



DEADLANDS

10



FEATURE

THE LEGION STRIKES

ANTHONY B. COX

BY

A WINTER



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Valley of the Rood of Parth

pt. 1 DEMONS OF DUNDURN



An eerie silence greeted the dawn at Riverside House the morning after the wedding feast of Arnulf and Gunda. As the day wore on, no signs of life were apparent from the House. Concerned villagers appealed to Oskine at the Feathered Serpent Inn, who gathered some of his guests and set out to investigate. Arriving at the silent portals of Riverside House, Oskine instructed the group of guests to proceed ahead and said he would join them after he had scouted the outside of the House and the surrounding area. The guests crossed the empty threshold to discover

This 48 page Universal Fantasy Play Aid is the first in a series detailing the Valley of Rood, the Riverside House, and the Mysterious Rood of Parth. Also included is a 22"x 34" map sheet containing the 4 levels of the Riverside House in 15mm scale.

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HORSE FEATHERS

Hello Again Faithful Readers and welcome to yet another issue of the Imperial Pegasus. I hope you enjoy it.

Gateway Quadrant and the Morrow Project Report have been temporarily shelved but may return in a future issue.

We start out this issue with A Winter Stroll, a fictional piece written by Perry Cooper. This is a short story about Antius, a seasoned warrior and his exploits with a young female thief by the name of Letina and the problems that arise with a local thieves guild. Then we have The Legion Strikes, a Champion scenario for 5 to 10 heroes or heroines. This adventure takes place in the U.S. when seemingly invincible robots perpetrate a series of robberies. The robots appear from nowhere to steal gold, gems, or scientific equipment. Eventually our heroes hear about the robberies and prepare to blaze into action. Wait Up in the sky

Ruins is an article by Tim Grice about spicing up some of those old ruins you might find on your way to your Sunday afternoon Orc hunt. Some interesting slants on an often overlooked area of some campaigns. Then we have yet another fiction story by Perry Cooper entitled Call Him Lucky. This light-hearted story illustrated by Jim Wampler follows the travels of Huptis and his partner in crime as they try to make the big move up the ladder of success to the positions of Wizard and Master Thief.

Physicians is an article by Paul Elkmann on the uses of skills in D&D and AD&D such as curing certain illnesses and mending broken bones. From The Horses Mouth reviews Metagaming's The Fantasy Trip including Melee, Wizard, plus the advanced versions of both and the Micro-Quest series of adventures. Divine Intervention by Emil Parker deals with the problem of how successful players should be when attempting to summon their diety or aid from that diety.

Paul A. Denisowski's Tower of Cailif is a small Universal scenario for 3-5 players at a moderate level and a mixture of classes. It describes the stronghold of the wizard Berthmet and his fierce band of lizardmen. Magik Tomes this issue is presented to us by Roy Cram. Roy reviews the book Fantasy Wargaming by Bruce Galloway.

What Every Adventurer Needs is once again by Paul A. Denisowski and is about trying to solve some of the problems created when players have an over-accumulation of wealth. Definately an article for the player who has everything.

Now last but not least is the campaign installment for this issue entitled Revenge of the Ant God. This is a Universal play aid written by our fearless leader Bob Bledsaw and takes place on Campaign map 11, Lenap.

Well that about raps up another issue of the Imperial Pegasus. Oh by the way from every one here at the Guild, MERRY CHRISTMAS and a HAPPY NEW YEAR! So Long For Now!

Mark



A Winter Stroll

By Perry Cooper

Antius pulled his cloak tight across his armored shoulders and shivered. He wished, at times like these, that he hadn't chosen to travel with his comrades so far north, even though they had told the truth when they said there was plenty of gold to be found here. The raid on the old mountain lair of the long-dead elf baron had proven that. And as he walked through the snow-covered streets of Pavir a sack-full of gold coins jingled against the bearded warrior's thigh to remind him of all this.

Still, Antius didn't care for the snow. He'd decided to brave the elements and take a walk only because he'd grown bored after three days of celebrating the successful, but perilous, journey into the old baron's lair. He'd wanted to see more of this northern outpost than just the gambling dens and brothels of the fashionable east side. But, as the snow fell harder and harder, this seemed less and less like a good idea.

