

AMAZON MUTUAL WANTS YOU!

VOLUME ONE

Four short Adventures
for use with D&D™ and AD&D™

THE DRAGON TREE

TEMPLE OF THE FOUR GODS

By
Ben Ezzell

STRONGHOLD OF THE MER-WITCH

By
Tom Lowrie

MISSION TO DANGER

By
Sean Broomell

GRIMETHORP'S MANOR

By
Graf Posvalski

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Stock # 82-001



SCHEDULE OF RATES AND FEES : HAZARD DETERMINATION

RATES AND FEES: No exact schedule of fees and rates is available, policy costs being determined by the nature and experience of the policy holder and the estimations of the company of her/his danger and abilities. The table below provides base rate and fees charged prior to undertaking specific adventures.

Base rates are charged annually / Fees are levied prior to specific adventures and are not refundable (exceptions as shown below).

Total Point Rating*	Annual Fee	***** HAZARD FEES / ADVENTURE or QUEST *****									
		AAA	Fee charges per adventure by estimated hazard rating of situation								
-5 - 00 points	1400 GP	950	AA								
01 - 05 points	1000 GP	650	1000	A							
06 - 10 points	800 GP	450	900	2000	B						
11 - 15 points	600 GP	350	700	1400	3000	C					
16 - 20 points	500 GP	250	500	1000	2000	4000	D				
21 - 25 points	450 GP	180	360	720	1440	2900	6000	E			
26 - 30 points	400 GP	140	280	560	1120	2240	9000				
31 - 35 points	350 GP	120	240	480	960	1960	3900	8000			
36 - 40 points	300 GP	100	200	400	800	1600	3200	6500			

Additional fees and/or charges by specific arrangement.

*The rate schedule is determined annually by physical (magical). Each point of Strength, Wisdom, Intelligence, Constitution and Dexterity above 12 adds a hazard bonus of 1 : each point below 12 receives a hazard penalty of -1. (Based on a maximum of 18 and a minimum of 5)

BONUSES BY CLASS

Fighter, Thief, Monk, Ranger, etc	: 1 point / 4 levels
Cleric, Druid, Magic User, Illusionist	: 1 point / 3 levels
Paladins, Rune Singers, Bards	: 1 point / 2 levels

Multiclass persons are given 1+1/2 points / level of lowest class

REFUNDS : In the event that the company is unable to recover the body of the policy holder, the fees charged for the specific adventure will be refunded to the next of kin or assigns with a bonus of 50%. In the event that the policy holder's body is recovered but proves beyond resurrection and/or revival, a sum not to exceed 50% of the specific fee charged will be refunded. In the event that the services of Amazon Mutual are not required in conjunction with a specific adventure (i.e. the safe and successful return of the policy holder), 1/2 the fee charged will be credited or refunded as desired.

SPECIAL POLICIES & SPECIAL CASE RATES *

AMAZON MUTUAL LIFE ASSURANCE does consider and accept variant policy requests. These policies have included "Chastity Assurance", "Kidnapping & General Hazard Insurance", "Unlife Assurance", "Unlimited Liability" and "Property Theft & Recovery Insurance" to mention a few.

In such cases, the terms and fees are determined by the Branch Officers issuing the policy. Popular rumor states that the guideline followed in such cases is "all the traffic will bear, . . . plus fifty percent". Company officials have declined to comment on this contention.

The success of an enterprise charging such exorbitant fees may only be attributed to the phenomenal success rates demonstrated by the company in fulfilling the terms of such contracts.

* excerpted from ~~Wanmaker's~~ **GUIDE TO THE MULTIVERSES**

AMAZON MUTUAL WANTS YOU!

Volume One

Temple of the Four Gods

by Ben Ezzell

A forgotten temple, hidden treasures and great dangers
. . . four have entered, none have returned!

Stronghold of the Mer-Witch

by Tom Lowrie

The sea is such a lovely place for a vacation
. . . with pay, if you come back alive.

Mission To Danger

by Sean Broomell

Some people just don't appreciate being helped
. . . violently!

Grimethorp's Manor

by the Graf Posvalski

And some people die quietly at home
. . . or do they?

FOUR GREAT ADVENTURES IN A SINGLE VOLUME!

AMAZON MUTUAL LIFE ASSURANCE is hiring NOW!
Long hours, low pay and danger!
No cowards need apply!

The adventures in this book are suitable for low-level thinkers or medium-level hackers.

We have provided SUMMARIES which show at a glance the dangers of each adventure: each monster's HD, HP, Special Abilities, and EXP; and a similar rating for the danger level of each trap, obstacle etc.

The SUMMARIES include pre-figured Experience Points for each monster, trap or other challenge, and briefly explain the plot and main challenge of each story.

We have defined several different STYLES OF PLAY and explained how each style works (or doesn't work!) in each adventure. You may wish first to read STYLES OF PLAY, see which fits your group, and then read the summaries of the modules recommended for that style. Here we suggest what level of character each style of group should bring to each adventure.

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SUMMARY OF 'MISSION TO DANGER':

In MISSION, the party must enter a fortress full of Dark Elves to rescue Eiken the hobbit. He is easy enough to find - but refuses to leave until he has finished his job of planting explosives all over the fortress! (Eiken's behavior has been compared to that of the mythical American hero Indiana Jones) The party will have to help him and keep him out of trouble as best they can - all in REAL TIME, since the explosives are set to detonate in four hours. planted or not, ready or not....

The explosives are typical Dragon Tree overkill - anyone still in the fortress when they blow is vaporized. This dungeon has the highest kill rate of anything we've ever played. You'll be surprised how many parties manage to escape from the fortress in the nick of time...forgetting that they're still carrying an explosive charge or two in their packs....

We suggest simulating the explosives with a real alarm clock....

ROOM ENCOUNTER	NUM	HD	HP	SA	EA	CLUES	EP/K	EP/O
#80 CAT	1	1	5	1	1		54	67
#100 GUARD CAPTAIN	1	3	15				80	100
#100 GUARDS	3	1	15				45	56
#300 TORTURERS	5	2	50				200	250
#300 EIKEN	1	3	15				80	100
#500 RED DRAGON*	1	10	80	4	3		5620	7025
#500 RAINBOW DRAGON*	1	19	76	4	13		29720	37150
#500 MAGIC USER	1	2	10				40	50
#650 CHIEF MAGE	1	12	60				2260	2825
#650 APPRENTICE MAGES	2	1	10				30	37
#700 GUARDS	10	2	100				400	500
#700 KING	1	4	20				140	175
#800 OFFICERS	5	3	75				400	500
#900 SOLDIERS	20	1	100				300	375
#1000 OFFICERS	2	2	20				80	100
#1000 SOLDIERS	28	1	140				420	525
VILLAGE - Dragon Rumours			0			100	100	125
#50 Arrow - TRAP	1		0				6	8
#75 X's on map - CLUE			0			400	400	500
#80 Understanding cat - CLUE			0			300	300	375
#80 Befriending cat	1	4	20				134	168
#300 Releasing Eiken	1	3	15				77	96
#400 Keeping cat	1	1	5				16	20
Stopping countdown	1	6	30				330	412
#500 Recognizing Rainbow Dragon - CLUE			0			500	500	625
#1000 Preventing Eiken from getting in brawl	1	3	15				77	96
Escaping if caught	1	5	25				216	270
Persuading Eiken to leave			0			1000	1000	1250
Hoaxing Eiken into leaving			0			2000	2000	2500
Hoaxing Dark Elves			0			1000	1000	1250
Planting charges at X's	12	2	120				465	581
Planting charges elsewhere	12	1	60				190	238
Stealing charges	12	1	60				190	238
Blowing up AMLA (with bomb)			0				0	0
counting down in body bag)	10	100					1436	1796
Predicting path of molten gold - CLUE			0			750	750	938

TOTALS: 6050 49056 61321

Total Experience Points available to hackers: 43006

*When running MISSION for low level characters, the DM should let the rainbow dragon (who is on the party's side) attack the red dragon and keep him too busy to harm the party - if the party reacts intelligently.

SUMMARY OF 'GRIMETHORP'S MADOR':

The party must retrieve Squire Grimethorp's body from his own home - a conventional Victorian house in a peaceful village. The body is peacefully lying in bed...but Grimethorp's ghost doesn't want it removed!

Like the ghosts of Topper, Blythe Spirit and Manning Coles, Grimethorp can levitate and animate his furniture and household items to harass and obstruct the party...or turn the party's own fancy equipment against them....

Grimethorp is forbidden to do actual harm to the party - his only real aim is to drive the adventurers away by frightening and frustrating them. This means that there are NO REAL DANGERS in this module. If someone is about to take serious harm, Grimethorp will either moderate his attack or steer the party to one of the healing potions. (When running the module for higher level hackers, the DM may wish to change this and make dangers real so the characters may better deserve their experience points for killing Grimethorp's brooms and umbrellas....)

Grimethorp has great difficulty in communicating with the living. However, if the party figures out who is obstructing them and makes an attempt to communicate and bargain, he will bribe them to leave him alone.

ROOM ENCOUNTER	NUM	HD	HP	SA	EA	CLUES	EP/K	EP/O
SQUIRE GRIMETHORP	1	12	60		2		4601	5752
#2 CHAIRS	12	1	60				190	238
#2 TABLE	1	2	10				39	48
#2A,B UMBRELLAS	3	1	15				48	59
2A,B COATS	4	1	20	1			68	85
#3 Ceiling - TRAP	1	12	60				2389	2987
#4 Obstacles	1	2	10				39	48
#4 Illusions	1	2	10				39	48
#5 ARMOUR	9	4	180				1208	1510
#5 WEAPONS	25	3	375				1926	2407
#6 MASTODON	1	12	60				2389	2987
#6A CHINA SET	1	12	60				2389	2987
#6A BEAR RUG	1	3	15				77	96
#6A MOOSE HEAD	1	1	5				16	20
#7 Potions - TRICKS	8	1	40				127	158
#8 DISH SET	1	12	60				2389	2987
#8 POTS AND PANS	1	12	60				2389	2987
#8 BROOM AND MOP	2	1	10				32	40
#10 Carpentry OBSTACLES	1	4	20				134	168
#11 Pantry TRICKS	1	3	15				77	96
#12 SUITS	2	1	10				32	40
#15 YUCCA	3	12	180				7168	8961
#15 VIOLETS	3	4	60				403	503
#15 FIREWEED	3	4	60				403	503
#15 HEDGEHOG CACTUS	5	12	300				11947	14934
#15 Flowering OBSTACLES	1	5	25				216	270
#20 Slippery stairs TRAP	1	3	15				77	96
#21 CHAIRS	6	1	30				95	119
#22 CHAIRS	6	1	30				95	119
#23 EAGLE	1	4	20				134	168
#23 HORSE	1	8	40				789	987
#23 LIONS	2	5	50				432	540
#23 Feather TRAP	1	3	15				77	96
#24 CHAIRS	2	4	40				269	336
#24 Feather TRAP	1	3	15				77	96
#25 CHAIRS	2	4	40				269	336
#25 Feather TRAP	1	3	15				77	96
#26 CHAIRS	2	4	40				269	336
#26 Feather TRAP	1	3	15				77	96
#13 Slippery Stairs TRAP	1	3	15				77	96
#14 Slippery Stairs TRAP	1	3	15				77	96
#B1 CHAIRS	6	1	30				95	119
#B2 Bottles TRAP	1	3	15				77	96
#B3 Slippery Passage	1	2	10				39	48
#B6 SKELETONS	4	1	20				63	79
IDENTIFYING PHANTOM						1000	1000	1250
RECOGNIZING HIS MOTIVES						2000	2000	2500
BARGAINING WITH HIM						SPECIAL*	0	0

TOTALS: 46900 58625

Total Experience Points available to hackers: 43900

*SPECIAL EXP: The sooner the party recognizes Grimethorp's motives and bargains with him, the more EXP they deserve - and the less fighting they will have to do. Therefore, EXP for bargaining should equal the difference between the EXP they have earned by fighting and the total EXP available to hackers.

SUMMARY OF 'STROMGOLD OF THE MER-WITCH':

MER-WITCH is a straight-forward rescue operation which requires the party to raid the prison of a heavily-guarded underwater fortress. Details of underwater life are consistent and realistic. Details of underwater melees may be as bizarre as the DM likes. Just think of Free Fall - with currents and eddies....

ROOM	ENCOUNTER	NUMBER	HD	HP	SA	EXA	EP/K	EP/O
A	SERPENT EEL	1	6	30	2		480	600
A	Jellyfish net	1	TRAP				100	125
D	MER-ORCS	10	1	50	0	0	150	187
E	MER-ORCS	6	1	30	0	0	90	112
F	MER-ORCS	10	1	50	0	0	150	187
G	SEA-TROLLS	5	2	50	1	0	208	260
I	SEA-TROLLS	6	2	60	1	0	248	310
K	CORAL GOLEM	1	10	50	2	0	2500	3125
N	SEA-TROLLS	20	2	200	1	0	808	1010
N	SEA-TROLLS	20	2	200	1	0	808	1010
N	SEA-TROLLS	20	2	200	1	0	808	1010
N	SEA-TROLLS	20	2	200	1	0	808	1010
	MER-WITCH	1	4	20	2	0	190	237

TOTALS: 22044 18366

"...took a blow on my back and failed a wisdom roll, and the DM told me I was starting to see red. When the rest of the party started to see it too, we thought we were all beserk...just blood mixing with the water, of course...every point damage done. we lost 5% of visibility..."

"...yes, some alert was obviously going to be sounded as soon as the eddying blood reached the guard barracks. So I got ahead of the blood and broke a bottle of ink, then we all swam along inside the cloud of ink swinging our whips and lassos and shouting 'Beware the giant squid!....'"

SUMMARY OF 'TEMPLE OF THE FOUR GODS':

TEMPLE is a straight-forward body-recovery operation. Four policy-holding adventurers must be retrieved from an abandoned temple to Loki, god of pranks and mischief.

Naturally a temple to Loki was furnished with funny traps and tricks - producing an old-fashioned chaotic dungeon long on traps, short on monsters. The dungeon is of interest to thinkers because most of the traps force players to use their brains, not their hardware.

Most of the encounters are funny and of minor danger, but a few are very dangerous indeed. Read it well and adjust for your party. Since the plot is very loose, you can mix, match, substitute and omit traps freely.

ROOM	ENCOUNTER	NUM	HD	HP	SA	EA	CLUES	EP/K	EP/O
LEVEL 1									
#3	GLOOP	1	1	8	3			32	40
#7	GOBLINS	4	1	22				65	82
#1	Mural - CLUE			0				20	25
#2	Walls - CLUE			0				40	50
#5	Pit - TRAP	1	2	10				39	48
#5	Seeking treasure - CLUE			0			100	100	125
#9	Potions - TRICK	3	1	15				48	59
#10	Torch-holders - CLUE			0			20	20	25
#10	Beads - TRICK	22		0				137	171
#11	Altar - TRAP	1	3	15				77	96
LEVEL 2								0	0
#1	Blocks - TRAP	2	1	10				32	40
#2	Pit - TRAP	1	2	10				39	48
#3	Sliding floor - TRICK	1	3	10				30	38
#4	Poison - TRAP	1	2	10				39	48
#5	Darkness - TRICK	1	1	5				16	20
#6	Gravity - TRAP	1	6	30				330	412
#7	Darts - TRAP	20		0				125	156
#8	Water - TRAP	1	6	30				330	412

TOTALS: 180 1517 1897

Total Experience Points available to hackers: 1337

STYLES OF PLAY

The level of characters who should be brought into these modules depends upon your group's preferred style of play.

