

\$2.00

The Judges Guild Journal

Special

Holiday Issue 12(III)



In This Issue:

*Dungeon Contest
Winners Announced*

*Prize-Winning
Dungeons Included*

*Paul Jaquays Joins
Guild as Staff Artist*

*Guild Expands Staff,
Stuff and Subjects*



Dedicated to
SWORDS AND SORCERY
Fantasy Gaming



MANY NEW STAFF MEMBERS AT GUILD

Paul Jaquays heads the list of new staff members at the Judges Guild. He is followed in a close tie for place position by Mitchell Johnson, Penny Gooding and Pat Petrowski. Next for Show: the TRS-80.

As we are planning a major article to acquaint (or re-aquaint) you with the entire staff, we will not go into long histories in this article, but only state that they are all just great at what they do. What do they do? well that's a little hard to say! Everyone at the Guild [has to] wears many hats. I, for instance, have a stetson, a yarn cap, a leather thingy with ear muffs, a derby . . . all kidding aside folks a brief rundown on all our new personnel goes something like this:

Paul is now a staff artist and designer. He has mucho training and experience and is the originator of the fanzine The Dungeoneer, which I later took over and which Judges Guild now produces. He is single, girls (so am I), he is handsome (so was I) and he pushes a pen around pretty good (I wish I could). He will be creating a whole new, major series of retail products for us as well as continuing his outstanding work in The Dungeoneer and, now, in the Judges Guild Journal.

Mitchell Johnson (he's single, too)(you girls out there don't seem to be keeping very busy, do you?) comes to us with a large background in printing and graphic arts. He, also, has experience in many other related and non-related fields which we hope to tap, tap . . . who's there? (whoops—sometimes I get carried away at 3AM) Mitch will be acting as assistant editor of both magazines and is, currently, working on some of our advertising, too. If you see a pun there that really grabs you—blame Mitch (he's never lost a battle of puns yet).

Pat Petrowski hasn't had a lot of experience in gaming but, boy, can she get those orders out! When your mail-order gets to you days before you expected it to she's the one to thank (along with Bill and Debbie, of course). Its hard to describe Pat because when she's working, she moves so fast she might as well have a cloak of invisibility on. Actually, if you stand aside and watch hard enough (and listen for the laughter and good cheer) you might, occassionally, see a floating, cheshire-cat-like smile moving back and forth between the rows of merchandise, packing envelopes and postage meter.

Penny Gooding, on the other hand, is married. She's also an excellent typist, a lover of science-fiction and fantasy, though new to gaming. If you notice a distinct increase in the quality of the layout and typesetting in our products, Penny is the culprit. She typeset about 99.44% of this Journal and is

TABLE OF CONTENTS

December-January 1978/79

Issue U

FEATURES

Publishers Statement.....	2
Jocular Judgements.....	3
Dungeon Creation Contest Winners.....	4
Kevin Garbelman	
Levels 2-3	5
Henry Veldenz	
Levels 3-6	11
Charles Sagui	
Levels 1-6	18
Jay Miller	
Levels 1-5 (2-4 missing).....	31
Robert Gallasch	
Levels 1-3	35
Rusty Lamont	
Levels 1-6	44
Booty List.....	54

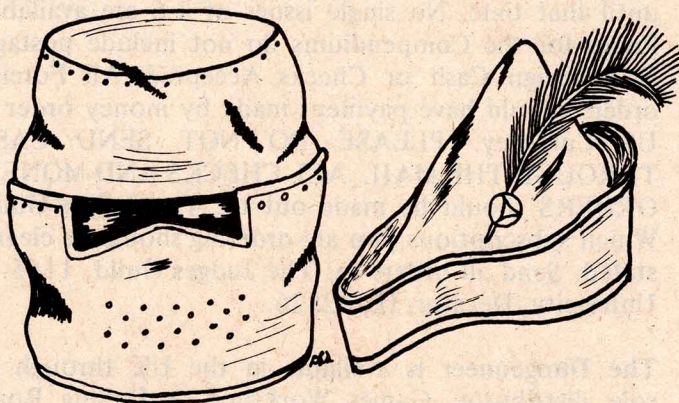
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really enjoying learning about D&D and all the other games around here. If Pat's cheshire-cat smile doesn't get ya, then Penny's smiling voice and pixie grin will stop you dead in your tracks—guaranteed!

Then, again, the TRS-80 hardly ever smiles. I don't understand it. It always smiled in my dungeon (just before it ate you)(or was it just after). Its gonna help with inventory, payroll, invoicing, bookkeeping, game designing, (I guess the rest of us can go on vacation) and maybe, just maybe, someday we'll program it to play a game (Monopoly anyone?).

Watch for further details (and film) at eleven (ten Central and Mountain) or next issue.

PUBLISHER'S STATEMENT

The Judges Guild Journal is owned and published by The Judges Guild, 1165 N. University, Decatur, IL, 62526. It is edited by Chuck Anshell. It is published on alternate months with **The Dungeoneer**. Subscriptions to **The Judges Guild Journal** include the newsletter and an installment. Subscription rates are as follows: New Subscribers: 1 year (6 issues) \$12, 2 years (12 issues) \$24, 3 years (18 issues) \$33. Renewal subscriptions are 1 year \$11, 2 years \$20, 3 years \$29. CANADIAN and FOREIGN subscribers must add postage as given below, per year per sub (see subscriptions to tD). **The Dungeoneer** is published bi-monthly by The Judges Guild, 1165 N. University, Decatur, IL, 62526. It is owned and edited by Chuck Anshell, 286 E. Stuart, Decatur, IL, 62526. New subscriptions in the USA and Canada are 1 year (6 issues) \$9; 2 years (12 issues) \$17 and 3 years (18 issues) \$24. Renewal subscriptions are 1 year \$8, 2 years \$15 and 3 years \$22. CANADIAN subscribers should add \$4.50 (air mail) or \$3.80 (third class) per year per subscription. FOREIGN subscriptions should add \$14.50 (air) or \$5.20 (surface) per year per sub. **The Dungeoneer—The Adventuresome Compendium of Issues 1-6** is a compilation of those issues and is available from The Judges Guild for \$2.50 (USA and Canada) or \$4.80 (Foreign). Issues 7 and 8 will be available as **The Dungeoneer—The Continued Compendium** in the future. It will be \$2.00. Inquire concerning availability of single issues of 7 and 8 until that time. No single issues of 1-6 are available. Prices for the Compendiums do not include postage. No Foreign Cash or Checks Accepted. All Foreign orders should have payment made by money order in US Currency. PLEASE DO NOT SEND CASH THROUGH THE MAIL. ALL CHECKS AND MONEY-ORDERS should be made out to: The Judges Guild. Which subscriptions you are ordering should be clearly stated. Send all orders to: The Judges Guild, 1165 N. University, Decatur, IL, 62526.

The Dungeoneer is available in the UK through its sole distributor, Games Workshop, 1 Dalling Road, Hammersmith, London, W6, ENGLAND. It is available in Germany through its sole distributor: Ingo Baschek, D-4660 Gelsen Kirchen Buer, Arenfelsstrasse 12, WEST GERMANY. It is available in CANADA through its distributor: FANDOM II, 360 Bell St., Apt. 604, Ottawa, Ontario, K1S 5E8, CANADA.

The Dungeoneer and **The Judges Guild Journal** welcome all contributions of articles and art for inclusion in one of our columns or as separate articles. Reimbursement is made in the following manner: Each contributor gets one free copy of the issue the material appears in. If you wish to copyright your own material, extra copies may be provided for this purpose. In addition, copy and art, are paid for in store credit good for purchases of any item The Judges Guild carries. Cash payments

(instead of credit) must be requested at the time of submittal. Payments are made according to the following schedule: Unsolicited copy which is published: 30¢ per column-inch. Solicited, serialized material: 40¢ per column-inch. Solicited copy; other than serials: 50¢ per column-inch. Artwork, whether solicited or unsolicited, but which is used: Charcoals, full-tone (not color) or other types of work which must be half-tone screened: Small ($\frac{1}{2}$ page or less) \$5 or a series of 6 small for \$4 each., Large (over $\frac{1}{2}$ page) \$10 or a series of 6 for \$9 each. Inked-line Drawings or Airbrush works: Small \$6 or series of 6 for \$5 each, Large \$12 or a series of 6 for \$10 each. FULL COLOR FULL PAGE (7.5" x 10" or larger)(for cover or internal) \$20 or a series of 6 for \$15 each. SOLICITED (Only), FULL PAGE, FULL COLOR COVER (8 $\frac{1}{2}$ " x 11" or larger) price will be set when we contact you. Artwork becomes property of tD or tJGJ unless prior arrangements are made. Copy and art NOT USED will not be returned unless a stamped, self-addressed envelop is included. Payment will be made at the time of publication although we will advise you whether or not we intend to publish as soon as possible after receipt of material.

ADVERTISING RATES

The Following rates apply to either tD or tJGJ. For ads which are to appear in both zines in consecutive months (same copy) multiply by 2 and subtract 20%. At the present time, only Black and White ad copy is accepted. Sizes given allow for margins and galleys and may be filled filled with copy without bleed. Full page 7.5" x 10"; half page 7.5" by 5" or 3 $\frac{3}{4}$ " x 10"; quarter page 7.5" x 2.5" or 3 $\frac{3}{4}$ " x 5"; eighth page 3 $\frac{3}{4}$ " x 2.5". Classified ads are same as by column-inch= 21.5 pica (about 3.5") x 1". Prepayment discount is 5%. There is a 2% discount if paid within 10 days of invoice. All payments due within 30 days of invoice. Rates quoted are for camera-ready copy. Frequency agreements must be in writing. Typesetting, half-tones and graphics can be provided at an extra charge.

Size	1 or 2 times	3-5 times	6 times
Full page	\$120	\$110	\$105
Half page	\$ 70	\$ 65	\$ 60
Quarter page	\$ 40	\$ 37	\$ 34
Eighth page	\$ 24	\$ 22	\$ 20
Per column-inch	\$ 8	\$ 7	\$ 6
Fan's " "	\$ 4	\$ 3	\$ 2



JOCULAR JUDGEMENTS

Well, here it is Journal time again and, this being my first time up as editor, let me introduce myself. I be Chuck Anshell (alias Long John Silver, Zabadu, Zasha Lahbt, Merendi and numerous others) and am the perpetrator of such monsters as Merlin, Guinevere, the Jewish Comedian, and the terrifying Wong (two Wights don't make a Wong, but thwee do, heh, heh, heh [cwazy wabbit]). I have been known to frequent such places as homes, clubs, cons, about 1/2 of the U.S. (at one time or another) and have even been accused of creating the most horrible dungeon mankind has ever known: Chicago. Some of you, may be familiar with me from said areas or through skiffy cons, Trek cons, Gaming cons, and the like or through the fanzine which I published for awhile (I use the past tense because we are now publishing it here at Judges Guild): The Dungeoneer. This is the very same zine which was originated by Paul Jaquays (see other article in this issue). For those of you who are looking for me, or for those of you who want to meet me, you might watch the cons listings, and, also, I am proud, and honored, to inform you that I have been asked to be a [fan] guest of honor, along with Alan Dean Foster, at NOVACON in March.

Now many of you have noticed something different about this issue of The Judges Guild Journal. If you have compliments for it, I will be sure to spread them around. If you have complaints, I will have to bear the blame. Actually, this is a very untypical issue. I have no intention of changing the basic formats of the zine which you and I have grown to love. Some of the usual columns will not appear in this issue. This is due to the Dungeon Contest which we ran. Needless to say, it being the first contest of its type AND the first that we tried to run, things didn't turn out as we had planned. We received several entries, but several were not whole dungeons, only certain levels of a dungeon. This was (unfortunately) what we asked for. Further, when we looked over the situation, we decided that we may not have made it clear that we had intended that the winning dungeons be published as a retail product, and not be published in tJGJ. There were many other problems, too. Needless to say—now that we know where the pitfalls lay, we won't make the same mistakes again.

One of the reasons that tJGJ is not typical this month is its size. Even by doubling its normal size and leaving out some usual features we could not fit in all the winning dungeons (that is any submission which had one or more levels winning a prize). We appologize to John Pugh that there simply was not enough space in this issue to print his dungeon this time around, but we will print it in the next Journal. You could wrap me in dill and call me kosher, but boy were we in a pickle over this contest! Several of you felt that the text restrictions were too tough and a couple sent in dungeons

which were much too large for the contest as it was set up. Fortunately, in both these cases, the dungeons were so good that we have sent out contracts to those authors so that we can turn them into products. In the meantime, we had said that we would judge each level seperately. Barely had we finished this monumental task of judging when we suddenly realized: how can we print the winning dungeons? If each 1st place (etc.) level comes from a different dungeon, the entrances and exits won't match. While we could change these, so that they would, we didn't want to, as it could result in a different playability for the level. (This was only one of the problems of doing it that way, too.) We finally decided that the only fair way to do it was to present them to you as they were presented to us, so we are printing all levels submitted by each individual, if any level won a prize. YOU can put them together, then, any way you want to try to do it (now tain't that diabolical, McGee?) See the article on the contest winners for more details.

Another difference is the color covers for this issue. This will not be a regular feature of tJGJ, but we will be staying in booklet format. While we are on the subject, The front cover was done by a new, upcoming artist: BUZ, in watercolors. The back cover was based on a B&W ink drawing by Aaron Arocho and was painted in acrylics by me (boy has it been a long time since art class). Hope you all like them both. If you are color fans (in fact if you are D&D or FRP or SF&F fans), you should subscribe, also, to The Dungeoneer (see the Publisher's Statement for info).

I would like to take this opportunity to thank all my loyal friends and family who have kept their faith in me through deep and troubled waters and who have encouraged me and aided me in my new position. There's really a great bunch of people here at the Guild and throughout fandom in general. While I will be writing a short spread on some of the newer people here at the Guild, in this issue, We are setting up for a major piece on all the Guild personnel, so you can get to know all of us better, and hope it will be ready for the next issue of tJGJ.

I would, also, like to thank all of you who took the time to answer our survey questioner. I am currently collating the information, which will take some time, and we will publish the results in a future issue (but don't expect it real fast).

For those of you who do not subscribe, will not subscribe, or cannot subscribe to The Dungeoneer: I would like to announce the arrival of a MAJOR, NEW SERIES of DUNGEONS by none other than Paul Jaquays. The first in this series is called DARK TOWER and is a real blockbuster! For those of you who do subscribe to The Dungeoneer, you will be getting an extra, special treat—the next issue (no. 9) available at the beginning of January, will contain a small

DUNGEON CONTEST WINNERS ANNOUNCED

Just as I promised in the Jocular Judgements column: herewith be the winners ye Dungeon Creation Contest:

1st Place \$40 credit each for

Lvl 1—Charles Sagui	Lvl 4—Charles Sagui
Lvl 2—Kevin Garbelman	Lvl 5—Henry Veldenz
Lvl 3—Henry Veldenz and Kevin Garbelman (tie)	Lvl 6—Henry Veldenz and Charles Sagui (tie)

2nd Place \$30 credit each for

Lvl 1—Jay Miller	Lvl 4—Henry Veldenz
Lvl 2—Charles Sagui	Lvl 5—Jay Miller
Lvl 3—Robert Gallasch	Lvl 6—Rusty Lamont

3rd Place \$20 credit each for

Lvl 1—Robert Gallasch	Lvl 4—Rusty Lamont
Lvl 2—Robert Gallasch	Lvl 5—Charles Sagui
Lvl 3—Charles Sagui	Lvl 6—John Pugh

Honorable Mentions to

Paul Tursa	Doug Steele
------------	-------------

And Now: we made so many mistrakes in the way we set up the first one, and it was, still, so successful, that we are having ANOTHER CONTEST! This one is called tJGJSO-tWfAGDCC-C (The Judges Guild Journal Son of the World's First and Greatest Dungeon Creation Contest-Contest). This time we're going to do it right! The rules are as follows:

1) Dungeons submitted will be graded according to the following criteria within each division (see rule 2): Playability (how well your dungeon can be used by other DMs without their having to roll dice and make extraneous decisions), Suitability (how well balanced is your dungeon, level for level, for whatever PC level range it is best suited), Originality (if we have to explain it you don't have it), and Presentability (is it neatly typed, printed, are the charts inked or well-drawn, etc.).

2) Any dungeon may be submitted, regardless of level of play it was designed for and regardless of size. All submissions to the contest become property of Judges Guild, whether they win or not. We will sort the submitted dungeons into three categories according to size (not play level): Large, Medium (Average) and Mini. Prizes will be awarded in each size category as stated below, with the Suitability grade taking care of level of play differences. All contest entries may be used by Judges Guild as or in retail products and/or in any publication of Judges Guild. Judges Guild reserves the right to edit in whole or in part all contest entries, prior to publication. Credit will be given to the dungeon creator.

3) Contestants whose entries are published in any form but which were not contest winners will be reimbursed

according to the regular reimbursement schedule, established for the Judges Guild publications, which is in effect at the time of publication.

4) Prizes will be awarded in each category as follows for as many places as prizes are stated for or for as many places as dungeons are received for, if less than four dungeons are submitted for any one category: The following amounts are for credit to be used in purchasing any Judges Guild Product or Products from

Place	Judges LRG	Judges MED	Guild: MINI
1st	100	70	40
2nd	80	55	30
3rd	60	40	20
H.M.	40	25	10

In any case where, once typed or typeset for publication, it should be found that the text of the contest winning dungeon, if paid for at the now (11/78) active reimbursement rates, would exceed the amount of the prize awarded, the contest winner will be issued a new credit for the difference.

5) Entries for this contest should be received by us not later than April 30, 1979. Written permission for Judges Guild to use the dungeon must be included with the entry or it cannot be judged as part of this contest. Entries should be mailed to:

tJGJSO-tWfAGDCC-C
Judges Guild
1165 N. University
Decatur, IL, 62526

FROM \$3.50

Valiant Miniatures★


 FS 1
 100 Gun Ship of the Line (2)


 FS 2
 74 Gun Ship of the Line (2)


 FS 3
 44 Gun Frigate (2)

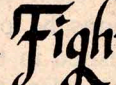

 FS 4
 36 Gun Frigate (2)


 FS 5
 20 Gun Schooner of War (3)

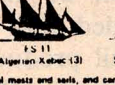

 FS 6
 18 Gun Brig of War (3)

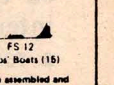

 FS 7
 16 Gun Schooner (3)


 FS 8
 12 Gun Cutter (3)


 FS 9
 8 Gun Ketch (3)


 FS 10
 Mediterranean Galley (3)


 FS 11
 Algerian Ketch (3)


 FS 12
 Ship's Boat (15)

All ships come with mast, masts and sails, and can be assembled and ready to use in five minutes. Each kit contains complete coloring and rigging instructions, as well as a full section on flags and suggestions for using the ships with WOODEN SHIPS & IRON MEN and SHIP OF THE LINE. The number of ships per kit is indicated in parentheses.

Fighting Sail!

1/2000 Scale Sailing Men o' War

ACCESSORIES \$3.50




FS 13: Masts under Full Sail (4 sets... can be used with FS 1, 2, or 3)
 FS 14: Floating Batteries (6)
 FS 15: Land Fortifications (1: three section stone fort, 3 shore batteries)

New Releases: Spanish Main
 1/1200 models of the early days
 of Sail & Cannon \$3.50 pack

9100 English Royal Galleon (2)
 9101 Spanish Royal Galleon (2)
 9102 Great Ship (2)
 9103 Carrack (2)

- 1) A rushing river, about 8-10' across and 12-15' deep, rumbles through this room with no visible way to cross. The doors to this room are 12' high and hang from dilapidated hinges, hint, hint.
- 2) 7 orcs in this room are busy watching 2 other orcs fight over a female human captive. There is a 1 in 6 chance that an orc will look out an arrow slit each turn. AC 7, HD 1, DAM, 1-6 or WPN. HTK 1, 1, 2, 3, 3, 4, 5, 6, 6. Hidden in bunks are 12 G.P., 42 SP, 16 CP, and a topaz ring worth 20 G.P.
- 3) An orc captain sits at desk AC 5, HD 1 +1, DAM 1-8, HTK 5. In desk is a +1 dagger.
- 4) Orc kitchen with cookfire and assorted foods hanging from the walls, some of it dead.
- 5) Orc armory -- weapons, shields, and orc armor. Orc armorer AC 5, HD 1, heavy crossbow DAM 2-12.
- 6) 10 G.P. in a tin cup sit in the center of this room.
- 7) These doors, when opened, swing back to the wall on springs and hide the 2 smaller passages.
- 8) "Jackpot!" cried Tybolt.
In the center of the large room sits a 500-pound lump of silver. There is no oxygen. As soon as you go in, you begin to suffocate. You may be able to hold your breath to get to another door, but if you try to tear pieces off the lump, you're liable to lose your breath and . . .
"But we can't!" moaned Haldor. "We can't just . . . just leave it there!" (sniff, sniff)
- 9) "As Zander touched the first sword, it sprang from its place in the rack and hit the floor with a crash. From it sprung a man, who grabbed the second sword and attacked Zander."
Seven swords line a wall of this room. If touched, a sword will spring from its rack and hit the floor, turning into a man, who will grab another sword from the rack and fight you. If he is killed, his sword drops to the floor, and so on, until a sword is kept from hitting the floor or a man is stopped from grabbing a sword. The last sword on the rack will appear as a man with a +1 sword. Swordsmen: AC 7, DAM 2-8, HTK 2, 3, 5, 6, 6, 8, 10.
Haldor dove, his arms outstretched, straining for the falling sword. It glanced off his hand and juggled in his chubby dwarf fingers; once, then again - and then it came to rest in his palms.
- 10) On the dias are three levers - each opens one of the invisible force fields that make up 3 sides of the room - and the scratched words "ALL THE LEVERS ARE WRONG". The middle lever opens the left force shield, through which can be seen a blazing fire containing 2 salamanders (AC 3, HD 7+3, DAM TOUCH 1-6, CONstriction 2-16, HTK 21/28). The left one opens the right force field: a blizzard, hiding 2 polar (bug) bears (AC 5, HD 3+1 DAM 2-8, HTK 8/13). The right lever opens the middle shield to the treasure: 1 javelin of lightning (*Greyhawk*, p. 46), 20 points damage; a staff of staff - an oaken staff capped in silver, attached to which is a golden tassel. A group of experts is enclosed in the staff, that, when called upon, will answer questions concerning medicine, engineering, known creatures and their habits, legend lore, etc. These experts are, however, neither all-knowing nor infallible; they have been known to make mistakes. The exact number and type of experts in the staff is unknown; a pair of boots, also with a golden tassel - once donned, these boots cannot be taken off without a Remove Curse spell. In times of danger, they will cause the wearer to boot his companions, preferably in the behind, but not always: a chest containing 100 GP, 60 SP, and 110 CP.
- 11) "As we walked down the hall, Haldor noticed that the walls seemed thin, and he turned to ask the cat's opinion. But the look in Tybolt's eyes was like death, and the dwarf watched helplessly as his companion slipped out of consciousness. By now we could all sense the overpowering pressure of evil, but none of us could discern exactly what it was. Simion gently picked up Tybolt, and we all picked up our pace as we followed the cave to the right."
The black Rabbit (c/c **Watership Down**). The Rabbit's Death Spirit awaits behind a wall of loose earth. Any one of the furred race - cat, hobbit, bear, etc. - will go unconscious thirty feet from his presence. -4 ST. Black Rabbit: CL, Godling; Align, LE; HTK 80, DAM 2 claws 1-6, 1 bite 3-18 plus save vs. magic or be paralyzed. Magic: the BR will dimension- door away if brought below 20 HTK. In the other room is a necklace of jewels worth 400 G.P.
- 12) "Paladin Sir Folchrest walked cautiously into the warm but seemingly empty room. "Humm," he said. "Harum hrum . . . I have it! This floor is beastly hot! Argg!" "
On a table in this room is a small chest with 115 SP and 124 CP. The floor is about 400° F.
- 13) A large stone seemingly blocks the hallway, but it can easily be pushed, pulled, or slid to the right or left, opening or hiding various passages.

