this point, the Characters should be allowed to become settled in their new environment. As they will be unable to sign up for the Overlord's army until tomorrow (Monday), the Characters may as well become familiar with the Briarwood area. Once the Characters have had the chance to relax, play proceeds with Encounter 1: At the Inn.

The Adventure

Encounter 1

AT THE INN

PREP: Use this encounter when the party has acquainted itself with the surrounding Briarwood area and the Players are prepared to begin the adventure.

PLAYERS: *The Mithril Claw Inn is quiet this morning save for the presence of two men, a magic-user and a holy fighter (or a paladin perhaps) by appearances, who vehemently discuss a character-covered page in a large naga-hide-bound tome. The two sit at a table by the front door of the Inn.*

Suddenly, a small, chubby, bald man runs through the Inn and throws some sparkling dust in the two men's faces. The man grabs the tome which was the subject of the others' intense conversation, and rushes out the front door. All of this happens in a matter of mere seconds.

The two men, coughing and sneezing violently, motion to the barkeep to follow the thief.

GM NOTES: The thief is Sam, the doppelganger, under the identity of Lorin the Clean (proprietor of the Bathhouse).

If the party decides to chase the thief, it will see the thief go right on Main Street and then left down Sun Street. The party will then lose him in the increasing early morning crowd. In this case, play proceeds with Encounter 2: Mob at the Bathhouse.

If the party attempts to help the magic-user and paladin, the two men will battle the coughing/sneezing attacks and say,

"No, no, please," the mage says. "I assure you we are fine. Go to find the perpetrator of this vile deed!"

"Hurry, we beg you!" the paladin pleads. "That tome is a priceless artifact. Oh, that I brought it into public is my own dismay. Please, for all that is holy, search out that thief and save the book."

If the party heeds the men's requests, refer to the previous paragraph where the party loses the thief and then proceed with play to Encounter 2: Mob at the Bathhouse.

If the Characters report the events to the Town Guards, the party will be instructed to fill out a report and stay in the City-State until contacted. The Characters will be specifically requested to restrain their travel to Briarwood itself, as they are witnesses to a serious crime and may be needed to positively identify the thief. Play then proceeds with Encounter 3: At the Jail.

Encounter 2

MOB AT THE BATHHOUSE

PREP: Use this encounter when the Characters have chased the thief from the Mithril Claw Inn and lost him in the early-morning Briarwood crowd.

PLAYERS: *After a fruitless search of the increasing crowd for the thief, the sounds of an angry mob arise from in front of the Bathhouse, where a group of citizens is trying to force its way into the establishment.*

"Yeah, that's the guy I saw runnin' down Main," one scraggly-looking man intones. "Had a big book with him, 'though. Musta stashed it in his place there."

Four Black Lotus Guards eventually arrive, push their way through the crowd, and pound on the door, announcing their official capacities.

"Haul him off, I say," another person whispers. "We've had two already. This has got to stop."

A small, chubby, bald man steps out to face the awaiting guards. This man looks physically exactly like the thief for whom you search except his clothes are different. The guards shackle his hands and escort him off to jail. The man puts up no resistance.

From amidst the crowd, you hear people continuing to talk about Lorin, obviously the man whom the Town

Guards are escorting to jail. Yet some of the comments are far from defamatory.

"He's such a nice man. He's never done anything wrong before."

"He doesn't need to steal; he's a fairly well-off man. This is not like the Lorin I know!"

"He has been at the Bathhouse all morning. I know this for a fact; I've been here all morning myself!"

GM NOTES: These latter comments are obviously correct. The man who stole the magical tome from the Mithril Claw Inn was not Lorin, but was Sam, the doppelganger, under the assumed identity of Lorin.

The Characters have several options at this point. If the Characters go to the jail to talk to or see Lorin, play proceeds with Encounter 3: At the Jail. If they go either into the Bathhouse or back to the Inn, play proceeds with Encounter 5: Investigating.

NOTE: Due to the attention brought on by this arrest and the throngs of people surrounding the group, the party will be unable to rescue Lorin from the Town Guards during this encounter.

Encounter 3

AT THE JAIL

PREP: Use this encounter under any of the following circumstances:

- 1.) The Characters have come here from Encounter 1 to verify Lorin as the thief, as per instructions from the Town Guards, or
- 2.) The Characters have either just seen Lorin arrested at the Bathhouse (Encounter 2) and have followed Lorin and the guards to the jail, or
- 3.) The Characters have returned to the jail to discuss with Lorin information they discovered in other encounters (in which case the GM should modify the following information as necessary).

PLAYERS: Lorin, proprietor of the Bathhouse and the man accused of stealing the magical tome from the Mithril Claw Inn, is now imprisoned in the Overlord's jail. In order for any person to see and/or speak to any prisoner within the jail's confines, s/he must submit to a brief body search and relinquish all weapons and armor while in the jail premises.

There is a Glassee spell thrown on the wall separating Lorin and the visitors' viewing area. With the exception of different clothing, the man in this cell looks exactly like the thief. The only problem seems to be that losing the thief in the crowd and the rioting at the Bathhouse occurred nearly simultaneously.

Lorin looks up plaintively and says, "Please, let me talk, I beg of you. This is all some mistake... some terrible, terrible mistake."

GM NOTES: Due to the immense crowds drawn by the theft, guards have been posted to surround the jail until interest dissipates. Because of the heightened security, the Characters will not be able to free Lorin at this point.

Lorin will truthfully answer any questions posed him by the party. When the Characters ask for Lorin's own story, he will say, "As I've told the guards, this is some insane mistake. I am innocent; I have never stolen anything in my life. I am being framed but by whom and why I do not know."

"I was working in the Bathhouse all morning... we do quite a business on the weekends, and especially on Sundays. Cleanliness brings one closer to God, you know. So, I was preparing for the day's patrons when it all started."

"The crowds began to gather, pounding on my door, screaming at me, calling me 'thief' and 'crook.' I couldn't believe what I was hearing. Before I could respond, tell them it wasn't true, the Overlord's Guards had arrived to arrest me. Being a peaceful man, I did not resist, for I had faith I would be tried justly."

"But then I discovered I was to be made an example. There have been several robberies lately and to discourage others, I am to be tried immediately. I have no time to prepare. I am innocent, yet I will be tried tomorrow morning and will be hanged by noon! The legal system in the City-State is known for being more swift than just."

"If you are truly good, save me; break me out of this jail. We could then find this criminal with my face and bring him to justice. I know it is immoral; I know one should have faith in one's governing system, but would you let an innocent, law-abiding citizen die unjustly?"

"If I cannot convince you through my words, I offer you a reward to aid me in regaining freedom. I am not a wealthy man but I have a few magic items (GM discretion) and even some gold which I have saved for my later years. In order that I might see those years, I gladly offer it to you. Just, please, help me."

Lorin looks up seriously, his brow furrowed with concern and the desperation of the doomed.

NOTE: Lorin will not allow anyone to polymorph him because (1) it would make Lorin look guilty of the crimes and (2) Lorin becomes extremely nervous around magic, especially magic directed at him.

If the Characters attempt to break Lorin out of jail, they must leave its actual confines to perpetrate the escape. Play then proceeds with Encounter 4: Jail Break. If the Characters wait until tomorrow morning to free Lorin as he is taken before the Overlord's Court, play proceeds with Encounter 6: To the Trial.

If the Characters go back to investigate the Mithril Claw Inn or the Bathhouse, play proceeds with Encounter 5: Investigating. Finally, if the Characters go to the Thieves' Guild (through connections made by the party's thief), a seer, a fortune teller, or elsewhere (at GM discretion) for information, play proceeds with Encounter 7: Needed Information.

Encounter 4

JAIL BREAK

PREP: Use this encounter when the Characters have decided to break Lorin out of jail. At this point, the Players should be given the Players' Map which details the jail complex.

PLAYERS: The visit with Lorin did much more than open some eyes to the

Bathhouse proprietor's plight; it also provided an excellent guided tour of the complex. A map compiled from everyone's memory rests in front of the party; it is time for a plan.

GM NOTES: Several factors must be considered by both the party and the GM if this jailbreak is committed: if the break is executed during daylight hours, any number of passers-by might notice the party's unusual activity.

If, conversely, the escape were attempted at night, crowd activity would be drastically diminished but all of the establishment's torches (see GM's Map) would be lit. This would create for the guards more-than sufficient light to see the party and also provide a possible fire-hazard.

If the party is able to perpetrate a successful and silent attack against the nine guards in the main complex, the warden and the three guards in the guard barracks will remain asleep.

If the jail break is successful, play proceeds with Encounter 8: Unwanted Company. Otherwise (if the jail break fails), play proceeds with Encounter 9: Behind Bars.

(12) Guards

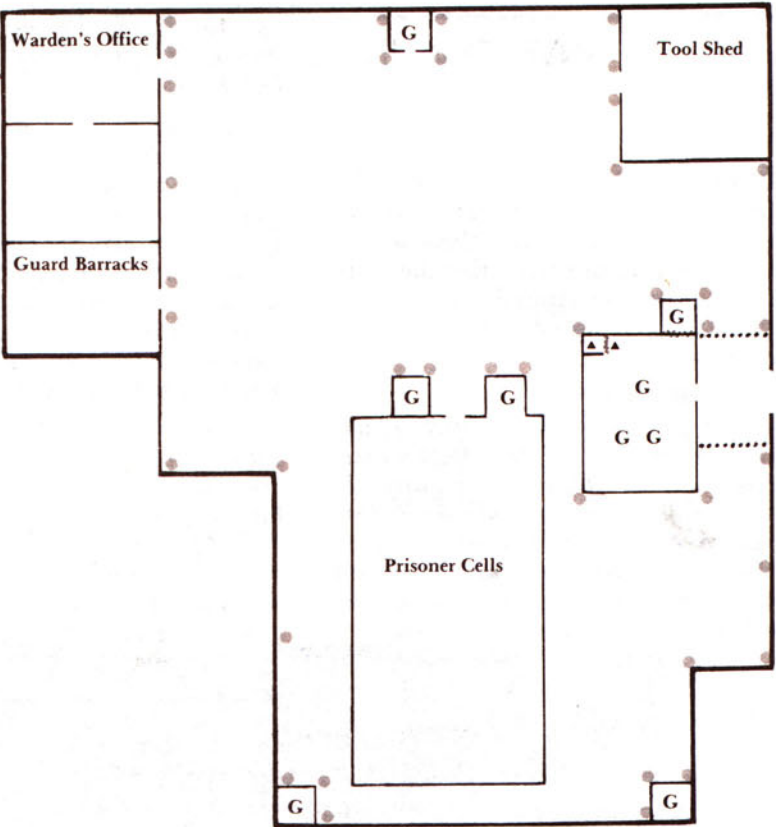
Human, Skill 3 Fighters

STR: 9-15, INT: 8-17, INS: 8-17,
STA: 9-14, DEX: 9-14, APL: 7-18,
HTK: 30, 30, 30, 29, 29, 29, 28, 27,
27, 26, 25, 24, AC: 4,
MV: 9", AT: 1,
DM: by weapon type,
AL: L. Neutral,
THACO: 18,
Weapon Proficiencies: Battle axe,
cross bow, javelin, throwing
hammer,
Weapons: Battle axe, cross bow,
javelins (x2), throwing hammer,
Armor: Splint mail

Warden Thadeus Cornwall,
Human, Skill 8 Fighter

STR: 14, INT: 17, INS: 16,
STA: 12, DEX: 16 (+1, -2), APL: 13,
HTK: 53, AC: 3,
MV: 9", AT: 3/2,
DM: by weapon type,
Align: L. Neutral,
THACO: 14,
HT: 6'1", WT: 211 lbs.,
Weapon Proficiencies: Cross bow,
dagger, long sword, throwing
dagger, short sword, staff,
Weapons: Cross Bow of Speed, +2
dagger, long sword,
Armor: Chain mail,
Magic Items: Potion of Human
Control

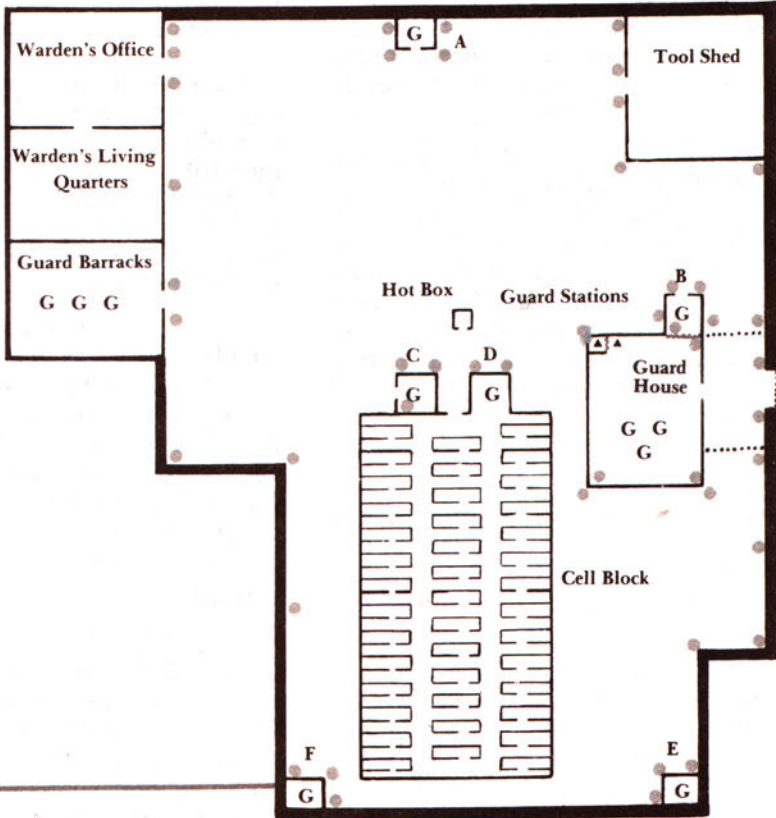
Players' Map



KEY

- G = Guard
- = Torch
- = Glassee Spell Here
- ▲ = Chair
- └─ = Ten Feet

GM's Map

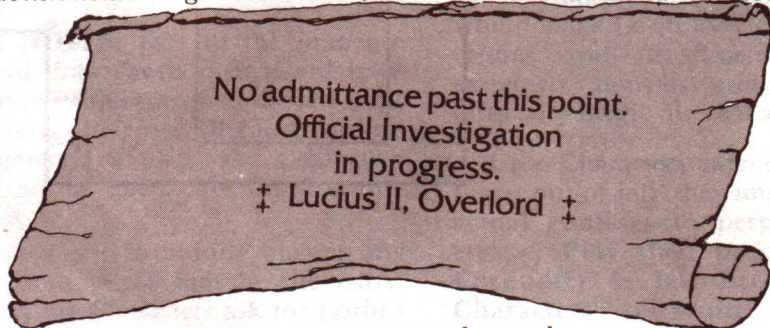


Encounter 5

INVESTIGATING

PREP: Use this encounter when the Characters begin to search for clues to exonerate Lorin in the theft of the tome. Depending on whether the party investigates the Mithril Claw Inn or the Bathhouse, use whichever reference is appropriate.

PLAYERS: *The investigation into the theft begins in the most logical place, the Mithril Claw Inn/Bathhouse. However, the building is currently surrounded and occupied by approximately twenty Black Lotus Guards. Yards and yards of tape imprinted with the Overlord's signet encircle the establishment. A sign which reads,*



is posted near the building's entrance. A rather edgy-looking wood elf is suddenly ejected from the building's entrance by one of the Black Lotus Guards. The elf glances back timidly at the guard and then begins walking away, heading in this direction.

GM NOTES: If the Characters attempt to enter the establishment, they will be ordered to stop by the Black Lotus Guards; if the Characters do not stop, they will be overwhelmed by the sheer numbers of guards, captured, and taken to jail. At this point, play should proceed with Encounter 9: Behind Bars.

If the Characters attempt to converse with the wood elf, he will stop and explain that he was a witness to the theft of the magical tome. He has just been questioned regarding it by the rather rude guards in the Mithril Claw Inn/Bathhouse.

"I saw this little, chubby, bald man standing on the street," the elf says. "He reached in his pocket and pulled out a bag (I found out shortly thereafter that the bag held sneezing powder) and when he did so, a small tag fell out of his pocket.

"Naturally, I went over and picked up the tag... only to return it to him, you understand. The tag said 'Neville's Pawn Shop - item #219' and was dated last Tuesday.

"Anyway, when I went to give the man his tag, I saw him enter the Mithril Claw and throw some of that dust at these two guys... one of those guys was Ararrat, a paladin from the Temple of Odin... oh, where was I? Anyway, the man dusted the mage and Ararrat, stole their tome, and rushed out the door. He ran right down Main and headed left on Sun Street.

"Now this is where things start gettin' strange. I don't see how they arrested Lorin at the Bathhouse; I followed the thief all the way down to Frog Street before I lost him in the crowd. On my way back towards the inn, I saw Lorin being taken to jail. I don't understand it; Lorin doesn't

know how to teleport, so how in Odin's name could he be in two places at once?"

The elf will look quizzically at the party, truly stumped by his own, marvelous story. If the Characters ask the elf any questions about Briarwood, the Town Guards, etc., he will answer as best he can (GM discretion) but he knows nothing more regarding the theft of the tome.

If the Characters go to any other establishment (specifically, the Mithril Claw Inn or the Bathhouse, whichever was not the setting for this encounter), they will discover nothing new or of interest to them. Another official Overlord's investigation will be in progress and none of the Town Guards will allow the party entrance.

If the Characters go to the jail, play proceeds with Encounter 3: At the Jail.

NOTE: If the party has already visited the jail and spoken with Lorin, the GM must modify Encounter 3 to eliminate redundant material. This could include having Lorin verify any rumors/facts discovered by the Characters during the investigations.

If the Characters stake out or simply go to the Pawn Shop, play proceeds with Encounter 10: The Pawn Shop.

Encounter 6

TO THE TRIAL

PREP: Use this encounter when the Characters have chosen to rescue Lorin while he is being escorted to his trial. The GM should slowly read aloud the street names and directions followed by the guard party escorting Lorin until Players state their Characters' intentions of attacking.