This was especially true because there was little in Pavir worth seeing. Since leaving the gaudy east side, he had encountered a town which was, for all intents and purposes, a large pesthole. Antius was one of a few pedestrians braving the storm as dusk began to fall; most were undoubtedly eating supper in their ramshackle homes, filling their bellies so they could generate enough body heat to keep from freezing in the long night that was approaching.

Shivering, Antius stopped at a small tavern for a warming tankard of ale. He'd had enough of strolling through Pavir, and he was ready for the trek back to the one good inn

in town, where he could warm himself completely with the serving wench who had eagerly listened to his story of the venture into the elf-baron's lair, and then had done her best to soothe his nerves through the last few cold, dark nights.

The tavern was empty save for a stern tavernkeeper, two simple-looking fellows who sat drinking quietly at a table in the center of the room, and a woman who warmed herself by the fire. Antius gave the woman, whose back was to him, a long look as he signaled the tavernkeeper for ale and then paid him generously. Her robe was heavy, but it clung tightly to a curvaceous figure far more intriguing than that of Antius' serving wench. Antius noticed that the girl also had a short sword strapped to her belt. A plain goodwife aroused neither caution nor desire in him; this woman aroused both.

The bearded warrior strode to the crackling fireplace, partly to take a closer look at the woman, but mostly to warm himself. He stood a couple of swordlengths away from her as he sipped his ale, peering at her from the corners of his eyes. She looked at her hands, which she gently rubbed together as though washing them. She, too, appeared to be a recent arrival from the snowy outdoors.

When the ale and the initial chill were both gone, Antius stretched himself like a contented wolf and placed his shawl over a nearby chair. Perhaps it would be nice to sit awhile with his feet propped up on a table, where the fire could warm them as it had done his face and hands. But before he could sit down, a soft voice floated

over the popping flames to him.

"Good sir, can you help me?"

The fighter turned to face the girl, a bit surprised that she had spoken. "Why, what's...?"

The question died in his throat. It was obvious, when he got a good look at the girl's face, what was wrong with her. The face was a beautiful one, framed by moderately long blonde hair, with flashing blue eyes and high cheekbones. But the vision was marred by harsh bruises swollen blue and purple.

"Two men," she said in a low voice. "They pushed me down and took my money. I tried to fight them, and they beat me."

"How long ago?"

"Well... twenty minutes, perhaps."

Antius shrugged. "That's much too long. They've gotten far away by now. Do you have anyone to tend to your hurts?"

The girl ignored the question and drew closer, making Antius tense. "I saw where they went," she hissed.

"How? You followed them?"

"Yes. They went into a house not far from here. I saw them. But I wasn't about to follow them in there alone. I need a champion, a man with fighting skill. You appear to be the sort of man I've been asking the gods for."

Antius drew a deep breath. The idea of combat didn't frighten him; he was a seasoned fighter, whose sword had spilled the blood of dragons and left minor demons dead on the ground. He hardly needed to fear a pair of thieves so weak that they had to stoop to ganging up on women to earn their living.

Yet he hesitated to get involved. Too many things could go wrong in these matters; the two thieves might belong to a strong thieves' guild which would resent any actions against its members, however minor they may be. Or the men could have a number of comrades with them. And then there was always the possibility that this was all a ruse.

"Will you help me?" the woman pleaded. "The house isn't far, and I'm sure we have time to get others to join us if you like. Please, good sir!"

Antius stared deeply into the woman's glittering blue eyes and pondered. He reached out and touched her bruised face, and she recoiled with what seemed like genuine pain. The fighter mumbled an apology and pondered some more.

"Are you a thief?" he asked, at length.

"I --- well --- yes."

He grunted. "I'm pleased with your honesty. Now, tell me why a man with a full purse should aid a thief?"

"There's gold in it for you. I'm sure the men will have some hidden in their home, and you can have it. I just want my own back; it was all I had. If they don't have any gold, you can even have some of mine."

"And supposing I say I've got enough gold?"

She drew herself up to her full height, which only brought her eyes level with the big fighter's throat, and said evenly, "I can pay you in other ways."

Antius grinned, and patted his full purse. "With this, I could hire a dozen of you."

The woman's face contorted in a scowl. "All right, then! I can see you're a warrior from another part of the kingdom; your bronze skin tells me that much. I assume you came here with friends. Kindly lead me to them. Perhaps they will be more interested in being my champions."