- 14) The lever opens an iron grating across the passage.
- 15) An empty chest sits in this room. At the bottom is a scroll saying, "There's nothing here." A false bottom gives up 5 gold cups (10 G.P. each) and some coins: 250 G.P. 110 SP, and 60 CP.
- 16) Lying on the floor of this passage is a sword, with this verse engraved on its blade:
 "No mortal man may touch me
 nor immortal Lord Elf;
 No bearded dwarf deadly
 Nor hobbit of stealth.
 By no evil nor neutral
 May this sword be won,
 Nor may it be used
 By any mother's son."
 The Sword of Her: +1 vs. female, +2 to hit and damage vs. male or "other". Special: may be held only by a LG female human. Does 2-5 points damage to all others who try to hold it per turn, even if they are gloved.
- 17) A wizard's abode. Save vs. fear spell to enter. Under the pillow is a scroll with one fireball spell on it. In a box in a drawer are 2 large white candles. When lit, they will burn brightly for 8 hours. After 2 hours they have melted down enough to reveal a ring of invisibility in one and a ring of spell turning in the other.
- 18) This is an empty room.
- 19) Past the pit trap in the floor is a bag containing a manual of gainful exercise. It adds +1 to the strength of the first person who reads it, then it bursts into flames and destroys itself.



Mercenary

NEW!

Traveller assumes a remote central government possessed of great technological and industrial might, but unable, due to the immense distances and travel times involved, to exert total control at all levels everywhere in this star-spanning realm. On the frontiers, extensive home rule provisions allow planetary populations to choose their own forms of government, and to raise and maintain armed forces for local defense. Conflicting local interests are often settled by force of arms, with Imperial garrisons looking quietly the other way, unable to effectively intervene as a police force in any but the most widespread conflicts and still maintain the defense of the realm. In this environment, the mercenary will thrive.

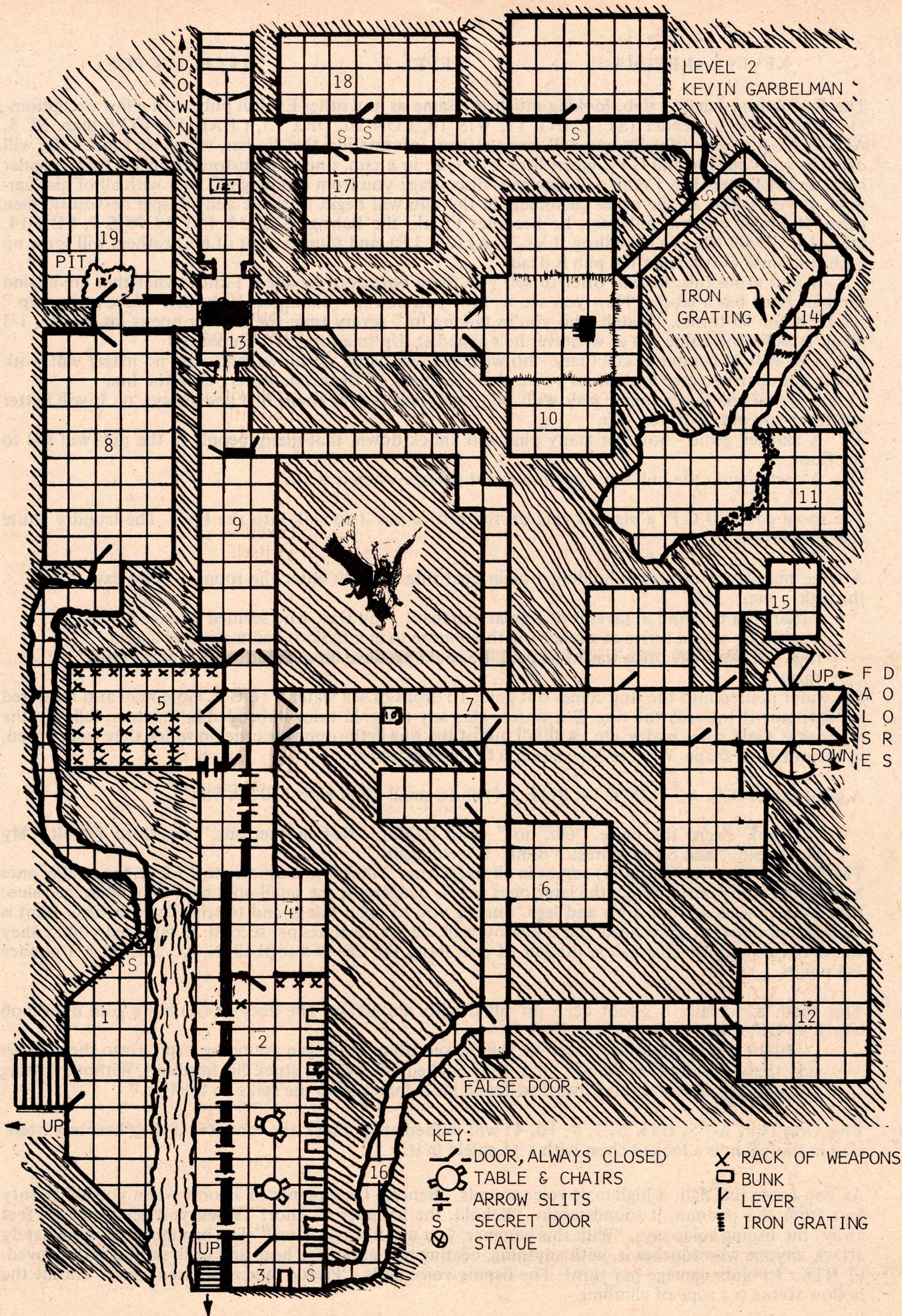
Mercenary is the first major rule book supplement to *Traveller*, greatly expanding its potential scope. *Mercenary* includes expanded career generation tables for the Army and Marines, numerous new skills, and complete rules on joining or forming mercenary contingents, organizing and equipping them, and resolving their missions. Also of interest to even the casual traveller is the complete summary of weapons technology at each successive Tech Level, with numerous additional small arms, support weapons, and even artillery, all integrated into the existing *Traveller* combat system.

Mercenary is a full sized, 48 page rule booklet, including complete charts, tables and examples. \$5.98.

Game Designers' Workshop
 203 North Street, Normal, Illinois 61761

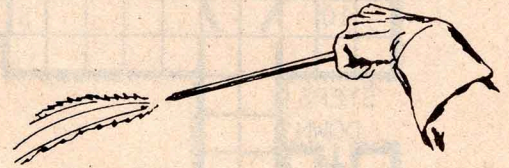
More material for

TRAVELLER



- 1) The Red Balrog Inn is a pub, looking much the same as any other English pub, with a few exceptions.
 - a) Frank, the bartender (ST12, INT 11, WIS 14, CON 16, DEX 15, CHAR 16, TYPE man, SL 5, ALIGN CG), is very friendly and will give you any information that he has, which isn't much. He will offer to sell you, for one G.P.: green beer - 10 G.P. in a cup, one to a customer; brown beer - regular beer; and red beer. But Frank will sincerely discourage you from drinking red beer with all of his charisma. If you insist, all the other customers in the pub will begin to shake and whisper nervously, then leave. If Frank pours a red beer, he becomes Frank, the Balrog (STR 24, INT 14, WIS 7, CON 14, DEX 16, CHAR NA, TYPE balrog, LVL 9, ALIGN LE), and four to eight of his brothers will show up each turn until everyone in the pub is dead.
 If you avoid this, he will offer to sell you three bottles of he-doesn't-know-what that are behind the bar. Each has a label: "Now you see it; now you don't." (blindness, 10 turns), "Have a nice trip." (-7 DEX for 10 turns), "Watch who you're talking to." (every time the drinker opens his mouth, 1-3 magic missiles will come out at whatever he's aimed at. Up to a total of 10 missiles.)
 - b) The RBI is complete sanctuary - no weapons will harm, no blows land, and no magic will work unless both parties agree upon it, or you order a red beer, or the magic starts out in the Inn.
 - c) A tic-tac-toe board might play with you for treasure. It is always first and always 'o'. It will better whatever you put up if you win.
 - d) A skittles game - however many pins you knock down, that many people in the pub will fall to the floor.
 - e) A dart board - the bull's-eye opens a secret passage when it is hit.
- 2) The room costs 10 G.P. a night. Lying on the bed causes it to sink into the floor. The laundry chute also goes down.
- 3) A large marble statue stands holding a plain gold ring. As you enter the room, a voice says, "See . . . through. . . me. . . gold."
 "There is a tale told in taverns of a great merchant, Abu Dab, who seemed to have no wealth. He would arrive at a seller's with no more than a flask of bad water and a gold ring, yet when the price was to be paid, he could produce more gold than the man could carry!"
 Sea water poured into the ring comes out gold, 10 drops of sea water = 10 G.P. Gold may also be stored by dropping it towards the ring. Sea water, plus any nongold thing imbedded in the item, falls out the other side. Gold cups, plates, etc., will fall out of the ring in the opposite order in which they were stored, in their original shape. What or how much is in the ring now?
- 4) A giant spider (CE, AC 7, HTK 14, BITE 1-4) and a small chest with 130 SP, 58 CP.
- 5) " "Bonk" went the noise. "Oh, no!" cried Haldor. "Not another one," mumbled Tybolt. "My poor head!" said Sir Folchrest. "Bonk" it went again."
 The Bouncer (Bonkus Craneum) comes in all sizes, from 2 inches in diameter to 12 feet, the smaller ones being most numerous. Though the large ones can be dangerous, the small ones have only nuisance value: they bounce against your arms and legs, causing you to drop things and to trip. Their favorite stunt is to rebound between your head and a nearby wall, about 15 times per second. If captured young, they can make good pets. This hall is the lair of one about the size of a softball. N, AC 2, HTK 4, 1 bounce 1-4 points.
- 6) This room is actually a 2-foot deep pit filled with old grease. The door at (A) has a gold doorknob worth 18 G.P. (See No: 7)
 "Haldor poled across the room on the broken door and began pounding a spike into the wall beside the other door. Suddenly, that door opened and an Orc stuck his head out. Without missing a stroke, the slowly sinking dwarf switched his hammer from the spike to the Orc."
- 7) Five Orcs (LE, AC 5, HTK 5, 7, 9, 10, 4) will immediately check the room (6) if they hear any noise. also in this room is a locked chest with a +1 shield in it.
- 8) As you enter this hall, a high male voice sounds, "Behold, the hammer of Thor!" When you are twenty feet from the podium, it sounds again; "Behold, the hammer of Thor!" When you get about six feet away, the lisping voice says, "With this hammer, you will become Thor!" The hammer will immediately attack anyone who touches it, with anything, beating him about the head and back until it is destroyed. (7 HTK, 3 points damage per turn). The lisping voice adds, "Pretty thor now, aren't you?" Inside the hollow statue is a rope of climbing.

- 9) This barracks is filled with 14 sleeping hobgoblins (AC 5, HD 1+1, DAM 1-8, HTK 1, 1, 3, 3, 3, 3, 4, 4, 4, 5, 5, 7, 7, 7). Each has 5-10 SP.
- 10) One hobgoblin captain - 40% chance to be asleet (AC 4, HD 1+1, DAM 2-10, HTK 8). Hanging on the wall are 5 +2 magic arrows.
- 11) Two Trolls play cards and watch over a chest containing 400 G.P. and a Great Dwarf Rock. Only a dwarf can use this latter treasure, which is a rock 3 inches in diameter. When thrown it will fly with triple the strength of the user and is affected neither by gravity or air friction; it is totally unbreakable. Troll: AC 4, HD 6+3, 2 claws 1-4, bite 1-8, regenerate 3 hits per turn after third turn. HTK 14-20.
- 12) A poisoned curtain covers the hallway, touch does 1-3 hits.
- 13) A secret passage is hidden behind these steps.
- 14) This lever opens the iron grating.
- 15) These levers lock and unlock the 12 foot deep trap. Lever up, locked; lever down, trap ready to spring.
- 16) "A round greasy-gray body stumbled into view on three tripod legs. It was large - almost six feet in diameter - most of it mouth and gnashing teeth. Two thin rubbery arms ended their eight foot reach in scimitar-like claws. And a large nose could be seen, but no eyes! On the top of its head-body was a large red lump, looking very much like a tiny bowler. . ."
A flasher hunts by smell. When it finds its prey, that red lump emits an extremely intense flash of light that blinds anything looking at the beast. Blindness lasts for 5-10 turns. AC 7, HD 4, DAM 2 claws 1-6, HTK 21. In the bottom of the pit are 200 G.P., 160 SP, and 334 CP.
- 17) Seven men and four women will attack with puppet-like motions when you enter the room. They take damage normally, but swinging a sword above them will cut their invisible strings and release them from the spell that they are under. Any survivors will join you. People: AC 9, HD 1+1, DAM 1-6, HTK 2, 2, 3, 3, 3, 4, 4, 5, 5, 6, 7.
- 18) In the corner of this room, under a pile of old clothes, is a Book of Mindful Healing; the first reader heals up to 25 damage points immediately, then the book disappears.
- 19) An Umber Hulk (AC 2, HD 8, HTK 30, DAM 2 claws 2-12, 1 bite 1-8; Viewing eyes causes confusion - save vs. magic; Dig through rock, 10 feet per turn.) Also in the room are 2 small leather sacks, both containing a jewel; one is worth 300 G.P. and the other, 500 G.P.



Continued from Page 3.

sample of what's in store: a Jaquays dungeon called: MORKENDAIN. If the right hand don't get ya then the left hand will, folks. While MORKENDAIN was not designed to be a part of the same series as the retail group of dungeons by Jaquays, we think that you will find it is definitely a trend setter.

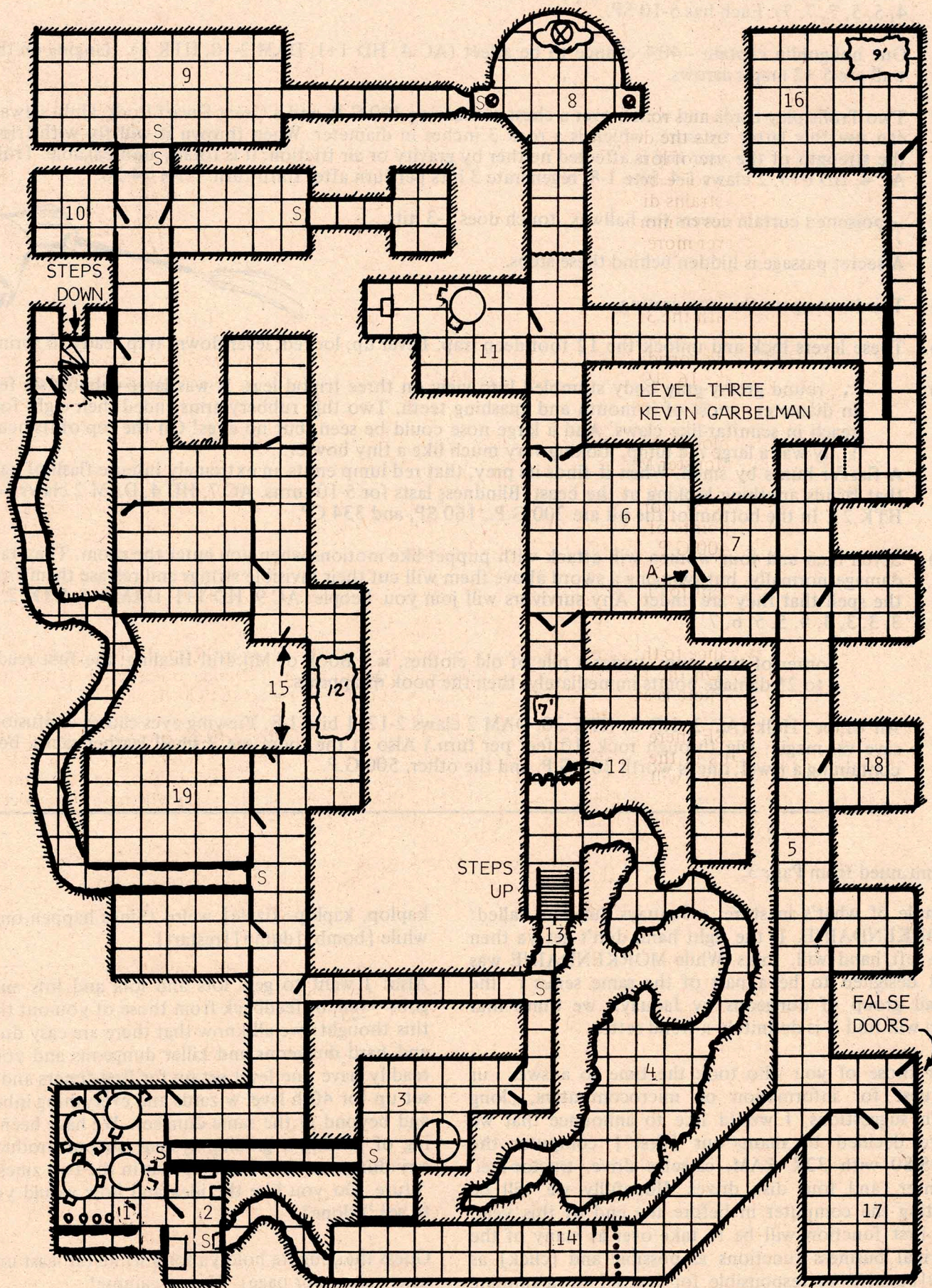
For those of you who took the time to answer our request for information on microcomputers, along with suggestions, I would like to announce that we have decided to make our [first?] computer the TRS-80 with 32K RAM, cassette drive, tractor-feed printer, and four disk drives. Hopefully we will be getting the computer in before the end of this year. Its first function will be to take over as many of the normal business functions as possible and [click] as I w[buzz]ill be responsible for [rattle] programming the little [bleep] gizzy (that's a technical term, people) [whirrr] don't be su[flip]rprised if [clunk][kaplop,

kaplop, kaplop-fizzle] weird things happen once in a while [bomb][dump][restart].

Also: I want to gets lots and lots and lots and huge gobs, even, of feedback from those of you out there on this thought: we all know that there are easy dungeons and hard dungeons and killer dungeons and you can't readily have one level set up for first-timers and others set up for 40th level wizards and everything inbetween and beyond in the same dungeon. We have been thinking of putting a grading system on our products and any dungeons which will appear in the two zines in the future. Do you like the idea and how would you like to see it done?

Guess that oughta hold ya for a while (at least until the next column or page). Happy gaming!

Chuck Anshell



Firedrake's Lair

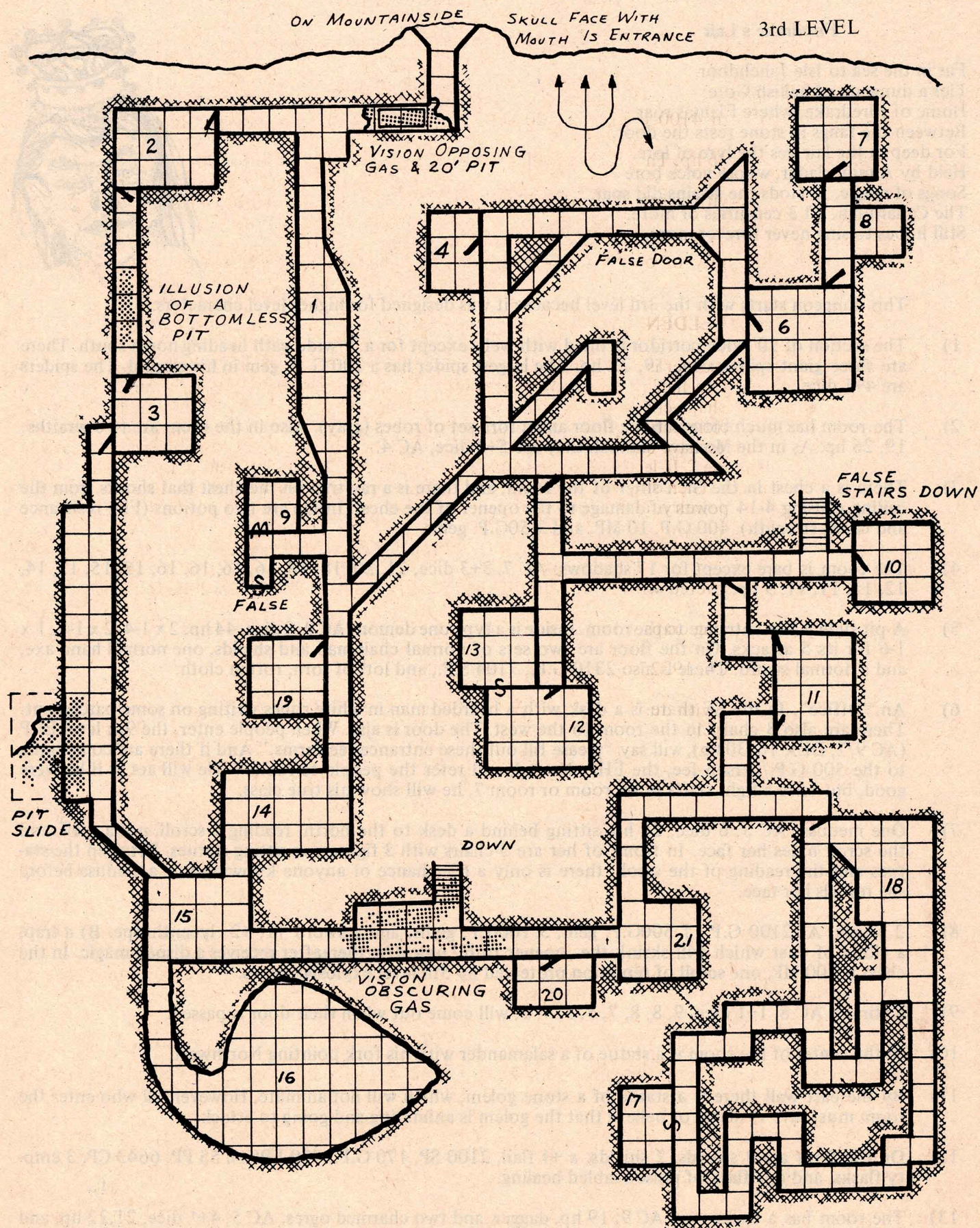
Far in the sea to Isle Jahchdhor
Lies a dungeon of hellish Gore;
Home of Firedrake, where Flames roar.
Between the fangs in stone rests the door,
For deep in the lair lies the lyre of lore.
Held by Alminacladar, whose voice bore
Songs of magic, to Gods the strains did soar.
The Canaithian, aft 3 centuries or more,
Still hopes to sing never forever more.



This dungeon starts with the 3rd level because it was designed for higher level characters.

- 1) The section of 20' wide corridor is filled with webs except for a 3' wide path heading north-south. There are three giant spiders: 16, 19, 23 hp. The largest spider has a 200 G. P. gem in his gizzard. The spiders are 4+1 dice.
- 2) The room has much blood on the floor and a torn set of robes (gray). Also in the room are two wraiths: 19, 26 hp. As in the Monster Manual, they are 5+3 dice, AC 4.
- 3) There is a chest in the SE corner of the room, and there is a ray trap on the chest that shoots from the ceiling causing 4-14 points of damage to the opener of the chest. Inside are two potions (Fire resistance and Giant strength). 400 G.P. 10 MP, and 3 50G.P. gems.
- 4) The room is bare except for 17 shadows: AC 7, 3+3 dice, 21, 20, 18, 18, 16, 16, 16, 16, 15, 15, 15, 14, 12, 11, 11, 11, 9 hp.
- 5) A pit slide is the entrance to the room. Inside is a type one demon: AC 0, 8 dice, 44 hp, 2 x 1-4, 2 x 1-8, 1 x 1-6 for its 5 attacks. On the floor are two sets of normal chainmail and shields, one normal hand axe, and a normal sword. There is also 2310 G.P., 7104 S.P., and lots of torn, rotten cloth.
- 6) An "Office". In the SE there is a desk with a bearded man in white robes writing on some parchment. There are also 3 chairs in the room to the west. The door is ajar. When people enter, the 9th level EHP (AC 9/7, DEX 16, 30 hp), will say "please fill out these entrance fee forms." And if there are complaints to the 500 G.P./person fee, the EHP, Nentul, will refer the people to room 7. He will act as if he were good, but once a fight starts in his room or room 7, he will show his true class.
- 7) One medusa, AC 5, 6 dice, 25 hp, sitting behind a desk to the north, reading a scroll, not a spell, and the scroll hides her face. In front of her are 3 chairs with 3 fighters as sitting statues. Between the statues and the reading of the scroll, there is only a 6% chance of anyone knowing it is a medusa before she reveals her face.
- 8) 2 chests: A) 2100 G.P., 1 500G.P. gem, 3 100G.P. gems, and a sword +1, +2 lycenthrope. B) a trap, a cloud of dust which will shrink the opener to 6" unless he thereafter receives a dispell magic. In the chest is 100 MP, one scroll of repulsion protected by 5th level explosive runes.
- 9) 8 stirges: AC 8, 1+1 dice, 9, 8, 8, 7, 5, 5, 4, 3, will come out when their door is passed.
- 10) In the center of the room is a statue of a salamander with his fork pointing Northwest.
- 11) By the east wall there is a statue of a stone golem, which will not animate. However, all who enter the room must save vs magic or believe that the golem is animating and going to attack.
- 12) On the floor are 3 swords, 2 shields, a +1 flail, 2100 SP, 170 G.P., 779 EP(½), 55 PP, 6643 CP, 3 empty flasks, and one flask of poison labled healing.
- 13) The room has a enchanter; AC 9, 19 hp, dagger, and two charmed ogres, AC 5, 4+1 dice, 21,22 hp, and a charmed wererat 3+1 dice, AC 6, 13 hp. They will come out when the goodies in room 12 are being taken. Thespells of the enchanter are: ice storm, haste, dispell magic, web, wizard lock, invisibility, sleep, 2 charm persons, and a shield. He will first haste his group, then wizard lock the main entrance to room 12.