PLAYERS: *Lorin is escorted by six Black Lotus Guards out of the Jail Yard gate and left to Dragon Court. They then take a left on Brassine Avenue, a right on Spider Street, and finally a left on Main Street, heading toward Briarwood Castle.*

GM NOTES: The Black Lotus Guards will not surrender to opponents under any circumstances; they are far too well-trained and far too loyal to the Overlord.

If the guards are more than ten minutes (one turn) late in delivering Lorin to his trial, the Castle will dispatch twelve more Black Lotus Guards to aid the original party.

If the Player Characters succeed in freeing Lorin, play proceeds with Encounter 8: Unwanted Company. If they lose the battle with the Black Lotus Guards this encounter and do not escape (with or without Lorin), play proceeds with Encounter 9: Behind Bars.

(6) Black Lotus Guards Human, Skill 5 Fighters

STR: 12-15, INT: 7-14, INS: 7-14,
STA: 9-14, DEX: 7-14, APL: 7-17,
HTK: 50, 48, 46, 43, 42, AC: 4,
MV: 9", AT: 1,
DM: by weapon type,
Align: L.-C. Neutral,
THACO: 16,
Weapon Proficiencies: Crossbow,
dagger, halberd, long sword,
short sword,
Weapons: Crossbow, dagger,
halberd, long sword, short sword,
Armor: Chain mail and round
shield

Encounter 7

NEEDED INFORMATION

PREP: Use this encounter when the Characters search for information in an attempt to absolve Lorin of the theft charges.

GM NOTES: Listed following are sources the Characters are likely to approach and the respective information those sources can supply:

1) Thieves' Guild:

"We know that a master of disguise has been dressing-up as law-abiding citizens and robbing other citizens and visitors of Briarwood."

"Most stolen objects are fenced through Neville Pigot (see #138 in Map & Population Book), the proprietor of the Pawn Shop. Tell you what: if you find this guy, bring him to us first, okay? We've got a little score to settle since he's not... shall we say... paying his dues?"

2) Sages or Fortune Tellers:

"The man you seek is many people and one. Innocent people are being wrongfully blamed. I see the thief entering an establishment where other's possessions are sold... it's too cloudy to see any more."

3) Town Guards:

"This is not like Lorin; of course, it also wasn't like Fred Rogers or George the Fix-it Man, either, but they were still convicted and hanged for robbery. I guess sometimes people get a little demented or something."

"I wish we had a spy in the Thieves' Guild; we could learn a lot more about these robberies, I bet."

4) Any Other Source:

"Lorin is a good, kind, well-to-do man. I can't see how he can be the thief. But Fred and George didn't seem the thieving types, either."

If the party chooses to break Lorin out of jail, play proceeds with Encounter 4: Jail Break. If the party elects to release him during his escort to court, play proceeds with Encounter 6: To the Trial.

If the party goes to the Pawn Shop to either stake it out or enter it, play proceeds with Encounter 10: The Pawn Shop. If the party is still

interested in obtaining more information, re-use this encounter. Omit the already-used source(s) and change the source(s) name(s) which were not used to that(those) interviewed by the Characters. Feel free to provide any additional information not listed should the Players require further assistance.

Encounter 8

UNWANTED COMPANY

PREP: Use this encounter when the party has successfully freed Lorin from jail.

PLAYERS: Lorin's enthusiasm and appreciation over having been freed seems boundless; he has become a true and loyal friend. But there is obviously more to these events than a mere jailbreak. The time has come to act and clear the charges which have now stained the entire party's reputation.

As the party ventures farther into the city, six extremely formidable-looking Black Lotus Guards come around a corner, recognition gleaming in their eyes.

"These are the guys we're looking for," says one.

"I think you're right," says another.

"In the name of Lucius II, the Invincible Overlord, I arrest you for unlawfully freeing a prisoner and for being accomplices in three previous counts of robbery."

The guards draw their swords, readying for resistance.

GM NOTES: If the party gives up or loses the battle, the guards will gather all the party's weapons and escort the Characters to jail, at which point play proceeds with Encounter 9: Behind Bars. If the party escapes the guards or wins the fight, play proceeds with Encounter 11: Burden of Freedom.

(6) Black Lotus Guards
Human, Skill 3 Fighters

STR: 12-15, INT: 7-14, INS: 7-14,
STA: 9-14, DEX: 7-14, APL: 7-17,
HTK: 30, 30, 28, 26, 22, 20, AC: 4,
MV: 9", AT: 1,
DM: by weapon type,
Align: L.-C. Neutral,
THACO: 18,

Weapon Proficiencies: Crossbow, dagger, halberd, long sword, short sword,

Weapons: Crossbow, daggers (x2), halberd, long sword, short sword,

Armor: Chain mail and round shield

Encounter 9

BEHIND BARS

PREP: Use this encounter when the party, captured by the Overlord's Black Lotus Guards, has been imprisoned.

PLAYERS: The bleak and formidable walls of the Overlord's jail now seem to be the entire world, as each adventurer finds him/herself locked up separately, bound by wrists and ankles, and gagged. From the cell doorway, Warden Thadeus shouts, "You are here for good. We now have twenty-four guards; top-notch they are, so any escape attempt would be most futile."

"You will be held for five days, during which time you will be drilled for information and, if you cooperate, we might merely sentence you to hard labor. You will find out that hard labor keeps you healthy, while pacing in a cell with no sunlight makes you arthritic and disturbed."

GM NOTES: Warden Thadeus is quite correct; escape from this cell, manned as it is, would be immensely difficult, if not impossible. The walls, formed of mortar and brick, are fireproof and a magical seal, cast by Crandel, absorbs and negates all spell energies. Magic is thus ineffective within the jail's walls.

Thieves will be unable to pick the jail cell's locks, as the guards confiscated their tools prior to the thieves' imprisonments. Even if escape were possible, the party would still have to defeat the increased security of twenty-four Black Lotus Guards. (GM: simply double the number of guards shown on the jail map in Encounter 4; locations will be the same, but for each guard listed on the map, two will be present.)

In the extremely unlikely and ill-advised event that the party is able to implement a successful escape, the GM could re-run Encounter 8 and have a dozen Black Lotus Guards oppose the Characters each turn the party is free.

The party's over, as the case may be. The Characters, failed in their attempts to exonerate Lorin of guilt, will be released in four days when Sam, the doppleganger, is caught by Arrarat, Phoebus, Sasha, DSL, and Smiladon. Lorin, found guilty by the Overlord's Court, will be hanged the next day. However, when Sam is apprehended, the Court will repeal its verdict on Lorin and will have him, Fred Rogers, and George the Fix-it Man Raised by Pellias at City-State expense.

Play now concludes with Endgame.

Encounter 10

THE PAWN SHOP

PREP: Use this encounter when the party has discovered where the thief fences his stolen goods.

PLAYERS: *This particular section of market town is a bit old and run-down, the Pawn Shop itself, a barnacle on the underbelly of Briarwood. From the immediate vantage point, the inside the Pawn Shop is easily visible through the large front window. There, a sole human male stands behind the counter.*

GM NOTES: The most logical reason for the Characters coming here is in an attempt to gain information. If the Characters attempt to interrogate the proprietor (Neville Pigot), refer to the Gaining Information Chart.

Neville will initially be extremely suspicious of the Characters and might become quite hostile if the party presses him regarding the magical tome. He might threaten to call the Town Guards, since the party is a renegade band of criminals and he is "a respectable businessman simply trying to earn a living."

Once the party has received information, it has the following options from which to choose in furtherance of play:

- 1) Go to the Mithril Claw Inn or the Bathhouse for additional clues (play proceeds with Encounter 5: Investigating).
- 2) Stake out the Pawn Shop to ambush the thief (play proceeds with Encounter 12: Final Conflict).

Gaining Information Chart

Bribe of 100 gp or less

"A man who has many disguises sells me 'old family heirlooms.' His name is Sam."

Bribe of 101-550 gp

"A man named Sam (who has black, wavy hair and a patch over his left eye) sells me antiques and rare items. He travels with a parrot."

Bribe of 551+ gp

"Sam, a muscular man with black, wavy hair and a patch over his left eye sells me 'inherited' items of great value. He has a collection of disguises he uses; Sam said that he could look like almost anybody."

Bribe of Useful Magic Item

As per Bribe of 551+ gp and the following: *"I have contracted Sam to obtain a pair of Figurines of Wondrous Power from the jewelry shop of J.J. Jirgisin. I know with those three goats I could have great protection at my fingertips."*

"The contract's deadline is tomorrow morning at dawn. If he doesn't have the Figurines to me by then, he's out all of the gold I owe him for the things I've purchased from him lately."

Torture

If any Character being played is L. Good and allows any other Character to torture Neville, an Alignment change may be in order (GM discretion).

Neville is a very weak-stomached man when subjected to pain; therefore, if tortured, he will faint before providing any information.

Yet their defeat came at the hands of greater warriors. But now, it is most obvious that this party and those who comprise it will soon be as well known as the Overlord himself.

The time to act is now, for only a fool fights in a burning house.

GM NOTES: The party has several options available to it.

- 1) The party could go to the Mithril Claw Inn or Bathhouse to look for clues. In this case, play proceeds with Encounter 5: Investigating.
- 2) The party might require additional information. Play would then proceed with Encounter 7: Needed Information.
- 3) The party could go to the Pawn Shop (if it has received information regarding it). In this case, play proceeds with Encounter 10: The Pawn Shop.
- 4) The party could establish a trap to catch the thief at the Pawn Shop (same contingency). In this case, play proceeds with Encounter 12: Final Conflict.

If the party is completely stumped as to what course of action to take, the GM could have an anonymous Non-Player Character approach the party, stating s/he was sympathetic to Lorin's plight, and give the party some advice (one of the earlier suggestions, probably #3 or GM discretion).

If the party simply stands around doing absolutely nothing, the GM might wish to re-run Encounter 8 and have another six Black Lotus Guards notice and attempt to capture the Characters.

Encounter 12

FINAL CONFLICT

PREP: Use this encounter when the party has decided to ambush the thief at the Pawn Shop upon his next fencing attempt. Prior to reading the Players' Information, hand out the Pawn Shop Map and have the Players state specifically where in the area their Characters are hiding.

Neville will not allow the party to hide inside his Pawn Shop under any circumstances. His real reasons are

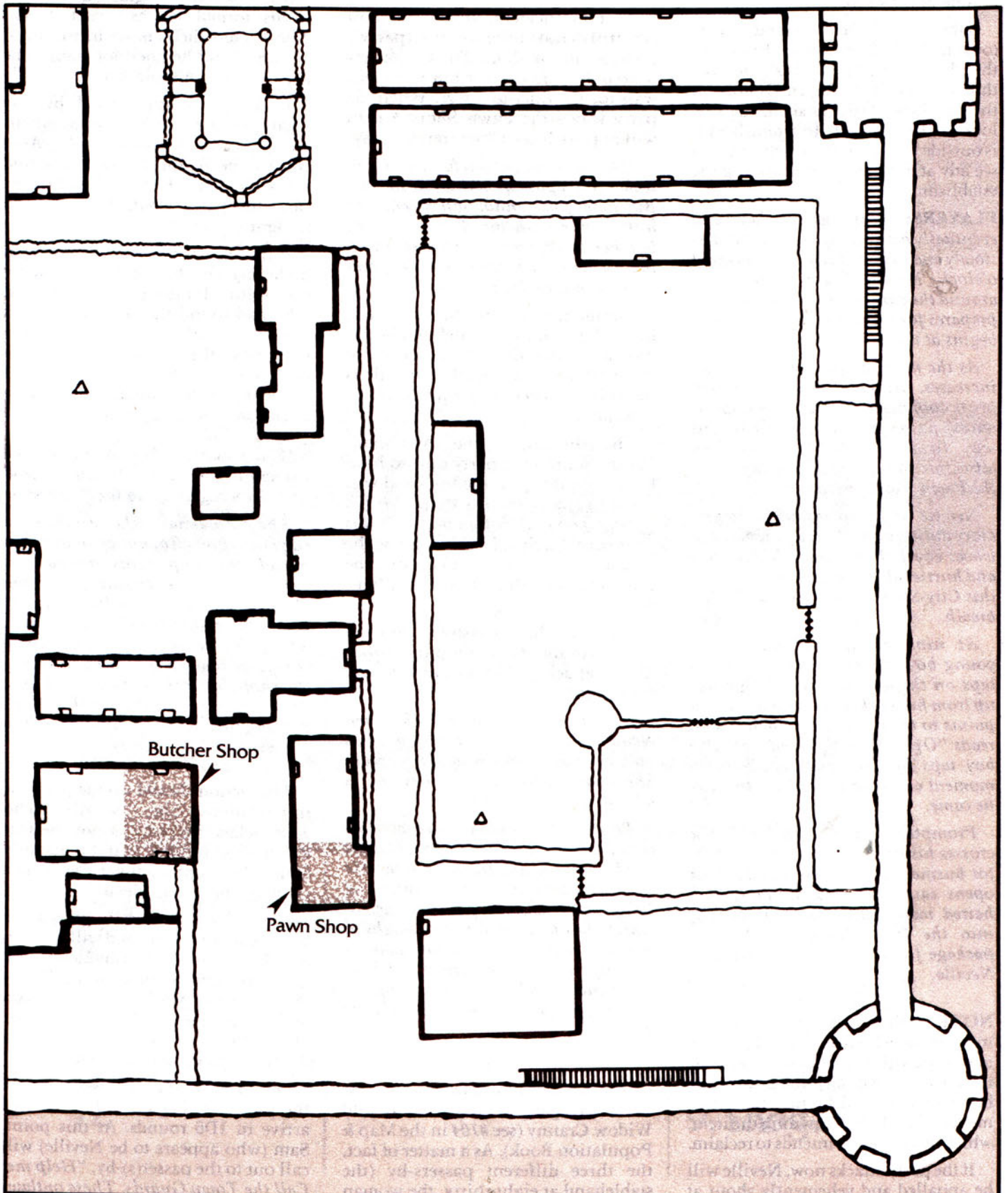
Encounter 11

BURDEN OF FREEDOM

PREP: Use this encounter when the party, now a group of wanted criminals, has just escaped capture by the Overlord's Town Guards.

PLAYERS: *It was a difficult battle, one which served honor to the combatant abilities of these Overlord's Guards.*

Encounter 12: FINAL CONFLICT



that he fears the party might actually catch Sam. If this happened, Neville would be without the Figurines for which he contracted. The Figurines are of such value to Neville that he will refuse any bribe to allow the Characters to hide in the shop.

If the party tries to blackmail Neville (or if he finds them already hiding in the shop when he arrives), he will threaten to call the Town Guards on the renegade party. As such, the best location for the party to ambush Sam is outside the Pawn Shop, where it can see any activity in or surrounding the establishment.

PLAYERS: *Night grows late and eventually becomes dawn. Time passes slowly and uneventfully. Around eight o'clock, Neville Pigot comes from around the corner, enters his shop, and prepares for the day's business, which begins at ten.*

As the morning progresses, activity increases. At eight-thirty, a rather brusk-looking stablehand (by appearances) passes by, presumably on his way to work. Around nine, an attractive young woman wanders past the Pawn Shop window.

Neville looks up from his preparatory duties, gives the lady a wink, and waves coyly. The woman looks away and hurries along, muttering "What is this City-State coming to?" under her breath.

At nine-thirty, a blonde-haired young boy approaches the shop and taps on the window. Neville glances up from his work, shakes his head, and points to the front door, where a sign reads "Open 10 to 5 Weekdays." The boy taps his foot impatiently for a moment and then walks back the way he came.

Promptly at ten o'clock, Neville crosses his shop and unlocks the door for business. Across the street, a door opens cautiously and a small, dark haired man exits. The man scurries into the Pawn Shop and takes a package from his coat, offering it to Neville.

NOTE: This is a completely normal transaction which is occurring. The man is pawning a set of silverware he received as a wedding gift. His unusual behavior is caused by his embarrassment and guilt over pawning the item, which he very much intends to reclaim.

If the party attacks now, Neville will be appalled and vehemently shout at

the Characters to get out of his shop; the man will run from the establishment in tears, crying, "*Oh, Eunice, I'm sorry...*" Both Neville and the man can explain the events to the party, if in somewhat different manners.

After this incident, Neville will most certainly not tolerate the party's presence in his shop. The Characters have blown their cover but must still wait for the thief to arrive. When the party leaves the Pawn Shop, a man will approach the Characters and say,

"I know of the person for whom you seek. He is a pox upon this fair society. But now you cannot safely wait for him. Come with me; I own a small butcher shop across the street. From there you can view the store clearly and without notice. Hurry, now."

The man, Allyn Tweeb, is sincere in his wishes to have the thief caught. He does not know the actual identity of the thief but is certain that Neville is the thief's fencer, knowing Neville's reputation.

The man will submit to any amount of questioning the party puts to him; he is completely on the level and will insist the party use his shop "*for the greater good of Briarwood and his eminence, Lucius II.*" This is now the Characters' best chance to capture the thief and they should accept Allyn's offer.

Once the Characters are in position to observe the Pawn Shop (or if they did not attack at all), continue with the following:

It is nearly eleven o'clock when Neville receives his next customer, an old, bent-over, white-haired woman. She knocks softly three times and is admitted into the shop.

Through the huge picture window which adorns the shop's front, Neville can be seen smiling from ear to ear. He slowly reaches under the counter and brings out four small pouches, each of which the old woman deftly weighs in her left hand. The woman takes a package from her assortment of bags and hands it to Neville, pocketing the pouches he gave her, and heads for the door.

GM NOTES: The old woman is Sam, the doppelganger, disguised as Old Widow Cranny (see #104 in the Map & Population Book). As a matter of fact, the three different passers-by (the stablehand at eight-thirty, the woman

at nine, and the blonde man at nine-thirty) were all Sam, incognito, casing the Pawn Shop.

If present, Lorin will easily be able to recognize Old Widow Cranny. Sam has assumed this disguise (as opposed to his normal one) as a safety factor. These latest thefts have drawn much attention and he does not want to be discovered at this late time.

If Sam was approached by any Character, he would have acted his part completely convincingly. And, since none of the Characters would know the person being imitated in any case, the party would be unable to recognize Sam.