ROUTINE HACKING. In this style the party fights all the monsters, but only one roomful at a time. The DM seldom lets the monsters in one room come to the aid of the monsters next door. In this category we include players who rely on routine use of their magic powers to save them from traps. For this style we assume a 'standard' party: 2-5 player characters plus enough NPC fighters to make a total of 9.

In both TEMPLE and MISSION these routine hackers should have some power of teleportation to escape from the major danger of the adventure.

TEMPLE 6-8; MER-WITCH 7-9; MISSION 7-9; GRIMETHORP 7-20

STRATEGIC WARGAMING. Here the players plan to fight all monsters, but the DM lets the monsters cooperate with each other in a realistic manner, deploying their forces where most needed once an alert is sounded. In effect, the party must fight all the monsters at once, movement rates are all-important, and there is no chance to renew spells.

MER-WITCH and MISSION are good for this style, since both take place in organized enemy fortresses.

TEMPLE cannot be played in this style, for it has only two rooms of monsters. GRIMETHORP has all-too-many possible melees, but they are all with objects magically animated by a single mage...unless the DM wants to augment his animation spell considerably.... To deploy the objects strategically, give each one (except the thrown crockery etc) a base movement rate of 18" minus 1" for each estimated 20 pounds of its weight. Played so, GRIMETHORP gives unique results....

TEMPLE NO; MER-WITCH 14-18; MISSION 14-18; GRIMETHORP 12-14

MINIMUM-COMBAT. Here the party uses common sense and tries to avoid setting off a general alert. They fight only when absolutely necessary, scouting to choose their best route to their goal. Get in and get out.... In this category we include players who use common sense and economical methods in dealing with traps and obstacles.

Here the DM cooperates by having relatively poor dungeon acoustics and poor security among the NPC's, so a few quick and quiet melees can be indulged in - if no enemies escape to run for help. A general alert and gathering of forces means disaster, from which the party will be lucky to escape with their lives.

In TEMPLE and GRIMETHORP no general alert is possible. However, in TEMPLE and MISSION the characters may need some teleportation magic to escape the major trap dangers.

TEMPLE 5-7; MER-WITCH 3-5; MISSION 5-7; GRIMETHORP 1-6

SNEAKY-THINKERS. This party likes a clean job - no fighting at all. Their favorite weapons are disguise-illusion, confusion.... One popular strategy is infiltrating by disguising themselves as dungeon denizens, talking themselves out of discovery - and only when that fails, quietly throttling some guard and making it look like a vampire did it.... The DM cooperates by giving a slight flavor of keystone cops to the monsters.

Here we include players who are clever at anticipating and foiling traps without taking damage. Even they will be severely challenged by the water trap in TEMPLE. As for the explosives in MISSION - we designed that particular piece of spectacular overkill just to make SNEAKY-THINKING players stretch their brains a little bit further...into the category of PLOT-SOLVING.

TEMPLE 1-4; MER-WITCH 2-4; MISSION 1-4; GRIMETHORP 1-4

PLOT-SOLVING. Here the party uses original and creative brain-work on the situation as a whole, bargains instead of fights, and usually ends up owning the place. The DM cooperates by giving a percentage to anything, no matter how creative and non-violent.

TEMPLE 1-4; MER-WITCH 1-3; MISSION 1-4; GRIMETHORP 1-2

DEFINITIONS OF COLUMN HEADINGS:

'ROOM' - Identifying letter or number of location.

'ENCOUNTER' - What the party finds there.

'NUMBER' - How many of them they find.

'HD' - How many Hit Dice the monster has. (When the encounter is a trap we indicate here the danger level of the trap)

'HP' - Combined Hit Points or Hits to Kill of all monsters in the room (we assume an average of 5 HP per HD).***

'SA' - How many Special Abilities the monster has.***

'EXA' - How many Exceptional Abilities the monster has.***

'CLUE' - When the encounter is a clue instead of a monster, we assign Experience Points in this column. The total at the bottom of this column shows you what proportion of the total EP possible in the dungeon comes from clues.

'EP/K' - How many Experience Points the party should receive for killing all the monsters in the room by routine hacking means. This is figured by a computer program which gives results very close**** to the results obtained from the formula recommended by Mr. Gygas (TM*) on Page 85 of his DUNGEON MASTER'S GUIDE (TM*). When the encounter is a trap, obstacle etc. this figure is how many EP we suggest for successfully coping with the encounter in a routine manner using magical powers etc. For a clue, this is for getting a rough idea of its meaning.

'EP/O' - Our suggested Experience Points for outwitting the monster rather than killing it. For a trap etc, this is the suggested figure for coping with it in an economical, clever or entertaining way. For a clue, this is for figuring out its full implications.

***When the encounter is not a monster, the numbers entered in these columns are for the use of our computer in figuring appropriate EP.

****For HD less than 11. greater than 19, or even numbers in the teens, the error is less than 5%. Odd HD in teens will be lower than with Mr. Gygas's (TM*) formula, since our computer figures each HD separately instead of lumping together HD 11&12. HD 13&14 etc.

*Probably a registered trademark of TSR Hobbies, Inc - our use not sanctioned by holder.

AMLA TERMS FOR RECOVERY TEAMS

RECOVERY TEAMS ARE NOT COVERED BY INSURANCE
unless they purchase the policies
at regular rates.

RECOVERY TEAMS ARE GEASED
!!! NOT !!!
TO STEAL ANY PROPERTY
BELONGING TO THE POLICYHOLDER!

However, they may use his belongings as needed for the sake of completing their mission.

BODY BAGS PROVIDED

AMLA will lend each recovery team necessary transportation and a BODY BAG - a special bag of holding just the right size for the policy-holder, usually (DMO) with a time stasis spell on it to prevent further deterioration of the body.

NOTE ON HIT POINTS

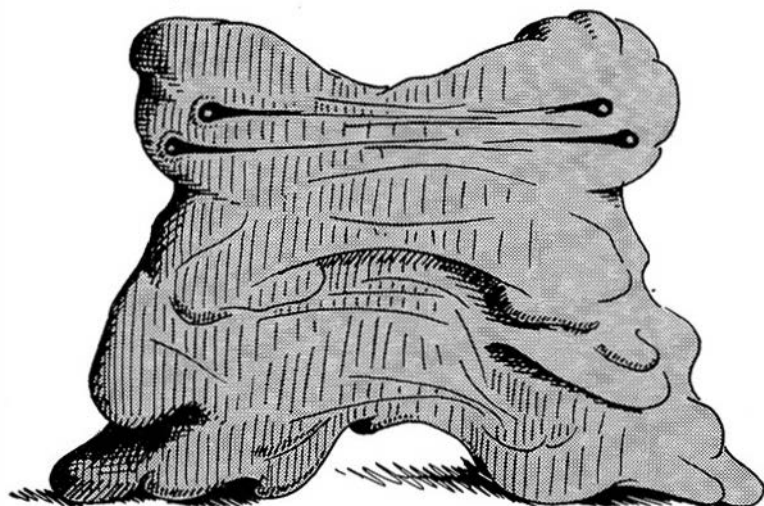
Both TEMPLE and GRIMFTHORP contain funny situations which are intended to inflict minor, non-fatal damage.

Handling minor damage can be a problem when a low-level character has only 1-4 Hit Points to begin with. Here are three methods that can be used, either separately or in combination:

1) The damage can be subtracted from some appropriate Attribute instead of from the character's Hit Points. (At 0 on any attribute the character is 'stunned' for a few turns or rounds)

2) Another possibility is an AMLA Potion of Percentage Spell-Casting. When drunk by a character who presently has a healing spell memorized, it allows him to cast the spell an unlimited number of times. However, each time he must roll under his Prime Requisite (maximum 17 or DMO). If he fails the roll the spell fumbles: 1) Backfire 2) Wrong target 3) Opposite effect 4) No effect 5) Half effect 6) Double effect 7) Delayed effect 8) Roll again twice.

3) The beginning character may be given a higher, more workable number of Hit Points to start with. If the DM likes, AMLA can provide a Potion of Extra Hit Points which will give an extra 5 or 10 (or DMO). The effects will end as soon as the drinker leaves the employ of AMLA. For a Hit Point system which gives permanent higher Hit Points for low level characters see those excellent playing aids, THE ARDULIN GRIMOIRES)



GLOOP!

Temple of the Four Gods

by Ben Ezzell

DM NOTES: No specific setting is provided - this may be situated in any convenient portion of your world as desired. AMLA will supply Body Bags, transportation (if necessary) and a guide - and at DM Option some help with hit points or healing - but no special weapons or henchmen.

RECOMMENDED FOR PARTIES OF 2 TO 4 CHARACTERS - 1ST TO 3RD LEVELS
See INTRODUCTORY NOTES - DM OPTIONS - Page 2

THIS MODULE WAS CONSTRUCTED TO INTRODUCE NEW PLAYERS
WHO HAVE NOT PLAYED ANY FANTASY ROLE-PLAY GAME

The party has been hired by AMLA to find and retrieve the bodies of four of their policy holders believed to be deceased. A reward of 500 GP will be paid for each body successfully recovered. Body Bags are supplied and a will-o-wisp will guide the searchers to the last known location. (For explanation of Body Bags see page 4)

The party consisted of four members, all policy holders:

- | | |
|---|--|
| 1) Jordeian du Frey - female half-elf, magic user, blonde, 5'9", grey eyes no distinguishing marks or scars | 2) Simon Gusrat - male human, fighter, bald, 6'2", brown eyes, ruddy complexion, scar left cheek - 3" diagonal |
| 3) Haidor Hamra - male gnome, illusionist, black hair, 3'6", green eyes, dark skin, scar on back of right hand - 2" lateral | 4) Bolivar of Dorset - male dwarf, fighter, white hair, 2'3", brown eyes, ruddy complexion, no distinguishing marks or scars |

Horses will be provided if the team lacks transportation. The guide (will-o-wisp) leads the party into the wilderness, the ride requiring about 10 hours. There are no eventful occurrences during this time. As night is falling, the party is led up an old and overgrown path which ends at a large thorny bush growing on the side of a mountain. (If anyone is checking, an intelligence roll will reveal a few broken branches and signs of regular passage)

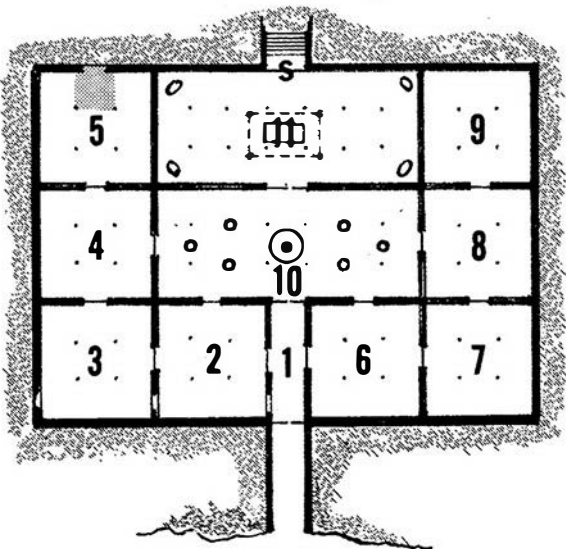
The bush hides the opening of a cave. The cave is 10' wide by 10' tall by 30' long and is of regular construction, not natural. It is dark and the floor has large droppings on it. If the persons entering are not employing lights, there is a 50% chance that each will step in the droppings. (Infra-vision shows nothing) The double doors at the far end of the cave are not locked.

1 Entry Hall: 10' EW x 30' NS, ceiling 10' single doors center of east and west walls (3'x6') - double doors at north end. The walls are covered with elaborate but faded frescos (not distinguishable) except for an irregular area near the south end of the west wall (indicated on map). This area, approximately 3'x4', is clear and distinct - showing a portion of a procession bearing sacrifices (figures are headed north). DM NOTE: This area of wall has been damaged and repaired with a permanent illusion, originally matching the rest of the fresco but, unlike the remainder of the wall, has not faded with age. Objects and persons can pass through this special illusion without dispelling it. Sound cannot pass through at all. The hole leads to Room #2 (Bunk Room).

The doors on the west and north walls are locked (no visible lock). The east door is not locked but will open only a fraction of an inch because it is blocked on the other side. Only a concerted effort with a combined strength of 45 will be able to push the door open (with a loud cracking sound).

2 Bunk Room: 30' x 30', ceiling 10', doors (3x6) on north, east and west walls. North and east doors barred from inside. In the room are six bunks, each with a small chest at the foot of the bunk. They hold rotted clothing and one has 1d6 coppers - otherwise nothing of value.

DM NOTE: Marked sections on east and west walls are openings which have been repaired by permanent illusions. These may appear slightly fresher than remainder of walls. See NOTE in #1 above.



3 Armory: 30' x 30', ceiling 10', doors on north and east walls, neither is locked. Free-standing shelves (10' EW, 3' wide, 6' tall) in center of room. DM NOTE: Marked sections on east and west walls are damaged areas which have been repaired by permanent illusions. These may appear slightly fresher than remainder of walls. See NOTE in #1 above. The west wall damage is only a shallow hole (18" deep) in rock wall, but the east wall damage provides access to the adjoining room.

On the shelves are various items including helm and suit of chainmail (these are rusted and in poor repair - treat as AC 8). In the SE corner is an old battleaxe (-1 to hit) and in the SW corner are six spears and one halbard. In the NW corner is a mound of translucent white material.

DM NOTE: The mound in the NW corner is actually a GLOOP.

GLOOP

AC -9 HD 1 (8 HP) Attack 1d6 + Special
Align NN Move 6/100 Intelligent (8)
SPECIAL - Smother in 3 melee rounds

The Gloop will not attack unless attacked. A glob of translucent white material with two small black 'eyes', a Gloop can assume any shape or size and is almost infinitely stretchable. Normally, it 'walks' at a speed of 6, but, by keeping one part of its body in place, it can move up to 100' in one melee round. It must then pull the rest of its body after it.

The Gloop can split into several individuals but their total HTKs will not exceed the HTKs of the parent individual. The extremely high AC is due to its dexterity (25) and its ability to move out of danger by stretching. Suffers no damage from edged or blunt weapons (regenerates) but is susceptible to fire, acid or energy attacks. Will be slowed by cold or cold spells (1/2 movement). Smothers by enveloping victim but cannot move while smothering without releasing victim.

(The Gloop comes from MONSTER FILE #1 from DRAGON TREE)

4 Work Shop: 30' x 30', ceiling 10', doors on north, south and east, none locked. No contents of any importance, some lengths of lumber (short, less than 12 inches), assorted small nails (rusty), wood pegs, broken saw blade (bronze).

5 Empty: 30' x 30', ceiling 10', doors on north and south walls, neither locked. Five silver and three copper pieces are lying on floor in front of the north door. (These are fixed in place - will not move.)

DM NOTE: If the north door-knob is turned (either direction), a section of floor will drop open (5' x 5', hinged on room side) exposing a deep pit. (The pit is 30' deep with 25' of water in the bottom and is equal in size to the room above.) Approximately one minute after the knob is released, the floor will swing back into place.