FIREDRAKE'S HOME



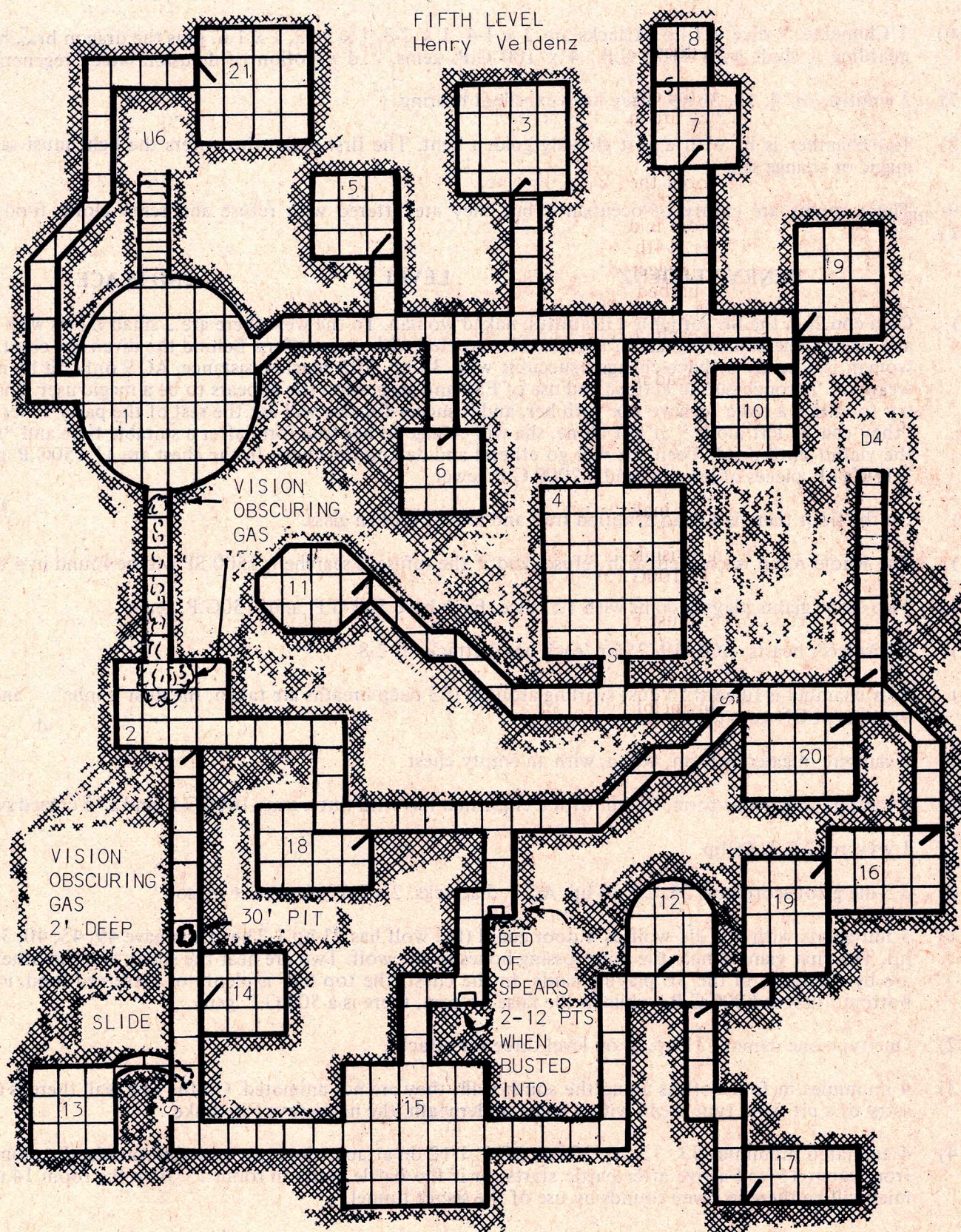
- 14) 5 bugbears with swords, wearing chain. AC 5, 1-8 damage, 18, 16, 15, 12, 12 hp.
- 15) 2 Trolls, AC 6, each with axes that do 1-10 +2 points of damage. They are 31 and 28 hp. Each is wearing a 100 G.P. nose-ring.
- 16) 1 Chimerae. 9 dice, 43 hp. Attacks are 2 x 1-4, 1 x 2-8, 1 x 3-12, 1 x 1-6, plus the dragon breath. It is guarding a chest with 4100 G.P., 4 x 100 G.P. gems, and a potion of delusion labeled regeneration.
- 17) 2 wraiths, AC 4, 18, 26 hp. They have excellent hearing.
- 18) The chamber is lit with a soft glowing golden light. The first male who enters the light must save vs magic or change sex.
- 19- These rooms are empty of occupants, but they are littered with refuse and scrap cloth, food, and
- 21) fur.

HENRY VELDENZ

LEVEL 4

2ND PLACE

- 1) On a couch in the SE corner is a beautiful, naked woman. To the west there are 2 small tables with food and drink. The southern half of the room is carpeted with various furs. Behind the divan is a chest. The woman is actually a shape-changed succubus with 38 hp. 70% magic resistance, AC 9 only hit by magic weapons. Through subtle actions and use of ESP and suggestion she appears to be a magic user. She will try to entice a male to have sex with her, and if successful, she will ask the rest of the party to leave so "they can be left alone." If left alone, she will change to her true form after a suitable time and "Kiss" the victim until dead. Then she will go ethereal and defend the chest. In the chest are 11 150G.P. gems, 2 1500G.P. pieces of jewelry, and a 2000 G.P. jewel.
- 2) On the floor there is a dead acidified troll and lots of broken glass.
- 3) The whole room is covered with refuse, and if the refuse is searched, 2500 SP will be found in 4 turns.
- 4) Two stone giants playing craps with 12" dice. Each have 500 G.P. and 5 50G.P. gems.
- 5) 2 Displacer beasts, AC4, 19, 25 hp, each has 2 attacks at 2-8.
- 6) This chamber is filled with dust swirling around. If 3 deep breaths are taken, the dust is inhaled, and the breathers CON goes up 1.
- 7) 1 vampire in gaseous form, 40 hp, with an empty chest.
- 8) 1 vampire in gaseous form, 38 hp, with a chest that has with out a trap, 1000 G.P. and a +1 cursed sword.
- 9) 1 wyvern, AC 3, 46 hp.
- 10) 3 5-die giant scorpions, 25, 26, 30 hp. AC 3, 3 attacks. 2 x 1-10, 1 x 1-6 + poison.
- 11) 5 hill giants with a 5 die wolf as a door guard (the wolf has 21 hp.). The giants have 49, 45, 40, 39, 36 hp. The first giant is near the door tossing bones to the wolf. Two are near the stairs, and the other two are by the chest in the SE playing cards. In the chest, the top half is plenty of preserved food, int the bottom, there is 8000 G.P., while in the false bottom, there is a 500 G.P. gem.
- 12) One type one demon. 31 hp, as on level three for attacks.
- 13) 4 mummies in four coffins along the south wall, they are not animated. On the east wall there is a tapestry of a pit fiend type devil, with a name underneath, the name says Firedrake.
- 14) 4 animated mummies 33, 32, 20, 30 hp, AC 3, 1-12 on attack + leprosy. In seven rounds, the mummies from room 15 will arrive after battle starts, or if the battle starts in room 15, then the room 14 mummies will be there in seven rounds by use of the secret tunnel.
- 15) 4 mummies, 30, 31, 34, 24.
- 16) In the room are three dead men in robes, torn and bloody as if something clawed them to death.
- 17) The floor of the room is covered with snall stones and other rubble. If searched, under the rubble, blood will be found.



- 18- These rooms are not occupied, but they all have standard amounts of refuse, cobwebs, rotten wood,
26) flakes of metal, and other misc. stuff that goes in an empty room.

HENRY VELDENZ

LEVEL 5

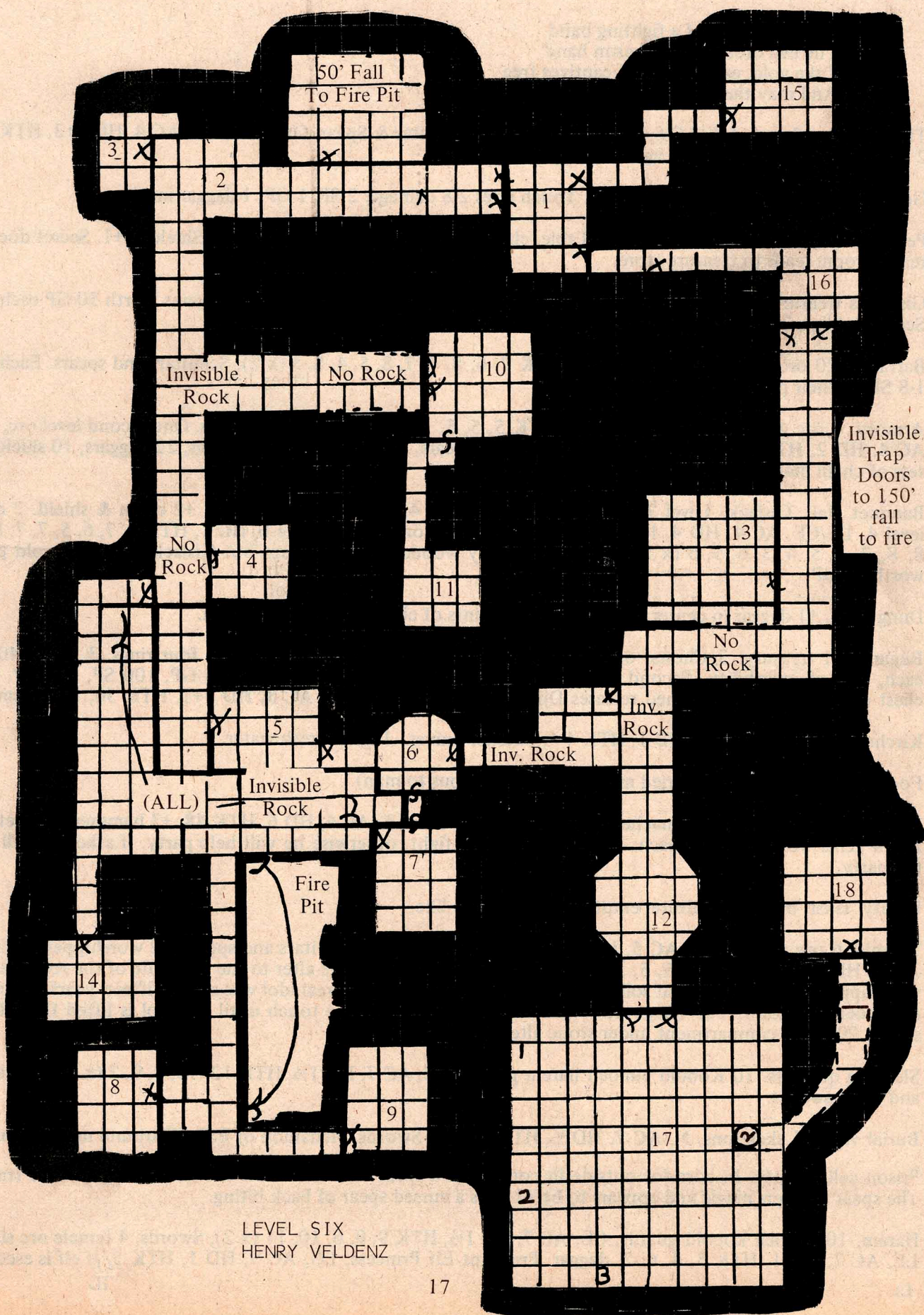
1ST PLACE

- 1) The area of gas marked does 1-6 points of damage, but it also acts as a strength spell on all who enter.
- 2) 4 minotaurs waiting at the edge of the gas with axes that do 4-14 points of damage. The minotaurs are AC 6, 28, 19, 32, 25 hp. They are guarding a chest. In the chest is 7000 CP, 3000 SP, and in a false top, there are 4 500G.P. gems.
- 3) In the middle of the room there is a small bowl of water guarded by 2 invisible stalkers, AC 3, 44, 27 hp.
- 4) A banquet hall. The room is dimly lit by braziers. On the table are piled dead bodies for food. By the secret entrance is a magic user, 14th level, STR 9, INT 18, WIS 12, CON 17, DEX 14, CHA 13. He has 53 hp. He also has bracers AC 2, dagger +1, and a wand of lightening bolts (21 charges.). To each side of the mage (his name is Zul) is a barbed devil. 40, 43 hp. They are as they are in the Monster Manual. AC 0, 8 dice, 35% magic resistance, 3 attacks at 2-8, 2-8, 3-13. All around the rest of the table are charmed heroes, 12 of them with AC 4, 19 hp each, and they are feeding on the dead bodies.
- 5-7) These rooms are full of dead rotting bodies.
- 8) On the floor are 300 PP.
- 9) 2 Basilisks, 26, 31 hp.
- 10) This room has 6 statues, 4 male, that have been stripped of all their goods.
- 11) Behind the door is an invisible flesh golem that will animate when the treasure is disturbed. On the floor is 3500 G.P., 16000 SP, 13 100G.P. gems, sword +2, neutral, and 3 sets of normal platemail.
- 12) The door to this room must be busted, the whole room is a bottomless pit. If listened into, whistling wind will be heard.
- 13) 3 trolls, AC 6, claws and teeth, 36, 25, 24 hp. 1750 G.P., 7700 SP, set of normal chain, shield +1, sword +3 chaos, 7I, 7E, named Invincible. It can allow the user to see invisible if it is held in the hand.
- 14) 1 Vampire, 42 hp, with his coffin. He is inside waiting for his previous meal to digest.
- 15) The whole chamber is filled with a red gas. The gas makes all who enter believe that all their wounds have healed.
- 16) 2 Wyverns mating, 39 hp for the male, while the female has 30 hp. Any coming in have automatic surprise, but then the Wyverns attack at +4 hit and damage due to ferocity. The male has a 500 G.P. gem in his gizzard.
- 17- These are standard empty rooms with various refuse (as in all occupied rooms) and an occasional rat spy
- 21) for the Vampire in room 14.



The whole level sounds like a crackling fire. Most of the corridor is invisible rock floor that is over a 150' drop to a fire pit. The whole level is around 150 degrees.

- 1) The room is empty, but this is where the heat is first evident.
- 2) In the chamber are 3 salamanders, AC 3/5, 41, 38, 36 hp, 2 attacks at 2-12, and they are guarding room 3.
- 3) On the floor there are 20 AP, and a +3 sword of cold, law, no INT or ego.
- 4) In the room there are 2 Phantamal mummies, of 45 hp each.
- 5) One age 7, die 10 red dragon, that speaks. He is pretending to sleep.
- 6) This is the same bottomless pit as on the fifth level, but due to dimension shifting of the stairs, this entrance (and level), are shifted east, and about 400' down from the fifth level. Again, the wind is heard, and the door must be busted.
- 7) 5 owl bears, AC 5, 24, 14, 18, 19, 22 hp.
- 8) 8 hell hounds. They are 7, 7, 6, 6, 6, 5, 5, 4 dice respectively, and they have 43, 28, 27, 28, 32, 13, 31, 23 hp. Each is also wearing a 1000 G.P. ruby collar.
- 9) Another tapestry is on the north wall depicting Firedrake, the pit fiend.
- 10) A fire giant wizard. 51 hp, 12 dice, he has a permanent fly spell. He carries an aggressive spell assortment. He is at a desk, which is just east of the secret entrance. If asked his name, he will reply that it does not matter to such small people. He tends to be quite arrogant. His spell are as 13th level wizard.
- 11) A chest, with 12th level explosive runes on a concealed paper seal. In the chest is 17000 SP, 6000 G.P., 1-6th level spell books, +2 armor, mace +2, and a potion of plant control.
- 12) One 16 die free will fire elemental, AC 2, 79 hp.
- 13) 4 Salamanders, 43, 29, 37, 36 hp. In the room there is a chest, with: 33 AP, 45 MP, 1 necklace with 700 G.P. worth of gems, ring of fire resistance, and a ring of delusion of fire resistance. There are also two potions of fire resistance.
- 14) These rooms are completely empty, the walls are scorched black.
- 16) Firedrake's room. Where the numbers are there are harps on the wall, and as each harp is touched, a magic mouth goes "Fool! Ha Ha Ha Ha (etc.)" Standing in the SW corner is Firedrake, a pit fiend as of the Monster Manual. 13 dice, 62 hp, AC 3, only hit by magic, Magic resistance is 65%, 2 attacks: weapon for 7-12 points of damage, and a tail for 5-8 points that will do 2-8 additional points of constriction damage. The pit fiend also sheds a 20' radius of fear, and regenerates a 2 points/round. And as in the Monster Manual, he can also use pyrotechnics, produce flame, wall of fire, detect magic and invisible, hold person, and use a symbol of pain; save or be -4 to hit and -2 DEX for 2-20 rounds. Pit fiends, as stated in TSR's Monster Manual, are also immune to all fire.
When and if Firedrake dies, a faint harp will be heard playing somewhere to the NE. It cannot be exactly placed as to the origin.
- 18) In the room there are 3 chests, with an old man playing a harp while sitting on the middle chest. He is Alminacladar, and he has a Canaith lyre (as in TSR's Strategic Review Vol 1, No. 3). The old man is a 15th level Bard. As someone who is not a devil enters, Alminacladar says "At last, the final note!" Then he dies from old age. Chest one: 600 PP, 6 100G.P. gems, 4 pieces of jewelry at 700 G.P. each. Chest two: 24 50 G.P. gems, a scroll of protection from magic, and a wand of magic detection. Chest three: Exploding runes for 4-24 points.



Within is a dungeon of six levels. At the bottom of the stairs leading to each level is a warning of what to expect on that level.

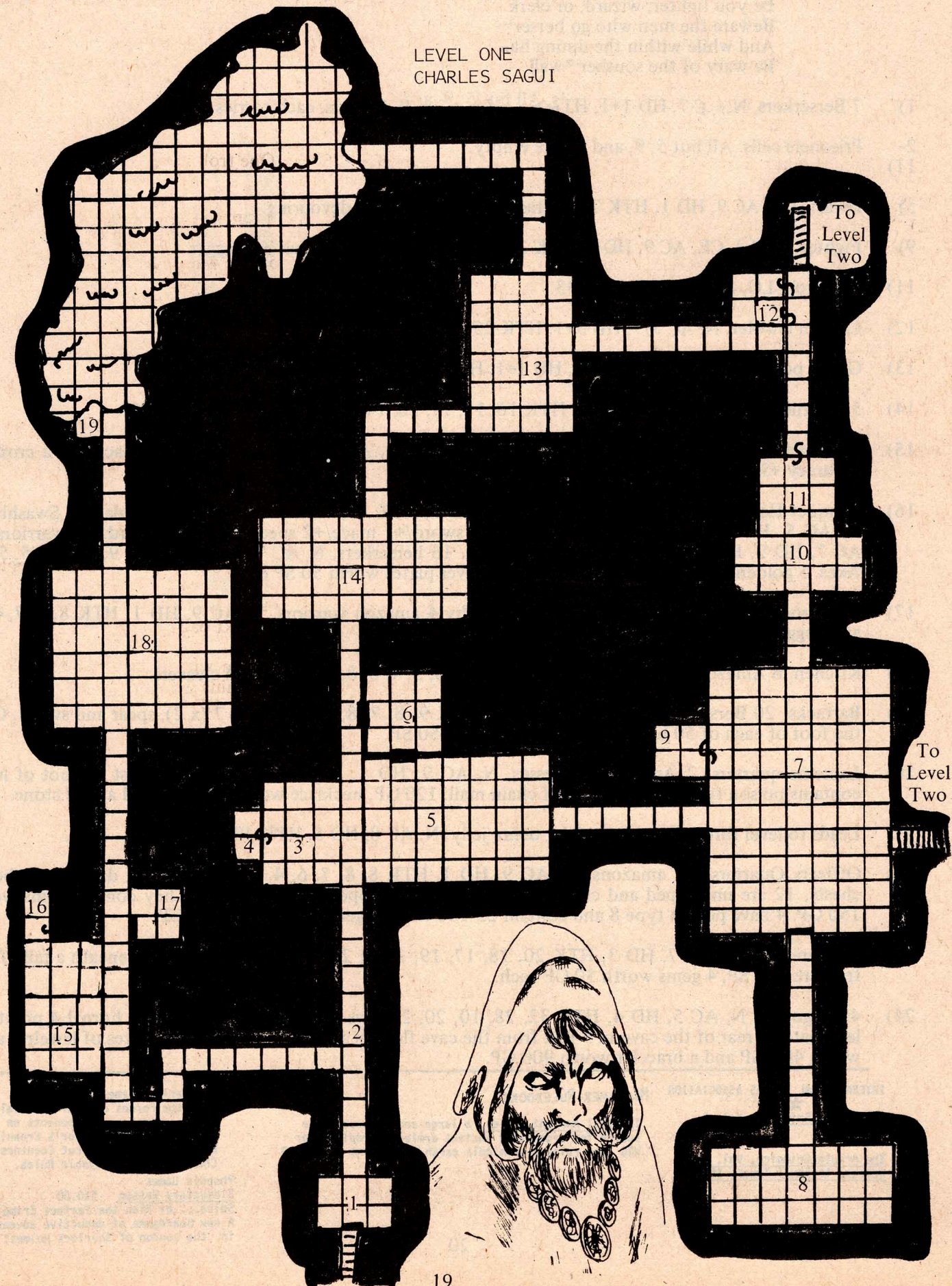
Here is the lair of a fighting band
The evil orcs of the crimson hand
Take gold, earn fame, set captives free
And may the gods watch over thee

- 1) The entrance. 3 orcs, LE, AC 6, HD 1, HTK 5, 8, 7, Scimitar & Spear. One troll, CE, AC 4, HD 6+3, HTK 42, 2 claws 1-4, 1 bite 1-8. Guard against entry.
- 2) Gelatinous cube, AC 8, HD 4, HTK 34. Touch does 2-8 damage. 2 SP, 1 GP, 1 dagger inside.
- 3) Personal quarters of Gislack the Orc. Table, chairs, bed, shield hangs on the wall. Shield is +1. Secret door in rear of room leads to treasure store.
- 4) Gislack's treasure store. Crossbow trap poison type 3, 10 GP, 30 SP, 100 CP, 2 gems worth 50 GP each, +2 Scimitar Align Chaos.
- 5) Barracks. 20 orcs, LE/CE, AC 6, HD 1, HTK 7, 6, 8, 7, 7, 8, 5, 4, 8, 3 (x 2), Scimitars and spears. Each has 1-8 SP on their person.
- 6) Armory. 4 orc guards. LE, AC 6, HD 1, HTK 5, 5, 5, 5. Short bows and daggers. One second level orc, CE, AC 4, HD 2, HTK 14, +1 Mace. 10 Scimitars, 25 spears, 5 short bows, 27 arrows, 22 daggers, 10 shields, 3 sets of chain mail.
- 7) Banquet Hall. Gislack, Level 7, CE, AC 0, HD 7, HTK 45, +2 spear, +1 dagger, +2 chain & shield. 2 orcs, level 4, LE/CE, AC 4, HD 4, HTK 16-20 Scimitars. 36 orcs, LC/CE, AC 6, HD 1, HTK 8, 7, 6, 5, 7, 7, 8, 4, 8, 8, 7, 5, 5, 4, 3, 6, 5, 6 (x 2), Scimitars. Mostly wooden bowls & cups but Gislack eats from gold plate worth 90 GP.
- 8) Dung heap. +1 dagger in center of pile. Loose 3 points of charisma until next bath.
- 9) Regimental treasury. 3 Chests, one appears empty but has a false bottom with four rings, 3 worth 40 GP each, one of invisibility. Second is locked with poison trap type 6 contains 25 GP, 100 SP, 400 CP. Last chest empty, but when opened releases Djinni who will attack, N, AC 5, HD 7+1, HTK 50, 2-16 damage.
- 10) Kitchen. 2 orcs, LE, AC 6, HD 1, HTK 4-4, butcher knives. Jugs of fresh water.
- 11) Food store. Bread, cheese, dried meats (some poisonous to man).
- 12) The hiding place of Dundermachten. Dwarf FTR, LG, Level 6, AC 4, HD 6, HTK 48, +3 hammer with return. Has 4 gems worth 100 GP each. If attacked he will fight, otherwise he will help party. If asked he will join the party.
- 13) Empty. Dust, broken furniture, empty chests and the like.
- 14) Temple. 6 orc guards, LE, AC 5, HD 1, HTK 5, 6, 4, 3, 2, 8, Scimitars and spears. 12 worshippers, LE/CE, AC 7, HD 1, HTK 4, 4, 4, 6, 5, 3, 2, 1, 8, 7, 8, 8, daggers. On the altar to the west side of the room stands what appears to be an idol of solid diamond. It is an illusion. The real idol was stolen fifteen years before by a wandering wizard. The image will stand even feeling real to the touch until the idol is lifted then it dissolves. 20 GP in compartment under stone altar.
- 15) Sleeping quarters. 10 Kobold eunuch harem guards, CE, AC 7, HD 1½, HTK 12, 10, 9, 9, 7 (x 2), crossbows and short swords.
- 16) Burial vault. 3 skeletons, N, AC 7, HD ½, HTK 2, 2, 3, Swords. Medallion of ESP 3" around neck of corpse.
- 17) Prison cell. Empty. In corridor outside in corridor is a spear on which rests the head of Blugar the traitor. The spear registers magic and appears to be +1, it is a cursed spear of back biting.
- 18) Harem. 10 eunuch kobold guards, CE, AC 7, HD 1½, HTK 9, 9, 6, 10, 11 (x 2), Swords. 4 female orc slaves, LE, AC 7, HD 1, HTK 5, 4, 6, 2, dagger. Pregnant Elf Princess, LG, AC 9, HD 1, HTK 5. If elf is escorted

out of dungeon or taken along with party and guarded, her father will give the party four elvan cloaks and four pairs of elvan boots. The party should not be told this.