If any Character was persistent in bothering Sam, he would (in character) start yelling for the Town Guards that s/he had found the criminals whom the Overlord sought. (For play purposes, the Guards should not respond, as they are no doubt inundated with similar claims from attention seekers.)

If the party takes action as the woman heads for the shop door, read the following aloud to the Players:

The old woman, who seemed a bit edgy to begin with, notices movement outside the shop, turns around, and runs behind the counter. She and Neville begin to scuffle violently before the two of them fall to the floor. Soon, Neville gets up and signals to the party that he is alright. Crossing the shop, he opens the door and says, "Don't worry, everything's okay. She's a strong little lady but she's all ready to confess now."

This action should tip the party off immediately. The "Neville" who approaches the party is not the real Pawn Shop proprietor but is actually Sam, the doppelganger, who has changed shape into Neville.

Sam will try to attack the party at the best possible moment and will not stop attacking until all Characters are killed or unconscious or until any onlookers happen by the battle. Sam will not hesitate to utilize the Figurines of Wonderous Power (three Goats of Travail) against the Characters.

Once any combat between Sam and the party has begun, onlookers will arrive in 1D6 rounds. At this point, Sam (who appears to be Neville) will call out to the passer(s)-by, "*Help me! Call the Town Guards. These outlaws*

are attacking me!" Sam will then try to flee into the city.

Six Town Guards will arrive 1D6 rounds after any onlooker has entered the area. When the Guards do arrive, Sam (knowing the Guards will soon locate the real Neville) will do his utmost to escape, even at the expense of leaving behind the Figurines.

If Sam escapes, Town Guards will capture the party and escort the Characters to jail. The party will be unable to escape capture, as it would

not only have to deal with the Town Guards but also with the crowd, which presently surrounds the party and thinks it a criminal group. Play then proceeds with Encounter 9: Behind Bars (possibly GM-modified if the party has been imprisoned before) and then concludes with Endgame.

If the party is successful in its attempt to capture and defeat Sam, the doppelganger, the crowd will be both surprised and awed by the party's ingenuity and bravado. Play then concludes with Endgame.

Sam (thief/doppelganger)

HTK: 32, AC: 5,

MV: 9", AT: 1,

DM: 1D12,

Align: Neutral,

THACO: 15,

Armor: None,

Specials: Surprise 1-4 on 1D6,

Change Shape at will,

ESP: Imitate person he is disguised as with 90% accuracy, Immune to Sleep and Charm spells,

Saves as skill 10 fighter



At the adventure's conclusion, each Character should fall into one of three situations:

- S/he is in jail (read #1 below),
- S/he has been killed (read #2 below),
- or
- S/he is victorious (read #3 below).

1.) After four harrowing days of captivity, a rather unpleasant Town Guard enters the cell and unshackles you. He then escorts you and your party to the Warden's office.

Warden Thadeus' back is turned to the party; he is looking out the window, smoking a rather pungent cigar. "You 'adventurers' might be interested to know the real thief of that magical tome has been apprehended. He was a doppelganger; that's how he was able to impersonate our townspeople.

"It is to our discredit that others have been hanged for this man's crimes. However, I have been informed by the Overlord's Court that those wrongly executed will be Raised at City-State expense. And, yes, that

includes your friend Lorin.

"Still, we have a difficult situation here. While Lorin the Clean was innocent, your little party did intentionally break Overlord Law. However, the extenuating circumstances have been considered by the Court and we have what we feel is a more than just offer for you."

The GM should now present to the Players **The Contract** which is on page 16 (following page). If the Characters accept the offer, they will be instated in the Overlord's Army as a scouting party. Otherwise, the Characters must remain in the Overlord's jail for a period of ten years.

In either case, each Character receives 400 XP (reflecting knowledge gained through his/her brief adventure here).

2) The battle, although a valiant one, was for naught. Your Character is dead, Lorin has been hanged, and the thief still runs free (if, indeed, there was another thief).

XP: None

3) You have completed the adventure and have emerged victorious. For your part in the capture of the actual thief, you receive a reward of 200 gp from the royal Overlord Treasury.

From amidst the crowd of well-wishers, the general of the Black Lotus, Trem Hjalmar, approaches the party. "Congratulations, my friends. Your courage will be praised for years to come. It is with great pride I offer you a position as a scouting party in the Overlord's Army."

The GM should now present to the Players **The Contract** which is on page 16 (following page). If the Characters accept the offer, they will be instated in the Overlord's Army as a scouting party. Otherwise, the Characters are free to do as they please (within legal limits) in the Briarwood area.

In either case, each Character receives 2000 XP as well as a complimentary Green Card (for magic-users) or a GM-determined magical item or equipment.

The Contract

I. _____ (hereafter referred to as Signer) agrees to a term of _____ years (or until the termination of the conflict as deemed by the Overlord Court or Overlord Lucius II) in the service of the Invincible Overlord, Lucius II, in the capacity of scout and elite advanced guard.

II. Said service is tendered for the general purpose of stemming the dark tide of savagery and malevolence infringing upon the territories of the Overlord's City-State, which includes all of the territories of the continent of Calandia, be they known or unknown.

- a.) Signer agrees to the performance of any duty deemed necessary by the Overlord (or any appointed agent thereof) for the purpose of countering the influence of evil inside his territories.
- b.) Signer shall remain a true citizen of Briarwood for the term of this contract, paying liege to the Invincible Overlord, Lucius II, and remaining governed by the laws of Briarwood no matter where Signer shall journey.
- c.) Signer agrees to follow the orders of duly appointed agents as if they were commands of the Overlord himself, provided said agents are Signer's superiors as reckoned in the chain of command in the Overlord's army.

III. As a scout, Signer's general duties shall include (but not be restricted to) the investigation and reporting to the Invincible Overlord, Lucius II, of any and all causes of disturbance affecting the continent of Calandia, including (but not restricted to):

- a.) Report(s) of agents of evil, such as demons, vampires, dragons, and other such abominations;
- b.) Abandonment(s) of frontier towns due to harassment or death at the hands of such agents;
- c.) Appearance(s) of unnatural creatures and the infringement(s) of such upon Calandia and, specifically, the City-State capital of Briarwood itself;
- d.) Disappearance(s) of entire Overlord's army corps, specifically those without plausible explanation(s) or trace(s) of the corps' existence(s);
- e.) Emergence(s) of entire cities along or within Calandia's borders, specifically those heretofore unknown and uncharted by Overlord navigators;
- f.) Intrusion(s) into any and all lands which fall under the protective custody of the City-State by exterior maleficent agent(s);
- g.) Any and all other supernatural or unnatural occurrence(s) which signer may happen to encounter or of which Signer may learn or be informed;

and to halt or stall the advance of these scourges, where possible, at the hazard of life or limb, while also discovering the nature and purpose of any invasion, especially information regarding the identity and general intention(s) of the intruder.

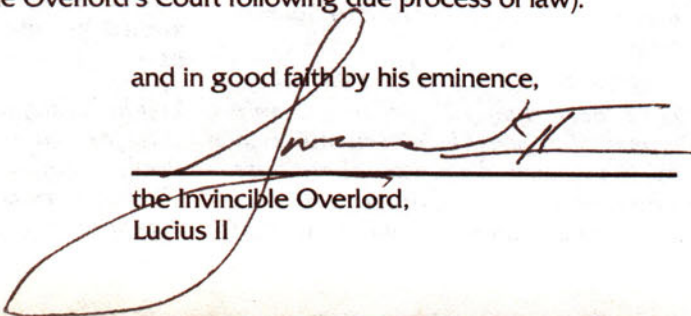
IV. Payment for services shall be tendered from the Overlord's treasury at the rate of _____ gold pieces per month; said payment shall be dispensed on the final day of each month, shall be made in person to Signer (when possible) by Signer's direct superior, with sums accruing during times in which payment is deemed impractical or impossible due to external factors. Failure to pay on the part of the Overlord due to war conditions shall not be construed as cancellation of this contract and any such sums will be accumulated and disbursed as possible in accordance with all jurisprudence following termination of the aforementioned conditions. Interest shall not be paid on sums which accrue during wartime.

V. Failure to execute this agreement or to act in accordance with the conditions (either listed or implied) of this document, when presented, may be construed as treason against the Invincible Overlord, Lucius II, under certain circumstances as determined by a duly appointed agent of the Overlord's justice and may result in banishment, imprisonment, or death (as deemed appropriate by the Overlord's Court following due process of law).

Signed,

Signer

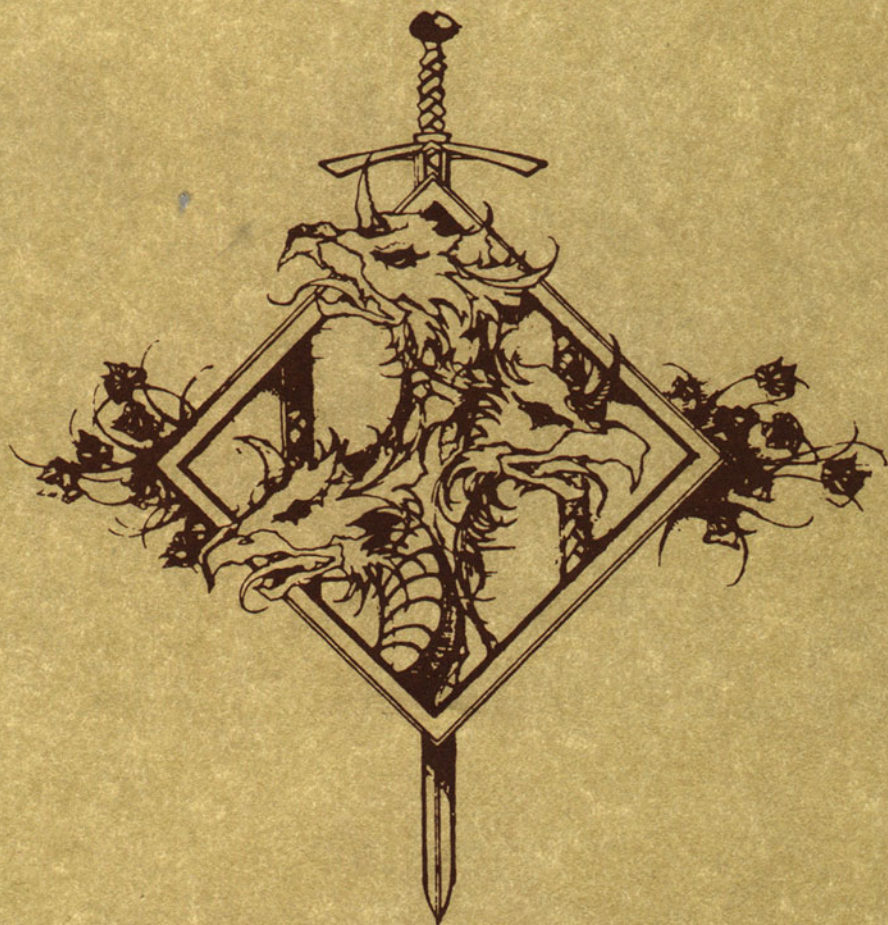
and in good faith by his eminence,



the Invincible Overlord,
Lucius II

CITY GUIDE TO BRIARWOOD

CLERICS, DRUIDS, MONKS, and PALADINS



**With Points of Interest:
Inns, Landmarks, Religions, etc.**

THE ROYAL COUPLE

and the
Senate



LUCIUS II
Overlord



LADY CASANDRA
Consort



DOWONS



SHAU LIN



CRANDEL



FR. MILES OAK



PHOEBUS



CAPTAIN



SHADOWHAWK



CY



ADI DAS



DORTHEARIAN



**WOODLAND
SYLVA**



PELIMONTH

CLERICS'

CITY GUIDE TO BRIARWOOD

**You are now in Briarwood:
Capital City of the City-State,
Sword Arm of the City-State,
Educator of Nations,
Center of the Civilized World,
And City of the Ancients.**

This guidebook has been compiled for your information, designed with your particular needs and interests in mind, and is intended to make your stay in the fair city of Briarwood as pleasant and convenient as possible. Listed are areas of significance located within the Briarwood city limits.

WELCOME!

WELCOME!

**All holy men and women, greetings and felicitations.
Welcome to Briarwood, capital of the City-State.**

ADVENTURERS' GUILD

Proprietor: Pincus (#422)

This is an exclusive guild for adventurers. The sole requirement for membership is payment of a nominal processing and membership fee.

Guild membership includes:

- 1.) Subscription to quarterly Adventurers' Newsletter,
- 2.) Between one and four maps of adventuring areas/dungeons,
- 3.) An exclusive verification tatoo on member's weapon hand, and
- 4.) Discount at the Adventurers' Guild Store.

ARMORERS

Roark (#25) — Briarwood's sole maker of plate mail.

Zeb Lenz (#203) — ~~Sells~~ ~~armor~~.

Big John Cooley (#391) — Armorer and smithy.

HEALING

Pellias of Damias (#32)

Deity: Ra, Spell Levels: 7.

Adi Das (#439)

Deity: Nike, Spell Levels: 6.

INTERPRETERS

Evan Hildric (#340)

Languages: Alurian, Centaur Common, Dwarven, Elven, Gnome, Lizardman, Ogre Mage Nilese, and Storm Giant.

Throck Tungstun (#352)

Languages: Common, Dolphin Elven, Goblin, Gnoll, Gnome Hobgoblin, Naga, Nymph Orcish, Pixie, Sahuagin, Shireling, and Triton.

MESSENGER SERVICE

Mike Mans (#132) — letters only.

Amy ~~Scot~~ and Ham Zet (#260) — a packages.

ARMORERS

Roark (#25) — Briarwood's sole maker of plate mail.

Zeb Lenz (#203) — ~~Sells~~ used armor.

Big John Cooley (#391) — Armorer and smithy.

BALOR'S EYE

Proprietor: Ed Grimmley (#120)

This ancient, blood-red structure has been here longer than Briarwood itself has existed. Rumors persist that on two separate occasions, a lich and a demon have appeared here.

BATHHOUSE

Proprietor: Lorin the Clean (#19)

CHURCHES/SECTS

NOTE: These listings are organized in the following fashion:

[Church Name, Location, Alignment].

Any "?" appearing in a listing indicates the information was unknown at time of publication.

Violet Spider, #64, ?.

Followers of Salm-Lorin #102, Neutral.

Temple of Pureness and Cleanliness, #147, L. Good.

Brotherhood of the Tusk, #157, Neutral.

Temple of the Druid, #179, Neutral.

Church of Odin, #266, L.-C. Good.

Temple of Healing, #309, L. Good.

Temple of Tyr, #385, L. Good.

Temple of Ra, #387, N. Good.

Temple of Apollo, #395, C. Good.

Temple of Uller, #400, C. Neutral.

Temple of the Bat, #417, ?.

Eyrie of the Winged Ones, #428, L. Good.

Temple of Fog, #432, C. Neutral.

GUARDS

East Gate Guards of the Sun (#1)

Black Scorpions (#107)

West Gate Guards of the Bear (#140)

Dock Gate Guards of the Black

Lotus/Overlord's Guards (#362, #418, and Briarwood Castle)

MESSENGER SERVICE

Mike Mans (#132) — letters only.

Amy ~~Scull~~ and Ham Zet (#260) — all packages.

MONEY CHANGERS

Jack Kale (#124)

Art Scully (#184)

Cahn Mar'na (#289)

POTIONS

Alham Southland (#35)



RESTAURANTS

Boar's Head Restaurant (#6)

Proprietor: Cham Marley

Rose's Eatery (#111)

Proprietor: Rose S. Tes

Shirley's Restaurant (#256)

Proprietor: Shirley Tarp

Kelly's the Cook (#372)

Proprietor: Kelly Cook

SPELL COMPONENTS

Tihs Limac (#8)

Nadia Zadock (#227)

TELEPORTER

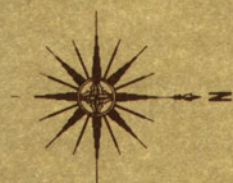
Proprietor: Whamus (#54)

Teleportation services available from #54 to #115, #154, #158, #181, #205, #286, and #431.

VAMPIRE CATCHER

Proprietor: Harpenson (#62)

Harpenson tracks and destroys vampires for the betterment of good. Harpenson will pay handsomely for any substantiated information concerning the whereabouts of vampires.



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Salary negotiable.

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Informative. Fascinating.
See Pincus (#422).

Always chasing mice and rats?
See Mouser Ike Davisher (#100)

Established — 103 SL

Sphinx Terminal

Fortunes told.
Palms read.
Tarots turned.
Bones thrown.

See Lady Lepner (#131).
Appt. required.

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If we don't have it, we'll
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We run like dogs
to get you there!
See GareT Zolton (#404).

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Enlargements. Reductions
Free greasings.
See O'Malley in the
Open Market.

- You'll be so happy ●
you could come.
-

So you finally found a
lock you can trust.

Think again!

I'll give anyone 100 gp for
a lock I cannot open!

See Axel (#246)



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acceptable. Management reserves the right to
refuse contest for any reason.)