At the bottom of the pit is 2000 GP, 1400 SP, 1800 CP, various weapons and armour (as well as some bones) as well as whatever weapons, armour or equipment the current victim must discard before being able to escape. Already present: a dagger (+2), a cracked helmet (worthless), rusted armour breast plate (worthless), gauntlets with silver and bronze inlay (worth 10 GP) and a ring with a 2 carat ruby (flawed, 25 GP).

Also, below the water line on the north and east walls are the outlines of doors but there are no handles or knobs exposed. (**DM NOTE:** These open into Level Two but can only be opened from the other side.)

6 Dining Hall: 30' x 30', 10' ceiling, doors on north, east and west walls. The west door leading to the entry hall is barred but one side is loose allowing the door to be opened partially. The other doors are not locked. The three tables in the room and the benches (5) have been overturned. One table is resting tilted against the west door - its weight blocks the door from being opened from the entrance hall.

A female half-elf wearing the robes of a magic-user is pinned to the south wall by a broken spear. (Policy-holder du Frey)

In her pockets are a silver dagger, writing implements and a wooden wand tipped in silver, a roll of paper wrapped in oil cloth (blank) and a pouch containing a dozen small packets of herbs and powders. A separate pouch contains 5 GP, 11 CP and a blood-soaked note (the only words which may be read are "... under the water ...").

Between the door and table is the body of a male human fighter wearing a helmet with a large dent in the side (caved in, skull crushed). (Policy-holder Gusrat)

If the body is searched, the following items will be found: a coil of rope, a dozen steel spikes, a small hammer (tool - not weapon), a dagger and a long sword. In a pouch are 15 GP, 11 SP, 20 CP and a small unmarked vial (contains 1 potion of water breathing, 2 doses - 1 hour each).

7 Kitchen: 30' x 30', 10' ceiling, doors on north and west, neither barred. Fire-place on east wall contains a low fire. On an automatically-turning spit is a male dwarf (policy-holder Bolivar) being slowly roasted. He is stuffed with herbs, now medium-well done.

Also in this room are four Goblins armed with toothpicks*.

AC 6 HD 1 (5/7/6/7) Attk: 1d6 or weapon*
Align LE Move 6 Intelligent (Low Avg)

* ARKANSAS TOOTHPICK (aka Bowie Knife), +2 to hit, 1d8 damage, may be thrown - treat to hit as arrow

The goblins are carrying no treasure, magic items or money. Their armour is limited to leather armour and bronze helmets. Armament is limited to Arkansas Toothpicks.

In the SE corner of the room is a pile of rags. If searched it will be recognised as clothing and possessions of the dwarf. Also, a pouch with 14 GP, 10 SP and 5 CP. A crossbow and 12 quarrels are in the pile along with a dagger, brass knuckles (dwarf size) and a ring with the inscription "Acme Ring Co - Invisibility". (The brass knuckles are +3 to hit and do 2d8 damage but may be worn only by dwarves or hobbits. The ring becomes invisible when worn - no other effects).

8 Storage Room: 30' x 30', ceiling 10', doors on north, south and west, none locked. Barrels of flour, boxes, black candles (worthless except in Altar Room), other odds and ends.

9 Storage Room: 30' x 30', ceiling 10', one door only on south wall. In the room are three chests: (1) 10,000 EP, (2) 15,000 GP, (3) 11,000 SP. **DM NOTE:** All of these coins are counterfit. Also packed in a wooden box is a single flask. The box is labeled "Flask of Curses / Beaker of Plentiful Potions". The flask is not labeled, will detect as magic but an analysis will not work. (Three doses of potion are contained - each dose will have a random effect - roll on any table desired or use tables found on pages 88-89 of the HANDBOOK OF TRAPS AND TRICKS from DRAGON TREE.)

10 Fountain Room: 70' EW x 30' NS. ceiling 10'. 6 doors: double doors in center of north wall; 1 in east wall; 1 in west wall; 3 in south wall. All unlocked except to Room 2 (barred from this side) and Room 1 (locked). Torch holders are spaced every 10' on all walls.

The north doors (double) appear to be locked but have no visible lock. These will open if the torch-holder on the left side of the door is turned. If the torch-holder on the right side is turned, the doors swing violently open - anyone in the area, including the turner, will take 1d10 points of damage from being slammed against the wall. The doors will slam closed immediately.

In the center of the room is a large fountain (circular, 10' in diameter) which is kept filled by a slow trickle of water dripping from a pointed column. The pool surrounding the fountain is 18 inches deep. The entire fountain appears to be formed from a black glassy stone. DM NOTE: The bottom of the fountain is solid. The water has no special properties.

Also in the room are six columns of black glassy material, each is 1' in diameter and stretching from the floor to the ceiling. There are three columns on the west and three on the right. DM NOTE: Each column will have 1d6 small beads of jelly-like material forming on its surface, each is of a differing color and property as noted. (Beads plucked from columns require 1d3 weeks to reform).

1| (5 drops) Blue, mint taste. If eaten, taster smells strongly of flowers. Cannot possibly hide, pleasant smell.

2| (5 drops) Red, cherry flavor. If eaten, causes mild insanity lasting 1d10 hours (roll on any insanity table or see HANDBOOK OF TRAPS AND TRICKS).

3| (1 drop) Black, licorice flavor. If eaten, taster cannot speak for two hours game time (20-40 minutes real time), gains true sight and see auras after this time.

4| (6 drops) Green, apple flavor. If eaten, victim gains +1 on one random attribute - works only once.

5| (1 drop) Purple, grape flavor. Poison, 1d5 points damage / melee round.

6| (4 drops) Pink, sour flavor. Heals 2d8+3 points damage or poison.

11 Altar Room: 70' EW x 30' NS, ceiling 10' - double doors on south wall, unlocked. In each corner is a black statue and, in the center of the room, is an altar made of a black glassy stone. On the floor about 2' from the base of the altar, there is a line of white runes forming a rectangle. The runes are formed of an inlaid material and, at each corner, stands a single tall black candle.

The four statues are carved from the same black glassy material as the altar. They are 8' tall and vaguely humanoid but reveal no details of appearance.

DM NOTE: If the candles are touched or the runes touched or crossed, the person touching them will immediately appear spread eagled on the altar, held by invisible bonds to the four corners of the altar. At the same time, the candles will ignite but give off neither heat nor light. Instead, they shed a black gloom and feel very cold. At this time, an invisible and impenetrable barrier forms just inside the runes.

The following sequence of events will occur unless the trap is disarmed as detailed below.

1st melee round: Nothing occurs.

2nd thru 6th melee rounds: the victim's clothing, armour, etc are slowly torn open on a line running along the length of the body.

7th thru 11th melee rounds: the victim's skin is slowly cut open along a line running from the chin to the groin (1d6 points / melee round).

12th melee round: the victim's heart is withdrawn from the body.

13th melee round: the victim's body vanishes, the barriers release, the candles extinguish. The trap is now reset.

The trap may be released at any time by extinguishing the candles (water, holy water, etc). As each candle is extinguished, the corresponding limb is released. After all are extinguished, the barriers release and the victim may leave the altar and cross the rectangle. The trap now resets to capture the next victim.

If the trap is released successfully (before the sacrifice is completed), the four statues will speak in order, one word each, thusly (1) "Ask" - (2) "What" - (3) "You" - (4) "Will". Each statue will then answer one question (truthfully).

(This trap comes from the HANDBOOK OF TRAPS AND TRICKS by DRAGON TREE)

DM NOTE: In the center of the north wall is a section 4' wide and 7' tall (smooth rectangular) which is an opening covered by a permanent illusion. This doorway cannot be detected except by direct search. Inside the doorway is a stair leading down to the second level.

TEMPLE OF THE FOUR GODS : LEVEL 2

* STAIRWAY: Twenty-five steps leading down (each step is one foot). At the bottom is a door opening into a room 20 x 20 feet with a door in each wall (north, south, east and west). None of these doors are locked.

CORRIDORS

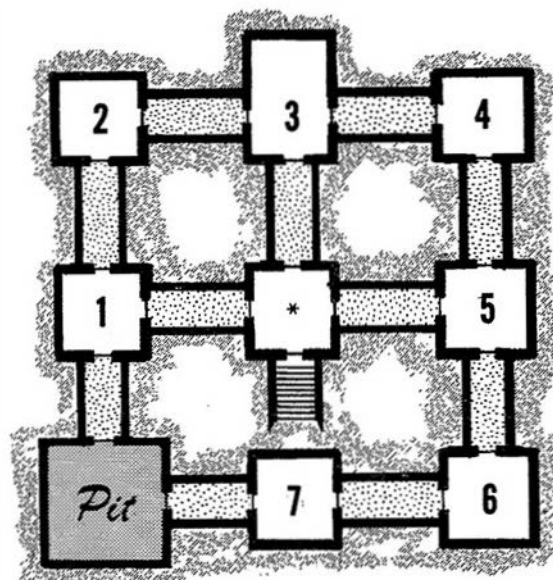
All corridors (shaded areas) on this level (except the landing) are totally frictionless. Anyone stepping in these corridors must save VS dexterity at -6 to remain on his feet. If the save is successful, he will remain upright but will slide to the other end of the corridor.

If the save is unsuccessful, he will fall and will still slide to the other end of the corridor. DMO: May take 1 point of damage from falling.

NOTE #1: All corridors except as otherwise noted are 10 feet wide, 30 feet long with ceilings ten feet high. All doors open into corridors, none are locked. Hinges are on left viewed from inside corridor. All doors will swing shut unless held open.

ROOMS : LEVEL TWO

All rooms are 20 x 20 feet, with ten foot ceilings unless noted otherwise.



1 ROOM #1: three doors (NSE). The floor of the room is divided into 4 ten foot square blocks. Two blocks (NE & SW) are triggers - when any weight (min 10 lbs) touches these, a ten foot cubic block drops from the ceiling to within 2 feet of the floor for 1d10 damage. Anyone wearing plate armour will take an extra 1d10 from his compressed armour before it can be removed.

The NW & SE blocks are safe.

An ancient note here says: "Novice James, please put Sir Pasquali's offering on the lower floor - signed, Abbot Strong"

DM NOTE: Corridor to south goes 20 feet and ends in a door which opens toward the corridor. If opened, 10 tons of water pour out - see Note #2. page 10.

2 ROOM #2: two doors (ES). The floor of this room is a permanent illusion (see notes - Level 1). No noise can pass through. Below the floor is a pit which is 10' deep and lined with 4" spikes - 2d8 damage to anyone falling in.

The walls of the pit are covered with ancient scribbling in Common which repeats 100 times: "I repent my mistake - signed, Novice James"

In the same handwriting in CN alignment is written below: "No I don't really!"

3 ROOM #3: three doors (EWS). The floor of this room slopes sharply to the north center from all side. Floor and all walls are totally frictionless. Anyone entering will slide to the north end (no damage but a dexterity roll at -6 is required to stay on feet).

4 ROOM #4: two doors (WS). Anyone entering will feel a slight resistance when passing through the door. Each melee round in the room requires a save VS poison; each successive save must be made at a cumulative -1 per melee round.

Anyone failing the save will fall asleep for 1d10 turns (appears to be dead). When they awaken, they will have lost 1 point of constitution (permanent).

In the far corner are several empty barrels labelled "Pasquali's Perfect Polish". (Fumes from these cause the poison effect)

5 ROOM #5: THIS ROOM APPEARS TOTALLY BLACK - NOTHING CAN BE SEEN. TORCHES, LIGHTS INFRAVISION, TRUESIGHT, etc are equally useless. There are three doors (NSW). The walls and floor appear (by touch) to be covered with a cold slime. There are no dangers in this room, aside from those of the imagination.

Anyone entering will become disorientated. Roll 1d4 on each attempt to determine which wall is encountered.

(1) North (2) South (3) East (4) West

6 ROOM #6: two doors (NW). Each time any door to this room is opened, the force of gravity will reverse. (i.e. if anyone is in the room when the door is opened, they will suddenly fall to the opposite ceiling or floor - 1d8 points of damage each time / 2d8 if wearing plate armour)

On the far wall is a fancy carved inscription. Reading each word requires a separate wisdom roll, for the words keep turning upside down. It says: "All the rooms on this floor have been enchanted by order of Loki god of mischief - signed Abbot James"

7 ROOM #7: two doors (EW). On the floor of this room is a body with three crossbow bolts sticking into it. Five additional darts are lying on the floor against the south wall. The wall is marked where the bolts hit. The mechanism which fired the bolts is now easily seen in the north wall. Observation will reveal that that trap is sprung and presents no danger.

The body is a male gnome with black hair, green eyes, and a 2- inch scar on back of left hand, wearing no armour. **DM NOTE:** The body is lying on a pressure plate. If the weight is removed, 2d20+10 darts fire downward from the ceiling. (This room lies directly below the altar on level one, room 10 - the mechanism is concealed below the altar)

If searched, the body will be wearing a belt pouch. The pouch contains 35 GP, 7 SP, and 4 CP. The pouch also contains lockpicks, packets of pepper, a tube of oil, two door spikes, a vial of acid, packet of fishhooks, ball of heavy twine and a bottle of glue. A dagger is worn on the belt. Lying under the body is a staff which will extend from four to 8' in length with a hook on one end (mechanical - not magic).

DM NOTE: Corridor to west goes 25' and ends in a door. (See note below - #2)



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NOTE #2

Corridors from both Rooms #1 and #7 lead to doors opening into the pit below Level 1, Room 4. Both doors open into these corridors. A simple lever by each door allows it to open - but they cannot be closed after opening! When the door at the end is opened, the water from the pit will fill the corridor totally - doing 2d10 points of damage to all within that section.

PLEASE REMEMBER: All doors on this level close automatically unless held open. Any door held closed by the water is being held by more than ten (10) tons of water.

Anyone wearing metal armour must save on dexterity for three melee rounds to remove same. Drowning will occur in 6+1d6 melee rounds (save on constitution each melee round after).

Each corridor or room flooded will drain sufficient water to lower the level in the pit by 2'. If the entire second level is flooded, the water level throughout the second level will be 5' deep. The water level in the pit will be 10' due to the fact that the bottom of the pit is 5' deeper than the corridor).

Most rescue parties reaching this point are now in need of rescue! Happy dungeoning!
the author

Stronghold of the Mer-Witch

by Tom Lowrie

The party is hired by AMLA to recover the bodies of two adventurers. The missing (and believed dead) persons were supposedly engaged in investigating disturbances in the mer-village of Shoreside, not far off the coast. A fee of 1000 GP per body is offered.

Mityhana - Amazon, 5th fighter
black hair, green eyes, 5'6"
130 lbs, no distinguishing scars
or marks

Durhyon - elf, 3rd MU / 4th Thief
male, blonde hair, hazel eyes, 6'2"
98 lbs, no distinguishing scars or
marks

If the recovery team lacks the capacity for underwater respiration, AMLA will provide each with four doses of water-breathing potion and two Body-Bags. (See page 4) Potion-users can breathe water only, not air. For a REAL TIME game, the effects wear off at American curfew - otherwise they last till magically counteracted.

Inquiries at the mer-village will reveal that the missing adventurers had been hired by the village to investigate (and hopefully stop) raids which had resulted in several disappearances during recent years. The locals believe that the raiders are occupying an old cave in a coral reef about fifteen miles from the village. The villagers will also offer a reward of 500 GP each for any of their people who are rescued (several are missing and believed captured by the raiders).

