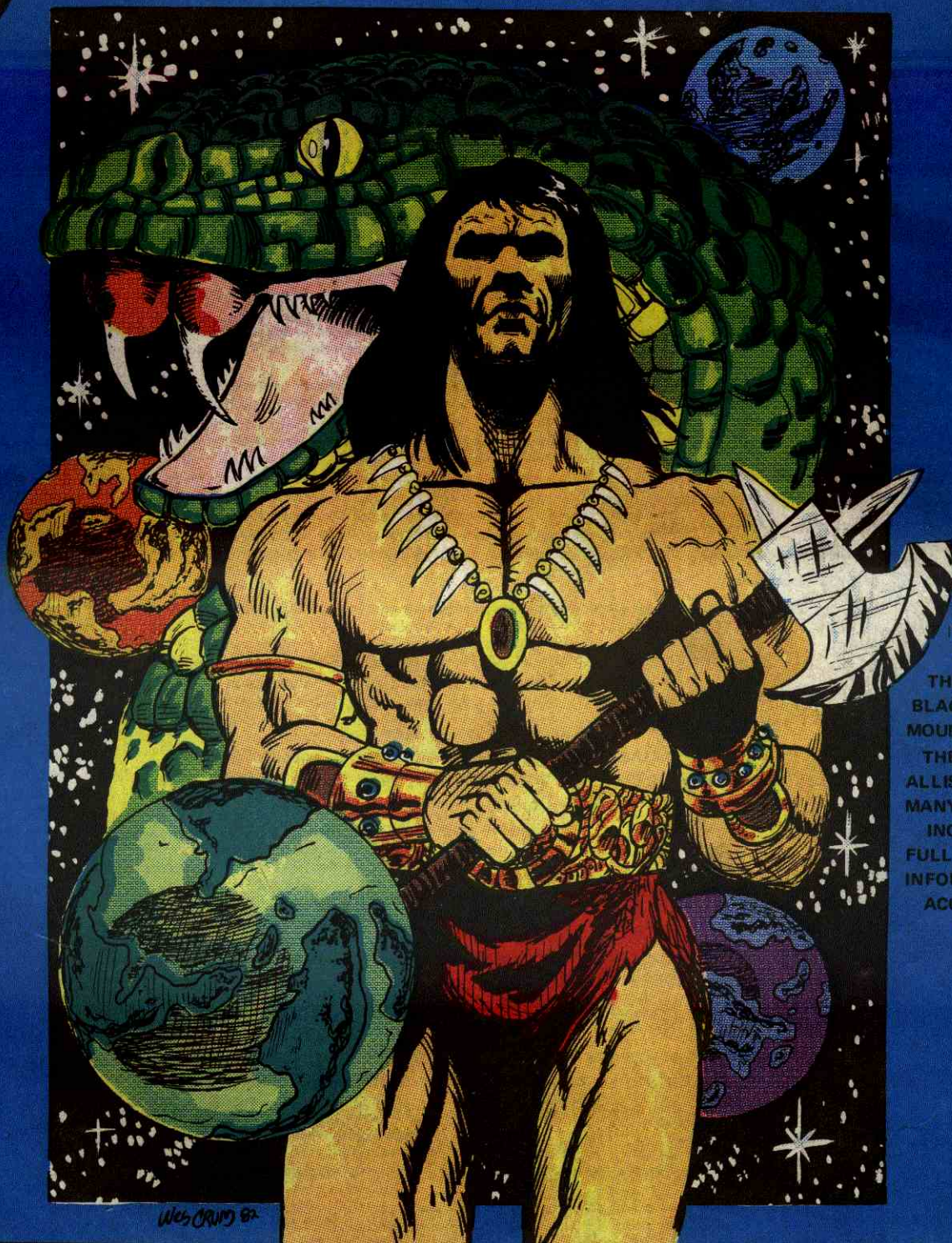


The Book of Treasure Maps III



by RUDY KRAFT & EDWARD R. G. MORTIMER



THIS NEW AND
EXCITING
ADVENTURE
BOOK HOLDS
TEN COMPLETE
ADVENTURES!
THE BEAST OF
BLACKWATER, THE
MOUNTAIN OF FIRE,
THE TEMPLE OF
ALLISSTANIS, AND
MANY MORE EACH
INCLUDE MAPS,
FULL BACKGROUND
INFORMATION AND
ACCOMPANYING
RUMORS.

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Designed by Edward R. G. Mortimer and Rudy Kraft

Front Cover Art by Wes Crum

Back Cover Art by Maurine Starkey

Color by Rick Houser

Interior Art by Edward G. Mortimer, John Mortimer, and Ken Simpson

Layout and Graphic Design by John Mortimer, Jerry Taylor, and Paul Vinton

Interior Color by John Mortimer

Composed by Debye Pruitt

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UNIVERSAL FORMAT INFORMATION

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN: Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

LVL: Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

HTK: Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

PSL: Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

AGL: Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

LED: Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

LCK: Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY: Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

WPN: Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

ABBREVIATIONS

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
DRD	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHACUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON

CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSELET
BA	BANDED ARMOR
CA	CLEMAL - ARMOR
JK	JACK
SL	STUDDED LEATHER
KK	KULAH KHUD
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES
CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED

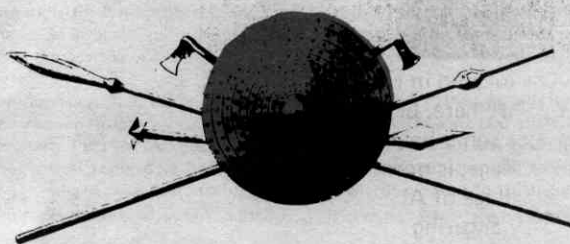
UNIVERSAL FORMAT INFORMATION

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

BODY		HEAD	
1	SHOULDER GUARDS	3	HOOD
2	BELT	4	TURBAN
4	GIRDLE	5	CAP
6	BREASTPLATE	6	HELM
8	TUNIC	9	BASINET
10	COAT	11	HEAUME
ARM		HEAD MODIFIERS	
1	GLOVES	1	CHEEKGUARD
2	BRACES	1	NECKGUARD
3	ARM BANDS	1	NASALGUARD
4	VAMBRACE	2	VISOR
5	HALF SLEEVE		
6	SLEEVE		
LEG		SHIELD	
1	LEGGINGS	4	PARRY WEAPON
2	BOOTS	5	BUCKLER
3	SHINGUARDS	6	TARGET
4	GREAVES	7	HEATER
5	CUISSES	8	ASPIR
6	CHAUSES	9	KITE
		12	TOWER



Method: Add all to obtain each piece of armor and total for the whole:

EXAMPLE:		
Tunic made of Gold Ringmail	8 + 7 + 1 =	16
Heaume made of Steel w/Visor	11 + 2 + 11 + 3 =	27
Sleeves on Tunic	6 + 7 + 1 =	14
Tower Shield made of Iron	12 + 10 + 3 =	25
TOTAL:		082 ARM

ABBREVIATIONS

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICHALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON
SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DIRK
DG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
HS	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	PIKE
PA	POLE ARM
CP	CATCH-POLE
BP	BERDICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AWL PIKE
FC	FAUCHARD
GI	GUISARME
GV	GUISARME VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MF	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR
TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
OH	OWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALIST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SF	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
KN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATAPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALD
TB	TREBUCHET

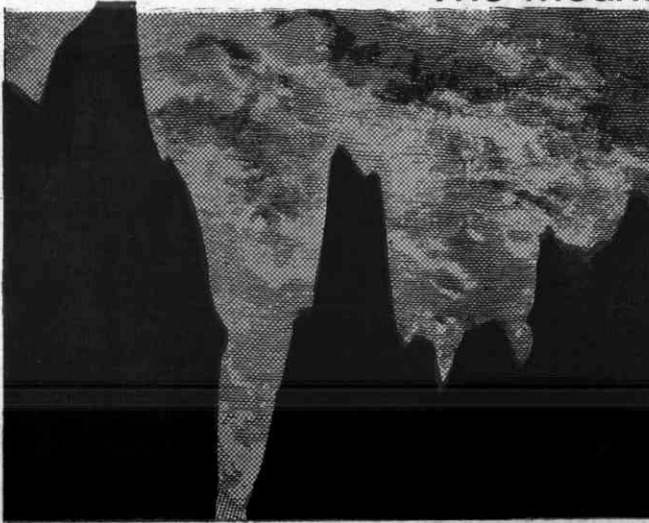


CONSTRUCTION MATERIAL	REINFORCEMENT MODIFIER	CONSTRUCTION METHOD
1 Silk, Linen, Cloth	---	0 Open
2 Soft Leather, Soft Wood	---	1 Ringmail
3 Felt, Light Fur	---	2 Chainmail
4 Wicker, Heavy Fur	+1	3 Formed Plate
5 Hard Leather, Clay	+1	
6 Hard Wood, Horn, Bone, Onyx	+2	
7 Gold, Copper, Marble, Jade	+2	
8 Electrum, Silver, Bronze	+3	
9 Platinum	+3	
10 Iron	+4	
11 Steel	+4	
12 Adamantite, High Chrome Steel	+5	

Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99

The Mountain of Fire



This scenario is designed for 7 - 10 characters of 6th through 10th level. It involves a volcano and the caves that honeycomb it.

It is widely known that more than one Dragon lives within the Mountain, but just how many Dragons live there is not known. It is also common knowledge that Dragons do not usually live close to one another, and it is not known why these Dragons do so. It is reported that each of the Dragons living here have a goodly amount of treasure, just as normal Dragons usually have.

The reason that these Dragons live so near to one another is that, being intelligent beings, they have come to the conclusion that they are safer from questing heros if they band together instead of facing these heros by themselves. So far, it has worked well. Only the stoutest of heros has dared to venture upon the Mountain of Fire, and none have lived to tell the tale.

The Mountain of Fire is located in Hex 4525 of **Judges Guild Campaign Map 12, Isles of the Blest**. Until recently, only three Dragons were thought to live here, but, now, you shall find out the truth.

It will be possible to get some help from Zalizar the Fiery, who has a citadel and 73 men-at-arms in Hex 4424. However, Zalizar, a sixth-level Fire Mage, is notoriously greedy and not above a bit of dastardly double-crossing. On the other side of the coin, the leader of the village of Abject (Hex 4626), Cakjak the Old, believes whole-heartedly in fair play but does not want to endanger his subjects by angering the Dragons.

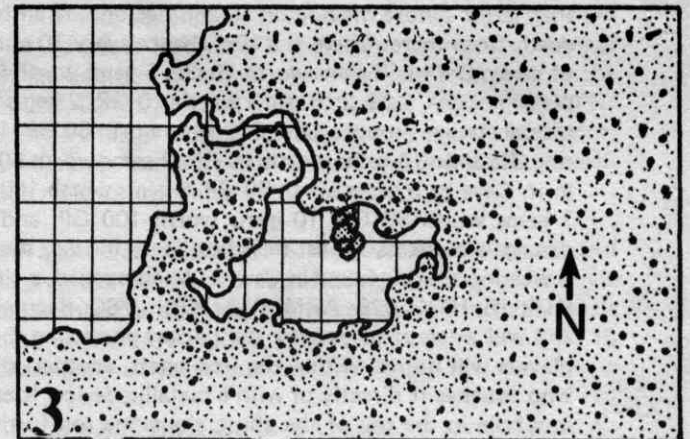
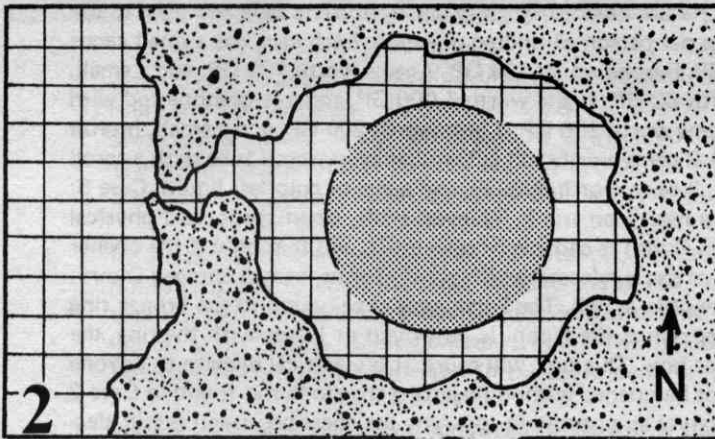
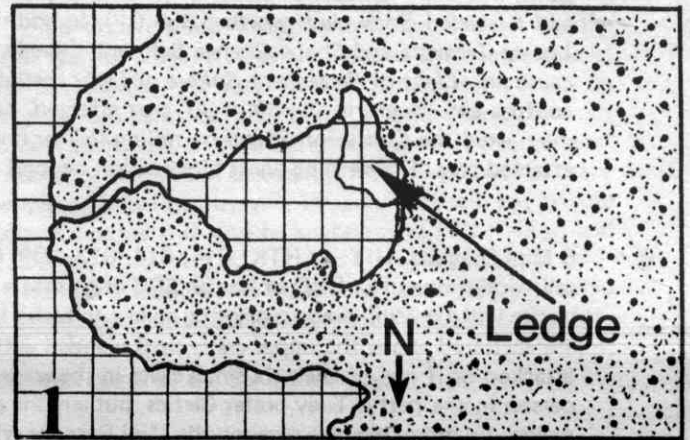
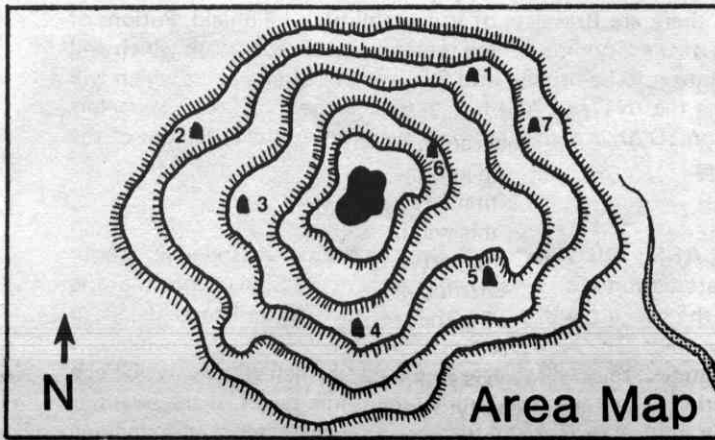
The Mountain of Fire

- 1 Green Dragon: A medium-sized, adult Green Dragon is curled up on a pile of coins that rest on a high ledge in the rear of the cavern. Dragon: HIT: 9; HTK: 050; ARM: 130; ATK: 3 (1 - 8/1 - 8/1 - 20) or a fiery breath of 50' long, 40' wide, and 30' high for 30 points of damage; speaks; is capable of Magic; is not asleep. Spells: *Charm, Charm, Magic Bolt, Ventriloquism, Invisibility*. However, as the Dragon keeps himself covered with *Invisibility*, all the players will see is a large pile of coins on a ledge 45 feet above the cavern floor. If the players enter the cavern, the Dragon will use his *Ventriloquism* to talk to them, informing the party that he is a Ghost who haunts his old lair. If someone in the party detects the invisible Dragon, he will begin casting his *Charm* spells as the party approaches, directing them at Fighters. He will reserve his *Magic Bolt* spell for any Magic User who tries to cast a spell at him. If the players choose to climb to the ledge, it will take 2 minutes of climbing to reach it. The Dragon will certainly use his breath weapon on the climbing figures. If a player chooses to fly up to the ledge, the Dragon will take wing also, preferring to meet any flyers with his breath followed by a bite. If no character takes flight, the Dragon will wait until those attempting to climb to the ledge reach the edge and then will fly off to attack anyone who remained behind on the cavern floor, reasoning that they were too weak to engage him in melee and can, therefore, be easily destroyed with a couple of quick bites. Treasure: 80,000 CP, 72,000 SP, 12,000 GP, 18 Gems worth 50 GP (7), 250 GP (5), 500 GP (5), and 1,000 GP (3), 2 items of jewelry (a girdle worth 2,600 GP and a crown worth 4,000 GP). The Dragon has only one magic item, a small, copper ring which gives its wearer the ability to safely breathe any poisonous gases.
- 2 A huge, ancient Black Dragon: HIT: 9; HTK: 064; ARM: 120; ATK: 3 (1 - 6/1 - 6/1 - 20; fiery breath for 60 HTK; non-speaking, no magic use; sleeping. The Dragon is fairly safe while asleep because he sleeps on the ceiling. The entire center of the room has a permanent *Reverse Gravity* working on it which cannot be dispelled. The players will probably never notice the Dragon unless they step into the reversed area and fall 70' to the ceiling. The Dragon, if awakened, will not be inclined to leave the ceiling. He will yawn at any action by the players which does little or no damage to him and will not react to the players in a violent manner until over 10 HTK of damage have been done to him. Until that damage is done, he will merely stretch lazily for a few minutes, yawning all the while, and then lay back down and watch the players. If a player enters the *Reverse Gravity* area and falls to the ceiling, the Dragon will simply knock him backwards out of the *Reverse Gravity* to fall 70' back to the floor. 40% chance of being knocked outside the *Reverse Gravity* area per hit. If characters begin to fly up to meet him, he will fly right by them and attack someone still on the floor, if anyone remains there, with his breath. He prefers not to use his fire in the *Reverse Gravity* area because it tends to "fall" on his hoard, but anyone outside the area is a target. Any character flying between the two areas of gravity must roll under their Agility on a 1D20 or lose control due to the sudden shifting of gravity and fall 1D4 x 10 feet before regaining control. The Dragon is used to the change and is not subject to loss of control. Dragon's Hoard: 215,000 SP, 1 PP, a scroll of three spells: *Gaze of the Gorgon, Pyramidal Ray of Fright*, and *Iron Wall*, a necklace of 7 Fire Bolts, 2 Potions of Healing, +4 Bracelets of Protection, and a thick, black, oaken Staff inlaid with platinum runes and worth 1,700 GP without its magical abilities. The Staff, when commanded to perform, will do one of three things randomly, with an equal chance for each to occur: 1) Spew forth a 30' long stream of acid doing

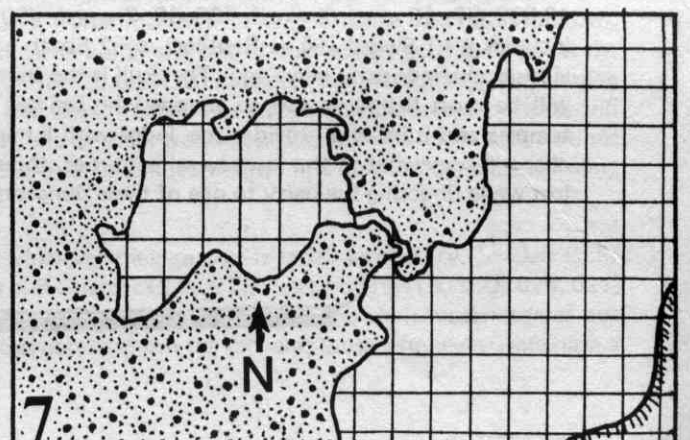
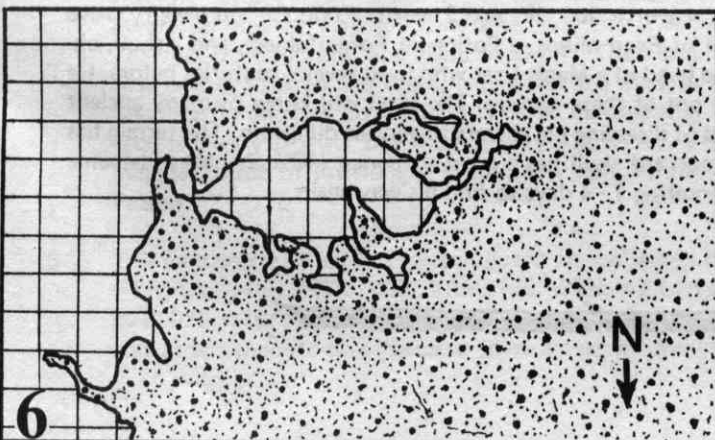
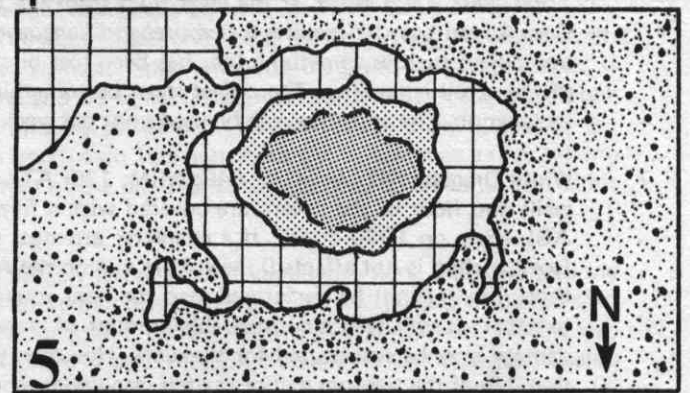
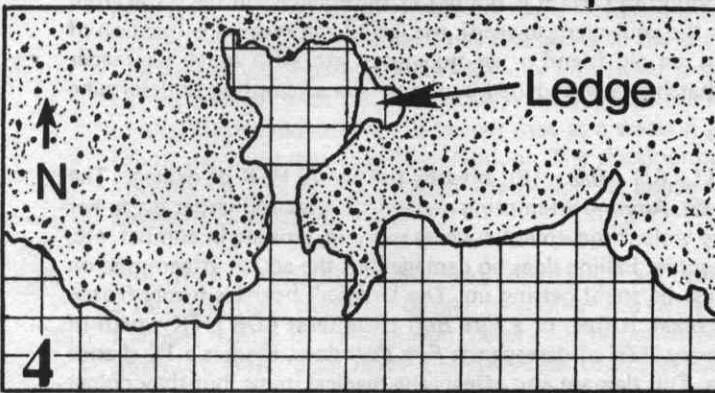
6D6 HTK of damage; 2) Fight on its own for 6 minutes, fighting at the level of its owner and doing 1D8 HTK of damage per strike; 3) Turn the Staff and its wielder ethereal for 1D6 minutes. Each action draws one charge, and the Staff has 42 charges remaining.

- 3 3 small Red Dragons: HIT: 5; HTK: 027; ARM: 140; ATK: 3 (1 - 4/1 - 4/1 - 8); fire breath for 10 HTK of damage; speak; use Magic; not sleeping. Spells: 1st Dragon: *Charm, Slumber, Spiderweb*; 2nd Dragon: *Dragon Magic Bolt, Ventriloquism, Invisibility*; 3rd Dragon: *Charm, Detect Magic Auras, Multiple Image*. These three Dragons are the closest of brothers and are constantly together keeping an eye on the hoard. They are hidden from the entrance by several large, fallen rocks, and, when they detect the party, all three heads will pop up at once, giving the impression of a three-headed Red Dragon. Each head will speak, consecutively, one word. The first head will say "Shall"; the second will say "we"; the third will say "eat," and the first again will say "them?" All this will be followed by a chorus of "Yes!" They fancy themselves powerful Magic Users and will try to wear down the party with a quick volley of spells. The first Dragon will cast a *Slumber* spell on the party; the second will cast *Ventriloquism* and roar at the party from the doorway, and the third will *Charm* any Wizard he sees to keep as a pet. During the second round, the first Dragon will *Spiderweb* any close Fighter; the second will duck out of sight as he casts *Invisibility* on himself, and the third will throw his *Multiple Image* spell. On the third round, the first and third Dragons will probably breathe if anyone is close to them, and the second (now invisible) will fly to a position behind the party. From then on, it's melee and breathe, although each Dragon still has one spell which he will use if the opportunity presents itself. The Dragons' hoard is totally invisible, the result of several *Invisibility* spells cast upon it. Dragons can detect invisible, so it doesn't bother them. The hoard consists of 97,000 CP, 62,107 GP, 5 gems, 1 worth 100 GP, 2 worth 500 GP, 1 worth 1,000 GP, and 1 worth 5,000 GP, 3 items of jewelry (1 brooch worth 2,200 GP, a platinum-thread headband with gems worth 3,700 GP, and a pair of armbands worth 1,300 GP), 3 Javelins of Electric Bolts, a small sack of Dematerialization Dust, a Sack of Carrying, and a Brazier Commanding Infernal Creatures. There is also a heavy, golden sceptre with a large crystal orb embedded at one end. This sceptre will survive any fire, normal or magical, and give anyone who holds it complete invulnerability to all fires. The sceptre can also, once per day, be used to throw a 8D6 HTK *Fire Bolt*. The bearer is not allowed a Saving Throw vs cold-based attacks; the bearer must always take full damage from such attacks, and any cold-based attack has a percentage chance equal to its damage in HTK of destroying the sceptre if it is caught in the attack.
- 4 Purple Dragon: HIT: 9; HTK: 040; ARM: 130; ATK: 3 (1 - 8/1 - 8/3 - 18). Dragons can fly for a maximum of 1 hour before they must land. The Dragon's nest is in a small cave 70 feet up the east wall of the cavern. The cavern itself appears empty, but the Dragon's cave is easily visible. Anyone climbing up the wall to the cave has a 30% chance per minute of knocking down enough rocks to alert the Dragon. If alerted, the Dragon will slink to the mouth of the cave and wait for someone to poke a head over the edge, at which point, he will launch a vicious attack. If someone flies up to the cave, he will be seen by the Dragon, who will immediately charge out and fly to the target. The Dragon will disengage from this target after doing some damage and fly to wherever the greatest concentration of players exists. When within 25 feet of the players, he will roar and quickly follow up with an attack against the least armored person he sees. In the Dragon's cave is a hoard consisting of 22,000 SP, 8,000 GP, 8 gems worth 200 GP (2), 500 GP (2), 1,000 GP (3), and 2,400 GP (1), and a necklace worth 1,500 GP. There is also a +1 Sword and a Ring of Understanding Languages. In addition, there is a vial full of a thick, black liquid. One drop of this substance will eat through two feet of stone or do 4D6 HTK of damage to any creature it touches. There is enough fluid in the vial to form a straight line 8' long (so a square 2' on a side could be cut out of a floor) or to destroy any one creature should the entire vial be cast upon it. This is a very dangerous acid made from rare components, one of which is the blood of a diety. If any player should attempt to drink the fluid, the Judge should quickly inform him that it is vile smelling and appears quite dangerous. If the player insists on drinking the material, he will keel over in pain and slowly die as his insides are destroyed, with no Saving Throw possible.
- 5 Den of the Blue Dragon Family: Old male: HIT: 9; HTK: 054; ARM: 120; ATK: 3 (1 - 4/1 - 4/2 - 24); breathe fire for 50 points of damage. Adult female: HIT: 8; HTK: 040; ARM: 110; ATK: 3 (1 - 4/1 - 4/2 - 24); breathe fire for 40 points of damage. Two babies: HIT: 2; HTK: 009; ARM: 090; ATK: 3 (1 - 2/1 - 2/1 - 8); breathe fire for 5 points of damage. Both adults speak, and the male uses Magic Spells: *Charm, Charm, Magic Bolt, Spiderweb, Multiple Image, and Mind Reading*. The Dragons nest in a 40-foot deep pit which is 120 feet across at the top and narrows to 80 feet across at the bottom. The Dragons have carefully cleared all boulders away from the rim of the pit so that none can be rolled down upon them. If they are attacked, the babies will fly to ledges along the walls where they will breathe fire at any Magic Users while the male and female remain in the pit and wait for someone to show himself or herself over the rim. When that happens, the male will immediately throw his *Multiple Image* spell followed by the *Mind Reading* to determine what the attackers are planning. If no attack into the pit develops or the party chooses to pursue the baby Dragons, the male and female will fly forth to attack them using the knowledge gained through the *Mind Reading* spell. The male will begin by casting *Spiderweb* and *Charm* spells at anyone attempting to reach the baby Dragons while the female goes after the highest level Magic User in the party. Once the male has fired all of his spells, he will attack the highest level Fighter in the group. If the targets of either Dragon are near the pit, the Dragons will attempt to knock them into the pit. There is a percentage chance of 40 minus Dexterity score of being knocked into the pit for each hit scored against a character. A fall into the pit will do 4D6 points of damage, and it will require 4 minutes to climb out. Anyone climbing up the wall of the pit is a prime target for attack, and, if hit, has twice as much chance of sliding back down into the pit as they had of falling into it. In the bottom of the pit is the Dragons' hoard. The entire floor of the

Fire Mountain Maps



Scale: 1 square equals 20 ft.



pit is covered with Copper Pieces, 570,000 in all. There are also 32,000 SP, 120,540 GP, and 3,915 PP. There are no gems, but there are several pieces of jewelry (a platinum tiara worth 1,600 GP, jeweled chest bands worth 2,700 GP, and a jeweled cloak clasp worth 3,300 GP). In addition, there are Bracelets of Vulnerability, a +2 Shield, Potions of Locate Treasure and Shape Change Self, and a single Eye of the Gryphon. There is also a fine crystal prism which will cause any *Light* or *Permanent Sphere of Light* spell cast into it to be broken into 9 beams of swirling color which will confuse any caught in the 30' x 30' area affected, halving the INT and AGL for as long as the spell lasts. Characters may avoid the Confusion Effect by rolling INT or under on 1D20; if successful, they merely find their way out of the affected area. The swirling lights block vision beyond 3 feet.

6 6 Mini-Dragons: HIT: 2; HTK: 014, 014, 012, 009, 006; ARM: 110; ATK: 1 - 3; Special Attack: Poisoned Stinger in tail; victim must roll END or less on 3D6 or go into a catatonic state for 1 - 6 days, and there is a 25% chance that the victim will die. Mini-Dragons have the ability to blend into the background, which makes them 90% undetectable. They are scattered about the upper walls, well blended with the walls. The Mini-Dragons will not attack unless provoked. If attacked or if one of their six small caves in the walls is entered, they will swarm to a target, which will always be one person in the party. They prefer Clerics, but anyone entering one of the caves will be the prime target. If the swarm is mealed by more than two persons, the Mini-Dragons will fly up twenty feet and then swarm a character that is standing apart from the rest. The Mini-Dragons do not fight alone, preferring always to swarm a single individual and immobilize that target before moving on to another one. If all but one are killed, that one will fly into its cave and fight to the death from there. There is a 10% chance every 10 minutes per person of finding one cave. Each cave has a small cache of gems. Cave 1: 3 gems worth 10 GP, 5 gems worth 50 GP, 5 gems worth 100 GP, 7 gems worth 200 GP, and a small, platinum key. Cave 2: 6 gems worth 10 GP, 2 gems worth 50 GP, 1 gem worth 1,000 GP, and a large stone rod with several strange grooves. Cave 3: 3 gems worth 50 GP, 12 gems worth 100 GP, 1 gem worth 200 GP, and a small, bronze ring. Cave 4: 16 gems worth 10 GP, 2 gems worth 50 GP, 3 gems worth 100 GP, and an ivory scroll tube with a scroll in it. Cave 5: 6 gems worth 50 GP, 6 gems worth 100 GP, 3 gems worth 500 GP, and a vial of colorless liquid. Cave 6: 7 gems worth 50 GP, 10 gems worth 100 GP, and a strange, iron trunk. Thieves' skills, *Open* spells, and physical damage are useless against this chest; only the key found in Cave 1 is capable of opening it, and that only if the opener is wearing the ring found in Cave 3. When opened, a cloud of gas is released which slowly forms into an enraged Djinni: HIT: 10; HTK: 026; ARM: 014; WPN: VSC; Become Invisible at will. The Djinni was once bound to the bronze ring and will attempt to destroy the person possessing the ring. Once the Djinni is destroyed or leaves with the ring, the players will notice, within the iron chest, another, smaller box. This box will cause 2D6 electrical damage to anyone who touches it directly or with a metallic device. It cannot be opened without inserting the stone rod found in Cave 2 in a hole in the top of the chest; the stone rod further serves as a handle for opening the chest because it is still electrically charged. Inside the smaller chest is a magnificent platinum chalice with 8 gems worth 500 GP embedded in it. Total value is 9,570 GP. If the clear fluid from the vial found in Cave 5 is poured in the chalice and the scroll from Cave 4 read over it (requires a *Comprehend Languages* or the equivalent to read), the liquid will reveal the location of one object such as something that has been lost or stolen, an old friend or an old enemy, etc, with which the reader of the scroll is familiar. The object must be something that has been touched by the person attempting to determine its location. The apparatus can be used once per week.

7 White Dragon: HIT: 9; HTK: 049; ARM: 120; ATK: 3 (1 - 6/1 - 6/2 - 16); breathe fire for 40 HTK of damage. The walls and floor of the cavern are covered with a film of ice. Anyone attempting movement must roll under his or her AGL score on 1D20 or fall. If a character attempts some violent movement such as running, striking in combat, etc. (spell casting is not affected), he suffers a -4 on the AGL score. Falling does no damage, but the action attempted on that round cannot be performed, and the next round must be spent getting up. The Dragon's hoard is firmly frozen together. It will take a considerable amount of work to break it free, or a *Fire Bolt* of at least 6D6 HTK worth of damage may be substituted for the work. However, for every HTK of damage the *Fire Bolt* does, there is a 1% chance that 1/3 of the treasure will be melted into useless chunks. This damage also affects the magical items, but they do get a Saving Throw; they will be unharmed if a roll of 10 or under on 1D20 is made. Hoard: 35,291 CP, 63,120 SP, 10,992 GP, 10 gems, 2 worth 100 GP, 2 worth 250 GP, 4 worth 500 GP, and 2 worth 1,000 GP, no jewelry. Also includes a +1 Sword (+4 vs Reptiles), a +2 Spear, a Vial of Read Minds, a Potion of Forgetfulness, and a skull, obviously charred many years ago. The skull is the animated head of a Magic User who lived several centuries before. He will be most happy to talk to anyone who can get him out of these caverns. The skull will know of many ancient temples and ruins and provides the Judge with a method of directing his players to various dungeons. The terrain has changed somewhat in the last several centuries, though, and the skull has a great tendency (40% chance) to become lost while directing the party to one of these dungeons, requiring 1 - 4 days to find his way again.

Kalligar's Dungeon



This underground headquarters was created by the powerful Warrior-Mage, Kalligar, as a secret and "safe" base of operations. Kalligar is a very Chaotic person; sometimes, he has his men raid caravans, and, other times, he hires them out to protect caravans. It all depends on his mood of the moment. He is also very involved in the dark side of magic and has made the people who live nearby very uneasy. They will pay tribute and bestow honors and land to anyone who kills Kalligar and his henchmen.

Kalligar's Dungeon is located in Hex 1824 of Judges Guild Campaign Map 2, Barbarian Altanis. It is approximately 20 miles northwest of the village of Bisgen and is located just one-half mile north of the Samhain Stream.

Kalligar's Dungeon

- 1 The door leading into this room from the stairs has been reinforced (subtract 1 from the character's chances when trying to break it open) and further strengthened with the addition of a heavy iron-bar gate behind it. In the room are 8 Guardsmen: CLS: FTR; LVL: 011; HTK: 020, 020, 021, 021, 022, 023, 023, 025; ARM: 050; WPN: Swords and Spears, whose job is to slow down anything powerful enough to break through the defenses of the door. The guards have a total of 151 GP and 217 SP. On the walls are several arms racks with Swords and Spears, 12 of each. There are also a dozen bunks along the walls and a heavy, crude table in the center of the room.
- 2 In the center of the room is a 40' diameter pit, 40' deep, with a low wall around it. The floor of the pit is sandy, and bones protrude through the sand. Around the bottom of the pit are 8 low tunnels, each leading to the den of a single Giant Lizard. These Lizards come out if someone falls or jumps into the pit; they will attack anyone including their master or his Guards. Giant Lizards: HIT: 4; HTK: 020, 018, 015, 015, 014, 011, 008, 006; ARM: 060; ATK: 1, 1 - 10 Damage. There is nothing of value in the pit or dens, only rubbish and half-eaten corpses.
- 3 Several very large chunks of meat hang from sturdy hooks in the walls. These are used to feed the Lizards when no one is to be thrown into their pit. Taking down one of the chunks of meat is the keeper of the pit: CLS: FTR; LVL: 051; HTK: 030; ARM: 010; WPN: 2 Meathooks. He is assisted by two young boys: CLS: FTR; LVL: 011; HTK: 021, 020; ARM: 000; WPN: None. They will cower in the corner if a fight ensues and flee if the opportunity presents itself. The keeper will attempt to work his way into Room 2 and try to knock opponents into the pit there if he succeeds. If he hits a target with his first strike, he may forego the second and try to hurl his target into the pit. If successful, one of the Meathooks which the keeper uses as a weapon goes into the pit as well. The keeper has a small chest in the room; the chest rests behind a trapdoor. The trapdoor opens on 1 - 4 on 1D6 and drops the victim onto a slide leading into the pit and exiting through a false wall 10' above the floor of the pit. The keeper carries 130 GP, and each of his assistants carry 20 GP each.
- 4 This room is obviously a laboratory; there are many beakers and jars full of strange ingredients here. Carefully pouring a steaming fluid from one beaker to another is a tall, powerful figure dressed entirely in black. Players who have seen Kalligar, master of the dungeon, before will recognize him immediately. Kalligar: CLS: FTR/MAG; ALN: CEN; LVL: 8th/12th; HTK: 033; ARM: 060; (Bracelet of Protection: ARM: 012 and +1 DEX bonus); WPN: +3 Dagger. Spells: *Magic Bolt*, *Magic Bolt* (fire 6 Bolts), *Leap*, *Charm*, *Sphere of Darkness* (15' radius), *Spiderweb*, *Multiple Image*, *Invisibility*, *Stop Person*, *Speed*, *Minor Sphere of Missile Negation*, *Disperse Magic*, *Slow*, *Invisible Spade*, *Shield of Fire*, *Pyramidal Ray of Fright*, *Flame Enchantment*, *Electric Hand*, *Pyramidal Ray of Glacial Cold*, *Invisible Guardian*, *Teleport* (to dungeon), and *Wind of Death*. The beaker Kalligar is holding is full of acid which he will throw at the first person to enter the room, aiming for the eyes. A roll of 18 - 20 on 1D20 indicates that he hits the face, causing blindness in addition to the 2D8 HTK of damage that the acid does. Kalligar has just completed several potions, and each is clearly labeled, but there is only a 60% chance of any one of them working properly when consumed. Potions include Potion of Invisibility, Potion of Flight, Potion of Creature Charm, Potion of Fire Resistance, and a Healing Potion.
- 5 The members of Kalligar's person guard are on watch here whenever their master is in his laboratory. Leader: CLS: FTR; LVL: 061; HTK: 038; ARM: 120; WPN: +2 Longsword. 6 Guards: CLS: FTR; LVL: 031; HTK: 027, 025, 021, 021, 019, 018; ARM: 080; WPN: Longswords and Bows. They will not enter the lab unless their master comes out and orders them to do so because there are often strange noises coming from the lab, and those who investigate have a

disturbing tendency to disappear forever. Any disturbance in this room, however, will quickly alert Kalligar, who will look through a spyhole in the wall and come out to help his troops if he feels he can easily win. If not, he will flee through the secret door and begin arranging an attack on the intruders. Remember that he is very intelligent and knows the level well; thus, he will be able to prepare an excellent ambush. The guards carry little wealth, but each Shield has a pair of 100 GP gems set into it to form the eyes of the Griffin emblazoned on the front. Their leader's Shield has two gems worth 500 GP which have had a *Permanent Sphere of Light* cast upon them.

- 6 The door leading into this room has a very heavy wooden bar across it. Treat it as *Magically Locked*. Inside is the Jailer: CLS: FTR; LVL: 021; HTK: 026; ARM: 010; WPN: Longsword. With him are a pair of Guards: CLS: FTR; LVL: 021; HTK: 022, 020; ARM: 070; WPN: Spears and Longswords, and one male servant with a large bucket of thin gruel: CLS: FTR; LVL: 011; HTK: 020; ARM: 000; WPN: None, who will probably run and hide. Each door has a barred window in it so that the Jailer can see people coming from either direction. There is a 60% chance for the Jailer to look in each direction per round. In the room is a large bell which is rung in case of an attack. It will bring all the Guards still alive on the level except for Kalligar's bodyguards in Room 5. (There are Guards in Rooms 1, 15, 20, and 23.) Hanging on the Jailer's belt is a ring of 10 skeleton keys, 8 of which unlock the cells, one of which unlocks the small chest next to his bunk, and the last of which turns into a small, poisonous Snake if grasped. Snake: HIT: ½; HTK: 002; ARM: 000; ATK: 1, doing 1 HTK of damage plus poison which induces paralysis. The Snake hits automatically when first grasped and then has a 60% chance of coiling around a finger, giving it an automatic hit for the next round as well. If it fails to coil, it will certainly be dropped and must dice normally for attack. If the Snake does coil around a finger, attacks directed at it that miss the Snake will hit the person on whose finger the Snake is coiled. In the Jailer's cashbox is 275 GP, 351 SP, and a finely-wrought Elven ring worth 190 GP.

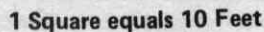
Rooms 7 - 14 are cells which are all alike and will be herein described. Each cell door has a lock and a heavy wooden bar across its outside. High in the center of each door is a small, barred window. Each room has four sets of manacles attached to the walls, but most are not in use because the doors are considered sufficient. The rooms are dark, and the straw pallets on which the prisoners sleep are filled with ticks and other bugs. Rats scurry about in the corners.

- 7 The prisoner kept in this room has been here for months and is almost at the point of starving to death. He was put here after discovering Kalligar's delvings into the black arts, but he has long since forgotten Kalligar or anyone else he once knew. He now believes that he was the king of a land 800 miles to the west, and he will promise great rewards to anyone who will help him to regain his kingdom. He is totally mad. Peernot: CLS: MAG; LVL: 010; HTK: 027; ARM: 000; WPN: None. LEVEL 1, 3HTK, AC 10
- 8 Manacled to the wall are four townspeople who were captured less than a week ago. They are very, very frightened because they were planning to assassinate Kalligar, and they know that their fate will be most unpleasant. They will agree to help any party that helps them, but they will all desert at the first opportunity, placing the safety of their own skins well above any feelings of gratitude. Perincle Tallim: CLS: FTR; LVL: 031; HTK: 026; ARM: 000. Roon-droll Wassandell: CLS: MAG; LVL: 041; HTK: 026; ARM: 000. Chordoos the Tonguehappy: CLS: FTR; LVL: 011; HTK: 026; ARM: 000. Wycliffe the Holy: CLS: CLR; LVL: 031; HTK: 025; ARM: 000.
- 9 This cell contains only the remains of two skeletons; their bones have been cracked for the marrow. No one in any of the other cells has any idea who they were, but each person has spent several days manacled in the same room with the skeletons, thus, giving each a chance to see the fate that awaits.
- 10 Manacled to the wall of this room is a very angry Dwarf, Quentain the Revenger: CLS: FTR; LVL: 081; HTK: 031; ARM: 000. Quentain is constantly roaring curses at Kalligar who betrayed him in a deal involving a +2 Sword. Quentain plans to have revenge whether or not the party goes along with him. He will absolutely demand that the party attack Kalligar immediately if they wish his aid. Quentain will remember any insults sent his way, and, as soon as Kalligar is dispatched, he will turn on the insulter.
- 11 Three townspeople are kept here as hostages to insure the cooperation of the rest. Lieutenant-Mayor Heronmar Bur-rinkard: CLS: FTR; LVL: 011; HTK: 026; ARM: 000. Stillman the Merchant: CLS: MER; LVL: 011; HTK: 023; ARM: 000. Petros Fastfoot: CLS: FTR; LVL: 031; HTK: 029; ARM: 000. All but Petros are very frightened and will volunteer to remain in their cells while the party disposes of Kalligar. Petros will tell the party everything he knows of the town and of Kalligar, but he does not know of Kalligar's use of magic.
- 12 The lone occupant of this room appears to be sleeping very soundly and cannot be awakened due to the fact that he is dead.
- 13 Securely manacled to the wall is a Paladin who came into the town 2 months ago. Evdin the White: CLS: PAL; LVL: 081; HTK: 040; ARM: 000. He believes that he was captured by the use of magic, but he isn't sure due to the fact that he doesn't remember much between meeting Kalligar and ending up here.