CALENDAR ‡ The Year of Salm-Lorin — 287

NEW MONTH

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7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

MONTH OF SNOW

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

MONTH OF EARTH

1	2	3	4	5	6
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13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

SPRING

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7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
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OVERLORD'S MONTH

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
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MID MONTH

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SUMMER

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MONTH OF CHIVALRY

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HARVEST MONTH

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MONTH OF THE BEAR

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7	8	9	10	11	12
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HUNTER'S MONTH

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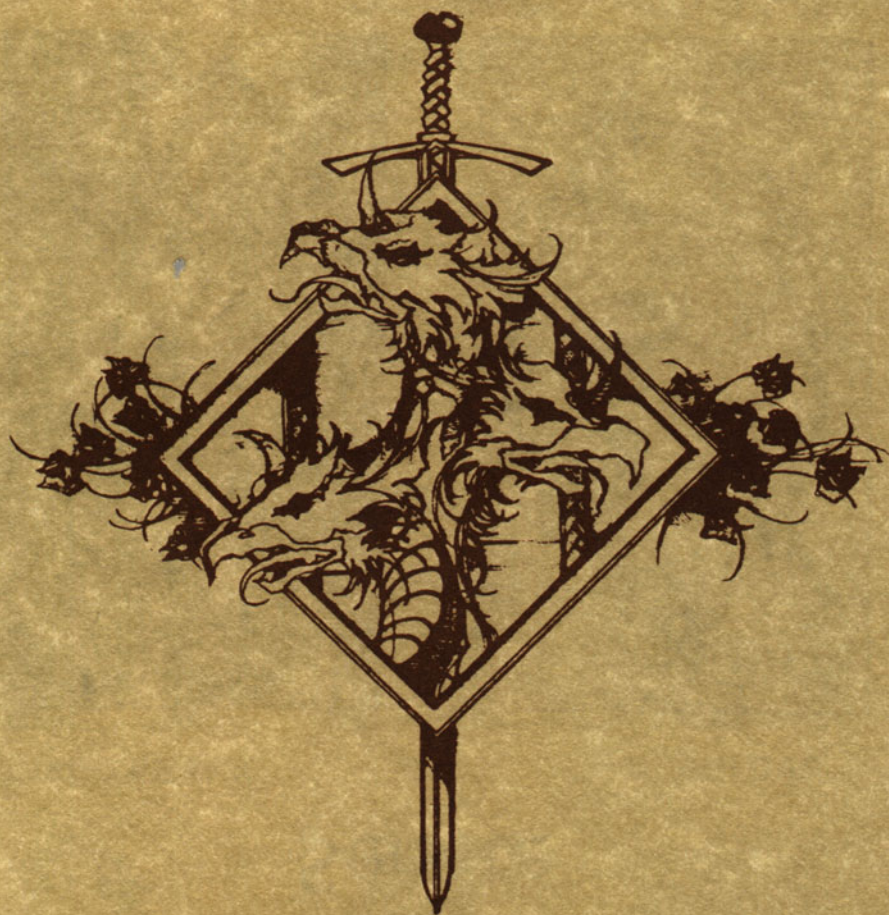
WINTER

1	2	3	4	5	6
7	8	9	10	11	12
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CITY GUIDE TO BRIARWOOD

FIGHTERS, RANGERS, PALADINS



With Points of Interest:

Armorers, Taverns, Weapons Bazaar, etc.

THE ROYAL COUPLE

and the
Senate



LUCIUS II
Overlord



LADY CASANDRA
Consort



DOWONS



SHAU LIN



CRANDEL



FR. MILES OAK



PHOEBUS



CAPTAIN



SHADOWHAWK



CY



ADI DAS



DORTHEARIAN



**WOODLAND
SYLVA**



PELIMONTH

FIGHTERS'

CITY GUIDE TO BRIARWOOD

**You are now in Briarwood:
Capital City of the City-State,
Sword Arm of the City-State,
Educator of Nations,
Center of the Civilized World,
And City of the Ancients.**

This guidebook has been compiled for your information, designed with your particular needs and interests in mind, and is intended to make your stay in the fair city of Briarwood as pleasant and convenient as possible. Listed are areas of significance located within the Briarwood city limits.

WELCOME!

WELCOME!

From Gallants to Lords, All Warriors — Welcome!

ARMORERS

Roark (#25) — Briarwood's sole maker of plate mail.
Zeb Lenz (#203) — Used armor.
Big John Cooley (#391) — Armorer and smithy.

BALOR'S EYE

Proprietor: Ed Grimmley (#120)

This ancient, blood-red structure has been here longer than Briarwood itself has existed. Rumors persist that on two separate occasions, a lich and a demon have appeared here.

RESTAURANTS

Boar's Head (#6)
Rose's Eatery (#111)
Shirley's Restaurant (#256)
Kelly's the Cook (#372)

STABLES/SMITHY

Orlow Longstride (#141)
Shane O'Keenan (#399)

TAVERNS

Wounded Goat Bar (#79)
Proprietor: Walt Messick
Green Raven Tavern (#108)
Proprietor: Smilin' Bob Arken
Dancing Figny Tavern (#110)

BATHHOUSE

Proprietor: Lorin the Clean (#19)

GUARDS

East Gate Guards of the Sun (#1)

Black Scorpions (#107)

West Gate Guards of the Bear (#140)

Dock Gate Guards of the Black

Lotus/Overlord's Guards (#362,

#418, and Briarwood Castle)

HEALING

Pellias of Damias (#32)

Adi Das (#349)

INNS/BOARDING HOUSES

Black Dragon Tavern and Inn (#63)

Proprietor: Zarn

Red Griffin Inn (#106)

Proprietor: Isak Marley

Mythril Claw Inn/Tavern (#144)

Proprietor: DSL

Old Log Inn (#405)

Proprietor: Nate Freeman

INTERPRETERS

Evan Hildric (#340)

Languages: Alurian, Centaur, Common, Dwarven, Elven, Gnome, Lizardman, Nilese, Ogre Mage, and Storm Giant.

Throck Tungstun (#352)

Languages: Common, Dolphin, Elven, Goblin, Gnoll, Gnome, Hobgoblin, Naga, Nymph, Orcish, Pixie, Sahuagin, Shireling, and Triton.

MESSENGER SERVICE

Mike Mans (#132) — letters only.

Amy Scof and Ham Zet (#260) — all packages.

MONEY CHANGERS

Jack Kale (#124)

Art Scully (#184)

Cahn Mar'na (#289)

Dancing Rigny Tavern (#110)

Proprietor: Little Stiffy O'Malley

Crippled Ixixachitl Tavern (#353)

Proprietor: Darby O'Cannon

Happy Horny Toad Tavern and Inn (#412)

Proprietor: Emo Starling

TAXI SERVICE

Zara's Taxi Service (#172)

Maximum two passengers per ride.

Running Dog Taxi Service (#404)

Proprietor: Garet Zolton

Maximum four passengers per ride.

TELEPORTER

Proprietor: Whamus (#54)

Teleportation services available from Whamus's main office (#54) to any of the following locations: #115, #154, #158, #181, #205, #286, and #431.

WEAPONS BAZAAR

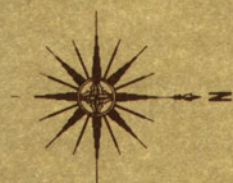
Proprietor: Warlord (#398)

Fighting

Any persons engaging in public fighting have three choices if caught:

- 1.) continue dispute in the Arena,
- 2.) appear in City-State court and abide by its judgement, or
- 3.) shake hands and make peace.

Second offenders will be severely fined and sentenced. Briarwood abides by all knightly/chivalrous laws in battle and dispute situations.



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See Mouser Ike Davisher (#100)

Established — 103 SL

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Enlargements. Reductions
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- You'll be so happy ●
you could come.
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So you finally found a
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Think again!

I'll give anyone 100 gp for
a lock I cannot open!

See Axel (#246)



(Magically sealed or held locks not
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CALENDAR ‡ The Year of Salm-Lorin — 287

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MONTH OF THE BEAR

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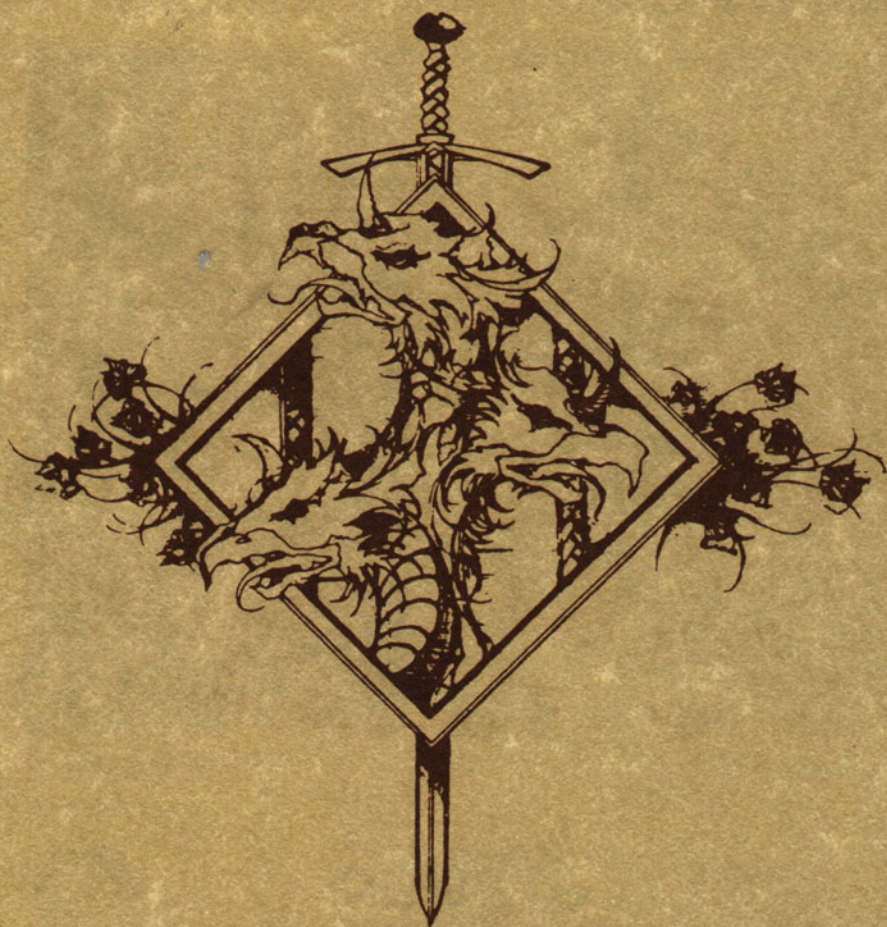
WINTER

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CITY GUIDE TO BRIARWOOD

SPELL USERS



**With Points of Interest:
Shops, Inns, Landmarks, etc.**

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and the
Senate



LUCIUS II
Overlord



LADY CASANDRA
Consort



DOWONS



SHAU LIN



CRANDEL



FR. MILES OAK



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CAPTAIN



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CY



ADI DAS



DORTHEARIAN



**WOODLAND
SYLVA**



PELIMONTH

SPELL USERS'

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**From Prestidigitators to Wizards and Illusionists —
Welcome One and All!**

GREEN CARDS

This allows the use of Spells within Briarwood's City Limits.

Use with extreme caution!

Only card-holding spell users may legally execute spells within the city limits of Briarwood. Illegal spell use is punishable by fine and/or any other sentencing deemed applicable by any court speaking in the name of the Overlord.

Spell users wishing to obtain a green

card must go to Crandel's Keep (#13) and fill out an application (processing time for green card applications is between one and two weeks). If your application is accepted, you will be notified and may then pick up your green card at Crandel's Keep.

Any spell user executing spells within the city limits of Briarwood during this processing time will have his/her application immediately and irrevocably denied. Standard criminal sentencing will follow.

ADVENTURERS' GUILD

Proprietor: Pincus (#422)

An exclusive club for adventurers.

MESSAGE PARLOR

Proprietor: Leon Dean (#82)

MESSANGER SERVICES

MESSENGER SERVICES

Mike Mans (#132) — letters only.
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MONEY CHANGERS

Jack Kale (#124)
Art Scully (#184)
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Proprietor: Alice Torley
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Proprietor: Rose S. Tes
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Proprietor: Kelly Cook



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Isak Kempler (#433)

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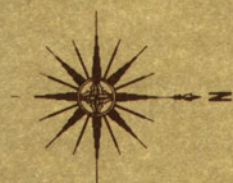
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Black Scorpion Guards (#107)
West Gate Guards of the Bear (#140)
Dock Gate Guards of the Black Lotus/Overlord's Guards (#362, #418, and Briarwood Castle)

INNS

Black Dragon Tavern and Inn (#63)
Proprietor: Zam
Red Griffin Inn (#106)
Proprietor: Isak Marley
Mithril Claw Inn/Tavern (#144)
Proprietor: DSL
Tomlin's Hotel (#228)
Proprietor: Reuter Tomlinson
Old Log Inn (#405)
Proprietor: Nate Freeman

INTERPRETERS

Evan Hildric (#340)
Languages: Alurian, Centaur, Common, Dwarven, Elven, Gnome, Lizardman, Nilese, Ogre Mage, and Storm Giant.
Throck Tungstun (#352)
Languages: Common, Dolphin, Elven, Goblin, Gnom, Gnome, Hobgoblin, Naga, Nymph, Orcish, Pixie, Sahuagin, Shireling, and Triton.



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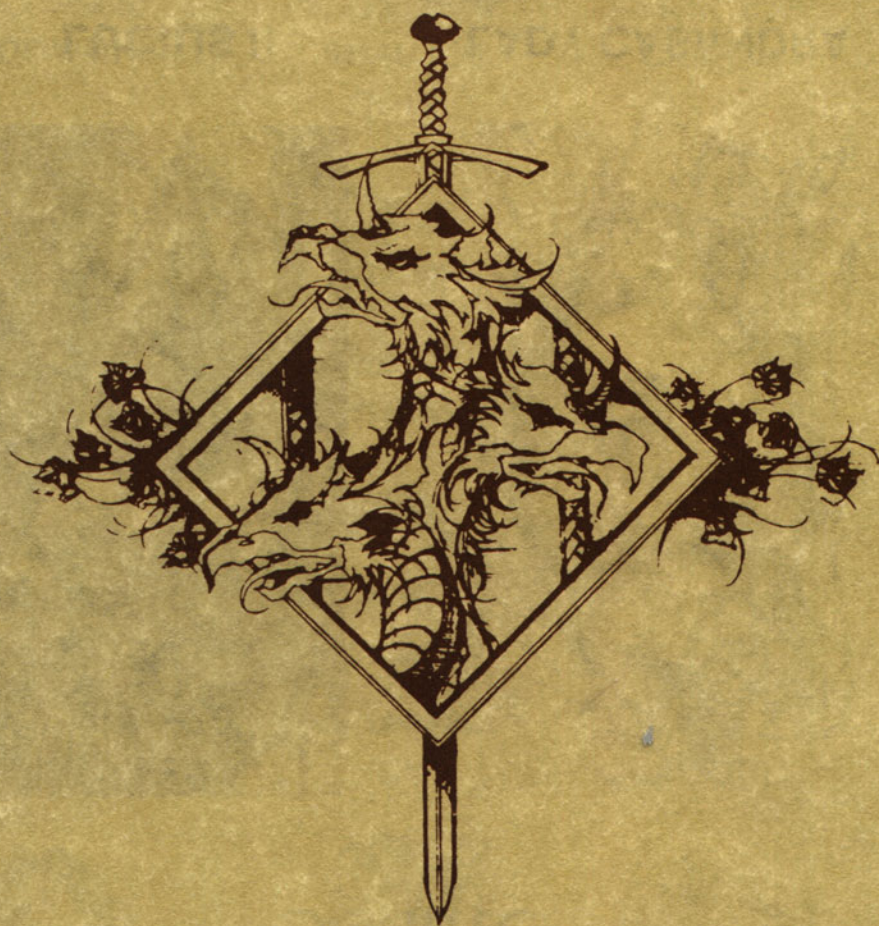
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CITY GUIDE TO BRIARWOOD THIEVES



**With Points of Interest:
Temples, Restaurants, Inns, etc.**

THE ROYAL COUPLE

and the
Senate



LUCIUS II
Overlord



LADY CASANDRA
Consort



DOWONS



SHAU LIN



CRANDEL



FR. MILES OAK



PHOEBUS



CAPTAIN



SHADOWHAWK



CY



ADI DAS



DORTHEARIAN



**WOODLAND
SYLVA**



PELIMONTH

CITY GUIDE TO BRIARWOOD

**You are now in Briarwood:
Capital City of the City-State,
Sword Arm of the City-State,
Educator of Nations,
Center of the Civilized World,
And City of the Ancients.**

This guidebook has been compiled for your information, designed with your particular needs and interests in mind, and is intended to make your stay in the fair city of Briarwood as pleasant and convenient as possible. Listed are areas of significance located within the Briarwood city limits.

WELCOME!

WELCOME!

Rogues to Master Thieves — Welcome One and All!



ADVENTURERS' GUILD

Proprietor: Pincus (#422)

This is an exclusive guild for adventurers. The sole requirement for membership is payment of a nominal processing and membership fee.

Guild membership includes:

- 1.) Subscription to quarterly Adventurers' Newsletter,
- 2.) Between one and four maps of adventuring areas/dungeons,
- 3.) An exclusive verification tatoo on member's weapon hand, and
- 4.) Discount at the Adventurers' Guild Store.

BALOR'S EYE

Proprietor: Ed Grimmley (#120)

This ancient, blood-red structure has been here longer than Briarwood itself has existed. Rumors persist that on two separate occasions, a lich and a demon have appeared here.

BATHHOUSE

Proprietor: Lorin the Clean (#19)

GUARDS

East Gate Guards of the Sun (#1)
Black Scorpions (#107)
West Gate Guards of the Bear (#140)
Dock Gate Guards of the Black Lotus/Overlord's Guards (#362, #418, and Briarwood Castle)

HEALING

Pellias of Damias (#32)
Adi Das (#349)

INNS/BOARDING HOUSES

Black Dragon Tavern and Inn (#63)
Red Griffin Inn (#106)
Mythril Claw Inn (#144)
Old Log Inn (#405)

INTERPRETERS

Evan Hildric (#340)

Languages: Alurian, Centaur, Common, Dwarven, Elven, Gnome, Lizardman, Nilese, Ogre Mage, and Storm Giant.

Throck Tungstun (#352)

Languages: Common, Dolphin, Elven, Goblin, Gnoll, Gnome, Hobgoblin, Naga, Nymph, Orcish, Pixie, Sahuagin, Shireling, and Triton

MASSAGE PARLOR

Proprietor: Leon Dean (#82)

MONEY CHANGERS

Jack Kale (#124)

Art Scully (#183)

Cahn Mar'na (#289)

RESTAURANTS

Boar's Head (#6)

Rose's Eatery (#111)

Shirley's Restaurant (#256)

Kelly's the Cook (#372)

STABLES

Orlow's Stable & Smithy (#141)

O'Keenan's Stables (#399)

TAVERNS

Wounded Goat Bar (#79)

Green Raven Tavern (#108)

Dancing Pigmy Tavern (#353)

Happy Horny Toad Tavern and Inn (#412)

TAXI SERVICES

Zara's Taxi Service (#172)

Maximum two passengers per ride.