- 19) Boat House. Row boat will carry up to 4000 GP weight, any more, and the boat will sink half way across.

LEVEL ONE
CHARLES SAGUI



Be you fighter, wizard, or clerk
 Beware the men who go berserk
 And while within the dining hall
 Be wary of the southern wall

- 1) 7 Berserkers, N, AC 7, HD 1+1, HTK 9, 6, 7, 5, 6, 8, 9, Swords, each carries 1-4 GP.
- 2- Prisoners cells. All but 5, 9, and 11 are empty.
- 11) Dwarf, LG, AC 9, HD 1, HTK 7,. In trash on floor is bag of devouring.
- 5) Fighter, level 3, CE, AC 9, HD 3, HTK 20. He is not chained and has +2 dagger.
- 9) Patriarch, LG, AC 9, HD 7, HTK 33.
- 12) Carrion crawler, N, AC 3/7, HD 3+1, HTK 25.
- 13) Guard post. 5 berserkers, N, AC 7, HD 1+1, HTK 7, 8, 6, 8, 5, Swords. 2-8 GP each.
- 14) 5 Swordsmen, N/LE, AC 5; HD 3, HTK 16, 17, 19, 20, 14, Battle axes. Each has 8 GP.
- 15) Hidden room overlooking banquet hall. 2 warriors, N, AC 7, HD 2, HTK 12, 14. Each has a crossbow of accuracy +3.
- 16) Banquet Hall. Lainem the Lord, LE, AC 0, HD 9, HTK 70, +2 sword align law, +2 plate. 4 Swashbucklers, N, AC 5, HD 5+1, HTK 41, 38, 30, 32, +1 sword/+1 mace/+2 spear/2-handed sword. 10 warriors, N/LE, AC 7, HD 2, HTK 12, 12, 14, 15, 16, Sword. 16 berserkers, N, AC 7, HD 1+1, HTK 9, 6, 8, 7, 5, 5, 9, 4 (x Axes. 5 golden plates worth 60 GP each, 10 silver plates worth 50 SP each.
- 17) Store room, bread, wine, fruit, etc., guarded by 4 amazon warriors, N, AC 9, HD 1, HTK 8, 8, 7, 4, spears and daggers.
- 18) Kitchen. 6 Amazon cooks, N, AC 9, HD 1, HTK 8, 5, 4, 6, 8, 4, knives and cleavers.
- 19) Barracks. 20 Berserkers, N, AC 7, HD 1+1, HTK 9, 8, 7, 8, 9, 5, 9, 8, 7, 7 (x 2), spear and sword. Chests at the foot of each of 50 beds contain 1-12 GP or 2-50 SP.
- 20) Lainems quarters. 2 Amazon mistresses, N, AC 9, HD 1, HTK 8, 4, Daggers. Chest at foot of huge bed contains poison type 5 trap, +3 set of chain mail, 120 GP, necklace worth 250 GP, and a load stone.
- 21) Leads to level three. Path blocked by ochre jelly, N, AC 8, HD 5, HTK 40, 1-6 damage.
- 22) Officers Quarters. 11 amazons, N, AC 9, HD 1, HTK 8, 8, 7, 6, 4, 3, 5, 7, 7, 8, 8, daggers. 21 beds with chests, 12 are untrapped and contain 5-20 GP, 5 are trapped poison type 3. They contain gems worth 10-150 GP. 4 have poison type 8 and contain 25-100 GP and gems worth 100-250 GP.
- 23) 10 were rats, N, AC 7, HD 3, HTK 20, 18, 17, 19, 21 (x 2), 1-3 bite plus maces. Beneath a fall of rocks is treasure 150 SP, 4 gems worth 50 GP each.
- 24) 4 Gargoyles, N, AC 5, HD 4, HTK 32, 28, 10, 20, 2 claws 1-3 points, 1 bite 1-6, 1 horn 1-4 points on the ledge at the rear of the cavern. 7 feet from the cave floor is a hiding place for two pieces of jewelry, a brooch worth 400 GP and a bracelet worth 900 GP.

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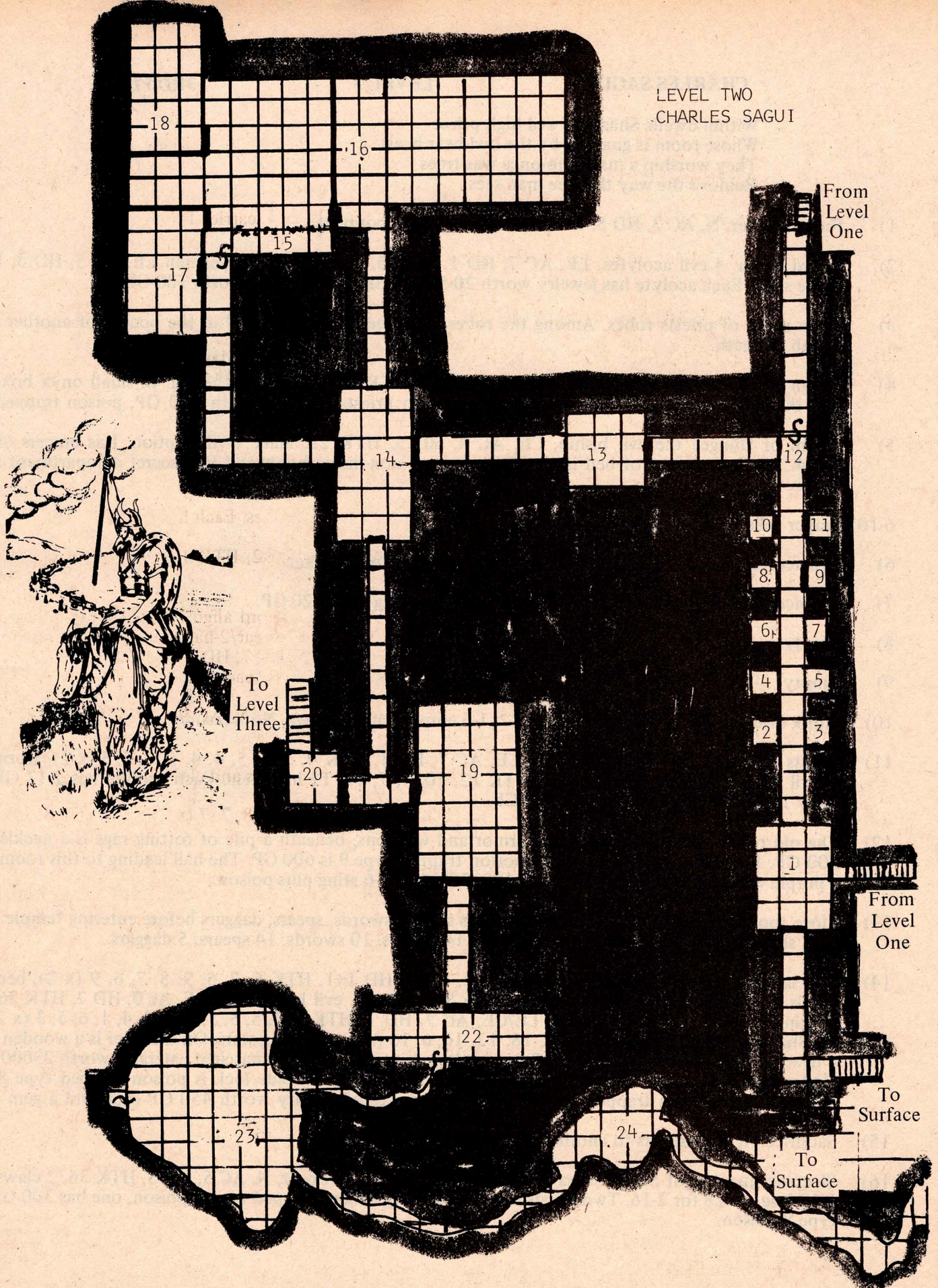
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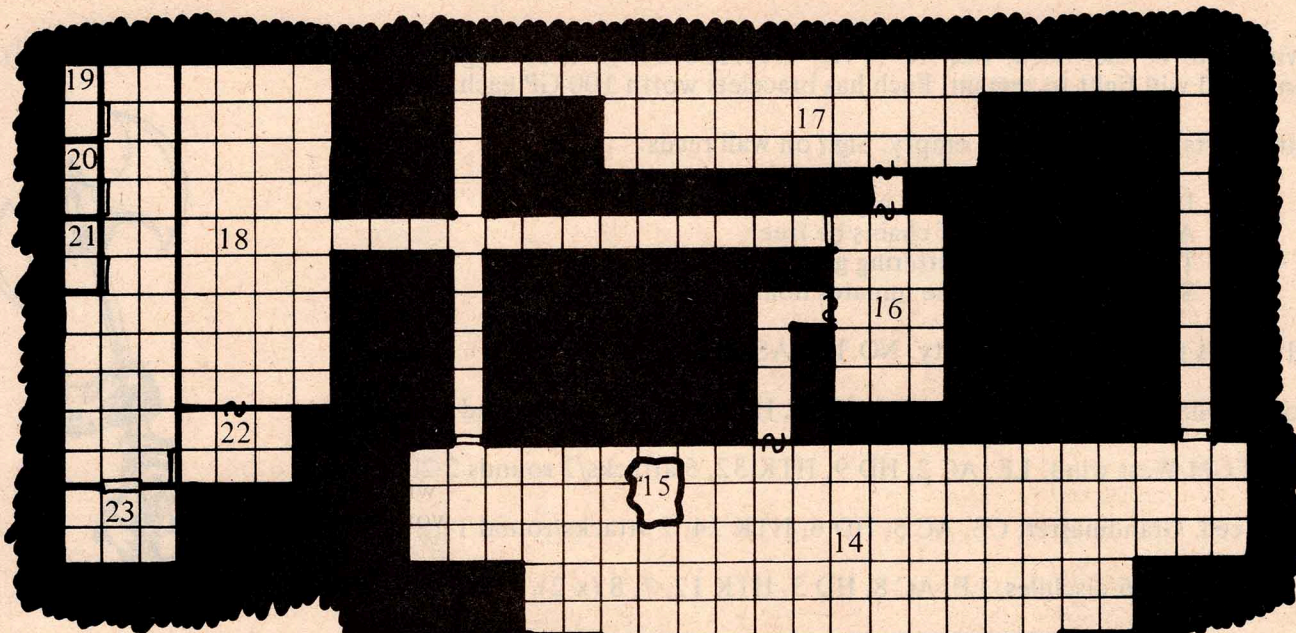
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LEVEL TWO
CHARLES SAGUI

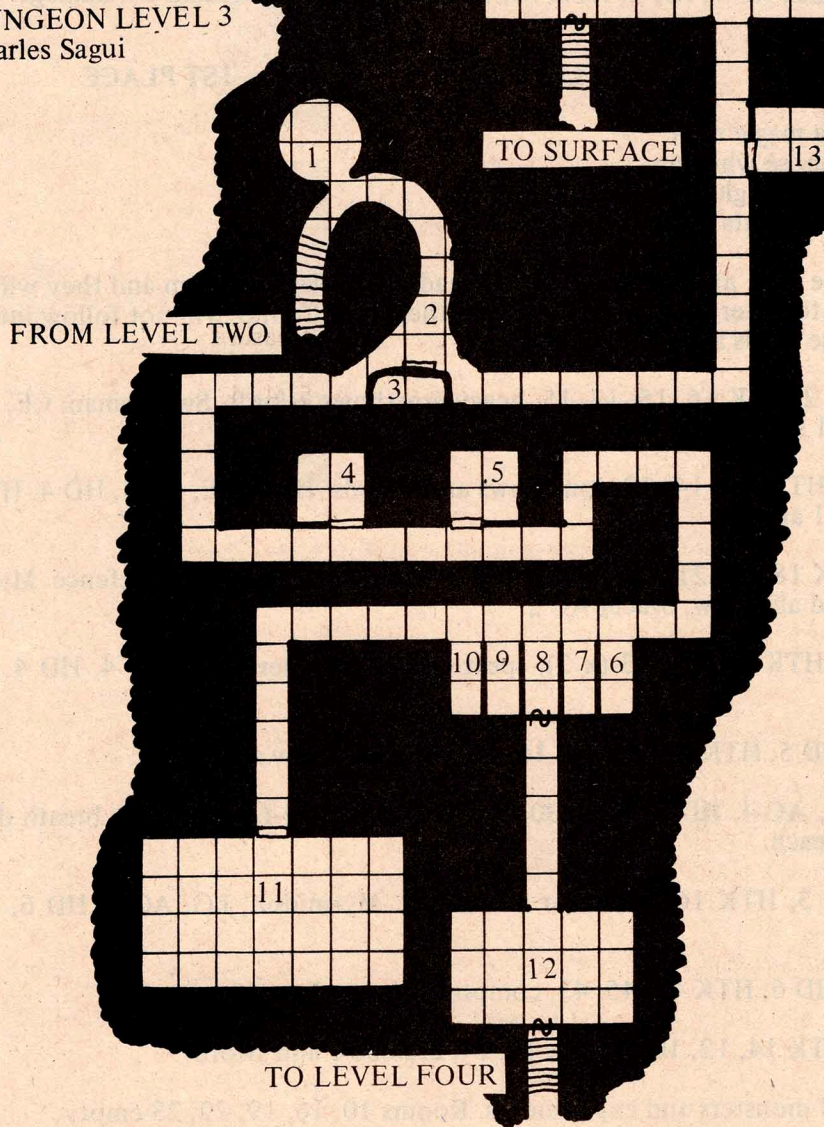


Within dwells Shara the evil high priest
 Whose room is guarded by the owl-bear beast
 They worship a man who once was trees
 Remove the way the tree man sees

- 1) Rust Monster, N, AC 2, HD 5, HTK 37, eats all iron it contacts.
- 2) Guard room. 4 evil acolytes, LE, AC 7, HD 1, HTK 5, 5, 4, 6, maces. Shamen CE, AC 5, HD 3, HTK 18, snake staff. Each acolyte has jewelry worth 20-50 GP, Shamen has ring worth 100 GP.
- 3) Store room of priests robes. Among the robes is a robe of blending and in the pocket of another robe is a scarab of death.
- 4) Room of Eedor the evil priest, LE, AC 3, HD 4, HTK 24, Staff of withering. In small onyx box beneath bed there is a scarab of protection from evil high priests. Box is worth 200 GP, poison trapped type 7.
- 5) Room of Dungee the evil bishop, CE, AC 4, HD 5, HTK 22, Mace of disruption. Has bracers of defense AC 4. In chest at foot of bed is clothing a pair of non-magic boots and in a secret compartment an efreet bottle.
- 6-10) Prayer cells small wooden alter and stool.
- 6) Evil acolyte, LE, AC 9, HD 1, HTK 4, mace, 10 SP in robe pocket.
- 7) Evil acolyte, CE, AC 7, HD 1, HTK 6, Morning star ring worth 20 GP.
- 8) Empty.
- 9) Empty.
- 10) Monk disciple, CE, AC 8, HD 3, HTK 12, 1-6 empty hand damage. No treasure.
- 11) Priests quarters. 20 evil acolytes, LE/CE, AC 7, HD 1, HTK 4, 3, 6, 5, 4, 4, 5, 3, 5, 5 (x 2), Morning stars. 5 Evil adepts, LE/CE, AC 5, HD 2, HTK 12, 10, 8, 7, 11, 12 hammers. Each acolyte has 2-12 GP, Adepts carry 10-30 GP plus gem worth 20-50 GP.
- 12) The old room. Antiques, rusted out armor and weapons, beneath a pile of rotting rags is a necklace worth 300 GP. In a chest against the wall, poison trapped type 9 is 600 GP. The hall leading to this room contains a purple worm, N, AC 6, HD 15, HTK 100, 2-24 bite 1-6 sting plus poison.
- 13) Store room for edged weapons. Worshippers turn in swords, spears, daggers before entering temple. Guarded by 3 shamen, LE, AC 5, HD 3, HTK 15, 12, 14, maces. 10 swords, 14 spears, 5 daggers.
- 14) The temple. 16 worshippers, berserkers, LE, AC 9, HD 1+1, HTK 6, 7, 5, 9, 8, 7, 6, 9 (x 2), benches and stools hit as mace 1-3 points damage. Shara Shara Shara, evil high priest, LE, AC 0, HD 7, HTK 36, Staff of striking +3 plate. 26 evil acolytes, LE/CE, AC 7, HD 1, HTK 6, 4, 5, 5, 3, 6, 4, 2, 4, 1, 6, 5, 3 (x 2), maces. 10 Shamen, LE AC 5, HD 3, HTK 18, 12, 16, 6, 13 (x 2), Morning stars. On the alter is a wooden idol with a head of clay. Under the screen of clay in the eye sockets are two matched emeralds worth 25000 GP each. Under the alter, reach through a trap door, is a chest, the outside lock is poison trapped type 8, appears empty. False bottom trapped type 9 contains 2 pieces of jewelry worth 450 GP each and a gem of seeing.
- 15) Sacrifice pit. Transports to another plane. No one comes back.
- 16) Sleeping quarters of Shara Shara Shara. Guarded by pet owl bear, N, AC 5, HD 5, HTK 36, 2 claws 1-6 bite, 1-12 hug on 18 for 2-16. Two chests one has clothing locked trapped type 4 poison, one has 300 GP trapped type 8 poison.



DUNGEON LEVEL 3
Charles Sagui



17) 8 virgins to be sacrificed, LE, AC 9, HD 1, HTK 6, 3, 4, 5 (x2) daggers. Fanatics, they feel being killed is an honor and will fight to remain. Each has bracelets worth 100 GP each.

18) Martial arts training ground, empty. Sign on wall reads:

Let those who are weak now turn and flee
And all who enter of chains be free
The root of evil is glittering gold
So no possessions, the inmates hold

All monks take a vow of poverty. NO TREASURE.

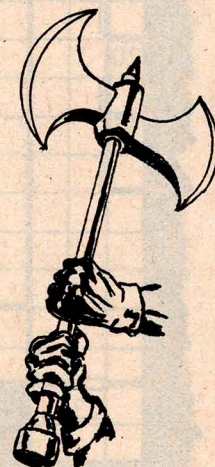
19) Monks cell. Grand master, LE, AC 5, HD 6, HTK 18, 2 attacks/round 1-12 damage.

20) Cell of GM/West wind, LE, AC 2, HD 9, HTK 32, 5 attacks/2 rounds 2-20 damage.

21) Monk cell. Grandmaster, CE, AC 5, HD 6, HTK 24, 2 attacks/round 1-12 damage.

22) Monk barrack. 6 disciples, LE, AC 8, HD 3, HTK 12, 7, 8 (x 2), 1-6 damage.

23) Monk Barrack. 4 immaculate, LE, AC 7, HD 4, HTK 16, 12 (x 2), 3 attack/2 round 1-8 damage.



CHARLES SAGUI

LEVEL 4

1ST PLACE

This is the home of a magic man
Avoid his wrath all those who can
And as you wander in the gloom
Light not the sleeping giants room

1-5 & 7-9 are guard posts. The men at each post have all had a Geas laid on them and they will never allow anyone but the Wizard Karm to enter or leave the tunnels they guard. They will not follow into tunnel but will use missiles on them. These spells are permanent.

1) 4 warriors, LG/LE, AC 5, HD 2, HTK 16, 15, 12, 15, heavy crossbows swords. Swordsman, CE, AC 3, HD 3, HTK 20, Crossbow of speed +1 sword align chaos.

2) 3 warriors, LE, AC 7, HD 2, HTK 12, 14, 13, long bows and swords. Hero, CE, AC 5, HD 4, HTK 30, composit bow 2-handed sword 5 +1 arrows.

3) 3 heros, LE, AC 4, HD 4, HTK 18, 20, 21, Composit bows, swords AC 4, bracers of defence. Myrmidon, LE, AC 2, HD 6, HTK 45, +3 sword align law, bracer AC 2.

4) 6 warriors, LG, AC 6, HD 2, HTK 15, 12, 13 (x 2), spear and sword. Hero, LE, AC 4, HD 4, HTK 29, +2 spear and sword.

5) 5 swordsmen, LE/CE, AC 5, HD 5, HTK 20, 24, 14, 15, 12, Composit bow and sword.

6) The Kennel. 8 hell hounds, N, AC 4, HD 5, HTK 30, 28, 27, 12 (x 2), 1-6 bite, 5 dice breath damage. Gem studded collars worth 200 GP each.

7) 2 swordsmen, LE, AC 4, HD 3, HTK 16, 20, spear and sword. Myrmidon, LG, AC 4, HD 6, HTK 47, +2 mace.