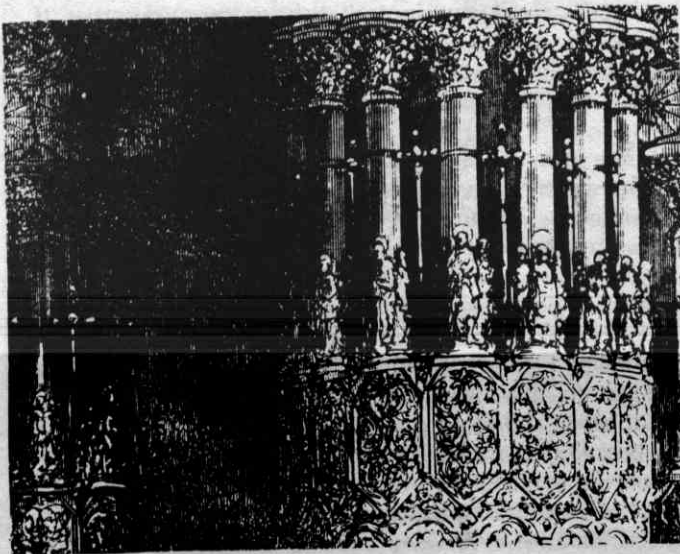
- 14 A very quiet, Elven Magic User is kept here. Arteen Silverwillow: CLS MAG: ALN: LGN; LVL: 061; HTK: 025; ARM: 000; knows no spells at the moment. He is aware of Kalligar's ability to use magic but will not mention this to anyone but the Paladin in Cell 13. Depending on how Good the party is, the Paladin may warn them, but, if there is more than one Evil party member, he will not divulge the information.
- 15 A dozen Fighters are kept here to watch the passage. The door leading to the stairs is securely barred and is backed up by a gate made of iron bars. Leader: CLS: FTR; LVL: 041; HTK: 028; ARM: 070; WPN: Longsword, Bow. 11 Guards: CLS: FTR; LVL: 011; HTK: 020, 020, 020, 020, 021, 021, 021, 021, 021, 022, 022; ARM: 050; WPN: Longswords, Spears. The Guards carry a total of 81 GP, 360 SP, and 2 gems worth 50 GP each. Along the walls are weapon racks containing a dozen Longswords and 15 Spears. 18 bunks are also set along the walls.
- 16 This room is full of various instruments of torture; none are in use. Greasing the equipment are two Orcs: HIT: 1; HTK: 010, 009; ARM: 040; WPN: Longswords. Only the torture victims are ever aware of their presence; they live in the adjacent room. Kalligar prefers to use them as torturers because the townspeople are terrified of Orcs.
- 17 The Orcs' room is cluttered with garbage strewn about the floor. There are two straw pallets, each with its own teeming culture of lice and ticks. Hidden within the pallets are 95 GP and 127 SP, all totaled, but anyone reaching in for them has a 10% chance of picking up lice.
- 18 This small room contains a suit of normal Banded armor (ARM: 007) and various weapons, all well-made and worth twice the cost of an average suit of the same type. This is the room in which Kalligar changes clothes. There are several black robes hanging on pegs on the south wall.
- 19 Kalligar keeps his magical devices in here; they are guarded by a *Magic Trap* and *Minor False Enchantment* on the first door (the secret door leading from the corridor), and a *Fire Lock* (7 - 12 HTK of damage within a 5' radius) on the second. The explosion will alert Kalligar, who will cautiously investigate. In the room is a scroll with 3 spells: *Fire Ball*, *Iron Wall*, and *Illusion*, as well as a Potion of Swamp Gas, a Potion of Spirit Control, a Net of Entanglement, and Gloves of Swimming and Climbing. If Kalligar is aware that he is being attacked from some area (other than this one) and if he has the opportunity, he will stop here and pick up these items; he is aware of their powers.
- 20 This room is another guardroom; this one protects the path from the surface down to this level. Its door, leading to the surface, is merely an iron gate which allows vision and missile fire up the passageway. A thick, oaken shutter hangs above the opening and can be lowered to prevent missile fire into the room. Inside the room are 10 Guards. Leader: CLS: FTR; LVL: 041; HTK: 026; ARM: 090; WPN: Sword, Spear. Guards: CLS: FTR; LVL: 011; HTK: 020, 020, 020, 021, 021, 021, 022, 022, 022, 022; ARM: 060; WPN: Swords, Shortbows. The Guards will not allow anyone inside who does not have signed authorization from Kalligar. The room is relatively bare of furnishings and has only a single table and a dozen chairs. Altogether, 361 GP and 227 SP can be found on the Guards.
- 21 The door to this room is *Magically Locked* (12th Level). Inside the room is the treasury of Kalligar. It is contained in a dozen large chest, all of which have normal locks and *Fire Lock* spells cast upon them. The *Fire Lock* spells do 7 - 12 HTK of damage. The total treasury is 17,000 GP, 121,000 SP, 60 gems worth 10 GP, 10 gems worth 50 GP, 12 gems worth 100 GP, and 3 gems worth 1,000 GP. There is also a glass case with a crown worth 12,000 GP inside. The case is made of magic, transparent iron and there is no way to open it. Picking up the case causes an iron wall to slide down over the doorway, sealing the players inside and alerting Kalligar to their presence.
- 22 This room is filled with 12 cages which each contain a Baboon: HIT: 5; HTK: 032, 030, 027, 026, 021, 020, 017, 016, 012, 010, 009; ARM: 040; ATK: 3 (1 - 3/1 - 3/1 - 8). On the wall opposite the door is a handle. If pulled down, it causes the door to become bolted from the outside and summons the Guards from Room 23. The Guards will arrive in 1D4 minutes and examine the intruders through a spyhole. The Guards will then release the Baboons by using the lever in their room. (If it has already been pushed by the party, the Baboons will, of course, already be loose when the party enters the room.) The Guards will then wait for the noises of melee within to stop, afterwards summoning Kalligar and some reinforcements. The Baboons have no treasure and are part of an experiment that Kalligar hopes to perform soon.
- 23 This room houses the main reaction force which responds to all alarms that go off on this level. In the room are 22 Fighters. Captain: CLS: FTR; LVL: 061; HTK: 039; ARM: 090; WPN: Longsword, +2 Bow. 2 Sergeants: CLS: FTR; LVL: 041; HTK: 028, 023; ARM: 090; WPN: Longswords. 19 Guards: CLS: FTR; LVL: 011; HTK: 020, 020, 020, 020, 020, 020, 021, 021, 021, 021, 021, 021, 022, 022, 022, 022, 022, 022, 022; ARM: 070; WPN: Spears, Longswords. If any problems develop, they will be accompanied by the Magic User from Room 24. The Guards have an excellent supply of Spears; the walls of the room are covered with racks that are always kept full of them, and the Guards are above average in their use. When in battle, they normally form two ranks, one to melee, preferably at a numerical advantage, and the other to hurl Spears over the heads of their comrades and into the back rank of an

In this room lives the Magic User who supports the Guards in Room 23. Pentartigan Filter: CLS: MAG; LVL: 061; HTK: 025; ARM: 040; Spells: *Slumber*, *Charm*, *Magic Bolt* (fires 3), *Sphere of Light*, *Spiderweb*, *Swamp Gas*, *Stop Person*, and *Minor Sphere of Missile Negation*. He wields a Wand of Magic Negation with 16 charges left and carries a +2 Dagger. If his troops get wiped out, he will be very quick to surrender and will act the whining, cringing coward that he is. He is very cunning, though, and will attempt to lead the party to one of the other Guardrooms, hoping to escape during the ensuing melee. He is not very loyal to Kalligan but cannot be persuaded to join in a fight against him without some proof that the outcome is certain victory for the party.

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The Temple of Dusty Death



This scenario is designed for 5 - 7 characters of 5th - 8th Level with at least one Cleric. It involves a temple of Orcs, abandoned for many centuries. The only remaining creatures are the Undead and other Adventurers who have chanced upon the temple.

The temple is located beneath the crumbling ruins of a surface temple of Orcs. The entrance is located behind a shattered altar and is buried beneath a foot of rubble from the roof. It is located in Hex 0115 of Judges Guild Campaign Map 9, Elphand Lands.

Temple of Dusty Death

Encounter (Roll 1D6)

- 1 12 Zombies: HIT: 2; HTK: 016, 013, 013, 011, 010, 009, 009, 008, 008, 006, 005; ARM: 000.
- 2 1 Mummy: HIT: 7; HTK: 32; ARM: 000. Magic weapon required to hit it.
- 3 12 Ghouls: HIT: 2; HTK: 014, 013, 013, 011, 010, 009, 007, 006, 006, 006, 005, 005; ARM: 000.
- 4 30 Skeletons: HIT: 1; HTK: 008 (x3), 007 (x3), 006 (x4), 005 (x5), 004 (x5), 003 (x4), 002 (x3), 001 (x3); ARM: 000.
- 5 3 Wights: HIT: 5; HTK: 025, 018, 018; ARM: 000; Silver or magic weapons to hit.
- 6 Vampire: HIT: 9; HTK: 033; ARM: 000.

Dungeon

- 1 Crumbled furniture is strewn about the room. In a battered throne sit the skeletal remains of a man clad in tattered robes. A golden scepter rests on his lap. It is worth 3,500 GP, but, should anyone touch it, the skull of the seated figure will begin a horrid laughing although it will make no other move. The wand is a focus of power for many of the Undead, and anyone carrying it will be the prime target for those Undead. It also doubles the chance of a wandering monster encounter, and any wandering monsters met because of this increased chance (i.e. would not have occurred but for the wand's effects) are always Undead. (Of course, do not warn the players of these effects.)
- 2 A pair of stone faces gaze at each other across the entranceway to the room, just outside the doorway. They will not react in any manner to words or blows directed at them, but, if anyone walks by them, they begin singing the praises of Cusor (a demon prince). The room has many old, wormeaten tables and chairs, and small statues of value are in the room, but the singing of the faces has a 50% chance per round of attracting a wandering monster. The singing lasts for 3D6 turns.
- 3 Inside this room is a group of Adventurers who have recently encountered a Vampire. Only two members of the party are still alive, a Fighter named Orliviss: LVL: 031; HTK: 030; ARM: 080; and Karillon: CLS: CLR; LVL: 071; HTK: 025; ARM: 008; WPN: +1 Mace; Spells left: *Stop Person, Remove Curse, Create Zombies/Skeletons*. There are two dead members of the party lying on the floor. The duo will be very happy to accompany any party going up, but will not part with their weapons or other magic items, although they might be willing to surrender two Javelins of Lightning which used to belong to one of their dead comrades. If their personal equipment is demanded, they will fight because they have no chance of escaping alive without it.
- 4 2 Ghouls: HIT: 2; HTK: 012, 007; ARM: 008, are waiting just inside the door with nets to trap the first person entering the room. If the nets hit, the target will be helpless for 2D6 minutes as he tries to cut his way free of the net. Further inside the room are 8 other Ghouls: HIT: 2; HTK: 014, 012, 009, 009, 007, 004, 0014, 0012; ARM: 040; Four of these Ghouls are standing on the two wooden tables in the room, ready to leap upon anyone caught in their nets. The other four are holding large rocks which they will throw at anyone who comes through the doorway after the initial rush (2 rocks per minute, 1 - 4 HTK of damage each). After discharging their missiles, they will also rush to

melee, attempting to surround anyone who has entered the room and maneuvering for back shots. In a back corner of the room are the remains of several bodies, a full set of normal Platemail, and six small, tightly-stoppered bottles. If the stopper of any of them is removed, a Fog Cloud will pour out, filling a 20' x 20' x 10' area. Any Undead in this area take 2 - 8 HTK of damage per minute they are within the Cloud because it is a Holy Water Cloud. Any evil characters within the Cloud will take 1 - 4 HTK of damage unless they roll their CON or less on 1D20.

- 5 Each door of this room has a small skull hanging on the outside of it. The skulls ask anyone who approaches if that person or persons worship the Prince of the Undead. If any answer other than yes is received, the skulls begin to scream a warning about unbelievers, attracting a Vampire 50% of the time or 2 Wraiths the other 50% of the time. Vampire: HIT: 7; HTK: 031; ARM: 080; ATK: 1; only magic weapons hit; *Charm Person* with eye contact. Wraiths: HIT: 3; HTK: 027, 013; ARM: 080; only magic weapons hit. If the players answer yes, the skulls ask the party to enter the temple of Cusor. The temple has obviously not been used in some time; many articles of worship lie broken on the floor. On the other hand, the absence of much dust indicates that someone comes here at least occasionally. On the walls are friezes of Cusor performing various actions such as killing Fighters, sacrificing helpless maidens and young boys, etc. A large, marble statue of Cusor, which once rested on the altar, now lies on the floor, cracked and broken. There are dozens of small (2' high) niches in the wall, half of which still retain small statuettes of Cusor in different poses. The remaining niches are empty, but there are several broken statuettes on the floor. In one of the empty compartments in the east wall is a secret compartment with a golden figurine of Cusor ornamented with small Diamonds for eyes. Its value is 9,250 GP, but picking it up animates the large broken statue of Cusor (HIT: 10; HTK: 040; ARM: 090). The statue only moves at a 3" rate due to one shattered leg. It is 40% magic resistant. It will move to block the door first and then will wait to be attacked. *SEPTRE BY SOUTH DOOR*

This is a decrepit bedroom; the furniture is broken and scattered. There are a dozen Zombies: HIT: 2; HTK: 014, 014, 012, 011, 009, 008, 007, 005, 005, 003, 003, 003; ARM: 010; WPN: IBS. Their Swords are rusty, their clothes are in rags, and there is a large layer of dust on them indicating that they have stood here for a very long time. 6 others lie on the floor, collapsed after centuries of waiting. The Zombies will attack anyone not wearing a medallion of Cusor like those found in Room 8, but they move very slowly and are not well organized. There is nothing of value in the room besides a 10 GP gem in the hilt of each Broadsword.

- 7 In the center of the room is a large block covered with ancient runes and glyphs. Manacles are affixed to the four corners of the block, and they are rusted to the point of breaking with any blow. This was a sacrifice room; the rather unusual method of sacrifice was by drowning, and the reservoirs which were once used for this purpose are still full. Water continues to seep into the room through cracks in the north wall, but it apparently seeps out again because there are no standing pools of water about. There are a dozen intact Skeletons clad in disintegrating Clerical garb lying on the floor. If the players should examine the cracks through which the water seeps, they will find that one of the bricks is slightly loose. If the players try to break it loose, there is a 50% chance of succeeding, but success also allows water from the reservoirs to pour in, causing a 3' x 2' section of the wall to be swept away. The resulting tide of water will flood the room in 4 rounds if the door was allowed to close (it seals quite tightly with the doorframe). If the door was left open, the water will rise to about 3 feet as it pours into the room faster than it drains out. Either way, once covered with water, the Skeletons will rise from the water and try to drag one person underwater. These Skeletons are not affected by Clerics. Skeletons: HIT: 1; HTK: 008, 007, 007, 006, 004, 003, 003, 003, 002, 001, 001, 001; ARM: 040;

- 8 An 8' long sarcophagus made of deep blue stone is being examined by a pair of Clerics. Clerics: ALN: NEX; LVL: 081; HTK: 032, 024; ARM: 090; WPN: HTK: 032 Cleric uses a +2 Mace, and the other has a Rod of Speed. Spells: HTK: 032 Cleric: *Order, Heal Wounds, Shelter, Stop Person, Resist Fire, Soundlessness* (15' radius), *Permanent Sphere of Light, Permanent Sphere of Light, Disease, Heal Serious Wounds, Poison*; HTK: 024 Cleric: *Order, Order, Order, Fiery Fingers, Stop Person, Stop Person, Animate Dead, Lively Lights, Disperse Magic, Heal Serious Wounds, Heal Serious Wounds*. If attacked, the Clerics will *Order* the first two people to stop, blocking the doorway if those people are coming through it. If and when meleed, the Cleric with the Rod of Speed will stand to the front and melee the party while the other ducks behind him to continue spell casting. When the party has finally conquered the duo and begun moving around the sarcophagus, the Mummy inside will hurl the heavy stone lid from the sarcophagus with a 30% chance of striking 1D3 people for 1D20 HTK of damage. Mummy: HIT: 9; HTK: 030; ARM: 080; ATK: 1. Inside the sarcophagus are 3 pieces of jewelry: a necklace made of silver with jewels worth 990 GP, a sceptre made of gold worth 1,500 GP, and a platinum waist chain worth 3,200 GP. In a secret compartment in the sarcophagus are a dozen Medallions of Cusor, small silver skulls on fine chains, worth 20 SP each.

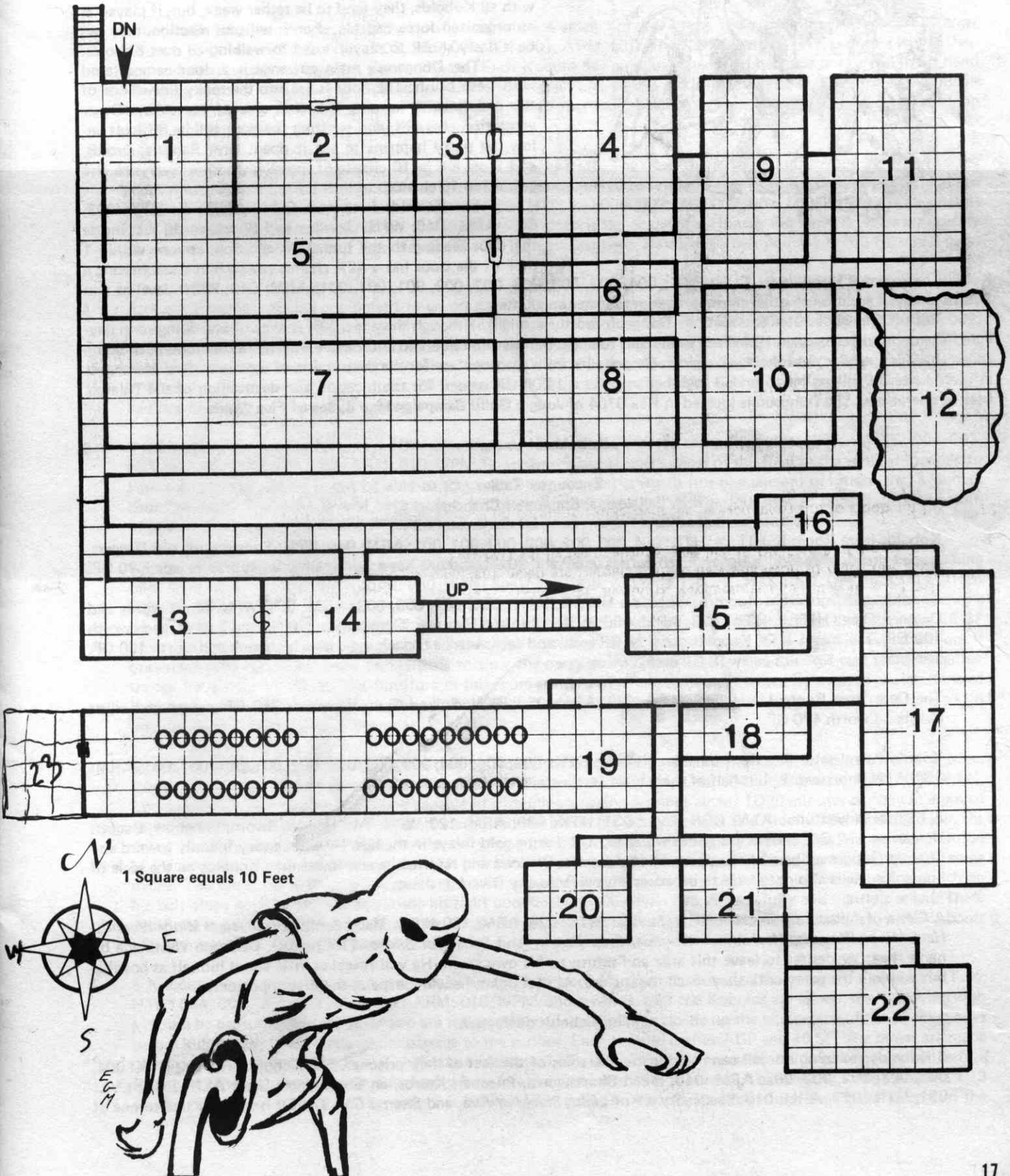
- 9 6 large (6' diameter, 8' tall) kegs are lined up along the wall. Each used to contain fine Ale, but now all but one are empty. Under the full one, the skeleton of a man is pinned, and his Spectre remains in the room. Spectre: HIT: 10; HTK: 036; ARM: 070; magic weapon needed to hit. The body of the man has only a Two-handed Sword and the remnants of some old clothing, but the back end of one of the empty kegs can be swung open, revealing a room well stocked with old provisions and weapons. One of the weapons is a +2 Bow, and among 8 flasks of Wine is a Vial of Impregnability.

- 10 In the center of the room is a 8' diameter circular fire pit. Suspended over the pit is a large iron cauldron with 2' of water inside. There is a large pile of coal in bins along the east wall, and a large quantity is also in the fire pit. Hidden deep within the coal bin is the corpse of a man dead less than a day. The body has been stripped of all valuables. Digging it out will stir up enough coal to dust that a 10% chance of a dust explosion will be possible if a flame is present within the room. The explosion will do 6D6 HTK of damage to everyone in the room, with no Saving Throw, and it will deafen everyone in the room for 2D6 turns.
- 11 A large circular fountain in the center of the room no longer functions; but it still seeps a thick, red liquid into the pool. The liquid is a very powerful acid which does not affect flesh, stone, or glass, but will dissolve anything else with which it comes in contact. It can eat its way through a 2'-thick board in less than a minute. The players can use this as a powerful tool, but, if they don't have glass containers with glass stoppers, carrying it is going to be difficult. Also, remember that, if it is being carried, there is always the possibility of the vial breaking or leaking, spilling the acid into the character's backpack or bag and dissolving everything within as well as the bag.
- 12 This area is a cavern which was broken into during excavation of this level. The entrance is partially filled with a hastily-erected wall, but the obstruction can easily be taken apart in 1D4 rounds. Inside, the cavern is 80' high, and, at the 50' level, a ring of seats has been carved into the rock with three sets of stairs leading up to them. Roaming about this ring of seats are 12 Skeletons who will be alerted by the noise of the wall being taken down. The Skeletons have prepared many rocks to be rolled or thrown down. One large boulder is set above each set of stairs and will be rolled down on anyone who attempts to climb them. Each rock strikes as a 5 HIT monster and does 8D6 HTK of damage if it hits. Each round, roll 1D6 for each Skeleton: 1 - 3: he will throw 2 small rocks which do 1D6 HTK of damage each if they hit; 4 - 5: he will throw a single large rock which does 2D8 HTK of damage if it hits; 6: he will work with one other Skeleton (do not roll for that Skeleton on this round), and roll down a large boulder, doing 4D6 HTK of damage if it hits. Thrown rocks strike at the same level as the Skeletons (1 HIT). Rolled rocks strike as 5 HIT monsters. Small, thrown rocks can be hurled 60 feet; larger thrown rocks can be hurled 40 feet. Rolled rocks will roll 50 feet. 2 Skeletons are at the head of each set of stairs, and the rest are spread out along the row of seats, so they are able to hit every section on the cavern floor. Skeletons: HIT: 2; HTK: 008, 007, 006, 005, 003, 003, 003, 002, 001, 001, 001, 001. *AC 7*
Each Skeleton wears a golden crown; most are battered and worth only 100 GP, but one remains in perfect condition and is worth 850 GP.
- 13 As the players reach the north entrance to this room, a heavy, iron portcullis will fall in the corridor north of them, securely blocking the passage. The bars are extremely thick, and the chance of bending those bars is 10% less than normal. There is no chance of lifting the gate because it is securely locked down. The room itself is covered with murals on the walls; they are of Cusor dueling with other Demon Princes. Much of the paint is peeled and burned, indicating that a fire was recently in this room. The peeling of the paint has revealed a previously hidden door in the east wall leading to Room 14.
- 14 A heavy winching mechanism fills much of this room. Waiting for the party (if alerted by the falling of the portcullis in Room 13) are 4 Thieves and an Assassin. Thieves: ALN: CEX; LVL: 061; HTK: 030, 023, 017, 016; ARM: 010; WPN: +1 Longsword. Assassin: ALN: LEX; LVL: 081; HTK: 025; ARM: 040; WPN: +2 Longsword. They will wait until four people have entered the room, hiding behind the machinery and behind tapestries which they have hung here for that purpose. They will then attempt to backstab, having double the normal chance to surprise. If their initial attack does not go well, they will all attempt to flee up the stairs. These stairs lead up to the surface and exit 2 miles west of the village. *AC 9*
- 15 In the center of the room is a large, metal arch. The walls are covered with painted scenes of Clerics performing rituals before the arch and Demons stepping out of it. If anything is stuck into the arch, the end of it will disappear, and then it will be pulled out of the owner's hand and drawn totally through the Gate which the arch forms. One round later, a powerful Demon will come through the Gate demanding to know who poked him. If some object is thrown into the Gate, a similar result will occur. Demon: HIT: 9; HTK: 039; ARM: 080; WPN: BA; DAM: 5D4 HTK; Abilities: *Sphere of Darkness* (15' radius), *Minor Illusion*, *Pyramidal Ray of Fright*, *Levitate*, *Detect Auras*, *Telekinese*. The Demon can be placated with one soul, a magical item, or 10,000 GP. If none of these is forthcoming from the characters, he will attack. If one of the characters foolishly tries to step through the arch, he will explode. *8 AC 0*
- 16 Stored in this room are centuries-old bags of grain and other foodstuffs. None is edible any more, and there is nothing of value in the room. However, after three rounds in the room, the players will begin hearing a low moaning emanating from the walls, seeming to come from everywhere around them. After one round of this, ghostly pairs of hands will begin to reach out of the walls to a distance of about 2 feet. Anyone near the walls will be attacked by 1D4 pairs of hands, each hand striking as a 2nd Level Fighter and doing 1D4 HTK of cold damage per hit. A Saving Roll of END or less on 3D6 must be made or the victim is paralyzed for 1D6 minutes. There are four pairs of arms around the doorway; all can strike at anyone who rushes though the center of the doorway, but only half of them can strike at anyone who stays close to one side of the doorway or the other.

- 17 The large hall has a dozen rotted tables and the remains of sufficient chairs to seat a hundred people. In the southeast corner is a trio of bodies that have been dead for over a year. On the bodies can be found 890 GP, 151 PP, and 8 gems: 2 worth 100 GP, 3 worth 250 GP, 1 worth 500 GP, and 2 worth 1,000 GP. Anyone touching the bodies will hear a great howl from the rafters, and 3 Wraiths will descend upon the party. Wraiths: HIT: 8; HTK: 025, 022, 018; ARM: 000; requires magic or silver weapons to hit. The Wraith's first target will be the person or persons who touched the bodies. Hidden under a collapsed table in another part of the room is a +2 Broadsword which is able to determine the direction of true north and the depth beneath the surface of the earth 2 times per day.
- 18 A small statue of Cusor stands on a granite pedestal against the west wall. Kneeling in front of the statue is a small figure which does not move. On closer inspection, the figure turns out to be the dried-out corpse of a very short man who apparently killed himself with his own Sword. If he is touched at all, his body will crumble to dust, adding to the already thick carpet of dust on the floor. Anyone who comes within 5 feet of the statue must roll WIS or less on 1D20 or pull out a sharp weapon (stealing one if a Cleric) and attempt to commit suicide. Characters not affected have one round to prevent the suicide attempt, and, if they fail, the victim automatically hits himself, doing 3 times the maximum damage for his weapon. The spell will be broken by the blow, and, if the character survives, he will be able to leave. The Sword used by the corpse is a -2 Cursed Sword of Insanity.
- 19 There are two rows of thick stone pillars in the hall, twenty-eight pillars in each row, all covered with carvings of torture and death. Hidden within each pillar is a Skeleton: HIT: 1; HTK: 004; ARM: 010. When the party reaches the middle of the hall, these Skeletons will come through the secret doors at the sides of the pillars facing the walls and attack. These Skeletons will swarm the party from all directions and cannot be destroyed through physical damage because they re-animate one round after being destroyed. A close inspection of the compartments within the pillars will reveal nothing more than small, cleverly hidden spaces.
- 20 There is a 2' wide shelf running all around the room 4' above the floor. On the shelf are 60 neatly-arranged, bleached white skulls. Each skull has beside it a Dagger with a small silver skull affixed to the hilt. These Daggers are worth 10 GP each, but bearing one is an indication of being a follower of Cusor, which is not a good idea in some locales. Each skull will make one attempt to bite whoever reaches for the Dagger next to it, striking as a 4 HIT monster for 1D8 HTK of damage. The easy way to outwit the skulls is to knock the Daggers from the shelf with a Sword. The skulls will begin to howl and wail as their Daggers are taken, making a wandering monster encounter 66% more likely every turn (1 - 4 on 1D6). It will take 2 turns to get all the Daggers.
- 21 All the doors of this room have small, silver skulls mounted on them. The skulls are worth 60 GP each but tend to bite if someone touches them. Skulls: HIT: 2; HTK: 008; ARM: 010; ATK: 1; DAM: 1D6 HTK; if destroyed, value drops to 20 SP. The skulls are capable of knowing a character's name, profession, level, alignment, and race and will loudly announce each as the character approaches. If a Cleric approaches one of the skulls, the skull will hurl one electrical bolt from each of its eye sockets for 2D6 HTK of damage each. The skull will hurl these electrical bolts each round until the Cleric retreats 20' from it or is no longer in front of it (i.e. has gone through the door - don't forget to have the skull fire as the Cleric leaves the room).
- 22 An illusion of Cusor appears in the center of the room as the door is opened, accompanied by an appropriate clap of thunder and smoke. Only those attempting to disbelieve the illusion on the first round gain a Saving Roll of INT or less on 3D6. Those not attempting to disbelieve and those failing their Saving Roll have a 3% chance of dying of fright. (This can be adjusted upward or downward for especially cowardly or courageous characters.) The image will be dispelled if ever struck. Treat it as ARM: 130 for those believing it and ARM: 000 for those who do not believe it. Until struck, the image will appear to be attempting to Teleport other Demons into the room (and failing each time, of course).



TEMPLE OF DUSTY DEATH



The Kobolds Of Vastern



This Dungeon is designed for 5 - 7 characters of 2nd to 4th Level. It consists of an organized Kobold lair reinforced by three Ogres who have joined to raid the Vastern Valley. As with all Kobolds, they tend to be rather weak, but, if played as an organized force capable of an intelligent reaction, they can be a nasty shock to players used to walking all over Kobolds.

The Dungeon's main entrance is a door camouflaged with fresh brush. The door is set into the rocky side of one of the escarpments forming the west side of the valley. Other vegetation abounds, and spotting the door will be difficult unless the party happens to see it open. Give Rangers, Druids, and Elves a 4 in 10 chance of spotting the door; everyone else gets a 2 in 10 chance.

The Kobolds keep two Guards: HIT: ½; HTK: 003, 003; ARM: 040; WPN: Javelins and Short Swords, just inside the door leading to the tunnel. In addition, anyone within 1 mile of the door has a 40% chance per turn of encountering a

Kobold patrol of 9 Kobolds (HIT: ½; HTK: 004, 003, 003, 003, 002, 002, 001, 001, 001; ARM: 040; WPN: Javelins and Short Swords) in addition to other normal random monster encounters.

Patrols and raids enter and exit the Dungeon mostly at night, although there is a 30% chance of one doing so in daylight. The door will be opened 1D4 times each night to allow patrols and raiders to enter and exit. The raiders have been doing an excellent job, of late, and there is considerable pressure from the populace for the destruction of the marauders. Merchants in several nearby villages have banded together to offer a 1,000 GP reward for the location and destruction of the Thieves' base of operations. The Dungeon is located in Hex 0704 of Judges Guild Campaign Map 8, Sea of Five Winds.

Kobolds of Vastern

Encounter Tables (Normal Encounter Chances)

- 1 Kobolds from Room 5: HIT: ½; HTK: 004, 003, 002, 002, 002, 001, 001; ARM: 040; WPN: Short Swords and Daggers, loaded down with food supplies. Each carries 7 GP and 20 SP, and one has a pair of silver wrist bracers worth 70 GP.
- 2 Kobolds and Ogre from Room 6: Kobolds: HIT: ½; HTK: 004, 004, 003, 003; ARM: 050; WPN: Short Swords and Daggers. Ogre: HIT: 5; HTK: 023; ARM: 050; WPN: Club and Hammer. Ogre carries 270 GP and 2 gems, each worth 100 GP. The two 4 HTK Kobolds carry 25 GP each, and each wears a brooch indicating high rank and worth 120 GP. The other two Kobolds carry 18 GP each.
- 3 The Ogre from Room 11: HIT: 5; HTK: 020; ARM: 050; WPN: Spiked Club. He carries 350 GP and wears a silver headband worth 470 GP.
- 4 Kobold Patrol returning from outside: HIT: ½; HTK: 004, 004, 004, 003, 003, 002, 002, 001, 001, 001, 001; ARM: 050; WPN Short Swords, but half of them have Javelins as well. Each carries 8 GP.
- 5 A Fighter Adventurer: ALN: CGN; LVL: 031; HTK: 030; ARM: 120; WPN: Two-Handed Sword, Longbow, Dagger. He carries 173 GP, and his Dagger is worth 20 GP due to gold inlays in the hilt. He will be very friendly toward any Chaotic Good members of the party, but he despises Dwarves and regards them as lower than Kobolds on the scale of humanity. He is also not afraid to broadcast this view to any Dwarf he meets.
- 6 A Cleric of Allisstannis, ALN: LNG; LVL: 031; HTK: 025; ARM: 120; WPN: Mace; Spells: *Order*, *Heal Minor Wounds*, *Heal Minor Wounds*, *Stop Person*, and *Sphere of Silence* (15' radius), Caldron Westblane by name, heartily desires to leave this area and return to his own town. He will reveal as little about himself as possible but will join the party until they reach the surface. At that point, he will escape at the first opportunity.

The Kobolds of Vastern

- 1 6 Kobolds are using a small candle to warm the soles of the feet of their prisoner. The Kobolds: HIT: ½; HTK: 004, 003, 003, 002, 002, 002; ARM: 040; WPN: Short Swords. Prisoner, Kesros, an Elven Magic User: ALN: LGN; LVL: 031; HTK: 027; ARM: 010; Spells: *Sphere of Light*, *Shield of Fire*, and *Swamp Gas*. The Elf is securely tied to one of

a dozen beds in the room and has been gagged to thwart any attempts at spell casting. In the southeast corner of the room is a large pile of bones; most are Human and fairly new. The Kobolds all have small, locked chests filled with pretty stones and bits of broken glass, but each also has 6 GP and 30 SP hidden under the junk. The Elf was captured near the Kobold's tunnel exit while on his way to Bisgen in Barbarian Altanis to search for his friend. His friend is the Elf in Room 14 of Kalligar's Dungeon, but all that Kesros knows is that he disappeared in that area several weeks ago.

- 2 A huge pile of pots and pans is being slowly washed by 4 small Kobolds under the watchful eye of another, larger Kobold. Kobolds: HIT: ½; HTK: 003, 001, 001, 001, 001; ARM: 010. The Kobold with 3 HTK is armed with a Dagger, and the rest are armed with pots and pans. Each Kobold has an equal chance of having a pot or pan in his hand when the room is entered. The Kobolds are using four large, half-barrels full of foul water to wash things in and are bitterly bemoaning their fate to each other and to their supervisor, who isn't impressed. The supervisor is carrying 10 GP, and the rest are carrying only 12 SP each.
- 3 Garbage is strewn all over the floor, filling the room to knee-deep. The smell is overpowering; anyone looking into the room must make a Saving Roll of CON or less on 1D20 or be forced to retreat 6 feet from the doorway. Living in the center of all this garbage is a colony of 8 Giant Rats: HIT: ½; HTK: 003, 002, 002, 001, 003, 002, 002, 003; ARM: 030. Buried in the garbage against the wall opposite the door is the body of a Human Fighter. He wears serviceable Chainmail, and a finely-crafted Two-Handed Sword is in his scabbard. He carries a belt pouch with 65 GP and 3 gems worth 100 GP each.
- 4 A dozen Kobolds packing equipment to go on a raid. This group is wrapping Javelins into bunches of five, and there are many spares around for them to throw at any invaders. Kobolds: HIT: ½; HTK: 004, 004, 004, 003, 003, 002, 002, 001, 001, 001, 001; ARM: 010; WPN: Javelins and Daggers. The walls of the room are lined with other weapons also, indicating that this is the armory. The Kobolds will be able to grab either a Shortsword or a Spear from the wall in Round 1. There are 17 Shortswords, 35 Spears, and 120 Javelins in the room. Each Kobold carries 7 GP and 20 SP, and one has a pair of silver wrist bracers worth 70 GP.
- 5 8 more Kobolds packing for a raid. This time they are in the food storage room. Kobolds: HIT: ½; HTK: 004, 003, 003, 002, 002, 002, 001, 001; ARM: 010; WPN: Shortswords and Daggers. Most of the food in the room is inedible to Humans, but the players might be able to scrape together two weeks worth (for one person) of rations that a Human could stomach. There are several large barrels in the room; they are filled with various pickled objects. In the bottom of one of them is a tightly-sealed wineskin into which 30 gems worth 10 GP each have been put.
- 6 An Ogre and 4 Kobolds, two of them indicated as leaders by their badges, are busily discussing plans for the upcoming raid. Ogre: HIT: 5; HTK: 023; ARM: 050; WPN: Spear and Club. Kobolds: HIT: ½; HTK: 004, 004, 003, 003; ARM: 005. The Ogre is carrying a large pouch with 270 GP and 2 gems worth 100 GP each. Each Kobold leader carries a pouch with 25 GP and wears a brooch worth 120 GP which indicates his rank. The two other Kobolds carry 18 GP each. The Ogre and the leader Kobolds will be quick to recognize an overwhelming force and will exit the room if presented with one, leaving the two Guards to slow the party down. The leaders will run to Rooms 4 and 5 to gather troops for a counter-attack. The furniture in this room consists of a long table surrounded by a dozen chairs; three of the chairs are Ogre-sized, and the rest are Kobold-sized. There is a cupboard against the east wall which contains rough maps of several small towns in the area.
- 7 Stored in this room are general supplies ranging from light coils of rope and empty sacks to flasks of oil and wine. Rummaging through them is a Human Thief named Basloot: ALN: CNX; LVL: 041; HTK: 023; ARM: 030; WPN: Longsword. He carries a Mystic Stone capable of sustaining a person without air for 1D20 minutes per day in a pouch with four other identical but non-magical stones hidden inside his left boot heel. The Thief will volunteer to join the party, but he will demand an equal cut in everything gained so far as well as in any future gains. He has no intention of living up to his bargain, however, and will pickpocket some member of the party before slipping away during some melee. The Thief has a small wand which has a *Permanent Sphere of Light* cast upon it which he keeps in a pouch on his belt along with 75 GP. Hidden inside his right boot heel are 105 GP and 35 PP, carefully and tightly packed. These additions to the weight of his footgear have made his legs stronger than might normally be expected, so, with his boots off, he moves 25% faster than normal.
- 8 6 Kobolds are stationed in this room with a large bell to warn of any intruders into the complex. Kobolds: HIT: ½; HTK: 004, 003, 003, 002, 002, 002; ARM: 010; WPN: Shortswords. Half the Kobolds are asleep; one is playing with a mouse he captured, and the other two are rolling the bones, planning to divide up the equipment of the sleeping ones before killing them and fleeing up the passage to the surface. Each Kobold carries 7 GP and 45 SP. The bones are made of ivory and are worth 70 GP, and the mouse is worth 1 CP. If attacked, the awake Kobolds will ring the bell before fleeing, leaving their sleeping comrades to whatever fate the party wishes to mete out. The sleeping Kobolds have a 1 - 3 chance on 1D6 of waking up if the door is broken open and a similar chance each round that melee occurs in the

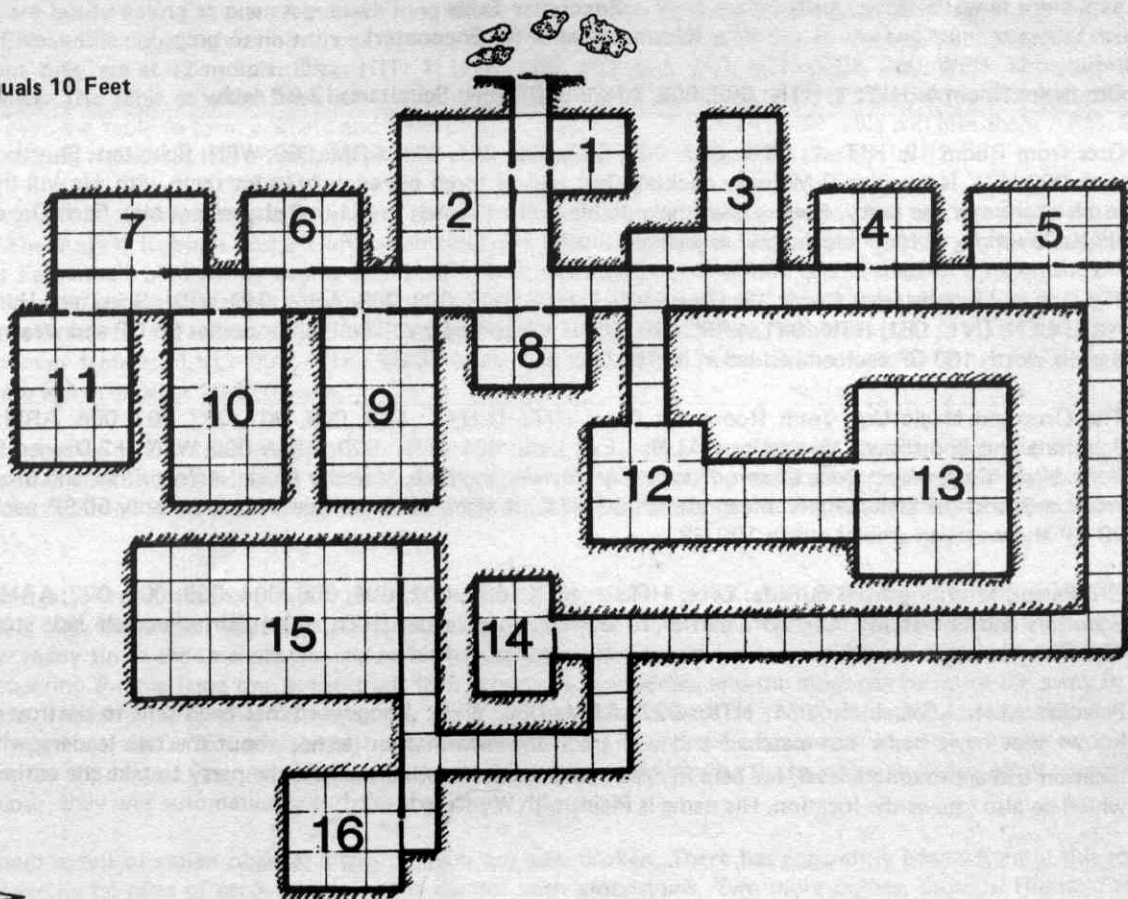
room. None of the awake Kobolds will bother to wake the sleeping ones because they are too concerned with escaping with their own lives to think of anything else.

- 9 There are a dozen long, crude tables in the room that are obviously used as dining tables. The room is empty at the moment that the players enter except for one very drunk Kobold slumped over a table near the north door. He has already been robbed of everything of value. Kobold: HIT: ½; HTK: 001; ARM: 010; WPN: None.
- 10 10 Kobolds: HIT: ½; HTK: 004, 004, 003, 002, 002, 002, 002, 001, 001, 001; ARM: 010; WPN: Shortswords, reside in this barracks which is furnished with standard barracks furniture, all in battered condition. There are 15 crude bunks. One of the beds' legs is cracked and barely reveals a hollow cavity. Inside can be found a small gem worth 130 GP and a small gold rod, 6" long, worth 120 GP. The Kobolds each carry 3 GP and 40 SP.
- 11 Three Ogre-sized beds fill much of this room, and one of them is occupied by an Ogre: HIT: 5; HTK: 020; ARM: 060; WPN: Spiked Club. The Ogre is standing on his bed using his club to swat at flies, and, if the players listen at the door before entering, they will hear curious thumping noises, accompanied by muttered curses. The Ogre carries a pouch with 350 GP and wears a headband, made of woven silver strands and embedded with 20 gems, worth a total of 470 GP. Each bed has a large, locked chest next to it which is full of Ogre-sized clothing. The first chest also contains a large pouch, tightly sealed, which holds 3 gems worth 100 GP each, 250 GP, 250 SP, and a small, highly-poisonous Snake. Snake: HIT: 1; ARM: 000; the poison causes a loss of STR points, and the victim will fight at -3 on his attack rolls until the poison wears off in 3 hours. In the second chest is a small ivory box worth 200 GP which has a small ring set inside it. The ring appears to be worth 125 GP, but it has a small burr on its inner surface, coated with poison. The poison causes one to become enraged and begin fighting as a Berserker unless END or less is rolled on 3D6. The victim will attack anyone within reach with any available weapon, striking at a +2, and the victim will also discard any Shield or armor which might be carried. This berserk rage lasts for 4 + 2D4 minutes and is followed by a period of unconsciousness lasting 1D6 hours (provided the character is still alive). Once re-awakened, that character will fight at a -3 for 2 + 1D3 hours afterwards due to exhaustion from the berserk state and the effects of the poison. Anyone who makes the Saving Roll of END or less on 3D6 will simply pass out for 1D20 minutes and then fight at a -1 for 1D2 hours afterward. The third chest has another tightly-sealed pouch. This one contains 27 PP, a small, jeweled earring worth 120 GP, and a 2-inch diameter glass ball filled with a thick, brown liquid. If the ball is dropped on a hard surface, it has an 85% chance of breaking. When broken, the liquid inside reacts with the air to form a choking cloud of gas which will fill a 30' x 30' x 10' area. Anyone caught inside the cloud must make a Saving Roll of END or less on 1D20 or sustain 2D6 points of damage from the gas attacking the lungs in addition to becoming unconscious for 1D20 minutes. Those making their Saving Roll sustain no damage and are assumed to be holding their breath, and, if they remain in the affected area, they will have to make another Saving Roll in 2 rounds. The cloud persists for 2D4 minutes before dissipating.
- 12 Outside the north door to this room are two Kobolds: HIT: ½; HTK: 004, 002; ARM: 020; WPN: Shortswords. Inside the room are a dozen wary Kobolds, each keeping an eye on the others. Kobolds: HIT: ½; HTK: 004, 004, 004, 004, 003, 003, 002, 002, 001, 001, 001, 001; ARM: 010; WPN: Shortswords, Shortbows. This is the guard force for the treasury in Room 13. The guards inside will obviously hear any noise made by a fight with the outside guards and will respond first by banging on a large iron gong in the center of the room and then by piling their beds around the doorway, leaving enough room for the door to open and two persons to enter. Half of the Kobolds will then defend the barrier formed by the overturned bunks, and the rest will stand on the remaining furniture with Bows ready, aiming over the heads of their comrades and shooting into the rear ranks of the enemy. The gong will summon all those in Rooms 6, 10, and 15 in 2D4 minutes unless they have already been killed. 1D4 + 2 minutes after the first wave arrives, reinforcements will arrive from Rooms 8, 16, and 17. The door leading to the treasury is blocked with a locked, heavy iron gate behind which is a stout wooden door with two locks. The corridor leading to the treasury has three traps; each is noted on the map. Each character moving over a trap has a 1 - 2 chance on a 1D6 of tripping it. The first trap is a volley of Crossbow Bolts set off by stepping upon a pressure plate in the floor. 6 Crossbow Bolts fire as 3rd Level Fighters. Three of the Bolts are aimed at the character who stepped on the pressure plate; one is aimed at either side of him, and the last fires into the area behind him. The second trap is a simple trapdoor into a pit. This trap is set off as before; however, due to the width of the pit (8 feet), the character standing next to the person who set off the trap falls in as well. The pit is 8' x 8' x 20' deep, and the cover returns to level once it is set off, locking in place. Treat as *Magically Locked*, or it can be broken with 35 HTK of damage. The third trap is set at the doorway and causes a cloud of gas to fill the hallway if the door is opened without first removing the trap. This causes those failing to roll END or less on 3D6 to move at ½ normal speed. The gas does not affect those who make the Saving Roll, and the effects of it last for 1D4 hours.
- 13 The treasury door is double locked; treat as *Magically Locked* until one of the locks has been picked. The door is wooden and can be chopped through, requiring 30 HTK of damage to make a hole wide enough for a man to enter or 20 HTK to chop away the area around the locks and allow the door to open. Inside is the treasury of the Kobolds; it is stored in various wooden barrels and chests and consists of 22,109 CP, 14,612 SP, 4,655 GP, 5 gems worth 100 GP, 100 GP, 250 GP, 250 GP, and 500 GP, a Wand of Magic Detection, and a +2 Sword.