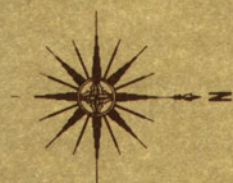
Running Dog Taxi Service (#404)

Maximum four passengers per ride.

TELEPORTER

Proprietor: Whamus (#54)

Teleportation services available from #54 to #115, #154, #158, #181, #205, #286, or #431.



The Continent of Calandia

Low on Funds?

Come apply at the Arena.
All classes and races honored.
You pick the terms.
Salary negotiable.

Rent this Space!

For business or personal
notices, it pays to advertise.
Prices from 5 to 50 gp.

Tired of not knowing where the
nearest dungeon is or where to
go for the best adventure? Join

‡ The Adventurers' Guild ‡

Informative. Fascinating.
See Pincus (#422).

Always chasing mice and rats?
See Mouser Ike Davisher (#100)

Established — 103 SL

Sphinx Terminal

Fortunes told.
Palms read.
Tarots turned.
Bones thrown.

See Lady Lepner (#131).
Appt. required.

Spell Component Shop

If we don't have it, we'll
give it to you free!
See Tihs (#8).

Running Dog Taxi Service.
We run like dogs
to get you there!
See Gareth Zolton (#404).

The Woodman

Enlargements. Reductions
Free greasings.
See O'Malley in the
Open Market.

- You'll be so happy ●
you could come.
-

So you finally found a
lock you can trust.

Think again!

I'll give anyone 100 gp for
a lock I cannot open!

See Axel (#246)



(Magically sealed or held locks not
acceptable. Management reserves the right to
refuse contest for any reason.)

CALENDAR ‡ The Year of Salm-Lorin — 287

NEW MONTH

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

MONTH OF SNOW

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

MONTH OF EARTH

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

SPRING

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

OVERLORD'S MONTH

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

MID MONTH

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

SUMMER

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

MONTH OF CHIVALRY

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

HARVEST MONTH

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

MONTH OF THE BEAR

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

HUNTER'S MONTH

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

WINTER

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

New Month 1 - New Year's Day, New Month 7-12 - Cleanliness Week, New Month 8 - Battle of Masan, Month of Snow 22 - Wash Day, Month of Earth 4 - Firemen's Day, Spring 1 - Spring Fool's Day, Spring 9 - Druid's Day, Spring 19 - Lady Casandra's Birthday, Spring 20 - Freedom's Day, Overlord's Month 11 - Overlord's Birthday, Overlord's Month 15 - Lucky Day, Overlord's Month 30 - Decay (Day of Superstition), Mid Month 13 - Ship Day, Summer 11 - Founder's Day, Summer 11-30 - Founder's Festival, Month of Chivalry 22 - Knights' Day, Month of Chivalry 22-30 - Overlord's Fair, Harvest Month 1 - Day of Rest, Month of the Bear 31 - All Hallows Eve, Hunter's Month 22-28 - Wizards' Week, Winter 3 - Holy Day.

CENTAURS

Race Book



Covering:

**Statistics, Background, Class
Specialities, etc.**

This class book has been written and designed to facilitate the introduction of centaur Characters into the City-State of the Invincible Overlord campaign world. It covers the history, statistics, and abilities intrinsic to the centaur as well as providing other information essential to working such Characters into either an on-going campaign or individual adventures.

The world depicted within the City-State of the Invincible Overlord is a both complex and exciting one, replete with fabulous treasures and dangerous situations. It is a wondrous land whose boundaries are that of imagination and one whose gates remain ever-open to steadfast adventurers. Welcome!



Centaurs

STR: 3D6+1, *INT*: 3D6, *INS*: 3D6-1,
STA: 3D6+2, *DEX*: 3D6-1, *APL*: 3D6-1,
HTK: per skill level,
AC: 8 (natural armor class),
MV: 18", *AT*: 2 (for fighters, see
Standard Rule Book and add 2
attacks per round for any fore-
hooves attack),
DM: by weapon/spell type, or 1D6 × 2
(forehooves),

AL: All, *THACO*: per skill level,
HT: 7' to 9', *WT*: 1000+ lbs,

Specials:

Centaurs can fire bows and fight
melees while moving. This move-
ment does not include running
(unless so chosen in the Innate
Ability Table).

Each centaur has an innate ability,
determined by rolling on the Innate
Ability Table.



CENTAURS

Although centaurs are magical in nature, there is no such thing as a centaur magic-user. Centaurs adventure solely in the capacities of druids, fighters, rangers, and cleric/rangers.

While recorded sightings of centaurs in Calandia date back over two-hundred years, centaurs originate in the grassy continent of Ta'lon. Like many other newer races which inhabit the area, centaurs neither have memory of their journey from their homeworld to Calandia nor do they have knowledge of how to return there should they wish.

Every centaur is born with a unique innate ability, one which is slowly perfected throughout the centaur's foalhood. By the age of twelve, 95% of all centaur foals have perfected their innate abilities.

To determine a centaur's innate ability, roll D% or choose (GM's discretion) from the following Innate Ability Table. Once a centaur's innate ability has been determined, an explanation of how the ability applies to and can be used by the centaur may be referenced in the Ability Definition Table.

Centaurs live in nomadic herds consisting of twenty to thirty centaurs. A centaur herd is led by the smartest and wisest centaur, who reigns until s/he decides to quit or is found unfit to lead. Centaurs have excellent natural instincts when it comes to leadership; reportedly, most unworthy herd leaders are voted from office before they are able to cause any major problems.

Centaur law is both extremely strict and uniformly just. Those centaurs found under centaur law or social custom to be evil are destroyed while dishonest centaurs are beaten, sentenced to hard labor, or banished from the herd.

Herd banishment is by far the most degrading form of punishment a centaur can suffer. In the past, centaurs who were banished struggled apart from their social herds, often losing their ways amidst unfamiliar and treacherous terrain, eventually dying in their exile. However, fifteen banished centaurs (all of different

herds) have recently formed a renegade herd known as the Black Band, an unruly band which thrives from robbing and killing.

Statistically, centaurs find themselves both awarded and penalized for their unique abilities and physiologies. These include:

[STR: +1, STA: +2, APL: -1,
and DEX: -1].

Centaurs are extremely adaptable to variant environmental situations. While they prefer secluded, grassy pastures (like their own native lands of Ta'lon), centaur herds have been found in arctic and tropic surroundings.

Physical description: Centaurs vary in both color and body pattern. Pure black, pure white, spotted, and zebra striped are all common body colors and patterns among centaurs, who range in height from seven feet to nine feet tall and can weigh between one and two thousand pounds.

CENTAUR INNATE ABILITY TABLE

- | | |
|----------------------------------|---------------------------------|
| 1.) <i>Ultra Vision</i> | 51.) <i>Magic Jar</i> |
| 2.) <i>Telepathy</i> | 52.) <i>Pass Wall</i> |
| 3.) <i>Telekinesis</i> | 53.) <i>Statue</i> |
| 4.) <i>Giant Strength</i> | 54.) <i>Mirror Image</i> |
| 5.) <i>Heightened DEX</i> | 55.) <i>True Sight</i> |
| 6.) <i>Resist Fire</i> | 56.) <i>Cure Serious Wounds</i> |
| 7.) <i>Resist Cold</i> | 57.) <i>+1 Accuracy w/Bow</i> |
| 8.) <i>Walk on Water</i> | 58.) <i>Wings</i> |
| 9.) <i>Warmth</i> | 59.) <i>Stone to Flesh</i> |
| 10.) <i>Animate Dead</i> | 60.) <i>Detect Traps</i> |
| 11.) <i>Protection from Evil</i> | 61.) <i>Tracking</i> |
| 12.) <i>Animal Summoning</i> | 62.) <i>Enhanced Smell</i> |

- | | |
|--|---|
| 13.) <i>Hold Animal</i> | 63.) <i>Enhanced Sight</i> |
| 14.) <i>Purify Water</i> | 64.) <i>Enhanced Hearing</i> |
| 15.) <i>Burning Hands</i> | 65.) <i>Continual Light</i> |
| 16.) <i>Enlarge/Shrink</i> | 66.) <i>ESP</i> |
| 17.) <i>Detect Magic</i> | 67.) <i>Mind Link</i> |
| 18.) <i>Pass w/out Trace</i> | 68.) <i>Speak w/ Plants</i> |
| 19.) <i>Entangle</i> | 69.) <i>Balance</i> |
| 20.) <i>Invisibility to Animals</i> | 70.) <i>Luck Stone</i> |
| 21.) <i>Speak w/ Animals</i> | 71.) <i>Ropes and Knots</i> |
| 22.) <i>Heat Metal</i> | 72.) <i>Sense of Direction</i> |
| 23.) <i>Warp Wood</i> | 73.) <i>Mend</i> |
| 24.) <i>Neutralize Poison</i> | 74.) <i>Voice Duplication</i> |
| 25.) <i>Summon Insects</i> | 75.) <i>Alertness</i> |
| 26.) <i>Water Breathing</i> | 76.) <i>Survivalist</i> |
| 27.) <i>Dispel Magic</i> | 77.) <i>Sound Effects</i> |
| 28.) <i>Sticks to Snakes</i> | 78.) <i>+1 Accuracy w/ Blowgun</i> |
| 29.) <i>Transport via Plants</i> | 79.) <i>Taste Analysis</i> |
| 30.) <i>Teleport</i> | 80.) <i>Run While Fighting</i> |
| 31.) <i>Spiritual Hammer</i> | 81.) <i>Natural Armor</i> |
| 32.) <i>Reincarnate</i> | 82.) <i>Move Silently</i> |
| 33.) <i>Comprehend Languages</i> | 83.) <i>Hide in Shadows</i> |
| 34.) <i>Levitate</i> | 84.) <i>Photographic Memory</i> |
| 35.) <i>Jump</i> | 85.) <i>Density Increase</i> |
| 36.) <i>Read Magic</i> | 86.) <i>Charm Person</i> |
| 37.) <i>Ventriloquism</i> | 87.) <i>Self Sustenance</i> |
| 38.) <i>Detect Evil</i> | 88.) <i>Poison Touch</i> |
| 39.) <i>Detect Invisibility</i> | 89.) <i>Life Leech</i> |
| 40.) <i>Scholar</i> | 90.) <i>Absorb Magic</i> |
| 41.) <i>Knock</i> | 91.) <i>Life Sense</i> |
| 42.) <i>Rope Trick</i> | 92.) <i>Flame Being</i> |
| 43.) <i>Blink</i> | 93.) <i>Shrinking</i> |
| 44.) <i>Haste</i> | 94.) <i>Air Walking</i> |
| 45.) <i>Protection/Normal Missiles</i> | 95.) <i>Full Vision</i> |
| 46.) <i>Protection/All Missiles</i> | 96.) <i>Regeneration</i> |
| 47.) <i>Plant Growth</i> | 97.) <i>Proficiency w/ Lariat</i> |
| 48.) <i>Polymorph Self</i> | 98.) <i>+1 Accuracy w/ Spear & Javelin</i> |
| 49.) <i>Remove Curse</i> | 99.) <i>Choose Any One Ability</i> |
| 50.) <i>Wizard Eye</i> | 100.) <i>Roll Twice, Ignoring Rolls of 99 and 100</i> |

CENTAUR ABILITY DEFINITION TABLE

OPD: *Once Per Day*
2PD: *Twice Per Day*
3PD: *Thrice Per Day*
CON: *Constant*

- 1.) *Ultra Vision*: 90' Radius, CON
- 2.) *Telepathy*: As per Spell, CON
- 3.) *Telekinesis*: As per Spell, 3PD
- 4.) *Giant Strength*: As per Girdle, CON
- 5.) *Heightened DEX*: Add 1D4 to DEX (no maximum), CON
- 6.) *Resist Fire*: As per Spell, CON
- 7.) *Resist Cold*: As per Spell, CON
- 8.) *Walk on Water*: As per Ring of Water Walking, CON
- 9.) *Warmth*: As per Ring of Warmth, CON
- 10.) *Animate Dead*: As per Spell, 3PD
- 11.) *Protection from Evil*: As per Spell, CON
- 12.) *Animal Summoning*: As per Spell, CON
- 13.) *Hold Animal*: As per Spell, CON
- 14.) *Purify Water*: As per Spell, CON
- 15.) *Burning Hands*: As per Spell, CON
- 16.) *Enlarge/Shrink*: As per Spell, CON
- 17.) *Detect Magic*: As per Spell, CON
- 18.) *Pass w/out Trace*: As per Spell, CON
- 19.) *Entangle*: As per Spell, 3PD
- 20.) *Invisibility to Animals*: As per Spell, CON
- 21.) *Speak w/Animals*: As per Spell, CON
- 22.) *Heat Metal*: As per Spell (cannot use metal implements), CON
- 23.) *Warp Wood*: As per Spell (cannot use wooden implements), CON
- 24.) *Neutralize Poison*: As per Spell, CON
- 25.) *Summon Insects*: As per Spell, 3PD
- 26.) *Water Breathing*: As per Spell, CON
- 27.) *Dispel Magic*: As per Spell, 3PD
- 62.) *Enhanced Smell*: Can smell a being from 100' away, CON
- 63.) *Enhanced Sight*: See as an eagle, CON
- 64.) *Enhanced Hearing*: Hear Noise as per skill 16 thief (50%), CON
- 65.) *Continual Light*: As per Spell, 3PD
- 66.) *ESP*: As per Spell, CON
- 67.) *Mind Link*: Link minds with any other creature, CON
- 68.) *Speak w/Plants*: As per Spell, CON
- 69.) *Balance*: Can walk tight rope, balance on hooves, etc., CON
- 70.) *Luck*: As per Luck Stone, CON
- 71.) *Ropes and Knots*: Can make rope and knots of all kinds, CON
- 72.) *Sense of Direction*: Keeps bearing 75% of the time, CON
- 73.) *Mend*: As per Spell, CON
- 74.) *Voice Duplication*: Mimic any understandable voice, CON
- 75.) *Alertness*: -1 on Surprise, CON
- 76.) *Survivalist*: Centaur can survive off the land as follows; CON
Jungle: 100% Forest: 100%
Swamp: 95% Grassland: 90%
Tundra: 80% Desert: 30%
Arctic Waste: 25%
Percentages may vary seasonally and at GM discretion.
- 77.) *Sound Effects*: Centaur can make twenty life-like noises or sounds (GM discretion), 3PD
- 78.) *+1 Accuracy w/Blowgun*: +1 on "to hit" roll when using a Blowgun, CON
- 79.) *Taste Analysis*: Centaur can identify twenty substances (with ¼ drop sample), 3PD
Substance Examples:
Arsenic
Snake Venom (one type)
Spider Venom (one type)
Scorpion Venom, etc.
- 80.) *Run While Fighting*: Centaur can run full speed in melee, CON
- 81.) *Natural Armor*: Centaur born with growth equal to AC of 1D4, CON

- 28.) *Sticks to Snakes*: As per Spell, CON
- 29.) *Transport via Plants*: As per Spell, 3PD
- 30.) *Teleport*: As per Spell, 3PD
- 31.) *Spiritual Hammer*: As per Spell but no physical hammer needed (one hammer at any time), CON
- 32.) *Reincarnate*: As per Spell, 3PD
- 33.) *Comprehend Languages*: As per Spell, CON
- 34.) *Levitate*: As per Spell, CON
- 35.) *Jump*: As per Spell, CON
- 36.) *Read Magic*: As per Spell, CON
- 37.) *Ventriloquism*: As per Spell, CON
- 38.) *Detect Evil*: As per Spell, CON
- 39.) *Detect Invisibility*: As per Spell, CON
- 40.) *Scholar*: Centaur can learn any four extra languages, CON
- 41.) *Knock*: As per Spell, 3PD
- 42.) *Rope Trick*: As per Spell, CON
- 43.) *Blink*: As per Spell, CON
- 44.) *Haste*: As per Spell, 3PD
- 45.) *Protection/Normal Missiles*: As per Spell, CON
- 46.) *Protection/All Missiles*: As per #45 but for all missiles, CON
- 47.) *Plant Growth*: As per Spell, 3PD
- 48.) *Polymorph Self*: As per Spell, 3PD
- 49.) *Remove Curse*: As per Spell, CON
- 50.) *Wizard Eye*: As per Spell, 3PD
- 51.) *Magic Jar*: As per Spell, CON
- 52.) *Pass Wall*: As per Spell, 2PD
- 53.) *Statue*: As per Spell, 3PD
- 54.) *Mirror Image*: As per Spell, 3PD
- 55.) *True Sight*: As per Spell, 3PD
- 56.) *Cure Serious Wounds*: As per Spell, 3PD
- 57.) *+1 Accuracy w/Bow*: +1 on "to hit" roll when using bow, CON
- 58.) *Wings*: See Feathery Wings (Misc. Magic), CON
- 59.) *Stone to Flesh*: As per Spell, CON
- 60.) *Detect Traps*: As per Spell, CON
- 61.) *Tracking*: As per ranger subclass, CON
- 82.) *Move Silently*: 47% (as per skill 6 thief), CON
- 83.) *Hide in Shadows*: 37% (as per skill 6 thief), CON
- 84.) *Photographic Memory*: Centaur can remember anything he/she has read, 2PD
- 85.) *Density Increase*: Centaur can increase his/her density by 1-10 times his/her actual weight (centaur's choice), 2PD
- 86.) *Charm Person*: As per Spell, 3PD
- 87.) *Self Sustenance*: Centaur can survive without food and water for two weeks, CON
- 88.) *Poison Touch*: Centaur poisons other beings with successful "to hit" in melee or by touch, 2PD
- 89.) *Life Leech*: Centaur heals damage by successful "to hit" in melee or by touch. Centaur Life Leeches 1D10 HTK from target and heals self with damage inflicted, 2PD
- 90.) *Absorb Magic*: Centaur absorbs and negates all magic thrown specifically at him/her, 2PD
- 91.) *Life Sense*: Centaur can detect all life within a 10' radius, CON
- 92.) *Flame Being*: Centaur's entire body can be covered by flames on command (damage and duration at GM's discretion), 3PD
- 93.) *Shrinking*: As per Spell, 3PD
- 94.) *Air Walking*: As per Spell, 3PD
- 95.) *Full Vision*: On command, centaur can see in all directions at once, 3PD
- 96.) *Regeneration*: As per Ring of Regeneration, CON
- 98.) *+1 Accuracy w/Spear & Javelin*: Centaur receives +1 on "to hit" roll when attacking with a spear or javelin, CON
- 99.) *Choose Any One Ability*: Centaur can freely choose any one ability from the Innate Ability Table.
- 100.) *Roll Twice Ignoring Rolls of 99 and 100*: Centaur Character is awarded two innate abilities. If either roll comes up 99 or 100, re-roll is in order.