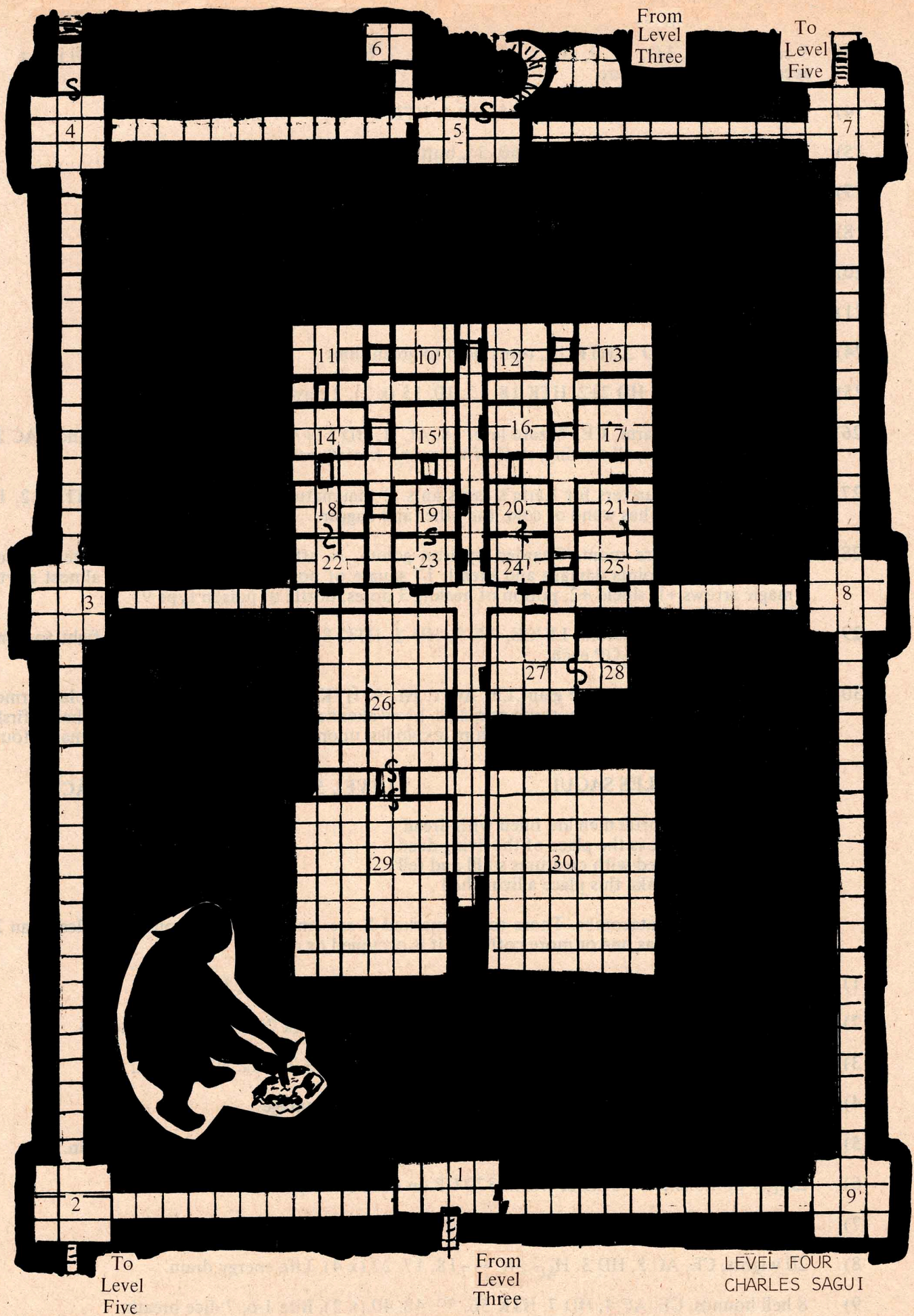
8) 3 myrmidons, LG/CG, AC 5, HD 6, HTK 40, 45, 43, composit bow and sword.

9) 7 warriors, CE, AC 7, HD 2, HTK 14, 12, 10, 11, 13, 10, 14, crossbow and sword.

10-25 Rooms holding captured monsters and experiments. Rooms 10, 16, 19, 22, 23 empty.

11) 4 trolls, N, AC 4, HD 6+3, HTK 43, 50, 39, 47, 2 claws 1-4, bite 1-8.

12) Hydra 6 heads, N, AC 5, HD 6, HTK 36, 1-6 damage per head.



To
Level
Five

From
Level
Three

LEVEL FOUR
CHARLES SAGUI

- 13) 5 captive elves, LG, AC 9, HD 1, HTK 8, 8, 5, 7, 6, if armed from captured arms, will join party. They will accept no pay or treasure.
- 14) Family pack of were wolves, N, AC 5, HD 4, HTK 24, 26, 27 (x 2), 2-8 bite.
- 15) 2 minitours, N, AC 6, HD 6, HTK 60, 55, butt 2-8, bite 1-3, +1 swords align N.
- 17) 16 gnolls, CE, AC 5, HD 1½, HTK 12, 8, 7, 5, 9, 10, 9, 9, spear and sword.
- 18) 2 druids, N, AC 7, HD 9, HTK 45, 50, crescent shaped swords.
- 20) 7 ogres, N, AC 5, HD 4+1, HTK 33, 28, 30, 30, 26, 20, 26, 1-10 points damage.
- 21) 4 medusa, N, AC 8, HD 4, HTK 30, 20, 22, 21, daggers and stoning.
- 24) Green slime, N, HD 2, HTK 16, turns flesh to green slime.
- 25) 8 harpies, N, AC 7, HD 2+2, HTK 18, 12, 10, 15 (x 2), 2 claws 1-3 and swords.
- 26) Karm's quarters, Karm, CE, Wizard level 18, AC -1, HD 11+7, HTK 51, bracers of defence, AC 2, ring of protection +3, ring of spell turning, staff of wizardry, wizards robes black.
- 27) Laboratory and quarters for Karm's assistants. 2 thaumaturgist, CE, AC 4, HD 3, HTK 12, 10, bracers of defence AC 4, one has wand of cold, the other and dagger.
- 28) Wizards magic store room. Guarded by iron golum, N, affected only by +3 or greater weapons, HTK 80, strikes for 4-32 points damage and breath 1" square of poison gas able to smash almost anything in path. 8 magic arrows +1, shield +2, potion of healing 3 doses, bottle of poison type 9.
- 29) Harem. 3 female conjurers, LE/CE, AC 9, HD 2, HTK 8, 4, 5, daggers. They will fight to remain, each has 3 bracelets worth 100 GP each.
- 30) Treasury. Guarded by stone giant, LE, AC 1, HD 9, HTK 72, Mattock of Titans +2 plate armor. Giant is in pseudo sleep if room is lit by torch or magic, he awakens and attacks. Guards 4 large chests, first has 900 GP, second has gems worth 25000 GP, third explodes upon opening doing 10 dice damage, fourth is empty.

CHARLES SAGUI

LEVEL 5

3RD PLACE

Here mortal men are filled with dread
 For here is the place of the living dead
 And filled with creatures so ill and fell
 They make this place a living hell

This level is the catacombs. Those rooms marked X are empty with no monster and less than 25 GP in treasure. Each crypt has one or more coffins if it is occupied or not.

- 1) 20 skeletons, CE, AC 7, HD ½, HTK 2, 4, 3, 4, 1, 2, 4, 3, 4, 2 (x 2), 1-6 damage.
- 2) 14 ghouls, CE, AC 6, HD 2, HTK 16, 14, 10, 12, 13, 10, 14 (x 2), 2 claws 1-3, bite 1-4.
- 3) 2 minatours, N, AC 6, HD 6, HTK 40, 45, butt 2-8, bite 1-3, spears. 20 GP each.
- 4) Black pudding, N, AC 6, HD 10, HTK 70, 3-24 points of damage.
- 5) 6 trolls, CE, AC 4, HD 6+3, HTK 43, 50, 48 (x 2), 2 claws 1-4, bite 1-8, 100 GP in coffin.
- 6) Empty of monsters. Necklace worth 370 GP on neck of corpse.
- 7) 16 were wolves, N, AC 5, HD 4, HTK 30, 28, 20, 18 (x 4), Bite 2-8, each has 4 GP.
- 8) 20 wights, CE, AC 5, HD 3, HTK 20, 21, 18, 17, 22 (x 4), Life energy drain.
- 9) 8 hell hounds, CE, AC 4, HD 7, HTK 56, 50, 48, 40 (x 2), Bite 1-6, 7 dice breath.
- 10) 12 ogres, CE, AC 5, HD 4+1, HTK 33, 29, 28, 30 (x 4), 1-10 damage.

LEVEL FIVE
CHARLES SAGUI

From
Level
Four

X	13
X	X
X	X
7	X
6	12
5	11
X	X
4	10
X	9
3	X
X	X
X	X
2	X
1	8

19	X
X	26
18	25
17	X
X	24
X	X
16	23
X	22
X	21
15	X
X	X
14	X
X	X
X	20

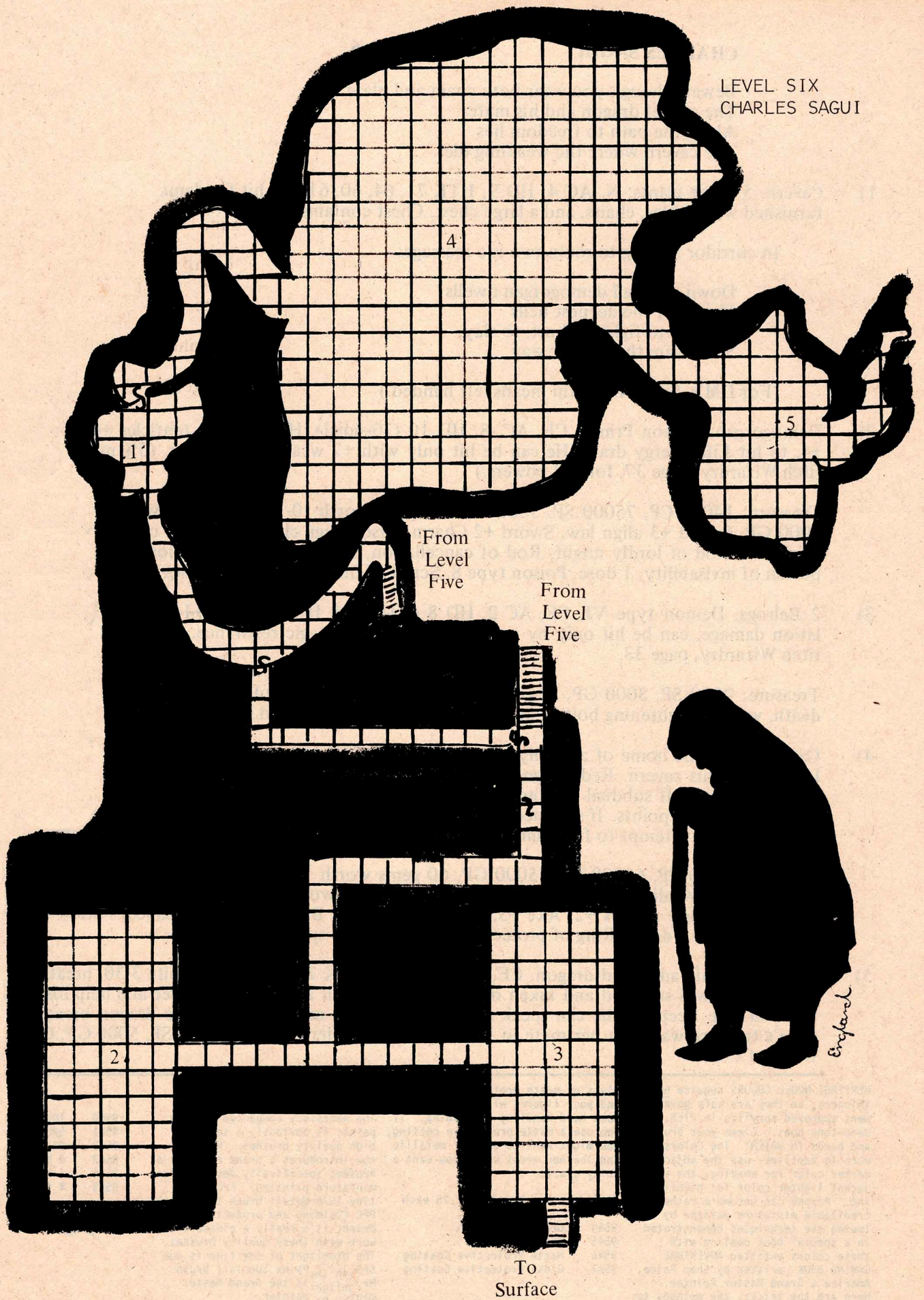
X	X
X	X
X	28
X	29
X	X
X	X
X	X
X	X
X	X
X	X
X	31
X	32
X	X

X	41
X	40
35	X
X	X
X	39
X	38
X	X
X	X
34	X
X	X
X	X
X	37
33	36

From
Level
Four

- 11) 10 gargoyles, CE, AC 5, HD 4, HTK 30, 27, 20, 18, 10 (x 2), 2 claws 1-3, bite 1-6, horn 1-4.
- 12) Gray ooze, N, AC 8, HD 3, HTK 22, 2-16 damage.
- 13) 6 mummies, CE, AC 3, HD 5+1, HTK 40, 38, 30 (x 2), 1-12 damage.
- 14) 6 giant ticks, N, AC 4, HD 3, HTK 16, 20, 20 (x 2), bite 1-4, blood drain.
- 15) 2 rust monsters, N, AC 2, HD 5, HTK 40, 38, rusts metal.
- 16) 2 vampires, CE, AC 2, HD 8, HTK 64, 60, 1-10 damage and energy drain, 100 GP ring.
- 17) 16 rat men, N, AC 7, HD 3, HTK 24, 20, 18, 17 (x 4), bite 1-3, 15 SP each.
- 18) 10 bug bears, N, AC 5, HD 3+1, HTK 25, 20, 18, 10, 25 (x 2), 2-8 damage.
- 19) 15 shadows, CE, AC 7, HD 2+2, HTK 18, 10, 7, 14, 16 (x 3), 1-4 damage and strength drain.
- 20) 28 zombies, CE, AC 8, HD 2, HTK 16, 10, 7, 8, 10, 11, 8 (x 3), 1-8 damage, 10 GP each.
- 21) 3 carrion crawlers, N, AC 3/7, HD 3+1, Htk 25, 16, 17, paralyze.
- 22) 4 ogre magi, AC 4, HD 5+2, HTK 42, 40, 38, 37, 1-12 damage, gem 700 GP in coffin.
- 23) Very young white dragon, N, AC 2, HD 5, HTK 40, 2 claws 1-4, bite 2-16, 5 die breath damage. He lived on the level below until his family was killed.
- 24) 10 wraiths, CE, AC 3, HD 4, HTK 30, 32, 20, 28, 18 (x 2), 1-6 damage and energy drain.
- 25) Djinni inside closed coffin, N, AC 5, HD 7+1, HTK 55, guards rod of resurrection.
- 26) 3 Manticoras, CE, AC 4, HD 6+1, HTK 40, 38, 20, 2 claws 1-3, bite 1-8, 24 spikes 1-6.
- 27) 2 demons type III, CE, AC 4, HD 10, HTK 70, 71, 2 pinchers 2-12, 2 horns 1-3, bite 1-6, 60% magic resistance.
- 28) 8 spectres, CE, AC 2, HD 6, HTK 40, 42, 38, 39 (x 2), 1-8 and energy drain.
- 29) 4 gorgons, CE, AC 2, HD 8, HTK 60, 55, 57, 40, butt 2-12, stoning breath.
- 30) 3 vampires, CE, AC 2, HD 7, HTK 56, 50, 55, 1-10 energy drain, 500 GP gem each.
- 31) Ochre jelly, N, AC 8, HD 5, HTK 40, 2-12 damage, guards 400 GP in casket.
- 32) Beholder, N, AC 0 body, 2 stalks, 7 eye, HTK body 40, stalks 10, center eye 20. Bite 2-5 eyes (1) Charm person, (2) Charm monster, (3) Sleep, (4) Telekinese, (5) Stoning (6) Disintegration, (7) Fear, (8) Slow, (9) Serious wounds, (10) Death ray, (11) Anti magic.
- 33) Phase spider, N, AC 6, HD 5, HTK 40, bite 1-6 and poison can phase out.
- 34) No monster, in coffin is potion of GREEN dragon control.
- 35) Dwarven master pilferer, AC 9, HD 8, HTK 30, +2 sword.
- 36) 4 mind flayers, N, AC 5, HD 8+3, HTK 67, 60, 62, 65, 90% magic resistance, eats brains.
- 37) 6 SUPER mummies, CE, AC 2, HD 7+1, HTK 57, 57, 57(x 2), 2-24 damage, fire proof.
- 38) 2 umber hulks, N, AC 2, HD 8, HTK 55, 60, 2 claws 2-12, bite 1-10.
- 39) 8 blink dogs, N, AC 5, HD 4, HTK 20, 25, 30, 18 (x2), bite 1-6, teleport.
- 40) 5 Were tigers, CE, AC 3, HD 5, HTK 40, 35, 30, 36, 12, 2 claws 1-4, bite 1-10.
- 41) 20 skeletons, CE, AC 7, HD ½, HTK 2, 4, 3, 4, 1, 2, 4, 3, 4, 2 (x 2), 1-6 damage.

LEVEL SIX
CHARLES SAGUI



Beware though you wear both chain and plate
 The scarlet dragon and his mate
 Along the path to freedom lies
 The cavern where the weakling dies

- 1) Cavern. 5 stone giants, N, AC 4, HD 9, HTK 71, 64, 60, 61, 60, hit for damage 3-18. The cavern is high and furnished with tables, chairs, and a large chest. Chest contains 1500 GP.

In corridor leading to room two is a message:

Down this hall demogorgan dwells
 Master of the deepest hells
 He lives to fight, to hurt, to slay,
 So beware the sinister way

(For DM's, Sinister in latin means left handed.)

- 2) Demogorgan, Demon Prince, CE, AC -8, HD 10 (20-sided), HTK 200, 2 tentacles +4, to hit rots flesh. Tail +4, to hit Life energy drain. He can be hit only with +2 weapons or better. (5% magic resistance. See Eldritch Wizardry, page 37, for full powers.)

Treasure: 14000 CP, 75000 SP, 50000 GP, 90 gems worth 10-1000 GP, 75 jewelry worth six-sided die times 1000 GP, Sword +3 align law, Sword +2 Charm person align chaos, Sword -2 cursed, Vorple blade, Plate and shield +4, Rod of lordly might, Rod of cancellation, Potion of growth, 2 doses, Potion of healing, 4 doses, potion of invisability, 1 dose, Poison type 8, Scroll of third level spell. Strewn around the room.

- 3) 2 Balrogs, Demon type VI, CE, AC 2, HD 8 (10-sided), HTK 79, 80, +1 sword 1-12 damage, 4-24 immolation damage, can be hit only by magic weapons. 75% magic resistance. Full powers may be found in Eldritch Wizardry, page 33.

Treasure: 2000 SP, 3000 GP, 12 gems worth 1000 GP each, Amulet vs. crystal ball and ESP, Bowl of watery death, wand of lightening bolts, Potion of healing, 5 doses, Cursed scroll.

- 4) Cavern, once the home of a family of white dragons. All but one were slain by the red dragon who took up lodgings in this cavern. Red Dragon, Very old, CE, AC 2, HD 11, HTK 88, 2 claws 1-4, bite 3-30, breath for 66 dice damage. If subdual is announced before hand this dragon may be subdued upon taking 50% of the needed HTK, 44 points. If subdued, he will sell for 70400 GP in the market of the nearest town. If subdued, the dragon will attempt to free himself and fight if the party is attacked by another dragon.

Treasure: 3000 CP, 60000 SP, 55000 GP, 60 gems worth 50-500 GP each, 30 jewelry worth 500-2500 GP each, Sword +4 align N, Hoy sword +5 align law, +2 sword 9 steps life drain align Chaos, Dancing sword align N, 12 magic arrows +2, Axe +3, Shield +5, Crystal Ball with clairaudiance, Potion of flying, 3 doses, Potion of ESP, 5 doses, Ring of protection +1, Scroll of 4 spells.

- 5) Cavern. Female adult red dragon, CE, AC 2, HD 10, HTK 75, 2 claws 1-4, bite 3-30, breath for 40 dice damage. If male was subdued and taken out this way, he will attempt to get free and help his mate kill. Female will NOT be sleeping, she can speak and use magic, the male is immune to dragon breath. Most of the female's treasure was with her mate in the larger cavern. Here are only 3000 SP, 5000 GP, Oil of etherealness, Wand of Cold.

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- 1) Room is bare except for an open wooden chest containing a small spyglass, a cutlass (half rusted through), and a dusty and torn map leading to "The Lost Treasure of Nal-Akura" (This last everyone will recognize as being a famous pirate treasure, famous because it was found 250 years ago by Lomor-al, the famous explorer, while he was running away from a group of Kobolds.
- 2) This room is lit by a slight radiance coming from the walls. The hallway leading to it, except for a 10' x 10' platform just outside Room 1, slants downward and appears slippery. Any experimentation will reveal it to be totally frictionless. If the spyscope (from room 1) is used a strange thing will be observed. There can be seen a 5' x 10' x 1' depression just beyond the hall. One troll is holding a waterskin and is kneeling next to the pool. He pours one drop of water into the depression which immediately fill with water almost to the brim. The troll fills up several waterskins with this and then pours a slightly larger drop of wine into in. This time the liquid overflows the depression slightly and he fill up several more skins. This depression greatly increases the volume of any non-magical liquid. The troll may be easily slain by the following method. Empty a flask of oil down the passageway, followed by a torch. The room will fill with oil which the torch will ignite.

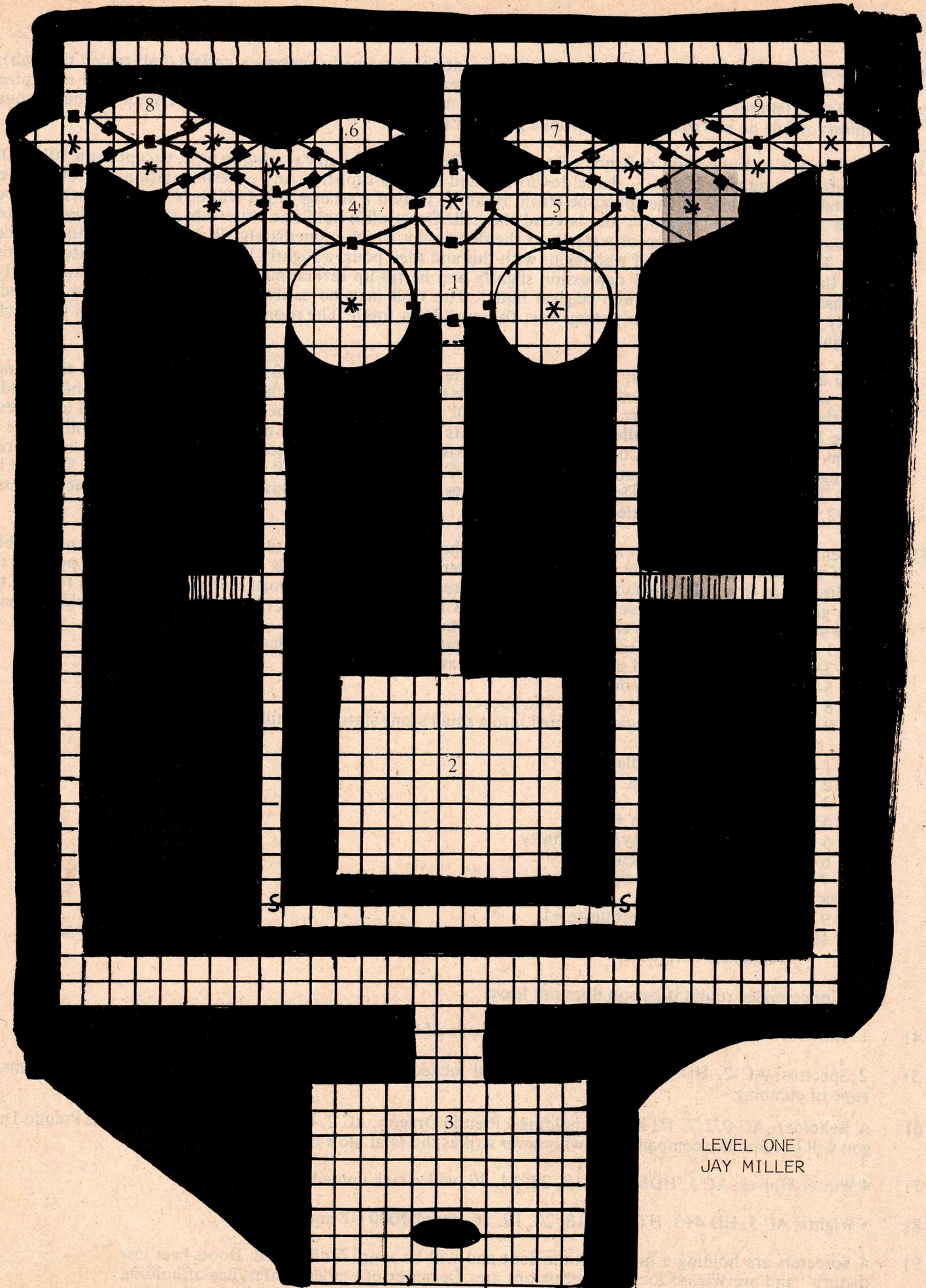
There are altogether 12 Trolls; AC 4, 6+6 HD, HTK 23, 30, 27, 26, 33, 35, 25, 26, 17, 36, 34, in the room. They will attack anyone immediately. There is a pine table and 12 chairs near the southern wall and 12 beds near the northern wall (neither visible from the 10' x 10' platform.). There is an asbestos coated iron chest in the NE corner. Poison needle on lock - 20 points if saving throw not made. Opening chest will release a poison gas, burst radius 20', 20 points if saving throw not made. Electrified panel will deal 1-6 to anyone removing it to reveal the treasure; 2500 EP, 2500 GP, 1 ring - 1000 GP, 1 necklace - 2500GP, Sword +1, +3 vs Trolls - Int 9, Ego 12, Detect sloping passages, Detect traps, See Invisible, Bracers of Defencelessness, AC 12, Scroll: Wall of Ice, Potion of Speed.