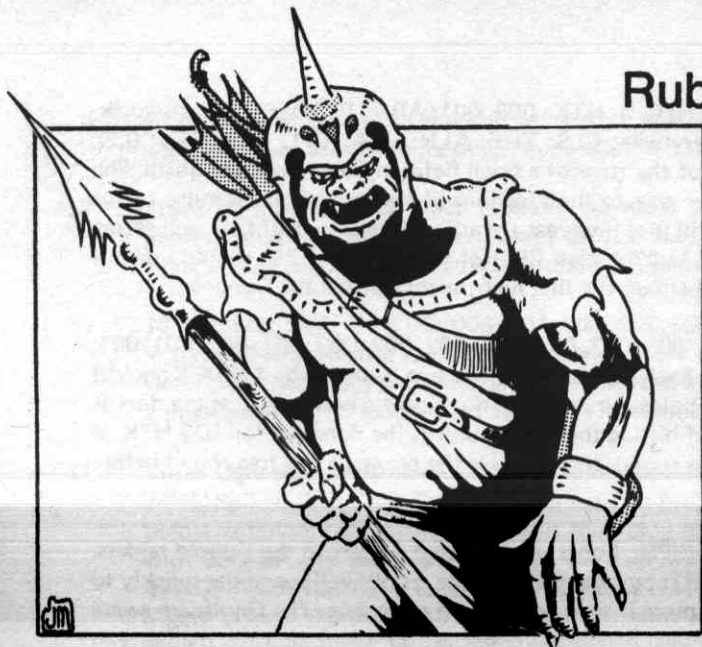
- 14 Outside the door to this room stands a pair of Kobold Guards: HIT: $\frac{1}{2}$; HTK: 003, 001; ARM: 010; WPN: Shortswords. Each carries 6 GP. Inside the room is a Human female. Berynelle: CLS: THF; ALN: LEA; LVL: 031; HTK: 030; ARM: 030; WPN: None. She will claim to be the daughter of the ruler of a small fiefdom 50 miles to the north. She will say that she was captured by the Kobolds while on her way to the kingdom of her betrothed 20 miles to the south and that the Kobolds are holding her for ransom. She will promise great rewards to the players if they will escort her safely to the southern kingdom. This is all one large lie, but the high CHR of the woman (189) should make it believable. She will go with the party and will rob and leave them on the first night spent outside the Dungeon.
- 15 A Barracks filled with 15 Kobolds: HIT: $\frac{1}{2}$; HTK: 004, 004, 003, 003, 003, 003, 002, 002, 002, 001, 001, 001, 001, 001, 001, 001; ARM: 060; WPN: Shortswords and Javelins. Each carries 8 GP. The two leaders (the 4 HTK Kobolds) are each wearing a silver Helm worth 75 GP apiece. The Kobolds are engaged in a gigantic brawl, and, as the door is opened, a thrown chest flies through it with a 60% chance of hitting the first person in the doorway for 1D3 HTK of damage. Only 1D6 Kobolds will notice the players on the first round; this will give the players a full free round before the mass of the Kobolds reacts.
- 16 A trio of Gnolls: HIT: 2; HTK: 012, 010, 006; ARM: 060; WPN: Longswords, recent joiners to the Kobold raiders, are preparing maps of this Level to be used in an invasion of it by other Gnolls. The Gnolls will surrender quickly to any powerful force and will offer aid and guidance about the place if they are allowed to go free. The Gnolls are aware that, once the Kobolds see them with the party, they (the Gnolls) had better either get out quick or assist the party in the destruction of the Kobold tribe. If they believe the party to be capable of destroying the Kobold tribe, they will opt to assist. However, the Gnolls would rather not see the party escape with the treasury because they plan to have it for themselves, so, if the party is weak or even of medium strength as compared to the Kobolds and Ogres, the Gnolls will lead them to the treasury and then flee, hoping that the two groups will destroy each other. The Gnolls carry 50 GP, 63 GP, and 22 GP respectively, and the 12 HTK Gnoll is carrying a Dagger with a gem worth 100 GP in the handle.

KOBOLDS OF VASTERN

1 Square equals 10 Feet



Rubble Hall



This scenario is designed for 6 - 8 characters of 3rd - 5th Level with at least one Magic User. It consists of an Orc band led by a 6th Level Human Fighter and a 7th Level Magic User. The force involved is organized and led by highly intelligent types who don't make stupid mistakes like charging a superior force. Attacks will be made from as many directions as possible, simultaneously. If given the time to organize, the Fighter will engage the party's Fighters supported by the large Orcs, and the smaller Orcs and the Magic User will direct their forces against spell casters and those in lesser armor. Firing missiles and running will be a favored tactic, both to inflict damage and to draw the lead characters into ambushes. The Orcs will also not hesitate to create and continue to feed oil fires to block off certain passageways and channel the party into selected ambushes. Once both the Fighter and the Magic User are killed, however, morale will begin to crumble unless there are obvious signs that the Orcs are winning, such as dead or severely injured

characters, the party trying to retreat, etc. Many of the Orcs will continue to fight on after their leaders' deaths, but they will tend more toward missile fire and run than toward engaging in any avoidable melee. Orc leaders will have a 50% chance of organizing one last, great attack if both the Human leaders are dead; otherwise, the defense will become highly fragmented.

Rubble Hall is the underground portion of a long-abandoned fort. Few traces remain to give any clue of the surface portion of the fort, but 30% of the people in the area know something of the fort's location, and 30% of these people have some idea of where the fort was. Rubble Hall is located in Hex 4818 of **Judges Guild Campaign Map 4, Tarantis**. This Orc band has grown considerably over the last five years from 39 Orcs to 98 Orcs. This is due to the successful leadership of the Human Fighter and Mage.

Rubble Hall

Encounter Table (Normal Chance for Encounter)

- 1 Orcs from Room 4: HIT: 1; HTK: 008, 008; ARM: 040; WPN: Scimitars; 12 GP each.
- 2 Orcs from Room 12: HIT: 1; HTK: 007, 003, 003, 002, 001, 001; ARM: 050; WPN: Scimitars, Shortbows. The one with 002 HTK is carrying 9 Molotov cocktails but has no torch big enough to hit them with. He will throw them at torch bearers in the party, hoping that the splashing oil will catch fire (1 in 6 chance per hit). Each Orc carries a considerable supply of food and Arrows as well as 13 GP.
- 3 The Orcs and Fighter from Room 13: Orcs: HIT: 1; HTK: 008, 008, 008; ARM: 040; WPN: Scimitars. Human Fighter: ALN: LEN; LVL: 061; HTK: 041; ARM: 070; WPN: +2 Longsword. The Fighter carries 65 GP and wears a Helm with 8 gems worth 100 GP each embedded in it. The Orcs each carry 50 GP.
- 4 The Orcs and Magic User from Room 17: Orcs: HIT: 1; HTK: 008, 008, 007, 007, 007, 006; ARM: 060; WPN: Scimitars and Shortbows. Magic User: ALN: LEA; LVL: 071; HTK: 020; ARM: 000; WPN: +2 Dagger. Spells: *Magic Bolt*, *Magic Bolt*, *Magic Bolt*, *Charm*, *Human Fly*, *Invisibility*, *Web*, *Multiple Image*, *Affect Fires*, and *Stop Person*. He wears a Brooch of Defense which can absorb 50 HTK of *Magic Bolt* damage. He carries only 50 SP; each Orc carries 20 GP and wears an amulet worth 100 GP.
- 5 Orc Patrol, returning from outside. Orcs: HIT: 1; HTK: 008, 007, 006, 006, 004, 003, 002, 002; ARM: 040; WPN: Scimitars and Shortbows. Each Orc carries 10 GP, and their leader (HTK: 008) carries a small Jade statuette worth 170 GP.
- 6 Paladin: ALN: LGX; LVL: 051; HTK: 027; ARM: 080; WPN: Longsword, has been sent to destroy evil here. He knows that he is badly out-matched and will trade the information he has about the two leaders, which includes location and approximate level, for help in destroying them. He will also allow the party to take the entire treasury, of which he also knows the location. His name is Plainsmith Wynesap.

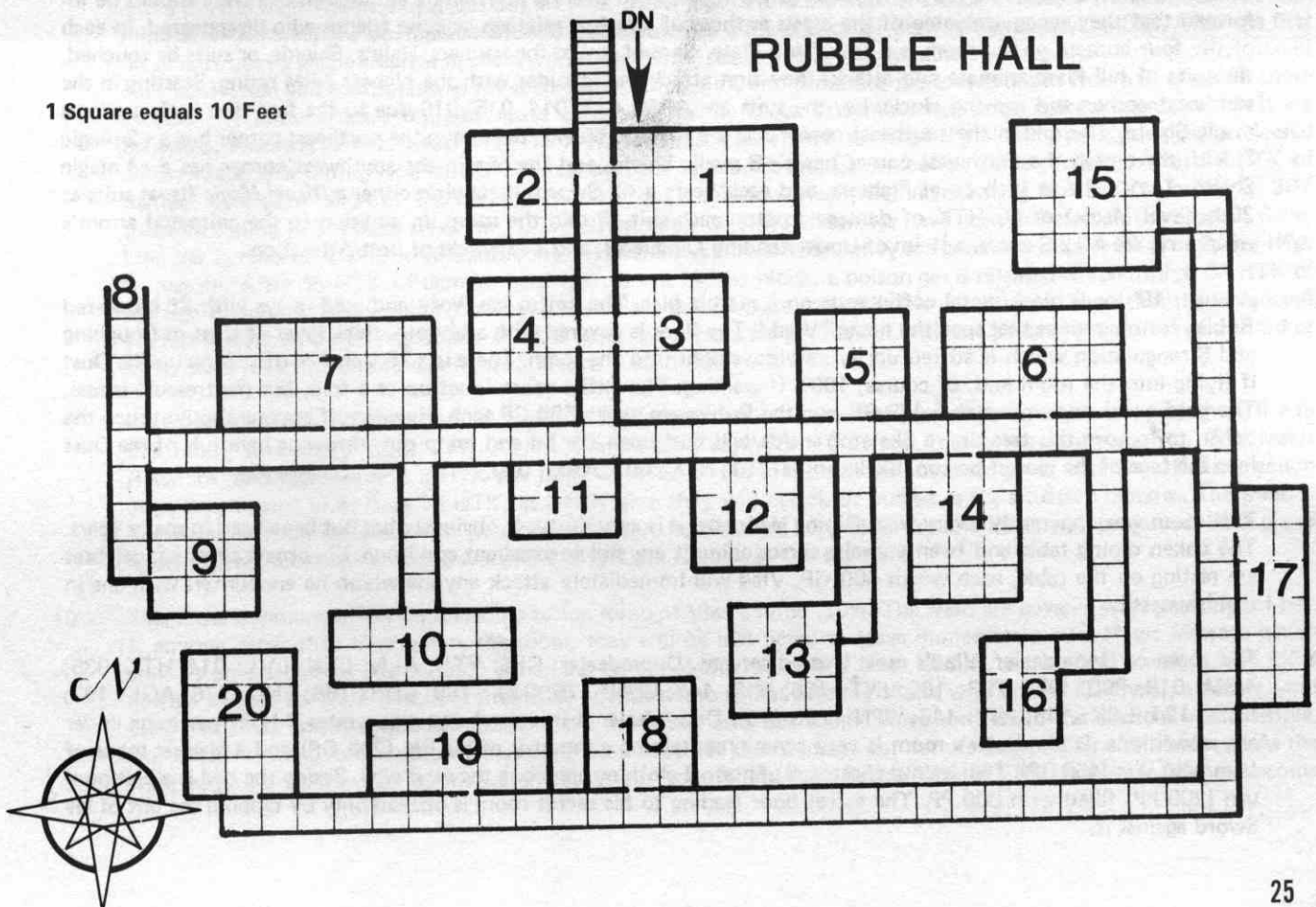
The Dungeon

- 1 This room is a storeroom for stolen goods. It contains many flasks of oil, several of which are leaking onto the floor. There is also a large collection of herbs and spices, indicating that a caravan was attacked (none of the herbs are native to the area). Additional items include several large packages of salt, two jars of fine brandy (reserved for later by the Orcs), and a large supply of untanned leather. Total value of everything in the room is 610 GP.
- 2 4 Orcs have a Halfling Thief strung up by his toes from the ceiling of the barracks and are working on setting his hair on fire. Orcs: HIT: 1; HTK: 006, 003, 001, 001; ARM: 050; WPN: Shortswor~~ds~~. Halfling Thief: ALN: NNN; LVL: 031; HTK: 012; ARM: 000. His gear has been removed to another room; he doesn't know which one, and, if he is released, he will travel with the party until it is found. His name is Boombarr Blodgett. On each Orc can be found 8 GP, and a 50 GP gem is hidden in one of the chests beside one of the 8 bunks.
- 3 Anyone coming near the door to this room will hear the sound of fighting coming from within. Inside, 8 live Orcs are hard at battle, and 3 Orcs lie dead on the floor. If the room is entered, the Orcs have a 50% chance of noticing the intruders on the first round. If the door is simply opened and no one enters, they have only a 1 in 6 chance of noticing the intrusion. If the players look and shut the door, the fight will end in 4 rounds and only the three largest Orcs will still be alive. They will all be unhurt. Orcs: HIT: 1; HTK: 008, 008, 006, 005, 003, 002, 001, 001; ARM: 050; WPN: Scimitars and Shortbows. There are 6 GP and 10 EP on each Orc, both of the ones that are alive and those that are dead. Furniture in the room consists of 15 bunks and a pair of decrepit cupboards in danger of collapsing from the onslaught of a termite horde. Inside the cupboards is a supply of Orc food and a small silver urn worth 40 GP.
- 4 A young Human female is locked in a cage set against the east wall. Poking her with their Scimitars are a pair of very large Orcs. Orcs: HIT: 1; HTK: 008, 008; ARM: 050; WPN: Scimitars. Female, Blossom Rurninkad: CLS: DRD; LVL: 011; ALN: NGX; HTK: 023; ARM: 000; WPN: None. The bottom of the cage is covered with refuse and mouldering food. The rest of the room is in much the same condition, with garbage strewn about the floor and various small insects crawling over everything; the room reeks. She was captured by the Orcs while out in the woods gathering mushrooms. She is terrified of the Orcs and will beg the party to help her to get out of the Dungeon. Each Orc has 12 GP, and one of the Scimitars has a gold gilt hilt which makes it worth 35 GP.
- 5 5 Orcs are busily eating at one of a dozen long tables in the room. They are laughing uproariously at some joke made about Elves while chugging down wine as fast as they can. They are at -1 HTK due to the beginning stages of drunkenness, but they are at +2 morale. Orcs: HIT: 1; HTK: 005, 003, 003, 002, 001; ARM: 050; WPN: Shortswor~~ds~~ and Shortbows. The table at which they are sitting is near the rear of the room, and, if the room is attacked, they will knock over the table to form a Shield and open up with their Bows. The overturned table will give them ARM: 080 vs missile attacks because it will effectively protect over half of the body mass. Each Orc carries 12 GP.
- 6 Two large Orc cooks freely apply the whip to the backs of their Kobold and Human helpers, encouraging these to work faster. There are 4 Kobolds and 2 Human females working in the kitchen. The room is extremely hot; it is over 120 degrees Fahrenheit with a high degree of humidity, and the stench of Orc food can be smelled through the door. All of the helpers are near a state of collapse. The clatter of pans is clearly noticeable through the doors, as is the crack of the whip. Orcs: HIT: 1; HTK: 007, 006; ARM: 040; WPN: Daggers and Whips. Kobolds: HIT: ½ HTK: 003, 001, 001, 001. Human females: LVL: 001; HTK: 005, 002; ARM: 000; WPN: None. Each of the Orcs has 17 GP, and their Whips are worth another 20 GP apiece.
- 7 Large quantities of Orc food are stored in barrels set along the walls (as to the contents, the Judge may be as graphic or as restrained in his descriptions as he or she chooses). The smell of the room is overpowering to the point that all characters must roll under CON on 1D20 or leave the room in a nauseated state. There is nothing of value in the room, anyway.
- 8 The passage to the surface is guarded by a dozen Orcs. Orcs: HIT: 1; HTK: 008, 008, 007, 005, 005, 005, 004, 003, 003, 002, 002, 001; ARM: 050; WPN: Scimitars. Now, as at most other times, they are busy gambling; they are betting on how many times the smallest Orc can be hit by the largest Orc before being knocked out. They are making a lot of noise cheering for the large one as most put their money on one punch, and the noise can be heard 60' away in either direction. The small Orc, who has his money on 2 punches, has his back to the door leading to the stairs and, if it is kicked open, he has a 75% chance of being knocked out by it, and the person who kicked open the door will be punched by the largest Orc. All the other Orcs are facing the door leading to the stairs, so, if the party enters by the other door, they will automatically surprise the Orcs.
- 9 This room is full of stolen objects; many of them are now broken. There has apparently been a fight in this room. 3 Orc bodies lie on piles of carpets, ruining the carpets with bloodstains. Two more bodies, those of Human Fighters, are crumpled in the corner on top of a box of broken glass vials. The bodies have already been stripped of wealth and equipment, and the room has similarly been stripped of anything of value.

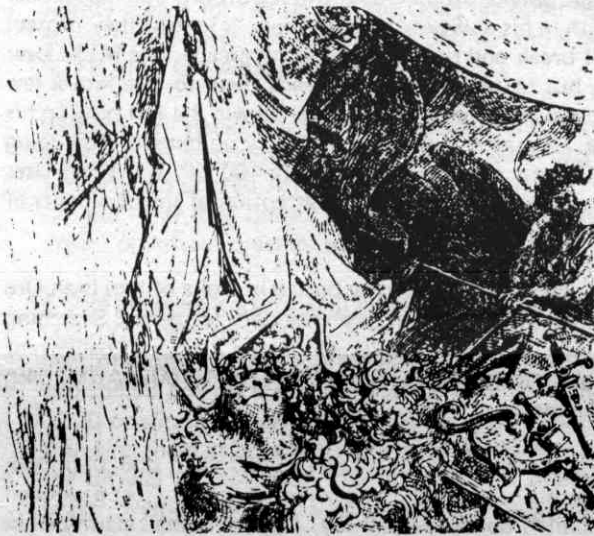
- 10 The appearance of this room immediately betrays the fact that Orcs do not live in it; it is quite clean. There are a pair of comfortable beds in the room as well as two large chests, both locked. One has clothing and equipment that is obviously meant for use by a Magic User; the other has clothing and weapons such as would be used by a Fighter. In the Magic User's chest is a pouch with 350 GP and 4 gems worth 50 GP each. In the Fighting Man's chest is a pouch with 90 PP and a ring worth 60 GP.
- 11 Weapons are stacked in piles around the floor. Some piles are neat; some are not so neat. Scimitars and Shortswords are the most common weapons; there are 40 of each of them on the floor. There is also a large quantity of Spears (31) and several hundred Arrows, but, due to inferior make, they are -2 to hit at medium range (in addition to the normal -2) and -4 at long range. The wood from which they are manufactured is so poor that there is a 10% chance of the Spears or Arrows breaking each time they are used. Oddly enough, the room contains no Bows of any type.
- 12 6 Orcs are readying for a raid by packing food into sacks and spare Arrows into their quivers. Orcs: HIT: 1; HTK: 007, 003, 003, 002, 001, 001; ARM: 040; WPN: Scimitars and Shortbows. They are in a very good mood due to the prospect of plunder ahead and are not even fighting among themselves. One has been preparing flasks of oil for throwing and spilled one on the floor near the door. Anyone rushing in or fighting in that area must roll under their AGL on 1D20 or slip in the oil. The one making the Molotov cocktails with the oil flasks has 6 of them ready and will begin throwing them at intruders if the room is attacked, aiming at those carrying lit torches in the hope that the splash from the oil will be ignited by the torch (1 in 6 chance per hit). One of the other Orcs will attempt to grapple a torchbearer, trying to pull the torch out of the torch-bearer's hands to use to ignite the oil. Each Orc carries 13 GP.
- 13 3 Orcs, their uniforms indicating leader status, are deep in conference with a Human Fighter. Orcs: HIT: 1; HTK: 008, 008, 008; ARM: 040; WPN: Scimitars. Human Fighter: ALN: LEX; LVL: 061; HTK: 036; ARM: 070; WPN: +2 Longsword. They are bent over a table examining a crude map of the surrounding area. If a fight ensues in the room, the Orcs from Room 14 will show up in 1D4 rounds. The Magic User and the troops in Room 17 will appear in 2D4 rounds after a melee erupts. The Fighter and the Orcs will kick the table and the chairs around it into the path of any onrushing assailants, drawing their Swords in the meantime. Characters in the attack must roll under DEX on 1D20 to avoid tripping over the chairs. As the table is knocked over, the oil lamp resting on it will spill, creating a wall of flame in a 10' x 10' area for 1D4 + 3 rounds. This has a 50% chance of blocking the door, and, even if it doesn't, only one person per round can enter the room. Anyone rushing through the flames will take 2D6 HTK of damage with no Saving Roll. The map will probably (70% chance) fall into the fire and be destroyed. The Human carries 65 GP, and his Helmet has 8 gems in it worth 100 GP each. The Orcs each carry 50 GP.
- 14 11 Orcs preparing for a raid have begun to fight over the division of loot even before it is captured. Two of them (HTK: 007, 005) are wrestling on the floor while 5 others watch, shouting encouragement to the struggling figures. The remaining 4 Orcs continue to pack their bags. Two of them are working on folding a net. When the characters enter the room, the two will toss it at the first two characters rushing into the room (it is large enough to cover both characters), and a roll of 15 or more on 1D20 for each figure indicates that it has settled over that character. Once entangled in the net, the character is unable to fight and loses all DEX defensive bonuses if attacked. Each character has a percentage chance equal to their DEX and INT combined of getting free of the net after one round, and after 3 rounds the character will be able to attack anyone who comes near him with a Dagger even if he has not freed himself from the net. Each Orc has 10 GP, and a ring worth 190 GP is hidden in one of the Orcs' packs.
- 15 The center of this room is depressed 4' below the level of the floor and covered with fine sand. 16 Orcs stand around the arena watching a weaponless, unarmored Human male trying to fight an armed and armored Orc. Orcs: HIT: 1; HTK: 008, 008, 008, 007, 006, 006, 005, 005, 004, 003, 003, 003, 003, 002, 002, 001; ARM: 040; WPN: Scimitars. Orc in the Pit: HIT: 1; HTK: 007; ARM: 040; WPN: Scimitar. Human Fighter, Paolit the Proud: ALN: LNG; LVL: 021; HTK: 020; ARM: 002; WPN: None. The floor around the pit is only 6' wide and can easily be held by two Orcs on each side. This allows the rest to ready their Bows to fire at anyone attempting to climb into the pit. The Orcs will not rush into the pit because they know that the deep sand makes movement $\frac{1}{2}$ normal, and the characters who do enter the pit must roll under their AGL on 1D20 to avoid becoming stuck for 1 round. This roll must be made for every 10' of sand traversed. The Fighter in the pit will pick up a Scimitar from a dead Orc or will use any weapon thrown to him and will try to back out of the pit. His AGL rating is 125.
- 16 The door to this room is securely locked, and two Orc guards are standing outside the door. Orcs: HIT: 1; HTK: 008, 010; ARM: 040; WPN: Shortswords. Inside is the wine supply for the Dungeon. There are 8 large (5' diameter, 7' tall) barrels of wine and 34 smaller barrels and kegs. In addition, there are over 200 separate bottles full of the juice. The large barrels are worth 100 GP each; the smaller kegs are worth 20 GP each, and the bottles are each worth 1 GP. Of course, there's no need to mention this to the players if they don't ask.
- 17 A Magic User is sitting at a table, gazing into a crystal ball and studying the defenses of an area on which a raid is planned. The Magic User is surrounded by 6 strong-looking Orcs who will attempt to stop any intruders while their master throws his spells. Orcs: HIT: 1; HTK: 008, 008, 007, 007, 007, 006; ARM: 040; WPN: Scimitars and Short-

bows. Magic User: ALN: LEX; LVL: 071; HTK: 020; ARM: 070; WPN: Dagger; Spells: *Magic Bolt*, *Magic Bolt*, *Charm*, *Human Fly*, *Invisibility*, *Spiderweb*, *Multiple Image*, *Magic Shield*, *Stop Person*, and *Ice Storm*. The Magic User and the Orcs have worked together before, and the Orcs have faith in his ability to protect them as long as they protect him. If he appears to be losing the spell struggle, the Orcs will break and run for the door to escape. The Magic User will not hesitate to kill his guards while attacking the enemy, but he realizes that he needs them to give him a few rounds of protection in order to throw spells. If the battle appears to be beyond his power to win, he will pick up his crystal ball, cast *Invisibility* on himself, and attempt to escape. He may also throw *Human Fly* on himself after going invisible in order to facilitate his escape. Each Orc carries 20 GP and wears an amulet worth 100 GP. The Magic User carries only 50 SP. Any melee in this room has a 20% chance per round of attracting the attention of the occupants of Rooms 13 and 14 who will arrive 2D4 minutes after the melee is noticed.

- 18 This room is filled with old rags, broken bottles, and other unusable items. Partially buried in a pile of rags is an Orc happily sleeping off three bottles of wine. There is a 1 in 20 chance of waking him when the door is opened. Searching the room will yield a set of Halfling-sized Leather armor belonging to the little fellow in Room 2, a set of badly rent Human-sized Chain armor, and a large Shield belonging to the Fighter in Room 15. Orc: HIT: 1; HTK: 002; ARM: 040; WPN: Shortsword. The Orc is -4 to hit probability due to drunkenness.
- 19 6 Orc guards stand in this area prepared to guard Room 20 to the death. Orcs: HIT: 1; HTK: 007, 007, 006, 005, 005, 004; ARM: 040; WPN: Scimitars and Shortbows. The door into this room from the corridor is actually just a wooden grating which allows the Orcs to see and to fire at intruders coming down the hallway. There is a small alarm bell in the room which is rung at the first sign of trouble. The bell has only a 25% chance per round of attracting attention, and then it will be the Orcs from Room 12 followed, 1D4 + 2 minutes later, by the occupants of Rooms 13, 14, and 15 who answer the summons.
- 20 The doors to this room are all iron-bound and triple-locked. Inside is the Orcs' treasury consisting of 65,912 CP, 14,261 SP, 993 GP, 227 PP, and a piece of jewelry worth 1,150 GP. Most of the CP are scattered about the floor, and the other coins are stored in large, locked chests. All the chests have been trapped so that, if they are picked up, the bottom falls out. The chests can be slid along the floor with no problems. The jewelry is hidden in one of the four chests filled with SP. Hidden in a secret compartment in one of the 3 chests with GP is a Sack of Carrying, and in a separate compartment in the same chest is a Mystic Amulet which allows a Magic User of 3rd Level or higher to recall one 3rd Level spell per day.



Vlad's Tomb



This scenario is designed for 6 - 8 characters of 10th to 15th Level. It concerns a single, very powerful NPC guarded by a group of powerful Fighters, all of whom are semi-immortal. Vlad can only be killed by driving a Blessed wooden stake through his heart after he has been reduced to 0 or less HTK, and his servants cannot be destroyed while he lives.

Vlad ruled the regions around his tomb some 200 years ago. With his reputation widespread and his position secure, he prepared to marry the most beautiful woman in the land. Unfortunately, happiness was not to be his; Vlad's bride was poisoned at the wedding feast by a jealous rival and died before any help could reach her. Vlad went quite mad and slaughtered the wedding guests and set fire to his manor before disappearing into the depths below with a handful of faithful men-at-arms and servitors. To this day, there are rumors that Vlad still lives, wandering the lower regions, but most people regard these stories as tales to frighten children and fools.

These tales are not as wild as they seem because Vlad does still live, kept alive by unknown means. He is quite mad, but this has not impaired his intellect. He is a very dangerous opponent, especially if he catches anyone in his bride's tomb. Anyone caught within the Dungeon will be destroyed, if possible, but the death may not be swift.

The entrance to the Dungeon is through a metal trapdoor buried in the ruins of the manor house. The ruins are ancient and overgrown with weeds and moss. It will take almost a day of searching the ruins to find the trapdoor without some magical means. The Dungeon is located in Hex 4225 of *Judges Guild Campaign Map 12, Isles of the Blest*. Aid can be acquired by the party from Zalizar the Fiery (Hex 4525) who has a citadel and 73 men-at-arms in the area. However, Zalizar, a sixth-level Fire Mage, is notoriously greedy and not above a bit of dastardly double-crossing.

Vlad's Tomb

- 1 This is the trophy room of Vlad. Within are many captured flags and banners which completely cover the walls. There are also many Helmets and Shields stacked in the room, each bearing a different family crest. Players should be informed that they recognize some of the crests as those of long-lost relatives or close friends who disappeared. In each of the four corners of the room is a set of full Plate. Should any of the banners, Helms, Shields, or suits be touched, the suits of full Plate animate and attack; they first attack the intruder with the highest ARM rating. Starting in the southeast corner and moving clockwise, the suits are ARM: 013, 014, 015, 016 due to the fact that each carries a magic Shield. The one in the southeast corner has a +1 magic Shield; the one in the northeast corner has a +2 magic Shield; the one in the northwest corner has a +3 magic Shield, and the one in the southwest corner has a +4 magic Shield. They fight as 10th Level Fighters, and each bears a +2 Sword; it requires either a *Dispel Magic* (treat suits as 20th Level Magic) or 60 HTK of damage to stop each suit. Within the room, in addition to the animated armor's weaponry, are 4 +2 Swords, a Helm of Understanding Languages, and a -2 Shield of Bolt Attraction.
- 2 A huge (10' long) black metal coffin rests on a marble bier. The coffin has ivory and gold inlays with 36 blood-red Rubies forming runes that spell the name "Vlad." The floor is covered with a smooth, thick layer of Dust of Coughing and Strangulation which is stirred up by any movement into the room. There is a 25% chance of stirring up the Dust if flying into the room and, of course, 100% if walking. The entire room is set up as a trap, but the treasure is real. The gold and ivory are worth 5,475 GP, and the Rubies are worth 500 GP each. However, if anyone should touch the coffin to remove this treasure, a Skeleton inside will hurl open the lid and jump out, throwing handfuls of the Dust into the face of the closest person. Skeleton: HIT: 1; HTK: 007; ARM: 020.
- 3 This room was apparently a very large Dining Hall; now it is very dusty. It obviously has not been used in many years. The oaken dining table and twenty chairs surrounding it are still in excellent condition. Six ornate silver candelabras are resting on the table, each worth 500 GP. Vlad will immediately attack anyone whom he encounters with one in their possession.
- 4 The room of Doomdealer, Vlad's most trusted servant. Doomdealer: CLS: FTR; ALN: CEN; LVL: 014; HTK: 035; ARM: 018; PSL: 080; STR: 189; INT: 156; WIS: 147; CON: 175; DEX: 189; CHR: 166; END: 176; AGL: 197; LED: 124; LCK: 146; PSY: 146; WPN: VBS (+3). Doomdealer is immortal and regenerates 3 HTK per hour under any conditions. Doomdealer's room is very ornate, containing a tapestry of his life (200 GP) and a blanket made of Lammasu skin (450 GP). Two walnut chests full of normal clothing are along the west wall. Beside the bed is a platinum urn (200 PP) filled with 600 PP. The secret door leading to his secret room is opened only by tapping the hilt of his Sword against it.

- 5 Private Room of Doomdealer. The walls are covered with maps of the world as it was over 200 years ago. On a heavy writing desk covered with shuffled papers is another map, half drawn. Several old war banners, Shields, and Spears are hung on the east wall. Scattered about the floor are dozens of books; most are on the history of the surrounding level, and some are 2,000 years old, but most are less than 250 years old. A large, iron-bound chest is in the northwest corner. A Rune of Fright is engraved about the lock, and a contact poison (Type 8, 64 HTK, $\frac{1}{2}$ if Saving Roll of CON or less on 3D6 is made) coats all of the outer surface except for the lock. Inside the top of the chest is a Mystic Rune of Death. Contained within the chest are seven Potions: 1) Slippery Oil; 2) Bravery; 3) Gas Cloud; 4) Poison; 5) Flying; 6) Healing; 7) Speed. There are also 3,550 GP, two gems worth 1,000 GP and 2,500 GP, a Flute of Charm, and a +2 Bow.
- 6 Torture and Execution Room. A large, raised platform in the center of the room has a huge wooden chopping block on it; it is covered with old notches, scars, and bloodstains. A female Dwarf is about to be beheaded for entering Room 10. She knows the way to that room and the way out of the level in addition to a few facts about Vlad. An-nigath (Female Dwarf): CLS: THF; LVL: 010; ARM: 000; HTK: 035; WPN: None. The Executioner is watched by 5 very large, very brave Trolls who ventured down this far. Executioner (Human): CLS: FTR; LVL: 081; HTK: 039; ARM: 020; WPN: Executioner's Axe - strikes every other round for 3D6 HTK of damage. Trolls: HIT: 9; HTK: 046, 042, 042, 040, 039, regenerate 3 HTK every minute. Along the walls are various instruments of torture.
- 7 Executioner's Room. Mounted on the walls are two hundred years' worth of stuffed heads. Elves, Dwarves, Humans, and unknown races are equally well-represented. An ornate Executioner's Axe like the one in Room 6 but chased with silver and gold and worth 1,400 GP leans against the west wall next to a large, canopied bed. In a small chest next to the beds are hundreds of signet rings and other personal items identifying the victims of a thousand death strokes. None are magical (those magical items having been siezed by Vlad), but the total value of the merchandise is 11,250 GP. There is a 5% chance per player to recognize something belonging to an old friend or relative.
- 8 Secret Treasure Room. Inside is a Death Angel: HIT: 7; HTK: 027; ARM: 090; WPN: Scythe (DAM: 12 HTK of damage per hit) and the ability to Death Gaze at one person per round which will require a Saving Roll of CON or less on 1D20 to avoid 20 points of system shock damage. The Death Angel has an amulet which gives him a 60% chance to summon a powerful Demon each minute. This amulet vanishes upon the destruction of the Death Angel. Heaped in various urns scattered about the room are coins: 185,750 SP, 32,165 GP, 3,125 PP, and 566 Mithril pieces (worth 10 GP each). Encased in a solid block of some clear material are a +3 Battle Axe, a Rod of Disease, a Rod of Strength, and a Crystal Ball. The block can sustain 50 HTK of damage before the objects can be extracted (treat as auto hit each minute; edged weapons do $\frac{1}{2}$ damage), and each blow has a 5% chance of destroying the Crystal Ball. After the first blow is struck, a Magic Message appears within the block, screaming at the characters to stop their actions. This makes communication and concentration for spell casting impossible and summons the Immortals in Room 9, who will arrive in 1D4 + 1 minutes after the Message is activated. As the block takes damage, small compartments within it are breached, releasing various gases. After 15 HTK of damage have been taken by the block, a paralyzing gas is released which requires a Saving Roll of CON or less on 3D6 to avoid being paralyzed for 1D20 minutes. After 25 HTK of damage have been taken by the block, a Slumber gas is released which requires a Saving Roll of CON or less on 3D6 to avoid falling into a deep sleep for 1D6 minutes. After 35 HTK of damage have been inflicted on the block, a shrinking gas is released (1D10 x 10% shrinking). If characters shrink 100%, they are gone and require *Wish* or *Djinni Wish* to restore. After 45 HTK of damage have been taken by the block, a poison gas is released which inflicts 36 HTK of damage on anyone in the room, no Saving Roll. Each one of these gases fills the entire room. Note that the Immortals are not subject to the effects of any of these gases. All effects are permanent until the poisons are either neutralized or some other means of counteracting their effects is used (such as *Wish*, etc.).
- 9 6 of the Immortals, Vlad's elite guards who have had immortality bestowed upon them for their service to him, live in this room. Immortals: CLS: FTR; ALN: CEA; ARM: 140; WPN: +2 Sword, totally immune to poison, 20% Magic Resistant, and regenerate at 3 HTK per hour. If "killed," the Immortals cannot stand up or take any offensive action until they return to at least 10 HTK, at which time they will attack or pursue as the situation dictates. The walls of the room itself are covered with weapons and banners; most are very old but remarkably well-preserved. Each guard wears a gem-encrusted neckband worth 5,000 GP. Six large beds line the walls.
- 10 This is the beginning of the path leading to the tomb of Vlad's bride (10a). The walls are covered with paintings of her. If anyone other than Vlad enters the room, they will be instructed to leave immediately by a Magic Message which appears on a statue of Vlad's bride set in the center of the room. The door leading to the tomb is well hidden (50% normal chance to find), and, if it should be opened without first uttering Vlad's wife's name (Theresa), a titanic wind (160 mph) will spring up, blowing out of the tomb and into this room. Movement down the corridor is impossible, and those standing in the path of the wind take 1D10 HTK in damage per minute from flying dirt, sand, etc. As the wind begins, a wailing also begins which causes all those failing their Saving Roll of END or less on 3D6 to become

paralyzed. This Save must be made each minute the wailing continues (which is for as long as the wind blows). The wind can be stopped only with a successful *Dispel Magic* (treat as thrown by 20th Level MAG) or by shutting the door. As long as the door is touching the door frame at the point of the latch plate, the wind does not blow, so a hole could be chopped through the door and the corridor entered without setting off the wind phenomenon. There is always a chance (15%) of doing too much damage to the door and having it collapse totally.

- 11 Tomb of Theresa. The room is very somber and dimly lit by a dozen sputtering candles set in the walls. These candles never seem to burn any shorter, but they always appear as if they are about to go out. Theresa is sealed in a seamless, crystal coffin, lying on purple velvet cushions. Her body is perfectly preserved. Next to the coffin is a heavy chair, obviously well-used, where Vlad sits whenever he comes here. Other than these pieces of furniture, the room is empty. Theresa wears a necklace of Black Pearls worth 17,000 GP and two gem-encrusted rings. The rings are worth 8,000 GP and 11,250 GP. However, the only way to reach the jewelry is to break the coffin, which takes 40 HTK of damage - treat as auto hit each minute; edged weapons do only ½ damage. The first time the coffin is struck, the players will hear a great howl (released by Vlad and heard throughout the level). Vlad and the cat will burst into the room in 2 - 5 minutes followed, 1 - 3 minutes later, by all surviving Immortals (Rooms 9 and 13), Doomdealer (Room 4), and any other servants who can make it. Vlad will be at +2 to hit and +4 to damage due to his rage, and he will engage in melee rather than throwing spells. All of his servants will be at +2/+2. Primary targets will be anyone who has the rings taken from Theresa's fingers or the necklace of Black Pearls. Theresa will crumble to dust if the coffin is breached.
- 12 Library. Thousands of ancient books, most non-magical and in danger of crumbling with age if not handled carefully, are stored here. The room is obviously well-used; this is apparent by the lack of dust and by the books spread open on large tables. The collection could be worth an enormous amount to a collector, but removing it from this area would probably destroy 50% of the books.
- 13 Immortals' Room. 6 Immortals: CLS: FTR; LVL: 091; HTK: 069, 068, 063, 059, 059, 056; ARM: 140; WPN: +2 Swords, regenerate 3 HTK/hour, immune to poisons and gases. Each wears a gem-encrusted golden neckband worth 5,000 GP. (See also Room 9.) The walls have various Shields and Weapons mounted on them; they are non-magical, but all are of very fine make. Six large beds take up most of the space, and there is also a heavy table with gambling dice sitting on it.
- 14 Throne Room of Vlad. This room is dominated by a massive dual throne formed of marble, mithril, and adamantite. Its value is over 300,000 GP, but it is far too heavy to be moved by any physical means and functions as a Ring of Spell Negating, so no spells can affect it. The floor is black marble inlaid with designs of Vlad's symbol of an hourglass with the sand in the top half. In the four niches in the walls are huge statues of Gargoyles which animate if anyone touches the throne. Gargoyles: HIT: 10; HTK: 060; ARM: 160.
- 15 Vlad's Private Room. In this room, the players will see a huge, canopied, oaken bed, obviously little used, several chests full of Vlad's personal attire and property, and an extremely heavy writing desk with several neat stacks of paper sitting on it. Upon closer inspection, the papers are revealed to be letters from Vlad to his bride, and most appear to have been written recently. The entrance to Vlad's tomb (Room 18) is opened by pushing a stud on the underside of the desk top.
- 16 Burial Crypts. Twelve ornate coffins line each wall, and a thirteenth is set in the center of the room. These have been prepared for the Immortals and Doomdealer. Should Vlad ever be permanently killed (Blessed wooden stake through the heart after being reduced to 0 HTK or less), the Immortals will cease whatever they are doing, take his body to his tomb (Room 18), and seal him in the crystal coffin. If not interfered with, they will then carry it to Theresa's tomb (Room 11), and lay Vlad to rest alongside her. The Immortals will then return to this room, bringing with them any who are unable to walk, and lay themselves to rest; it is Vlad's will which makes them Immortal, and, once that is gone, they soon crumble to dust.
- 17 Vlad's Personal Treasure Room. Guarding this room is a three-headed Demon Dog somewhat akin to Cerebrus but much smaller; HIT: 10; HTK: 080; ARM: 140; ATK: 5 (Claws: 8/8; Left Head - Bite for 10 HTK of damage or Breathe Fire for 4D6 HTK of damage; Center Head - Bite for 10 HTK of damage or Breathe Lightning for 4D6 HTK of damage; Right Head - Bite for 10 HTK of damage or Breathe Cold for 4D6 HTK of damage). The treasure is contained in 10 Platinum Urns worth 500 PP each. It is 62,000 GP, 280,000 SP, 32,250 GP-worth of jewelry, 11,950 GP-worth of gems, Potions of Major Healing, Speed, Clairvoyance, Invisibility, Growth, and Love, Scrolls of *Protection From Fire*, *Golden Horn of Hercules Ensorcellment*, *Rings*, *Human Domination*, *Gills*, and *Pyramidal Ray of Cold*, a +4 Sword, and Scrolls of *Change Self*, *Astral Projection*, *Infinite Duration*, *Mystic Runes*, *Swamp Gas*, *Creature Conjuraton G*, *Create Zombies and Skeletons*, *Wind of Confusion*, *Iron Wall*, *Hammer of Force*, *Create Dead*, and *Disperse Evil*.

18 Vlad's Tomb. A clear, crystal coffin is set in the center of the room; it is lined with black velvet. On the underside of the lid is a painting of Vlad's bride, Theresa. Vlad had built this area before he met Theresa but now intends to be entombed with her (see Room 16). Standing next to the coffin is Vlad, and a black cat rests on top of it. Vlad: CLS: FTR/MAG; ALN: CEN; LVL: 020; HTK: 150; ARM: 160; STR: 189; INT: 187; WIS: 166; CON: 177; DEX: 176; CHA: 189; END: 188; AGL: 178; LED: 199; LCK: 102; PSY: 158; WPN: Bare Hands. Vlad fights as a 20th Level Fighter using his hands, 2 ATK per round for 2D6 + 6 HTK of damage each, and his Bite for 1D12 HTK of damage. If the Bite "to hit" roll was 18 or greater, Vlad drains an additional 4D4 of blood from his victim, and these points are transferred to Vlad. He has abilities as a Vampire but cannot be turned, can Shape Change 3 times per day in addition to his Vampire Shape Change abilities, and can control Demons and Undead if they are present. A +2 Weapon is required to hit him. To kill him permanently requires a Blessed wooden stake through his heart after he has been reduced to 0 HTK or less. Vlad's Spells are: 1st Level: *Magic Bolt, Magic Bolt, Magic Bolt, Magic Bolt* (each fires 10 Bolts of Magic Missiles), *Light, Protection From Evil, Protection From Good*; 2nd Level: *Illusion, Illusion, Improved Lock, Spiderweb, Spiderweb, Multiple Image, Multiple Image*; 3rd Level: *Stop Person, Stop Person, Disperse Magic, Disperse Magic, Disperse Magic, Slow, Speed*; 4th Level: *Shape Change Others, Shape Change Others, Pyramidal Ray of Fright, Fire Wall, Ice Storm, Ice Storm*; 5th Level: *Spell of the Simpleton, Invisible Door, Stone Wall, Iron Wall, Change Rock to Mud, Summon Air Elemental*; 6th Level: *Gaze of the Gorgon, Gaze of the Gorgon, Minor Sphere of Selective Magic Negation, Wind of Death, Wind of Death*; 7th Level: *Stun, Creature Conjunction E, Reverse Gravity*; 8th Level: *Veil of Blindness, Creature Conjunction F, Creature Conjunction F*; 9th Level: *Wind of Extinction, Creature Conjunction G*.

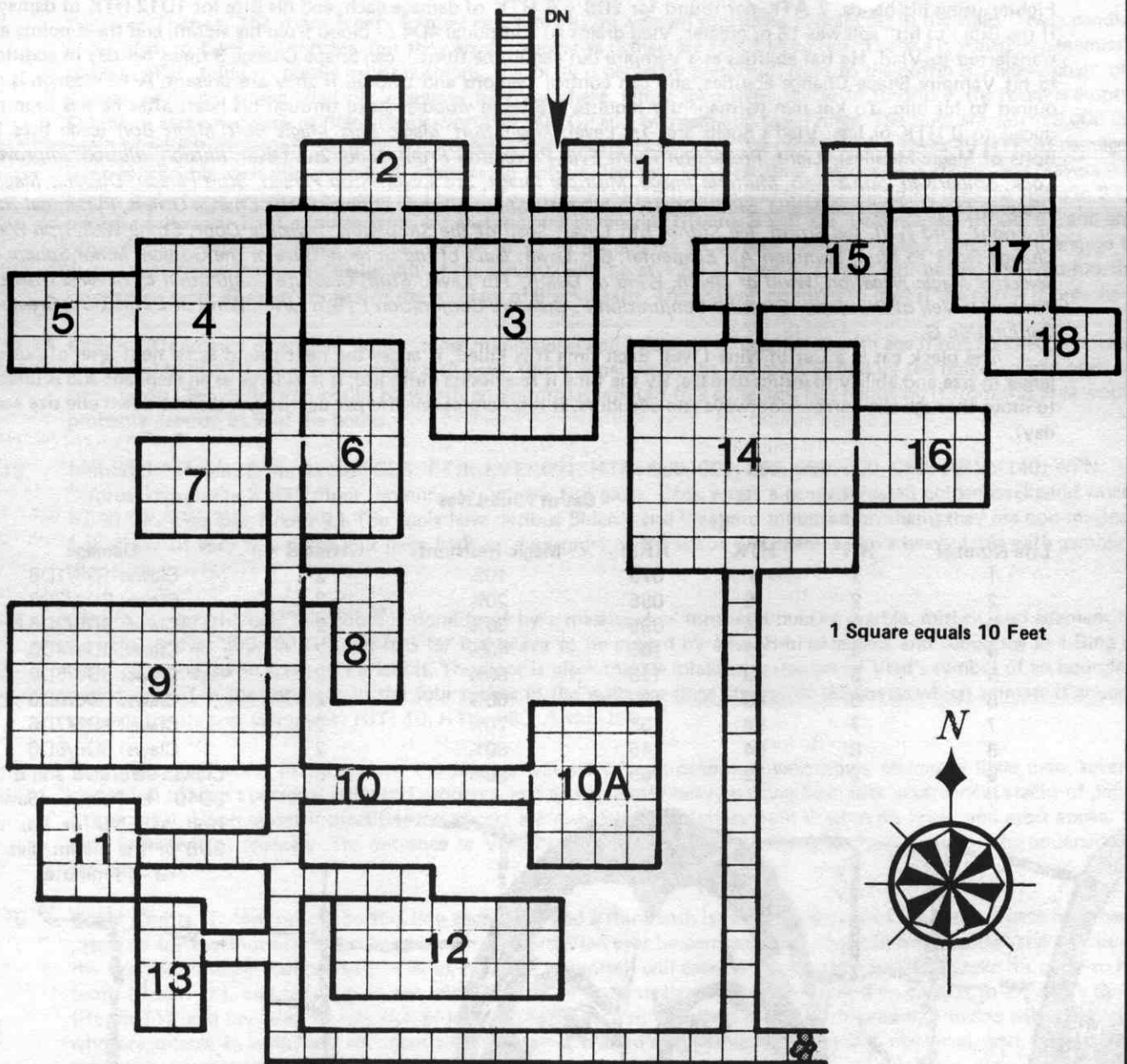
The black cat is a Cat of Nine Lives. Each time it is killed, it arises the next round at its next level of power, larger in size and ability to inflict damage. By the time it reaches its ninth life, it is as large as an elephant and is unable to move through the narrow doorways and corridors. It regenerates one life per day (i.e., it shrinks down one size each day).