Antius continued to grin. "I didn't say I wasn't interested," he replied. The girl's spirit appealed to the fighter; he felt his doubts dissolve and reminded himself of the many times he had entered into battles with not a tenth as much dawdling as he had done here. "What's your name, girl?"

"Letina. And yours?"

"Antius."

"So, you've decided to help me after all?"

"I suppose I have."

Letina smiled for the first time and breathed a heavy sigh. "Thank the gods. Now, let's be on our way to find your friends."

Antius scratched his beard nonchalantly. "Oh, I don't think we'll be needing them for a small problem like this. Besides, they're all the way across town and probably wouldn't like being disturbed."

The girl's eyes widened. "But really, we must have help. I can be of little help, I'm afraid, and there may be several men in that house."

"That just means I'll have to swing my sword more than twice if they aren't willing to listen to reason. Letina, I've traveled the length and breadth of this kingdom, and several others as well. I've killed creatures the likes of which you can probably never imagine. Now, do you really think I need help to handle a couple of copper-snatching cowards like these fellows?"



She shivered, despite the warm fire close by. "I wish you'd reconsider. I have bad feelings about this."

Chuckling, Antius started toward the door. "The thieves who attacked you will soon have bad feelings about it, too. Come on now, before it gets dark outside."

Letina nodded and with a sigh led the way through the snowy streets. She traveled only three or four city blocks, then she stopped and pointed at a drab hovel sandwiched between a row of others much like it. Only narrow alleyways separated the two-story house from those on either side of it. Save for a light burning in the lone

upstairs window, there was no sign of life in the house.

Antius noted all this with approval. It certainly was unlikely that very many people could live in that place, and whoever did so could not be particularly powerful. He motioned for Letina to continue, and she led him quietly around the house to its rear, where they paused at a back door.

The fighter carefully drew his sword from its sheath and then nodded to Letina, who drew her weapon as well and then tried the doorknob. It turned only part of the way around before stopping.

"Locked," she hissed.

"Can you pick the lock?"

She inspected it closely and then nodded. "No problem."

Antius walked around in the narrow alley while she worked. He beat his sides with his arms to keep warm, hoping the wind whistling through the alley would cover the noise of his rustling Chainmail. No one stirred in the streets or, as far as he could tell, in the house. Soon Letina had the back door open, and the two silently entered.

It had not been light outside, but at least the snow had reflected what little light there had been. Indoors it was much darker, and the two had to pause for a few moments in the rear hallway before their eyes adjusted enough to allow them to safely proceed.

The hallway led all the way to the front of the little hovel. To their left, Antius and Letina could make out two small windows which let in a hint of light. To their right one door stood ajar, but the room into which it led was empty.

They continued slowly and carefully down the hall. Near the front of the house, it led to a stairway that led to the second floor. The hallway did not end here, but, instead, made a ninety-degree turn to become the front hallway. Antius peered around this corner and saw a man just as the man saw Antius.

He was a skinny fellow wearing the sort of long, flowing robe available only to members of the Mages' Guild. He had been slouching against a wall, apparently guarding the front door before him, but upon sight of Antius, the young mage immediately screeched a guttural word which the fighter re-

cognized as magical, and the accompanying gesture convinced Antius that a spell of some sort was being cast at him. Whatever it was, it didn't work, and one Swordthrust later the mage was lying dead on the floor with a deep blade wound in his heart.

Antius would have liked to ponder the question of why the mage had chosen to throw a spell at him immediately upon seeing him, and, for that matter, the fighter had to wonder what a mage was doing here in the first place. But thought was superfluous at the moment, for as soon as Antius' blade sent the mage sprawling to the wooden floor, the warrior heard a pair of heavy boots on the floorboards just a few paces behind him, and even as he tensed to feel the inevitable blow, he realized that a thief had hidden himself in the shadows beneath the staircase. Apparently, the arrival of Antius and Letina had not been entirely unexpected, though the young mage had seemed surprised enough.

Instead of a blow from behind, Antius heard the shrill sound of Sword-blades meeting, and the fighter whirled around to see that Letina had skillfully parried the thief's Swordthrust with her own short Sword.

"Letina!" the man shouted, his face a mask of disbelief.