- 3) The entranceway to this room is filled with mist. The first person who attempts to enter will have no trouble but if a second person tries he will be unable to penetrate the mist. It is so thick that it is only possible to see directly in front of one's face. Once the person reaches the room the mist will thin out enough for him to see a gigantic 100-armed statue sitting on a dais. A little more than half (56) of the hands are holding small stone statuettes. If the person enters the room the statue will:
 - 1-2 give the person a piece of valuable information and say, "Now leave."
 - 3-4 give a treasure* and say "Take this and leave"
 - 5-7 say "Leave or be doomed"
 - 8 drops person 1 level and says the above.
 - 9-10 Saving throw vs magic or turned into a small stone statuette while statue says as above.

- *
 - 1 Necklace of strangulation
 - 2 Necklace of missiles
 - 3 Poisonous cloak
 - 4 Cloak of protection +3
 - 5 Girdle of Femininity/Masculinity
 - 6 Girdle of Giant Strength
 - 7 Cursed Spear of Backbiting
 - 8 Spear +3
 - 9 Book to raise primerquisite +1
 - 10 fm-rod of lordly, mu-staff of wizardry might, cl-staff of commanding, th-rod of beguiling, ba-highest harp usable

Roll once/melee round if person does not leave.

- 4) 1 Ghost; AC 0 (or 8), HD 10, HTK 43, guards a pile of 8000 GP.
- 5) 2 Spectres; AC 2, HD 7+3, HTK 38, 24, guard locked oaken chest filled with 2000 GP, 7500 GP gems, a rope of climbing.
- 6) A Beholder; AC 0/2/7, HTK 50, is holding a Pseudo Dragon; AC 2, HD 2, HTK 16, captive. The Pseudo Dragon will become the companion of whomever strikes the fatal blow on the beholder.
- 7) 4 Winter Wolves; AC 5, HD6, HTK 19, 28, 34, 36, will attack immediately.
- 8) 5 Wights; AC 5, HD 4+3, HTK 20, 18, 20, 19, 16, guard 1000 GP and a mace +1.
- 9) 4 Sorcerers are holding a bridge tournament and will be angry if disturbed. Doors bear inscription: "Do not disturb" and are Wizard locked. Possessions are: Decanter of endless water, bag of holding containing food, bag of holding containing 5000 PP (prize), word of fear (21 charges), and 4 decks of cards.



LEVEL ONE
JAY MILLER

- 1) 4 Goblins; AC 6, 1-1 HD, HTK 5, 4, 2, 1, spear armed; and 1 Bug bear; AC 5, 3+1 HD, HTK 15, spear and sword armed guard passageway. If party entering is much superior they will flee down the passageway yelling a warning to those in Room 2. If equal, one goblin will go to get help, if inferior, all will fight. 12 CP, 13 SP, 9 EP, 6 GP on bug bear. 10 SP on goblin.
- 2) 8 Goblins; AC 6, 1-1 HD, HTK 6, 6, 4, 3, 3, 1, 2, 4, spear armed; and 2 Bugbears; AC 5, 3+1 HD, HTK 15, 14, spear and sword armed are resting and relaxing. 50% will be asleep if not warned by those in Room 1. If being attacked by superior force after everyone is in the door will be closed and spiked. There are 8 rickety wooden chairs and a wooden table in the room. There are 15 sleeping pallets and a supply of food consisting of 12 waterskins and a large amount of unrecognizable strips of dried meat. Taste is reminiscent of pork (human flesh of course). 12 CP, 13 SP, 9 EP, 6 GP/ bug bear. 10 SP/goblin. Locked metal chest contains 1000 CP, 400 SP, and 2 gems worth 10, 50 GP. Key hidden in one of the pallets.
- 3) Unlocked oaken chest in center of eastern wall, pile of bones in NW corner. If chest is touched the bones will animate to form 13 skeletons; AC 7, 1 HD, HTK 8, 6, 1, 3, 3, 6, 2, 7, 8, 5, 5, 7, 6, that will attack the party. If bones are crushed or broken before the chest is opened, nothing will happen. The chest contains 200 SP, 50 GP, and 2 gems worth 100, 50.
- 4) Empty room.
- 5) Spiral staircase leads to 3rd level. Pile of 4000 SP, 2000 GP, 1 Manticore; AC 4, 6+3 HD, HTK 42, is guarding staircase and will attack anyone. There are many bones, rusted armor and rusted weapons scattered about.
- 6) Anyone entering will be greeted effusively by Arun the monk; AC 8, Level 3, HTK 10, unarmed. He will explain that he has taken a vow to help dungeon travellers while setting out delicious food and wine of which he himself will partake. The wine has a slow acting poison (1-12 points in 20 turns) the antidote for which lies concealed in Arun's belongings. He is CE.
- 7) 3 Ghouls; AC 6, HD 2, HTK 10, 9, 9, are gnawing the bones of a magic user whose clothing is in the SW corner. There is nothing of value in the room.
- 8) If anything enters this corridor the two solid steel walls will begin to close at 1 inch per round. After 6 rounds they will stop, having formed a 4 foot wide corridor.
- 9) A broadsword covered with green slime lies in the NW corner.
- 10) Empty room.
- 11) 2 zombies; AC 8, HD 2, HTK 5, 5, which will obey any command but will attack if no commands are made.
- 12) 2 zombies; as above.
- 13) 2 zombies; AC 8, HD 2, HTK 5, 5, will attack anyone entering.
- 14) 2 zombies as in Room 11.
- 15) In the center of the S wall there is a chest. The rest of the room is empty. If anyone enters the room one dagger/melee turn will fall from the ceiling. The daggers will fall close to, but never hit anyone. Be sure to roll a die enigmatically before each dagger. The chest contains 50 GP and 250 SP.

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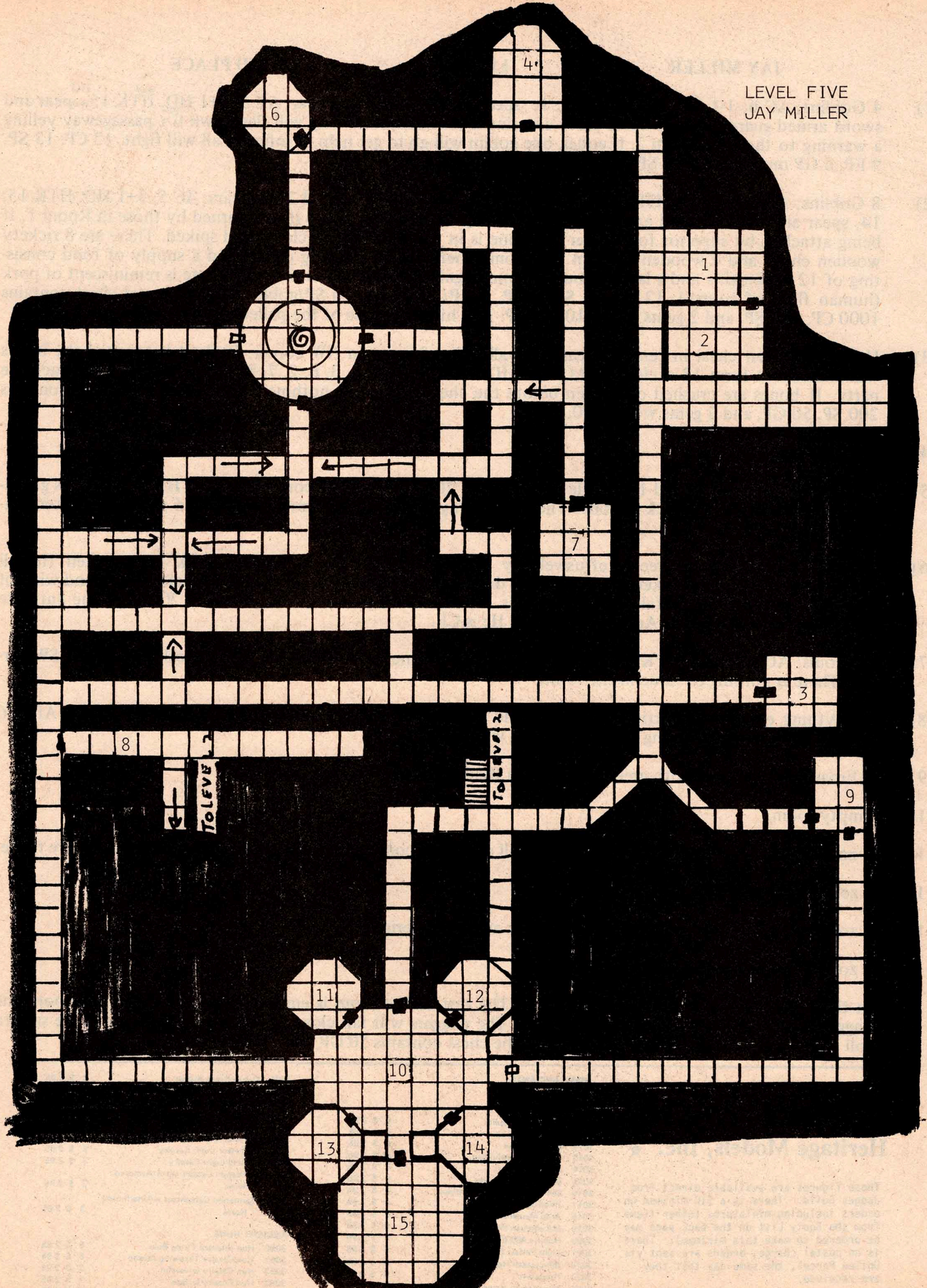
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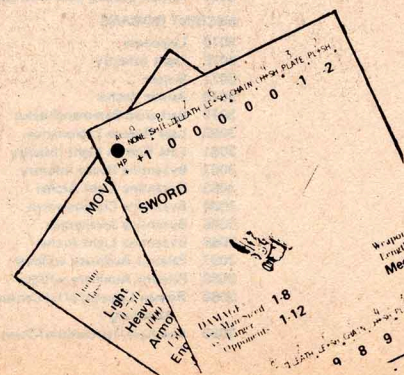
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LEVEL FIVE
JAY MILLER



General Description: Carved out of some dark stone, the floors & walls are smooth, the ceiling being left rough, with support beams every 20'. Doors are of reinforced oak with iron fittings and ring handles. The air is stiffling and carries a biting chill. Condensation drips from the walls and ceiling. Assorted rubbish and trash litter the halls and rooms.

- 1) Living amid rubbish and offal are 7 wolves: AC 7, 2+2 HD, HTK 17, 7, 10, 9, 9, 13, 14, a +1 dagger is thrust into a ceiling beam.
- 2) A large chain hanging from the ceiling in front of the two western doors, will, when pulled, cause a hidden gong to sound loudly, attracting orcs from **Room 12** in 3 melee rounds.
- 3) 3 silver molts: AC 5, MV 12/24, 1-1 HD, HTK 2, 3, 3, damage 1-4 bite, 1-2 claw, 1-6 fire breath (range 10', also immolation, as balrog, once/day.)
- 4) Empty.
- 5) Empty.
- 6) 1 giant Porcupine, AC 5, MV 6'', HD 6, HTK 31, has been trapped in the room by the 1-way door (opening inwards). In a stone container is 500 CP.
- 7) Has a crossbow trap aimed at the NE door. The heavy crossbow was placed in the room by the orcs in 8-15.
- 8) 13 orcs, 1HD, HTK 2, 7, 4, 3, 6, 8, 5, 7, 7, 6, 3, 5, 3, AC 6, axes and spears; 1 leader, 2 HD, HTK 13, AC 5, sword and Battle axe. Beneath loose stone in the NW corner is a chest containing 200 GP, 500 SP, 6 PP.
- 9) 10 orcs, 1 HD, HTK 1, 8, 8, 8, 1, 1, 3, 8, 4, 6, AC 6, swords and spears; 1 leader, 2 HD, HTK 6, AC 5, axe and bow.
- 10) 2 orcs, 2 HD, 8 HTK, AC 5, sword and Battle axe; 4 HD, 24 HTK, AC 4, +1 hand axe, light crossbow. A locked Footlocker contains; 30 PP, 300 GP, 40 SP, 1 potion ESP.
- 11) 2 orcs, 3 HD, 1- HTK, AC 5, mace; 5 HD, 27 HTK, AC 3, whip and sword. Two large metal urns contain: 1100 CP, 1300 SP, and 1 venomous scorpion each.
- 12) 8 orcs, 1 HD, HTK 2, 6, 2, 6, 4, 8, 5, 4, AC 6, swords and Battle axes. 1 leader, 2 HD, HTK 14, AC 5, sword and bow.
- 13) Human Bard Loskow the Skald, level 4, HTK 14, AC 5, short sword and harp, 40% charm/lore, sleep spell and Hold portal; and his two followers Dale: Human fighter, level 1, HTK 6, AC 2, 2-handed sword; and Garth: Human Magic User, level 1, HTK 3, sleep spell, dagger and carved Quarter-staff; are busy torturing and Elven fighter/ thief, level 2/4, HTK 15. Light is provided by a bronze lamp set upon a large footlocker containing: 4 expensive books (2 physical sience, 10 GP each, 1 history text, 50 GP, 1 text on magic, 100 GP); 1 deck of tarot cards, 1 scroll of **protection magic**. In a secret compartment in the lid is the key to the chest in Room 14.
- 14) Loskow's treasure room; 4 large locked Iron trunks contain; 3000 GP, 3000 EP, 5000 SP, and 400 PP. Softly glowing on the south wall is an inscription written in explosive runes (4-24 damage).
- 15) 2 orcs, HD 2, HTK 12, 7, AC 5, swords and bows; control the raising and lowering of the porticuluses leading to Loskow's Quarters (Room 13).
- 16) Water is running down the walls and disappearing into cracks in the floor.
- 17) A long, painful scream is heard when the door is opened.



- 18) 1 giant Lynx, 2+2 HD, HTK 11, AC 6, surprise on 1-5; the walls of this room are covered with frescos depicting demons torturing human worshippers. Anyone who views the horrid scenes must save vs magic or will go berserk for 10 melee rounds, sometime 1-12 turns later.
- 19) Empty.
- 19A) A huge locked chest with a poison class 5 needle trap is empty; however, in a depression beneath the chest is a bag of 100 SP.
- 20) Empty.
- 21) 7 Ghouls, AC 6, MV 9", HD 2, HTK 7, 12, 11, 13, 4, 7, 9, there is a 20% chance per turn of each ghoul to return to this garbage and offal filled lair. Four large pottery jars contain 7000 CP, 1000 SP, 400 EP, and 2 magical scrolls (protection: Elementals, 7 spells).
- 22-25) Empty.
- 26) Upon opening the door to this room the party will be assaulted by a nauseating stench (save vs poison or gag for 1 melee round.); inside they will find 1 wolverine, AC 5, 3 HD, HTK 16, MV 12".
- 27) Empty.
- 28) A 40' deep shaft still partially (5') filled with grain. All manner of rats and mice are scurrying about eating the grain. Any open flame (i.e. a torch) will cause a small explosion in the dust laden air (1-6 damage). A jeweled bracelet worth 500 GP is buried within.
- 29) A 40' deep shaft dripping with green slime. 3 green slimes, HD 2, HTK 10, 16, 11.
- 30) Empty.
- 31) 3 orcs, AC 5, HD 1, HTK 5, 1, 1, swords and bows; are busily searching the room for a (non-existent) crystal ball they heard was there.
- 32) Bags containing 350 EP are in a huge unlocked chest. 3 poisoned (class No. 4) spring darts fire upward when bags are removed.
- 33) The floor is covered with a thick coating of dust.
- 34) Empty.
- 35) 11 rot grubs have just hatched from the body of a human fighter still clad in his +2 chain mail.
- 36) The AUDITORIUM; balcony level- 8 gnomes, HD 1, HTK 4, 5, 5, 7, 8, 3, 3, 7, AC 5, short swords and bows; 1 leader, HD 2, HTK 12, AC 4, short sword and bow; and 2 wolverines, AC 5, HD 3, HTK 20, 13; watch the torchlit chamber below them. The room below the balcony is filled with a large number of gnomes and the gnome king. See second level descriptions for further detail.

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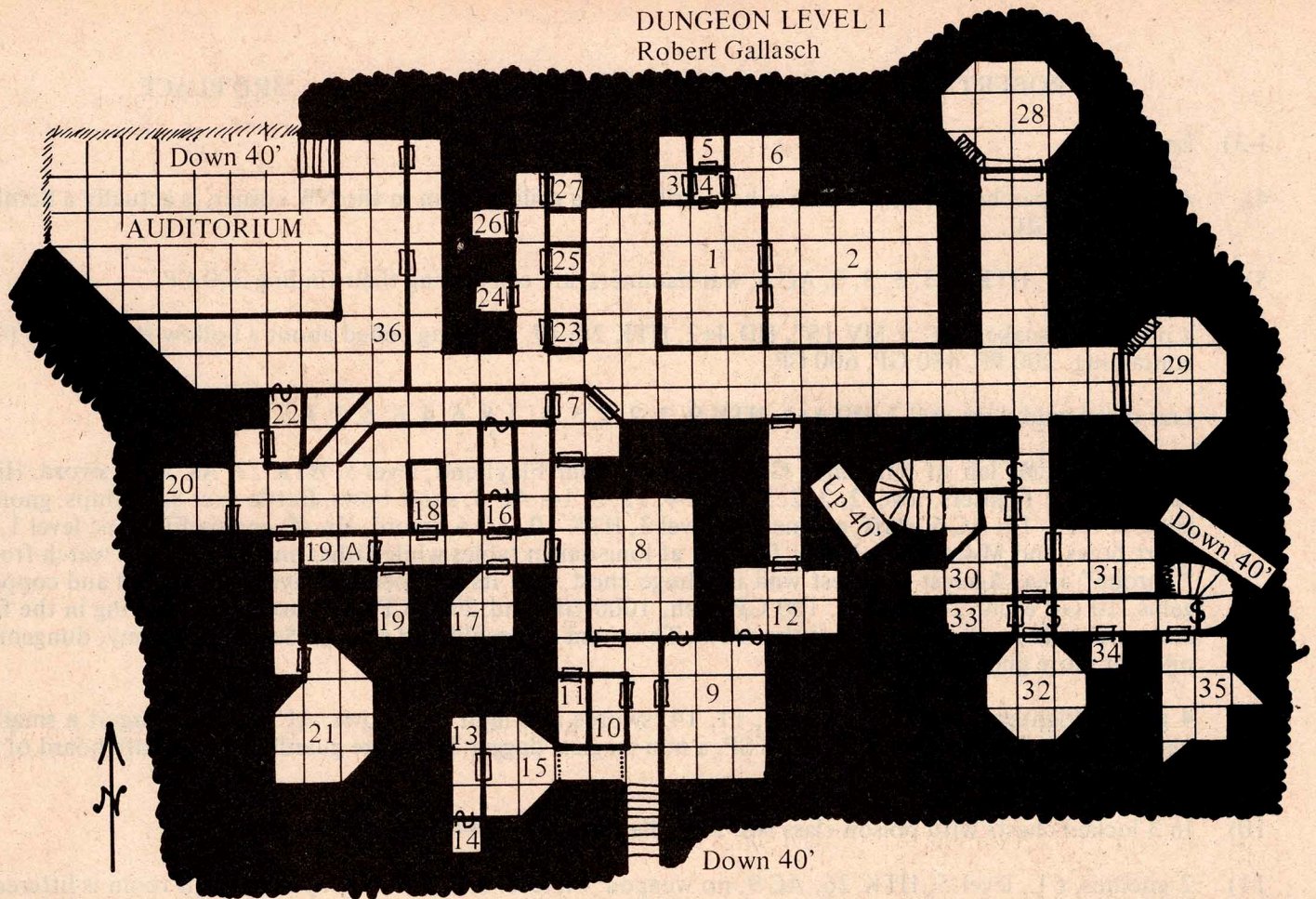
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DUNGEON LEVEL 1

Robert Gallasch



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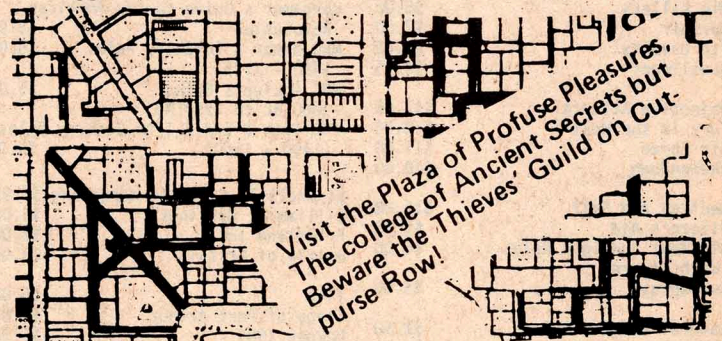
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1001 Characters, for Traveller \$3.98

- 1-3) Empty.
- 4) A rolled up parchment thrust into a hole drilled in a ceiling beam in the NW corner, is actually a **Scroll Protection: MAGIC**.
- 5) 5 Orcs, HD 1, HTK 4, 3, 5, 3, 6, AC 6, war-hammers; are celebrating their finding 300 CP.
- 6) 2 poisonous snakes, AC 5, MV 15", HD 4+2, HTK 20, 17, are lying coiled about a hollow stone pillar (4' dia) containing: 200 PP, 450 GP, 600 CP.
- 7) Lair of 14 wild dogs, AC 7, HD 1+1, HTK 9, 2, 2, 7, 5, 3, 2, 8, 6, 4, 6, 6, 3, 8.
- 8) **AUDITORIUM:** lair of renegade Gnome Chief Othar Flayfiend; level 5, HTK 27, AC 2, +1 sword. His captains: gnome Fighters, level 2, 2, 2, 3, HTK 4, 12, 8, 14, AC 3, short bows, Battle axes and whips; gnome CL level 4, HTK 12, AC 5, staff; gnome TH, level 3, HTK 10, AC 6, sword. His 40 gnome Fighters, level 1, AC5, short bows and M-stars; are busily feasting at long oaken tables while Othar and his captains watch from the "Throne" area. Against the west wall is a huge chest with its lid open displaying gems, gold and copper (40 gems, 10 GP each, 2 brooches, 100 GP each, 1000 GP, and 2000 CP). A whole ox is roasting in the firepit, and various kegs of ale are about the room. The room is torchlit and smoky. See also Balcony, dungeon level one--for more gnome guards.
- 9) 4 gnome Fighters, level 2, HTK 8, 7, 11, 14, swords and light crossbows, AC 3, are sitting at a small table playing cards for a pot of 85CP, 128 SP, a non-magical dagger. They are guarding the private hoard of Othar in Room 13.
- 10) In 3 locked chests with poison class No. 3 needle traps, are: 144CP, 128 SP, and 127 GP.
- 11) 2 gnomes, CL, level 5, HTK 26, AC 9, no weapon; Cl, level 2 HTK 9, AC 6, mace. This room is littered with many non-magical clerical scrolls, otherwise this sparsely furnished room holds nothing--except a bag containing 400 GP and a Fochlucan Harp--which are stuffed under a pile of litter, forgotten.
- 12) Weapons room--43 daggers, 20 short swords, 5 long swords, 10 battle-axes, 18 light light crossbows, 5 short bows, large quantities of arrows and quarles. a +1 dagger, a +2 short bow, and 14 -2 cursed arrows lie within also.
- 13) 4 chests, locked, with poison class No. 5 spring loaded daggers, contain 5250 CP, 700 SP, 125GP, and 2 gems (685 GP, 710 GP.).
- 14) 1 giant wolverine, AC 4, HD 4+1, HTK 28.
- 15-17) Empty.
- 18) 1 Ape, AC 6, HD 4+1, HTK 15; hoards 600 SP.
- 19-21) Empty.
- 22) Anyone entering this room has a 42% chance of contracting a virulent strain of Yellow Fever (see supplement **BLACKMOOR**) from the swarm of mosquitoes filling the room.
- 23) 1 giant boar, AC 6, HD 7, HTK 29, a staff of striking with 103 charges remaining.
- 24) 1 Cronk, AC 5, HD 4+1, HTK 17 (see Judges Guild issue No. 3, N).
- 25) An illusionary wall hides the presense of 3 giant spiders, AC 4, HD 4+4, HTK 22, 19, 17. Sticky webs criss-cross the chamber. The spiders prefer to drop upon their victim as he blunders into a web. Their treasure consists of 3000GP, and a **scroll Protection: Lycanthropes**.