Cat of Nine Lives

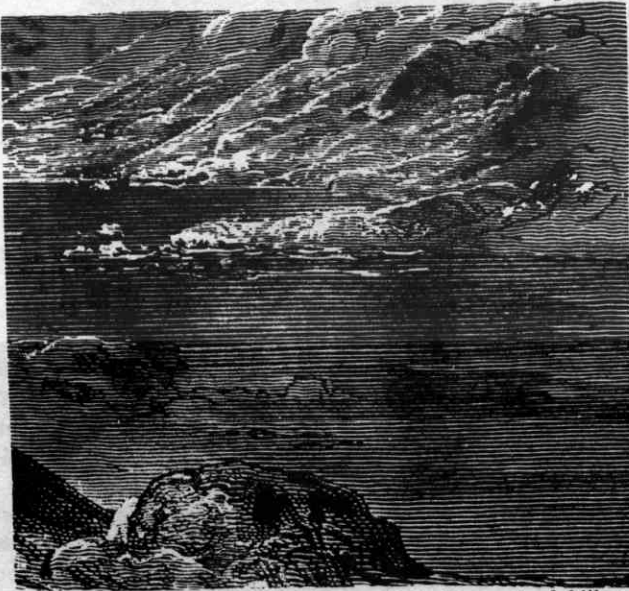
Life Number	HIT	HTK	ARM	Magic Resistant	Attacks	Damage
1	1	8	075	10%	2	Claws: 1D6/1D6
2	2	16	085	20%	2	Claws: 2D6/2D6
3	3	24	095	30%	2	Claws: 3D6/3D6
4	4	32	105	40%	2	Claws: 4D6/4D6
5	5	40	115	50%	2	Claws: 5D6/5D6
6	6	48	125	60%	2	Claws: 6D6/6D6
7	7	56	135	70%	2	Claws: 7D6/7D6
8	8	64	145	80%	2	Claws: 8D6/8D6
9	9	72	155	90%	3	Claws: 9D6/9D6 and Bite: 2D10 + Poison (Saving Roll of END or less on 3D6 or the victim dies in 3 - 18 minutes)



VLAD'S TOMB



Temple of Allisstannis



This scenario is designed for 6 - 10 characters of 7th - 12th Level. It presents the probability of a very large battle occurring as most of the Clerics are gathered in one room. The Judge will almost certainly have to read through the scenario and make some preparations ahead of time because the number of people involved in the battle may be overwhelming.

Scattered throughout the scenario are parts of the Godseye. These appear as small gems of unusual cut, usually on fine, silver chains. They fit together to form a single, large, circular gem which is capable of animating the statue of Allisstannis in the temple. When assembled, the gem is worth 18,000 GP.

The Clerics involved in this scenario are well organized but are unused to attack. When the players attack, there will be 1 - 20 rounds of confusion following the alarm signal being given before any real organization for defense begins. If the Clerics in the Temple are attacked without warning, they will have 1 - 6 rounds of confusion before discipline takes over and effective tactics and spell-casting begin.

The Temple is based around the Servant of Allisstannis, a small, fresh water monster regarded as sacred by the Clerics. The feeding of this monster has required many live sacrifices, and the raids to obtain these sacrifices have caused a considerable disturbance in the surrounding region. The raiders have been identified as Clerics and, several times, have been seen in small boats on the Hvergelmir River, the Tamesis River, and the Adsullata Stream. It has been determined that they sail upriver after a raid which has led to the conclusion that their base is somewhere on Eagle Point Mountain. There has been some speculation that the raiders sail up the river beyond the point where it flows through the mountain, but no one has been able to confirm this suspicion.

Inside the mountain, the river is deeper and swifter than it is outside. On each side are 6' wide, stony banks. In the river itself are several Giant Gars: HIT: 7; HTK: 042, 039, 035; ARM: 120; ATK: 1 for 3 - 18 HTK of damage.

The Temple is located in Hex 1818 of Judges Guild Campaign Map 9, Elephant Lands.

Encounter Table

- 1 Clerics from Room 8: First Cleric: LVL: 041; HTK: 028; ARM: 013; WPN: Mace; Spells: *Order, Heal Minor Wounds, Heal Minor Wounds, Shelter, and Stop Person*; Second Cleric: LVL: 041; HTK: 019; ARM: 021; WPN: Mace; Spells: *Order, Order, Order, Heal Minor Wounds, Bless, Stop Person, and Stop Person*. The first Cleric is carrying 39 GP and a pair of gems worth 500 GP and 100 GP. The second Cleric is carrying 110 GP.
- 2 Patrol of Fighters: LVL: 041; HTK: 030, 027, 025, 022, 020; ARM: 050; WPN: Longswords. Each carries 130 GP.
- 3 The Cleric from Room 11: ALN: LEX; LVL: 151; HTK: 031; ARM: 084; WPN: +2 Mace; Spells: *Order, Order, Spiritual Plea, Spiritual Plea, Bless, Curse, Protection From Good, Sphere of Light, Stop Person, Stop Person, Stop Person, Stop Person, Stop Person, Fire Resistance, Sphere of Silence, Sphere of Silence, Hypnotize, Disperse Magic, Disperse Magic, Disperse Magic, Create Zombies and Skeletons, Coma, Suggestion, Suggestion, Suggestion, Veil of Blindness, Veil of Blindness, Poison, Poison, Heal Major Wounds, Bolt of Fire, Bolt of Fire, Conjure Insects, Conjure Insects, Heal, and Confusion*. He carries 1,290 GP and 12 gems, each worth 250 GP.
- 4 The Cleric from Room 21. ALN: LEA; LVL: 180; HTK: 029; ARM: 074; WPN: +3 Mace; Spells: *Bless, Curse, Order, Order, Order, Order, Sphere of Light, Sphere of Light, Protection From Good, Cold Resistance, Stop Person, Stop Person, Stop Person, Stop Person, Stop Person, Fire Resistance, Sphere of Silence, Sphere of Silence, Paralyzation, Poison, Darkness, Darkness, Disperse Magic, Disperse Magic, Disperse Magic, Coma, Fog, Trip Stick, Trip Stick, Poison, Poison, Poison, Poison, Veil of Blindness, Veil of Blindness, Tongues, Protection From Good (10' radius), Bolt of Fire, Bolt of Fire, Fiery Fingers, Fiery Fingers, Heal, Cause Major Wounds, Summon Animals (summons 3 Giant Porcupines: HIT: 7; HTK: 035, 027, 020; ARM: 050; ATK: 1 for 2D4 HTK of damage), Unholy Word, Force Wall, Force Wall, Animate Objects, Human Fly*.
- 5 An LGN Ranger: LVL: 081; HTK: 037; ARM: 070; WPN: Two-Handed Sword and Longbow. He is attempting to rescue the Dwarf held captive in Room 4.
- 6 A Spectre: HIT: 8; HTK: 040; ARM: 000. The Spectre was sent by a rival religious group to obtain one part of the Godseye. If a character is carrying part of the Godseye when this creature is encountered, the creature will attack that character, attempting to steal whatever pouch, back pack, or bag contains the gem.

The Dungeon

- 1 Large chunks of stone have fallen from the ceiling, crushing a Priest of Allisstannis. The blood is still wet, indicating that the event was recent, and any Dwarf or Thief can tell it was no accident but a carefully set trap. On the body can be found a snapped fine silver chain and a parchment scroll proclaiming the sacrifice of an Elven captive to Allisstannis at 2 hours after the noon meal. There is nothing of value on the body, and the room is a dusty storeroom full of old clothing and sacks of grain.

- 2 A pair of Mystic Wards are etched into the floor in front of the door. The first will do 40 points of electrical damage, and the second will drain one END point from the first person moving over it. In the room are 6 Clerics. Cleric 1: ALN: LEA; LVL: 081; HTK: 038; ARM: 070; WPN: +2 Footman's Mace; Spells: *Order, Shelter, Sphere of Light, Stop Person, Stop Person, Hammer of Force, Wind of Death, Disease, Disperse Magic, Poison* (the reverse of *Neutralize Poison*), and *Summon Stalker*; Cleric 2: ALN: LEA; LVL: 071; HTK: 036; ARM: 080; WPN: Hammer; Spells: *Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Stop Person, Sphere of Silence* (15' radius), *Wind of Blindness, Prayer, Disperse Magic, and Heal Major Wounds*; Cleric 3: ALN: LEA; LVL: 051; HTK: 027; ARM: 090; WPN: Footman's Mace; Spells: *Order, Bless, Shelter, Stop Person, Sphere of Silence* (15' radius), and *Bestow Curse*. Cleric 4: ALN: LEA; LVL: 051; HTK: 030; ARM: 080; WPN: Footman's Mace; Spells: *Heal Minor Wounds, Heal Minor Wounds, Order, Stop Person, Stop Person, Hammer of Force, and Bestow Curse*. Cleric 5: ALN: LEA; LVL: 051; HTK: 026; ARM: 080; WPN: Footman's Mace; Spells: *Shelter, Bless, Order, Mind Shield, Mind Shield, Stop Person, and Prayer*; Cleric 6: ALN: LEA; LVL: 041; HTK: 015; ARM: 105; WPN: Footman's Mace; Spells: *Heal Minor Wounds, Order, Sphere of Light, Stop Person, and Sphere of Silence* (15' radius). Along the walls, there are 8 bunks, and a crude table surrounded by 7 chairs stands in the center of the room. Next to the door leading to the rest of the Temple is a large, brass gong. All of the furniture has obviously been broken and repaired several times, and there are many bloodstains in the cracks in the floor. The purpose of the Clerics in this room is to destroy invaders and, if this proves impossible, to warn the rest of the Temple. If the gong is rung once, support will come from Rooms 5 and 11 in 1D4 minutes, and the Clerics in Room 14 will come 2 minutes after that. If the gong is rung a second time, those in the Temple (Room 16) will begin moving towards the area, setting up an ambush in the first intersection beyond Room 2; the 10th Level Clerics will wait 30' east of the intersection with 2nd and 5th Level Clerics while the High Priest and members of the Inner and Outer Circle remain hidden in the side passages until the party passes them. They will be accompanied by the remaining Clerics from the Temple, divided as evenly as possible, and joined every 2 minutes by reinforcements from other rooms (just go through the rooms in numerical order and add the people in one occupied room to the defense force every 2 minutes).

- 3 Dressing Room: A dozen sets of ornate ceremonial garb, mostly in dark blue with gold ornaments and worth 510 GP per robe are kept in tall maple cabinets which line the walls. There is also one black robe with gold and silver threads running through the fabric and platinum ornaments worth 1,780 GP. Next to each robe is an empty peg on which the minor ceremonial robes are normally hung.

- 4 Sacrifice Pen: Beings captured are held here until such time as they are deemed fit to serve as a sacrifice to Allisstannis. There are only two guards; they are a Fighter; LVL: 081; HTK: 045; ARM: 050; WPN: +1 Two-Handed Sword, and a Cleric: LVL: 071; HTK: 027; ARM: 050; WPN: Mace; Spells: *Heal Minor Wounds, Heal Minor Wounds, Order, Stop Person, Stop Person Sphere of Silence* (15' radius), *Wind of Blindness, Disease, Disperse Magic, and Poison*. They are busily engaged in a game of dice. The door to this room is always open, and, because they are sitting in front of it, they can see anyone moving down the corridor towards them. They have a 30% chance of noticing anyone moving down the main hallway across the end of their corridor. The Fighters carries 240 GP, and the hilt of his Sword has three gems embedded in it, each worth 500 GP. The Cleric carries only 85 GP, and 110 GP are in the "pot" on the floor. The prisoners are kept in one large cage. At present, there are three Orcs, three male and two female Humans, and one male Elf, all HIT: 1; HTK: 008, 003, 002, 006, 006, 005, 003, 003, 008, respectively, ARM: 000; WPN: None. There is also one Dwarven Fighter: ALN: LGN; LVL: 071; HTK: 042; ARM: 000; WPN: None, who was part of a party that was wiped out several weeks ago.

- 5 Private quarters belonging to Maa'doom, a member of the Outer Circle: Maa'doom sits meditating in front of a small, marble statue of Allisstannis. He is CLS: CLR; ALN: LEN; LVL: 151; HTK: 057; ARM: 002; WPN: Serpent Staff; Spells: *Order, Order, Order, Shelter, Shelter, Protection From Good, Heal Minor Wounds, Stop Person, Stop Person, Stop Person, Stop Person, Fire Resistance, Sphere of Silence* (15' radius), *Hammer of Force, Winds of Blindness, Winds of Blindness, Disperse Magic, Disperse Magic, Permanent Sphere of Light, Create Zombies and Skeletons, Coma, Inflict Major Wounds, Inflict Major Wounds, Heal Major Wounds, Poison, Magic Stick, Smoke, Smoke, Inflict Critical Wounds, Inflict Critical Wounds, and Heal*. Hidden in a secret compartment in the statue is one part of the Godseye. It appears to be a small gem worth about 120 GP hung on a fine silver chain. The statue itself is four feet tall, finely crafted, and worth 8,000 GP, but it weighs the equivalent of 29,000 GP. The rest of the room is fairly ornate and furnished with tapestries and fine furniture stolen during raids on the surrounding area. Hidden in a hollowed-out bedpost is a Staff,

the purpose of which Maa'doom has not yet discerned. The Staff is made of oak and carved with undecipherable runes. When the Staff is struck against a solid surface, it emits a *Charm* spell. If the Staff is used to strike a living target, the spell is directed at that target. If the Staff is merely struck against some inanimate object, the spell is directed at a random person within a 20' radius. A Saving Roll of INT or less on 3D6 is allowed, but, if it fails, the target will become so fascinated with the Staff that he will cease whatever he is doing (fighting, screaming for help, etc.) to examine it more closely. He will soon come to the conclusion that the Staff would be much safer in his own hands and demand that the possessor turn it over to him, attacking said possessor if the request is not met immediately. The effects of the *Charm* are permanent until a successful *Disperse Magic* is cast upon the victim (treat the *Charm* spell as if thrown by a 10th Level Magic User).

- 6 Boat Room: A broad, underground river flows through here from the lake in Room 16 and leading to the outside. A dozen boats are pulled up on the stony surface at the water's edge. Each boat is capable of holding six men. The river is not as swift here, so it is possible to go upstream, but movement is rather slow. Repairing one of the boats are six Fighters: LVL: 041; HTK: 025, 024, 023, 017, 012; ARM: 050; WPN: Sword. Shields lie nearby. They are overseen by a Cleric: LVL: 081; HTK: 027; ARM: 070; WPN: Mace; Spells: *Heal Minor Wounds*, *Heal Minor Wounds*, *Order*, *Stop Person*, *Stop Person*, *Sphere of Silence* (15' radius), *Prayer*, *Disperse Magic*, *Permanent Sphere of Light*, *Heal Major Wounds*, and *Heal Major Wounds*. The Clerics use this as the point from which raids and business with the outside world are conducted, and weapons and food are stored in racks and boxes along the walls. Going further upriver is considered sacrilegious by the Clerics, and they will not follow, but word of the event will be passed, and Allisstannis' Servant (Room 16) will be awakened to deal with the intruders. Each Fighter carries 200 GP, and the Cleric has a jeweled girdle worth 750 GP.
- 7 Personal Quarters: These belong to the High Priest who is in Room 16. The room is not unprotected, however, because Kaal possesses a statue of Allisstannis which spits a tiny poisoned dart each round, aimed at intruders. Darts do 1 HTK of damage plus Poison (36 HTK of damage; no Saving Roll). The statue is animated to the point that it can turn its head 360 degrees, and it prefers to fire at unarmored targets or at the back of anyone. The statue can be stopped by a *Disperse Magic* spell or through physical damage; treat it as FTR; LVL: 051; HTK: 020 and edged weapons do ½ damage. Kaal's portion of the Godseye is hidden in the mouth of the idol (it cannot be damaged by any attack on the statue). It appears to be a 500 GP gem hung on a fine silver chain. There is also 2,000 GP-worth of jewelry in a small chest, but everything in the chest is covered with a contact, paralytic poison. Victims of this poison must make a Saving Roll of CON or less on 3D6 or be paralyzed for 12 + 1D6 turns. In front of the chest is a Mystic Warding which does 40 HTK of electrical damage. This damage is halved if a Saving Roll of CON or less on 1D20 is made.
- 8 There are 17 long tables in this room; each is surrounded by 10 to 12 chairs. Two Clerics are sitting at one of the tables eating a meal of thick gruel. First Cleric: LVL: 041; HTK: 028; ARM: 013; WPN: Mace; Spells: *Order*, *Heal Minor Wounds*, *Heal Minor Wounds*, *Shelter*, and *Stop Person*; Second Cleric: LVL: 041; HTK: 019; ARM: 021; WPN: Mace; Spells: *Order*, *Order*, *Order*, *Heal Minor Wounds*, *Bless*, *Stop Person*, and *Stop Person*. Any fight in this room will bring out the entire kitchen staff from Room 9 to quell the disturbance. The first Cleric is carrying 39 GP and a pair of gems worth 500 GP and 100 GP, and the second Cleric is carrying 110 GP.
- 9 The smell from this room indicates that it is the kitchen to anyone who comes within 10 feet of the door. Inside, the cooking staff is rushing to fix the next meal, and there is a great deal of noise of pans clanging and Hobgoblins shouting. Cooking Staff Cleric: LVL: 061; HTK: 030; ARM: 020; WPN: Club; Spells: *Refine Food and Drink*, *Order*, *Shelter*, *Stop Person*, *Stop Person*, *Detect Aura*, *Disperse Magic*, and *Disperse Magic*. There are 12 Hobgoblins: HIT: 2; HTK: 009, 009, 009, 007, 007, 006, 005, 005, 003, 003, 003, 002; ARM: 040; WPN: Daggers. The Cleric is engaged in an argument with a Fighter who is demanding special treatment. Fighter: LVL: 110; HTK: 053; ARM: 170; WPN: +2 Sword. 10 large cauldrons of bubbling goo fill the center of the room, and, in large fireplaces along the walls, huge hunks of meat are being badly burned by the inept Hobgoblins. The Cleric carries only 12 GP, but the Fighter carries 4 gems worth 2,000 GP each hidden in the heel of his boot. It will take a very careful search to find these gems; there is, perhaps, as low as a 1 in 12 chance.
- 10 This room is a barracks; a Cleric and a Guard are within. Cleric: LVL: 021; HTK: 010; ARM: 012; WPN: Mace; Spells: *Order*, and *Order*. He will quickly surrender to any superior force, explaining that he was left on guard while the others attend the sacrifice in the Temple (Room 16). He will promise to lead the party to a secret treasury but, instead, will lead them directly to the Temple. In the room are 16 crude, double-deck bunks, and two locked chests full of personal belongings are beside each bed. In a 5-turn search of the room, 2,860 GP can be found; reduce the amount found by 20% (572 GP) per turn less than 5 spent searching.

- 11 This room is the personal quarters of a Priest of the Outer Circle. Cleric: ALN: LEX; LVL: 151; HTK: 031; ARM: 084; WPN: +2 Mace; Spells: *Order, Order, Spiritual Plea, Spiritual Plea, Bless, Curse, Protection From Good, Sphere of Light, Stop Person, Stop Person, Stop Person, Stop Person, Stop Person, Fire Resistance, Sphere of Silence, Sphere of Silence, Hypnotize, Disperse Magic, Disperse Magic, Disperse Magic, Create Zombies and Skeletons, Coma, Suggestion, Suggestion, Veil of Blindness, Veil of Blindness, Poison, Poison, Heal Major Wounds, Bolt of Fire, Bolt of Fire, Conjure Insects, Heal, and Confusion*. He carries a Sack of Carrying with 1,290 GP and 12 gems worth 250 GP each in it. His room is very plain, and there are no traps set in it because he carries his wealth with him at all times.
- 12 The door to this room has a small, barred window at the top which allows the player-characters to peer inside. The walls of the room are covered with a dank, slimy growth, and 8 skeletons manacled to the walls are also covered with the same growth. Anyone entering the room must roll CON or less on 3D6 or become infected; infection causes the skin to become covered with the same growth in 1D4 + 1 days and death follows 1D3 days after the appearance of the growth. One *Heal Major Wounds* spell must be cast upon the person for every day which has passed since the time of infection to completely wipe out the disease; less than that number will only slow the disease by one day per spell. The skeletons in the room are non-animated, and there is no treasure in the room.
- 13 These private quarters belong to Aethin Washintall, a Priest of the Outer Circle who is presently in Room 16. In the room is an ornately carved bed, two chests full of clothing and other personal belongings, and a small table covered with ancient, yellow parchments. Next to the parchments is a candle; it is made of unknown components but is obviously not an ordinary candle. The parchments are very dull works concerning the greatness of Allisstannis, but, if they are held over the candle after it has been lit, previously hidden lines will begin to appear. These lines describe the ten parts of the Godseye and how they are used to animate the statue of Allisstannis in the Temple to reveal the treasure hoard. A *Comprehend Languages* spell is necessary to decipher these new lines because they are written in a code language unknown to any but the Priests of Alisstannis. Aethin keeps his valuables in the 10' x 10' room in the southeast corner. The door to the room is triple-trapped. The first trap releases a gas causing blindness for 1D6 days which fills the entire main room. A Saving Roll of CON or less on 3D6 is allowed to avoid this effect. The second trap causes the equivalent of three flasks of oil to come pouring out of the ceiling into a 10' x 10' area in front of the door leading to the small room; this is followed by a bucket of red-hot coals. Damage is 2D6 HTK if standing in the area and an additional 2D6 HTK of damage per minute if trapped in the burning oil by the last trap; otherwise, only 1D6 HTK per minute is taken as the oil on the character burns out. The last trap is the door itself which falls forward, pinning anyone in a 6' x 3' area in front of the door underneath it and doing 1D12 HTK of damage. A Saving Roll of AGL or less on 3D6 indicates the character jumped out of the way. Anyone hit by the door is trapped in the burning oil and suffers additional damage each minute as previously noted. The oil will burn for 3 minutes after the door has fallen, and, unless the door can be lifted from the character, which requires moving into the fire and 32 STR points, the victim will remain pinned under the door for the duration of the flames. Those under the door may add ½ their STR points to the effort. Inside the small room are 1,250 PP in 6 bags and a Serpent Staff in a finely-carved wooden case.
- 14 2 Clerics are in this room. First Cleric: LVL: 110; HTK: 038; ARM: 070 (his Shield is hanging on the east wall); WPN: +1 Mace; Spells: *Order, Order, Order, Bless, Shelter, Stop Person, Stop Person, Sphere of Silence (15' radius), Fire Resistance, Disperse Magic, Inflict Disease, Coma, Poison (reverse of Neutralize Poison), Heal Major Wounds, Heal Major Wounds, Wind of Death, and Mass Hypnotism*. Second Cleric: LVL: 110; HTK: 049; ARM: 080; WPN: +1 Footman's Flail; Spells: *Order, Order, Order, Shelter, Protection From Good, Sphere of Light, Sphere of Light, Stop Person, Stop Person, Stop Person, Sphere of Silence (15' radius), Gills, Inflict Injury, Disperse Magic, Disperse Magic, Coma, Bestow Curse, Bestow Curse, Poison, Poison, Heal Major Wounds, Heal Critical Wounds, Magic Stick, and Create Animals (will cause 2 Lions: HIT: 7; HTK: 028, 023; ARM: 040, to appear)*. The Clerics are sitting at a table near the north wall and arguing loudly. Surrounding them are four beds with several large chests near each. A small bookshelf containing non-magical books is hung on the east wall beyond the table. If the Clerics are attacked, they will quickly turn the table on its side between two of the beds and the 11th Level Cleric will take refuge behind it. The 10th Level Cleric will engage the attackers to leave the 11th Level Cleric free to cast spells. There are a total of 12 chests in the room. 8 are full of nothing but clothing, and 4 have Mystic Runes in front of them on the floor which will do 20 HTK of electric shock damage to anyone approaching the chests. The chests guarded by these Runes are all locked. Chest 1 contains 390 GP and a pair of gems worth 500 GP each. Chest 2 contains 130 GP and 250 PP. Chest 3 contains 215 GP and, hidden in a secret compartment, a Ring of Understanding Languages. Chest 4 contains 433 GP and a jeweled bracelet worth 1,275 GP.
- 15 This large, natural cavern is filled with millions of swarming insects. The insects are unable to pass through the doorway due to an invisible barrier unless summoned by a casting of a *Conjure Insects* spell somewhere on the level. This barrier does not hinder movement into the cavern by anyone, but, once inside, the characters will begin to take 4 HTK of damage per minute unless they have some way of fending off the bugs. When the players try to exit the cavern, they

will find that the doorway barrier resists them. It is not like a stone wall, but it is more like a sponge. To escape, the barrier must either be *Dispersed* (treat as if cast by a 20th Level Magic User), which would also allow the insects to escape into the Temple, or each character must roll a 1 on 1D6 while attempting to charge through the barrier; STR of 18 can roll a 1 or a 2 on 1D6 to break free. Each person helping a character, either by pushing from within the cavern or by pulling from beyond the barrier (it's easy to stick a hand through from the outside) adds one to the person's chances of breaking through. A 6 on 1D6 always indicates a failed attempt, however. Attempts at breaking through may continue for as long as the character is alive.

- 16 Another natural cavern, this area has been worked and enlarged in some areas to make it more fit for use as the Temple of Allisstannis. A small lake fills much of the cavern; its water is very murky. This lake connects to the boat room (Room 6) via a tunnel leading out of the west side of the lake. The area next to the lake is a smoothed ledge of rock which is currently crowded with Clerics attending the sacrifice of a female Elf to Allisstannis. The Clerics are all ALN: LEA. There are eight 2nd Level Clerics:

- No. 1 LVL: 021; HTK: 013; ARM: 012; WPN: Mace; Spells: *Order, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds.*
- No. 2 LVL: 021; HTK: 006; ARM: 013; WPN: Mace; Spells: *Order, Shelter, Heal Minor Wounds, Heal Minor Wounds.*
- No. 3 LVL: 021; HTK: 008; ARM: 012; WPN: Mace; Spells: *Heal Minor Wounds, Heal Minor Wounds.*
- No. 4 LVL: 021; HTK: 005; ARM: 012; WPN: Mace; Spells: *Order, Bless.*
- No. 5 LVL: 021; HTK: 012; ARM: 014; WPN: +1 Mace; Spells: *Bless, Sphere of Light, Shelter.*
- No. 6 LVL: 021; HTK: 009; ARM: 012; WPN: Mace; Spells: *Sphere of Light, Heal Minor Wounds, Order, Order.*
- No. 7 LVL: 021; HTK: 016; ARM: 015; WPN: Mace; Spells: *Cold Resistance, Heal Minor Wounds, Order, Sphere of Light.*
- No. 8 LVL: 021; HTK: 008; ARM: 018; WPN: Mace; Spells: *Heal Minor Wounds, Bless.*

There are five 3rd Level Clerics:

- No. 1 LVL: 031; HTK: 014; ARM: 012; WPN: Mace; Spells: *Order, Shelter, Bless, Curse, Intone, Sphere of Silence (15' radius).*
- No. 2 LVL: 031; HTK: 008; ARM: 014; WPN: Mace; Spells: *Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Stop Person.*
- No. 3 LVL: 031; HTK: 015; ARM: 012; WPN: Mace; Spells: *Order, Sphere of Light, Dispel Fear, Shelter, Intone.*
- No. 4 LVL: 021; HTK: 010; ARM: 012; WPN: Mace; Spells: *Detect Magic Auras, Heal Minor Wounds, Heal Minor Wounds, Bless, Stop Person, Fire Resistance.*
- No. 5 LVL: 031; HTK: 009; ARM: 012; WPN: Mace; Spells: *Purify Water, Sphere of Light, Stop Person.*

There are five 5th Level Clerics:

- No. 1 LVL: 051; HTK: 021; ARM: 012; WPN: Mace; Spells: *Curse, Curse, Order, Order, Produce Flames, Fire Resistance, Stop Person, Fire Lock, Bestow Curse.*
- No. 2 LVL: 051; HTK: 030; ARM: 014; WPN: +1 Mace; Spells: *Shelter, Heal Minor Wounds, Produce Flames, Sphere of Light, Order, Intone, Stop Person, Fog Wall, Fog Wall, Fog Wall, Disperse Magic.*
- No. 3 LVL: 051; HTK: 026; ARM: 014; WPN: Mace (+1 to hit and +3 to damage); Spells: *Bless, Order, Pyramidal Ray of Fear, Pyramidal Ray of Fear, Stop Person, Stop Person, Fire Resistance, Bestow Curse.*
- No. 4 LVL: 051; HTK: 020; ARM: 012; WPN: Mace; Spells: *Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Order, Blur, Blur, Stop Person, Stop Person, Heal Blindness.*
- No. 5 LVL: 051; HTK: 023; ARM: 013; WPN: Mace and also carries a Ring of Human Fly which gives its wearer abilities as the Magic User spell of the same name. The restrictions listed under the spell apply, however. The ring can be grasped and pulled from the finger without difficulty while still functioning. Spells: *Order, Dispel Fear, Heal Minor Wounds, Shelter, Stop Person, Stop Person, Sphere of Silence (15' radius), Disperse Magic.*

There are five 8th Level Clerics:

- No. 1 LVL: 081; HTK: 029; ARM: 014; WPN: +1 Mace; Spells: *Bless, Shelter, Dispel Fear, Heal Minor Wounds, Heal Minor Wounds, Fire Resistance, Fire Resistance, Invisibility, Invisibility, Suggestion, Prayer, Heal Blindness, Disperse Magic, Heal Major Wounds, Heal Major Wounds.*

- No. 2 LVL: 081; HTK: 036; ARM: 014; WPN: Mace; Spells: *Order, Order, Order, Order, Order, Stop Person, Stop Person, Stop Person, Stop Person, Stop Person, Bestow Curse, Bestow Curse, Bestow Curse, Bestow Curse, Bestow Curse, Poison, Poison.*
- No. 3 LVL: 081; HTK: 051; ARM: 015; WPN: +2 Mace; Spells: *Order, Order, Sphere of Light, Sphere of Light, Inflict Fear, Inflict Fear, Stop Person, Fire Resistance, Sphere of Silence (15' radius), Disperse Magic, Bestow Curse, Prayer, Inflict Major Wounds, Poison (reverse of Neutralize Poison).*
- No. 4 LVL: 081; HTK: 037; ARM: 014; WPN: +2 Mace; Spells: *Order, Oppose Cold, Dispel Fear, Shelter, Intone, Fire Resistance, Stop Person, Veil of Blindness, Disperse Magic, Disperse Magic.*
- No. 5 LVL: 081; HTK: 030; ARM: 014; WPN: +1 Mace; Spells: *Order, Order, Sphere of Darkness, Sphere of Darkness, Shelter, Intone, Stop Person, Stop Person, Sphere of Silence (15' radius), Bestow Curse, Disperse Magic, Disperse Magic, Neutralize Poison, Poison (reverse of Neutralize Poison), Protection From Good (10' radius).*

There are two 10th Level Clerics:

- No. 1 LVL: 101; HTK: 049; ARM: 015; WPN: +3 Hammer; Spells: *Order, Order, Shelter, Shelter, Inspire Fear, Inspire Fear, Stop Person, Stop Person, Fire Resistance Sphere of Silence (15' radius), Wind of Death, Wind of Death, Veil of Blindness, Bestow Curse, Bestow Curse, Coma, Poison, Poison, Magic Stick, Break, Spiderweb.*
- No. 2 LVL: 101; HTK: 053; ARM: 015; WPN: +1 Mace and Rod of Healing with 22 charges left; Spells: *Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Fire Resistance, Fire Resistance, Fire Resistance, Fire Resistance, Magic Stick, Stop Person, Disperse Magic, Disperse Magic, Remove Curse, Neutralize Poison, Heal Major Wounds, Heal Major Wounds, Heal Critical Wounds, Heal Critical Wounds.*

There are two members of the Outer Circle; each is wearing one part of the Godseye which appears to be a 150 GP gem on a fine silver chain:

- No. 1 LVL: 151; HTK: 070; ARM: 026; WPN: +2 Hammer and Rod of Speed with 23 charges; Spells: *Order, Order, Order, Order, Protection From Evil, Cold Resistance, Shelter, Heal Minor Wounds, Heal Minor Wounds, Stop Person, Stop Person, Stop Person, Stop Person, Stop Person, Fire Resistance, Sphere of Silence (25' radius), Hammer of Force, Veil of Blindness, Veil of Blindness, Coma, Prayer, Bestow Curse, Bestow Curse, Create Zombies and Skeletons, Poison, Poison, Protection From Good (10' radius), Magic Stick, Heal Major Wounds, Pyramidal Ray of Glacial Cold, Pyramidal Ray of Glacial Cold, Conjure Insects, Wind of Death, Harm (reverse of Heal), Invisible Barrier.*
- No. 2 LVL: 152; HTK: 053; ARM: 024; WPN: +1 Mace, Rod of Neutralization, Staff of Healing, and carries an Iron Stone which absorbs spells of up to 4th Level strength and is still capable of absorbing 26 spell levels; Spells: *Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Fire Resistance, Fire Resistance, Fire Resistance, Fire Resistance, Rainbow Rays, Rainbow Rays, Sphere of Silence (25' radius), Stop Person, Stop Person, Disperse Magic, Disperse Magic, Disperse Magic, Disperse Magic, Disperse Magic, Heal Blindness, Heal Blindness, Neutralize Poison, Neutralize Poison, Neutralize Poison, Prayer, Magic Stick, Protection From Good (10' radius), Heal Major Wounds, Dispel Good, Dispel Good, Dispel Illusion, Heal, Heal.*

There is one Member of the Inner Circle: LVL: 182; HTK: 061; ARM: 140 (wears Bracelets of Protection); WPN: +3 Mace, Bracelets of Ogre Strength, and has a Necklace of Bolts with 1 HTK: 008 Firebolt; Spells: *Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Order, Order, Cold Resistance, Stop Person, Stop Person, Stop Person, Stop Person, Stop Person, Stop Person, Fire Resistance, Sphere of Silence (25' radius), Multiple Image, Disperse Magic, Disperse Magic, Disperse Magic, Disperse Magic, Coma, Prayer, Bestow Curse, Bestow Curse, Bestow Curse, Flame Enchantment, Flame Enchantment, Flame Enchantment, Protection From Good (10' radius), Poison, Poison, Poison, Poison, Tongues, Tongues, Tongues, Conjure Insects, Wind of Death, Dispel Evil, Force Wall, Heal, Harm (reverse of Heal), Create Animals (creates 3 Lions: HIT: 7; HTK: 029, 023, 022; ARM: 040; ATK: 3), Destruction (reverse of Resurrection).*

There is one High Priest: LVL: 203; HTK: 065; ARM: 024; WPN: Special: He wears a Ring of Avian Control, which controls avians once per week, and a Ring of Invisibility. When in melee, he wields a +4 Mace which gives the wielder the following abilities and powers when near (within ½ mile) of a large body of fresh water: *Water Gills, Transverse*

Judges Notes: Obviously, running this many NPCs in a major combat is not going to be easy. It would be best to do a little planning before you let your group enter the area in order to save yourself some major headaches later on. Keep in mind that many of the lower-level Clerics will probably be blown away in the first round or two by the party's fire attacks; this will reduce the number of NPCs you have to worry about. The use of figures is highly recommended, as is taking your time during the actual melee. A fight like this one promises to be can take up much of the night if run properly. Running it properly is a key point. These Clerics are organized, disciplined, and experienced. They carry their spells for a reason. *Fire Resistance* allows Fire Bolts to come down in areas in which Clerics are fighting with no appreciable damage to them; *Coma* spells are used to allow a Cleric to slump to the floor, apparently dead, and allow the fight to pass beyond the body of the Cleric on whom the spell is cast. Once the front ranks have passed over the body or bodies, they can rise and attack either the party's spell casters who have hung back or the party's Fighters from the rear. *Sphere of Light* spells are meant to be thrown at the eyes of the enemy. It is also fun to use the party's own tricks against them if the opportunity presents itself.

1D4/1D4/1D4 HTK of damage. Writing Table: HIT: 4; HTK: 016; ARM: 040; ATK: 2 strikes for 1D6/1D6 HTK of damage. Rug: HIT: 5; HTK: 022; ARM: 020; ATK: 1, if it hits, it has wrapped the character up, and he will smother in a number of minutes equal to his CON divided by 2. Once caught, the player is helpless, and, since he is tightly wrapped in the rug, he will take damage equal to ½ of that inflicted on the rug (i.e., if a Sword cuts the rug for 6 HTK of damage, the character inside will take 3 HTK of damage). Non-edged weapons do no damage to the rug. The treasure that this trap guards is a pair of Shoes of Swiftess which are stored in a double-locked chest. The chest is not animated.

- 19 There are 24 bunks in this room; 3 of them are occupied by Clerics. Cleric 1: LVL: 081; HTK: 037; ARM: 012; WPN: Mace; Spells: *Heal Minor Wounds, Order, Shelter, Stop Person, Stop Person, Sphere of Silence* (15' radius), *Bestow Curse* (reverse of *Remove Curse*), *Disperse Magic, Prayer, Poison* (reverse of *Neutralize Poison*), *Inflict Serious Wounds*. Cleric 2: LVL: 081; HTK: 036; ARM: 000; WPN: Mace; Spells: *Bless, Order, Sphere of Light, Instill Fear, Protection From Good, Stop Person, Stop Person, Hammer of Force, Sphere of Silence* (15' radius), *Prayer, Disperse Magic, Disperse Magic, Heal Major Wounds, Heal Major Wounds*. Cleric 3: LVL: 071; HTK: 030; ARM: 012; WPN: Mace; Spells: *Order, Order, Order, Heal Minor Wounds, Heal Minor Wounds, Stop Person, Stop Person, Stop Person, Hammer of Force, Bestow Curse, Coma, Veil of Blindness, Poison*. Cleric 1 carries 650 GP and a pair of jeweled bracers worth 460 GP. Cleric 2 carries 219 GP. Cleric 3 carries 1,656 GP and 820 GP-worth of gems. Hidden in various chests and bunks around the room are an additional 2,295 GP and 1,620 GP-worth of gems.
- 20 These quarters are unoccupied; their owner is dead in Room 1. As with all high-ranking members of the Temple, he took precautions to protect his room when he was not present. Set into the wall opposite the door is a large gem worth 5,000 GP without its special properties. When the door is opened, it fires a 5' diameter beam of light at the doorway; all caught in it must roll AGL or less on 3D6 or be shrunk to ¼ their regular size with equal reductions in damage. Those making their Saving Roll are assumed to have leaped out of the path of the light, either back through the doorway, if they were in the rear of the affected party, or off to the side but still within the room if they were in the front of the affected party. This device can be taken out of the wall, but there is a 50% chance of destroying it in the process. It functions once per day, and there is a 1 in 10 chance per time it functions of the gem shattering. Inside the room is an ornately carved oaken Staff with gold and platinum inlays worth 1,275 GP. It is non-magical.
- 21 The door to this room allows anyone inside the room to see through to the outside, but it appears to be a normal door to anyone approaching from the outside. The occupant of the room will watch the party come down the hallway (unless they are invisible) and will call out to them to enter just as they reach the door. As the characters enter, they will notice that the floor looks like a sponge although it is as solid as a rock. The floor acts like a sponge, soaking up 1 STR point per minute from each person in the room except the original occupant who is immune to the effects of the floor. This loss lasts for 1 - 2 hours, and anyone who is brought to 0 STR is no longer able to move or breathe and will die in 1D4 + 1 minutes unless removed from the room. The only way to avoid the effect is to avoid standing on the floor. This may entail flying, *Levitating*, jumping onto the bed, leaving the room, etc. The Cleric in the room will cast a *Force Wall* in front of the door to discourage the latter option. He will then *Animate Objects* to protect himself by causing his table to remain between himself and the party. If necessary, he will back into a corner and throw another *Force Wall*, sealing himself into the corner. Finally, if possible, he will *Human Fly* away after *Creating Animals* to keep the party busy and making the room *Permanently Dark* just to annoy them. Cleric: ALN: LEA; LVL: 180; HTK: 029; ARM: 074; WPN: +3 Mace; Spells: *Bless, Curse, Order, Order, Order, Order, Sphere of Light, Sphere of Light, Protection From Good, Cold Resistance, Stop Person, Stop Person, Stop Person, Stop Person, Stop Person, Fire Resistance, Sphere of Silence, Sphere of Silence, Paralyzation, Poison, Darkness, Darkness, Disperse Magic, Disperse Magic, Disperse Magic, Coma, Fog, Trip Stick, Trip Stick, Poison, Poison, Poison, Poison, Veil of Blindness, Veil of Blindness, Tongues, Protection From Good* (10' radius), *Bolt of Fire, Bolt of Fire, Fiery Fingers, Fiery Fingers, Heal, Cause Major Wounds, Create Animals* (creates 3 Giant Porcupines: HIT: 7; HTK: 035, 027, 020; ARM: 050; ATK: 1 for 2D4 HTK of damage), *Unholy Word, Force Wall, Animate Objects, Human Fly*.
- 22 Armory: The temperature in this room is 30 degrees above that in the corridor because the forge is in vigorous operation. A tall, heavy-set man chained to the forge is busily hammering out a Mace head to join the dozens already in racks along the walls. There are also several dozen Shields and eight sets of Platemail in the room in addition to the normal forging equipment. He is being carefully watched by a Fighter who is sitting down, leaning against the west wall. Fighter: LVL: 041; HTK: 020; ARM: 050; WPN: Longsword. He will probably surrender if faced with a powerful force but will refuse to divulge any information. The armorer will tell the party what little he knows of the place; he was captured 2 months ago by the Clerics when they attacked his village 20 miles to the northeast. Armorer: CLS: FTR; LVL: 011; HTK: 016; ARM: 010; WPN: Hammer. The armorer knows the general location of the Temple and of the sacrifice that is being conducted.
- 23 Private Quarters: A Priest of the Outer Circle resides here but is presently in Room 16 attending the sacrifice. The room is more heavily furnished than most others. In addition to the normal bed, table, and chests of clothing, there is

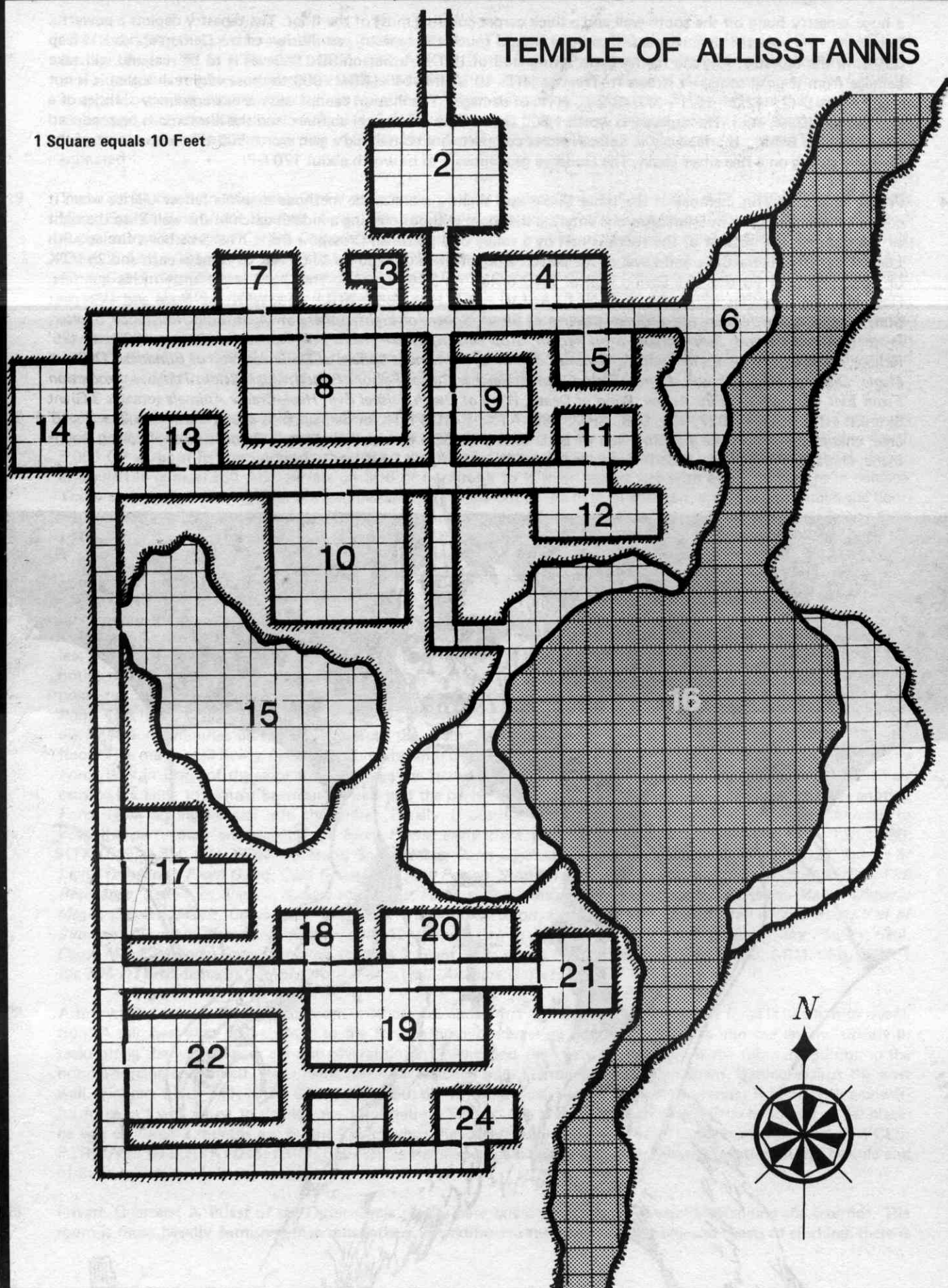
a huge tapestry hung on the south wall and a thick carpet covering most of the floor. The tapestry depicts a powerful Demon tearing several Humans apart. If anyone should touch the tapestry, an illusion of the Demon appears to leap out from the tapestry. Anyone failing their Saving Roll of INT or lower on 3D6 believes it to be real and will take damage from it until someone strikes it. Treat as HIT: 10; ARM: 140 (ARM: 000 to those who realize that it is not real); ATK: 5 (2 - 12/2 - 12/1 - 3/1 - 3/2 - 5 HTK of damage). The illusion cannot use the extraordinary abilities of a real Demon (*Gate*, etc.). The tapestry is worth 1,800 GP without its magical abilities, and the illusion can be produced once per day. Behind the tapestry is a small, secret compartment containing a gem worth 500 GP and one part of the Godseye strung on a fine silver chain. The Godseye gem appears to be worth about 170 GP.

- 24 **Private Quarters:** This member of the Inner Circle uses slightly more crude methods than his fellow Clerics when it comes to protecting his quarters. Anyone entering the room without pushing a hidden catch in the wall 2' to the right of the door on the outside of the room is met by a volley of 4 poisoned Crossbow Bolts. The Crossbows fire as a 9th Level Thief (that is the Class and Level of the person who set them up) and do 1 - 6 HTK of damage each and 25 HTK of poison damage (½ that if a Saving Roll of END or less on 3D6 is made). The Cleric is presently in his quarters. Hultzman the Beardless: CLS: CLR; ALN: LEA; LVL: 151; HTK: 051; ARM: 013; WPN: +2 Mace and a Serpent Staff; Spells: *Order, Order, Bless, Curse* (reverse of *Bless*), *Sphere of Light, Sphere of Light, Cold Resistance, Shelter, Protection From Good, Stop Person, Stop Person, Stop Person, Stop Person, Fire Resistance, Sphere of Silence* (25' radius), *Sphere of Silence* (15' radius), *Hammer of Force, Permanent Sphere of Darkness, Veil of Blindness, Disperse Magic, Disperse Magic, Prayer, Coma, Bestow Curse, Bestow Curse, Poison, Poison, Magic Stick, Tongues, Protection From Evil* (10' radius), *Fire Arrow, Wind of Death, Wind of Death, Dispel Evil, Heal, Create Animals* (creates 3 Giant Skunks: HIT: 5; HTK: 027, 023, 018; ARM: 030; ATK: 1 (1D6 HTK of damage plus squirt musk in a 2' x 2' x 6' area; characters must make a Saving Roll of END or less on 3D6 or be blinded for 1D8 hours. Even if Saving Roll is made, characters must retreat for 1 minute and lose 50% of STR and DEX for 2 - 4 hours.