The villagers will provide a guide who will escort the party to a point about 1/2 mile from the cave in the reef but will refuse to venture any further. (The top of the reef is about 10 fathoms below the surface at low tide and extends for several miles. Directions are given for locating the sea cave. The ocean bottom is about 40 fathoms deep. One fathom = six feet.)

A ENTRANCE: Appears to be a natural grotto with the opening partially obscured by strands of seaweed and kelp. Inside is a large cavity formed in a coral reef. In the center, the roof of the cavity rises to 35 feet above the floor. To the west are two irregular openings*, each about ten feet in diameter (both lead to Area -D-). The larger opening to the south leads to Area -B- with Area -C- to the east.

Areas -A-, -B- and -C- are the lair of a giant Serpent Eel. Roll percentage to determine where the Eel will be found:

01-15 in Area -A- 56-70 in Area -C-
16-55 in Area -B- 71-00 out hunting
If the Eel is out hunting, it will return within one hour (or 1d6 x 10 minutes).

* The first tunnel is trapped (t) with a weighted net of jellyfish tentacles which will drop from the ceiling. Touch does 2d4 + paralysis (save vs poison) + entanglement.

B MIDDLE CAVERN: Appears as a natural cave opening from Area -A-, the roof rises to a height of 40 feet. To the west and near the roof is an irregular tunnel about ten feet in diameter (connects to -D-).

SERPENT EEL

AC: 6 HD: 6* (27 HTK) Attacks: 3
Align: NN Damage: 1d4/1d4/1d10 + POISON
IQ: None Move: 3//15 Very Rare #App: 1

* Size varies from 9' to 60' in length (Hit Dice from 6 to 36 dice).

This eel-like creature has pectoral fins which act as legs to permit limited travel on land. Rudimentary lungs allow it to live on land for short periods of time. It also has a poison bite which causes 1d3 points of damage for 1d4 rounds after biting.

Larger eels have been known to attack ships and coastal towns. They are fond of dolphin meat and are attracted by dolphin smells and sounds.

A characteristic of this variety of eel is that they are too dumb to know when they have been killed. When dead, they will continue to fight for 3 melee rounds after death (-1 on attacks, cumulative per round). Air-breathing potion is made from the venom but the venom sacks must be carefully removed to avoid dilution or leakage.

C INNER CAVERN: Appears as a natural cavity opening from Area -B-, the roof here is lower, reaching a maximum height of 25 feet. The east floor of this cavern is littered with many bones and other debris. There is a corridor about ten feet in diameter leading south (to Area -G-).

Bones found here include remains of Durhyon, one of the missing policy holders.

D GUARD ROOM: A small chamber with several openings. Ten mer-orcs will be on guard duty here. Normally, while on duty, they will be gambling using dice made of solid gold. Any disturbance in Areas -A- or -B- will (40% chance) bring the guards to investigate. The dice (6) are worth 50 GP each.

MER-ORCS

AC: 7 HD: 1 Attacks: 1 Damage: weapon
Align: N/E Uncommon #App: 10-100
IQ: Low Move: 3//12 Size: Man-size

These are humanoid with large webbed feet and hands. They are normally armed with tridents or light crossbows (strung with fish gut - bolts do 1d4 damage with a max range of 30').

By nature, these are scavengers and collect assorted junk which they treasure greatly.

E COMMON CHAMBER: A small chamber with six tunnels leading off. In this chamber are recreation facilities and snacks. (The snacks consist of chunks of various sea plants, raw human, merman, elf, etc.)

There is a 20% chance that six mer-orcs will be found here at any time.

F BUNK ROOMS: Each chamber serves ten mer-orcs. Their possessions are stored in net bags, each bag hanging at one end of a net hammock woven of seaweed (kelp). The bags will contain junk treasures (10% chance that one bag will contain items worth 1d100 GP).

1d10 mer-orcs will be found in each chamber. There is a 40% chance that they will be asleep.

G GUARD ROOM: A small chamber with several openings. Three tunnels, each opening about ten feet in diameter, lead north, south and west. Five Sea Trolls will be on guard duty here. Normally, while on duty, they will be gambling using dice made of solid gold. Any disturbance in Area -C- will (40% chance) bring the guards to investigate. Dice (4) are worth 50 GP each.

SEA TROLLS

AC: 2 HD: 2 Attacks: 2 Damage: weapon
Align: C/E Rare #App: 20-200
IQ: Average Move: 3//12 Size: Man-size

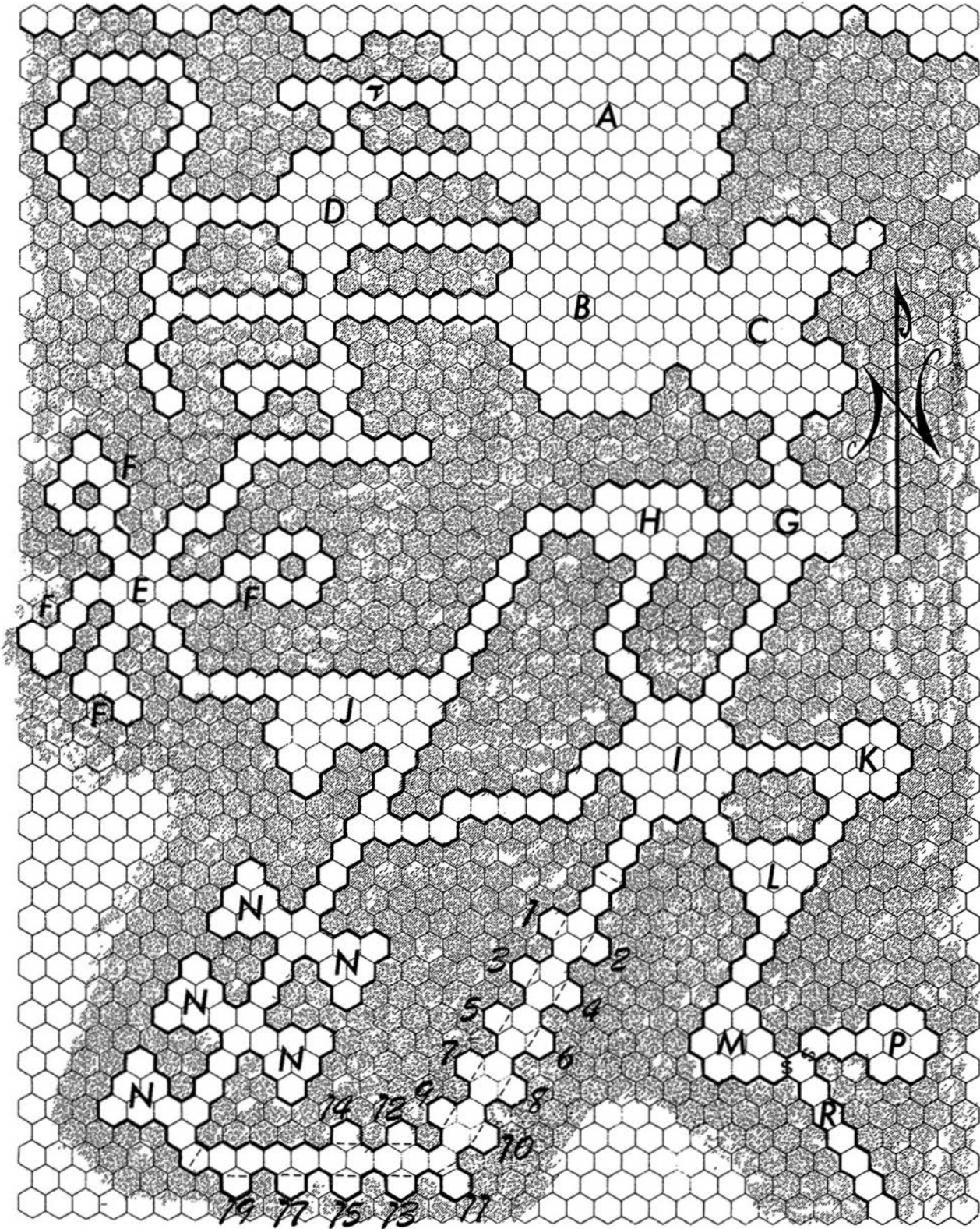
Sea trolls are humanoid with webbed hands and feet. By preference, they are armed with weighted nets and tridents. They are very highly dexterous accounting for their low armour class and two attacks per melee round. Sea trolls collect scavenged treasures from wrecked vessels but, due to their higher intelligence, there is a 30% chance of finding some item worth 2d200 GP.

H ARMORY: Three tunnels, each an irregular opening about ten feet in diameter, lead north, south and west from here. The armory contains tridents, crossbows and bolts, fish gut bow strings and weighted nets.

I COMMON CHAMBER: A large chamber with six tunnels leading off. In this chamber are food preparation facilities (no fires or fireplaces).

There is a 40% chance that six Sea trolls will be found here at any time and a 10% chance that the Mer-Witch will be present.

J STOREROOM: Three tunnels leading west, south and north. Contains - food, junk treasure (10% chance for 1d100 GP value item), extra and broken weapons and recreation supplies.



K MER-WITCH STUDY: A coral golem guards the chambers, while a second incomplete coral golem stands in the corner. Resting on a pedestal is a book (Manual of Coral Golems).

There is a 20% chance that the Mer-Witch will be in study at any time.

L RECREATION AND TORTURE CHAMBER: This room contains cages of electric eels (HD 1. AC 1, dam 1d4). a 'coral maiden' (similar to iron maiden using sea urchin spikes - 1d20 damage total), bed of shark teeth, rack, pinchers of shark jaws on wall. A selection of bronze chains, gauntlets and rings (all with sea urchin spikes inside) hang from coral spines. Whips and ropes are made from jellyfish tentacles (1d4 damage + 1d4 poison).

There is a 30% chance that the Mer-Witch will be present (and torturing a randomly selected prisoner).

M MER-WITCH QUARTERS: This chamber has one entrance from Area -L-. There is a 30% chance that the Mer-Witch will be here sleeping. There is nothing of value in the room.

A secret door leads east to the Escape Tunnel (-R-).

CORAL GOLEMS

AC 5 HD 10 (50 Htk) Attack 1 / 2d12*
Unintelligent 8 ft tall Neutral Alignment
* 2d6 Electrical Damage / 15 ft range

Coral Golems are constructed by means of a special magical tome or by using 'polymorph any object', 'geas', 'animate object' and a modified 'shocking grasp' spell. Materials cost 1,000 GP / hit point and two months for construction.

The primary damage is done by its crushing hug (the rough texture of the coral contributes to the damage). The Coral Golem will respond to simple commands or may be constructed to respond to a simple situation.

Coral Golems are 50% magic resistant (except to fire and fire-related spells). Coral Golems cannot remain out of salt water for more than ten hours - each hour out of the water does 5 points damage (not reversible).

N BUNK ROOMS: Each chamber serves twenty Sea trolls. Their possessions are stored in net bags, each bag hanging at one end of a net hammock woven of seaweed (kelp). Their possessions consist of scavenged junk (see F) but there is a 25% chance of some item worth 2d100 GP.

1d20 sea trolls will be found in each chamber. There is a 40% chance that they will be asleep.

P TREASURE ROOM: The only entrance is thru a secret door from the Escape Tunnel. The contents include 1300 CP (these are green with corrosion), 1050 SP (tarnished grey and black), 490 GP (no tarnish), 250 EP (slight tarnish) and two gems (Topaz - 350 GP & 195 GP).

* **PRISON CELLS:** Each small cell is closed by a heavy bronze portcullis. The cells are unfurnished and are empty except for #s 2 and 7.

DETAILS OF PRISONERS - ETC

Cell #2 - Sea Elf (female) - unharmed
Elven noble with no ability as a fighter, typical damsel in distress and little aid to party. If pressed will fight as a 0 level fighter. (5 HTK)

Cell #7 - Amazon Warrior (Mityhana)
Will aid party if given weapons, fights as 5th level fighter, +1 to hit, +1 to damage. She is proficient with all except the rarest weapons. (32 HTK)

The Mer-Witch is a human woman greatly disfigured by her attempts to graft gills to her own body.

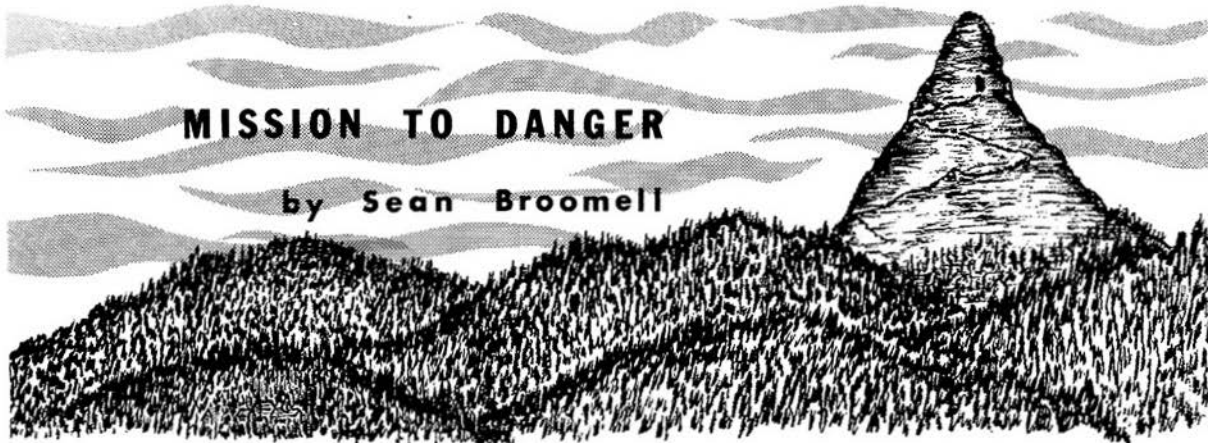
MER-WITCH

AC: 7 HD: 4 Attacks: 1 Damage: weapon
Align: C/E Rare #App: 1
IQ: Average Move: 15 Size: Man-size

The favorite weapon of the mer-witch is a dagger set with sea-urchin spines in the blade (damage 1d4 + poison / acts as slow spell). She is also able to cast spells for Fear, Death Spell or Paralysis (each 3 times / day). If hard pressed she will flee, attempting to escape through the secret tunnel.

MISSION TO DANGER

by Sean Broomell



INTRODUCTION: The adventurers are hired to search for and recover an AMIA policy holder named Eiken. (The policy was taken out by Eiken's wife Frieda, and is subject to the following provisions: each day, AMIA must cast an augury to determine if the policy holder is or will be in serious danger; if so, they are to immediately send a rescue party.)

An augury cast that morning revealed that Eiken will be in severe danger in a few days and steps have been taken immediately to hire and dispatch a rescue party. Eiken is a Hobbit Fighter-Techno. (He has a 75% chance to understand and use any technological device, and does not believe in magic. He carries a pistol (1d8 damage - .22 caliber) and a switchblade (1d4 damage). He is also known for his weakness for hard liquor and his propensity for stubbornly sticking his neck into dangerous situations. He bitterly hates Dark Elves.

AMLA will pay 1000 gp for Eiken's safe return, dead or alive. They will supply the party with a hobbit-sized Body Bag - a special bag of holding equipped with a time stasis spell to halt deterioration of the body.