- 26- Empty.
27)
- 28) 2 Bandits, level 1, HTK 7, 1, AC 7, M-stars; 1 dwarf Fighter, level 2, HTK 15, AC 3, polearm, mace; 1 Monk, level 3, HTK 12, AC 8, Sling/open-hand; 1 Berserk Fighter, level 3, HTK 24, AC 6, Battle-axe, mace; 1 Human Illusionist, level 5, HTK 12, AC 9, staff, dagger, spells (level 1: light, gaze reflection, detect invisible, darkness; level 2: hypnotic pattern, Invisibility, fog). Their treasure is contained in pottery jars and consists of: 6000 SP, 25 gems (200 GP each), 5 +2 Crossbow bolts, a +2 shield and 2 potions (longevity, delusion-labled "longevity").
- 29) 30 Nites, AC 3 (9), MV 15", HTK 1 pip, bite for 1 point +paralization (save at +4); scurry about the room. 7 gems are scattered around the room (10GP, 500 GP, 1000 GP, 2500 GP, 100 GP, 100 GP, !)) GP). The east-most door has been wedged open by a rotting skeleton. (Judges Guild issue N).
- 30) 120 Nites! AC 3 (9 when surprised), HTK 1 pip, bite for 1 pip, paralization (+4 saving throw). Surprise--this is a lair. Scattered amid the rotting remains of monsters, men and animals are: 6000 GP. Any noise, light, or commotion from Room 29 will attract nites from this room at a rate of 1-12 per melle round.
- 31) 7 starving wild dogs, AC 7, HD 1+1, HTK 2, 9, 8, 6, 6, 8, 3, have been trapped in this room by the Nites in Rooms 29 and 30.
- 32) Empty.
- 33) This room is filled with a choking, thick, dark mist. The sound of insanely evil laughter can be faintly heard to the north. The sound will stop when the north door is opened.
- 34) A trail of bloody footprints, puddles and drippings lead from the southern door to the north-west door. A muffled thud can be heard through the north-western door.
- 35) The trail of bloody footsteps continues to a closed coffin in the middle of the room. 6 giant rats, AC 7, HD ½, HTK 3, 4, 1, 3, 2, 1, will attack anyone entering the room. As the party leaves the room, a creak and a thud can be heard (as though a coffin lid had been lifted), and insanely evil laughter can be heard.
- 36-38) Empty.
- 39) 3 Hobgoblins, AC 5, HD 1+1, HTK 9, 2, 9, swords and longbows; count 100 GP, and 30 PP.
- 40) 2 giant toads, AC 6, HD 2+4, HTK 13, 16, in their dung is a total of 500 CP.
- 41) The north wall looks blasted and melted.
- 42) The Illusion of "a lawful/good human cleric hanging from the ceiling--being tortured by 2 ogres" conceals an 18' by 18' by 30' deep pit with 3' wooden spikes on the bottom. The "clerics" screams echo about the room and can be heard out in the passage-way.

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25MM MEDIEVAL & FANTASY Heritage

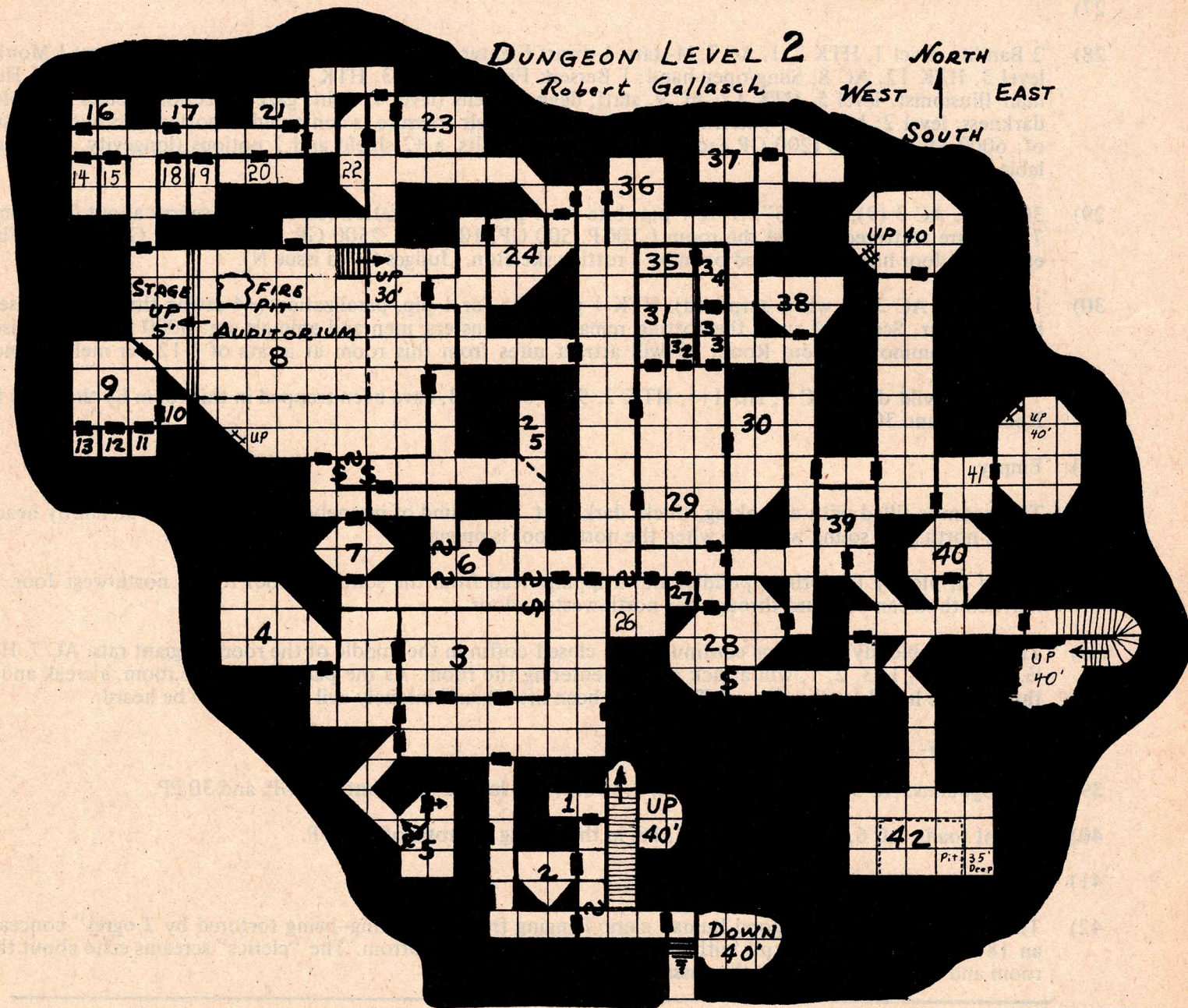
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DUNGEON LEVEL 2

Robert Gallasch

NORTH
WEST EAST
SOUTH



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ROBERT GALLASCH

LEVEL 3

2ND PLACE

- 1) Empty.
- 2) 5 Orcs, 1 HD, HTK 3, 2, 3, 2, 7, AC 5, hand axes.
- 3) 12 wild dogs, AC 7, HD 1+1, HTK 4, 4, 6, 4, 8, 6, 5, 6, 9, 4, 9, 4.
- 4) 2 Elves; 1 Fighter/Theif, level 6/2, HTK 14, AC 3, leather and +3 shield, Flaming sword; 1 Magic User/Cleric, level 4/2, HTK 13, AC 6 (+3 for dexterity), staff of healing, Gauntlets of dexterity (dex= 17), 1 unread curse scroll, Spells: (4 [2/1]), 2 Protect Evil, Read Magic, Detect Evil, Control Light/Hear Truth. They are searching the north wall for a secret door. They are following a treasure map to Room 25.
- 5) Empty.
Rooms 6-9 are a thieves' den; in addition to their normal weapons, each will have 1-6 throwing knives; at all times 2 thieves will be guarding the doors to the corridor in Rooms 6 and 9.
- 6) 11 Dwarf Thieves, 4 level 1 HTK 5, 6, 4, 2, AC 7, hand-axes and light crossbows; 3 level 2 HTK 6, 6, 7, AC 7, short swords; 3 level 3 HTK 10, 8, 13, AC 7, maces; 1 leader, level 5, HTK 23, AC 7, +2 sword (a Vorpal blade-law, 1-12, E-8, Telepathy, Detect Magic, Telekinesis; the sword will only reveal its special abilities to a Paladin, though it would still act as a Vorpal blade.)
- 7) 3 Dwarf Thieves, level 1, HTK 4, 2, 2, AC 7, Short swords, light crossbows.
- 8) a locked iron trunk (2000 GP, 1 potion of Treasure Finding, 1 scroll (Clairaudience spell), a locked chest (2410 GP) and a loose pile of 2600 Cp are against the south wall. If either chest is moved, the northern 3 feet of floor will swing down and reveal a 10' x 3' x 10' deep pit filled with quicksand.
- 9) 8 human thieves: 4 Lvl 1, HTK 1,1,3,2, AC7 with daggers and longbows; 3 Lvl 2, HTK 5,6,5, AC7 with shortbows and flails; 1 leader, Lvl 3, HTK 8, AC7 with sword.
- 10) 3 Harpies, 3HD, HTK 8,20,18, AC7; scattered amongst the remains of their victims are three gems worth 345GP, 885GP 50GP.
- 11-12) Empty
- 13) an empty violet robe is lying on the floor.
- 14) 5 Ogres, 4+1 HD, HTK 22,19,13,14,24, AC5 have occupied an old prison area. Metal urns contain their treasure of 5000GP, 4000SP, 4-10GP in gems, 1 pr. boots of speed and a -2 cursed quarter-staff (taken from the magic-user in cell "E").
CELLS: A) 1 constrictor snake, 6+1 HD, HTK 22, AC5; drops upon those entering the cell. B-D) empty.
E) an emancipated human MU, Lvl 1, HTK 2, AC9 is shakled to the south wall.
- 15) 4 Troggs (tJGJ 3 (N)), 3+1 HD, HTK 10,21,15,19, AC5 with two-handed swords. Stacked in the eastern extension are small locked coffer containing 650GP and 1250 EP.
- 16-17) Empty.
- 18) 2 Troggs, 3+1 HD, HTK 8,18, AC 5 with two-handed swords; they are recovering from a hangover.
- 19) 2 Trolls, 6+6 HD, HTK 37,36, AC4 are arguing over which one should get the choice parts of a giant weasel which is roasting over a small fire. An iron trunk contains their meager hoard of 1100CP, 2 100GP gems, and 2 potions (Invulnerability, ESP)
- 20) 3 Wights, 4+3 HD, HTK 17,18,30, AC5 guarding a small coffer containing a magic short sword (+1/+2 vs

Lycanthropes) and a 50GP gem—which is, actually, a ‘gem-of-attacks-upon-the-owner’.

- 21) a secret trapdoor in the center of the room leads to a rough tunnel 8' below.
- 22-23) Empty.
- 24) 5 wolves, 2+2 HD, HTK10,7,7,3,4, AC7
- 25) a Dwarf Bard, Lvl 5, HTK 13, AC5 with short sword and harp is being forced to play his restful melodies for a small, adult Black Dragon, AC3, 6 HD, HTK 30 who is speaking and laying upon a pile of treasure consisting of 27,000CP, 1,000SP, 11,000GP and 3 gems worth 50GP, 500GP and 1000GP
- 26) 10 Bugbears, 3+1 HD, HTK 13,16,13,12,15,14,14,8,18,7, AC5. In a huge locked chest are: 4500CP and 2 scrolls: 1) 1 spell of Lightning bolt. 2) three clerical spells: sticks to snakes quest, dispell evil.
- 27-30) Empty.
- 31) 1 gargoyle, 4HD, HTK 13, AC5. counts a pile of 70 GP
- 32) 2 Giant Toads, 2+4 HD, HTK 19,10, AC6.
- 33) a pile of rusty chains is heaped in the SE corner.
- 34) a giant scorpion is crouched in the center of the room (DM—its head)
- 35) 7 wererats, 3+1 HD, HTK 13,10,19,13,18,21,15, AC6 with short swords and two are posing as captured humans
- 36) the Treasure of the Wererats is strewn about this chamber and consists of 3000CP, 1500GP & a scroll of seven (7) clerical spells.
- 37) The ceiling of the room has been blasted. There is a 70% chance of a minor cave-in/turn (2-12 pts damage).
- 38) There is a puddle of fresh blood in the center of this chamber.
- 39) Contains the apparition a MU-type seated at a desk, writing something by candlelight. He will look up when the door is opened, and reach for an intricately carved staff next to him. If the party enters the room, the “MU” will strike the staff to the floor three times, crying out in a strange tongue. Then a cold wind will blow the lights out, plunging the room into total darkness. By the time the party has a torch (or lantern) relit, the room will be bare.
- 40) Empty.
- 41) 11 lizardmen, 2+1 HD, HTK 9,10,10,14,10,11,7,10,10,12,14, AC5. A large chest contains their treasure of 2600SP, 2100CP and 1 potion of water breathing. The pool occupying the southern half of the chamber is of cloudy green water, 40+ feet deep, leading down to the fourth level.

25MM RENAISSANCE Hinchliffe

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25MM MINIFLEET PIRATES

MORO AND LADY PIRATES			
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[illegible]

This level is a huge store room for monsters. The young are taken and used in experiments. All are alive and held inside by one-way force fields (entrance is easy but try to come out) which can be beaten by leaving a foot out, a length of rope tied to self, etc. These fields cannot be seen through. In some are remains of adventurers who have wandered in but are cleaned out every once in a while for the treasure. 50% chance for remains and treasure vs NCP (1-6 remains). It's up to you DM's where you want to affix some gold. 5% babies.

This dungeon complex has a primitive electrical system with a wind generator on the surface. There are crude wires running across the ceiling that, when touched, delivers quite a shock (Con 12 save 1st touch, 16-2nd, 18-3rd). The dot on the mappings is a smoke-pipe to which all fire-pits are indirectly connected. A whistling is always present as there is a steady suction from the surface. Cess pools (pit toilets) and running water from streams underground make for sure moldy comfort.



These monsters are switched occasionally to bring in new specimens for experiments:

- 1) 2 Beholders.
- 2) 4 Bug bears, 6 babies.
- 3) 2 Carrion Crawlers.
- 4) Wight and very weak Gorgon.
- 5) 12 Crocodiles in water room.
- 6) 2 Anhkegs.
- 7) 2 Water Wierds in water room.
- 8) 25 Stirges.
- 9) Gynosphinx and Androsphinx.
- 10) The room is recessed with a raised alcove containing 2 Medusae and a male-born medusa.
- 11) Anti-magic chains with 2 type V in drag and in the room is a lusty minotaur.
- 12) Empty room with sliding doors (used to be storage).
- 13) 2 Chimeras.
- 14) Ocre Jelly and Black Pudding.
- 15) 1 Gargoyle and 2 Ghouls.
- 16) 1000 Giant Ants.

Traps (to catch escaped monsters).

- A) Simple 15' pit.
- B) Monofilament Wire - Walk through it minus legs (1-atom thick).
- C) Trip wire with cascading weighted net.
- D) Greased Floor - Watch you steps, break open potions.
- E) Mist covering a sleep pit.
- F) Trip wire with falling wood cage trap.
- G) Trip wire with 6 arrows.
- H) Snare.
- I) Pit with a very slippery slide to 2nd level.
- J) Water Pit 12'.



Note: The traps are set to catch wanderers in and any animals that might escape.

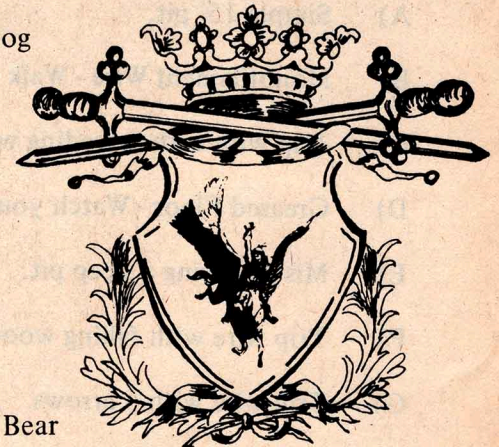
25MM CONFEDERALS Heritage

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4311	US Regular Defending	8	\$ 2.95	4351	10 Pounder Parrott Rifle & Limber	2	\$ 2.95	4370	Zouaves/Kepi Attacking	8	\$ 2.95
4312	US Regular Receiving	8	\$ 2.95	4352	12 Pounder Howitzer & Limber	2	\$ 2.95	4371	Zouaves/Fez Defending	8	\$ 2.95
4314	Iron Brigade Assaulting	8	\$ 2.95	4353	3" Rifle & Limber	2	\$ 2.95	4372	Zouaves/Turban Advancing	8	\$ 2.95
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4327	CSA Infantry Assaulting	8	\$ 2.95					4385	US Cavalry/Carbines	3	\$ 2.95
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								4388	CSA Cavalry Command	3	\$ 2.95
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								4399	Mounted Generals	3	\$ 2.95

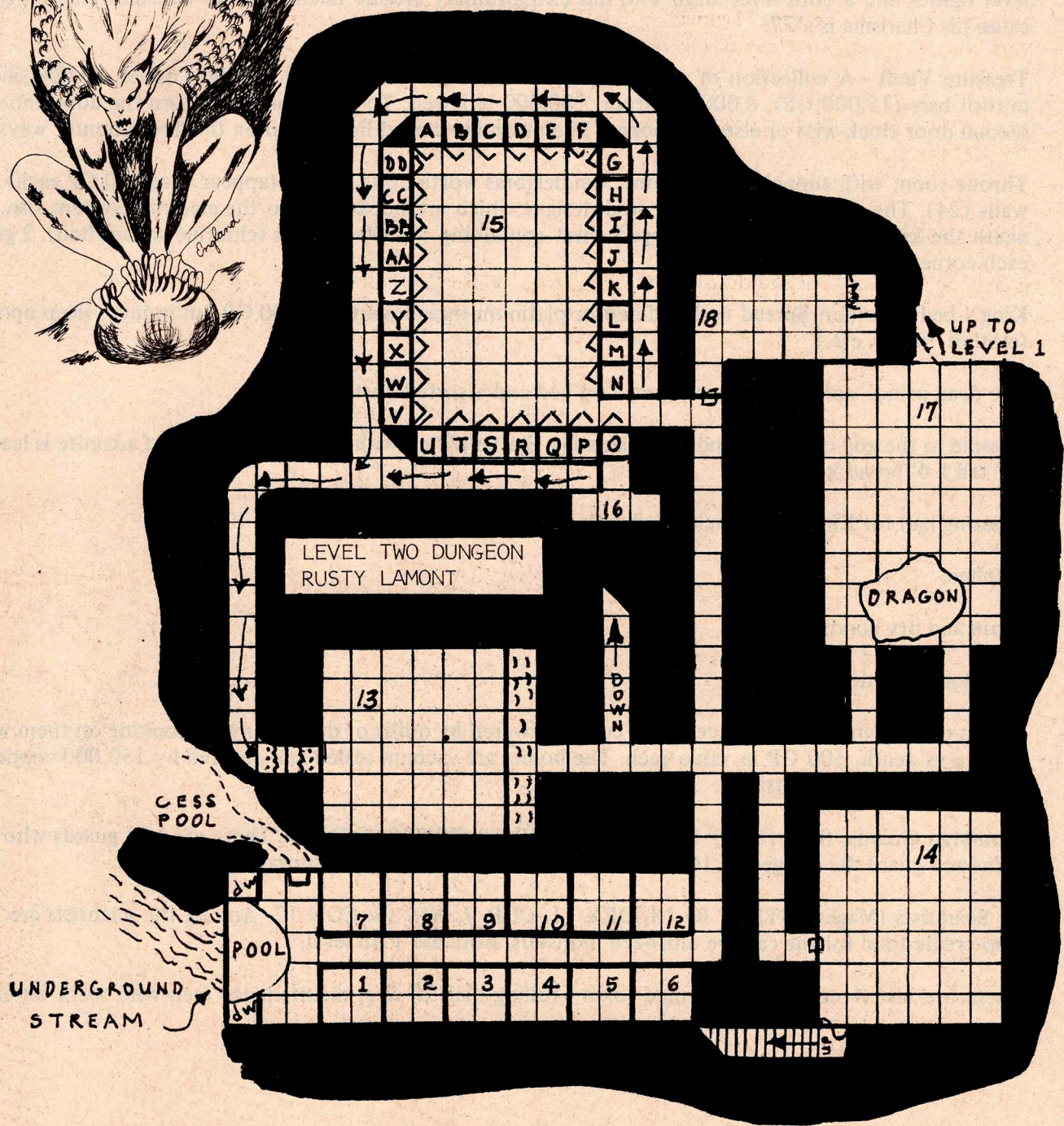
- 1- Rooms of the charmed scientists equipped with a single bed, chest of drawers, and a small writing desk. The priests have been charmed/gead and work for free. They carry Rolling Balls of Fire (magical, 1" in diameter, only useable with the special gloves, carried in a pouch on the gloves, 6 six-sided dice of damage, check hit location, 12" Range). One of the scientists has become uncharmed in room 10 and has smuggled 450 GP which are hidden under mattress.
- 12) Arena for combat. Note the tunnel that leads behind all of the cages to allow safe transport. Note 2 curtains to pass through and 2 sets of steel bars stop retreat. There are seats in the East end of the arena which are raised 12' off the arena floor and set off by a glass wall.
- 13) Library with hundreds of volumes, tomes, notes, etc., in the scientists special code (in room 16).
- 14) Laboratory, shelves in middle of room filled with acids, bases, alcohol, simple potions, etc. 10' operating table with drawers containing scalpels, razors, etc. Around the room are 30 sealed glass cages that use cyrogenic principles to preserve live monsters. Ropes extending by each cage raises the front piece or back piece. 3 turns till life comes to the monster.

- | | |
|------------------------------|---------------------------|
| A) Roper | P) Centaur/Chimera |
| B) Scorpion/Crocodile | Q) 4 Giant frogs |
| C) 3-headed Cockatrice | R) Hell hound/Blink dog |
| D) 2 baby Shedus | S) Harpy |
| E) Basilisk/Goblin | T) Gargoyle |
| F) Clay Golem | U) Gnoll/Gnome |
| G) Gorgon/Hell hound | V) Rakshasa |
| H) 2 Boars | W) Chimera |
| I) Carrion Crawler/Centipede | X) Ogre Mage/Grizzly Bear |
| J) Manes | Y) Umber hulk |
| K) Quasit | Z) Wight/Sylph |
| L) Paleoscincus/Triceratops | AA) Peryton |
| M) Gas spore/Beholder | BB) Ore/Goblin |
| N) Elfin/Stone Giant | CC) Stirge/Giant Wasp |
| O) 2 Bug bears (dead) | DD) Owl Bear |

/ denotes cross between.