TEMPLE OF ALLISSTANNIS

1 Square equals 10 Feet



The Wretched Riddles of Redcliffe



This scenario is designed for 2 - 5 characters of 5th - 8th Level. The scenario is quite silly in places and should be played for laughs. In other places, the characters will be battling for their lives. Most of the rooms have riddles being asked of the players. If they are able to answer correctly, they usually receive some reward. If they fail to give a correct answer, they are usually subjected to some type of attack. This Dungeon should not be taken too seriously.

The Dungeon should be placed wherever the Judge desires; probably, the best place would be in the middle of a boring stretch of travel, or, if a gaming session ends sooner than expected, it can be added at the end.

The Dungeon

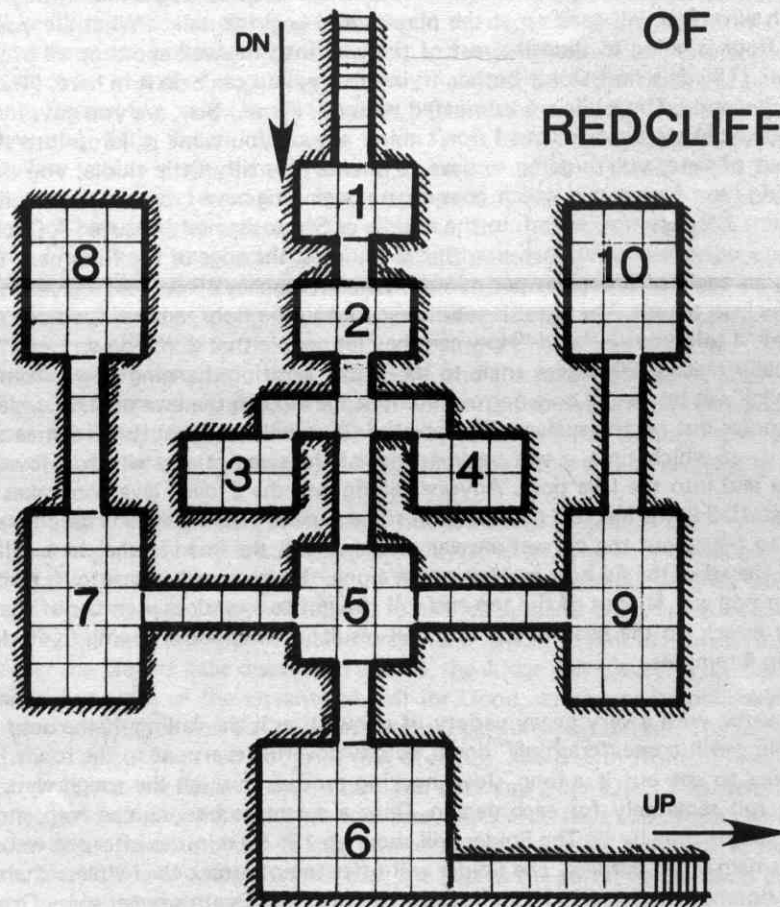
- 1 The room is entirely barren except for a large, bronze plaque affixed to the east wall. Inscribed on it, in Common is, "Be ye full of wit, and wise in ways of words? If not, turn back, for the way shall be doubly, nay, triply difficult. If you are able to answer the questions asked of ye, the way shall not be difficult. But, if ye are unable to solve these simple riddles, woe shall befall ye in each step ye take." After the players have read the plaque, a hundred *Magic Messages* will appear; $\frac{1}{4}$ will encourage the players to return from whence they came; $\frac{1}{4}$ will encourage the players to go forward bravely; $\frac{1}{4}$ will be gloating over how slowly the players will die whether they go forward or back, and $\frac{1}{4}$ will encourage the players to remain in the room and argue about their next course of action.
- 2 The walls of this room are covered with murals depicting a great battle fought between Dwarves and Orcs. There is one particularly large painting of a Dwarf's face on the east wall and a large Orc's face on the west wall. As soon as the door is allowed to shut, a *Magic Message* appears on the Dwarf's face and asks the following riddle: "I am lighter than a feather, yet harder to hold. What am I?" (Answer: Breath.) If anyone asks for the riddle to be repeated, a *Magic Message* will appear on the Orc's face, and, after having heaped several minutes-worth of abuse on the players ("people who can't understand plain Common ought to be. . ."), it will repeat the riddle. If a wrong answer is given or no response at all is made within 2 minutes of either face asking the riddle, the doors become *Magically Locked*, and a whirlwind appears in the center of the room. The whirlwind is actually an Air Elemental in full swing. In the first round, it kills all creatures under 3 HIT and causes 2 - 16 HTK of damage to everyone else. The Elemental then reverts to its normal form (taking one turn) and continues the attack. Air Elemental: HIT: 12; HTK: 057; ARM: 120; ATK: 1 - 20. (Anyone who can't figure out this simple riddle deserves to be attacked). If the correct answer is given, there will be a sound of a great blaring of trumpets and one Necklace of the Merpeople will appear in the center of the room.
- 3 The walls of this room are a deep, somber grey, and inscribed in them are scenes of torture and punishment. In the center of the room is a stone pedestal which has upon it a bleached skull resting on a purple cushion. When the door is allowed to close, the skull begins speaking in a deep, sad voice. "So, you have chosen to come to this room. Oh, well, the choice was yours, and you have made it. So, you must answer the riddle that I must ask you. It is, 'Look for me, if you dare, and you will find that I am there. I live for old men and sick cattle, but, above all else, I live for battle. What am I?'" (Answer: Death.) The riddle will be repeated an infinite number of times, if requested, but, if no response of either a request for a repeat or an answer is offered, a Death Angel will appear. Death Angel: HIT: 7; HTK: 022; ARM: 115; WPN: Scythe for 1 - 10 HTK of damage and a Saving Roll of END or less on 4D6 is required to avert death. The Death Angel will also appear if an incorrect answer is given. If the correct answer is given, a secret compartment with a Rock of Life contained within opens. It has 46 charges left. This compartment cannot be detected or opened in any other manner.
- 4 The room is filled with a swirling mist which prevents vision beyond 3'. The walls and floor are all quite smooth, and climbing the walls is almost impossible (1/5 normal chance). When the door is allowed to close, a soft, ghostly voice that seems to come from all around the players begins to speak: "What does a man love more than life and hate more than death and mortal strife? That which contented men desire, the poor have, and the rich require, the miser spends and the spendthrift saves, and all men take unto their graves?" (Answer: Nothing.) The riddle will be repeated once even if the players do not ask for a repeat, and then the voice will fall silent. If an incorrect answer is given or 2 minutes go by without an answer, a pale green light will begin to shine through the mist, and each person in the room must be told that they must roll LCK or less on 3D6 but at a disadvantage of -2. This is just to make the players nervous; the light does exactly nothing. If the players answer correctly, a path will clear through the mist to the doorway, and the players will receive nothing.

- 5 When the players enter this room, the room will become brightly lit; all the walls, the ceiling, and the floor will glow as if a *Permanent Sphere of Light* had been cast upon them. Only a 3' diameter circular area in the floor does not emit this light. When this area is entered, all lights will extinguish, including those carried by the players, and only the circular area will be illuminated. No lights are effective in the darkened area, and infravision is also useless. The light from the circular area does not penetrate the blackness, and anyone caught in the blackness will be totally lost; they will have a 10% chance per round of stumbling into the lit circular area. The person or persons within the circular area will hear a slaving, Demon-like voice begin to speak, "Ohh, yess, my little trap hass caught another fly foolishh enough to enter. Know you, little fly(ss), that your doom iss at hand. Perhapss, and I repeat, for your ssmall mindss, perhapss, I shall allow you to esscape my little trap if you can ssolve a ssimple riddle for me. 'Runnerss, walkerss, sstomperss, sstalkerss, ssometimes creeperss, rarely ssleeperss. What are they?'" (Answer: Shoes.) Should an incorrect answer be given or two minutes pass with no response, the characters throughout the room will begin hearing heavy footsteps as if a Giant were approaching. It will take 3 minutes for the sound to approach fully; finally, it will sound as if a Giant were striding into the room. At that point, the room will instantly appear as a normal room with rough stone walls and several torches along the wall illuminating it. The party will have one quick glimpse of an Imp before he disappears through a 2' hole in the east wall, carrying a small wand used to create the effects. The party will not have time to react to the Imp before he disappears, and the hole will also disappear as soon as the Imp has passed through it. If a correct answer is given, the room will return to its normal appearance, and the party will see the Imp depart as before, hurling curses behind him. This time, however, a pair of boots will fall from the feet of the Imp as he worms his way through the hole. Upon closer inspection, the boots will be revealed to be Boots of Elvenkind.
- 6 The room is a dark, somber courtroom with only a hooded Judge present in the room. He sits behind his bench directly opposite the door and slowly lifts his head as the players enter. The door opens into a long aisle between two sets of rows of benches. As the players try to move up the aisle toward the Judge, they will not be able to make it because, no matter how long they walk, they will always remain at the same place in the aisle. This applies to moving back out of the room as well. There are impenetrable *Force Walls* which prevent movement into the benches and flying up out of the aisle. After the players have discovered all this, the Judge will speak. "You, the accused, have been found guilty of the murder of hundreds of the servants of Evil (or Good, whichever is applicable) by this court. I, as Judge and Executioner, hereby sentence you to Death and eternal confinement in Hell. The only way to alter this fate is to solve the Riddle of the Court: 'Filler of Rooms, Filler of Minds, Filled with Words, Filled with Rhymes, Filled with Peace, Filled with Strife, What are these Things which can cost you your Life?'" (Answer: Books.) If the players give the wrong answer or two minutes pass with no response, the *Force Wall* and *Space Distortion* will be dispelled, and the Judge will come down from his bench to deal with the party. His HTK are equal to the total of the party's HTK when at full strength; his ARM is equal to 2 better than the best in the party; he has spells equal to all those which the party carries that day, and his weapon is equal to the best weapon in the party with an additional +2. As the Judge advances, he will throw back his hood, and each member of the party will see his own face upon the Judge. Anyone wishing to attack the Judge or throw a spell at him must roll INT or less on 3D6 each minute in order to be able to do so. If the Saving Roll is failed, the character will do nothing for that minute due to the reluctance to strike one's self. The characters are able to escape this room once the space distortions are removed because the doors behind them can be easily opened if the players choose to do so, but the idea should not be suggested to them. If they leave the room, the Judge will not follow. If the players correctly guess the answer to the riddle, the Judge will sit silently for a few moments and then will hurl a heavy book which was resting on his desk at the characters. It will miss them. He will then speak once more, in a voice full of hatred and spite, "Begone! Begone ere I lose control of my hate. This once you have escaped, but you shall be before me again." With that, the doors will open, and the party will be able to leave although they will also be able to move forward and attack the Judge if they desire. The book is a Book of Excellent Exploits.
- 7 Inside this room are three large, glass cases. Inside each is a small Diorama depicting typical scenes of life. In one is a small town with small figurines representing people scattered about. Another depicts a group hunting in a forest, and the last one contains a river scene with several small fishing boats. Examining them is an old man with a grey beard that hangs to his waist. He will eye the players carefully as they enter but will not respond to anything the players say unless they begin to threaten him. At that point, the players will find themselves securely stuck to the floor and paralyzed (no Saving Roll), and the old man will begin a twenty minute lecture on the manners of the younger generation. He will finish by saying, "If you want to leave, all you have to do is solve a simple riddle. What has towns without houses, forests without trees, and rivers without water? (Answer: A Map.) When you figure it out, you can go." With that, he will leave the room. The players are then able to move their mouths, but they are still paralyzed from the neck down. They can guess for up to three hours, at which time they regain control of their bodies and can move around again. If they guess the correct answer to the riddle, they will be free to move immediately, and etched on the floor of the room will be a (previously-unseen) map to a forgotten Temple (one of the Judge's own or one from the *Book of Treasure Maps*, JG 0113, JG 0320, or JG 0990) will appear. If the players do not bother the old man, he will leave the room in 2 rounds, and the map will appear then. The cases, upon closer examination, cannot be moved, take 100 HTK of damage to break, and contain nothing of value.

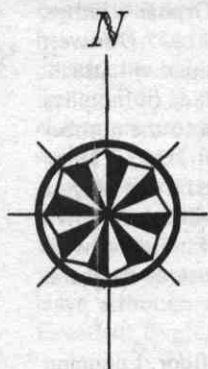
- 8 This room is entirely bare of furnishings except for a large chest on the east wall opposite the door. If the door is allowed to close, it becomes *Magically Locked*, and the floor immediately begins to slide to the east, revealing a gap between the floor and the west wall which eventually expands to 20', becoming a 30' deep pit with a lava pool at the bottom. If the chest is opened (it is unlocked), the characters will find the head of a bald man firmly affixed to the bottom. The head is very much alive and will gaze up at the players and begin to talk. 'What are you gawking at? Don't you know that this silly floor is going to slide the rest of the way into the wall and drop all of you fools into that nasty hot stuff down there? (This is a lie.) Don't bother trying to fly; you can't do it in here. (The truth; flying characters will begin to slowly descend.) The walls are lubricated with oil. (True.) Boy, are you guys in trouble now! Well, there's one way out. Actually, there are two, but I don't think any of you want to jump into that hot stuff. Anyway, if you want to get out of here, you're going to have to answer this silly little riddle; you don't look too bright, but, here goes! No ending have I, as a tale which goes on; no beginning have I, on which to build upon. How can you exist, I hear you exclaim. It's easy, my friend, in the middle of Stratoshame.' (Answer: A Circle or an "o.") If the players are unable to figure out the correct answer within 2 minutes, the edge of the floor next to the lava pit begins to lower slowly, creating an angle of 5 degrees per minute. When it reaches 45 degrees, players not secured to the floor or walls will begin sliding into the pit. The chest is solidly secured to the floor, and, as the floor tilts, the head will keep up a constant stream of "I told you so," and "How can they let people that dumb down here?" and "Have a nice fall." The floor will eventually reach a 90 degree angle to its former position, hanging down from pivot points along the east wall. Its bottom edge will be resting on a narrow, stony ledge next to the lava pool, 2' wide, which leads to a small tunnel. This tunnel comes out on the surface. The pivoted floor will remain at its 90 degree angle until no excess weight is hanging from it, at which time it will begin to rise at the same rate at which it lowered, possibly knocking players from the ledge and into the lava pool. Anyone falling into the 2' deep lava pool takes 8D6 HTK of damage and will be unable to use 1D3 limbs for 2D6 days or until some type of *Healing* spell is used on each afflicted limb. If the players do manage to figure out the correct answer to the riddle, the head in the chest will compliment the players and tell them that, if they shut the lid now and leave him alone, the floor will return to its normal position. As the box closes, a small, golden ring will fall out of the top and roll straight to a random member of the party. It is a Ring of Resistance to Fire. Any attack on the head in the box will result in the floor dropping to 45 degrees in two minutes and then to 90 degrees in 4 minutes.
- 9 The corners of this room are covered with a very heavy variety of cobweb, as is the ceiling. If the door is allowed to shut, all the cobwebs on the ceiling will come "crashing" down, totally covering everyone in the room. The webs are flame resistant, and the only way to get out is a long, slow, hacking process through the tough webs. It will take 30 - 180 minutes to cut loose; roll separately for each person. Once a person is free, he can help another person, reducing the second person's remaining time by 1/2. The Spider will show up 10 - 60 minutes after the webs have fallen, skittering along the webs which remain in the corners. The Spider will offer to not attack the helpless characters if they can solve a simple riddle. "Iron doom, broad and long, an instrument pure sings Death's sweet song. Orphan's father, Death does reap a harvest grim as widows weep. Death I bring to you from me; can you tell me what I be?" (Answer: A Sword.) If the players are unable to give the correct answer or fail to respond in two rounds, the Spider will attack. All those still caught in the web are unable to move much, but they can turn around. The characters' lack of mobility is balanced by the protection of the webs, so they defend at normal ARM. They attack at a minus equal to the number of turns they have left to cut themselves free. Spider: HIT: 8; HTK: 035; ARM: 120; ATK: 1, Bite for 1D10 HTK of damage and victim must make a Saving Roll of CON or less on 3D6 or be paralyzed for 30 - 180 minutes. If the players give the correct answer, the Spider will sputter and hiss but will keep its word and leave. In its rage, it will knock down a bundle of webs previously hidden in the shadows of the high ceiling. Inside the bundle is the body of a Fighter with a magic +2 Sword (+4 vs poison-using creatures; does 2 - 20 HTK on creatures which have poison use as a natural ability).
- 10 The walls of this room are covered with expensive hangings, and silk pillows are scattered around the floor. Lounging on a pile of pillows in the northeast corner of the room is a highly charismatic woman (CHA: 209) flanked by two female warriors. As the players advance, they will find themselves blocked by a maze of invisible walls, and, if they try to retreat, they will find the same situation. These walls are constantly shifting, but the door and the way to the females is always blocked, so a *Locate Passage* is useless here. The females will relax, sampling grapes as the players explore the maze and will not respond to any questions for 1D4 minutes. Finally, they will begin talking to the players. "Can we help you, or did you burst in here to attack us? Well, go ahead and explore your prison; you may be here a long time. Would you like to leave? The only way is to solve the riddle. What is the riddle, you ask. 'Straight it is, two hands-breadths long, round it is.'" (Answer: a Wand.) If the players are unable to give the correct answer or fail to respond in two rounds, they will notice that the silk pillows are turning into Snakes. There are a total of 27 pillows, and 2D6 will turn to Snakes each minute. Snakes: HIT: 2; HTK: 007; ARM: 010; DAM: 2 + poison (5 HTK of poison damage). If the correct answer is given, the invisible walls will disintegrate, and the women will present the players with a magic wand (powers to be decided by the Judge) which will enable them to leave the Dungeon without further difficulties as long as they do not attempt to disturb anything (e.g. attempt to gain more treasure). If the characters choose to remain in this room for a while, the females will magically produce a scrumptious meal for the weary adventurers and will allow them to rest long enough for minor wounds to heal, but they will not agree to cast any spells to undo whatever damage the characters may have incurred in the Dungeon.

WRETCHED RIDDLES

OF REDCLIFFE



1 Square equals 10 Feet



The Beast of Blackwater Lake

Introduction



Welcome to Blackwater Hamlet. I hope your stay here is pleasant and enjoyable. You will find the people friendly and unprejudiced. You might even decide to settle down, marry, and raise a family here, but, whatever you decide to do, I hope you have fun. There are adventures here for those who seek such things, but there is also peace and quiet for those who desire them.

Blackwater Hamlet lies outside the merchant trade routes, so few people come here. Only one merchant stops here, once in the spring and once in the autumn; he brings needed items from the big towns and cities. Otherwise, only persons seeking adventures in the uninhabited lands west of the Lake ever pass through. This is probably the reason you are in the area, but, before you travel on, stop at Ye Olde Copper Kettle Tavern and Inn where you can find good drink, hearty meals, fine songs, and friendly people.

Notes for the Judge

This adventure setting is designed to be played with most fantasy role-playing games. This setting has been designed for inexperienced Judges but is also enjoyable for experienced Judges. There is more detail in this package than is normally found in commercially-packaged settings; this is because I believe it is easier for you, as Judge, to **change** things, if you so desire, than it is to **create** all the little things yourself. Therefore, I have tried to include everything that the players expect the Judge to have ready for them. Before the start of play, read this over several times to familiarize yourself with all the people and to change whatever you think does not fit into your concept of a fantasy world.

This setting has been designed as an adventure for one character of 7th-10th level of experience, two characters of 4th through 6th level of experience, or three characters of 3rd - 5th level of experience. It can also be played by characters just beginning in the wide world of fantasy if they do not attempt to kill the Beast of Blackwater Lake. In this case, Blackwater Hamlet will be their home where they have lived all or most of their lives (depending on to what family you assign them). These characters will know just about everything that goes on in Blackwater Hamlet although they will only know legends about the Beast and not the actual facts. They will probably have seen the Beast at one time in their lives, and it probably seemed **much** bigger than it actually is.

For the experienced characters, I think it is best to interject this setting somewhere along their path as they travel to another place to adventure. Their path should lead them across the Lake to some destination in the uninhabited lands. This way, they will encounter the Beast and have an exciting journey as well as an exciting adventure later, when they reach their primary objective. You may also wish for them to pass through the territory of The Asmo's Prisoners, where another adventure awaits.

Blackwater Hamlet is also designed for the character who is finally going to retire from adventuring and is looking for a nice place to settle down. Whatever you and your players are looking for, I hope you find it here. Remember, this setting needs you, the Judge, to breathe life into it so that it will be enjoyable to all who play it.

Good Luck, and may all your adventures bring a smile to your face!

Special Notes for the Judge

There are certain designations which might not be clear to those who do not play in my campaign. Here they are with explanations:

Ability Scores for Animals: When ability scores are given for animals, they are to be used as you would for a character. For instance, the 2 Spaniels at the Tavern's stable, Spot and Rover, are said to have INT: 041; CON: 187; AGL: 178; and CHA: 176. These are included in case somebody attempts to speak with them via a spell (INT), or, perhaps the health (CON) or agility (AGL) of the animal will be needed for some reason. The CHA is included to show that these are very fine-looking, good-tempered animals.

Ability Scores for "Monsters": To be treated exactly the same as you would for characters. Scores not given are assumed to be average.

Hill Gnomes and Wood Gnomes: These are not two types of Gnomes; it is a social distinction. Hill Gnomes prefer hilly, rocky terrain, associate more with Dwarves and like races, and prefer to live in communities. Wood Gnomes prefer heavily forested areas, associate more with Elves, Hairfeet, and such races, and prefer to live alone or in family groups. There is no prejudice between the two social groups.

Special Events

These are events that can take place if you, the Judge, deem necessary.

- 1 The Asmo's Prisoners get a "Chief Advisor" who decides to raid Blackwater Hamlet. This "Advisor" could be Morton Greggar or a NPC designed by the Judge.
- 2 A Fighter who passes through disturbs the Beast of the Lake, and the Beast retaliates against the villagers, primarily against the fishermen.
- 3 The Assassins' Guild sends someone after Morton Greggar (the Assassin should be at least 8th Level), and Greggar appeals to the players and the villagers to protect him. Of course, Morton, known to the villagers as Tai Thatchersson, will create some plausible reason why an Assassin is after him.
- 4 The "Law" sends a Paladin or a Ranger after Morton Greggar (Paladin or Ranger should be at least 5th Level), but Morton assassinates or tries to assassinate him or her before he or she can identify Tai Thatchersson as Morton Greggar. The village will be in an uproar over the slaying.
- 5 Garner Griswold discovers that the old well in the Porcupine Timber is magical but needs a Magic-User to help to identify the magical properties. A Psionic might also be able to help to identify the properties.
- 6 A Hairfoot Thief of at least 7th Level and his 2 Pixie henchmen (polymorphed to appear as Hairfeet) arrive in Blackwater Hamlet and proceed to rob the populace blind. Of course, the players will be among the first people robbed. The Thieves do not necessarily have to be caught, they could get away undetected and the missing items be blamed on some other phenomenon (such as the presence of the party in the village, if they are strangers).
- 7 A rabid Grizzly (Brown) Bear (with 043 HTK) crashes through the Town Gate and attacks everything in sight. Of course, this will happen as the players are walking towards the gate. Orson Irontree and Stanford Stonebridge will be the first villagers to arrive to help, followed shortly by the Sergeant of the Militia and the rest of the Militia. Anyone bitten by the Bear will need to be cured of rabies by one of the Druids or will become infected and will die of the disease within 2 weeks.
- 8 A band of Half-Orc and Orc brigands from the northwest start terrorizing the farmers and fishermen in the area. A Half-Orc, Urukmin: CLS: FTR/ASN; LVL: 041/051; ARM: 030; WPN: +2 Bardiche, War Hammer, and Heavy Crossbow with 27 Bolts, leads a group comprised of a Half-Orc CLR/ASN (LVL: 032; ARM: 070; WPN: +1 Footman's Mace), 15 Half-Orc FTR (LVL: 011; ARM: 030; WPN: Spear and Battle Axe), and 17 Orcs with HIT: 1; ARM: 030; WPN: Spear and Battle Axe. Assaulting small villages is a recreational pastime for Urukmin although, now, he is using it to bolster the morale of his depleted forces. They have a total of 628 CP, 407 SP, 95 EP, and 193 GP. These brigands will fight against the Asmo's Prisoners on sight.
- 9 A sub-adult Green Dragon moves into a cave in the area (10 - 20 miles away); he terrorizes the town, killing the crops with his breath and stealing a comely maiden. He is 17' long, does 1 - 3/1 - 3/1 - 8 HTK of DAM + Breathe for 20 HTK of damage. He has INT: 093; WIS: 061; AGL: 072; HTK: 027. He speaks but cannot cast spells. He has no treasure; what little he did have was taken from him by an adult Green Dragon at his last place of residence, a fact which has not sweetened his disposition one whit. He will try to ransom the maiden, intending to kill the person bringing the ransom and then eat the maiden.
- 10 A special event of your choice.

Blackwater Hamlet

- A The Town Gate: The town is protected by an earthen rampart topped by a wooden palisade with a catwalk. There is only one gate; it faces west and is always manned by 2 Corporals of the Militia. They will collect an Entry Tax of 1 CP per person and animal. They are polite and will gladly answer any questions to the best of their ability. The Corporals have Studded Leather armor (ARM: 040), Shield, Spear, and Hand Axe. They have 17 SP and 22 CP from which to make change. The day shift has HTK: 029 each, and the night shift has HTK: 030 each. The other Corporals on duty (2 during the day and 4 at night) have a 50% chance to be on the catwalk looking over the town and the outside. They are all 2nd LVL FTR.
- B The Tailor Shop: Quenton is a very good tailor, husband, and father of 2 girls. He also has 2 sons, but they left home to seek their fortunes. Due to a childhood illness, Quenton is somewhat frail. He is 5' 3" tall and weighs 143 lbs. He is capable of all types of tailoring and his price is 70% of list price. He is helped by his wife, Amelia, and his daughters, April and Avis.

Quenton: CLS: FTR; ALN: NXX; LVL: 011; HTK: 018; ARM: 010; PSL: 042; STR: 092; INT: 103; WIS: 103;

CON: 092; DEX: 153; CHA: 133; END: 092; AGL: 153; LED: 133; LCK: 103; PSY: 103; WPN: IDG. Quenton has a suit of Padded armor (ARM: 010), a Shield, 2 Spears, and a sack containing 72 CP, 23 SP, 10 EP, and 1 GP. He also has a dowry for each of his daughters consisting of 77 SP and 21 EP. He is 45 years old.

Amelia: CLS: FTR; ALN: NXX; LVL: 011; HTK: 021; ARM: 010; PSL: 042; STR: 092; INT: 092; WIS: 113; CON: 123; DEX: 163; CHA: 123; END: 123; AGL: 163; LED: 123; LCK: 113; PSY: 092; WPN: IDG. She is 43 years old, 5' 3" tall, and weighs 120 lbs.

April: CLS: FTR; ALN: NXX; LVL: 011; HTK: 025; ARM: 010; PSL: 021; STR: 123; INT: 082; WIS: 123; DEX: 163; CHA: 123; CON: 133; END: 133; AGL: 163; LED: 123; LCK: 123; PSY: 082; WPN: IDG. She is 20 years old, 5' 1" tall, and weighs 120 lbs. She is the girlfriend of Jemel the Hunter.

Avis: CLS: FTR; ALN: NXX; LVL: 011; HTK: 025; ARM: 010; PSL: 021; STR: 113; INT: 113; WIS: 082; DEX: 163; CHA: 143; CON: 143; END: 143; AGL: 163; LED: 143; LCK: 082; PSY: 113; WPN: IDG. She is 17 years old, 5' 2" tall and weighs 115 lbs.

- C** The Stable: Here are stabled the Militia's horses as well as the horses of any travelers passing through the hamlet (5 SP per night). Within the stalls are 10 riding horses (Corporals') and 3 Light War Horses (Sergeants' and Captains'). Wandering about inside and outside are 3 goats, 7 chickens, and a rooster. They provide the milk, eggs, and cheese for the Militia. There is a pot-bellied stove here with all the cooking utensils necessary to make cheese omelets, the favorite meal here.

Working here are 4 young men, ages 17, 18, 18, and 20: CLS: FTR; ALN: NXX; LVL: 011; HTK: 023, 024, 026, 029; ARM: 010; WPN: Pitchfork (as Military Fork). Their names are Phill, Roy, Elroy, and Leny, and they sleep in the loft above the stable.

- D** The Town Hall: This building is used as the Town Hall, the Militia HQ, and the Court House. Town Meetings are held here every new moon. Everyone is invited; the meetings are very informal and presided over by Boyd, the Town Elder (see **The Farmers**). Justice is meted out by 3 Judges, Boyd, Orson Irontree, and Garner Griswold. Punishment is fair and usually consists of a term of indentured servitude to the injured party. There is no jail in Blackwater.

The Militia use the building every day and night. There will always be a Sergeant stationed here unless there is trouble elsewhere in the town. Sergeant Lockhorn will be here during the day and Sergeant Quillon will be here at night. The Corporals check in every hour with a report. The Captain of the Militia is Orson Irontree (see **The Blacksmith**), but he is rarely (5%) here except in troubled times.

The building is one big room with tables and chairs throughout. There are also 12 Spears, 12 Hand Axes, and 12 Shields stacked against the back wall.

Sgt. Lockhorn: CLS: FTR; ALN: LNG; LVL: 021; HTK: 032; ARM: 050; PSL: 064; STR: 163; INT: 103; WIS: 113; CON: 163; DEX: 153; CHA: 092; END: 163; AGL: 163; LED: 092; LCK: 113; PSY: 103; WPN: Broadsword and Spear. Pouch with 7 CP, 11 SP, and 2 GP.

Sgt. Quillon: CLS: FTR; ALN: LNG; LVL: 021; HTK: 033; ARM: 060; PSL: 064; STR: 174; INT: 103; WIS: 103; CON: 163; DEX: 153; CHA: 113; END: 163; AGL: 153; LED: 113; LCK: 103; PSY: 103; WPN: Two-Handed Sword and a Silver Dagger.

- E** The Blacksmith: Orson Irontree runs this smithy. He is also the Captain of the Militia and a Judge of Blackwater Hamlet, but, unless something extra-ordinary is happening, Orson will be working here (50%) or at the Tavern & Inn (50%). Orson doesn't do much besides repair work because he only has a small stock of metal (8 ingots of iron, 4 ingots of tin, and 1 ingot of brass. 1 ingot equals 10 lbs.). Orson spends half of his time "shooting the bull" with his best friends, Jakk the Hunter, Kelsey the Fisherman, and Burny the Farmer at Ye Olde Copper Kettle Tavern and Inn. Nearly every single girl in town has her eye on Orson, but he waits for his "dream-girl," a Magic-User of at least 12 CHA. He has a suit of Chainmail, a Halberd, and a War Hammer in his room as well as 49 CP, 197 SP, 184 EP, and 165 GP.

Orson Irontree: CLS: FTR; ALN: NGX; LVL: 031; HTK: 036; ARM: 060; PSL: 073; STR: 184; INT: 144; WIS: 125; CON: 184; DEX: 153; CHA: 123; END: 184; AGL: 153; LED: 164; LCK: 092; PSY: 103; WPN: Hammer. Carries a pouch containing 17 CP, 21 SP, and 12 EP. Speaks Common, and Gnomish. Orson cannot be coerced into going adventuring unless there is a femal Magic User of CHA: 12 or greater asking him. In addition to the Hammer, he knows how to use the Military Pick and Military Fork.

- F** The Community Warehouse: This large barn stores all the surplus goods of the town. It is mostly food although there are a few shovels, picks, pitchforks, etc. stored here as well. Some weapons for the defense of the town are stored here. These include 7 Military Forks, 2 Lochabar Axes, 6 Bill-Hooks, 4 Guisarmes, and a Partisan.

There are four Spaniels here who will "bark up a storm" at intruders. They belong to Spencer, the manager of the warehouse. He is a son of Boyd the Elder (see **The Farmers**), and he lives upstairs. He is married and had 3 children. One of the children left to make his fortune, and the other two drowned in the lake in a boating mishap. Spencer has had formal training as a Scribe. Also working here are 2 orphans, Sanders and Freeman. Their parents were free-loaders who passed through 15 years ago and left the twins here during the night. Spencer brought them up to believe that he is their uncle and that their parents were killed by Orcs. Both Sanders and Freeman want to become apprenticed, Sanders to a Magic-User and Freeman to a Fighter. Spencer will give anyone taking them on as apprentices 300 SP for each as a downpayment for the schooling. Sanders and Freeman will have to pay the rest, somehow.

Spencer: CLS: FTR; ALN: NGX; LVL: 011; HTK: 025; ARM: 010; PSL: 031; STR: 133; INT: 123; WIS: 123; CON: 123; DEX: 103; CHA: 123; END: 123; AGL: 103; LED: 123; LCK: 123; PSY: 123; WPN: IDG. Pouch: 15 CP, 12 EP, and 2 GP. Has 208 CP, 101 SP, 68 EP, and 22 GP concealed in a hollowed-out ledger in his room. He is 39 years old, 5' 8" tall, and weighs 165 lbs. Speaks Common, Gnomish, and Halfling.

Davina (his wife): CLS: FTR; ALN: NGX; LVL: 011; HTK: 023; ARM: 010; PSL: 031; STR: 123; INT: 103; WIS: 133; CON: 113; DEX: 153; CHA: 153; END: 113; AGL: 153; LED: 133; LCK: 133; PSY: 103; WPN: IDG. She is 37 years old, 5' 2" tall and weighs 110 lbs.

Sanders: CLS: MAG; ALN: NGX; LVL: 011; HTK: 025; STR: 137; INT: 156; WIS: 076; CON: 155; DEX: 167; CHA: 118; END: 165; AGL: 146; LED: 053; LCK: 103; PSY: 137; WPN: IDG. He is 17 years old, 5' 7" tall, and weighs 172 lbs.

Freeman: CLS: FTR; ALN: LGN; LVL: 011; HTK: 032; STR: 177; INT: 105; WIS: 077; CON: 156; DEX: 106; CHA: 118; END: 126; AGL: 137; LED: 125; LVK: 127; PSY: 075; WPN: Club, but can use a Military Fork, a Battle Axe, a Hammer, or a Club.

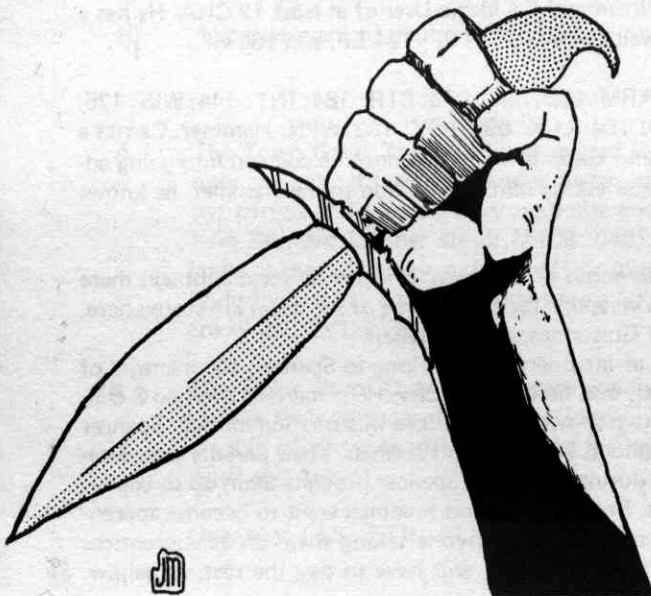
Spaniels: ARM: 010; SPD: 15; HIT: 2; HTK: 007, 007, 008, 008; DAM: 1 - 6; INT: 031, 031, 031, 042; CON: 156, 155, 157, 155; DEX: 178, 177, 176, 179.

- G** **Ye Olde Copper Kettle Tavern and Inn:** This large, split-log, 3-floor building with adjoining stables and a wooden palisade encircling it is the meeting place for all the villagers both during the day and at night. It is the only place in town for travelers to sleep. Rooms are 1 EP per night (1 SP for poor people and a day's work for the destitute) and include a bed, a table, and a chair as well as 2 meals a day (breakfast and dinner). All the rooms are on the second floor. There are 8 rooms; only one is occupied. The only person staying here besides the workers is a short, skinny fellow who professes to be a Sage's assistant out looking for rare herbs for his master. He's done a good job of fooling everyone in town into believing his story; he even went out with the Druid, Garner Griswold, in search of these rare herbs and actually found some. He is, in reality, a free-lance Assassin who is in hiding from the Law and from the Assassins' Guild. He goes by the name of Tai Thatchersson, but his real name is Morton Greggar.

Tai Thatchersson (a.k.a. Morton Greggar): CLS: ASN; ALN: NEX; LVL: 051; HTK: 021; ARM: 000; PSL: 022; STR: 127; INT: 147; WIS: 082; CON: 093; DEX: 157; CHA: 107; END: 103; AGL: 179; LED: 106; LCK: 136; PSY: 165; WPN: IDG. Pouch: 7 CP, 17 SP, and 15 GP. He is 33 years old, 5' 2" tall, weighs 105 lbs., and speaks Common, Orc, Gnomish, and Ogre. He is proficient with the Dagger, Broadsword, Short Bow, and Hammer. He has a suit of Leather armor (ARM: 040) and a large sack containing 104 SP, 307 GP, and 63 PP in his room along with his other weapons. He keeps a riding horse in the Tavern's stable (HTK: 13, named Mistrider). He may attempt to assassinate anyone who is rich or who has a magic weapon that he wants, but he is very careful not to let the inhabitants of Blackwater guess his true profession. He will work for anyone who already knows what his profession is; his price is 110% of the norm.

The first floor of the building contains the Common Room, the Bar, and the Kitchen. The Common Room is decorated in rough-cut pine furniture, copper utensils, and copper sconces. There is a large fireplace with a copper kettle hung on a bracket, boiling water for tea.

The Bar has 11 stools; bowls of pretzels, goat cheese, and pickled eggs are set on top. The Bar serves mead (1 CP), whiskey (1 EP), and wine (15 SP). Sometimes (twice a year when the merchant comes), they have beer (3 CP) and ale (3 CP). Food can be ordered here or through one of the serving girls. The bartender is a Hill Dwarf named Stanford Stonebridge. Stanford is quiet but forceful. He is also very understanding in the ways of his customers. He used to be LGX, but he became disillusioned with the Lawful aspect of that alignment. He is now NGX. Stanford might be persuaded to adventure again if there are jewels or magic Axes to be gained, but he will not fight the Beast



of Blackwater Lake because he can't swim. In his room he has a suit of +2 Banded Mail (ARM: 090), a suit of Chain Mail (ARM: 070), a Shield, a Battle Axe, 2 Hand Axes, a Heavy Crossbow with quiver of 20 Bolts, a Military Pick, a War Hammer, assorted mining equipment, and 3 large sacks. Sack 1 contains 9 CP, 373 SP, and 103 EP. Sack 2 contains 369 EP and 127 GP. Sack 3 contains 407 GP, 82 PP, 4 Blue Quartz worth 10 GP each, and 7 Alexandrites worth 100 GP each.

Stanford Stonebridge: CLS: FTR; ALN: NGX; LVL: 040; HTK: 034; ARM: 000; PSL: 039; STR: 179; INT: 117; WIS: 156; CON: 179; DEX: 126; CHA: 125; END: 188; AGL: 137; LED: 052; LCK: 117; PSY: 052; WPN: War Hammer. Pouch 17 SP and 5 EP. He also has the cash box containing 67 CP, 21 SP, and 3 EP. He is 232 years old, 3' 5" tall, and weighs 165 lbs.

The Kitchen has another large fireplace which also has a copper kettle in it. This one is cooking vegetable soup, the main dish at the Tavern. All the utensils are copper (1 - 20 SP each) and are scattered about the room and hanging on the walls. Working in here are Sim and Vellet Rockbottom, two Hairfeet. Sim and Vellet have two children who are usually in the back yard digging tunnels in which to play. The children are 10 and 12 years old. Sim is an excellent cook, and Vellet specializes in baking delicious hot cakes and breads in the two covered iron spiders on the hearth. Most of the foods cooked here are of the vegetarian variety due to the strong Druidic influence on the town. There are some pheasants available for travelers, however, and Sim will be happy to prepare any game which wayfarers might bring with them. They will not fight unless forced to do so, and they will then use kitchen Knives (as Daggers but +1 DAM) and rolling pins (as Clubs). They have a small monetary treasure stashed away in their room of 209 CP, 82 SP, 21 EP, and 11 GP.

Sim Rockbottom: CLS: FTR; ALN: NXX; LVL: 011; HTK: 027; ARM: 010; PSL: 039; STR: 116; INT: 127; WIS: 135; CON: 167; DEX: 166; CHA: 135; END: 176; AGL: 165; LED: 052; LCK: 071; PSY: 067; WPN: Kitchen Knife. He is 73 years old, 3' 1" tall and weighs 72 lbs.

Vellet Rockbottom: CLS: FTR; ALN: NNX; LVL: 011; HTK: 025; ARM: 010; PSL: 039; STR: 105; INT: 117; WIS: 146; CON: 167; DEX: 167; CHA: 159; END: 176; AGL: 176; LED: 083; LCK: 111; PSY: 072; WPN: Rolling Pin. She is 71 years old, 2' 6" tall, and weighs 56 lbs.

Circulating among the Common Room, the Bar, and the Kitchen are 2 lovely Half-Elven lasses. They work as Serving girls because they enjoy the people of this town. They passed through on an adventure 5 years ago and decided to stay here and "take it easy" for a while. They could be persuaded to adventure again if jewelry or magic items are to be won. They will not help to attack the Beast of the Lake because they have seen it and do not care to get it angry at them. They are very fine musicians and singers. They play the harp, mandolin, and flute, and, every night, they are given time off from their serving duties to sing for the customers (usually from 8 - 10 p.m.). They have learned 9 songs from Elven folklore, 7 songs from Human folklore, 5 songs from Hairfoot folklore, 5 songs from Gnomish folklore and 2 songs from Dwarven folklore. In addition, they have created 4 songs about the Beast of the Lake. One tells of a mighty Hero and his magical, solid silver Broadsword who was dragged beneath the waters by the Beast's powerful jaws. It seems the Hero had really just wanted to cross the lake to continue an adventure in progress but vowed to return to vanquish the Beast when he was done. According to the song, the Beast heard the Hero's words and became angry. The Beast lay in wait in the middle of the lake, and, when the Hero's boat glided over the Beast, it struck, snapping the boat apart as if it were made of kindling and dragging the Hero to the bottom before he knew what hit him. Another song tells of a Wizard and his attempt to slaughter the Beast with his magical prowess. Using spells, the Wizard descended into the depths to do battle with the Beast. He had dismissed the villagers' warnings that no magic had ever affected the Beast as "pure poppycock," and the song suggests that the Wizard's spells had no effect except to cause the waters to boil with an angry, red color. In any event, the Wizard never surfaced, and all his magical items were lost to the Beast. The other two songs are mainly descriptive poetry. The Serving Girls' names are Dione and Dalath. Each has a suit of Chainmail (ARM: 070), a flute, a harp, and a mandolin in her room. They each have a Light War Horse stabled at the Inn (HTK: 015, 015, named Plano and Silverhoof), and possess all the necessary adventuring equipment. They are both NGX and know all the languages common to Half-Elves.

Dione: CLS: FTR/MAG; ALN: NGX; LVL: 021; HTK: 025; ARM: 000; PSL: 039; STR: 136; INT: 155; WIS: 137; CON: 128; DEX: 176; CHA: 169; END: 137; AGL: 167; LED: 117; LCK: 126; PSY: 139; WPN: IDG; Spells: *Read Magic Script, Understand Languages, Lively Lights, Slumber, and Magic Shield*. She is 83 years old, 5' 0" tall, and weighs 94 lbs. In her room she has a Short Bow with a quiver of 20 Arrows, a Shortsword, 4 Javelins, and 2 Daggers as well as 37 CP, 201 SP, 79 EP, 86 GP, 6 PP, and 2 Amethysts worth 100 GP each.

Dalath: CLS: FTR/MAG; ALN: NGX; LVL: 021; HTK: 023; ARM: 000; PSL: 039; STR: 117; INT: 167; WIS: 146; CON: 126; DEX: 167; CHA: 175; END: 135; AGL: 176; LED: 123; LCK: 145; PSY: 117; WPN: Javelin; Spells: *Read Magic Script, Detect Magic Aura, Affect Fires, Comrades, Magic Shield, and Lively Lights*. She is 82 years old, 4' 11" tall, and weighs 91 lbs. In her room, she has a Short Bow with quiver of 20 Arrows, a Shortsword, 6 Javelins, and a Sling with 20 Bullets as well as 55 CP, 93 SP, 99 EP, 57 GP, 12 PP, and 2 Garnets worth 100 GP each.

The owners of the Tavern are Khale and Kharol Puttnam. They are Hill Gnomes. They spend a lot of time outside tending the vegetable garden and upstairs in their rooms, so they are usually not "hanging around" the Common

Room. They retired long ago from adventuring and now want to relax and enjoy their long lives. When they are in the Common Room, Khale enjoys sitting at the bar, smoking his pipe while Kharol chats with Vellet Rockbottom in the Kitchen. They have 782 SP, 306 EP, 818 GP, 67 PP, 3 Ambers worth 100 GP each, 4 Topazes worth 500 GP each, 3 Jacinths worth 5,000 GP each, and 3 Rubies worth 5,000 GP each stashed away in a locked chest (-5% to pick). They also have enough material components to cast every one of their spells 11 times. **Important Note:** The only way to get to the Third Floor is to go down the trapdoor in the Kitchen and then go up the stairs leading from the basement to the 3rd floor, unless one flies or climbs up the outside wall and goes in through a window.

Khale Puttnam: CLS: FTR/ILL; ALN: NGX; LVL: 033; HTK: 028; PSL: 069; STR: 136; INT: 177; WIS: 156; CON: 157; DEX: 177; CHA: 136; END: 166; AGL: 155; LED: 052; LCK: 122; PSY: 176; WPN: Club, Sling, Darts, Spear; Spells: *Illusory Noise, Rainbow Rays, Lively Lights, Detect Illusion, Hypnotize, Minor Illusion, Sphere of Light, Detect Magic Aura, Illusion, Invisibility, and Multiple Image*. Pouch: 27 SP and 7 GP. He is 402 years old, 3' 5" tall, and weighs 85 lbs.

Kharole Puttnam: CLS: ILL; ALN: NGX; LVL: 040; HTK: 023; ARM: 010; PSL: 069; STR: 106; INT: 177; WIS: 136; CON: 137; DEX: 179; CHA: 146; END: 146; AGL: 189; LED: 065; LCK: 126; PSY: 116; WPN: Staff; Spells: *Illusionary Noise, Rainbow Rays, Lively Lights, Detect Illusion, Hypnotize, Minor Illusion, Sphere of Light, Detect Magic Aura, Illusion, Invisibility, and Multiple Image*. She is 400 years old, 3' 2" tall, and weighs 77 lbs.