NAGAS

Race Book



Covering:

**Statistics, Background, Class
Specialities, etc.**

This class book has been written and designed to facilitate the introduction of naga Characters into the City-State of the Invincible Overlord campaign world. It covers the history, statistics, and abilities intrinsic to the naga as well as providing other information essential to working such Characters into either an on-going campaign or individual adventures.

The world depicted within the City-State of the Invincible Overlord is a both complex and exciting one, replete with fabulous treasures and dangerous situations. It is a wondrous land whose boundaries are that of imagination and one whose gates remain ever-open to steadfast adventurers. Welcome!





Nagas

STR: 3D6-1, *INT*: 3D6+1, *INS*: 3D6+1,
STA: 3D6, *DEX*: 3D6+1, *APL*: 3D6-2,
HTK: per skill level,
AC: 4 (natural armor),
MV: 12"/20", *AT*: 2,
DM: Acid (2D10), Constriction (2D4),
Numbing Bite (1D4),
AL: All, *THACO*: per skill level,
Length: 10' to 20', *WT*: 350 to 700+ lbs,

Specials:

Acid Spit: (3 times per day, 20' range).
Charm: Can charm any thinking
being (-1 to -4 on Save vs. Paralyz-
ation).
Numbing Bite: Victim must Save vs.
Poison or area bitten becomes numb
(for specific effects, reference the
Naga Bite Chart).

NAGAS



Nagas are native to the warm and fertile continent of Aluria. The first recorded appearance of a naga in Calandia was over three-hundred years ago. The nagas themselves have no recollection of their migration from Aluria to Calandia nor do they remember either the method or course to return to their native land. However, the nagas are now content to live in Calandia as they have so increased in number and advanced in culture that they have established a respectable community on this planet.

With metabolisms very similar to those of snakes, nagas shun the cold and suffer double damage from

being overridden by their awesome desires for knowledge.

Still, nagas bear no basic hatred for humanoids, who comprise the greatest portion of these hunters. Nagas understand that, as with all races, there exist both good and evil humanoids.

Yet, even with the nagas' superior intellects and sociable attitudes, if any naga sees another naga being killed or skinned, s/he will go berserk and attack the killer/skinner (at +3 on the attacking naga's "to hit" rolls due to outrage). The naga will continue to fight in such a berserk manner until either the naga or his/her victim is dead.

magical cold-based attacks. Nagas are tremendous swimmers (20") and prefer to travel through water when possible although they can also move surprisingly quickly on land (12").

Naga existence is dominated by a fierce motivation toward intellectual advancement. Naga free time is most commonly spent either reading books and scrolls or intensely searching for new ones. When dividing adventure-gained magic, nagas will always choose books and scrolls over any other items.

Adventuring nagas can be clerics, fighters, magic-users, and illusionists. Due to their extremely high intelligences and fascinations with books, nagas most often adventure as clerics or magic-users. However, because of their potential strengths and effective combat abilities, nagas can also be quite potent and fearsome fighters.

Nagas keep among the most-tightly knit of families in modern society but very rarely, if ever, maintain any form of extended family structure. Nagas will spend their entire lives with their immediate families, which tend to be small as most naga couples have only one child. While nagas can be extremely hospitable and gregarious beings where inter-racial relations are concerned (alignment dependent), nagas usually have very little interaction within their own species.

Naga hide is highly prized for its armor class value (AC: 4) and for the protection against acid it offers its wearer. Because of the high demand for these hides, nagas as a race lately find themselves in grave danger (although the threat of extinction still remains distant). The nagas' inquisitive natures are often used against them as naga hunters can easily lead the creatures into traps with the promise of special secret tomes, the nagas' own preservation instincts

Aided by the hypnotizing movements of their bodies, nagas can charm intelligent beings. If the creature under attack fails its Save vs. Paralyzation (at -4), it is charmed. (**NOTE:** Every 2 points of INT over 12 possessed by the attacked creature reduces the penalty modifier by 1 point; a person with an INT of 17 Saves at -2, etc.)

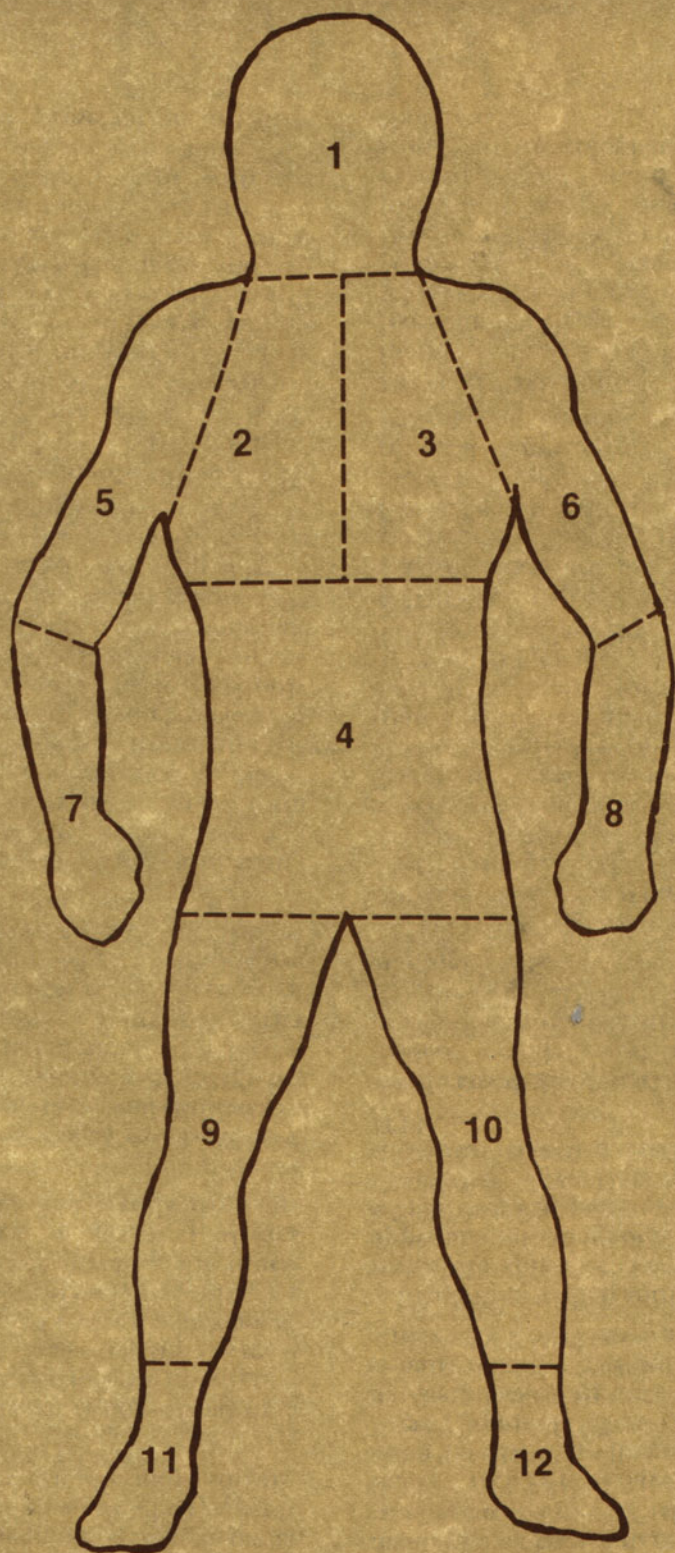
In addition to their ability to charm, nagas can spit acid (Save vs. Poison applicable) at a range of 20', a function which they can perform up to three times per day. Damage from a successful naga acid attack is at 2D10 HTK.

Other methods of attack which nagas possess include constriction and a poisonous bite. Constriction of a creature causes 2D4 HTK of damage to an opponent.

The nagas' poisonous bite is an extremely effective and unique ability. A successful bite inflicts 1D4 HTK of damage upon an opponent and if the attacked opponent does not Save vs. Poison, the area bitten will become numb and be useless for 1D6 hours. A Neutralize Poison spell will negate these effects. Specifics on areas successfully bitten by nagas are available in the following Naga Bite Chart.

NOTE: All movement and "to hit" penalties indicated in the Naga Bite Chart are cumulative. However, if a Character is struck in the same location more than once, that Character suffers physical damage only, as numbing poison is not cumulative.

Physical Description: Nagas have huge, ten- to twenty-foot long snake-like bodies and large human-like heads with eyes which range in color from golden to pale blue. Nagas, who range in color from green-gold to turquoise to crimson, possess bodies which are covered in large scales arranged in many patterns: color bands, triangles, spots, etc.





NAGA BITE CHART

NOTE: For bodily locational referent on naga bites, roll 1D12 and consult this chart.

ROLL	AREA	RESULT
1)	<i>Head</i>	Character becomes comatose for 1D6 hours.
2)	<i>Right Chest</i>	Areas 2, 5, and 7 become numb and useless for 1D6 hours.
3)	<i>Left Chest</i>	Areas 3, 6, and 8 become numb and useless. Characters affected here for more than one turn will die.
4)	<i>Stomach Area</i>	No ill effect.
5)	<i>Right Upper Arm</i>	Areas 5 and 7 become numb and useless.
6)	<i>Left Upper Arm</i>	Areas 6 and 8 become numb and useless.
7)	<i>Right Forearm and/or Hand</i>	Area 7 becomes numb and useless. Shoulder and upper arm are usable.
8)	<i>Left Forearm and/or Hand</i>	Area 8 becomes numb and useless. Shoulder and upper arm are usable.
9)	<i>Right Thigh</i>	Character's movement is reduced by one-quarter.
10)	<i>Left Thigh</i>	Character's movement is reduced by one-quarter.
11)	<i>Lower Right Leg</i>	Character's movement is reduced by one-half and s/he suffers -1 on "to hit" roll
12)	<i>Lower Left Leg</i>	Character's movement is reduced by one-half and s/he suffers -1 on "to hit" roll.



PIXIES

Race Book



Covering:

**Statistics, Background, Class
Specialities, etc.**

This class book has been written and designed to facilitate the introduction of pixie Characters into the City-State of the Invincible Overlord campaign world. It covers the history, statistics, and abilities intrinsic to the pixie as well as providing other information essential to working such Characters into either an on-going campaign or individual adventures.

The world depicted within the City-State of the Invincible Overlord is a both complex and exciting one, replete with fabulous treasures and dangerous situations. It is a wonderous land whose boundaries are that of imagination and one whose gates remain ever-open to steadfast adventurers. Welcome!



Pixies

STR: 3D6-3*, *INT:* 3D6+1, *INS:* 3D6,
STA: 3D6, *DEX:* 3D6+2, *APL:* 3D6,
HTK: per skill level,
AC: 6 (plus DEX adjustments),
MV: 6"/12", *AT:* 1,
DM: by weapon/spell type,
AL: All but Evil, *THACO:* per skill
level,
HT: 2' to 2½', *WT:* 20 to 25 lbs,

Specials:

Can Blend at will (see Robe of
Blending) causing -4 to be hit.
Polymorph Self at will.
Create Illusions (with aural and
visual components) once per day.
Know Alignment at will.
Infravision at 90'.
Magic Resistance: 25%.

PIXIES

While pixies appeared in the land of Calandia almost two-hundred-and-fifty years ago, little is known about the enigmatic race. Most pixies claim to have no record of their travel from their shadowy, woody native continent of Ariel to Calandia and further state they have no idea how to return should they so wish. Although a few pixies do profess such knowledge, none would ever reveal such a secret to any save another pixie; it is certainly possible that such claimants are merely lying for their own amusement, as it is hardly unknown for pixies to engage in such mischievous pranks.

The ever-elusive and curious pixies have throughout history rarely been seen by humanoid eyes. It has only been in recent times that pixies have come out of seclusion, an action taken primarily due to their concern with the increasing exploration and land development by humanoids.

As pixie appearances became more common, an increasing number of the race began adventuring with humanoids, which allowed the pixies unparalleled opportunities for close and careful evaluations of their new allies as well as creating for the pixies a gradual and secure introduction into the mainstream of modern society.

Through such cooperative interaction, pixies found themselves becoming accustomed with and accepting of humanoid customs while humanoids found the pixies to be both fascinating and instructive colleagues. The association has evolved into a mutually beneficial one. Humanoid culture has learned much from the pixie race while the pixies have benefitted from the company of strong allies.

Until these pixie/humanoid alliances were created, the pixie race was one shrouded in mystery to the world at large. Following the pixies' public emergence, much of the lore surrounding them was rectified. For decades it was suspected that pixies could become invisible at will, a belief which has since been proven wrong. However, pixies can blend amazingly well into their environmental surroundings, much as can a person equipped with a Robe of Blending.

In addition to this blending ability, all pixies are possessed of the following traits:

Polymorph Self (at will),
Create Illusions with aural and
visual components once per day,
such illusions lasting until
dispelled,

Know Alignment (at will),
Infravision at 90', and
Magic Resistance of 25%.

As adventurers, pixies are extremely resilient and well-rounded Characters especially regarding their class designations. Pixies can train as magic-users, illusionists, thieves, and also as magic-user/thieves and illusionist/thieves. Magic-using pixies rarely utilize fire-based spells for fear of igniting their own fragile wings. Regardless of their class designations, pixies receive the following statistical alterations:

[STR: -3, INT: +1, and DEX: +2].

Pixies who adventure as thieves receive the following racial adjustments:

Pick Pockets: —
Open Locks: +10%
Find/Remove Traps: +15%
Move Silently: +15%
Hide in Shadows: +20%
Hear Noise: -15%
Climb Walls: -20%
Read Languages: —

As a rule, pixies carry small swords (which are equal in size and damage inflicted to humanoid daggers) and arrows or blowgun darts, as all pixie classes use bows to one extent or another. Arrows and blowgun darts are all at +4 "to hit" and do one of three things:

- 1.) *Barbed Stinger*: inflicts 1D4+1 HTK of damage.
- 2.) *Sleep Bringer*: causes struck Character to make a Save vs. Magic or fall asleep for 1D6 hours (no ill effects afterward).
- 3.) *Memory Eraser*: causes struck Character to make a Save vs. Magic or suffer a complete memory loss. Any memory loss caused by a successful Memory Eraser attack is permanent unless an Exorcism spell is cast upon affected Character.

As a result of the pixie race's natural blending ability, any pixie opponent subtracts four (-4) from his/her "to hit" roll when attacking a pixie

utilizing this ability. Pixies find themselves unable to return attack while blending due to the intense concentration required to maintain the blend. The race's blending ability has proven to be more than an excellent species preservation asset; because of the ability, pixies are favored scout employees among humanoid and non-humanoid adventurers alike.

Pixies are small of frame (being between two and two-and-a-half feet tall) and have hollow bird-like bones. As such, while they can be extremely dextrous, pixies possess a maximum STR of eleven (11) which prohibits their wearing of any form of armor.

While not the most formidable in physical combat (or perhaps because of it), pixies have developed excellent abilities with the following standard weapons/items: daggers, short bows, blowguns, hand axes, slings, wands, potions, scrolls, and miscellaneous magics (at GM discretion).

Primarily, pixies have breached the barrier from their previous seclusive existence to public prominence with a modesty and courteousness to contradict their irascible reputations. However, what has come down through the ages as the legendary pixie nature is evoked in the presence of the pixies' most distrusted and hated enemies: the goblin, hobgoblin, ogre, and troll races.

Physical description: Pixies are small and fragile-looking creatures, standing an average of two- to two-and-a-half feet tall and possessing a very slim build. Predominant of their physical characteristics are transparent insectile wings which sprout from the rear of their shoulders, an opposing thumb structure on each hand, and pointed ears. Pixie hair colors range from light brown to silver, their eyes varying in color from green to purple, which complementing their pale green to peach skin tones.

PIXIE AERIAL COMBAT

Aerial Combat is the preferred method of fighting for most pixies, who have developed a number of special tactics when fighting other flying creatures. Aerial Combat is not like fighting on the ground in as much as there is yet another dimension to concern the fighter(s): up and down.

NOTE: Where Aerial Combat is concerned, one movement phase is equal to one melee round and should not be confused with a regular turn.

During each attack, flying Characters can move a certain number of hexes as determined by their normal flying speeds and other pertinent modifiers. Movement points (indicated in each Character's statistics in the form "X") are broken into two equal portions. The first portion is used for the first movement phase, the second portion for the second movement phase.

For example, a creature with a flying speed of 6" can move three (3) hexes during the first movement phase and three (3) hexes during the second movement phase. During any full movement turn (two movement phases), Characters must move at least one-half of their movement speed or forfeit their flight advantage and land. The only exception to this comes if a Character chooses a Braking or Hovering strategy (see **Movement Strategies**).

Turning Movement

When a Character changes his or her direction, it diminishes the Character's movement ability by one movement point per hexside turned. Creatures can only change one hex side per hex moved. At an increased penalty, certain movement strategies will allow fliers to turn more often than normally possible.

Climbing (up) and Diving (down) Movement

For every movement point available to the flying Character, that Character can climb an equal distance or dive twice as far in flight. Flying Characters can dive a maximum of two hexes per forward move and climb one hex per movement. For instance, a giant eagle has a movement rate of 48" and is allowed twenty-four (24) movement points (twelve for each movement phase). The eagle can thus dive twenty-four ($12 \times 2 = 24$) hexes or rise twelve ($12 \times 1 = 12$) hexes per movement turn.

Falling

All objects fall at a rate of two-thousand feet per melee round. If a Character finds him or herself falling, he or she must successfully Save against his/her own STA to perform any movement strategy. No Character may cast spells (except for Feather Fall) while falling.