Antius felt his jaw drop open with surprise also. From above, running footsteps sounded. It was a trap! But how could it be, when Letina had just saved him from a blow that could have cost Antius his life? And she continued to attack the thief with a fury.

Her blade caught him in the side, and he uttered a grotesque cry of pain. As he lurched backward, the man slammed against a wall and blocked another of Letina's blows with his Sword.

"What in the seven hells are you doing?" he gasped. "Have you gone mad?"

She responded with a flurry of blows, two of which opened red lines across her foe's left arm. He managed to retaliate with a chopping blow that made a red gash in her left shoulder, and the two grimaced in mutual pain as they feinted and dodged, searching for an opening.

Antius was ready to offer his aid to Letina, but he was suddenly needed elsewhere. The big fighter turned and spotted a muscular half-orc bounding down the staircase, a Battle-ax held

ready in his hands. Past experience with members of this race had convinced Antius that they were generally rather clumsy, so, with no hesitation, he charged to the staircase and met the attacking half-orc a quarter of the way up. Antius proved his theory about clumsiness by easily ducking under the Battle-ax, and, as the weapon sailed past him to lodge in the banister, Antius thrust his Sword upward, where it drew a shower of blood from the attacker's shoulder and sent him tumbling down the remaining stairs.

Antius glanced back at Letina but saw she needed no help. Her badly injured opponent was little more than helpless, and she seemed oblivious to the pain of her wounded shoulder. With a catlike snarl of rage, she pounced upon the retreating thief and thrust her Sword deep into his chest. Pitching forward as he died, the thief managed a Sword-slash that drove deep within Letina's left thigh and drew from her a screech of agony.



Antius turned back to the fallen half-orc, but the creature was bleeding profusely and apparently was finished for this fight. Catching sight of two men standing at the top of the stairs, the big swordsman decided to press the attack. With a lionlike battle roar, he bounded up the steps, then immediately realized that this was a mistake. One of the men had a loaded Crossbow pointed right at Antius' face.

The fighter lunged to his right, hoping to vault over the banister, just as the Crossbow fired. The bolt missed his head and, instead, skittered off his protective Chainmail, but the armored warrior was too heavy for the rotten old banister, and he burst through it, rather than over it, crashing, dazed, to the wooden floor below. Antius groped for his Sword as the two men

hurried down after him.

The men paused at the foot of the stairs, and the one in the lead, a tall man wearing a fancy sky-blue tunic with ruffled sleeves, folded his arms and smiled at Letina.

"You have some explaining to do," he said evenly.

"Go to hell," she snapped.

The man with the Crossbow, clad in leather armor, produced another bolt from a quiver on his back and began loading it onto the weapon. Neither Letina nor Antius were close enough to prevent him from doing so. Letina froze for a moment and then limped down the hall as fast as she could go, trying to get out the back door. But at the point where the open door to the empty room was located, she heard the Crossbowman cock his Bow, and she halted.

Antius, meanwhile, had shaken the cobwebs from his head and found his Sword. He took a step toward the two men as quietly as possible, but a creaky floorboard alerted them to his presence, and the fighter found himself covered by the Crossbowman.

"I think," said the man in the expensive blue tunic, "this would be a good time for us to have a little talk."

Antius looked at Letina, but her back was to him, and she did not turn to face him or the two thieves.

"What do you want to know?" the fighter growled.

"Let me introduce myself," the fellow smiled. "I am Janwik, the leader of this little operation. I see you've already met my hirelings . . . including the newest addition to the outfit, little Letina over there."

Antius clenched his teeth and looked first at Letina, then at Janwik. "I don't believe it," he said.

"I don't care what you believe," Janwik sneered. "She brought you here on my orders. But if she'd obeyed orders a little better, you wouldn't have caused us so much trouble. Letina, would you like to explain what you had in mind by not coming through the front door as instructed?"

The Crossbowman had held his weapon so that it was pointed at Antius, but now he turned back to point it at Letina. Just as he started to turn, the lady thief gathered her strength and, with one bounding stride, leaped into the empty room through the open door to her left. The Crossbow bolt shot at her, but thudded into the door, instead.

Seeing his chance, Antius darted forward. The two thieves groped for their weapons. Dropping his useless Bow, the Crossbowman pulled a Dagger from his belt, while Janwik brought forth a Mace from beneath his tunic. The Crossbowman was closer to Antius, and, thus, it was he who received Antius' blow, nearly decapitating him.