Eiken was last reported in the small village of Harvestshire, near the Forest of Drovil and south of Green Mountain. This was about a week ago. If the party lacks transportation, horses will be provided. Four days travel are required to reach Harvestshire.

Harvestshire lies below Green Mountain, a charred eyesore that is deliberately burned every month by a red dragon to keep the forest from regrowing there. Inhabitants say that all this region formerly belonged to the druids, who still control the remaining forests, but Dark Elves took over the old druid fortress inside the mountain two years ago and the Dragon has been keeping it burnt off ever since.

On arrival at the village, the party will find that Eiken was, indeed, there until recently. They will also hear that the village is subject to Dark Elf raids. Local rumors also report that: there is a secret door into the Green Mountain fortress; the druids have found a box of technological artifacts; a great treasure of gold is believed hidden in Green Mountain.

Other rumors which they may hear are:

- 1 (T) Eiken was seen flying to Green Mountain on a dragon.
- 2 (T) The druids have been seen with a gray dragon.
- 3 (T) Druids hired Eiken.
- 4 (F) The druids have been seen with a gold dragon.
- 5 (F) Eiken turned traitor to work for Dark Elves.
- 6 (T) The druids had a dragon.
- 7 (T) The druids are allied with a red dragon.
- 8 (T) Druids were looking for a techno consultant.
- 9 (T) A black dragon was spotted circling the druid camp.
- 10 (F) Eiken is dead.
- 11 (T) Technos here long ago traded electrum at even weight for gold, collected all the gold pieces from this area 100 years ago.
- 12 (F) Druids' dragon has turned traitor.
- 13 (T) Eiken had a map of the inside of the mountain.
- 14 (T) Two druids were seen riding a green dragon.
- 15 (T) A druidess with a cat familiar recently tried to infiltrate the fortress. She has not returned.
- 16 (T) A large white dragon was seen in the druid camp in the forest.
- 17 (T) There is a 100,000 gp treasure hidden in the mountain, and the Dark Elves are looking for it.
- 18 (T) The druids have been seen with a blue dragon.
- 19 (T) 100 years ago the fortress was an outpost of techno scientists.
- 20 (F) A bronze dragon flew over the town heading toward the druid camp.

DM NOTES: Eiken has been hired by the druids as a sapper. His task is to plant explosives to kill the Dark Elves in the fortress inside Green Mountain. When rescued he will refuse to leave without completing his mission and his explosives are fitted with a 'deadman' switch. . . . The explosives were in the box of technological devices which the druids found. They are fitted with remote controlled fuses. The explosives will detonate in four (DMO) hours (real time) after Eiken sets the 'deadman' switch on his belt.

Any druids encountered will confirm rumours number 15 and 19 but they will not say anything at all about Eiken.

OUTSIDE: The mountain is patrolled by a squad of five Dark Elves twice daily. 25% chance to encounter a patrol (1st level fighters).

INSIDE: A squad of five Dark Elves patrols the entire fortress area from 100 to 700 every hour (1st level fighters).

The total number of Dark Elves here is 89 (or DMO).

DARK ELVES

Align: CE IQ: Low-Average Size: S-M
Otherwise treat as normal elves.

The Dark Elves are a sub-race of elven-kind who have aligned themselves with the forces of Chaos and Evil. On the average, they tend to be smaller than other elves and less intelligent. They favor subterranean areas and are pale of complexion with dark hair. Their personal habits are not subject to discussion in polite company.

50 TRAIL UP: A fireproof arrow trap is located at 't', fully loaded. It is checked twice daily by the patrols. (The druidess was shot by this, faint blood stains will lead to area 75 / SECRET PASSAGE. These stains may be difficult to find as the druidess has tried to erase them.)

75 SECRET PASSAGE: Inside is a corridor cut in the rock. The passage stinks (save vs nausea). The body of the dead druidess is found here. (Shot by arrow trap at 50, crawled here and died. She has in her possession a vial containing a Potion of Speaking with Animals - 2 doses. DMO: She is carrying a map of the fortress that the druids gave her with the locations for planting charges marked. She may also have some techno explosives with an amateurish non-techno fuse attached.)

80 SECRET DOOR: Leads to main corridor.

In secret passage is a normal size black and white cat. The cat can understand Common but cannot speak - communicates by casting the appropriate illusions on party members. (Very cowardly, -25% on reaction rolls) He knows nothing about the druidess' plans.

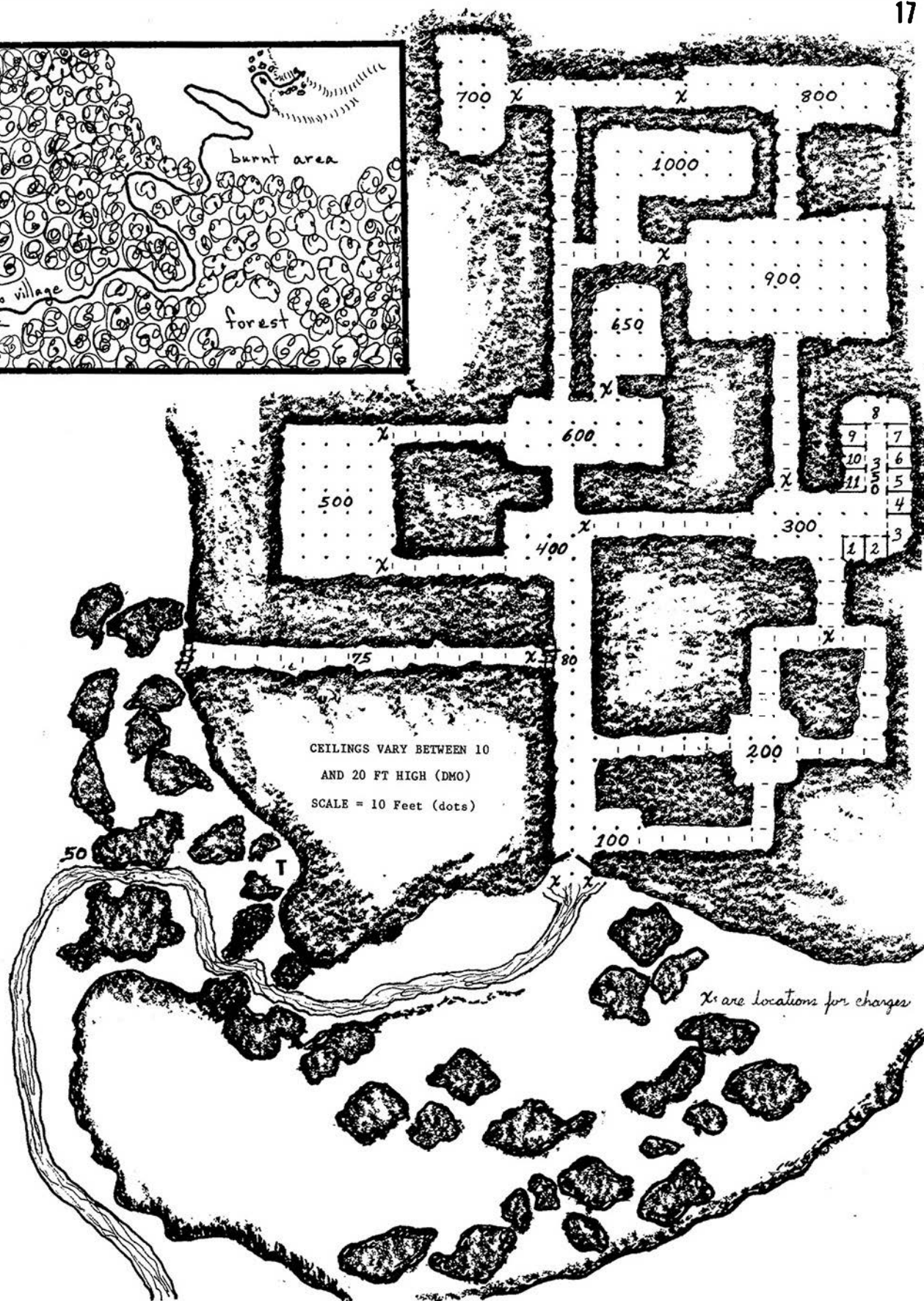
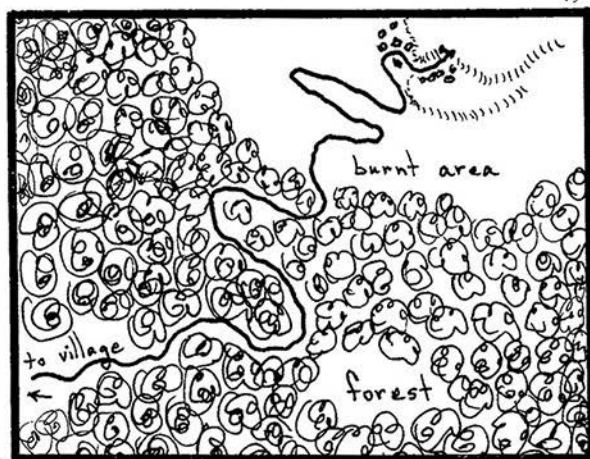
CAT

AC:7 HD: 1 Attacks: 3 Damage: 1pt/lpt/lpt
Align: NN Unique (2 claws & 1 bite)
IQ: average Move: 18 Size: cat size

The cat was the familiar of the dead druidess. He can cast an illusion to cause a person to look like another humanoid creature (Dark Elf, etc). Duration is 1/2 hour. He can cast this 6 times per day with 100% accuracy (or at DMO he can cast it an unlimited number of times with 75% accuracy). When he fails this roll the spell fumbles: 1) Wrong target - 2) Wrong effect - 3) Half effect - 4) Delayed effect.

If befriended the cat will help disguise the party, but Eiken will not accept a Dark Elf disguise.

100 GUARD ROOM: 20' x 20' chamber opens from main corridor. Four Dark Elves armed with heavy crossbows and swords will be on guard here. One (the captain) is a 3rd level fighter, the others are 1st level fighters. The three 1st level fighters have 1d6 silver pieces, the Captain has 1d6 gold pieces.



200 ARMORY: Contains heavy and light cross bows, quarrels, swords, daggers, etc.

300 TORTURE CHAMBER: Contains all types of instruments of persuasion (or, if you are the kinky type, toys). Includes racks, brasiers, thumbscrews, whips, iron boots and spiked bands. Eiken is on the rack being whipped. Five Dark Elves are standing in line to torture Eiken. They are armed with whips (1-3 damage) and hot pokers (1-6 damage plus 1-4 for heat for 3 rounds - reheating takes 5 rounds). Five spare pokers are in the fire heating. 2nd level fighters - HTK: 10, 14, 12, 16, 11.

EIKEN THE HOBBIT

AC: 7 HD: 3 Attacks: 1 Damage: by weapon
Align: CN HTK: 13 3rd Level Fighter
Height 3" Weight 55 lbs Ambidexterous
St 12, Int 15, Wis 5, Dex 17, Con 15, Chr 13

Special Ability: 75% chance to understand/operate any technological device. Does not believe in magic.

Eiken appears to be wearing a fat money belt (cannot be removed). He is struggling with his bonds and is nearly loose. As soon as he is loose, he will make an adjustment to the belt (sets 'deadman' switch). Then he will get off of the rack and head for the door (to complete his mission) saying "Thanks, guys," instead of helping party fight. (Eiken is totally committed to completing his mission, regardless of his own life or anyone else's. If threatened with capture, he will activate the 'deadman' switch on the explosives he is carrying. Eiken's behavior throughout this dungeon has been compared by some players to that of the mythical American hero Indiana Jones.)

Eiken's explosives were in the box of techno devices which the druids found. They are fitted with radio-controlled fuses (range 500' or DMO) - control unit is in Eiken's belt. The explosives will detonate in four (DMO) hours (real time) after Eiken sets the 'deadman' switch on his belt.

350 CELLS: The cells are empty except for #8 - filled with kegs to the ceiling. The kegs are prominently marked with 'XXX'. Air vents enter and leave this room. A vent is located in the door through which the party can see the barrels (if attempted). The door is hopelessly locked - techno lock jammed with time - CANNOT be picked!

DM NOTE: Kegs contain gunpowder, which will be set off by Eiken's charges. Kegs' total power is equivalent to 100 fireballs, damage being both heat and compression. The compressive damage will open a flaw in the mountain causing the entire mountain to crack open and revealing a treasure of 100,000 GP (DMO). This treasure was stored by the technos in a sealed chamber above 350 - no access except by setting off the gunpowder. DMO: the gunpowder blast alone would scatter the GP over a 1-mile (radius) area. The combination of Eiken's explosives and the gunpowder would send a river of molten gold flowing down the trail.

400 TRASH ROOM: The corner of this area is being used as a trash dump. There are three normal rats among the rubbish. If the rubbish is disturbed, these will run out of the rubbish (75% chance that the cat will attack the rats). There is a 5% chance that some item in the refuse will be worth 4d100 GP.

The 'deadman' switch will activate any time Eiken becomes unconscious, sleeps or his HTK falls below 0, or he is for any reason not in full conscious uncharmed control of his actions. At such time, a Magic Mouth will appear on the belt and say, "I am a sixty second bomb on a deadman switch. I have the power of 1200 fireballs. 60! I am a sixty second bomb . . . 59! . . ."

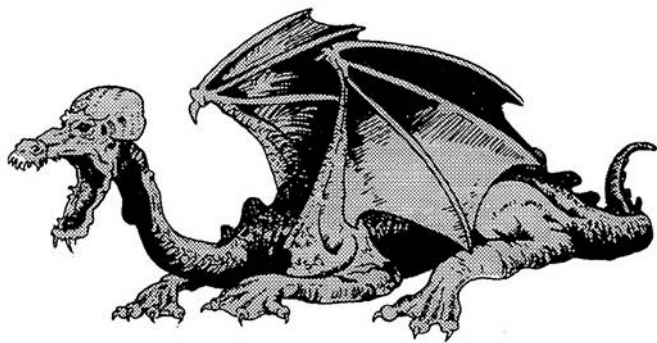
The belt cannot be removed, and the only way to stop detonation is to restore Eiken to normal within the 60 seconds - or (DMO) the time stasis spell on the Body Bag can halt the countdown.

DMO: Eiken will not take serious damage in this melee.

NOTE: Total cubic foot area inside fortress is approximately 600,000 cubic feet (41,500 sq ft floor space, ceilings vary from 10-20') plus 400,000 cu ft (DMO) for gold storage area.

500 DRAGON ROOM: Two dragons are residing here: one red and one gray (rainbow dragon). Red dragon has 95% to be asleep - a huge ancient red dragon (10 HD, 80 HTK) - the Dark Elves' ally who keeps the mountain burnt. The other is a young adult rainbow dragon (19 HD, 76 HTK) - the druids' dragon that Eiken flew to mountain on - chained to wall. Both speak Common, neither can do magic, neither has any treasure.

Also in the room is a Dark Elf MU who has been trying to charm the grey dragon to join the Dark Elves. He is a 2nd level MU and has CHARM PERSON and MAGIC MISSILE.



600 WAITING ROOM: This room is lined with benches for people who were waiting to see the King (in 700 / THRONE ROOM) or the Chief Mage (in 650 / MAGE'S LABORATORY).