Ye Copper Kettle Menu: (Items in parentheses are not always available.) Vegetable Soup: 3 CP; Bread: 2 CP; Muffins: 3 CP; (Pheasant): 5 SP; (Turkey): 5 SP; (Chicken): 4 SP; Eggs: 1 SP each; Any Vegetable: 2 CP; Plums, Apples, Melons: 1 SP each; Pies: 4 SP; Cakes: 5 SP; Salad: 1 CP; Fish: 3 SP; Fruit Salad: 2 SP; Goat's Milk: 2 CP; Goat's Cheese: 3 CP; Maad: 1 CP; (Beer): 3 CP; (Ale): 3 CP; Whiskey: 1 EP; Wine: 15 SP; Tea: 2 CP; Grapes, Berries: 1 SP per bowl; (Meats): 3 GP; Cookies: 1 CP each; Cupcakes: 3 CP each; Pickled Eggs: 2 SP each; Large Pretzels: 1 CP each; Noodles: 3 CP per bowl; (Butter): 3 SP per ¼ lb.; Any Extra Spices: 1 SP per shake. **Note:** The Vegetable Soup comes in a very large bowl.

Two young men work at the Inn's stable. They are both 18 years old. They care for Dion's and Dalath's Light War Horses, Stanford's 2 Mules, Sim's Pony, Khale and Kharol's Ponies, "Tai Thatchersson's" riding Horse, and any animals the occasional traveler might bring in. The two men, Red and Orrin, have 2 Spaniels as pets. The dogs are very friendly; their names are Spot and Rover. The cost of stabling an animal here is 5 CP per night. There is room for 6 more animals here.

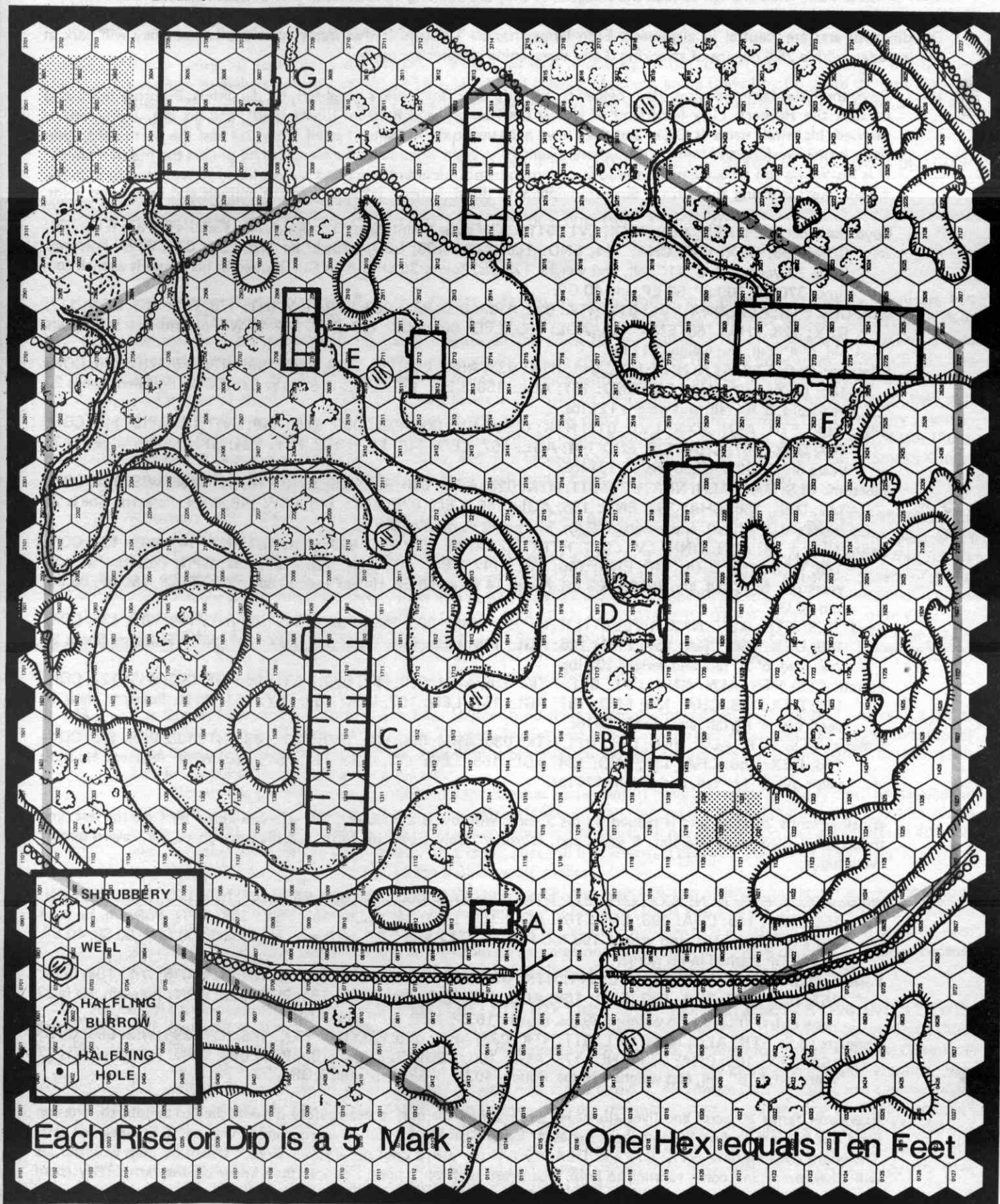
Red: CLS: FTR; ALN: NGX; LVL: 011; HTK: 024; ARM: 000; PSL: 028; STR: 127; INT: 097; WIS: 147; CON: 126; DEX: 115; CHA: 135; END: 135; AGL: 126; LED: 052; LCK: 117; PSY: 051; WPN: Pitchfork (as Military Fork). He is 5' 8" tall and weighs 165 lbs. Pouch: 16 CP and 1 SP.

Orrin: CLS: FTR; ALN: NGX; LVL: 011; HTK: 028; ARM: 000; PSL: 028; STR: 146; INT: 107; WIS: 138; CON: 147; DEX: 095; CHA: 137; END: 156; AGL: 116; LED: 031; LCK: 136; PSY: 063; WPN: Pitchfork (as Military Fork). He is 5' 11" tall and weighs 182 lbs. Pouch: 45 CP, 8 SP, and 2 EP.

Spot and Rover: ARM: 020; SPD: 015; HTK: 009, 009; HIT: 2; DPA: 1 - 4; INT: 041, 041; CON: 187, 187; DEX: 178, 178; CHA: 176, 176.

Khale Puttnam





The Farmers

There are 4 farmers in Blackwater Hamlet; they are Boyd the Elder (H), Winslow (I), Ebenezer (J), and Burny (K). They produce more than enough to feed the villagers, so they are building up reserves in case of bad weather. They each own 2 square miles of land, but not all of it is farmed. What is not farmed is relatively untouched. All the farmers follow the Druidic faith and are Neutral in alignment. Each farmer has 5 - 10 Spaniels that freely roam the farms. They will bark at any intruders with a 25% chance of attacking if any threatening gestures are made.

H Boyd the Elder farms 45 acres. He is helped by his wife, Ilka (the Druid's daughter), his daughters, Primrose (girlfriend of Zalk the Hunter), Lilly (girlfriend of Howet the Hunter), and Blossom (unattached), and his son, Jasin. Jasin is married; his wife's name is Gaye, and they have a 10-year old son named Farrell. They live past the north field. Jasin has a leatherworking and tanning shop there. Eventually, Jasin will inherit the farm, but he prefers the life of a tanner; it is his young son who inherited the love of farming from his grandfather and is most likely to work the farm in the future. Also working the farm is Simeon, nephew to Boyd. Simeon takes care of the animals and works the fields.

Boyd the Elder: CLS: FTR; ALN: NXX; LVL: 011; HTK: 028; ARM: 000; PSL: 089; STR: 136; INT: 137; WIS: 126; CON: 155; DEX: 095; CHA: 114; END: 165; AGL: 106; LED: 165; LCK: 126; PSY: 072; WPN: Polearm. He is 73 years old, 5' 11" tall, and weighs 173 lbs. Pouch: 36 SP and 14 GP. Stashed in his house is a small fortune: 370 CP, 200 SP, 50 EP, and 40 GP.

Ilka: CLS: FTR; ALN: NNX; LVL: 011; HTK: 022; ARM: 000; PSL: 059; STR: 112; INT: 176; WIS: 165; CON: 117; DEX: 126; CHA: 165; END: 116; AGL: 155; LED: 052; LCK: 107; PSY: 052; WPN: Polearm. She is 56 years old, 5' 4" tall, and weighs 111 lbs.

Primrose: CLS: FTR; ALN: NNN; LVL: 011; HTK: 033; ARM: 000; PSL: 059; STR: 186; INT: 176; WIS: 146; CON: 155; DEX: 157; CHA: 149; END: 167; AGL: 156; LED: 112; LCK: 093; PSY: 075; WPN: Polearm. She is 29 years old, 5' 5" tall, and weighs 121 lbs.

Lilly: CLS: FTR; ALN: NXX; LVL: 011; HTK: 029; ARM: 000; PSL: 059; STR: 146; INT: 136; WIS: 116; CON: 157; DEX: 167; CHA: 179; END: 144; AGL: 157; LED: 116; LCK: 166; PSY: 124; WPN: Polearm. She is 26 years old, 5' 2" tall, and weighs 101 lbs.

Blossom: CLS: MAG; ALN: NNX; LVL: 011; HTK: 025; ARM: 010; PSL: 059; STR: 116; INT: 166; WIS: 157; CON: 146; DEX: 166; CHA: 167; END: 136; AGL: 146; LED: 075; LCK: 146; PSY: 146; WPN: Polearm. She is 21 years old, 5' 4" tall, and weighs 109 lbs. She hopes to marry a Druid.

Jasin: CLS: FTR; ALN: NNN; LVL: 011; HTK: 032; ARM: 000; PSL: 059; STR: 167; INT: 147; WIS: 136; CON: 165; DEX: 155; CHA: 146; END: 145; AGL: 147; LED: 116; LCK: 125; PSY: 032; WPN: Polearm. He is 39 years old, 5' 8" tall, and weighs 169 lbs. Pouch 14 SP and 6 EP. He has a secret cache of 360 CP, 180 SP, 95 EP, and 35 GP.

Gaye: CLS: FTR; ALN: NXX; LVL: 011; HTK: 027; ARM: 000; PSL: 059; STR: 135; INT: 146; WIS: 136; CON: 146; DEX: 156; CHA: 157; END: 126; AGL: 146; LED: 051; LCK: 117; PSY: 107; WPN: Polearm. She is 33 years old, 5' 2" tall, and weighs 102 lbs.

Farrell: CLS: FTR; ALN: NNX; LVL: 011; HTK: 016; ARM: 000; PSL: 059; STR: 095; INT: 092; WIS: 127; CON: 146; DEX: 166; CHA: 136; END: 157; AGL: 157; LED: 107; LCK: 163; PSY: 051; WPN: Polearm. He is 10 years old, 4' 8" tall, and weighs 93 lbs.

Simeon: CLS: FTR; ALN: NNN; LVL: 011; HTK: 030; ARM: 000; PSL: 059; STR: 143; INT: 126; WIS: 115; CON: 166; DEX: 156; CHA: 136; END: 124; AGL: 156; LED: 113; LCK: 112; PSY: 063; WPN: Polearm. He is 30 years old, 5' 11" tall, and weighs 179 lbs.

Winslow farms 28 acres and is helped by his 2 sons. Winslow is a widower; his wife was killed by Orcs the last time they raided Blackwater Hamlet, 6 years ago. Winslow rarely leaves his farm, but his boys go to the Tavern almost every night.

Winslow: CLS: FTR; ALN: NXX; LVL: 011; HTK: 029; ARM: 000; PSL: 069; STR: 147; INT: 095; WIS: 105; CON: 156; DEX: 145; CHA: 093; END: 165; AGL: 154; LED: 115; LCK: 155; PSY: 105; WPN: Polearm. He is 54 years old, 5' 9" tall, and weighs 199 lbs. Pouch: 10 CP and 7 GP. He has an additional 400 CP, 180 SP, 40 EP, and 30 GP stashed in his home.

Farley: CLS: FTR; ALN: NNX; LVL: 011; HTK: 031; ARM: 000; PSL: 049; STR: 167; INT: 075; WIS: 104; CON: 157; DEX: 156; CHA: 073; END: 166; AGL: 165; LED: 084; LCK: 134; PSY: 072; WPN: Polearm. He is 32 years old, 6' 0" tall, and weighs 189 lbs. Pouch: 16 CP, 8 SP, 4 EP, and 1 GP.

Emmitt: CLS: FTR; ALN: NNN; LVL: 011; HTK: 032; ARM: 000; PSL: 049; STR: 166; INT: 095; WIS: 093; CON: 166; DEX: 105; CHA: 073; END: 175; AGL: 105; LED: 072; LCK: 103; PSY: 055; WPN: Polearm. He is 27 years old, 5' 8" tall, and weighs 176 lbs. Pouch: 10 CP, 7 SP, 2 EP, and 1 GP.

J Ebenezer farms 20 acres and lives alone. He was married for only a year before his wife died in childbirth. The son lived but has left to find his fortune. Ebenezer has 6 Spaniels trained as guard dogs as well as 10 Spaniels for pets. The guard dogs all have HTK: 016 and DEX: 179. If the guard dogs get into a "scrap," the other dogs will hear (as will Ebenezer) and come running to help. The guard dogs only permit people they know on the farm. They roam freely but never leave the farm. Ebenezer has salted away 390 CP, 170 SP, 35 EP, and 30 GP.

Ebenezer: CLS: ILL; ALN: NXX; LVL: 021; HTK: 025; ARM: 010; PSL: 069; STR: 126; INT: 177; WIS: 146; CON: 137; DEX: 166; CHA: 126; END: 147; AGL: 158; LED: 052; LCK: 113; PSY: 136; WPN: Polearm; Spells: *Rainbow Rays*, *Sphere of Darkness*, *Detect Illusion*, *Detect Invisibility*, and *Minor Illusion*. He has a Web Seed which he carries around with him. Web Seed is thrown, the command word spoken, and, when it touches something, it "explodes" into the same dimensions and properties as a *Spiderweb* spell. The strands last for 5 hours. He is 52 years old, 6' 1" tall, and weighs 183 lbs.

- K** Burny farms 30 acres all by himself. He is a bachelor who is waiting for his "dream girl" - a Druidess. Burny is an excellent animal-trainer and has trained his 7 Spaniels, 4 Hawks, 11 Goats, and 2 Cows (the Cows are the only Cows in town). Though big and strong, Burny never bullies people; he is very kind-hearted. He has 380 CP, 160 SP, 30 EP, and 25 GP in a box under his bed.

Burny: CLS: FTR; ALN: NNX; LVL: 011; HTK: 034; ARM: 000; PSL: 069; STR: 189; INT: 092; WIS: 147; CON: 168; DEX: 093; CHA: 147; END: 147; AGL: 106; LED: 113; LCK: 146; PSY: 072; WPN: Polearm, Hawks. He is 39 years old, 6' 3" tall, and weighs 211 lbs.

Hawks: ARM: 010; SPD: 038; HIT: 2; HTK: 004, 006, 008, 009; DPA: 1 - 3/1 - 3/1 - 6.

Other Villagers

- L** The Woodworker: This small log cabin houses Khenton the Woodworker and his wife, Khrisselda. They are Hill Gnomes. The cabin contains only a kitchen, a work room, and a storage area. The rest is under the house in their burrow. Both are excellent craftspeople and do all the work for the village. Khenton's specialty is carving ornate smoking pipes. He keeps a stock of 31 - 40 pipes for sale to travelers. They range in price from 1 EP to 5 GP. The Woodworkers are very jovial people who welcome everybody with a hearty greeting, tea, and honey cakes. They have a small plot of pipeweed and another of vegetables in the back of their cabin. Once a year, during the spring, they visit relatives for 2 months or so. It is nearly a 50 mile trip. They don't care to adventure unless there are many jewels to be won. They also have, within their bedroom beneath the cabin, 4 quivers of 20 Arrows, 2 Short Bows, 4 War Clubs, 4 Staves, 4 Slings with 4 bags of 20 Bullets, and, in a locked chest, 303 CP, 209 SP, 43 EP, 215 GP, 4 Smoky Quartz worth 50 GP each, 3 Aquamarines worth 100 GP each, and 2 Emeralds worth 1,000 GP each.

Khenton: CLS: FTR/ILL; ALN: NGX; LVL: 022; HTK: 030; ARM: 010; PSL: 079; STR: 155; INT: 166; WIS: 155; CON: 155; DEX: 166; CHA: 104; END: 145; AGL: 156; LED: 093; LCK: 111; PSY: 126; WPN: Club, Short Bow, Sling, Staff; Spells: *Detect Invisible*, *Sphere of Light*, *Fog Wall*, *Detect Illusion*, *Rainbow Ray*, *Lively Lights*, and *Illusion*. He also owns a Scroll of *Lively Lights*, *Sphere of Light*, and *Permanent Sphere of Light*. Pouch: 23 SP, 4 EP, and 2 GP. He is 293 years old, 3' 6" tall, and weighs 89 lbs.

Khrisselda: CLS: FTR/ILL; ALN: NGX; LVL: 022; HTK: 027; ARM: 010; PSL: 079; STR: 126; INT: 176; WIS: 127; CON: 156; DEX: 166; CHA: 147; END: 157; AGL: 165; LED: 075; LCK: 176; PSY: 137; WPN: Club, Short Bow, Sling, Staff; Spells: *Detect Illusion*, *Detect Invisibility*, and *Detect Magic Auras*. Pouch: 5 CP, 12 SP, 11 EP, and 3 GP. She is 275 years old, 3' 1" tall, and weighs 77 lbs.

- M** The Grove: Here, the people of Blackwater Hamlet hold their worship services, guided by Garner Griswold, a Druid. Garner has lived in the area for 59 of his 73 years. During that time, he has transformed this area into an immaculate park. Songbirds crowd the trees and squirrels jump from bough to bough. The squirrels will alert Garner to visitors. He lives in a small cabin set back among the trees.

Garner has become quite used to having the Beast as a neighbor. It hasn't attacked anybody since he has been in the hamlet, although there have been sightings of it. If it should start "acting up," he will help to kill it, but he wishes to live past 100; he is only 73 now, and his life expectancy is 139 years. He has not been on any adventures in 40 years and is content to guide his small "flock" in a quiet, peaceful life. Garner is also the "Justice of the Peace," the "Healer," "Chief Farm Advisor," and one of the 3 Blackwater Judges.

He is a kind, polite, very perceptive individual, but he does have a temper when it concerns needless destruction of any sort. He is married, and his wife, Rosie, helps him in his work; she is also a Druid. His children have all moved away and are detailed elsewhere. The only monetary items that the couple owns is a matched set of 3 Diamonds, each worth 5,000 GP. These are displayed in the cabin's living area on a pine stand. They have no need for money because the villagers supply them with everything they need. They live a simple life and are very happy indeed.

Garner Griswold: CLS: DRD; ALN: NNN; LVL: 071; HTK: 028; ARM: 000; PSL: 089; STR: 126; INT: 127; WIS: 169; DEX: 105; CHA: 167; END: 126; AGL: 126; LED: 106; LCK: 156; PSY: 159; WPN: Spear, Staff, Club; Spells Usually Prayed For: *Purify Water*, *Communicate With Animals*, *Communicate With Animals*, *Communicate With Animals*, *Predict Weather*, *Predict Weather*, *Entrapment*, *Create Water*, *Heal Minor Wounds*, *Heal Minor Wounds*, *Locate Plants*, *Locate Plants*, *Fog*, *Flora Growth*, *Neutralize Poison*, *Gills*, and *Communicate With Plants*. He has 7 Thorn Seeds; when thrown, and the command word is spoken, one seed will "explode" into the same dimensions and effects as the spell *Thorn Wall* at 14th level of proficiency. He is 5' 11" tall and weighs 175 lbs. He has, as animal friends, 6 Timber Wolves that roam freely throughout the Grove and the hamlet. There are 3 females and 3 males. Timber Wolves: ARM: 010; SPD: 018; HIT: 4; HTK: 015, 015, 015, 016, 017, 018; DPA: 1 - 6; INT: 042; DEX: 177; CON: 189.

Rosie: CLS: DRD; ALN: NNN; LVL: 051; HTK: 025; ARM: 000; PSL: 089; STR: 105; INT: 136; WIS: 168; CON: 156; DEX: 157; CHA: 168; END: 147; AGL: 146; LED: 117; LCK: 042; PSY: 176; WPN: Spear, Staff; Spells Usually Prayed For: *Locate Animals, Communicate With Animals, Communicate With Animals, Communicate With Animals, Predict Weather, Purify Water, Create Water, Heal Minor Wounds, Heal Minor Wounds, Fog, Heat Metal, Neutralize Poison, and Flora Growth*. She possesses 5 Thorn Seeds like those that Griswold carries and has 4 Golden Eagles as animal friends. The Eagles are 2 males and 2 females and fly freely wherever they desire to go. Golden Eagles: ARM: 020; SPD: 038; HIT: 2 HTK: 015, 015, 015, 015; DPA: 1 - 6/1 - 6/1 - 8; INT: 011; DEX: 178; CON: 187. She is 68 years old, 5' 6" tall, and weighs 135 lbs.

The Hunters

The Hunters each have a small log cabin. There are 4 Hunters, Jakk, Zalk, Howet, and Jemel. They have an understanding with Garner that they should hunt as the Wolf hunts, killing only the lame, the old, or the weak animals, those that will not survive the next winter. Garner had his Wolves teach the Hunters how to determine which animals to kill by letting the Hunters watch the Wolves hunt and then being the interpreter as the Hunters asked questions of the Wolves.

The Chief Hunter is Jakk, who moved in 21 years ago after his wife and 3 of his 4 children died of a disease. His surviving son, now 38 years old, has just graduated from his apprenticeship to a Prestidigitator (MAG) and is now visiting his father for a short while. The son's name is Jakkson. Jakk always takes the other Hunters 20 - 30 miles north to hunt. Because of this, they usually spend 6 - 13 days on each trip, but they only go out once every 3/4 moon since the farmers and the fishermen supply enough food for the villagers. While in town, Jakk spends most of his time with Orson at the Tavern or walking along the Lake. He is also friendly with Burny and Kelsey.

Zalk, Howet, and Jemel are the best of friends and will always be encountered together unless they are sleeping. All 3 are soon to be married (4 - 9 months) to local lasses (noted with each girl). When in town, they are usually at the Tavern playing cards or out on picnics with their girlfriends. They usually picnic on Boyd's farm or somewhere along the Lake. All three hold Jakk in the highest esteem, and they are continually amazed at his prowess.

Each of the Hunters have 2 Spaniels as hunting dogs. Each dog has HTK: 009, AGL: 189, and CON of 189. These dogs are excellent judges of character and will growl at any person or thing of Evil alignment. The dogs are always at the cabins when not on a hunting trip.

Zalk, Howet, and Jemel have Padded armor (ARM: 020) to wear in case of battle, and Jakk has a suit of Chainmail (ARM: 070).

N Jakk: CLS: RGR; ALN: NGX; LVL: 061; HTK: 034; ARM: 000; PSL: 079; STR: 177; INT: 145; WIS: 166; CON: 177; DEX: 105; CHA: 105; END: 156; AGL: 117; LED: 051; LCK: 117; PSY: 071; WPN: Long Bow, Spear, Hand Axe. Pouch 17 CP, 15 SP, 10 EP, and 7 GP and also has 103 CP, 209 SP, 29 EP, and 112 GP in his cabin. He is 58 years old, 6' 3" tall, and weighs 198 lbs.

Jakkson: CLS: MAG; ALN: NGX; LVL: 011; HTK: 031; ARM: 000; PSL: 036; STR: 166; INT: 155; WIS: 108; CON: 157; DEX: 156; CHA: 105; END: 147; AGL: 147; LED: 062; LCK: 133; PSY: 072; WPN: Staff; Spells: *Read Magic Script, Slumber, Erase, Understand Languages, and Minor Sphere of Selective Magic Negation*. Pouch: 5 CP, 8 SP, 8 EP, 12 GP, and 15 PP. He also keeps 67 GP and 22 PP in a small box at his father's house. He is 38 years old, 6' 2" tall, and weighs 188 lbs.

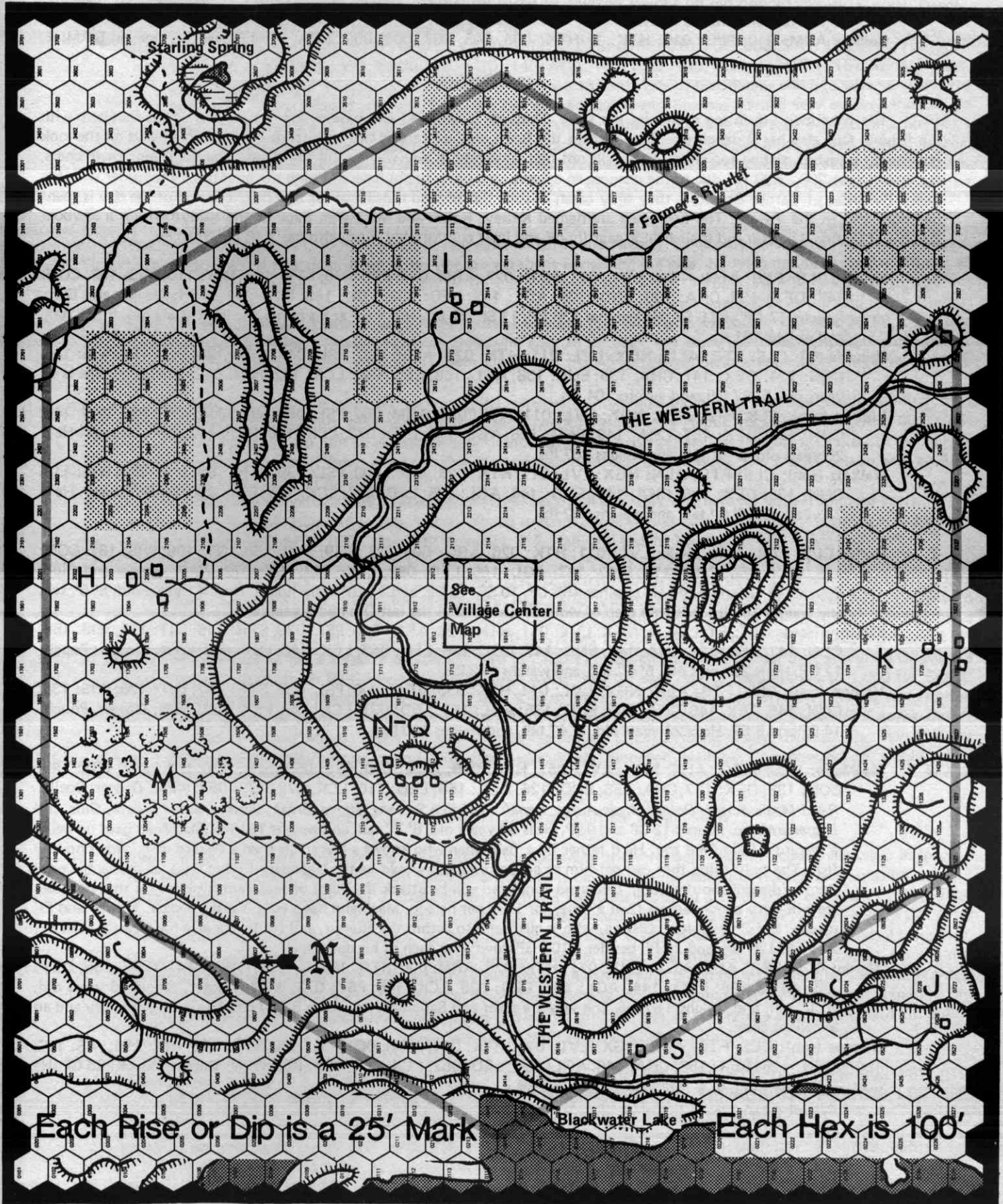
O Zalk: CLS: RGR; ALN: NGX; LVL: 011; HTK: 034; ARM: 000; PSL: 059; STR: 176; INT: 095; WIS: 125; CON: 177; DEX: 091; CHA: 112; END: 156; AGL: 105; LED: 072; LCK: 146; PSY: 092; WPN: Spear, Long Bow. Pouch: 23 CP and 12 SP. He also has 89 CP, 42 SP, and 38 EP at his cabin. He is 25 years old, 6' 1" tall, and weighs 190 lbs.

P Howet: CLS: RGR; ALN: NGX; LVL: 011; HTK: 032; ARM: 000; PSL: 059; STR: 168; INT: 092; WIS: 135; CON: 166; DEX: 086; CHA: 126; END: 126; AGL: 113; LED: 052; LCK: 156; PSY: 054; WPN: Spear, Long Bow. Pouch: 30 CP and 9 SP; he also has 72 CP, 21 SP, and 13 EP at his cabin. He is 24 years old, 6' 0" tall, and weighs 173 lbs.

Q Jemel: CLS: RGR; ALN: NGX; LVL: 011; HTK: 033; ARM: 000; PSL: 059; STR: 166; INT: 105; WIS: 126; CON: 177; DEX: 118; CHA: 105; END: 186; AGL: 126; LED: 043; LCK: 113; PSY: 073; WPN: Spear, Long Bow. Pouch: 25 CP, 7 SP, and 2 EP. He also has 81 CP, 42 SP, and 21 EP at his cabin.

Herdsman

R Here lives a herder of goats. He is Warner, the son of Garner Griswold. Warner is a "loner" and is very contented with things as they are. He likes to wander the hills with his dogs and goats. His dogs are Collies which he bought from the traveling merchant that stops in Blackwater twice a year. It should be noted that Collies attack the legs of their opponents in order the sever the achilles tendon or the hamstring muscle to render the opponent helpless. To simulate this, any bit doing 4 HTK of damage will be considered to have severed the tendon or the muscle previously mentioned and rendered that opponent unable to walk (4-legged critters are at 1/2 SPD). A severed tendon or muscle will not heal normally, and even magical healing is not 100% effective on this type of injury. Victim becomes 3/4 SPD, 1/2 encumbrance, AGL score drops -2 and is not greater than 13 in any case (but not lower than 3); Thieves lose 40% of their Climb Walls ability and 15% of their Move Silently ability. Warner has 67 goats and 5 Collies. He supplies the town with goat's milk and cheese.



Warner Griswold: CLS: DRD; ALN: NNN; LVL: 011; HTK: 029; ARM: 000; PSL: 049; STR: 147; INT: 092; WIS: 136; CON: 156; DEX: 105; CHA: 157; END: 146; AGL: 114; LED: 093; LCK: 127; PSY: 146; WPN: Spear, Staff; Spells Usually Prayed For: *Locate Animals*, *Communicate With Animals*, and *Entrap*. Pouch: 12 CP and 20 SP. He also has 55 CP, 34 SP, and 15 EP in his cottage. Werner usually carries a Staff. He is 45 years old, 5' 10" tall, and weighs 177 lbs.

Collies: ARM: 010; SPD: 015; HTK: 2; HTK: 005, 005, 007, 008, 009; DPA: 1 - 4 + sever tendon on DAM: 4.

The Fishermen

The fishermen live in log cabins by the Lake. They are all married and have children. Each has 2 sons that help with the fishing. One also has 2 daughters. They respect the Beast and are careful not to disturb it. They are always on the look out for it, to avoid getting too close. They will not help anybody in any way to kill the Beast. They will rent their boats, but it will cost 200 - 500 GP due to the chances an adventuring party might have of losing the boat in an encounter with the Beast. By order of Garner Griswold, they only catch enough fish to feed the village for that day. The rest of the day is spent on shore and in the Tavern. The fishermen are named Kelsey, Rollo, and MacMann. Each of the fishermen has a rowboat capable of seating 3 person and their fishing gear (hook and line) comfortably. Each also has 2 - 8 pet Spaniels.

- S Kelsey:** CLS: FTR; ALN: NGX; LVL: 011; HTK: 027; ARM: 000; PSL: 049; STR: 136; INT: 115; WIS: 137; CON: 147; DEX: 159; CHA: 105; END: 126; AGL: 167; LED: 032; LCK: 146; PSY: 071; WPN: Dagger and Club. Pouch: 17 CP and 5 SP. He also has 136 CP, 11 SP, 13 EP, and 1 GP at his home. He is 51 years old, 5' 10" tall, and weighs 161 lbs.
- Alina (wife):** CLS: FTR; ALN: NGX; LVL: 011; HTK: 022; ARM: 000; PSL: 049; STR: 105; INT: 156; WIS: 146; CON: 124; DEX: 147; CHA: 135; END: 136; AGL: 156; LED: 062; LCK: 112; PSY: 092; WPN: Net; She is 47 years old, 5' 2" tall, and weighs 104 lbs.
- Linkon (son):** CLS: FTR; ALN: NGX; LVL: 011; HTK: 026; ARM: 000; PSL: 039; STR: 146; INT: 083; WIS: 146; CON: 127; DEX: 157; CHA: 146; END: 136; AGL: 143; LED: 072; LCK: 146; PSY: 112; WPN: Dagger. He is 25 years old, 5' 8" tall, and weighs 167 lbs.
- Walkott (son):** CLS: FTR; ALN: NGX; LVL: 011; HTK: 028; ARM: 000; PSL: 039; STR: 156; INT: 092; WIS: 113; CON: 135; DEX: 126; CHA: 145; END: 146; AGL: 135; LED: 082; LCK: 125; PSY: 095; WPN: Dagger. He is 23 years old, 5' 9" tall, and weighs 182 lbs.
- T Rollo:** CLS: FTR; ALN: NGX; LVL: 011; HTK: 026; ARM: 000; PSL: 049; STR: 156; INT: 109; WIS: 167; CON: 115; DEX: 156; CHA: 115; END: 147; AGL: 165; LED: 062; LCK: 142; PSY: 072; WPN: Dagger and Club. Pouch: 18 CP and 5 SP. He also has 156 CP, 10 SP, 16 EP, and 11 GP in his house. He is 41 years old, 5' 6" tall, and weighs 168 lbs. His wife died of wounds sustained in the last Orc raid 6 years ago.
- Kilarny (son):** CLS: FTR; ALN: NGX; LVL: 011; HTK: 028; ARM: 000; PSL: 039; STR: 146; INT: 115; WIS: 156; CON: 147; DEX: 125; CHA: 146; END: 147; AGL: 136; LED: 053; LCK: 146; PSY: 052; WPN: Dagger. Pouch: 12 CP. He is 25 years old, 5' 6" tall, and weighs 142 lbs.
- Vernon (son):** CLS: FTR; ALN: NGX; LVL: 011; HTK: 030; ARM: 000; PSL: 039; STR: 167; INT: 126; WIS: 136; CON: 145; DEX: 146; CHA: 082; END: 135; AGL: 157; LED: 031; LCK: 146; PSY: 132; WPN: Dagger. Pouch: 14 CP and 8 SP. He is 22 years old, 5' 4" tall, and weighs 140 lbs.
- U MacMann:** CLS: MAG; ALN: NGX; LVL: 051; HTK: 026; ARM: 010; PSL: 059; STR: 136; INT: 147; WIS: 143; CON: 138; DEX: 167; CHA: 158; END: 126; AGL: 156; LED: 116; LCK: 072; PSY: 052; WPN: Dagger; Spells: *Read Magic Script*, *Detect Magic Auras*, *Repair*, *Invisible Servant*, *Shove*, *Break*, *Swamp Gas*, *Levitate*, *Gills*, and *Disperse Magic*. Pouch: 12 CP and 9 SP. He is 59 years old, 5' 7" tall, and weighs 161 lbs. MacMann gave up being a Wizard a long time ago. He'd rather be a fisherman who knows a few spells than a Wizard who knows how to fish. The only thing that can get him to adventure again would be the legendary Flying Ship, as that is the only item he dreams about getting. Under no condition will he attack the Beast or even rent his boat for that purpose. He will ferry people across (2 at a time) for 1 GP per person. MacMann has a wife, Narda, 2 sons, Thorpe and Eldridge, and 2 daughters, Glenna, who is girlfriend to Jethro the Hunter, and Holly. He also has 192 CP, 138 SP, 211 EP, 120 GP, and 75 PP besides a 100 GP dowry for each of his daughters.
- Narda:** CLS: FTR; ALN: NGX; LVL: 011; HTK: 023; ARM: 000; STR: 106; INT: 137; WIS: 147; CON: 136; DEX: 159; CHA: 156; END: 144; AGL: 157; LED: 033; LCK: 146; PSY: 073; WPN: Dagger. She is 50 years old, 5' 1" tall, and weighs 110 lbs. She wears a silver and Sapphire ring worth 3,000 GP. She is very friendly and an excellent cook.
- Thorpe (son):** CLS: FTR; ALN: NGX; LVL: 011; HTK: 024; ARM: 000; PSL: 039; STR: 126; INT: 116; WIS: 137; CON: 126; DEX: 156; CHA: 146; AGL: 156; LED: 052; LCK: 112; PSY: 093; WPN: Dagger; Pouch: 25 CP. He is 24 years old, 5' 7" tall, and weighs 167 lbs.

Eldridge (son): CLS: FTR; ALN: NGX; LVL: 011; HTK: 025; ARM: 000; PSL: 039; STR: 116; INT: 126; WIS: 104; CON: 144; DEX: 155; CHA: 127; END: 136; AGL: 166; LED: 063; LCK: 106; PSY: 072; WPN: Dagger; Pouch: 22 CP. He is 23 years old, 5' 7" tall, and weighs 155 lbs.

Glenna (daughter): CLS: FTR; ALN: NGX; LVL: 011; HTK: 030; ARM: 000; PSL: 039; STR: 146; INT: 115; WIS: 115; CON: 167; DEX: 157; CHA: 156; END: 146; AGL: 157; LED: 106; LCK: 123; PSY: 031; WPN: Dagger. She is 22 years old, 5' 2" tall, and weighs 122 lbs.

Holly (daughter): CLS: MAG; ALN: NGX; LVL: 011; HTK: 025; ARM: 010; PSL: 039; STR: 116; INT: 168; WIS: 147; CON: 146; DEX: 177; CHA: 178; END: 146; AGL: 189; LED: 105; LCK: 146; PSY: 157; WPN: Dagger. She is 21 years old, 5' 1" tall, and weighs 101 lbs. Holly is the only one of MacMann's children who has displayed an interest in the magical arts, and he taught her how to cast spells. She has learned very quickly and has the potential to become a great Wizardress. If the right person comes along, she will start adventuring. She has a Spell Book exactly the same as her father's. It contains: *Read Magic Script*, *Detect Magic Auras*, *Repair*, *Invisible Servant*, *Shove*, *Break*, *Swamp Gas*, *Levitate*, *Gills*, and *Disperse Magic*. If she does leave to adventure, her father will give her the 100 GP he had saved for her dowry. If she does leave, she will always come back here at least once a year.

- V The Bowyer: Here, lives Urellas, High-Elven craftsman of Bows and Arrows. Since only he and the Hunters have Bows, Urellas has a lot of free time. Most of his free time is spent wandering the hills, enjoying nature as only an Elf can do it. There is a 60% chance that he will be off in the hills and unavailable for 3 - 14 days. He sells Arrows to the Hunters at 1 CP per Arrow, but, to travelers, the price is 1 EP per Arrow. He has no silver Arrows. Bows are sold to the Hunters for 3 GP, but, to travelers, the price is 30 PP. Urellas can also fashion Crossbows, but it will cost 20 PP for a Light Crossbow and 40 PP for a Heavy Crossbow. Bolts will cost 15 SP each. His work is excellent and well worth the apparently inflated price. Urellas will not go adventuring unless the adventure is somehow connected with Elves or Elven artifacts.

Urellas gets along fine with everyone in town, especially Dione and Daphne. If anybody should besmirch their honor, Urellas will make sure they never do it again. If needed, he can get 7 High Elves (CLS: FTR; LVL: 031/ CLS: MAG; LVL: 031) to help him to avenge the girls' honor within 7 days. They will all (including Urellas) be riding Hippogriffs, armed with Short Bows and Long Swords, and have no armor (ARM: 000). The 7 Elves will all have an AGL greater than 15 and an INT greater than 14.

Urellas is quite content here in Blackwater Hamlet and will probably stay here for 103 - 130 more years. He has already been here 34 years. After that, he may decide to roam again. Urellas does not believe in wearing armor except for Elven Chainmail (ARM: 070). He is 412 years old, 5' 2" tall, and weighs 106 lbs.

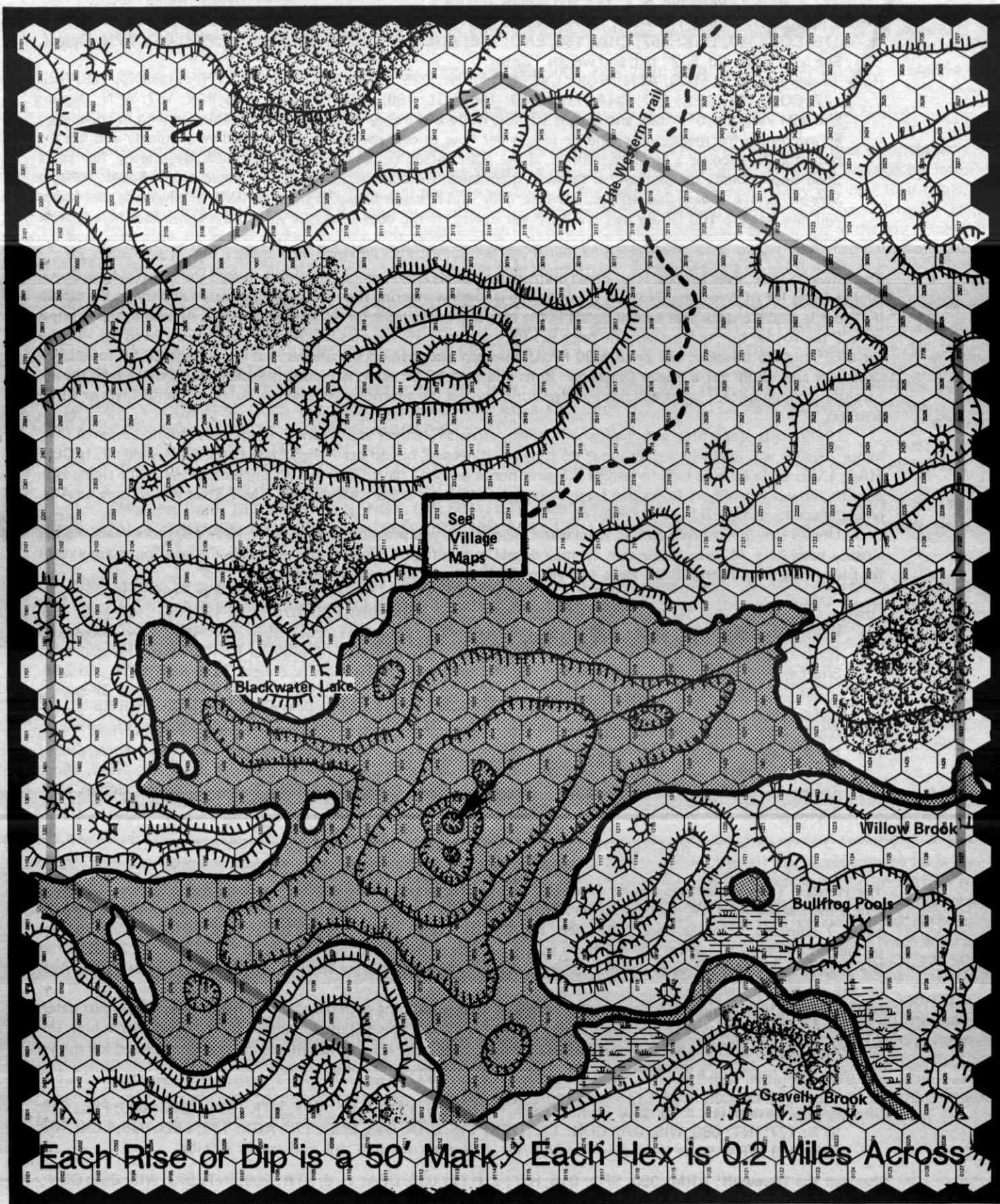
Urellas: CLS: FTR/MAG; ALN: CGN; LVL: 056; HTK: 028; ARM: 070; PSL: 079; STR: 157; INT: 166; WIS: 156; CON: 135; DEX: 187; CHA: 166; END: 146; AGL: 178; LED: 117; LCK: 156; PSY: 169; WPN: Longsword (with silver and Emerald inlay and worth 1,000 GP) and Longbow with a quiver of 12 Arrows. He also has a Short Bow, 3 Spears, 80 Arrows (40 long and 40 short) and 2 Short Swords. Pouch: 3 CP, 5 SP, 5 GP, and 2 PP. In his house he has a treasure of 106 CP, 116 SP, 100 EP, 466 GP, 223 PP, 7 Tiger Eyes worth 10 GP each, 3 Rock Crystals worth 50 GP each, 3 Tourmalines worth 100 GP each, and 1 Sapphire worth 1,000 GP. Spells: *Read Magic Script*, *Detect Magic Auras*, *Lively Lights*, *Shield of Magic*, *Slumber*, *Invisible Servant*, *Hold Portal*, *Erase*, *Sphere of Light*, *Ventriloquism*, *Protection From Evil*, *Understand Languages*, *Detect Evil Auras*, *Detect Invisibility*, *Read Minds*, *Open*, *Multiple Image*, *Improved Lock*, *Disperse Magic*, *Human Fly*, *Wind*, *Minor Sphere of Weather Protection*, and *Gills*. Languages: Elven, Gnomish, Halfling, Common, Sprite, Goblin, Hobgoblin, Orcish, and Gnollish.