Combining Motion

Characters can combine all forms of movement in a single move (i.e. side to side, up and down, etc.)

Example: (parenthetical numbers are the additional points expended in turning, diving, or climbing.)

A pixie possesses a movement rate of 24" and as such is awarded twelve (12) movement points or six (6) per movement phase. He can move forward, then change direction (+1), fly one more square, then change direction again (+1) and begin a dive (+1). The pixie continues his dive (+1), makes another directional change (+1) at the end of the attack, then climbs up (+1) one hex.

COMBAT

Combat can occur whenever two creatures pass through the same hex, or when an opponent is within either missile or spell range. Only non-humanoids may attack during each of the two movement phases. There are many modifications to the number of attacks, to "to hit" numbers, and to any other restrictions a flier might possess. These potential modifications are covered in the following sections. Just as movement strategies affect initiative, so do the attack and defense strategies affect "to hit" chances for both opponents in combat.

Missiles and Magics

Ranges for missiles and magic spells are as per the Standard Rule Books and

are not affected by defense or attack strategies. For ranging, each hex is considered thirty feet (30') and each additional up and/or down hex adds an additional thirty feet. For instance, a pixie picks a target three hexes to the left and one hex down. The total applicable range would be 120 (30+30+30+30).

Combat Modifiers

- 1.) *All missile combat*: -2 to hit.
- 2.) *Magical combat**: +3 to saves.

*Magical combat involves some physical manifestation of ranged magic like a Fireball or Lightning Bolt. GM discretion should be used in determining which spells may or may not be cast during Aerial Combat.

AERIAL COMBAT STRATEGIES

GM NOTE: No animal flier is allowed all of the strategies listed following. Usually, the only strategies allowable for animal fliers are Brake and Fly Straight. Some animal fliers, however, may possess Float (sea birds) or Steep Dive (hawks, eagles, etc.). The specific strategies for each flier type should be determined by the GM. Mythological creatures could possibly possess any of the following strategies with the exception of Hover.

Movement Strategies

Brake: Braking is used to slow a flier down. When a Brake strategy is declared, the flier can immediately begin to slow to a halt. There are minimum air speeds for all non-magical fliers. Non-magical fliers are

Fly Straight: Flying Straight is exactly that — flying along normal lines with no unusual rises or dives in flight patterns.

Hover: Hovering is a highly specialized form of flying available to only a select few with magical means. No natural creatures may utilize this ability except hummingbirds. Dragons may be taught this ability as children, when it is chosen as a Dragon ability.

Hovering allows the flier to execute a dead stop without falling or rising. All penalties applicable to missiles and Breath Weapons are negated.

Pushing Speed: Pushing Speed is when a flier tries to exert him or herself beyond his or her natural limits. If this option is chosen, the flier must success-

those who use some form of magical object to exercise flight, such as a magic carpet, a Fly or similar spell, or any magical creature from the plane of air.

Minimum speeds for such fliers are related to the flying creature's size, as follows:

Small (smaller than man-size): *One movement point.*

Medium (man-size): *Two movement points.*

Large (larger than man-size): *Four movement points.*

Double Back: This is a special turning maneuver designed to sacrifice speed for extra turning ability. Normally, fliers can only make one hexside turn per move. With Double Back, the flier can make as many hexside turns in the single area as s/he likes. The cost required for each additional hexside turn is two movement points.

For example, if a flier has a movement speed of 24", s/he has twelve movement points available for maneuvering. During the first movement phase, the flier declares a Double Back strategy. S/he moves forward one hex, expends one movement point for the first hexside turn, then expends two more points for an additional hexside turn. S/he then moves forward one hex and expends his/her last movement point to make a single hexside adjustment.

Float: Float applies when the flier does not actually push him or herself through the air but simply glides along the air currents. Floating is similar to a steady and stable dive, in a fashion much as when a feather floats to the ground.

Floater's can neither increase speeds nor rise upward in direction and must expend half of their movement points in sinking in a downward direction. If the ground is met while floating, no damage is done to the floater.

fully Save against STA, in which case movement points are doubled for the following movement turn. If the save is failed, movement points are halved for the next movement turn.

A flier may push his or her movement speed only every other movement turn. Further, if a flier is flying by means of a device or spell, the flier may not push his or her speed.

Steep Climb/Dive: These maneuvers allow a Character to climb/dive steeper than normally possible. For every two/one movement point(s) expended, a flier may ascend/descend one extra hex in that direction.

Attack Strategies

Dive Attacks: When using Dive Attacks, add 1D6 to all damage done to the target Character. Characters may only attack in this fashion during or at the end of a Steep Dive.

Sword Attacks: Sword Attacks (and the like, such as bow usage) can only be performed by Characters attacking with swords or arrows propelled by bows. If a natural twenty (20) is rolled on this attack, the target Character is run-through and suffers double damage.

Defenses

Barrel Roll: This is a specialized defense utilized only by experienced fliers. It allows the flying Character to begin a roll on one side and continue the roll completely around to a once-again upright position.

Loop: Any Character attempting to perform a loop must make a Save against DEX or lose any and all "to hit" bonuses.

Flee: This defense breaks contact. Characters utilizing this defense may move three additional movement points.



LIZARDMEN

Race Book



Covering:

**Statistics, Background, Class
Specialities, etc.**

This class book has been written and designed to facilitate the introduction of lizardman Characters into the City-State of the Invincible Overlord campaign world. It covers the history, statistics, and abilities intrinsic to the lizardman as well as providing other information essential to working such Characters into either an on-going campaign or individual adventures.

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Lizardman

STR: 3D6+2, *INT*: 3D6-1, *INS*: 3D6,
STA: 3D6+1, *DEX*: 3D6, *APL*: 3D6-2,
HTK: per skill level,
AC: 5 (unarmored),
MV: 6" (9"*) / 12" (15"*),
AT: 2 (for fighters, see Standard Rule
Book and add 1 attack per round for
any tail attack),
DM: by weapon/spell type,

Tail: 1D4, 1D6 w/ tail mace,
AL: All, *THACO*: per skill level,
HT: 5' 6" to 9', *WT*: 160 to 600+ lbs,
Specials:

Can see underwater as if in an air
environment.

Can attack via tail with or without a
tail mace.

* Movement is applicable for any
Lizardmen over 5'11" in height.

LIZARDMEN

A prime example of man's inhumanity to reptile, the lizardman race has been maligned and mistreated for generations. From the race's inception, entire lizardman tribes were captured in their native lands of the Nile Islands and enslaved as menial labor, their amazing strengths and constitutions making them prized acquisitions in work camps.

Lizardman slave trading was most prominent in Calandia, Ta'lon, and Shadowpact until the fabled two-year Slavers' War when the various lizardman tribes banded together to confront and ultimately defeat their oppressors. Well over two thousand slavers and their associates died during the conflict, a statistic which serves to increase the reverence other races now hold for the awesome and fearsome lizardmen.

With the completion of the Slavers' War (now nearly one-hundred years past) came a new awareness of lizardmen and their vast, fascinating culture. In the years that followed, historians and culturalists learned a great deal concerning lizardmen and their customs, information which

enlightened the entire civilized world as to the backgrounds, abilities, and true natures of the unusual and mysterious creature.

Lizardman tribes range in number from twenty-five to over one-hundred-and-fifty. The environmental conditions in which a particular lizardman tribe lives most often dictate the size of the community. Among the most important of factors influencing tribe size are food supply, adequate sunlight to perpetuate surrounding foliage, and water (specifically, a high humidity level). While lizardmen are often found in dry and desolate locales, the species prefers to inhabit areas prominent with plantlife and fresh water.

Nearly every facet of lizardman life is strict and their societal laws are absolute. Lizardman life is ruled by the many gods found in the lizardman mythos and a typical lizardman's life is established and lived either to emulate one of the race's deities or to pay constant homage to him/her. So integral, in fact, is the lizardman reverence to these gods that an ever-increasing number of lizardmen has

been noted entering the church (certainly to the surprise of parishoners first seeing their lizardman priest in the pulpit).

As important as reverence to their gods has become, lizardman society still emphasizes to a great extent the ability to survive and succeed in the difficult and often violent worlds in which lizardmen live. Throughout every lizardman's life, there are many tests which he must take, obstacles he must overcome, and rituals he must observe to progress to lizardman maturity in physical, mental, and cultural respects.

Upon reaching the age of fourteen, a lizardman neutling must take the *Test of Manhood*. The newtling, provided solely with a dagger and a leather loin cloth, must locate and single-handedly kill a 4D8 or more-powerful monster (GM's discretion) before being allowed to return to lizardman society. While the test might seem extremely difficult, very few lizardman neutlings fail in the task, a testament to either the race's innate combatant prowess, the importance placed upon the lizardman inter-social structure, or (perhaps most logically) a combination of both.

The test for choosing a lizardman chief is very similar to the society's *Test of Manhood*. Following an intense screening process eliminating all but the most qualified of applicants, candidates for the position of chief are stripped of both clothes and belongings. The candidates then have their hands bound firmly behind their backs and are ushered from the community into a harsh and hostile neighboring environment.

The lizardman declared chief is the candidate who returns the following week in the best physical and mental condition and with his hands still tied behind his back. This method of

chieftain selection has proven to be a surprisingly good one based on the excellent governing records of past lizardman leaders. However, the process is not infallible and, invariably, some candidates have been known to cheat; to alleviate this problem, each candidate is given a truth test (Detect Lie) with liars being branded and banished from the lizardman tribe.

Some of the largest in population and most successful of lizardman tribes include the Hslass Nation, the Tribe of the Sun, the Scarlet Claw, and the Barbed Trident. These great communities serve as examples of the immense potential within the species to lizardman tribes throughout the civilized world.

As a class, lizardmen are an amazingly versatile and powerful race. Lizardmen can train to be fighters, clerics, magic-users (to a maximum of sixth level), fighter/clerics, and fighter/magic-users. Through years of exposure to aquatic environments which once dominated both work and living conditions, lizardmen have adapted themselves well to these situations and perform at a swimming movement rate of 12".

Statistically, lizardmen find themselves both awarded and penalized for their unique abilities and physiologies. These include:

[STR: +2, STA: +1, APL: -2, and INT: -1].

Lizardmen find their greatest enemies in the gnolls, a race which originally participated in the enslaving of lizardmen and which most violently fought the lizardmen in the Slavers' War uprisings. While lizardmen collectively pride themselves on their fair and openminded demeanors, their hatred for gnolls runs silent and deep.

The Lizardman Underwater



Lizardmen find themselves at a particular advantage over other races in underwater environments. Listed following are various topics to be considered by Lizardmen Characters while adventuring underwater.

Underwater Movement

Travel and movement underwater pertain to both swimming and walking. Swimming underwater is impossible for any Character suited in armor heavier than leather with the notable exception of magical armor, which in no way affects movement ability. Characters are also unable to swim underwater if they are encumbered with more than twenty pounds of extraneous equipment. Modifications to this latter rule include the addition/subtraction of one pound of acceptable weight for each one hundred gp of STR bonus/penalty.

While total submersion in water creates a seeming weight reduction from bouyancy, relative mass is unchanged and the density of any objects which become "lighter" in water also cause a greater resistance to Character movement in the environment. As such, movement (be it swimming or walking) in underwater

environments is equivalent to normal dungeoning speeds although underwater movement is considered *outdoors*. Average movement is derived as a function of encumbrance in exactly the same fashion as dungeon movement ratios.

Characters able to swim due to non-encumbrance (not including natural natatorial abilities) can do so in both the horizontal and vertical directions and at the same movement rate. Swimming Characters will be vulnerable to attack from any and all directions (GM discretion).

Characters who enter an underwater environment encumbered by more than twenty pounds of equipment (see previous STR modifiers) will be forced to walk upon the floor of the aquatic area and must negotiate underwater hills, coral outcroppings, shipwrecks, etc. in the normal manner (traversing around, through, or under them). Any Character equipped with a magic item which confers an ability to move freely in underwater environments (such as a Ring of Free Action) can move completely normally and cover distance as if in an air (or whatever would be the Character's normal) environment, which is three times normal dungeon movement rates.

Underwater Vision

A Character's distance vision will vary underwater depending on many factors, two of the most important among them being Character depth within the water (the deeper the Character travels, the less available light exists) and objects underwater which might obscure lines of sight. As a rule, Characters will be able to spot objects and notice movements from fifty feet (50') away in fresh water, one hundred feet (100') away in salt water. At depths greater than these figures, vision will most likely be obscured.

Variations on these figures provide for more accurate specifications by allowing Characters in fresh water to see fifty feet at ten-foot depths, forty feet at twenty-foot depths, etc. until ten-foot diminishing segments make vision completely obscured (zero feet) at a sixty-foot depth. The same formula could also apply to salt water environments, with vision starting with one hundred feet at a ten-foot depth and becoming completely obscured at a one-hundred-and-ten-foot depth.

The casting of a Light spell allows vision at distances of up to thirty feet regardless of Character depth or adds ten feet of distance vision to any distance shorter than sixty feet (whichever is more beneficial). In relation to both distance and depth when viewing underwater, normal vision is quintupled for any Character wearing a Helm of Underwater Action.

Infravision and Ultravision are both helpful to Characters adventuring underwater. Their distance limits are equivalent to those in dungeon settings although underwater infravision users may become confused by shifting currents and layers of different-temperature water in as much as water exchanges heat more slowly than air and therefore is at less of an even temperature. Ultravision distances are halved at depths of one hundred feet and are completely obscured below two-hundred feet, as ultraviolet light cannot penetrate beyond that depth in quantities sufficient to provide such sight.

Many other objects will also obscure underwater vision. Presence of seaweed or seagrass limits vision to ten feet (zero feet for those caught within a shoal, depending upon the weed/grass density). Sea grass ranges from three to thirty feet in height, while seaweed can form in practically any size or pattern. Schools of fish are a common vision obscurer as they can blind and confuse a Character with their masses and rapid movements.

Floor mud can also become a problem, as it will often billow up in great clouds (especially during combat), totally blocking vision during the inciting movement and for the seven to twelve (1D6+6) rounds following unless there is a current to sweep it away. Muddied water can become so thick that even the most powerful of light sources is unable to penetrate it.

COMBAT

While underwater combat is difficult for land-born creatures, lizardmen excel at its performance. As a result of water resistance, clubbing and cleaving

Some battle nets are equipped with small hooks or barbs attached at each intersection to prevent targets from easily escaping.

weapons are unusable — only thrusting weapons are effective in such an environment (spears, tridents, daggers, stabbing swords, etc.). Humanoid Characters find themselves slowed underwater, so aquatic Characters receive first chance to hit unless the humanoid Character is armed with a significantly longer weapon than the opponent or if s/he possesses a Free Action ability (from a helm, ring, or other means). In such a case, the Character so equipped can move as if above water and can utilize any type of weapon with no penalty for underwater usage.

A lizardman favorite, nets can prove very useful as an underwater adjunct to thrusting weapons, especially if both combatants are swimming. There are several ways nets can be used underwater. Two or more Characters could stretch a large net between them and maneuver the net so as to entangle the opponent(s), a strategy most effective against charging or unsuspecting attackers, who will thus have less of a chance to avoid the trap.

Nets which are weilded single-handedly in combat must be weighted to be utilized effectively. As the net is thrown, it is given a slight horizontal spin, the resultant centrifugal force causing the weighted ends to move outward, keeping the net open and untangled. If thrown in the correct manner, the net will slow and stop spinning as it nears its target, the weights then giving weigh to gravity and pulling the net down over the victim.

Nets can be thrown one foot for every STR point of the thrower. Underwater races can throw nets an average of fifteen feet, sahuagin, twenty feet. Weighted nets can also be dropped upon non-swimming Characters on the ocean floor to either drag them down or incapacitate them.

The underwater combat net is a difficult weapon to efficiently utilize and Characters who attempt to use them do so at -4 "to hit." To avoid this penalty, Characters can undergo extensive training and choose the underwater net as a weapon of proficiency, such training necessarily taking place exclusively underwater.

With the exception of certain specially constructed crossbows, use of any missile weapon is normally impossible underwater. Special crossbows which are functionable underwater can be constructed by knowledgeable bowers at ten times the normal commission price. The effective ranges for these bows underwater will be one-half of normal dungeon distances.

If Characters expect to adventure in areas where normal missile weapons could be of use (such as open air caverns located undersea), bows and missiles must be kept dry during travel. This rule which must be especially followed regarding scrolls and magical tomes.

Spell use underwater is limited to the same ranges and distances effective in normal dungeon situations. Additionally, there may be problems encountered during spell preparation in as much as many material components are altered by or will no longer function in underwater environments.

Some spells cast underwater will be altered in effect as well. Fire-based spells (such as Fireball) will not function under any circumstances underwater except within the radius of an Airy Water spell. Electrical spells will be conducted to an entire surrounding area, a Lightning Bolt spell behaving as would a Fireball, etc. The extent to which spell preparations should be altered when being cast underwater is normally at GM discretion.