650 MAGE'S LABORATORY: Three mages will be working in this room - two 1st level apprentices (each has MAGIC MISSILE spell) and one 12th level Chief Mage whose spells* are:

1st Level	2nd Level
Magic Missile	Darkness 15' Radius
Shield	Rope Trick
Gordian Knot (21)	Magical Conscience (27)
Gaspard's Ghostly	Show Business (29)
Goad (21)	

3rd Level	4th Level
Hold Person	Polymorph Other
Protection from	Fire Shield
Normal Missiles	Alter Tensile
Time Rewind (36)	Strength (39)
Transfer Stiffness (29)	Delay Line (41)

5th Level	6th Level
Feeblemind	Instant Elsewhere (56)
Ludwick's Luck (49)	
Transmute Rock to Mud	
Joe Makarak's Sprit (48)	

*Spells with page numbers appear in THE DRAGON TREE SPELL BOOK. DMO: Also has 17 Zero level spells.

RAINBOW DRAGON

AC: 0 HD: 19 3 attks: 1d4/1d4/5d6
Align: NG Rare (2 claws & 1 bite)
IQ: 18+ Move: 9/24 Size: 30' long
Has breath weapons of all dragon types
Can use each type 3 times/day

Normal color is gray. To use breath weapons, he must spend one round turning the right color, next round breathing, next round turning gray, next round turning next color, etc. Drugs given him by the Dark Elves make him unable to use his magic for 1 week - other drug effects are DMO.

(The rainbow dragon comes from MONSTER FILE #1 from DRAGON TREE)

700 THRONE ROOM: The walls are hung with ornate tapestry (needs cleaning). Opposite the door is an ornately gaudy throne (worthless). There are ten (10) Dark Elf guards on duty (2nd level fighters) armed with swords (no treasure). The King is a 4th level Fighter / 4th level MU and is armed with a jeweled dagger (value 300 GP). His spells* are:

1st Level	2nd Level
Charm Person	Darkness 15' Radius
Gordian Knot (21)	Magical Conscience (27)
Protection from Good	

*Spells with page numbers appear in THE DRAGON TREE SPELL BOOK.

Under the throne is a chest containing treasure. The chest is trapped with a poisoned needle. Contains 500 GP and two gems worth 100 GP each.

800 OFFICERS' BARRACKS: Five 3rd level fighters (95% asleep) in bunks, swords by bunks. Each has 1d5 GP.

900 ENLISTED BARRACKS: Twenty 1st level fighters (95% asleep) in bunks, swords by bunks. Each has 1d5 SP.

1000 BAR: Crowded, two officers (2nd level fighters) and 28 enlisted (1st level fighters). All are very belligerent - if a fight starts, all involved will be taken to 350 / CELLS.

Grimethorp's Manor

by the Graf Posvalski

The party has been hired to recover the body of one Augustus Jerobaom Grimethorp, owner and laird of Grimethorp's Manor and de facto magistrate of Grimethorp's Landing, a small fishing village. Squire Grimethorp, the policy holder, is a retired adventurer and mage. Due to his retirement, his policy with Amazon Mutual has been carried in a reserve status for many years but, since he has paid his annual fees, remained in effect.

A routine augury recently revealed his demise and a message was forwarded to the local authorities advising them of Squire Grimethorp's death and requesting that the body be forwarded to the nearest offices of AMLA.

The reply sent by the Constable of Grimethorp's Landing is quoted, in part, below:

"... do no be going anywhere near old Grimethorp's place,
ein he do be dead. 'E er no muck of a boon companion ere now
an' 'e be a deader, do be no fren t' me. Aye y' be a want'n
t' body, y' be full welcome t' come an fetch it y'sel . . ."

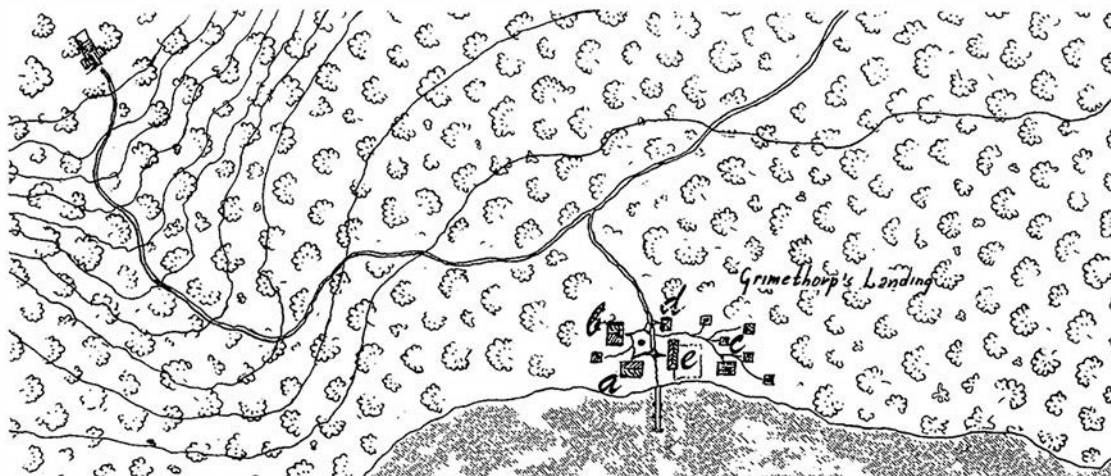
Further augury by AMLA experts determined that local authorities were not likely to be persuaded to provide assistance. AMLA's Intelligence and Research branch has discovered that relatives of Squire Grimethorp are attempting to claim the estate and report that said relatives may be responsible for the lack of cooperation. Therefore, AMLA has decided to send a Body Recovery team to Grimethorp's Manor.

Since this is expected to be a routine mission, the recovery fee offered is 1000 GP. The size of the fee is higher than normally offered on this type of operation since opposition may be expected - presumably from relatives of Grimethorp who would oppose his resurrection. Transportation is provided as per standard procedure and the usual geas imposed which prevents the Recovery team from misappropriating property belonging to the Grimethorp estate.

GRIMETHORP'S LANDING

DM NOTES: Grimethorp's Landing is a small hamlet located about two days ride from the nearest large city (i.e. sufficiently large to have an AMLA office). It is principally a fishing village, most of whose inhabitants will be on extended fishing voyages at the arrival of the Recovery party. Grimethorp's estate is located on a hill about two miles from town but overlooking the harbour. (If desired, the estate may be set anywhere within your world - location is unimportant.)

The hamlet of Grimethorp's Landing contains (A) a merchantile store, (B) a small temple (Poseideon), (C) houses, (D) the local constable's office and city hall and (E) a fishing market / drying sheds / boating supply store.



Grimethorp's Landing Encounters

01-50 Constable Halcomb

51-60 Merchant Valois

61-70 Alan of Tanbour (minstrel)
knows nothing of Grimethorp71-80 Balau Valios (delivery boy)
see Rumor -1- below81-90 a child (boy or girl) who
knows nothing except will say
that the Manor is haunted91-00 Curate Fundor Omastie
priest of Poseidon
(liked Grimethorp)

Any inquiries reveal that the local folks considered Squire Grimethorp to be a senile fool, a penurious miser and a crochety old goat. Numerous stories are related:

- 1- When Balau (the delivery boy) made an incorrect delivery, Grimethorp chased him off the grounds with fire-balls. (Two months earlier)
- 2- Grimethorp's relatives (two nephews) had tried to claim his estate but left complaining that no sane man would stay in that house (no details). This occurred two days earlier.
- 3- The last time Grimethorp had visited the hamlet, Constable Halcomb's pit bull-dog bit him (Grimethorp) but the dog died two days later. (About a month earlier)
- 4- Squire Grimethorp had, many years earlier, been a fisherman. Tiring of piscamancy, he had left to seek his fortune as an adventurer. About a dozen or two years back, he'd returned to the village as a wealthy man, had constructed Grimethorp's Manor and styled himself Squire.
- 5- Many strange people had come to visit Grimethorp over the years and large banquets and parties lasting for weeks would occur at the manor. In more recent years, the visitors had been fewer and less frequent.
- 6- Grimethorp had not spoken with or been visited by any relatives since the occasion when he had chased his cousin from the city through the hamlet, on to the docks, then kicked him in the pants and into a hold full of fresh flounder.
- 7- Grimethorp had once had a large staff of servants. Some had stayed with him until they died (all had been aged servitors) - others had been discharged with pensions.
- 8- Since the last full moon, strange sounds were heard and odd lights seen on the hill. (Further questions would reveal music and revelry - but no explanations)
- 9- Squire Grimethorp was a hypochondriac, suffering from arthritis, gout and other diseases of age. As a result, he was always ordering healing potions and medicines of all types.

DUNGEON MASTER'S REFERENCE ONLY

The adventurers should have no difficulty reaching the Manor. If it is considered advisable, a villager might lead them to the gates but will not enter! Once inside, they will have little trouble locating the body of the deceased Squire Grimethorp - it is lying in his bed in the master bedroom on the second level. He has been dead about a month to six weeks but the body has been pickled (see Dragon Tree Spell Book).

NOTES ON HOUSE AND SURROUNDINGS

The house stands on top of a hill overlooking Grimethorp's Landing and the ocean. The house is surrounded by trees and bushes and a well-cut path leads to the front door where posts bear hitching rings for horses or carts. Three steps lead up to the front door. The front doors are double and very massive. A large iron knocker is in the center of each door.

No-one will answer, but the doors are not locked (at this time). The outside walls are pierced by windows (as shown) but all are protected by wrought iron grills.

The maps following may be given to the players (if desired) and permission is granted to photocopy these maps for personal use.

SQUIRE GRIMETHORP - PHANTOM

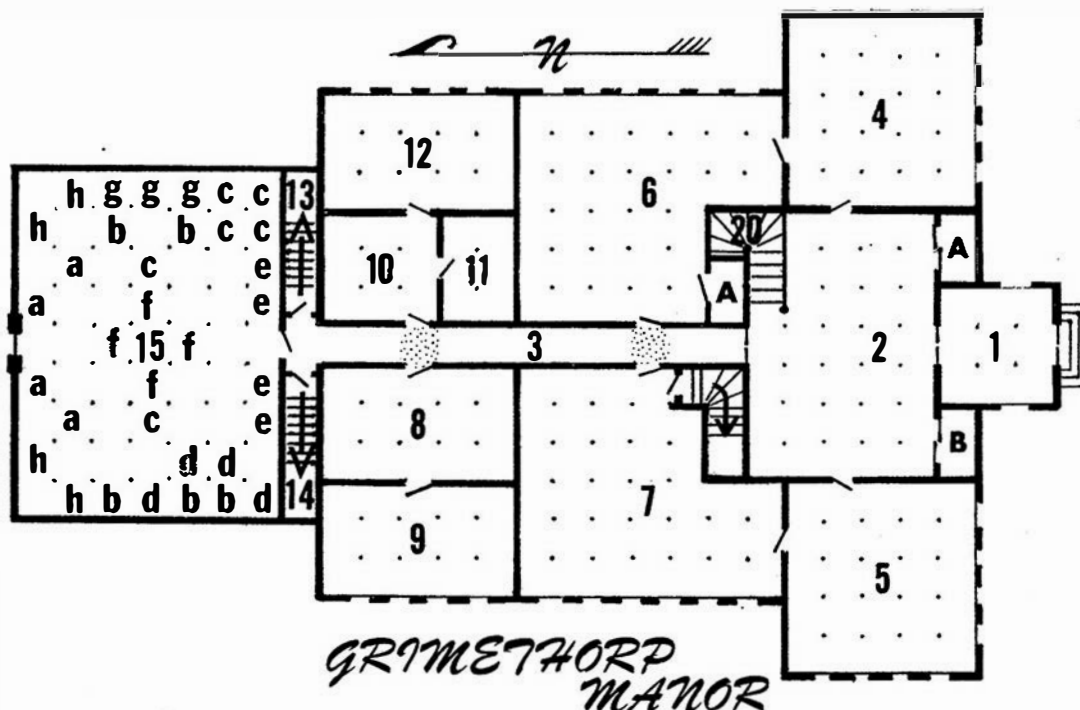
Squire Grimethorp died quietly of a heart attack while asleep in bed. He awoke to find himself a 'Phantom' - a state of existence similar to a 'Ghost' or 'Spectre' but not requiring malign intent. As a 'Phantom', Grimethorp no longer suffered from arthritis, gout or the other pains of age which had caused life to be increasingly uncomfortable. In his own words, ". . . never felt better in my life, eh eh eh!"

While alive, Grimethorp had been a twelfth level Mage (chaotic neutral alignment) with a tendency toward practical jokes. As a Phantom, he has not yet mastered all of the powers of this state but still retains many of the skills which he had learned while living. However, as a Phantom, Grimethorp cannot directly or indirectly cause serious harm to any creature. Also, while immaterial, Grimethorp cannot be hit by any weapon (normal or magical) and is 90% magic resistant.

While immaterial, Grimethorp can cast spells (listed below) and can manipulate material objects without difficulty. Grimethorp can only materialize for short periods of time (15-20 minutes per day). Only while materialized can Grimethorp communicate with the living.

1ST LEVEL	2ND LEVEL	3RD LEVEL
Charm Person	Continual Light	Hold Person
Create Noise*	Foghorn*	Slow
Enlarge	Fools Gold	Sylvester's Slip-
Mardi Gras Special*	Magical Conscience*	pery Surfaces*
		Transfer Stiffness*
4TH LEVEL	5TH LEVEL	6TH LEVEL
Confusion	Animate Plants*	Symbol of Silence*
Enchant Broom*	Distance Distorsion	
Fumble	Sealed Wards*	* SPELLS FOUND IN
Gjosaf's Stealthy Fagin*	Stone Shape	THE DRAGON TREE SPELL BOOK

Squire Grimethorp will not interfere with the party until they try to remove his body. Underlined notes in each room detail devices which will only be used or activated when the adventurers are in possession of the body and attempting to leave. If the adventurers escape from the house with the body in their possession, Grimethorp will materialize and attempt to bribe them to leave the body (see notes for B6 - page 27).



1 ENTRY HALL: 30' x 30', double doors on opposite walls. The room is furnished with carved panels and wrought iron lamp holder. Tall narrow windows on the east and west walls admit what daylight is available. The windows are protected by iron grills set in the stone facings. The floor is polished stone flags set in a diamond pattern. (Each flag is about 2' on a side) The ceiling is wainscoting crossed by two massive square beams from corner to corner, with a single 'globe of continual light' hanging where they cross.

2 MAIN HALL: 50' x 70', double doors enter from (1), double doors opposite (3), single doors on east (4) and west walls (5), sliding doors to right (2B) and left (2A) on south wall. At the north, to the right of the double doors, is a stair going up. The walls of the room are hung with woven tapestries (depicting hunting scenes) and it is lit by a chandelier hold six 'globes of continual light'. Wainscoting ceiling has square beams in diamond patterns. The furnishings in the room are twelve chairs (tapestry cushions, claw-footed and claw-armed with a carved lion's head surmounting each back), eight of which are grouped around a massive table (table has six legs, carved, footed with brass claws holding crystal globes). The other four are located in the four corners of the room.

Grimethorp may animate the chairs and table to prevent exit. Each chair will fight as a 1 HD monster with two attacks (1d4 / 1d4) by claws and one attack by bite (1d6). The table is a 2 HD monster and may attack first by throwing the globes (1d8 each), then using the claws (1d6). The table has two attacks.