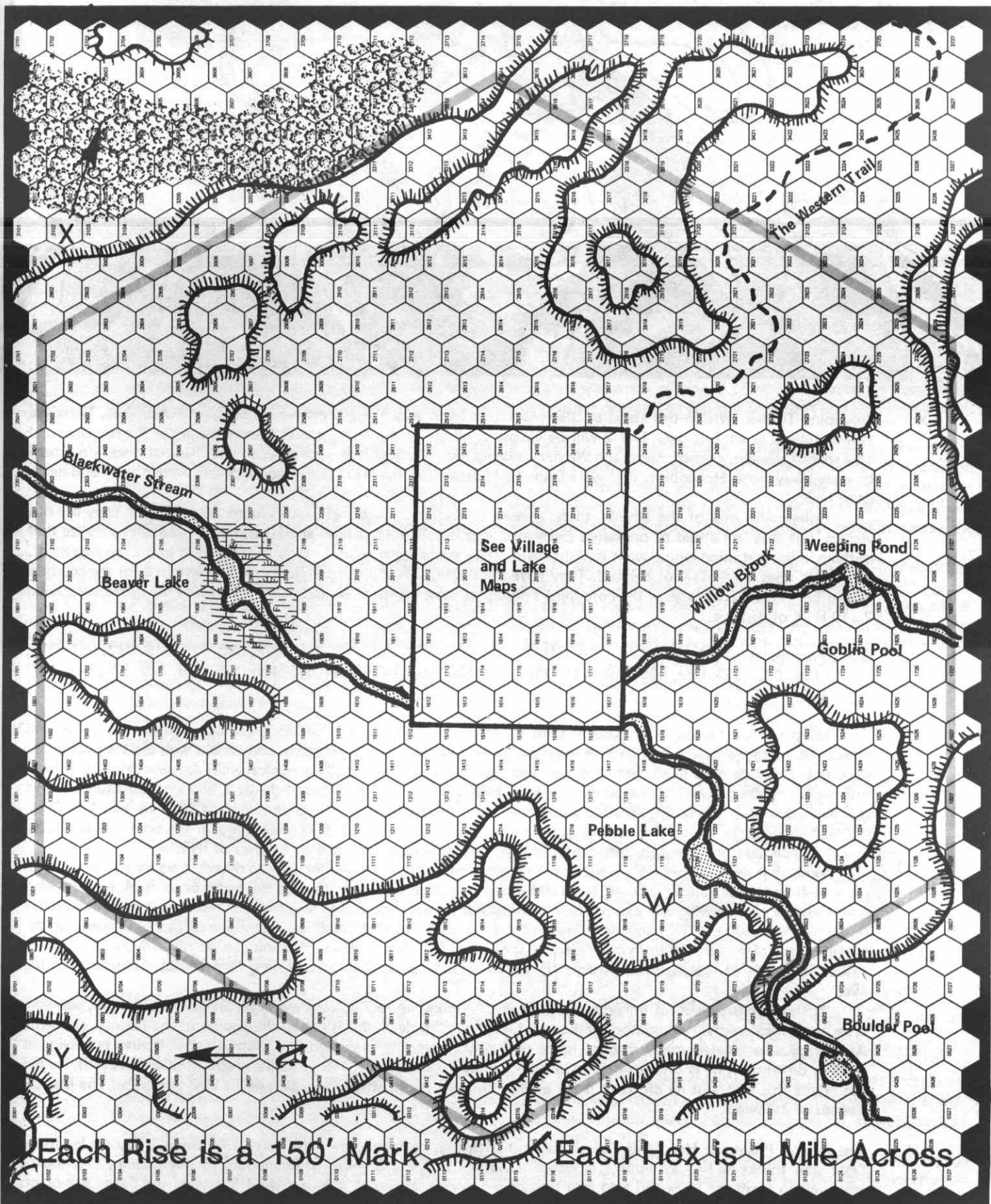
Areas W, X, Y, and Z are found only on the Terrain Maps

- W The Hermit: The Hermit lives on the other side of the Lake and is rarely seen. He will occasionally stop in town to buy some needed item. He goes by the name of Sheridan the Savage, but his real name is Ignatius Quinn. He owns 11 goats, 7 chickens, 1 rooster, and 3 Spaniels. He also has a vegetable plot and a berry plot. He doesn't like to have people bothering him, and he will tell them so. He has a small hoard of coins: 59 CP, 33 SP, 21 EP, and 23 GP. After the players arrive in Blackwater Hamlet, Ignatius will meet and fight a Were-Wolf! Since he always carries a silver Axe, he will be able to defeat it, but he will sustain enough damage to become infected with Lycanthropy. He will not realize what is happening at first; then, after he wakes up one morning with blood on his hands (the Judge must determine who he kills), he will try to flee the area before his mind is completely dominated by the beast within him. Unfortunately, he cannot hold out for long, and, about one month after leaving, he will return as a Monster and kill during the moonlight hours. As a Were-Wolf, he will wrestle with his opponent before biting.

Sheridan the Savage (a.k.a. Ignatius Quinn): CLS: FTR; ALN: CNG; LVL: 011; HTK: 035; ARM: 000; PSL: 019; STR: 177; INT: 086; WIS: 076; CON: 177; DEX: 115; CHA: 083; END: 176; AGL: 126; LED: 035; LCK: 105; PSY: 063; WPN: Silver Hand Axe and Club. He is 38 years old, 6' 6" tall, and weighs 229 lbs.

Sheridan the Werewolf: ARM: 050; SPD: 015; HIT: 7; HTK: 036; DPA: 1 - 6; STR: 209; INT: 073; WIS: 055; CON: 209; DEX: 159; CHA: 051. As a Werewolf, Sheridan is 6' 8" tall and weighs 259 lbs.





Mash the Ogre



- X **Porcupine Timber:** Within this stand of Black Walnut trees dwells a large community of Giant Porcupines. There are 10 Porcupines in all, but only 1 or 2 will be encountered at one time unless with Garner, Rosie, or Warner Griswold on a special mission. Garner, Rosie, and Warner come up here often to chat with these animals. Garner once took them to scare away some Hobgoblins that were planning to move into the area. The Hobgoblins left immediately and never came back.

Unless with one of the Druids, these animals will attack anyone who gets within 30' of them. They are not vicious, but they are afraid of predators (carnivorous or omnivorous beings) and are not smart enough to realize that nothing in its right mind would want to fight them. They attack by flinging 1 - 6 quills from their tails at an opponent. Each quill does 1 - 6 HTK of damage. They have a 20' range. In addition, anybody coming within 6' of the creature will suffer 1 - 6 quills because of the Porcupine's defensive movements. If wounded, they may bite the opponent, doing 2 - 10 HTK of damage.

Giant Porcupines: ARM: 050; SPD: 006; HIT: 6; HTK: 023, 033, 027, 029, 041, 028, 040, 025, 018, 042; INT: 011; CON: 072, 072, 083, 095, 094, 115, 116, 126, 136, 168; DEX: 094, 095, 105, 115, 116, 126, 127, 147, 157, 168.

Deep within this forest of Black Walnut timber sit the ruins of a small, stone cottage. There is only one wall intact. An overgrown slate walkway meandering to an old trail, now overgrown, and an old well are the only other signs that someone once lived here. The well looks ordinary, but it is really a magical well! Anyone drinking from it will benefit if they take only one drink! A second drink will nullify the effects of the first, and any subsequent drinks will have absolutely no effect. A Druid who drinks from this well will gain 1 point of WIS (if WIS: 18, add 1 to CHA; if CHA: 18, add to lowest ability score). Any other being of INT: 005 or greater will gain the one-time ability to "cast" an *Animal Comrade* spell. Any other being of INT: 004 or lower will gain 4 points of INT.

Note that even Garner does not know that the well is magical; the only ways to detect it are by a *Detect Magic* spell and some psionic powers, and Garner has no reason to check the well for magic or to drink from it. Also note that the well's magic will expire after 7 drinks are taken from it. The magic can be restored, but the research is costly (at least 300,000 GP) and time consuming (at least 3 years). In addition, the material outlay needed for the *Magic Restoration* spell should cost at least 10,000 GP. After "restoration," 1 drink can be taken from it for every 1,000 GP worth of material components. Research must be conducted at Libraries, Monasteries, Temples, and the like.

If the area is cleared of underbrush, there can be found up to 7 Zircons worth 50 GP each and an old, oak-and-brass sign which reads, in Common, "Zikowers Lives Here." Indeed, this is one of the abodes of the famous, eccentric Arch-Mage who created many magical items during his magically extended life. Zikowers is still alive but living in another dimension; he is presumed dead because he hasn't been seen in 252 years (he is almost 600 years old). He did not create this well, but he did tend it for a while. Among his hundreds of creations are **Web Seeds** and **The Magical Tokens of Zikowers**.

- Y **The Asmo's Prisoners:** Here lives a small band of Orcs who call themselves the Asmo's Prisoners. They are led by an Ogre who thinks he had a "vision," although it was really just a drunken hallucination. In this "vision," Asmodeus appeared to Mash the Ogre and told him that he could rule the world if he gathered followers and did as Asmodeus told him. As a result, Mash gathered a following of wandering Orcs, but Asmodeus never reappeared with more instructions. Now, they are barely able to exist on what the hunters can catch, but Mash keeps the Orcs in line by brute strength. Mash is continually trying to swell his ranks with more followers but has had only minimal success. Anybody

captured by the Orcs will be brought to Chief Mash. He will give them a choice between joining him on his Unholy mission or being ripped apart by Mash himself.

Six years ago, they attempted to over-run Blackwater Hamlet but were driven back rather easily. Since then, Mash has waited for Asmodeus to reappear with more instructions. The Asmo's Prisoners live in a limestone cave complex. Chief Mash rules over 90 Orcs, 6 Goblins, and 4 Hobgoblins. There are 39 male Orcs, 21 female Orcs, and 30 young Orcs. The Goblins and Hobgoblins are all males. The Hobgoblins make up Chief Mash's personal guard, and the Goblins are his servants. Some of the Orc young are an Orc-Hobgoblin combination, and some of them have Orc and Goblin parentage.

The Orcs and Goblins all speak Orcish, Goblin, Hobgoblin, and Ogrish. They have no treasure except for that held by each individual. The Hobgoblins and Goblins are convinced that Chief Mash had a "vision," but only half of the Orcs believe it. The other half is kept in check through fear of Chief Mash and his bodyguard.

Anyone with an INT: 101 or greater who is brought to Chief Mash can easily trick Mash and the Hobgoblins into believing that he or she has been sent by Asmodeus to be Chief Mash's personal advisor. Being the Chief Advisor would cause that person to actually be in control of this whole community. The "coat-of-arms" of this settlement is a red, stick figure of a humanoid with horns, a pointed tail and a Pitchfork. This emblem is scrawled on the Orcs' Shields and all over the walls of the cave complex.

Z The Beast of Blackwater Lake: Within this Lake dwells a Beast. It is a Wurrum, a distant ancestor of the Dragons. It is half fish and half dragon. It can breathe air or water; it can swim or walk on land, but it cannot fly with its small, vestigial wings. It greatly prefers a watery existence, and, therefore, 95% of the encounters with it will happen in the water; however, it will chase attackers onto land if it has taken less than 35% damage. Once on land, it will be quick to return to the water if the battle starts to go against it or if its prey is outdistancing it. When a Wurrum is wounded, it will attack **anything** that gets close to it; otherwise, it only attacks when provoked or when it thinks it is about to be provoked. If left alone, it is quite content to live as does any other predator of Neutral alignment and semi-intelligence. The normal prey of a Wurrum is fish.

A Wurrum attacks with a powerful bite which is doubly dangerous because it has poison saliva. This poison necessitates a Saving Roll of END or less on 3D6 with a +3 disadvantage to the roll. If the Saving Roll is successful, the person will feel weak and nauseated (-3 from STR, CON, END, DEX, and AGL) for 3 - 24 hours after an onset time of 1 - 6 minutes. If the Saving Roll is not successful, the effects are the same, but the victim will lapse into a coma 1 - 4 hours later which will last 1 - 4 days; if the poison is not neutralized in some manner (spell or herbs), the victim will then die.

In the water, the Wurrum is surprised only on a 1, and it surprises prey on a 1 - 4 on 1D6. On land, it is surprised on a 1 - 4 on 1D6, and it surprises prey only on a 1. Wurrums are 25% Magic Resistant. This Wurrum is 24' long and 6' broad at its widest point. It lairs in the middle of the Lake in a rocky pit on the bottom. In this pit are a few of the items which were dropped by would-be slayers of the Beast. Only their magical properties have allowed them to withstand the ravages of time. One of these items is wedged between two rocks; it is a solid silver Broadsword with ancient runes inlaid on the blade with Moonstone. Under an *Understand Languages* spell it will reveal the name of the Sword: Moonsong. The Sword is detailed later. The other items in and around the pit area will need a *Detect Magic Aura* spell to locate because they are not out in the open. In a clump of lake grass lies a gnarled Ironwood (Hop Hornbeam) Staff. It is the Staff of the Visionist, and it can perform several functions. The Staff has the following powers that do not drain charges:

1. *Disguise*
2. *Rainbow Rays*
3. *Illusion Detection*
4. *Minor Illusion*

The following powers drain 1 charge:

1. *Mass Hypnosis*
2. *Illusion*
3. *Multiple Images*

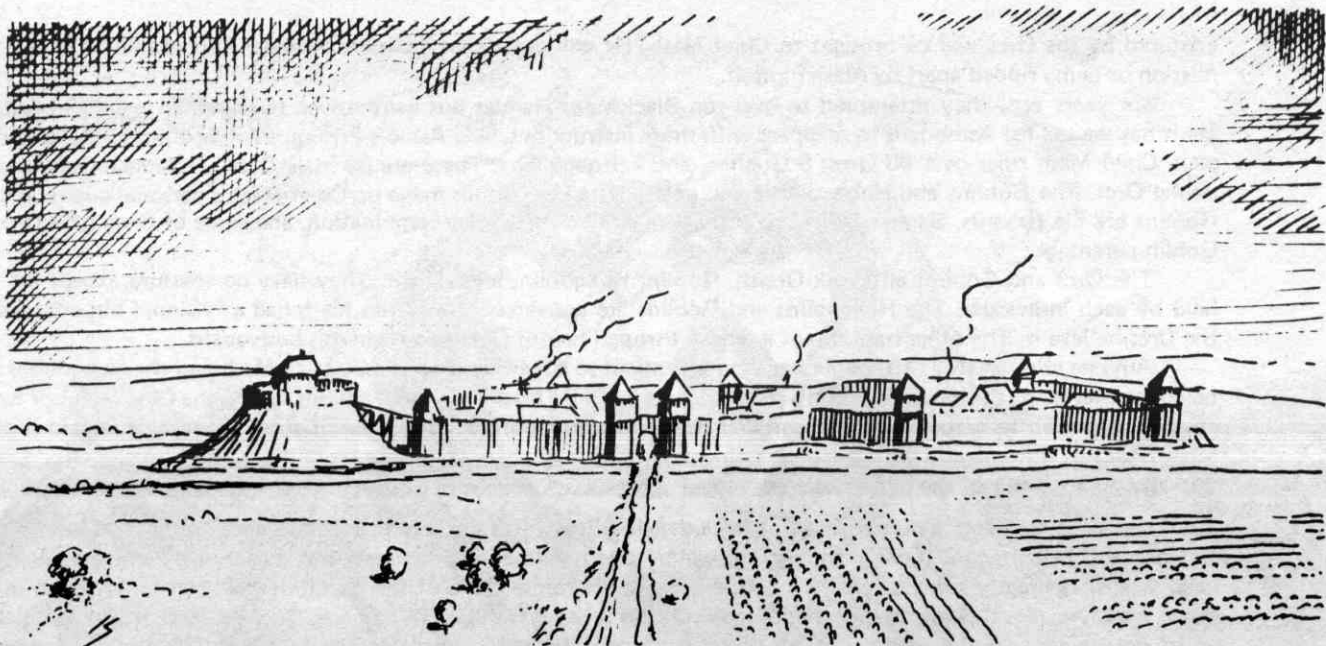
The following power drains 2 charges:

1. *Illusory Terrain*



All spell-like functions operate at 6th level of proficiency. Even with all the charges drained, the powers that do not drain charges will function as normal. The Staff has 27 charges left. It adds +1 to all Saving Rolls vs mental attacks involving will force such as beguiling, charming, fear, hypnosis, illusion, mass charming, possession, suggestion, telepathic attack, etc. Saving Rolls must be made against INT or WIS on 3D6.

The Staff can be used to absorb Illusionist spell energy directed at its wielder, but, if the Staff absorbs energy beyond its charge limit, it will flare up in a quick burst of flame (5 HTK of damage to the wielder) and then crumble into a fine, black ash. If absorption is desired, that is the only function able to operate on that round. Absorption is the only way to recharge the Staff. The Staff does not communicate the levels of spells thrown at its wielder, so the wielder has no idea how many levels of Illusionist spell power is being cast at him or her.



Another item located close to the Staff, under a shallow layer of mud and still detectable by a *Detect Magic Aura*, is an ornate, feminine silver and Sapphire necklace. This is the Necklace of Water Traveling. When the Command Word is spoken, the Necklace bestows upon its wearer the ability to breathe water and to move at normal speed unhindered by the water. This Necklace does not enable the use of weapons which cannot normally be used underwater. The Necklace operates until the Command Word is again spoken or until the Necklace is removed; it will not fall off by accident.

Among the rocks 10 yards from the pit are three items tangled in the grasses. They are Mystic Stones. One is a green rhomboid which bestows 1 point of STR to its owner. The second is a pale purple prism which bestows -1 to all Saving Rolls. The third is a sparkling clear sphere which is able to store up to 5 levels of spells to be cast, whenever desired, by the wielder.

The solid silver Broadsword, Moonsong, shines with a silvery-blue light when the following creatures are within 100 yards (1' radius at 100 yards; 2' radius at 90 yards, etc): Lycanthropes, Night Hags, Wights, and Wraiths. Moonsong normally has a +3 to hit and damage, but, against the creatures listed previously, it does double damage and emits a loud, humming noise during melee. Further, when the Sword is unsheathed, the creatures listed previously must make a Saving Roll of 9 or less on 3D6 or flee in terror for 20 - 120 minutes. Moonsong does not have an alignment, but, if the previously-mentioned creatures should handle the Sword, they will receive 13 HTK of damage per minute of handling. Moonsong will never tarnish, and the edge will never become dull.

Villages and Other Places

Rocky Pasture

This community is even smaller than Blackwater Hamlet. The people are mainly of Druidical persuasion. They are led by Birch the Elder, a venerable Human Druid of 5th Level. Birch has a great-granddaughter (25 years old) who is also a 5th Level Druid. Her name is Cherry, and she does a lot of adventuring.

Rocky Pasture is 75% Human, and the rest are Hill Dwarves, Hill Gnomes, Hairfeet, and Half-Elves. Like Blackwater Hamlet, Rocky Pasture is not a part of any centralized government. The residents determine their own destiny and must protect themselves as well.

Rocky Pasture is mainly a farming community, but the Hill Dwarves are all engaged in some type of stone work. All the houses and the town wall are made of stones. There is a Stonehenge-type Grove here. There is not much communication between Rocky Pasture and the "outside world." The citizens stay to themselves, for the most part. The Humans, except for Birch and Cherry, and the Demi-Humans are all 1st or 2nd Level. Hairfeet manage "Ye Olde Monolith Tavern and Inn." The biggest band of Humanoids in this area are the "Goblins of the Red Axe." They number, in total population, just over 280. These Goblins are rarely seen more than 15 miles from their caves. They are trying to build up their numbers; 130 of the population is "young." They also have 6 Wolves who almost always accompany the Goblin Chief, Slick the Chopper (HIT: 2; HTK: 014; WPN: +1 Battle Axe).

Sleepy Hills

This community numbers over 300 in total population. This is the last regular stop by the merchants from Burgundy. Sleepy Hills is also the last "free village" on the Western Trail before it enters the country of Burgundy. Sleepy Hills is run by a Confederacy of the four major social groups: the Farmers and Hunters, the Militia, the Craftsmen, and the (rich) Learned. Each group elects its representative as it sees fit. The current Representatives are: Greenly the Farmer, Captain Harrold, Thatcher the Roofer, and Rolffe the Historian. Unknown to the others, Rolffe is the Master Thief of the Thieves' Guild. He

uses his mansion outside of town as a secret Guildhall. Rolffe's Thieves usually operate in Burgundy and on the Western Trail from Sleepy Hills to Burgundy. Rolffe's "official" territory does not extend into Burgundy, so his Thieves must use discretion when operating there. Rolffe is 62 years old.

The population is almost all Human, and they are almost all 1st Level except for the Thieves, who are 1st to 4th Level, and the Clerics, who are 1st to 6th Level. Most of the population believes in the Finnish Mythos (Judge may change). This is also the official religion of Burgundy; the rest are Druidical. There is a young Druid that has a Grove 5 miles south of the village. His name is Heywood, and he is 4th Level. Heywood inherited the Grove from his grandfather.

In addition, there is a retired Champion (8th Level FTR) living here. He is 72 years old, is Neutral Good, and owns a +3 Broadsword and a +3 Shield. These are the only armor he uses; he is ARM: 030. He would like to go on one last adventure so that he may die a "warrior's death." His name is Oscar the Bold.

The largest Humanoid community in the area is a band of nearly 150 Neanderthals (male and females), who live in caves just 10 - 15 miles southwest of town.

Lionrock Village

This community numbers over 320 in total population. In the center of the village is a 10' cube of Catlinite (Pipestone) with a statue of a Mountain Lion carved from the top. The statue is in the Heraldic pose called Statant Guardant. As you might have guessed, there is a large population of Mountain Lions in the area. The Lions pose a real problem to the goat herders of the town, but, to the rich, the Lions are a source of hunting trophies.

Lionrock Village is part of the country of Burgundy, and, therefore, they enjoy a much higher technological level than do the "free villages." For example, there is an Armorer, a Weapon-maker General, a Swordsmith, a Silversmith, and an Artist living here. There are also some special buildings: a Music Hall, a Magician's College (two small, brick and Catlinite buildings), a Courthouse, a sturdy Jail (7 3-man cells), and a very fine Bath House. There are also 2 Taverns and a Tavern & Inn. One Tavern, called the Falling Boulder Tavern, harbors a clientel of Thieves and wandering Bandits. Most of the Thieves will belong to the secret Sleepy Hills Thieves' Guild; some belong to the Copper Glade Thieves' Guild, and the rest will be from some other Guild. There is not very much rivalry because this is a "non-Guild" town, and, therefore, all Thieves may operate here as long as they still pay to their normal Guild their dues and percentage of loot.

The population of Lionrock is 60% Human, 20% Hill Dwarf, 10% Hill Gnome and 10% Other (Judge's choice). The main resource of the village is the mining and working of Catlinite. Catlinite is clay that has been changed into compact rock of a dark red color sometimes mottled with pink. When freshly mined, it can be cut with a Knife, but it soon becomes very hard. Exquisite ornaments and jewelry are made from it by the Dwarves.

The leader of the village is the Magician Barlowe. He is a good friend of Rolffe the Historian of Sleepy Hills. He does not suspect that Rolffe is a Master Thief and operates the Thieves' Guild, however. Barlowe is usually too busy to be bothered by anyone but his friends. He carries on intense poker games with his aides (1st Level MAGs) in his office. Since Burgundy is currently a Magocracy, every political office is held by a Mage. Except for the more important ones, such as Mayor, District Representative, etc., these will all be 1st Level Mages. There is also a Magician's College in every community of a population of over 75. These colleges are each operated by at least one 6th Level Mage. There are also 4 Wizards' Universities operated by several Wizards of at least 12th Level. Suffice it to be said that Mages may attend these schools instead of having a personal mentor. The cost is equal to the normal mentor cost, for the most part. Different rates are available, but then the schooling takes a longer period of time. The school here is simply named Lionrock College. It is run by 3 Magic Users, two 3rd Level and a 6th Level.

Copper Glade

Here, at the only cross-roads on the campaign map, sits a community of over 330 in total population. The population is 30% Hill Dwarf, 30% Hill Gnome, 30% Human, and 10% Half-Elf. The main resource is the mining and working of Copper. The official Burgundian Copper Piece is minted here by a staff of highly-paid Dwarves and Gnomes. The coin has a bust of the Arch-Mage, Zikowers, on the front with the word "Burgundy" above and the word "Zikowers" below. On the back is a Wizard's Cap with the date above and the words "Copper Glade: T" below. The "T" stands for Thorstun the Dwarf who owns the Copper Glade Mint and the Copper Glade Mine.

Copper Glade has all the buildings that Lionrock Village has plus a Visonists' College (a 7th Level Human and four 5th Level Gnome teachers) and a secret Thieves' Guild Meeting Hall under "Khenton's Bath House" and the "Illusionist Supply Center." Khenton, an old Gnome, is a 5th Level ILL/14th Level THF. He is the leader of the small Copper Glade Thieves' Guild as well as the owner of the Bath House and (mundane) Illusionist Supply Center. The members of the Thieves' Guild are mostly Gnomes.

"The Copper Glade College of the Illusionary Arts" is an excellent school due to the strong Gnomish influence. 70% of the students are Gnomes.

The Magician's College, "Amulet College," is a small but competent school. The graduates receive a silver and Catlinite Amulet with the date of graduation on the back. The Amulet is in the shape of a scroll with the graduate's name, inlaid with Catlinite, inscribed upon it. The teachers are two 6th Level Magicians.

The Mayoress of Copper Glade is Brandy White. She is a 6th Level Mage. Brandy owns a Crystal Ball, but no one is aware of that fact.

Oakland

This community numbers just over 120 in total population. This is an entirely Druidic settlement. Oakland and its sister village, Hollyrock, are the residences of a 12th Level Druid and a 12th Level Druidess. The area around Oakland abounds in many species of Oak tree: White, Burr, Chestnut, Black, Northern Red, Pin, and Shingle. There is also an abundance of Mistletoe.

The population of Oakland is 50% Half-Elf, 40% Human, and 10% High Elf. This is because the Druid here is a Half-Elf himself. His name is Elladan Owlbrother. He got his surname from a Giant Owl friend of his who has since passed to a better life. Elladan himself is 205 years old and is the top-ranking Druid in the area (12th Level).

Elladan is always attended by three 9th Level Druids who are also Half-Elven. There are 8 other Druids living here, both Half-Elven and Human, as well as 2 - 16 Bards that are tutored here at various times. The Druids and Bards are 1st to 8th Level. Most of the other Half-Elves are Rangers (2nd to 8th Level) who spend most of their time away from home, roaming the forests. The Humans are mostly farmers and devout followers of Elladan Owlbrother and the Druidic faith. The High Elves are all FTR/MAG (3rd/3rd to 7th/11th Levels).

There are no shops, taverns, or inns here in Oakland. The citizens are all self-sufficient and have no need to buy things. If travelers come through Oakland, they are housed with the Neophytes for the duration of their stay. There is a trail connecting Oakland with Hollyrock and the Druidic villages beyond. It is simply called "The Footpath." When following The Footpath, there is a 30% chance per day (non-cumulative) that any non-Druid, non-Ranger, non-Bard, or non-Witch will inadvertently follow an animal trail, thinking it to be The Footpath.

There is a Stonehenge-type Grove at Oakland.

Hollyrock

Hollyrock is the sister village of Oakland and has a population of around 150. 60% are Human; 20% are Half-Elven; 10% are High Elven, and 10% are Wood Gnome. Other than these population percentages and that there are 7 Witches living here, Hollyrock is much the same as Oakland. One of the small differences is the abundance of Holly trees in the area and the lack of Oak trees.

The Druidess who lives here is ranked just under Elladan Owlbrother of Oakland, and they are good friends. Her name is Wenda Fox, and she is 41 years old. She is attended by three 9th Level Human Druids.

The Grove here is of the Stonehenge type and is exactly like that at Oakland. The Footpath continues north from here to the village of the Druid of Elvenstone Forest. The village, Enfield Wood, is 35 miles down The Footpath, past the edge of the campaign map. Elvenstone Forest starts 5 miles off the map.

Whitewood Valley

This community numbers over 500 in total population. 70% are Hill Gnomes; 10% are Wood Gnomes; 10% are High Elves, and the remaining 10% are Wood Elves, Grey Elves, Half-Elves, and Hairfeet. Most of the village is underground and consists of winding passages and burrow-homes; most of the non-Gnomes live "topside" in cabins and tree-houses. There are many different shops, taverns, and Inns here; they are all owned by Hill Gnomes. There is a lot more money in this village than in the others, so the prices are very inflated. The leader of Whitewood Valley is a Prince of the Gnomes; his name is Khaleb the Steadfast. He is a 6th LVL FTR/7th LVL CLR, and he is 253 years old. He has STR: 189; WIS: 189; and CON: 189.

Every 10 years, Khaleb and his 4 henchmen take a few months off to go adventuring. His henchmen consist of two 5th LVL FTR/5th LVL ILL, one 5th LVL FTR/5th LVL CLR, and one 5th LVL FTR/7th LVL THF. This is a peaceable community where lawbreakers are strictly punished.

This community is also the center of the Gnomish Faith in the area. The Gnomish Faith is similar to the Druidic Faith; the main difference is that the followers of the Gnomish Faith worship the Creator of the Gnomes. There is a Grove similar to a Druidic Grove, but only Gnomes are permitted on the sacred ground. The penalty for trespassing is death!

A brook runs through the valley. The banks abound in White, Grey, Red, and Paper Birches. There are many Badgers and even a few Wolverines living in the area as well as Black Bears. Goblins are occasionally sighted; they have a community 25 miles to the west. The Gnomes have tried to exterminate them, but the Goblins have displayed great tenacity due to their hatred of the Gnomes. The tribe, The Death Riders, has been greatly depleted. They now number only 150 Goblins and only 3 Giant Wolves. There used to be a total of 700 Goblins and 50 Giant Wolves. The Death Riders now live in a secret cave complex, so far undiscovered by the Gnomes.

Wild Wood

This forest would only be considered "wild" by city-bred folk; it would not be considered so by the Druids and Rangers who dwell here. Within are the two sister villages of Oakland and Hollyrock. The fauna that live here are mainly Black Bears, Red Wolves, Red Foxes, Stags, Giant Stags, Boars, Giant Skunks, and Raccoons. Exceptional beings that live here are 6 Tree Giants, 3 Were-Bears, Ogres, Hobgoblins, 2 Trolls, 2 Unicorns, 5 Giant Owls, 3 Green Dragons, 2 Brown Dragons, 2 Minotaurs, and 7 Enfields (see description following). These are in addition to the people of the 2 villages, who can be encountered throughout the forest.

Enfield

NAP: 3 - 12	CLS: Animal
NIL: 1 - 15	LVL: 2
HIT: 3	PSY: None
HTK: 3 - 24	MRT: 10%
NOA: 1 - 3	SPA: None
DPA: 1 - 6	WPN: None
SPD: 149	RAD: 10%
SIZ: M	POR: 10%
ALN: NNN	HAB: Woods, Fields
ARM: 040	FOD: Fruit
PF%: 3 - 12	LIF: 40 years
PY%: 3 - 12	COL: Variable
INT: Low	DOM: Plum tree groves
GES: 3 months	
GRP: Packs	

The Enfield is a very odd-looking animal; it has the head of a Fox, the chest of a Greyhound, the talons of an Eagle, the body of a Lion, and the hind legs and tail of a Wolf. In Heraldry, it appears in the crest of most Irish families of the name of Kelly. In fantasy, it lives in large forests, usually near a wild plum tree grove. If approached by a Druid, Ranger, Witch, or Bard, there is a 20% chance that one Enfield will befriend a certain character and become a loyal and constant companion. Enfields can communicate by Empathy.

Though they lair in plum tree groves (they love the fruit), they are normally encountered in fields and meadows within the forest, hence, their name.

Enfields attack with a bite, and, if they hit, they are able to strike with their two front talons. They have very keen senses and are only surprised on a 1 on 1D6.

Enfields greatly enjoy playing with shiny rocks. Therefore, their treasure will include only gems and jewels (1 - 20 in number). When encountered in the lair, there will be 3 - 12 young in addition to the mature members of the pack.



Opinicus Hills

These hills are the abode of several groups of Opinicus. In Heraldry, the Opinicus is a winged Griffon with a few minor differences. Opinicus and Griffons will not be encountered in the same area because they are fierce competitors. They are the same as Griffons in all other respects except that the Opinicus has 4 Lion legs. Opinicus also have normal eagle ears and a shorter tail than do Griffons. **Note:** As clarification, according to Heraldic rules, female Griffons have wings while the males do not. Males have spikes on certain parts of their bodies.

Wulfwere Lake and Grey Wolf Stream

At Wulfwere Lake dwell a pack of Wulfweres. Unless they have surprise on the party, they will always appear as normal Wolves. If they surprise the party, they will change into man form and deceive the party into believing that they were set upon by Bandits who stole their clothes as well as their money. When night falls, and the party is asleep, the Wulfweres will attack. There are 18 members of the pack; 6 are young. They occasionally hunt down the Grey Wolf Stream, which accounts for the name of the waterway.

Fire Mountain

This is an active volcano. Four Salamanders are currently residing withing the volcanic crater. The volcano belches out a plume of smoke and ash almost continuously. There is a 1% cumulative chance per week of a "small" eruption. There is also a 1% cumulative chance per month of a major eruption. If a major eruption should be imminent, the Salamanders will go back to the Elemental Plane of Fire after the eruption. The Salamanders have 4 special items in their possession. One wears, and will use, a Ring of Controlling Fire Elementals. The Ring is made entirely from a single Ruby. Another owns a magical weapon known as The Spear of the Salamander. This Spear has the following powers that can only be utilized by a Salamander:

- | | | | |
|---|---------------------|----|------------------------------|
| 1 | <i>Fireworks</i> | 6 | <i>Shield of Fire</i> |
| 2 | <i>Create Flame</i> | 7 | <i>Fire Bolt</i> |
| 3 | <i>Create Fire</i> | 8 | <i>Fire Storm</i> |
| 4 | <i>Fire Wall</i> | 9 | <i>Summon Fire Elemental</i> |
| 5 | <i>Fireball</i> | 10 | <i>Cloud of Fire</i> |

Each power can be used once every 24 hours at 16th Level of proficiency. Each power can be utilized in 10 seconds although only one power can operate at any one time. If a Fire Elemental is conjured, there is no chance of the Elemental attacking the Salamander, but there is still a 10% chance of losing control over the Elemental, in which case it will return from whence it came.

An Efreeti can use the first 5 powers of the Spear at 9th Level of proficiency. An Efreeti can also utilize the following powers once every 24 hours at 7th Level of proficiency: *Fire Resistance*, and *Protection From Fire*. Any other Fire Elemental may use the first 3 powers and the two additional powers that Efreetis can use at 6th Level of proficiency. The Spear also has a +2 bonus to hit and damage. Any being other than Fire Elementals who handle this Spear will take 16 HTK of heat damage per minute or part thereof of handling, but they will be able to use 4 additional powers. These powers are: *Charm Fire Elementals*, Fire Elementals are -1 to hit when attacking the wielder, wielder is able to converse with Fire Elementals and gets a Saving Roll bonus of -4 against all fire. Only one property may be used at any one time and, as with all other powers of the Spear, can only be used once ever 24 hours; they take 10 seconds to function.

The Spear will empathetically communicate all the powers available to its wielder. This Spear can only be destroyed by the King of the Water Elementals and only on the Elemental Plane of Water.

Another Salamander owns the Sword, Flame Master. It is a Two-handed Sword and has only one unusual power, its flaming ability which causes an extra 5 points of damage. The fourth Salamander owns the Ruby Commanding Fire Elementals. The Ruby can only be used by the King of Fire Elementals, so it is hidden within a cave inside the crater. Salamanders: ARM: 070; AGL: 161; SPD: 015; HTK: 030; DPA: 1 - 10.

Stone Ridge Mountain

This large mountain of ridges and cliffs is the abode of 8 Stone Giants. During stormy nights, the males gather to have boulder-throwing contests. Among their treasure, they have the Rock of Controlling Earth Elementals. This Rock is always in the possession of the leader (070 HTK), and he will use it if necessary. The leader's wife has a Lucky Stone in her possession. They also have an Unlucky Stone which is kept with their monetary treasure. The Stone is the property of another of the Stone Giants.

The Forest of Resspirrenouss

Within this large forest dwells Resspirrenouss, an ancient, huge Green Dragon. He considers himself the King of the Forest and Lord of the Green Dragons. He lives in a cavern 1 mile south of Lake Resspirrenouss (he named it). Resspirrenouss



can talk and cast spells. Since he considers himself to be invincible, he usually converses with his would-be slayers before gobbling them up. However, if attacked while sleeping, he becomes very indignant and will use his breath weapon **twice** in as many combat phases. If there should be survivors, he will then start conversing before he finishes them off. If, perchance, he is sorely wounded (60%), he will seek to escape by offering his treasure as ransom. When he is once again up to full strength, he will seek out those who took his treasure and attack without mercy, savagely killing all who get in his way. If the people he seeks have made it to a settlement, Ressorrenouss will totally destroy the community after he regains his treasure. His treasure consists of 25,212 CP, 107,206 SP, 46,073 EP, 32,059 GP, 5,426 PP, 12 Emeralds, 26 Green Tourmalines, 20 Alexandrites, and 29 Malachites, 63 pieces of jewelry worth 100 GP - 1,000 GP each, three +1 Shields, two +1 Broadwords, one +2 Broadword, one +1 Long Bow, and the Sword of the Green Wizard, which will be described later.

Besides Ressorrenouss, not many intelligent beings live within the forest. 7 Ogres live in the southwestern end of the forest. They don't travel far from home even when hunting. 3 Trolls live in the northernmost section of the forest, and a Half-Elven hermit lives in the eastern area.

The Hermit calls himself "Seldom Seen Slim." The Ogres, the Trolls, and even Ressorrenouss, have never seen him. He lives in a small tree house that cannot be seen from the ground or from above. Seldom Seen Slim appears to be a skinny Human rather than a Half-Elf. He is a Minstrel (7th Level BRD, a 6th LVL FTR, and an 8th LVL THF). If the party is weak and requests his aid, he will help them. Slim owns the Mac-Fuirmidh Cittern (which is always near him), a +2 Javelin (which he always carries), 3 Javelins of Bolts (kept in his home) and a Silver and Star Sapphire Ring of +3 Protection (always worn). He has no armor but does have a non-magical Broadword. He has 4 Mountain Lions as Animal Friends which he will **not** take on an adventure or ask to fight a monster because he does not want them to be killed. The Lions will protect him if he is threatened while within earshot of the Lions. Slim has no monetary treasure, but he does know where a vein of Majestic Grade Gold Ore is located. The vein is 20 miles west of his home.

Seldom Seen Slim: CLS: BRD/FTR/THF; ALN: NGX; LVL: 071/061/082; HTK: 026; ARM: 070; PSL: 022; STR: 157; INT: 145; WIS: 166; CON: 119; DEX: 177; CHA: 157; END: 156; AGL: 189; LED: 146; LCK: 114; PSY: 126; WPN: Javelin and Broadword. He is also proficient in the Spear, Club, Dagger, Sling, Staff, Bastard Sword, and Darts. He is 171 years old, 5' 10" tall, and weighs 140 lbs. He speaks Elven, Gnomish, Hairfoot, Common, Goblin, Orcish, Hobgoblin, Gnollish, Dryadian, Cloud Giant, and the language of the Sphinxes. Spells Usually Prayed For: *Entrapment, Communicate With Animals, Communicate With Animals, Flame Enchantment, Heal Minor Wounds, Heal Minor Wounds, Speed and Neutralize Poison.*

Mountain Lions: ARM: 045; SPD: 015; HIT: 4; HTK: 020; 021; 023; 024.

Ressorrenouss: ARM: 100; SPD: 024; HIT: 9; HTK: 072; INT: 126; WIS: 094; CON: 168; DEX: 157; CHA: 116; ALN: LEN; can locate invisible objects within 180 yards. Spells: *Pryamidal Ray of Fright, Shield of Magic, Charm, Detect Magic Auras, Erase, Forgetfulness, Weakness, Mutlipe Image, and Open.* He speaks Green Dragon, Common, Gnomish, Orcish, and Troll.

The Sword of the Green Wizard

This magical Bastard Sword was made entirely from a single, perfect Emerald extracted from the heart of a mountain which was in a great Woodland. Some say that it was made by Zikowers, but no one knows for sure. (He didn't make it, but he did own it for a while.) The Sword has many powers: 1) It is +4 to hit and damage; 2) It is +6 to hit and double damage vs Neutral Evil beings such as Liches, Wyverns, Wolverines, Nightmares, Night Hags, and beings from Hades; 3) It has Empathy with Neutral Good beings; 4) It sheds light when Neutral Evil beings are within 100 yards (1 yard radius when they are within 100 yards; 2 yard radius when they are within 90 yards; 3 yard radius when they are within 80 yards, etc). The light is green; 5) The edge will never dull or chip; 6) Abjuration, Alteration, and Divination type spells can be stored within the Sword and called forth exactly as if the Magic User had memorized them. Spells can be stored at a rate of 1 spell level per level of the Magic User. Only 1 spell per week may be stored in the Sword; 7) The Sword will always seek to attack Neutral Evil beings and will refuse to operate if denied; 8) Any non-Magic User (even multi-class) or any Evil aligned person or being will take 20 HTK of damage upon contact of the Sword and every minute thereafter that contact is maintained.

Note: Somewhere, there is a Neutral Evil version of this Sword made from a single, perfect Black Sapphire extracted from beneath a Quagmire located in the center of a canyon. It is called the Sword of the Black Wizard. The only way to destroy either Sword is in combat with the wielder of the other Sword. Then, each Sword can take 100 HTK of damage, and all damage will be taken by the Swords instead of by the wielders until one is destroyed. If the two Swords should come within one mile of each other, they and their wielders will be **irresistibly** drawn together for the inevitable confrontation. The wielder of the winning Sword will be **forced** to slay the ex-wielder of the losing Sword.

Beaver Lake

There are 13 adult and 13 young Giant Beavers here. There is a 20% chance per week of a Druid or a Ranger coming by and a 40% chance that, if someone does come, it will be someone from Blackwater Hamlet.

Grey Mountain

Here dwell 4 Wyverns. They are not very sociable, so only one will be encountered at any time unless the encounter takes place in their lair. At that time, up to 3 can be encountered. The lair is a huge cavern which can easily accommodate the 4 Wyverns.

Brock Hills

Very few people ever travel through the Brock Hills. That is because there are a lot of Badgers (Brocks) and Giant Badgers dwelling here. The Badgers, both normal and giant, do not like trespassers and will attack on sight. The Brock Hills comprise a roughly 25-mile diameter area. For each mile traveled through this area, there is a 95% chance of trespassing on a Badger's territory. There is a 60% chance that the territory will belong to a normal Badger family and a 40% chance that it will belong to a Giant Badger family. Trespassers will always be attacked.

For every day spent in the Brock Hills, there is a 1% chance of stumbling upon an item left by a previously-killed trespasser. This item has a 60% chance of being some mundane item that would be useful to the party and a 40% chance of being a random magic item.

Tangled Forest

This dark, dense forest is rarely traversed by anyone except Druids, Rangers, and Witches. They enter this forest in search of rare herbs, spices, and medicinal plants. The only "person" who lives within the forest is a maniac Half-Orc (10th LVL FTR/11th LVL ASN). There is a 1% cumulative chance per day of encountering him. His name is Grrafft. Other than Grrafft, the only encounters will be with normal animals, Giant Mosquitos, Giant Centipedes, Giant Rattlesnakes, Giant Rats, Giant Weasels, Giant Wasps, Giant Ticks, Giant Spiders, Minotaurs, Giant Beetles, and Giant Ants.

Within the Tangled Forest can be found nearly all the herbs, spices, and medicinal plants for which one might have a need. People looking for special plants will have a 10% chance per day (non-cumulative) of finding 4 - 11 plants of the type or types needed (roll each type separately). If the plant being searched for is a common plant, such as grapes, acorns, onions, clover, berries, etc., there is a 60% chance of finding 20 - 120 plants, a 10% chance to find a field of that particular plant, and a 30% chance of not finding anything.

Grrafft: CLS: FTR/ASN; ALN: CEX; LVL: 101/111; HTK: 033; ARM: 050; PSL: 014; STR: 167; INT: 126; WIS: 073; CON: 176; DEX: 167; CHA: 032; END: 156; AGL: 156; LED: 011; LCK: 103; PSY: 072; WPN: +3 Broad-sword, +2 Dagger, and +2 Spear. He owns a +3 Cloak of Defense (very dirty and ordinary in appearance). He lives in a small, filthy cave in the center of the Forest where he hoards 648 PP, 723 GP, and 3 Rubies worth 5,000 GP each. He is 44 years old, 5' 7" tall, and weighs 179 lbs. He speaks Orcish, Common, Elven, and Ogrish.

Shadow Wood

This dark, overgrown forest is almost devoid of all animal life. The only animals that will ever be encountered are 1 Basilisk, 5 Grizzly Bears, 2 Giant Water Beetles, 1 Ogre Chieftain, 2 Ogre Sub-Chiefs, 5 Ogres (2 females), 4 Cave Bears, 2 Giant Porcupines, 3 Giant Spiders, 1 Giant Stag, 2 Tree Giants, 4 Trolls, and 11 - 20 Squirrels, Rabbits, Ravens, Owls, Sparrows, and Red Foxes.

There is only a 5% chance per day (non-cumulative) of having an encounter with any of the above. They are all vicious, haggard, and hungry (except for the Tree Giants). Once these animals are dead, there will be no more. There is a 65% chance every week that 1 will die.

On the other hand, the following creatures may be encountered nearly every night (65%) with a 40% chance per week of 1 - 6 being destroyed: 2 - 7 Shadows (60%), 4 - 12 Shadows (20%), 5 - 20 Shadows (10%), 5 - 20 Shadows and 11 - 30 Skeletons (attack all living beings) (10%). 3,446 Shadows and 1,312 Skeletons inhabit the 1,800+ square miles of Shadow Wood. These Shadows were sent by a Demon Prince to keep the Sapphire of the Heavens from passing into the hands of a Good aligned being. The Sapphire is an artifact and is detailed later. In addition, there are 50 Skeletons (attack all living beings) and 30 Shadows dwelling within 1 mile of the Sapphire.

The Tree Giants fight a lopsided battle against these Undead, trying to save the forest from becoming a graveyard. They will gladly accept aid and become fast friends with all who help. They search for the Sapphire but haven't been able to break through the Undead defenses yet. The Tree Giants need the Sapphire to cleanse the forest, and, if it is found, they will insist that it not leave the forest until all the Undead are destroyed. They will kill to keep it. The Tree Giants are named Greenleaf Elderoak and Longbranch Elmlord.

Greenleaf Elderoak: ARM: 090; SPD: 012; HIT: 12; HTK: 072; STR: 189; INT: 127; WIS: 169; CON: 186; DEX: 169; CHA: 167; END: 176; AGL: 178; LED: 126; LCK: 137; PSY: 146; WPN: Club. 26' tall. Has at home Potions of Mystic Water (4), Youth (4), Growth (2), Fire Resistance (1) and Healing (4).

Longbranch Elmlord: ARM: 090; SPD: 012; HIT: 12; HTK: 070; STR: 188; INT: 116; WIS: 169; CON: 187; DEX: 169; CHA: 156; END: 167; AGL: 176; LED: 116; LCK: 127; PSY: 135; WPN: Club. Has at home Potions of Mystic Water (3), Youth (1), Healing (2), Bravery (1), Love (2), Etherealness (2). He is 22' tall.

The Sapphire is located in a burned-out hollow of an Oak tree (marked by an X on the map). It is said that the Sapphire was created at the same time the Earth was created and that all the deities of good had a small part in its creation. The Sapphire bestows upon beings of Good alignment great benefits but gives beings of Neutral or Evil alignment 5 - 30 points of damage, and they must make a Saving Roll of less than the average of all abilities on 4D6 or die (they can be resurrected). The Sapphire is 8" in diameter and, when held above the possessor's head with both hands (if the possessor only has one arm, then one will do), it confers the following powers (Judge may change but use this as a guideline):

- 1 *Bless*: 70 foot radius of the Sapphire; Duration: 1 hr, 3 times per day
- 2 *Create Food and Water*: 3 times per day, enough for up to 70 people
- 3 *Dispel Fear*: 70 foot radius of Sapphire; Duration: as long as Sapphire is held aloft (leaving the radius area negates the effect), 3 times per week
- 4 *Tongues*: 70 foot radius of Sapphire; Duration: as long as Sapphire is held aloft, 7 times per week
- 5 *Heal*: 30 foot radius of Sapphire, 7 times per month; heals all wounds, diseases, etc.
- 6 *Remove Curse*: 30 foot radius of Sapphire, 7 times per month
- 7 *Youth Restored*: by being touched by Sapphire (does not apply to owner), 1 time per week

The Sapphire also has the following side effects:

- 1 After a week of possession, the owner will feel compelled to never be away from the Sapphire for more than a few hours.
- 2 Owner will age 1 year every time a power is used; aging is irreversible.
- 3 Owner can **never** refuse to use a power to help a Good aligned being. Note that the person does not have to ask for help if the problem is evident (e.g. every sick person met will need the *Heal* power; venerable persons will be given back their youth, etc.).