Janwik swung at Antius with his Mace, and the fighter barely avoided the weapon, which grazed his cheek but did no real damage. The two faced about, and Janwik shouted for his half-orc hireling to stop moaning and get up. Antius faked a thrust to the midsection and brought his Sword down instead toward Janwik's head. The thief blocked the blow with his Mace, but, with a sharp crack, the Sword smashed the wooden handle of the Mace to pieces, and Janwik suddenly found himself clutching a useless hunk of busted wood.

Antius brought the point of his Sword to within an inch of Janwik's throat. "Now I think we can talk," he said, with a wolfish grin.

"Fine, fine," Janwik stammered. "So talk."

"How do you know Letina?"

"I told you. She joined our group."

"When?"

"I don't know. A month ago, maybe."

"And you sent her out to sucker me in here?"

"Not specifically you. Just anybody who might be willing to help her -- and who had some gold."

Antius paused a moment and scowled at the thief. "That story does not add up," he growled.

"But it's the truth. I swear it!"

"Spare me, thief. You'd swear she rode in here on a dragon to save your neck. What I don't understand is that if she was just trying to get my gold, why did she rescue me from that dead fellow there and then proceed to fight against your little group?"

"I don't know, I really don't. That's what I was going to ask her before she got away."

"All right then, let's go ask her together. Keep those hands in plain sight, and I won't feel the need to spill any more blood."

They moved slowly down the hallway and into the room which Letina had entered in order to avoid the

Crossbow bolt. Instead of finding her, though, they discovered a room which, save for some old furniture, was every bit as empty as it had been the one time previously, when Antius had peered inside it. There was one change, however, that was easily noted: a window was open, and snow was gently blowing in from outside.

"She's gone!" Antius said, dumbfounded.

"So it would appear," Janwik shrugged. "Good riddance."

"I'm going to follow," the fighter sighed. "I'll be happy to do you the favor of staying out of this part of town from now on if you'll be so good as to not try and follow me or Letina."

Janwik spread his palms and smiled faintly. "Swordsman, believe me when I tell you that it would warm my heart to never see either of you again."

Antius grunted and climbed out the window as Letina had apparently done. On the snow outside, he saw her tracks, dotted with red from her two bloody wounds. Looking about, he saw no one, and so he pulled his cloak tight once again and made his way through the snow.

He noted sullenly that the weather had, if anything, worsened in the time he'd spent indoors. Great gusts of wind howled through the filthy streets of Pavir, obscuring vision greatly and occasionally causing the snow to drift, wiping out portions of Letina's trail.

Antius had tracked prey under much more difficult circumstances, he reminded himself, and yet this task seemed surprisingly difficult. In the dark, it was hard enough to see anything, but with snow and wind assailing one's face it was practically impossible to do so. Had there been anyone else out, he would have had no chance to follow Letina, for if her trail ever merged with anyone else's, Antius would have had little chance of determining which was which.

The cold bit deep into the fighter as he made his way through the darkness. His exposed face seemed to be under attack, and the snow and wind were certainly more dangerous enemies than any of the thieves he had just faced. Bent nearly double, as he tried to shield himself from the elements while still following Letina's trail, Antius stumbled through the

frozen streets like a drunk.

His body urged him to get to a warm place. The tavern where this episode had begun wasn't too far away now, and he needed its warmth and stimulation more than before. Often, he had to bend down on his hands and knees to make certain he was following Letina's tracks instead of simple shadows. Crimson spots helped to mark the way in some places. Antius was beginning to despair of ever finding Letina, but his spirit drove him on.

And then, with jarring suddenness, he found her. He nearly stumbled over her, in fact, for she was lying in a crumpled heap atop a mound of snow in a dingy alley. At first glance, it appeared the cold had claimed her as a victim, but as Antius stared down, she raised her head and squinted through the swirling snow at him.

"Antius?"

"That's right."

"How did you get away?"

The fighter folded his arms over his chest. "It wasn't easy. There were five men in that house, not two."

Letina was silent for a moment. "Yes, there were," she said, at length. "And I knew it going in. It was a trick. Do what you have to do." She tilted her head back, exposing her throat.