2A & 2B CLOSETS: 30 x 10, sliding doors from MAIN HALL (2), no other exits or secret panels, etc. The left closet (2A) contains three umbrellas and a raincoat. The right closet (2B) contains four overcoats; two grey, one brown and the fourth black. All have been worn. There are five copper pieces and one silver piece in the left pocket of one of the grey overcoats.

Grimethorp will animate the umbrellas to fight as 1 HD monsters (2HPs each) with one attack for 1d4 points. The raincoat and overcoats fight as 1 HD monsters (3HPs each) and attack by strangling for 1d3 points - anyone successfully attacked must save on dexterity next round to disentangle himself. Only two items from either closet may be animated at any time.

3 HALLWAY: 10 x 120, doors on both sides as shown, a single door at the north end and double doors from MAIN HALL (2). The ceiling is wainscoting with massive wood beams crossing at 10' intervals, the walls are carved paneling with parquet flooring.

TRAP: Between the first pair of doors (6 & 7) and between the second pair of doors (8 & 10), traps are located in the ceiling. This can only be detected magically. Anyone stepping on those sections of floor will fall UP through the trap doors, hitting the ceilings in Rooms 21 or 22 on the second level and then fall back down on top of the now closed trap (1d4 points damage). If a second victim triggers the trap before the first moves away from the trap door, the first will be thrown aside (1d2 points damage). The trap door closes automatically and cannot be opened from above.

4 LIBRARY: 50 x 50, west door to MAIN HALL and north door to BILLARD ROOM, windows on south and east walls (protected by wrought iron grills). The walls are lined with shelves bearing a selection of romantic and historical fiction, histories, geographies, books on cosmography, demons, angels, etc. In the center of the room are two low oak tables and six comfortable armchairs. The ceiling is wainscoting and is crossed by heavy oak beams bearing suspended 'globes of continual light'.

Grimethorp may animate the chairs which will block movement (treat as 2 HD monsters) but do no damage (padded) and will take only 1/2 damage. He may also summon monsters, demons, angels, heroes, heroines, etc from books in the library. These will be illusion only, they will take and inflict no physical damage but may cajole, charm, persuade, plea, threaten, etc. The tables may also animate to block doorways, etc. Treat as 4 HD monsters.

5 ARMORY: 50 x 50, east door to MAIN HALL and north door to STUDY, windows on west and south walls (protected by wrought iron grills). Between each pair of windows stands a suit of armour (total nine suits). The north and east walls are lined with racks of weapons; on the north, pairs of crossed halberds (3 pair), racks of swords (6), and spears (4), on the east to the north of the door, a rack of battle axes (5) and on the south-east wall, a fine selection of bows (4) and several quivers of arrows (5).

In the center of the room are several massive wooden posts (very much hacked and chewed at by weapons) and a large free-standing archery target (with arrow holes, mostly around the center).

Grimethorp may animate the suits of armour (three at any time) or animate any of the weapons (as many as four). The suit will fight (to subdue) as 4 HD monsters (AC 2). The weapons will fight as 3 HD monsters doing normal damage per weapon type (treat these as AC -3 due to size and dexterity).

6 BILLARDS ROOM: 40 x 60 with 20 x 30 ell, doors to HALLWAY (3), LIBRARY (4) & CLOSET (6A). The room is dominated by a massive billard table. Billard balls (ivory) are loose on the table and billard cues are in a rack on the east wall. The walls are panelled and the ceiling is wainscoting with crossed wood beams. Tall narrow windows on east wall (protected by wrought iron grillwork).

The ivory billard balls may be used by Grimethorp as missile weapons or to summon the mastodon from whose tusks they were made. AC 6, 12 HD, Attacks 5: 2-16 / 2-16 / 2-12 / 2-12 / 2-12 (2 tusks, trunk, 2 forefeet). The mastodon will attack only to subdue - not to damage.

6A CLOSET: 10 x 20, door from BILLIARDS ROOM (6), contains one barrel and two small boxes. The barrel contains 20 place settings of fine china packed in straw. One box contains an old bear rug. The other box holds a stuffed moose head.

Grimethorp may animate the china to use as weapons (2 per melee round / 1 point damage / treat attack as a 12 HD monster). The bear rug will animate (AC 9 / 3 HD) and attack (3) with claws (1d6) and bite (1d8). If the rug is defeated, there is a 25% chance that each attacker will be inflicted with fleas (-6 all dexterity rolls and -6 charisma until after bathing). The moose head can be animated but cannot move (no legs) but can bite for 1d6 damage.

7 STUDY: 50 x 60 with 20 x 30 ell, doors to HALLWAY (3), ARMORY (5) and to a staircase in the SE corner which leads down to the cellar. At the bottom of the stair is a door leading to a stone corridor (from the corridor side, the door is hidden). The room is dominated by a work bench (20 x 10) in the center of the room which is covered with alchemic equipment (all very dusty). Along the north wall are shelves bearing alchemic equipment and supplies (also very dusty). The south wall (30 ft section) is filled with books on alchemy. The west wall is broken by tall narrow windows (protected by wrought iron grillwork).

This was Grimethorp's laboratory until he became bored with alchemic research. On the work bench (among the litter) are two bottles containing 'Healing Potion', one has four doses and the other six. (Each has full effect of a regular healing spell.)

If necessary, he will know the location of potions which will cause the victim to (1) shrink to 1/4 of his height, (2) all clothes and possessions vanish, (3) age 4d20 years immediately (x10 for elves & dwarves), (4) sink through floor (1 ft / minute), (5) all weapons and armour to become rubber, (6) have the head of a donkey (can only speak like donkey), (7) be able to speak only in rhyme, (8) be followed everywhere by a small black cloud (raining constantly). Grimethorp will also know how to reverse these effects.

8 KITCHEN: 30 x 50, doors to HALLWAY (3) and COOK'S (9). Fireplace on south wall, no fire (chimney too small to exit). Two brooms and a mop are in corner by fireplace. Racks of knives, meat cleavers, etc hang above chopping block against south wall. Shelves full of dishes and pans are along east wall. The west wall holds more shelves, these have jars of spices, sugar, flour, bunches of herbs, onions, peppers, fennel, dill, wolfsbane (cook was scared of werewolves) and garlic (ditto vampires).

All of these can be used as weapons. Thrown dishes do 1 point damage (treat as 12 HD monster for attack / 2 attacks per round), pots and pans do 1d3 points (as above). Brooms and mop may be animated (3 HP each, attack for 1d3 points). All other items as per DM discretion. (The knives are not balanced for throwing, should be -3 to hit and do 1d2 damage.)

9 COOK'S ROOM: 30 x 50, door from KITCHEN (8). Windows on west wall (protected by wrought iron grillwork). The room is dusty, having been empty for more than a year since the retirement of the cook. There is one dresser in the room (empty), a bed (dusty) and a chiffonier (empty).

Satest room in the house!

10 WORKROOM: 30 x 30, doors to STOREROOM (11) and BUTLER'S (12). The contents of the workroom include racks of carpentry and gardening tools, a workbench on the south wall, coils of rope and string, nails, etc.

Grimethorp may use all these items to prevent the party from leaving with the body. The nails (large size) might be used to nail doors shut, the tools (as desired), ropes to bind, etc. Use your imagination!

11 STOREROOM: 20 x 30, one door entering from WORKROOM (10). Contains jars of preserves, pickles, canned vegetables, and honey; barrels of beans and flour; and hams and sausages hanging from the ceiling.

The canned goods will serve as missile weapons (preserves, pickles and honey make weapons hard to handle - dexterity at -3 to draw) and do 1d3 points of damage. Hams and sausages do 1d4 points of damage and barrels do 1d6 points.

12 BUTLER'S ROOM: 30 x 50, one door from WORKROOM (10). Windows on east wall (protected by wrought iron grillwork). The room is dusty, having been empty for more than a year since the retirement of the butler. There is one dresser in the room (empty except for a sock behind bottom drawer) and a closet with two suits of 'tails' hanging. The bed is dusty and conceals nothing.

The suits of 'tails' (formal dress uniform for butlers) may be animated and attack as 1 HD monsters (4HPs each), strangle for 1d3. Anyone successfully attacked must save on dexterity next round to disentangle himself.

13 STAIRS UP: 10 wide, steps lead to second floor, windows on outside wall (north) are protected by wrought iron grillwork. Proceed to Second Level.

14 STAIRS DOWN: 10 wide, steps lead down to cellar. Not lit, cobwebs on stairs, dust and damp smell in air. Proceed to Cellar Level.

15 GARDEN: 70 x 90, gate in center of rear wall, wrought iron, locked and rusted, will not open. The surrounding wall is very high. The garden contained Grimethorp's collection of exotic plants which he will animate as necessary to prevent the party from escaping with his body. The plants are:

- a- SPANISH BAYONET (3): aka Yucca Plant, attacks as 12 HD monster with 6 attacks per melee round, 1d6 damage. | AC 7 - 36 HTK |
- b- DOG TOOTH VIOLET (20): aka Trout Lily, attacks as 1 HD monster with 1 attack for 1d3 damage (bite). | AC 3 - 2 HTK |
- c- SPIDER WORT (8): 18 inches tall with small purple flowers, attacks as 4 HD monster with web for entangling (1 attack / round). | AC 4 - 2 HTK |
- d- EEL GRASS (12): aka Wild Celery, Tape Grass, bunches growing in shallow water, attack as 5 HD monster to entangle (1 attack / round, no damage). | AC 1 - 3 HTK |
- e- FIREWEED (3): aka Great Willow Herb, height to 8', attacks as 4 HD monster to burn for 1d4 damage. | AC 6 - 10 HTK |
- f- SNEEZEWEED (7): aka Bitterweed, height to 6', attack special - save vs poison each melee round or sneeze then save on dexterity at -6 or drop anything held. | AC 9 - 1 HTK | (Cutting the plant down does not stop the pollen)
- g- GREATER BINDWEED (6): aka Wild Morning Glory, attacks as 4 HD monster to entangle (2 attacks / round, no damage). | AC 3 - 3 HTK |
- h- HEDGEHOG CACTUS (5): aka Golden Cactus, large balls - 1 yd diameter, move by rolling, attack as 12 HD monster for 1d4 points damage from spines. | AC 8 - 20 HTK |

Grimethorp will cast 'Sylvester's Slippery Surfaces' on wall if anyone tries to climb over.

SECOND FLOOR

20 FRONT STAIRS: 10 wide, leads from Room 2 to upstairs SITTING ROOM (21). At the bend of the stairs and about six feet higher, a secret panel opens into the SE bedroom (25). The stairs are finely polished marble.

Grimethorp may use 'Sylvester's Slippery Surfaces' on the stairs. Save on dexterity for each step (13 steps).

21 SITTING ROOM Upstairs: 30 x 60 with windows on south (protected by wrought iron grillworks) and doors on north, east and west. The east doors lead to the FRONT STAIRS (20) and to BEDROOM (25). The west door leads to the MASTER BEDROOM (24) and the north door leads to SITTING ROOM (22). A trap door is located at the shaded area indicated, see notes on HALLWAY (3).

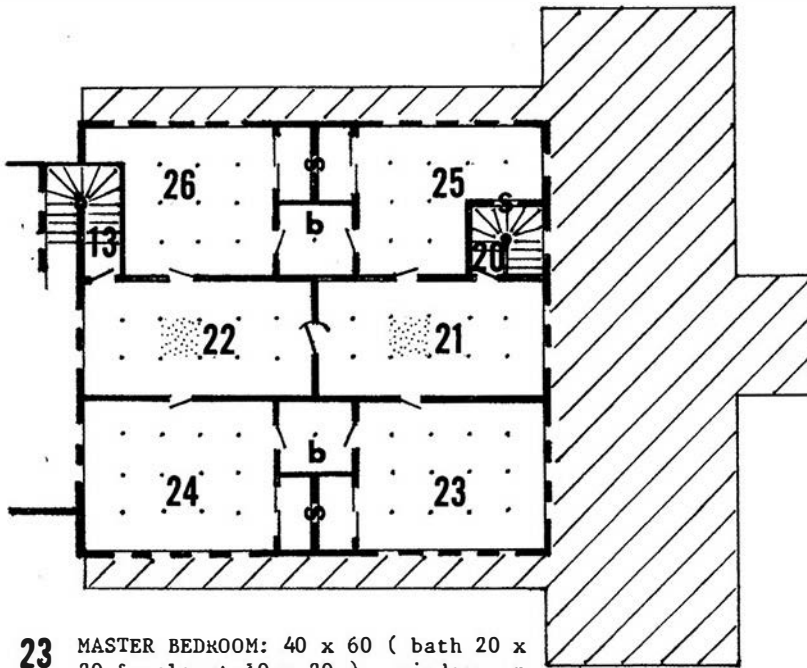
The room is furnished with six chairs similar to those in the Main Hall (2), two card tables (oak), cuspidors and (against the west wall) an oak bar with bottles and glasses. (Among the various bottles of liquor is a bottle of milky fluid with a faded label - contains 'Healing Potion' - 3 doses - each has full effect of a regular healing spell.)

Grimethorp may animate the chairs. Each will fight as a 1 HD monster with two attacks (1d4 / 1d4) by claws and one attack by bite (1d6).

22 SITTING ROOM Upstairs: 30 x 60 with windows on north (protected by wrought iron grillworks) and doors on south, east and west. The east doors lead to the BACK STAIRS and to BEDROOM (26). The west door leads to the BEDROOM (23) and the south door leads to SITTING ROOM (21). A trap door is located at the shaded area indicated, see notes on HALLWAY (3).

The room is furnished with six chairs similar to those in the Main Hall (2), two card tables (oak), cuspidors and (against the west wall) an oak bar with bottles and glasses. (Among the various bottles of liquor is a bottle of milky fluid with a faded label - contains 'Healing Potion' - 5 doses - each has full effect of a regular healing spell.)

Grimethorp may animate the chairs. Each will fight as a 1 HD monster with two attacks (1d4 / 1d4) by claws and one attack by bite (1d6).



Second Floor

23 MASTER BEDROOM: 40 x 60 (bath 20 x 20 & closet 10 x 20), windows on south and east protected by wrought iron grillwork. A large four-poster bed in the SW corner is surmounted by a huge stuffed eagle. Lying in the bed is Grimethorp's body. (He died in his sleep but awoke as a Phantom. Since he could not move the body, he used a 'Pickle' spell to prevent it from decomposing.)

To the left of the door is a stuffed horse complete with saddle and harness. On a wide shelf over the west windows are two stuffed lions. The room is filled with small knick-knacks (shelves on all available walls, in corners, etc). These include a broken staff, a cracked palentier, a clouded crystal globe, a sword bent like a corkscrew, etc. On a small table by the bed are several bottles of medicine (including a flask of 'Healing Potion' - 4 doses - each has full effect of a regular healing spell.) Everything is covered with a thin film of dust.

The closet is filled with rich (but worn) costumes, hats, boots and other clothing (all slightly dusty).