Superstition Canyon

This lonely canyon is almost as devoid of animal life as the Shadow Wood. In fact, the Shadow Wood blocks the mouth of the canyon from the rest of the world. What animal life does live here is small and quick such as birds, squirrels, and rabbits, and even they are in short supply. Another reason for the scarcity of life is the fact that 3 Wulfweres live here. They roam the canyon quite content in their solitude. They will attempt to deceive and kill any being that enters the canyon. This happens more than would be expected because there is an Interdimensional Door at the back of the canyon.

The Door cannot be seen unless invisible objects can be detected. Then, it appears as a shimmering, multi-colored archway 20' high and 15' wide. This Door, created by an ancient civilization, can be adjusted to connect this dimension with any other dimension of the prime material plane. The adjustment can only be done with the aid of a being from the elemental plane of air. The Air Elemental will know what to do, it just needs a permanent landmark to which the Door can be attuned. If no landmark is available, the dimension that will be reached will be determined totally at random. The Door is currently attuned to the dimension of the Judge's choice. Note that, since the Door was created in this dimension, it is here stationary, but, in other dimensions, it is movable, since the Door can be attuned to any landmark. Man-made constructions are not considered landmarks unless the construction is a pyramid of the size of the Great Pyramid at Giza (in Egypt). Also note that the Door is always operating, and, if any object (includes living beings but not immortal beings) comes within 2 feet of the Door, it will be drawn through into the dimension to which the Door is attuned. There is no Saving Roll.

The Barren Hills

This 160+ square mile area is covered with 3" x 36" of volcanic ash. This ash is spewed forth from Fire Mountain regularly. It has prevented the growth of all the plant life in the area even though the earth beneath the ash is extremely fertile. The constantly-renewed ashen covering prevents any plant life from becoming permanent. Since there is no plant life, there is only a 1% chance per week of any kind of encounter. Traveling through here is nearly impossible due to problems caused by the ash. Moving through on foot or flying closer than 20' above the ground causes the ashes to be stirred up into the air and breathed into the lungs. This will halve the distance able to travel in each 8-hour period. It also necessitates a check for respiratory disorders every day. After the first week of travel through the ash, movement is again halved and 5% is added to the base chance of contracting a respiratory disorder.

Every week, there is a 25% chance of a wind storm lasting 3 - 12 hours. No movement is advisable during a wind storm because visibility is nil. There is a 99% chance of getting lost, and, remember, **there is no food or water in The Barren Hills, just ash and dirt.**

Beneath the ash lies a ruined city (marked by an X on the map). Dwelling in this ancient ruin are 10 Spectres. These Spectres are the souls of men and women who once lived here in Markis. They will be encountered in pairs (one male and one female), and there will be an encounter every night the party is within 5 miles of the ruins. The Spectres' treasure is scattered amid the ruins. Careful searching will give the party a maximum chance of 15% per day of finding one of the items listed below:

- 1 A silver and Malachite armband worth 1,000 GP
- 2 2,159 GP
- 3 A silver and Obsidian pendant worth 1,000 GP
- 4 An Obsidian Dagger worth 200 GP
- 5 21,632 GP
- 6 152,483 SP
- 7 A silver Statuette (12" tall) of a Grizzly Bear worth 500 GP
- 8 4 containers of Zikower's Magic Dust of Slumber; each container holds 20 doses
- 9 A platinum amulet with a large Star Sapphire apparently worth 20,000 GP (it is an Amulet of Soul Protection)
- 10 A platinum and Topaz amulet apparently worth 15,000 GP (it is an Amulet of Negating Magic)

The Spectres have the following HTK: 042, 037, 038, 030, 039, 031, 055, 039, 039, 036.

Rocky Stream

This Stream starts as a small streamlet in Superstition Canyon. It flows through Shadow Wood and the Forest of Ressenouss before reaching the village of Sleepy Hills. It then parallels the Western Trail into Burgundy. Otherwise, there is nothing special about this waterway.

Willow Brook

This Brook slowly meanders its way to Blackwater Lake. It is lined by Black, Weeping, Crack, Peachleaf, Sandbar, and Pussy Willows.

Weeping Pond

This is a small pond rimmed by Weeping Willows.

Goblin Pool

This is a large pool near which 106 Goblins dwell. There are 40 males with HIT: ½, 1 Leader with HIT: 1, 24 females and 40 young. They also have one Wolf.

Gravelly Brook, Pebble Lake and Boulder Pool

All these are quite ordinary and self-explanatory.

Political Notes and College Notes

Most of the play centers around the "Free Villages." These settlements are completely independent of any outside government even though the accepted currency is Burgundian Coin. Other currencies will be taken at one-half of face value. The only help any of the "Free Villages" might expect in defending their villages would come from the Druids of the area.

Burgundy is the only Human country on the maps. It is a Magocracy, which means that the government is run entirely by Magic Users and Illusionists. Hopefully, Burgundy will be finely detailed in another adventure setting. It is included here mainly for beginning Magic Users who need a mentor. They will be able to attend one of the colleges detailed in "Villages and Other Places." The cost of attending a college or University is dependent upon how long the student plans to attend before being able to progress to the next level. For the time specified in your rulebook, the cost is the same. For every week in excess of the minimum time required, 1% is subtracted from the total cost. The total cost cannot be reduced by more than 50%. New spells can be learned at a school as long as the student is not attending for advancement reasons. Learning a new spell requires an expenditure of 1,000 GP per level of the spell and 4 weeks of schooling per level of the spell. There is a 30% chance that a College will have to import a special teacher for any 2nd or 3rd level spell. In this case, cost is doubled, and there will be a 4 - 9 week wait for the teacher to arrive. Colleges cannot teach any spell over 3rd Level. Universities can teach up to 6th Level spells and have the same chance of needing to import another teacher for any spell of 4th - 6th Level. Colleges and Universities can also be attended in order to gain Experience. To do this, the student cannot be attending for another reason. A minimum of 4 weeks must be spent in an Introductory Course before any Experience can be gained. Thereafter, Experience is gained at a rate of 5 points per day with every INT point over 9 adding 1 point per week. School is attended 6 days per week. The cost is 400 GP for the Introductory Course and 30 GP per week of attendance thereafter. Experience is not awarded until after the End-Of-Month-Exam (which costs 10 GP per level). Grading is done by rolling D% and consulting the following table. All costs must be paid in advance, and there are no refunds.

Add 2% to Roll for Every Point of INT

19 - 30	F	No Experience gained this month!
31 - 60	D	Only half of the Experience gained this month!
61 - 97	C	Normal Experience is gained this month.
98 - 117	B	+50% Experience is gained this month!
100 - 136	A	Double Experience is gained this month! Congratulations!

There are four 12-week Semesters each year with a 1-week vacation between each Semester (1 school month = 4 weeks). An "A" average for a Semester earns "Honors" and a +25% to the total Experience gained that Semester. A "B" average earns "Low Honors" and a +10% to the total Experience gained that Semester. An "A" average for the year earns "High Honors," a Certificate of Achievement and a +15% to the total Experience gained that year. A "B+" average for the year (111 - 117 points) earns "Middle Honors," a Certificate of Achievement, and a +10% to the total Experience gained that year. A "B" average earns "Low Honors," a Certificate of Achievement and a +5% to the total experience gained that year.

The Druidic communities of Oakland, Hollyrock, Enfield Wood, and others not on the maps are not considered to be a country, per se, as the Druidic Faith is international. Barter is the accepted trade medium in all these villages although small amounts of money will be accepted.

The community of Whitewood Valley is a semi-independent "country" in itself. All Gnomes in this hemisphere owe allegiance to a single King who lives in **Zaram** on the island of **Taria**, west of the **Uninhabited Lands** (a.k.a. **The Black Mountains**). Since Whitewood Valley is the only sizable Gnomish community within 100 miles, and a Gnomish Prince resides there, it can be considered a "country." Coins of any nation are honored here, as is bartering.

Notes on the Wilderness Sections

The wilderness around Blackwater Hamlet is included for the Judge who will be starting his or her first campaign and needs a complete, multi-adventure setting. It can also be used as an alternate dimension of the Prime Material Plane, in which case the players will be starting from Superstition Canyon as they pass through the Interdimensional Door located there.

This wilderness belongs to the animals rather than to monsters or to various races of humankind. Hunting small game will be no problem except to the most inept of hunters. Big game will be encountered via the Encounter Tables.

Dense woods are marked on all maps except the Village Square Map, where individual trees are marked. The rest of the territory is covered with Light and Medium woods. Medium woods cost 4 Movement Points to enter for walkers and 5 Movement Points for those on horseback (to be used with the **Triumphant Grand Tactical System**). The whole of the mapped area is also very hilly. Gentle slopes (as per **Triumphant Grand Tactical System**) are evident in 85% of the hexes not marked otherwise (0.2 mile per hex map). For game purposes, each rise or dip mark on the map (0.2 miles per hex) is considered to be a Rise Slope. Two rises or dips within a ½ mile is considered to be a Steep Slope. Three rises or dips within a ½ mile is considered to be a Cliff Slope, as are two rises or dips within a ¼ mile.

There are no fords on the 0.2 mile per hex map. The only ways to cross the brook (feeding the Bullfrog Pools) and the stream (feeding and leaving the Lake) is to swim or to use a boat (excluding magical methods). The Wurrum can be encountered in all the hydrographic features on the map. There is also a slight chance of encountering the Wurrum within a ½ mile of any hydrographic feature (5%). When players are traveling through the wilderness, important areas (as designated by this setting or by the Judge) should be mapped out using this 0.2 mile per hex map as a guide. It is strongly recommended by the author that you use the **Triumphant Grand Tactical System** and the **Campaign Hexagon System**.

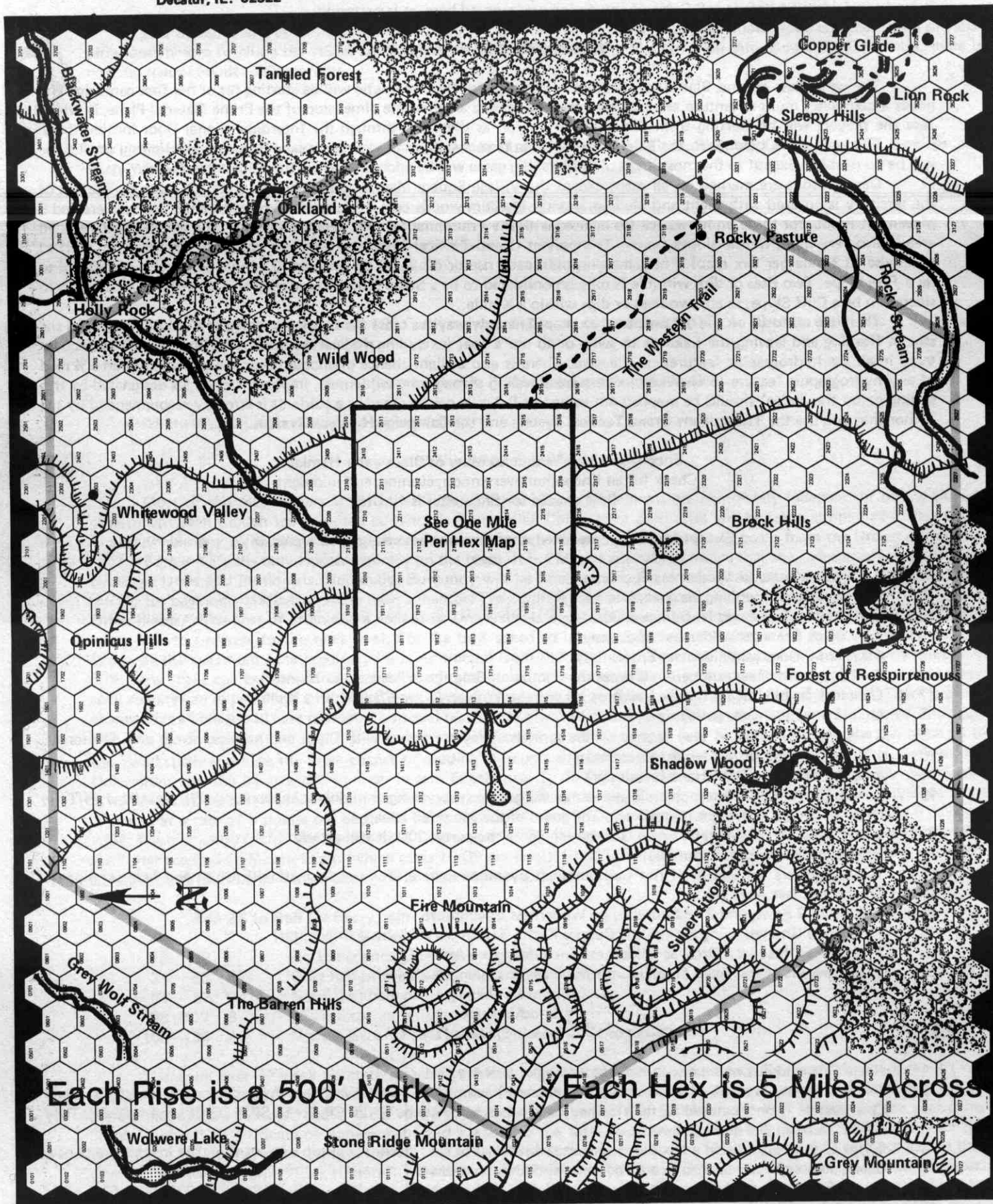
Encounter Table Within 20 Miles of Blackwater Hamlet Check for an Encounter every noon, evening, and midnight Base chance for Encounter is 1 in 12

Except for the people listed, these Encounters can happen repeatedly

- 1 3 - 18 Wild Goats (as Wilderness Encounter)
- 2 Warner Griswold tending his goats (see Area R)
- 3 The Hunters (see Areas N, O, P, and Q)
- 4 1 - 3 Black Bears (as Wilderness Encounter)
- 5 4 - 16 Wild Dogs (as Wilderness Encounter)
- 6 1 - 4 Stags with Deer number 4 - 8 times the number of Stags (as Wilderness Encounter)
- 7 Garner Griswold out for a walk (see Area M) with his Wolves, *Shape-Changed* to a Wolf
- 8 Urellas out for a walk (see Area V)
- 9 3 - 6 Goblins going to play pranks on the farmers. They are armed with Clubs and have no armor and no money.
- 10 1 Mountain Lion (as Wilderness Encounter)
- 11 1 - 3 Psy Eaters (as Wilderness Encounter)
- 12 A "Bandit Raid": 7 Raccoons raid the camp and get into everything (a midnight encounter only). Raccoons: HIT: 1; DPA: 1 - 3 (will only fight if attacked). The guard of the camp fell asleep.
- 13 1 Hippogriff: 50%, it will fly away; 30% it will ignore the party; 20%, it will attack
- 14 1 Ogre (as Wilderness Encounter)
- 15 1 - 2 Bugbears will attack if not outnumbered by more than 2. They are armed with Clubs and have no money.
- 16 The Hermit (see Area W)
- 17 1 Boar, 1 - 2 Sows, and 2 - 8 Sounders (as Wilderness Encounter)
- 18 1 - 2 Wood Gnomes going to Ye Olde Copper Kettle Tavern (as Wilderness Encounter)
- 19 1 - 2 Asmo's Prisoners, Orcs (as Wilderness Encounter - see Area Y)
- 20 1 - 2 Travelers or roll again (Travelers could be anyone - Judge's choice)

Alternates (As Judge Sees Fit)

- 1 Rosie Griswold out walking with her Golden Eagles (see Area M)
- 2 1 - 3 Travelers (actually Thieves posing as peasants) won't kill unless they have to and are armed with Club and Quarterstaff (won't be used to fight). They have no armor; Pouch: 5 - 20 CP, 1 - 10 SP, 1 - 6 EP, and 1 - 2 GP. They are 1st through 3rd Level Thieves.
- 3 1 Hill Giant: he's lost, in a terrible mood, and won't wait to say, "Hello." On top of everything, he lost his brand-new Spear, so now he has to throw rocks or wrestle. He has no money.
- 4 1 Half-Orc freelance Assassin returning home (west of the Lake). LVL: 051; HTK: 018; ARM: 030; PSL: 031; STR: 156; INT: 127; WIS: 062; CON: 139; DEX: 136; CHA: 062; END: 148; AGL: 125; LED: 051; LCK: 126; PSY: 031; WPN: Broadsword and Shortbow with a quiver of three +1 Arrows and 9 regular Arrows; Pouch: 36 CP, 59 SP, 47 EP,



711 GP; and 54 PP. In 4 large sacks, he also has food and 4 gallons of whiskey. He is 36 years old, 5' 6" tall, and weighs 158 lbs. His name is Barkly Bones. Only Humans will not realize that he is a Half-Orc. He won't go to Blackwater Hamlet.

- 5 1 - 8 Hobgoblins wandering about armed with Club (40%), Morning Star (40%) or Club and Long Composite Bow with 15 Arrows (20%). They have Chainmail armor (ARM: 070), and each has 4 - 24 CP, 2 - 12 SP, and 0 - 5 GP.
- 6 1 berserk Flesh Golem who will attack anything not smart enough to run away. His creator is dead; guess who did it.
- 7 1 Erinyes out to garner more souls for Hell. Optionally, she could encounter the Satan's Prisoners, who will accept her as Satans "right-hand-devil" and their new top leader - with Mash relegated to second-in-command.
- 8 2 - 5 Giant Wasps from west of the Lake. They attack to paralyze with poison and bring the food back to the larvae.
- 9 1 - 6 Giant Beetles moving in towards the Farmers of Blackwater Hamlet. They are all 3 or 4 HIT and 10' - 12' long.
- 10 3 - 10 Neanderthals from west of the Lake. Each has 1 Javelin and will attack.
- 11 1 - 3 Opinicusi out hunting. They will attack immediately (see "Villages and Other Places: The Opinicus Hills").
- 12 1 - 3 Enfields out hunting. They will not attack unless provoked (see "Villages and Other Places: The Wild Wood").
- 13 1 - 4 Hill Dwarves in their cave home. They have a mine in the area but will tell no one except another Dwarf (Judge's choice as to what is being mined).
- 14 1 - 4 Wood Gnomes in their burrow home. They are all related, and they live by farming and hunting. 50% chance that they also have a mine.
- 15 1 - 6 Wood Elves in their tree home. There is a 15% chance that a Giant Owl lives near them.
- 16 1 - 6 Humans: a Ranger and his or her family. They farm and hunt for a living.
- 17 1 - 8 Humans: a Druid and his or her family. They farm for a living.
- 18 1 - 20 Orcs in a small settlement. They will attempt to make slaves of any small party they encounter.
- 19 3 - 12 Ogres, 2 - 8 Orcs, and 1 Troll in a small settlement. They will attempt to make slaves of the party.
- 20 5 - 20 Humans. They farm and hunt for a living and are not friendly to outsiders. They can be any Level in the following classes: Fighter, Ranger, Animal Trainer, Barbarian, or Berserker.

Note: Encounters 11 - 20 are to be used as normal encounters for the Wilderness Encounter Table, where they are numbered 21 - 30.

Wilderness Encounter Table

On hilly terrain, check for an encounter every noon, night, and pre-dawn. In heavy forest, check every morning, noon, evening, night, midnight, and pre-dawn. Base chance of encounter is 1 in 10 or 1 in 12 within 20 miles of Blackwater Hamlet. Encounters within 5 miles of an encounter area (e.g. The Shadow Wood) are 80% likely to be with those "monsters" detailed in the encounter area; the chance is 30% when within 15 miles of an encounter area.

There is a 65% chance that an Encounter will be from this table and a 35% chance that it will be from the following table.

- 1 1 - 4 Ogres: 60% with Clubs, 20% with Spear and Club, 20% with Footman's Flail. 70% with 1 - 100 SP and 1 - 100 EP; 30% with 1 - 100 GP. They attack.
- 2 1 Mountain Lion out hunting; it won't attack unless provoked or the party is wounded.
- 3 1 Boar, 1 Sow, and 1 - 4 Sounders: The party is trespassing, so the Boar will run them off his territory. He will chase them for about 60 yards.
- 4 1 - 3 Black Bears wandering about their land. They won't attack unless provoked, but there is a 75% chance that they will be curious and will rummage through the party's supplies.
- 5 1 - 3 Psy Eaters: They can only be encountered if psionic or psionic-like activity is taking place. Consider the Eaters to be 2 - 5 feet below the victims.
- 6 1 - 10 Bugbears out hunting but not averse to a little raiding. They are armed with Spear and Club. 60% with 3 - 30 CP and 1 - 10 SP; 40% with 1 - 10 CP.
- 7 2 - 24 Giant Centipedes scramble out from the underbrush and attack.
- 8 1 Cave Bear who is very hungry and would like a couple of bites of fresh meat.
- 9 1 - 2 Hippogriffs out hunting will attack immediately.
- 10 5 - 20 Goblins out looking for something to do. They are armed with Spear and Club and have Ringmail armor (ARM: 050).
- 11 1 - 12 Giant Goats foraging through the area. They will attack if they feel threatened.
- 12 1 - 6 Wood Elves enjoying a nature walk (only encountered if Elves, Hairfeet, or Gnomes are in the party). They are armed with Long Bow and quiver with 11 Arrows and have no armor.
- 13 4 - 16 Wild Dogs romping through the underbrush. They will run away (75%) or investigate but not attack (25%) unless they just made a kill (25%); then, they will defend their food rights if intruders do not leave.
- 14 5 - 12 Orcs looking for some Elves to harass; they will settle for non-Elves. 60% with Spear and Battleaxe; 30% with Voulge; 10% with Bardiche. All have 1 - 20 CP, 1 - 6 SP, and Ringmail armor (ARM: 050).
- 15 1 - 3 Giant Wolves looking for something to kill.
- 16 1 - 6 Dryads: only encounter Dryads if they are surprised or if male of CHA: 160 or greater is in the party. They have no weapons. Treasures are small items of jewelry held within their trees, value to be determined by the Judge.
- 17 1 - 4 Stags with Deer numbering 4 - 8 times the number of Stags. The Stags will defend the herd against all predators, including the party.

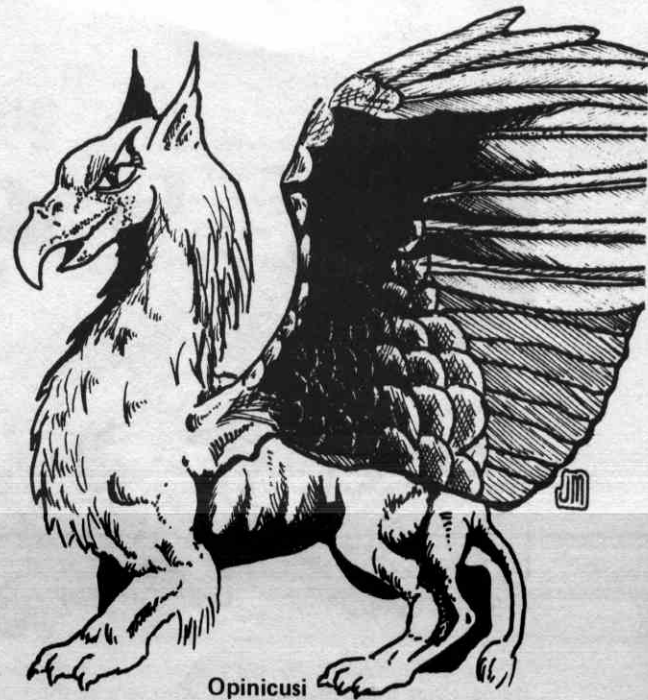
- 18 5 - 20 Wolves tracking Deer. They will only attack if provoked. There is a 25% chance that they have just made a kill, and they will defend their food rights if intruders do not leave.
- 19 1 Badger (60%) or 2 - 5 Badgers (40%): the party is trespassing, and the Badgers will let the party know in definite terms that visitors are unwelcome.
- 20 4 - 24 Goats foraging through the area will run away unless they greatly outnumber the party; then, they will defend their foraging rights. If there are more than 15 of them, the remainder will be young.
- 21 - 30 Use Encounters 11 - 20 of the "Alternates" table.

The next encounters can only happen a certain number of times before there are no more of the "Monsters" living in the area. Some are detailed elsewhere and have a set population; others can be killed twice. Unless killed, the Encounters can occur many times.

- 1 1 Tree Giant tending his "flock" will attack if the party has a fire of any kind burning or if the party chops down live plants. If it is a large party, he will get the other Tree Giant and 1 - 6 Wood Elves and be back within a day. The Tree Giant will always animate 1 - 2 nearby trees to help in the attack.
- 2 3 - 6 Orcs of the Asmo's Prisoners (75% all male, 25% half female). They are armed with Spear and stone Hand Axe and have Leather armor and Shield (ARM: 030). Females have flint Daggers. Males have 9 - 18 CP; females have 1 - 6 CP.
- 3 1 Griffon out hunting Hippogriffs will not attack party unless provoked or the party has some kind of horse. It will seek to kill any horses, but it will not ignore the party members to do so.
- 4 2 - 5 Wood Gnomes just passing through (this will only happen twice a month, at most). They are armed with Spear and Club (50%), Shortbow and Club (30%), or Spear, Club, and Sling with 11 Bullets (20%). They will all have Gnomish Ringmail (ARM: 050). All will be Fighters of 1st or 2nd Level (25% chance of a 2nd LVL FTR/2nd LVL ILL leading the party, armed as above, with ARM: 030, no Spell Book but 1 Illusionists' Scroll with 2 - 4 spells of 1st - 3rd Level). All the Gnomes together will be related in some way.
- 5 1 Shadow (encountered only at night); its lair will be within 100 yards. The lair will be a pit 11 - 20 feet deep; there will be 1 - 10 Human skeletons in the pit. There will also be 1 - 100 CP, 1 - 100 SP, 1 - 20 EP, and 1 - 10 GP. One of the two pits also has a Box of Useful Items with the following items (60% it will be in the pit of first encounter): Bag of 100 SP, 2 Mules with packs, 1 lit campfire, a Scroll of *Disperse Magic*, a 12' rowboat, a 1-man chariot with a light horse, 2 Daggers, two 50' ropes, 2 lanterns filled and lit, a 20-gallong keg of beer, 3 songbirds in a cage, a tinderbox with flint and steel, 2 large mirrors, a large sack, a grey robe with a pair of low, soft boots, one dozen long-stemmed roses, a full inkbottle with 3 quills and 20 sheets of parchment, 4 hunting dogs (Talbot Hounds), a shovel with a miner's pick and hoe, 7 sprigs of Wolfbane, 11 buds of Garlic, a Broadsword with a silver-studded scabbard, and a Potion of Major Healing.
- 6 1 - 3 Giant Ticks: all HIT: 2; 40% chance, if bitten, to contract a disease affecting the blood; it is terminal.
- 7 1 Harpy who will not attack. Instead, she will foul the party with curses and excrement. She will "dive-bomb" the party, and, if attacked, she will fly away.
- 8 1 - 3 Hill Dwarf miners out prospecting. They will have 2 Mules each, fully loaded with mining gear and food. They are armed with Military Pick and Hammer (75%), Footman's Mace and Hammer (15%), Battle Axe and Hammer (10%). All will have 2 - 5 Spears on the Mules; all will have Chainmail and Shield (ARM: 070) carried on the Mules.
- 9 1 Ranger passing through on a "roaming" adventure. He is 3rd LVL; HTK: 031; WPN: Long Bow, Hand Axe, and 2 Hunting Knives; ARM: 000; Pouch: 5 - 20 SP, 1 - 4 EP, and 1 - 4 GP.
- 10 1 Water Elemental (encounter can only take place by some kind of water such as a rivulet, a spring, a pool, etc). Wherever it is encountered will not be its lair because it is traveling; hence, there is no treasure.
- 11 Minotaur out hunting. It will definitely attack.
- 12 1 - 4 Wulfweres (Wolves able to become men): If the Wulfweres are surprised or there is no surprise, they will be seen in Wolf form. If they surprise the party, they will greet the party as men and attack when the moment is right. In any case, the Wulfweres will attack. Persons infected with Lycanthropy will become Werewolves, **not** Wulfweres.
- 13 1 Grizzly (Brown) Bear out looking for honey and berries. 80% likely it will try to chase intruders away rather than attack (although the difference is somewhat difficult to discern in the face of an onrushing Grizzly); 20% likely to attack. In any case, it will attack if provoked. Bear has HTK: 040 - 043 and stands 11' tall.
- 14 1 Giant Skunk out foraging but not averse to raiding the party's food supply.
- 15 1 - 2 Gargoyles (will only be encountered at night). They will try to fly off with the weakest-looking member of the party, torture, and devour him or her at the lair, a small, earthen cave 1 - 4 miles away. In the lair will be many broken animal and human-type bones, 1 - 100 CP, 1 - 100 SP, 1 - 20 EP, and 1 - 10 GP. In the lair of the first Gargoyle encounter will be a +1 Dagger hidden under the bones. It glows softly.
- 16 1 - 2 Giant Boars will attack immediately because the party is trespassing. If 2 are encountered, one will be a Sow.
- 17 1 - 2 Giant Stags with Deer numbering 4 - 8 times the number of Stags. They will attack all who don't immediately leave the area.
- 18 1 "Forest" Tiger hunting for food will attack if provoked or if there are wounded among the party.
- 19 3 - 5 Giant Toads will attack those not in metal armor. Otherwise, they hop away.
- 20 1 Giant Badger will attack immediately because the party is trespassing on his territory.

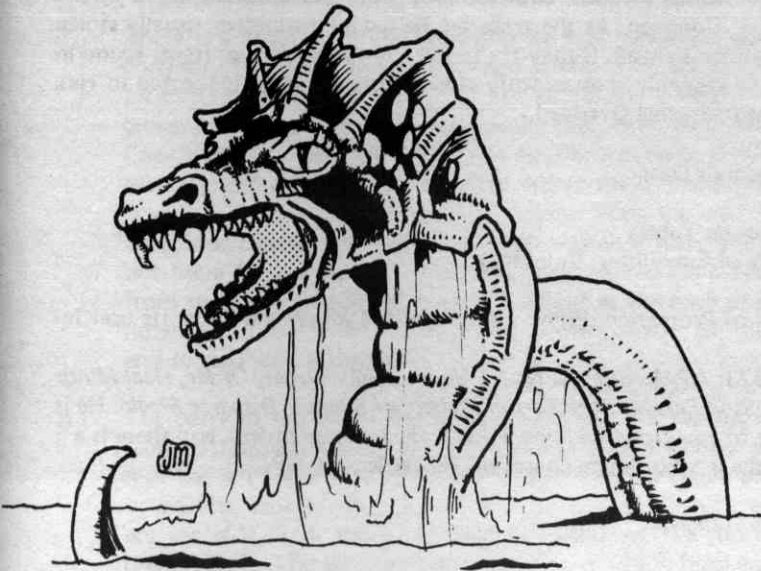
Wurruum

NAP:1	CLS:None
NIL:1	LVL:None
HIT:12	PSY:None
HTK:042	MRT:25%
NOA:3	SPA:Poison Bite
DPA:8/8/14	WPN:None
SPD:14'/28'	RAD:30%
SIZ:24'	POR:60%
ALN:NNN	HAB:Freshwater Lakes
ARM:074	FOD:Fish
PF%:01	LIF:400 years
PY%:04	COL:Green
INT:041	DOM:Underwater Cave
GES:12 months	GRP:N/A



Opinicusi

NAP:2 - 12	CLS:None
NIL:1 - 3	LVL:None
HIT:9	PSY:None
HTK:032	MRT:20%
NOA:3	SPA:None
DPA:5/5/12	WPN:None
SPD:12/30	RAD:10%
SIZ:8'	POR:15%
ALN:NNN	HAB:Rough Areas
ARM:074	FOD:Meat
PF%:50	LIF:12 years
PY%:30	COL:Golden Tan
INT:043	DOM:Cliffs and Caves
GES:10 weeks	GRP:Flock



TERRAIN MAP KEY



DEPRESSION



BUILDING



ELEVATION



ROAD



FOREST



TREES



SWAMP



ENTRANCE

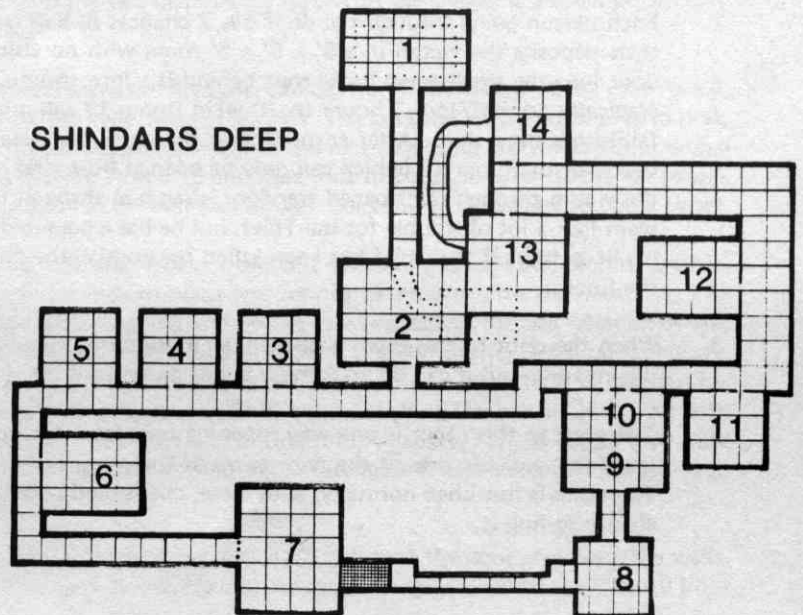


WATER



CROPLAND

SHINDARS DEEP



1 Square equals 10 Feet

SHINDARA'S DEEP



This scenario is designed for 2 - 7 characters of 2 - 5th Level with at least one Thief. It is basically a series of traps set up by a Thief and an Illusionist who raid the area. They prefer to raid only where there are Adventurers seeking the Dungeon in the area because they can then blame the Adventurers for the raids. Due to the fact that raids tend to occur when Adventurers are in the area, the populace has become highly suspicious of and hostile toward any strangers. The Thief and the Illusionist, who pose as Gentlemen retired from the big city, tend to be more sympathetic toward these Adventurers, offering them hospitality for the night and directions to the entrance to the Dungeon. Since the house in which they live sits atop the Dungeon, the entrance is not far. The pair love to have Adventurers search the tunnels, not only because suspicion is diverted from them, but also because they pick up some of their choicest loot from Adventurers killed in the Dungeon. As the traps are baited by distinctive, usually stolen

items, even those Adventurers who escape the traps have problems ahead. If they try to sell any of the rings or items found in the Dungeon, there is a 30% chance per item that it will be recognized as recently stolen. This Dungeon is located in Hex 3303 of the Judges Guild Campaign Map 1, City State of the Invincible Overlord.

Shindara's Deep

Encounter Tables

(1/6 Normal Chance of Encounter; Roll 1D6)

- 1 - 4 Thief: LVL: 081; HTK: 026; ARM: 050; Bracelets of Protection; WPN: +2 Longsword which can make its user invisible once per day.
- 5 - 6 Cleric Adventurer: ALN: CNG; LVL: 051; HTK: 023; ARM: 012; WPN: +1 Mace. Spells: *Order, Order, Heal Minor Wounds, Heal Minor Wounds, Heal Minor Wounds, Stop Person, Stop Person, Sphere of Silence, Disperse Magic*. He is highly egotistical and will demand to be the leader of any group he joins. He will always issue orders, and there is a 1 in 6 chance per order disobeyed that he will attack the insubordinate character. He carries 230 GP.

The Dungeon

- 1 This room is totally bare of any furnishings or marks. However, all of the walls are *Illusion*, and real walls are 5' behind the illusory ones. In the space between them is a trench 10' deep, so, if someone attempts to step through the wall without looking, they are 80% likely to fall into the trench.
- 2 Each person going through the door has 2 chances in 6 of springing a trapdoor which drops the victim on a slide that then deposits the victim in a 5' x 5' x 5' room with no visible way out. The slide cannot be re climbed because the door into the small room locks shut behind it. Once sprung, the trap cannot be resprung since it is the equivalent of *Magically Locked*. In 1 - 2 hours, the Thief in Room 13 will pour a powder into the room which will cause the victim to fall into a deep sleep. After ensuring that the person is asleep, the Thief will enter the room through the trapdoor in the floor of Room 13 (which can only be opened from that room), rob him of everything of value, and, after hoisting the victim through the opened trapdoor, drag him through the secret door and redeposit him in Room 2. This may seem like a lot of trouble for the Thief, but he has a paranoid fear of dead bodies and wants none of them lying about his little trap. If the Thief has been killed previously, the party will have to go to Room 13 and find the trapdoor in the floor.
- 3 When the door to this room is opened, an illusion of a Giant Scorpion will appear. There is no Save versus believing in the creature, but it can do no damage and is dispelled if hit.
- 4 The door to this room is one way, opening only from the outside. Once inside, the players will find that it cannot be reopened, and the side of the door towards the room is metal plated, preventing anyone from chopping a hole in it. The room is furnished normally, with table, chairs, and two beds. The secret door is well hidden; there is 1/2 the normal chance to find it.

- 5 An 8' tall statue of an Archer with Bow drawn stands in the center of the room; the Arrow is aimed at the door. The Archer will point at a random party member; the base on which the Archer stands will turn to follow the character's movement for as long as he or she is in the room. The statue is merely to divert attention from the real trap, a series of 8 loaded Heavy Crossbows, all covered with *Invisibility* spells. Each round, each character in the room must roll a 1D6; 1 or 2 means that they have set off one of the Crossbows. The Bolts strike as 5th Level Fighters. There is nothing of value in the room.
- 6 In the center of the wall opposite the door is a small shelf with a golden figurine resting upon it. In front of the shelf is a trapdoor opening on a 1 - 3 on 1D6 for each person stepping in the area. Beneath the trap is a 20' deep pit with 5' of thick mud at the bottom. Anyone falling in has a 50% chance of becoming stuck. After the trap is sprung, the pit begins to fill with water at a rate of 2' per round. Assume the player is stuck 1' deep in the mud if wearing no armor, 2' deep if wearing Leather, 3' deep if wearing Chain, and 4' deep if wearing Plate. If not stuck, he is considered to be lying on top of the mud, and, if he stands up, he will sink $\frac{1}{2}$ of the above depths. Pulling someone out will require a percentage roll under the total number of STR points used - 5 x number of feet deep in the mud [i.e. 4 men with STR of 17, 14, 11, and 10 (total: 52) pulling a man stuck 2' deep would have a $52 - 10 = 42\%$ chance each minute of pulling the character free). When the water reaches above the person's head, he begins drowning. A character will drown in 1D4 minutes. The golden figuring is a sculpture of Mitra, but it is severely gouged, lowering its value to 400 GP.
- 7 There is a locked iron gate blocking the west entrance, and the east entrance has a deep, open pit blocking the entire corridor. The pit is 15 feet long and seems to be 20 feet deep. The bottom of the pit is covered with a *Permanent Illusion*, as the actual floor is 10 feet below the apparent one, making the pit 30 feet deep. Under the illusion lives a group of 6 Snakes: HIT: 1; HTK: 006, 006, 004, 003, 001, 001; ARM: 010; If a character falls through the illusory floor, the party will not see or hear anything because the illusion remains, and the entire pit is silenced. The party's reaction will have to be determined before the character who fell in is told what is happening to him. The room itself is well lit from a dozen torches in sconces along the wall. Filling the room are very old chests and crates, piled waist deep, and clearly visible through either entrance way. The chests are mostly full of old clothing and personal items, but there are also several crates of supplies. Allow the players a 30% chance of finding anything for which they search from the Miscellaneous Mundane Items list at the back of this product. 1D6 copies of each item will be found. In the northeast corner, there are three large barrels of Ale, all full. This room provides the players with a place to rest safely and to resupply, if necessary.
- 8 The corridor leading to this room is only 2' wide, making a single file a necessity and preventing very large characters from getting through it. 10' from the doorway, a *Sphere of Darkness* spell is in effect, and each person entering the area has a 1 - 4 chance on 1D6 of stepping on a pressure plate which results in the firing of a volley of 4 Heavy Crossbow Bolts. Due to the narrow confines, accuracy is high, and the Bolts strike as an 8th Level Fighter. The Crossbows are set at 2, 3, 4, and 5 feet from the floor, so, if a short character is in front, the second man may be hit by the highest Bolt. The inside of the room is burned and blackened, and there are traces of a destroyed Slime Monster. The Crossbows are mounted on the wall opposite the doorway and cannot easily be removed. It will take over an hour for each to be removed. The charred remains of a man are in the southeast corner of the room, the heads of three Crossbow Bolts still embedded in him. Hidden under the body is an ornate Dagger, slightly scorched but still worth 280 GP due to the intricate designs worked into the blade and the two gems in the hilt. With the Dagger is a small pouch containing 22 PP.
- 9 The walls of this room are rather gaudily painted with scenes of Nymphs and Satyrs. In the center of the room is a 4' high granite pedestal with flowers and vines done in bas relief on the surface. The pedestal's only purpose is to draw attention to itself, and bring people into the room. The southern-most 10' of the east wall holds a revolving door which will sweep any character that comes within 3 feet of it into Room 10 and then lock in place. In order to attract people to the wall, the most beautiful Nymph in the room is painted on that section as if beckoning the players to come closer.
- 10 This room is very similar to Room 9. The revolving wall also works from this side and has the same picture upon it. However, once operated from either side, the door will lock in place and cannot be moved until the next day. The pedestal in this room is slightly different, however, with laughing and crying faces replacing the bas relief vines and flowers of the pedestal in Room 9. This pedestal is trapped and releases Laughing Gas and Crying Gas simultaneously. A Saving Roll of END or less on 3D6 is applicable versus each one, but if a character fails both, he is unaffected because the effects cancel one another out. Characters failing the Saving Roll vs the Laughing Gas are doubled over with laughter, causing double normal chances for a monster encounter and a -3 to hit probability. Those failing their Save vs the Crying Gas sob bitterly and feel too sad to attack, always attempting to disengage if attacked and having a -4 to their hit probability. Both effects last for 1D6 hours.
- 11 The floor of this room is almost totally illusory; the only real floor is in a 10' radius of the door and along the walls. The floor along the walls is 2' wide, and there are 4' gaps in it every 20'. Anyone trying to walk on the illusory floor

will fall 20' to the real surface. Hanging on the wall opposite the door is a golden mask worth 600 GP, but, if put on, it will affix itself to that character's face. The mask will not be removable without a *Remove Curse* and a *Disperse Magic*. The wearer of the mask will be at -2 hit probability due to reduced vision and will be unable to use spells which have verbal components because the mask prevents easy lip movement and causes the words to become garbled.

- 12 Against the east wall of this room is a statue of a twelve-armed man, and the players can readily see that each hand holds some object. Dividing the room in half from north to south is a clearly visible 30' wide and 30' deep trench with sharp spikes at the bottom. On the west side of the trench is a small pedestal with a lever in it. Pushing the lever east will cause the release of a gas causing loss of 2 STR points if a Saving Roll of less than END on 3D6 is not made. The gas fills the room, and its effects last for 1D3 weeks. Pulling the lever west causes an illusion of a solid floor to appear over the trench, but, to the players, it will appear as though an illusion of a trench had disappeared. Anyone who tries to walk over the trench without first checking to see if the new floor area is real gets what they deserve: 3D6 HTK of damage for the fall plus landing on 1D4 spikes for an additional 1D6 HTK of damage each. In the twelve hands of the statue starting with the highest right hand, descending down the right side followed by the highest left hand and descending down the left side are: 1) a CP which acts as a -1 on Saving Die rolls 20% of the time. Each time the player wishes to use it, there is a 20% chance that it will help him. 2) A Silver Piece that acts as a lodestone. 3) a normal Gold Piece. 4) an Electrum piece which will absorb flame damage done to its owner at a rate of 1 point per dice of flame damage. Melts after taking 60 HTK. 5) a Platinum Piece which attracts missiles, making it easier by 1 to hit the owner of the piece (Don't tell the character this; just note it down somewhere and apply it until the character figures it out). 6) a Mithral Piece which causes its owner to be more susceptible to diseases (a +2 on the Saving Rolls) but less susceptible to charms (Save at -3). Left hands: 1) a bronze Dagger, -2 on its attacks due to inferior material, which causes any creature hit with it to fall asleep. There is a 30% chance per hit that the Dagger will break, rendering it useless. 2) a small wand which glows as a *Light* spell 4 times per day upon command. 3) a copper ring which causes its wearer to always bounce off doors he tries to force open and can't be removed without a *Disperse Magic* and a *Remove Curse*. 4) a small candle whose fumes cause one to go Berserk for 1D6 minutes unless a Saving Roll of less than END on 3D6 is made. The fumes fill a 20' x 20' x 10' area in 1 round. 5) a fine pearl worth 60 GP but with no magical properties. 6) a small, Jade figurine of a Wizard which is capable of hurling one spell per day upon command. The spell is of Level 1 through 3 and is totally random. The spell is not known by the possessor until it is used and, thus, could help an enemy. To get the first object taken from the statue is no problem; merely picking it up puts it in the character's grasp. From then on, however, unless some similar object (coin, ring, figure, etc.) is replaced in the hand, the next object for which a character reaches will be crushed by the statue's hand. After one object has been crushed, another may be taken freely, but, if it is not replaced, the statue will crush the next object. This device was not created by the Thief in Room 13, but it is something he discovered after taking over the level and put to his own use.
- 13 This room is the private room of the Thief who resets the trap and takes care of the victims and any loot which he may find on them. He usually does nothing about dead bodies, but he will sometimes return the bodies of those adventurers who are merely unconscious to a safer room after relieving them of all their valuables. There is a 70% chance that he is present in the room; otherwise, he will be met as a wandering monster on the Encounter Chart. Thief: ALN: CNE; LVL: 081; HTK: 029; ARM: 000; WPN: +2 Longsword which can make its user invisible for six turns twice per day. The Thief has a rather luxurious bed here as well as several cupboards full of various clothing and disguises which the Thief uses when working the towns in the area. He keeps those objects which he cannot easily sell in the room, using them to bait the various traps around this level. There are 3 figurines worth 80 GP, 200 GP, and 100 GP, a dozen distinctive rings worth an average of 20 GP each, and 2 pieces of jewelry worth 600 GP and 400 GP. All of this is kept in two chests, each locked and trapped. The first is trapped with a 20' spring-loaded trapdoor in front of the chest which locks as a *Magic Lock* after being sprung, and the second with a gas that fills the entire front room and causes blindness to those failing their Saving Roll vs. Poison. There is a trapdoor in the floor leading to the small room (A) described under Room 2, and a handful of dust causing sleep is stored in a compartment within the trapdoor. A one-way (from this room) secret door opens to Room 2, making it possible for the Thief to return his victims to Room 2. This Thief is the twin of the Thief that lives above; his presence is due to the presence of several large parties of law-enforcement officials who are on his trail, and his brother has given him permission to hide in this Dungeon.
- 14 This is the room where the Thief keeps his real treasure. The outer door from the main corridor is trapped with six Crossbows which fire through the door and into the corridor when one passes over the threshold. They fire in succession; each is individually activated to fire at the passage of a warm body through the door regardless of the direction the person is passing. Due to the restricted area of the doorway, these Bolts are 89% accurate. One Crossbow Bolt (determine randomly) is poisoned and will cause death if a Saving Roll vs END is failed and weakness for 1D6 days if the Save is made. The Thief's exact treasure is left up to the Judge to dole out as he sees fit. Be sure to reward the party appropriately.



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