Briarwood

CAPITAL CITY OF
CALANDIA

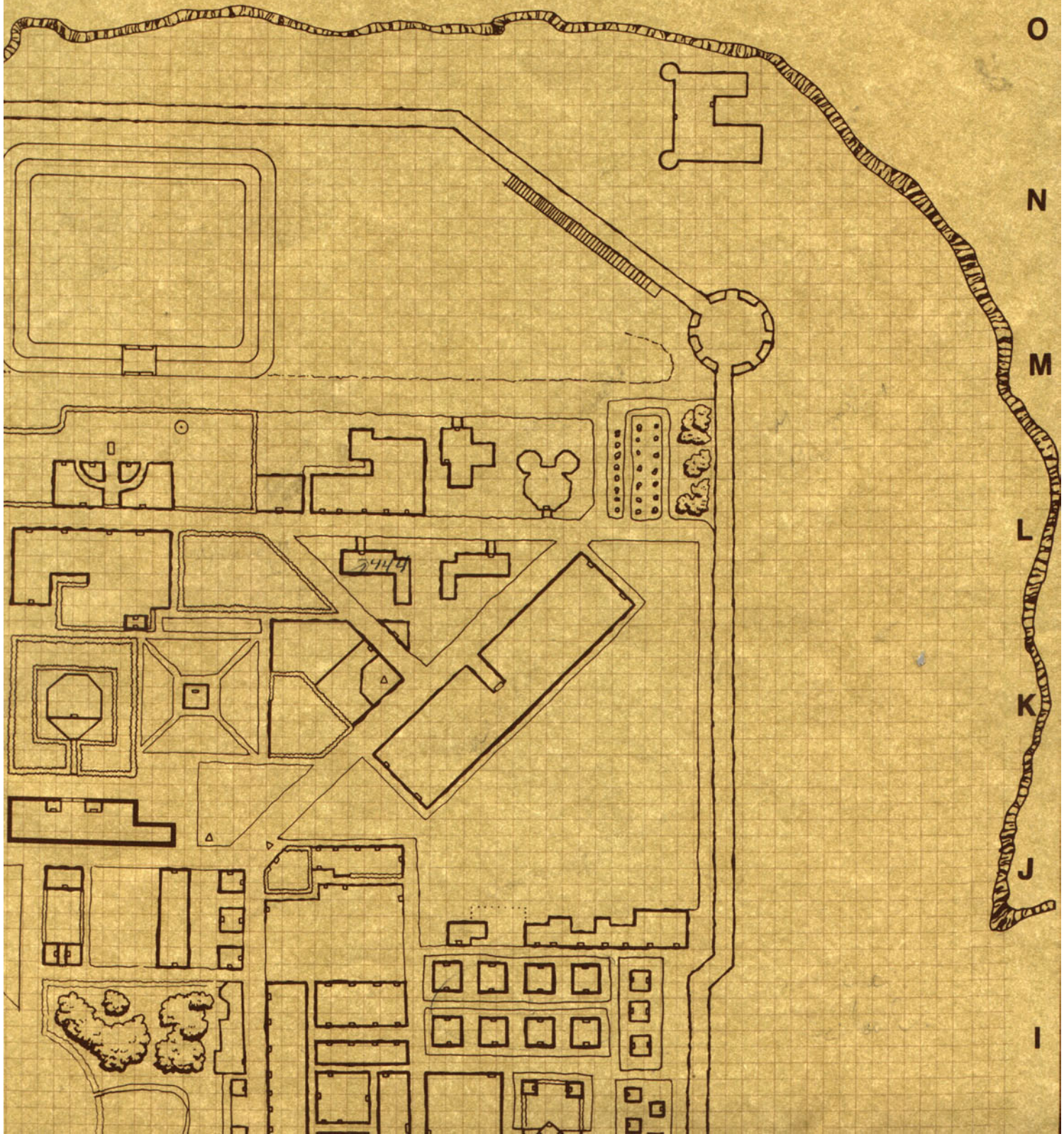


SCALE: 1 SQUARE = 10 FT.

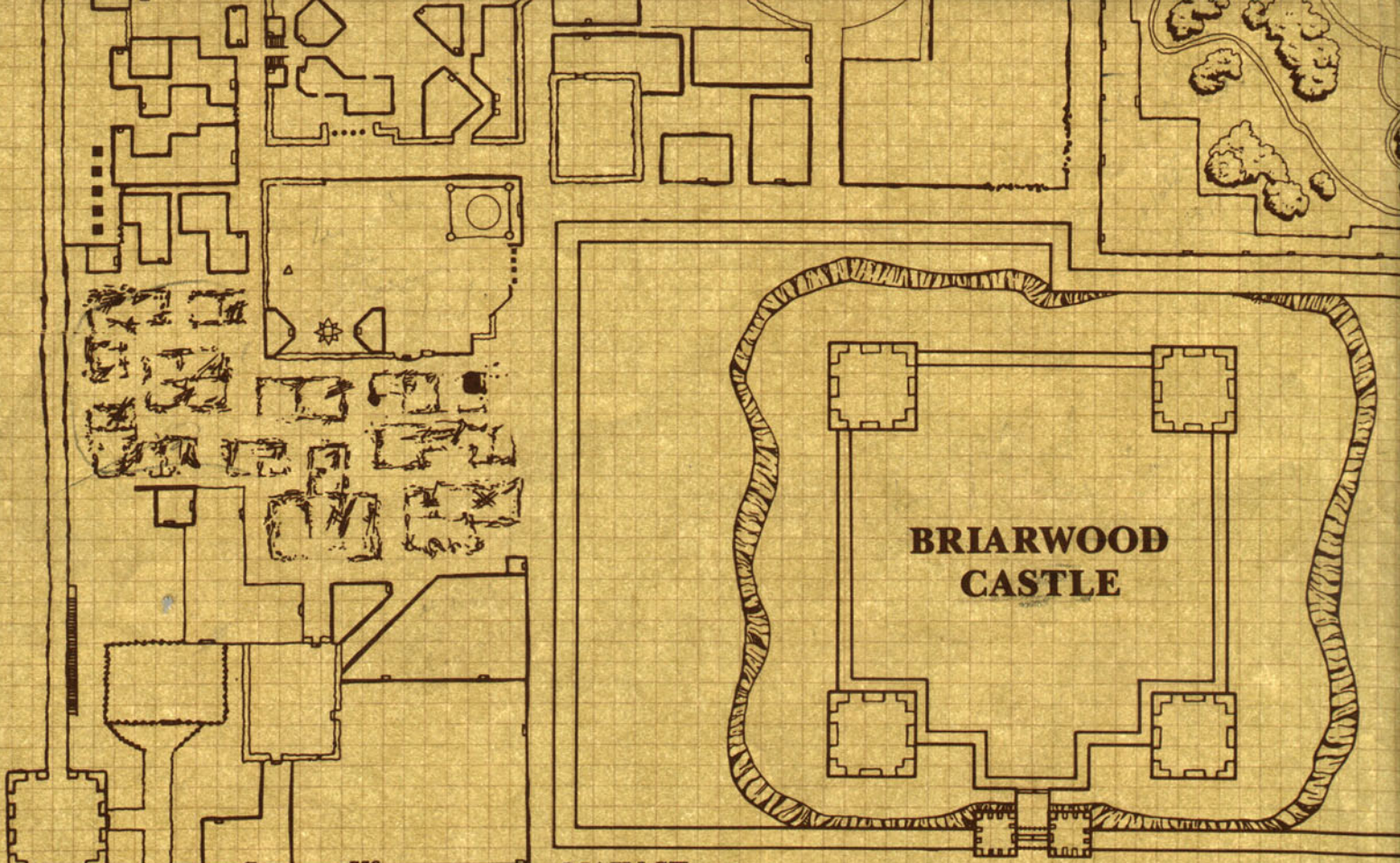




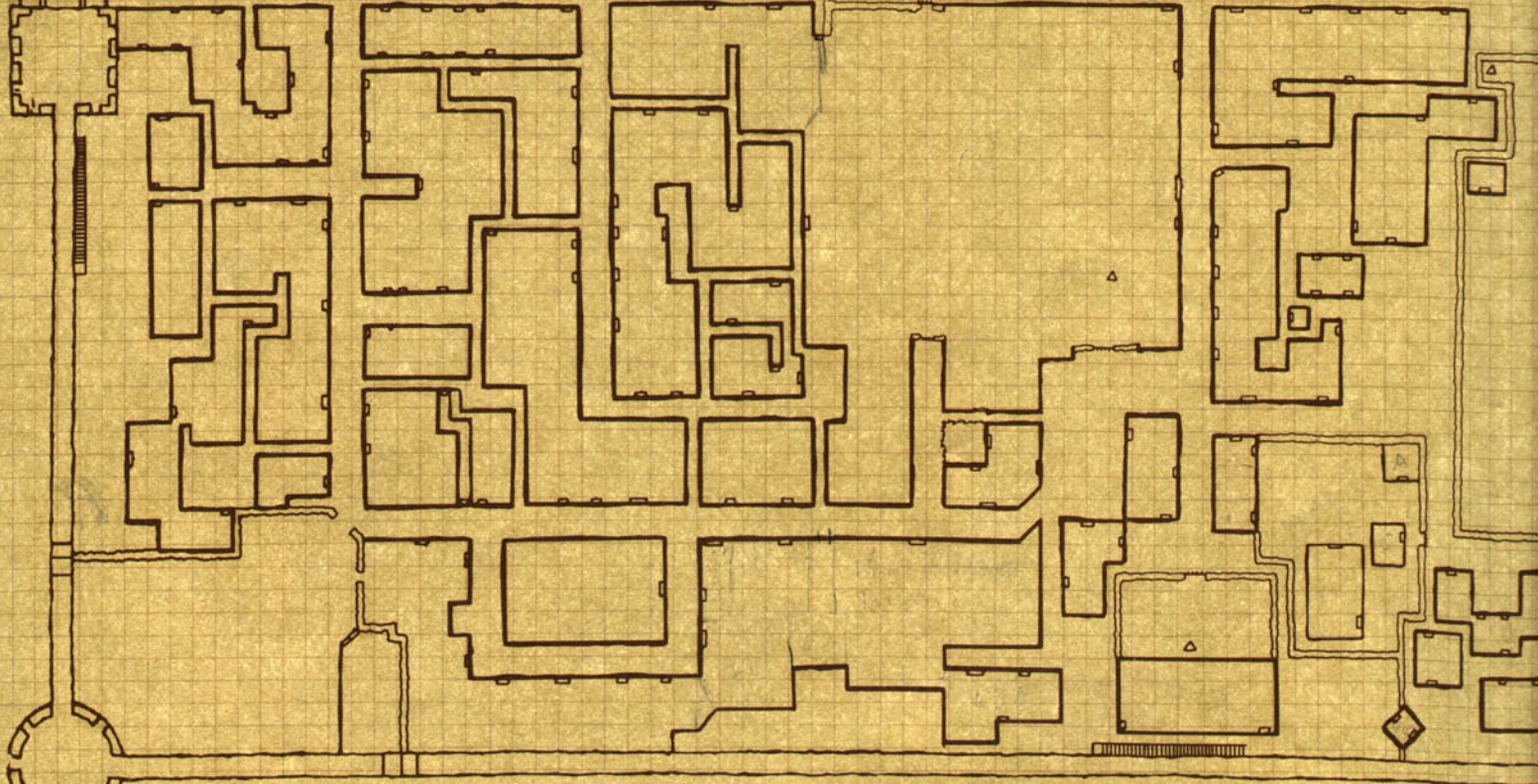
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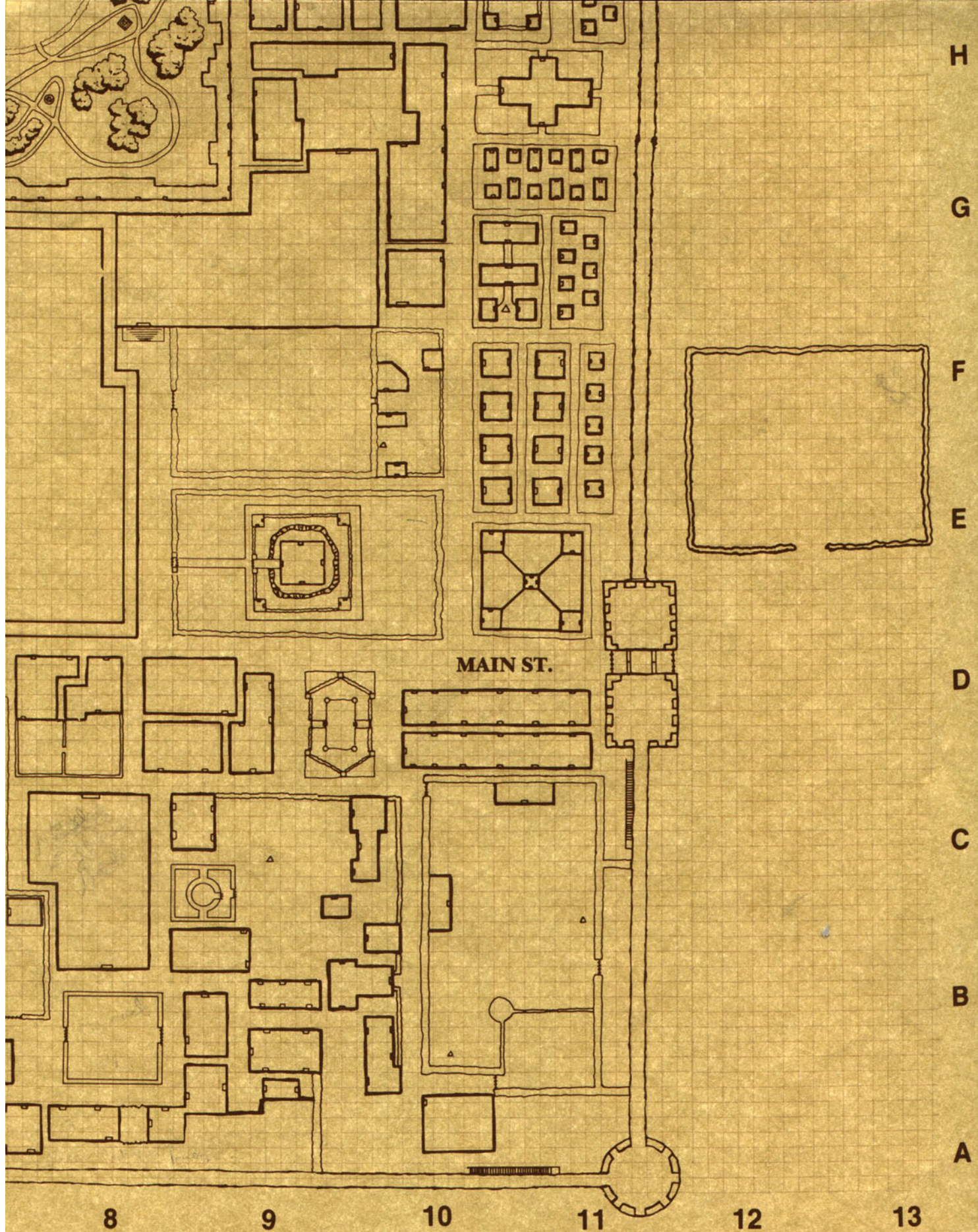
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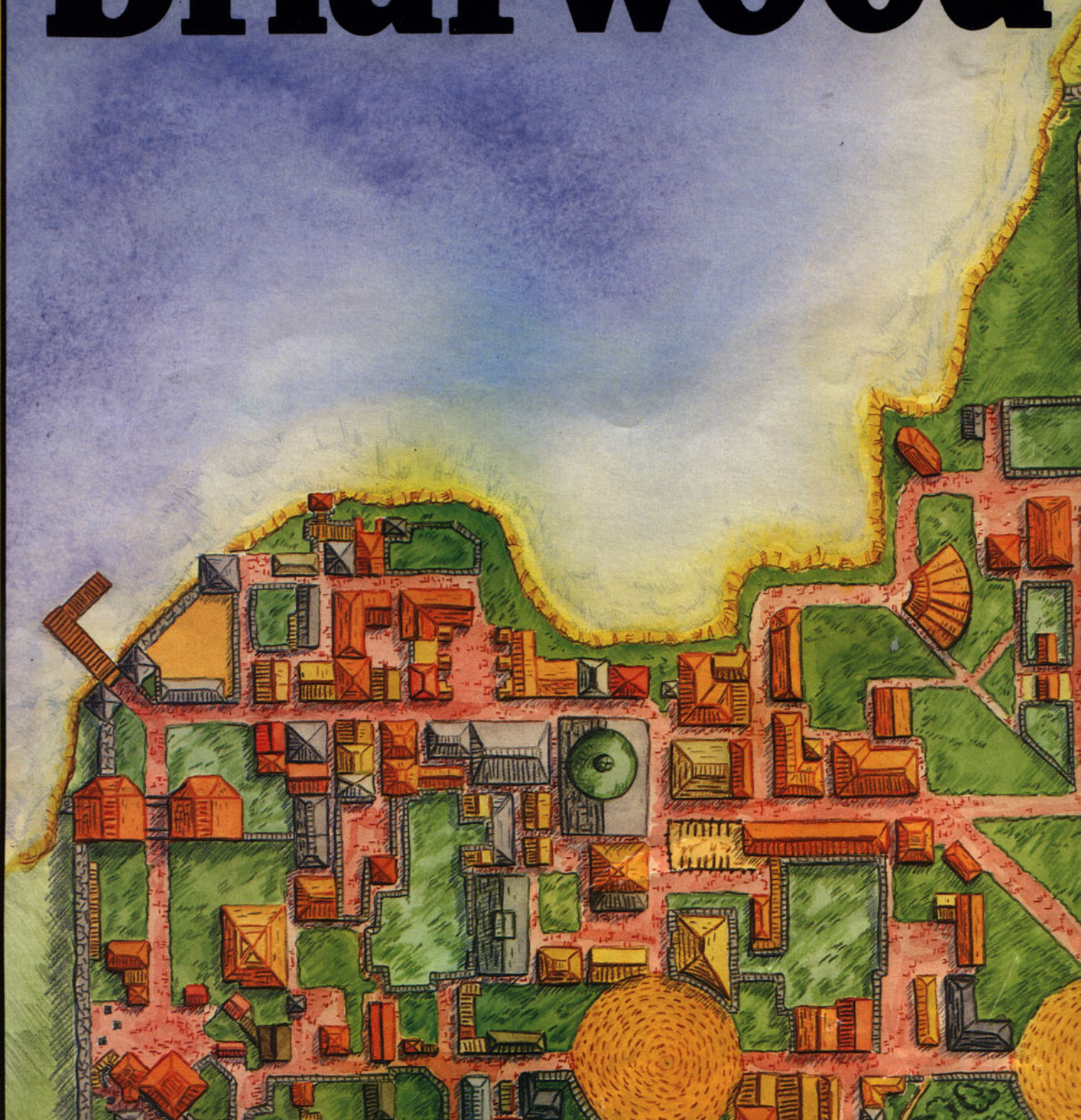
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Briarwood





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THE CONTINENT OF

Calandia

HELINGON
• HAN-GAR

RIVER

LAKE
TARA

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1 SQUARE = 10 FEET



1 LG. HEX = 300 MILES
1 SM. HEX = 60 MILES





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