Grimethorp may animate the eagle (AC 3, HD 4, ATTKs 3, 1d6/1d6/2d6), the horse (AC 5, HD 8, ATTKs 3, 1d6/1d6/1d4) or the two lions (AC 5, HD 5+2, ATTKs 3, 1d4/1d4/1d10). The bed may also be animated (AC 9, HD 10, no attacks / block only). Any other items may be used as missile weapons. The mattress and the pillows on the bed are stuffed with down. If the down is scattered into the air, a save vs poison is required each melee round or take 1d4 points damage from inhaling feathers (requires 6+1d6 rounds to settle).

A secret panel in the back of the closet leads to the closet in (24).

24 BEDROOM Guest: 40 x 60 (bath 20 x 20 & closet 10 x 20), the north and west walls lined with tall windows (protected by wrought iron grillwork). A large brass bed is against the south wall. Two overstuffed chairs are randomly positioned in the room with a small writing table in the NW corner. The closet is empty.

Grimethorp may animate the bed to attack as a 10 HD monster (AC 8) but it will block only. The chairs will attack as 4HD monsters for 1d6 damage. The mattress and pillows of the bed are stuffed with down. If the down is scattered into the air, a save vs poison is required each melee round or take 1d4 points damage from inhaling feathers (requires 6+1d6 rounds to settle).

A secret panel in the back of the closet leads to the closet in (23).

25 BEDROOM Guest: 30 x 40 with 20 x 20 ell (bath 20 x 20 and closet 10 x 20). The east wall is broken by windows (protected by wrought iron grillwork). A large brass bed is against the north wall. Two overstuffed chairs are scattered around the room with a small writing table in the NE corner. The closet is empty.

Grimethorp may animate the bed to attack as a 10 HD monster (AC 8) but it will block only. The chairs will attack as 4HD monsters for 1d6 damage. The mattress and pillows of the bed are stuffed with down. If the down is scattered into the air, a save vs poison is required each melee round or take 1d4 points damage from inhaling feathers (requires 6+1d6 rounds to settle).

A secret panel in the back of the closet leads to the closet in (26).

26 BEDROOM Guest: 40 x 40 with 10 x 10 ell (bath 20 x 20 and closet 10 x 20). The windows are on the east wall (protected by wrought iron grillwork). A large brass bed is against the south wall. Two overstuffed chairs are randomly positioned in the room with a small writing table in the NE corner. The closet is empty.

Grimethorp may animate the bed to attack as a 10 HD monster (AC 8) but it will block only. The chairs will attack as 4HD monsters for 1d6 damage. The mattress and pillows of the bed are stuffed with down. If the down is scattered into the air, a save vs poison is required each melee round or take 1d4 points damage from inhaling feathers (requires 6+1d6 rounds to settle).

A secret panel in the back of the closet leads to the closet in (25).

b BATHROOMS: 20 x 20 with doors connecting to two bedrooms. Each bathroom has a huge wood tub (carved and supported by clawed feet grasping brass balls) against the inside (west) wall. Elsewhere in the bath are a lavatory and toilet (housing a 'pot of devouring' to eliminate the slops).

In the bathroom, the tub will animate as a 6 HD monster, AC 7, no attacks / block only. Any other items may be used as missile weapons.

13 BACK STAIRS: 10 foot wide, leads down to HALLWAY (16) on ground floor, stairs are polished wood, no handrail.

Grimethorp may use 'Sylvester's Slippery Surfaces' on the stairs. Save VS dexterity for each step (13 steps).

CELLAR

14 CELLAR STAIRS: 10' wide, leads down from MAIN HALL (3) to cellar (B2). The steps are polished wood, no handrail. The steps go west and down 20 feet to a 10 x 10 landing and then turn south and descend another 15 feet to the cellar.

Grimethorp may use 'Sylvester's Slippery Surfaces' on the stairs. Save on dexterity for each step (35 steps).

B1 CELLAR: 70 x 30, stone flag floor, stone walls, unlit. In the east end of the cellar are four hogsheads of beer and seven empty barrels. Two washtubs are stacked by the stairs (on left) and a single door is opposite the bottom of the stairs (to B3). Scrap lumber is stacked against the south wall and a broken plow in the NW corner. In the SW corner, six chairs are stacked (carved, claw-footed and claw-armed with a carved lion's head surmounting the back - similar to those in Room 2 above). Bins of roots line the north wall (potatoes, onions, beets, etc).

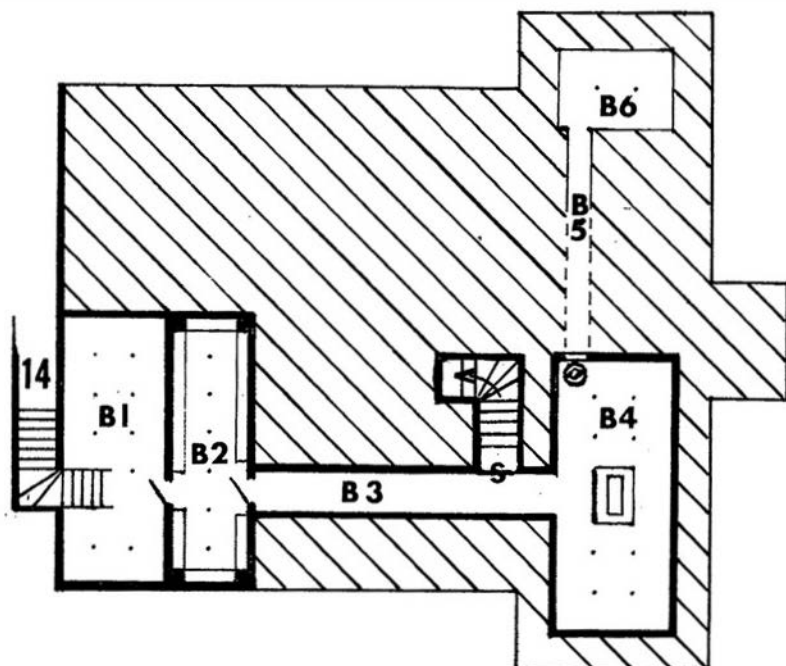
Grimethorp can use the lumber to brace the door to the wine cellar (B3) closed. Likewise, the hogsheads of beer may be used to knock the party down, the chairs animated to attack as a 1 HD monster with three attacks (1d4/1d4 by claws and 1d6 by bite).

B2 WINE CELLAR: 70 x 20, stone flag floor, stone walls, unlit. Two doors leading to the CELLAR (B2) and PASSAGE (B4). The walls are lined with wine racks. The racks are about 25% filled (400 bottles) and empties are stacked in the east end (100 empties).

Grimethorp can use the bottles of champagne (exploding corks - 80% accurate - 1 point damage) or the empties as clubs (2 points damage) or the full bottles (1d3 points).

B3 PASSAGE: 10 x 80, stone flags on floor, stone lined walls and ceiling, unlit. The passage is damp and extremely slippery even on entry. A secret door is located near the south end on the east. This leads to a stair exiting in Grimethorp's Study (7).

Grimethorp will use 'Sylvester's Slippery Surfaces' if necessary.



CELLAR

B4 CRYPT: 30 x 70, stone flags on floor, stone walls, ceiling supported by beams crossing at ten foot intervals. In the center of the room is a stone platform (raised 2 feet) with a coffin in the center. A single 'globe of continual light' is suspended above the coffin. The coffin is empty.

Lining the south wall are three skeletons in chains. In the west end of the room is a rack with a skeleton stretched in place. In the SE corner is a chair with clamps holding another skeleton. In the NE corner is an Iron Maiden, partially open and revealing a sixth skeleton.

The walls are hung with torture instruments, branding irons, chains, clamps, etc.

While the overall appearance is that of a torture chamber, this is Grimethorp's idea of a joke. The skeletons all belonged to good friends who died during adventures but were not resurrected. He has kept these as souvenirs and will protect them from any harm.

Under the Iron Maiden is a tunnel (B5) which descends 4' then goes east 70' to Chamber B6. The tunnel is 3' diameter and lined with stone.

B6 TREASURE VAULT: 20 x 30, stone walls and ceiling. This is the location where all of Grimethorp's treasure is kept. The chamber is well lit by three 'globes of continual light'. The chamber is guarded by four skeletons (AC 7 - 1 HD - Attack 1 - 1d6). These are the remains of four thieves who attempted to rob Grimethorp some years earlier. Unlike the skeletons in the CRYPT, these are animate and will attack.

Several chests (3) are in the chamber. The contents are (1) 5,000 gold shields, (2) 3,578 gold shields and (3) 1,000 gold, 2000 silver and 500 copper shields.

DM NOTE: All of these are very good counterfit until removed from Grimethorp's Manor. At that time, they will appear as lead and, when handled, scream "I was stolen from Squire Grimethorp!"

Grimethorp's real treasure is hidden behind false panels in the ceiling. It consists of a total of 7,800 GP, 453 SP and small change. He will, if necessary, offer to pay the adventurers NOT to return his body to AMLA.

This is strictly a last ditch effort because he IS a miser. If they have been particularly obnoxious or have damaged his residence in any way, he will pay them in counterfit and then go directly to AMLA to cancel his policy and register strong complaints against the behavior of their employees.

B5 TUNNEL: 4 foot diameter, 70 length, stone lined, damp, unlit. This tunnel leads to Chamber B6. B7).



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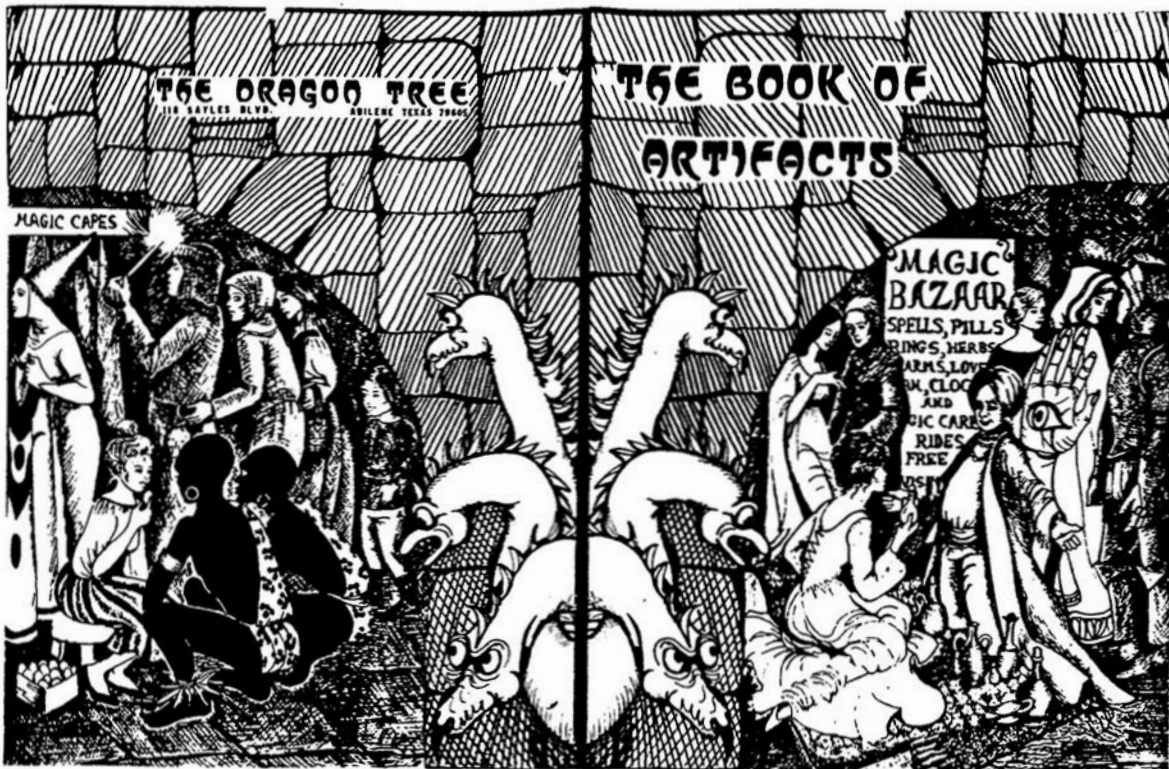
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THE HANDBOOK OF TRAPS & TRICKS and MONSTER FILE #1 are reviewed in the DIFFERENT WORLDS - August 1981 issue.

THE HANDBOOK OF TRAPS AND TRICKS



THE DRAGON TREE

The HANDBOOK OF TRAPS AND TRICKS describes over 100 traps in a standard format, ready to play. The traps are of all types of construction: magical, mechanical or techno; simple, skilled or super-complex.

No 'Instant-Killer' type traps are included. Escape is possible from all of these traps, but it requires brains, not 'Monte-Haul' hardware.

The editors believe that there are two legitimate purposes which a trap can serve in the game: it can be a time-pressure emergency, as exciting as a melee; or it can serve as a rest from urgency, allowing players to take their time to solve a puzzle or to interact with each other in an interesting situation. Most of the traps in the handbook are of the non-urgency sort. A table of urgency factors is included for adding danger if the DM wishes, but the traps are sufficiently interesting without it.

A 'Time/Total' chart is provided for ready reference to help adjust danger and playing time to the strength of the party, so most traps are suitable for most levels.

There is a section of cursed artifacts as well.

The HANDBOOK also includes tables for: insane actions, chronic insanities, phobias/philiias, trick effects, trap detection, and combining monsters with traps.

HANDBOOK OF TRAPS AND TRICKS

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The DRAGON TREE SPELL BOOK contains over 200 spells in standard format, and includes two new types of spells.

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The section on Impromptu Spells gives rules and percentages for refereeing spells made up on the spur-of-the-moment.

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AMAZON MUTUAL LIFE ASSURANCE, Inc. *** INTRODUCTION

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Amazon Mutual Life Assurance Inc. was established for the purpose of insuring adventurers against permanent loss of life and other hazards of their trade. While the rates charged are steep, the public attitude holds that the service provided is worth the value - when needed.

Amazon Mutual has branch offices established throughout the multiverse and provides service to any type of sentient being (provided that the established rates are paid). As their name might imply, the regular personnel of Amazon Mutual are almost exclusively women, many of these being Amazons by birth and training, all having successfully completed a rigorous training course. (see Training - below)

Amazon Mutual keeps on retainer a number of high-level mages and clerics (in addition to regular and special consultants) for the purpose of reviving and resurrecting clients who have fallen foul of varied mishaps. In order to determine quickly and accurately the needs of their clients, auguries are cast daily to determine the health and well-being of the clients in question. In the event that such spells reveal a need for services, 'Body Recovery' teams are dispatched to the last known location of the policy holders.

An extensive intelligence network is also maintained to provide information to assist in such recovery operations and policy holders are required to deposit sealed itineraries prior to undertaking hazardous operations. Failure to comply can result in cancellation of the policy by the company. (see also Refunds - below)

On some occasions, it has been necessary for Amazon Mutual to advertise for additional personnel to form recovery teams, usually due to a temporary loss of trained personnel, hazard attrition, or unusually heavy work loads. Such aides are normally hired on a piece-work basis and commissioned for the recovery of specific victims or for other jobs.

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Preference is given to the hiring of Amazons or other females of demonstrated talents but this does not exclude those of the male sex from seeking and securing employment with Amazon Mutual Life Assurance Inc.

All Amazon Mutual employees (both temporary and regular) are bonded (under geas - absolutely no save) which insures that they will not steal any possessions belonging to bodies which they are contracted to recover. This does not prevent their employing any tools, etc which are required in the recovery operation.

see RATE SCHEDULES - inside back cover

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