- 16) O - This room has 2 dead Bug bears stuffed. When the back piece is removed, entrance is gained to this room. Loose stone in wall holds cipher. 200 piece piles of gold, silver, platinum, copper, electrum, and lead for use in experiments, new alloys, alchemy, etc. Piles are electrically charged by wire net bottom.
- 17) This room is a great trap for suckers or animals from level 1. By, and blocking the doors, is a cranky old red dragon who is always hungry, chained to the wall.
- 18) Conference room with cloak room and table for visitors and scientists. 2 cloaks inside - one plain, the other raised strength +1 for 4 turns when it will automatically catch fire.



King Mage Elexus, Half-Elf who is an artist for the gods. Blessed by Ramanas (see room 5), Elexus is a 20th level fighter and a 20th level mage who has extraordinary artistic talent. He has constant charm person because his Charisma is a 27.

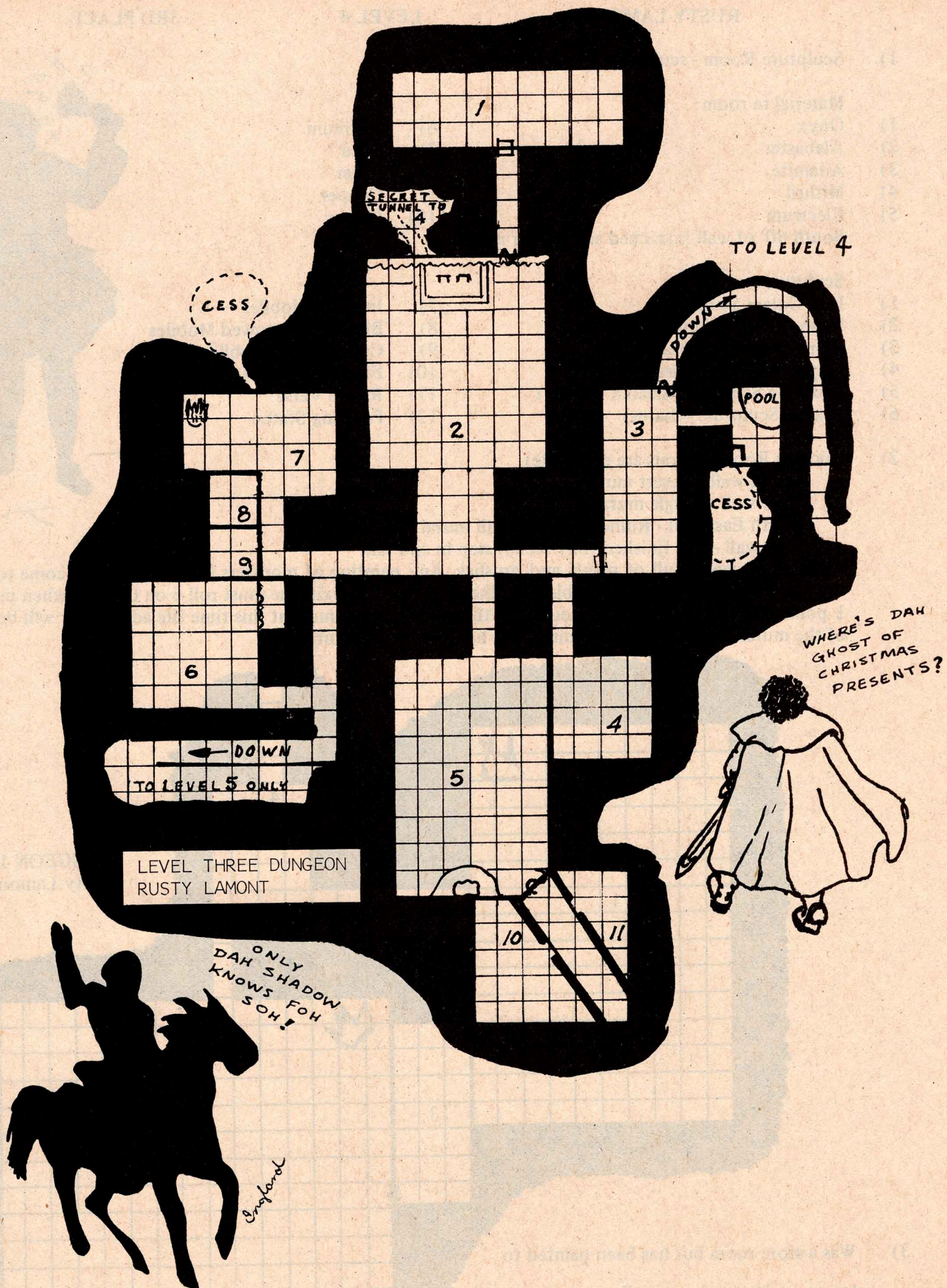
- 1) Treasure Vault - A collection of golden goblets, 100,000 GP, 10,000 GP, 40,000 Copper, 20,000 silver, 520 mithril bars (15,000 GP), 8,000 electrum, 100,000 in jewels. To get in, one must turn the door knob on the second door clock-wise or else be shocked. Then turn the carved lion's head on the door counter ways.
- 2) Throne room with tunnel under throne. Candelabras worth 500 GP each (appear about 10 GP each) line the walls (24). The walls are inlaid with gold designs which are hooked up to the electrical system also. Underneath the king's chair (left) is a trapped chest containing 50,000 in gems (chlorine gas spirited). 2 guards in each corner.
- 3) King's bed chamber. Spread embroidered in platinum thread worth 12,000 GP but induces sleep upon sight. (clothes, books, etc.)
- 4) The dead prince's old room. Same spread on bed and assorted dusty garbage.
- 5) Temple to the god of Beauty and Art, Ramanas. Statue plated with 10,000 GP worth of adamite is lead filled. 10' tall x 6' broad x 4' wide.
- 6) Feasting hall for King, cloak rack filled with plain clothes.
- 7) Kitchen.
- 8) Grain and dry goods storage.
- 9) Meat locker (0 degrees F.)
- 10- Crypts of dead queen and Prince, stone coffins covered by quilts of death - anyone looking on them will have to save vs death, 500 GP in value each. The bodies are vacuum sealed and covered by 150,000 copper. Walls inlaid with gold, no electricity.
- 11)

Lion-Man Guards, STR 18, IQ 15, DEX 19, CHR 18, WIS 10, CON 19. There are 150 guards who sleep in turns and guard the dungeons. 10 with King. These are all cloned and mutated men.

10 Scientists (Mages), STR 9, IQ 18, DEX 11, CHR 9, WIS 18, CON 12. Among the scientists are 2 clerics who create food for the captive unfrozen monsters. Both are 11th level.

There are also 4 cooks and 2 armed (orbs - rolling balls of fire) maintenance men who work on all levels.





- 1) Sculpture Room - sculptures are activated by touch.

Material in room:

- | | |
|--------------|-------------|
| 1) Onyx | 6) Platinum |
| 2) Alabaster | 7) Gold |
| 3) Adamite | 8) Silver |
| 4) Mithril | 9) Copper |
| 5) Electrum | 10) Plaster |

South 60' of wall is stacked storage for materials.

Sculptures:

- | | |
|--|-------------------------------|
| 1) Iron Golem Sculpture | 7) Insanity Mobiles |
| 2) Flesh Golem Sculpture | 8) Blessings Bestowed Mobiles |
| 3) Stone Golem Sculpture | 9) Curses Given Mobiles |
| 4) Clay Golem Sculpture | 10) Flaming Mobiles |
| 5) Shouting Sculpture (deafen hearers) | 11) Recite Verse |
| 6) Beauty Sculpture (charm) | 12) Pointing Statue |

- 2) Painting Room (murals are enterable)

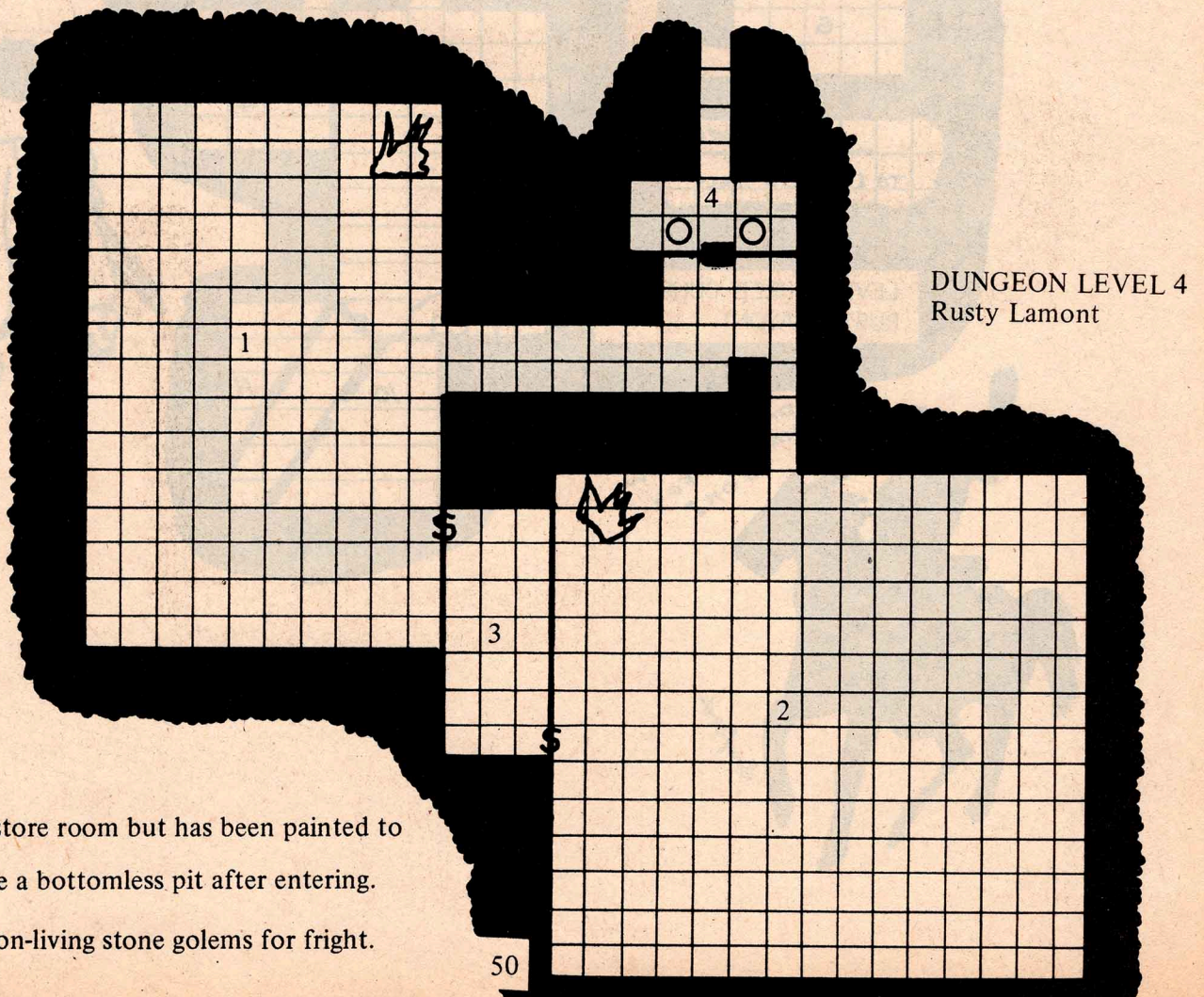
South wall - Desert mural.

West wall - Jungle mural

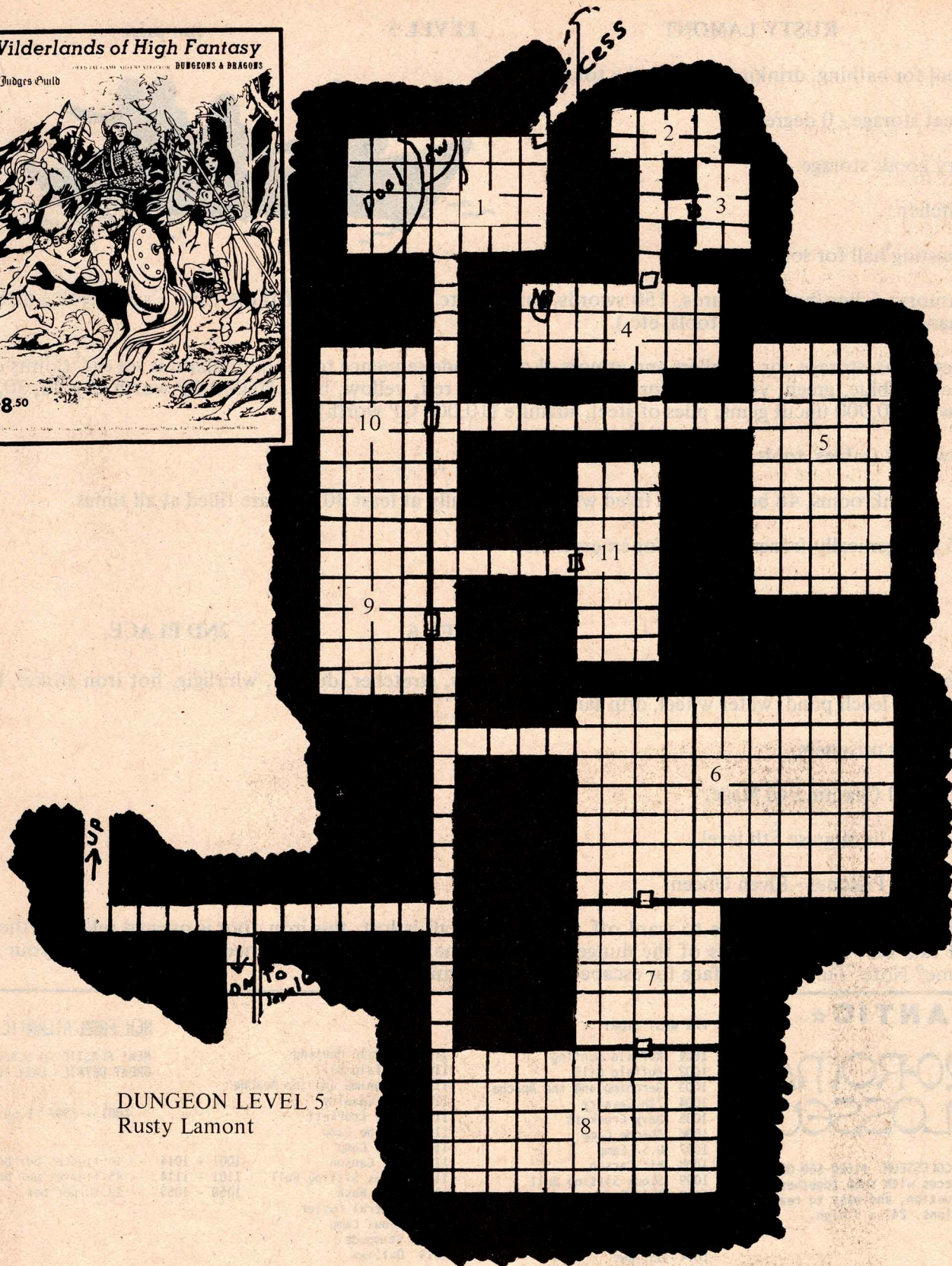
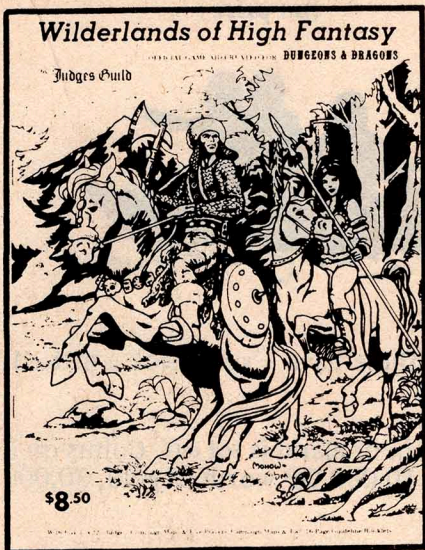
North East wall - Ruined castle on hill mural

East wall - Not finished (Sky scene) step in and fall.

Cabinets in center full of paints and brushes. Any painting of monsters lying around will come to life when touched. The murals are enterable just like in life but to exit one must roll 6 on 6's and, when missed, take 1 point damage. Wild animals could kill the adventurer or men; at this time the adventurer will become part of the mural. The castle is just ruined but has some thieves lurking.



- 3) Was a store room but has been painted to become a bottomless pit after entering.
- 4) Two non-living stone golems for fright.



DUNGEON LEVEL 5
Rusty Lamont

RUSTY LAMONT

LEVEL 5

(no prize)

- 1) Pool for bathing, drinking water and a toilet.
- 2) Meat storage - 0 degrees F.
- 3) Dry goods storage.
- 4) Kitchen.
- 5) Feasting hall for soldiers.
- 6) Armory; 6 lion/human guards, 150 swords, shields, etc. Note: some of these have +s so check a little. 10% chance +1-3 (forge, anvils, tools, etc.).
- 7) Metal box storage for jewellers and armors. 4 color code sequence to get in or alarm is set off. Colors on box are red, blue, green, yellow. Color sequence is green, red, yellow, blue. 10,000 GP worth of gold, 30,000 in jewels, 50,000 uncut gems, piles of steel, adamite (10,000 GP worth).
- 8) Jewellers (tables, tools, etc.), 6 lion/human guards.
- 9-10) Bunkrooms, 48 beds, chests filled with beds, usually at least 30 beds are filled at all times.
- 11) 25 cryogenically frozen soldiers for emergencies.



RUSTY LAMONT

LEVEL 6

2ND PLACE

- 1) Torture Chamber (empty at present); Chains on walls, stretcher, dunker, whirligig, hot iron stoker, fire ant chamber, leech pond, water wheel, drip tank, etc.
- 2-9) Cells for prisoners.
- 3) 9th level Chaotic Evil Mage.
- 6) Assassin in disguise 5th level.
- 7) Political Prisoner - Elven Queen.
- 10) This is a last ditch defense to ward off attack. When all is lost, this iron door is opened releasing thousands of rats that infest all levels of the dungeons. A fortune in traps would be needed so why waste your armies' time? Note: Tunnel to surface for escape if you don't mind rats.

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| 1008 | Kit Carson |
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- | | |
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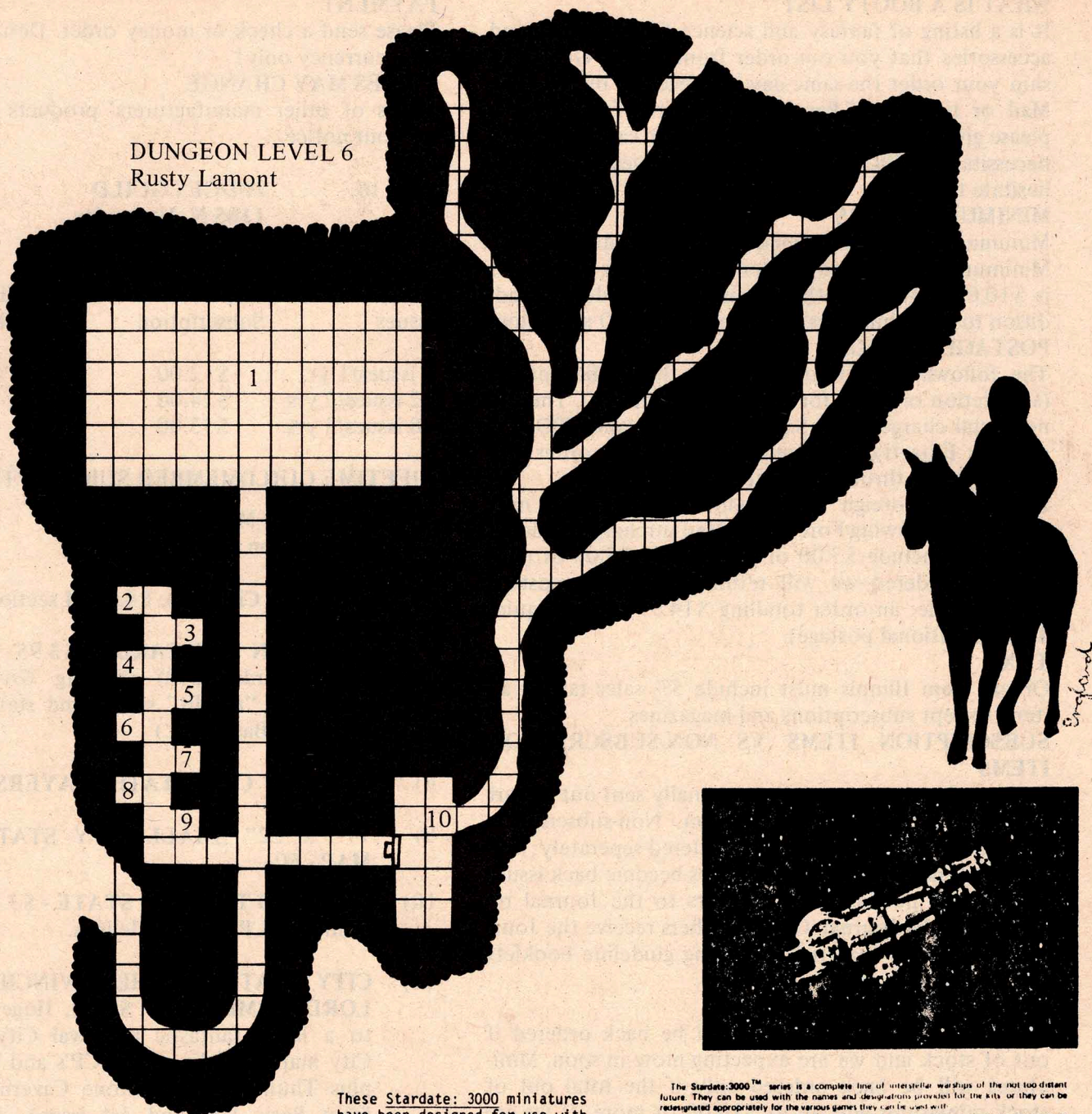
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DUNGEON LEVEL 6 Rusty Lamont



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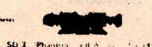
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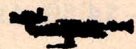
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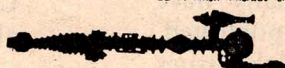
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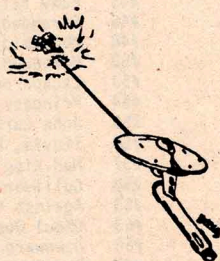
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ROMAN REPUBLIC

- RR1 Standard bearer
- RR6 Triari leather armour sh&sp
- RR7 Veletri unarmoured sh&javalin

- RRC3 Cavalry standard bearer

ROMAN EMPIRE

- RE1 Tribune on foot
- RE2 Centurion advancing
- RE4 Cornicer
- RE5 Aquilifer

PERSIA

- PE3 Immortal attacking
- PE4 Infantryman attacking w/spear&shield
- PE5 Immortal in reserve
- PE6 Immortal firing bow
- PE7 Infantryman unarmoured sh&sp
- PE11 Phrygian armoured w/crested helmet att.
- PE12 Phrygian armoured w/crested helmet reserve

- PEC3 Cavalry unarmoured sp&sh
- PEC8 Camel corps unarmoured sp&sh

EGYPTIANS

- E1 Officer
- E2 Standard bearer
- E3 Trumpeter
- E4 Heavy infantry sp&sh in reserve
- E5 Heavy infantry sp&sh attacking
- E7 Heavy archer
- E8 Light archer
- E9 Slinger
- E10 Javalin man
- E11 Sherdan guard

NORMANS

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- HN7 Italian mercenary

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- HNC2 Knight w/spear overarm
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- HS7 Fyrdman w/ round shield and spear

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- C2 Officer
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- C8 Mercenary Cretan Archer
- C11 Spanish Scutaris
- C13 Gallic Chief
- C14 Gallic standard bearer

- CC2 Cavalry standard bearer
- CC4 Cavalryman Numidian w/ javalin

GREEK

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- G7 Slinger
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- ME17 Scot w/lochaber axe
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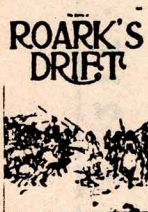
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