Antius made no move for his Sword. "There are some things I still don't understand," he said.

"Like what?"

"Like why did you fight with me and maybe even save my life, if it was all a trick?"

Letina opened her eyes again and tried to sit up, but was unable to do so and had to lie back on the snow.

"The man I killed was named Ulfo. He'd been trying to make me his lover ever since I joined the group, but I'd refused. So last night he beat me and tried to rape me. Janwik decided my bruises would be useful in luring someone into our little trap, so he ordered me to do it. But I didn't like it, so I switched things around a little and led you in through the back -- straight toward Ulfo. Unfortunately, you saw the mage first, so I had to fight Ulfo myself."

Antius pondered a moment, the cold and wind forgotten for once.

"But you could have let Ulfo kill me before fighting him. You had no reason to waste your first blow in blocking his thrust at me from the rear."

(continued on p. 93)

THE LEGION STRIKES!

by Anthony Pryor

The Legion Strikes! is a **Champions** scenario for five to ten heroes or heroines. It is advised that these characters be fairly experienced (25 to 50 Experience Points apiece). It is also suggested that at least one character have security systems skills as well as dematerialization or teleportation powers.

Setting the Scene

Over the past few weeks, the nation has been plagued by a series of robberies perpetrated by seemingly invincible robots. The creatures appear almost out of nowhere, steal gold, gems, or valuable scientific equipment, then take to the air and vanish as mysteriously as they first appeared.

It is only a matter of time before our heroes' city is hit, and, sure enough, while the heroes' group is sitting around their headquarters playing Old Maid, a desperate call for help comes through from Gamma Corporation Labs informing the heroes that the main building is under attack by some kind of robot.

Instantly, our heroes leap into action!

Part One: The Legion's Robot

Note On Damage System: This article uses the damage system first discussed in **Escape from Stronghold**. Each object is given a Defense Value and a Body Pip total. When damage is done to an object, the defense value is subtracted from the body pip total. When the object's body pip total reaches zero, the object is destroyed. The defense value is fully resistant and is the same versus both energy and physical attacks.

Once the heroes have arrived at the lab site, the following scene presents itself:

Gamma Corporation Research Labs is a large, chain-link-fence-enclosed compound with a variety of concrete buildings. Near the north side of the enclosure is a huge, gaping hole in the fencing, with an enormous robot standing near it amid wreckage and injured guards.

The map used is only a detail of the main building, the area over which the battle will take place. The robot will, as the heroes watch, smash through the outside wall and enter the building. It will then follow the course indicated by a dotted line on the map, smashing through interior walls as it goes. There are only a few guards left, and they stay out of the robot's way. The police have not yet arrived.

The Robot

VAL	CHA	COST	COST	Powers	END
77	STR	67	50	Multipower:	
30	DEX	60	10	m 25" Flight	10
30	CON	40	10	m Forcefield	
40	BOD	60		(25PD/25 ED)	10
10	INT	0	15	m EB, Armor-piercing	
0	EGO	-20		(10D6 Max.)	10
10	PRE	0	6	u N-Ray Vision	
10	COM	0	1	u IR Vision	
25	PD	10	2	u UV Vision	
20	ED	14			
6	SPD	20	20	Life Support	
25	REC	8	20	Invisible to Radar	
100	END	30	30	Full Damage Resistance	
100	STUN	7			

Disadvantages:

No Senses, but Sight	25
2 x Stun/Body from Sonics	40
Robot Bonus	295
	100 + 360 = 460

CV: 10

ECV: 0

Phases: 2, 4, 6, 8, 10, 12

Interior Map

(All interior walls are Def: 12, Body: 10 except for the walls of Room Three, which are Def: 18, Body: 15.)

Room 1:

This workshop is filled with computer terminals (Def: 6, Body: 6), work benches (Def: 6, Body: 8), and intricate scientific equipment. Several scientists are racing from the room, carrying vital papers or equipment, and may get in the line of fire if it comes to a battle here.

Room 2:

The briefing room is filled with desks (Def: 3, Body: 2). A blackboard and a chart easel (Def: 2, Body: 2) are on the east wall. There is no one in the room.

Room 3:

This is the robot's goal, a thick-walled, vault-doored chamber containing several valuable scientific devices. What the robot wants, however, is a small, electronic unit, a radar-jamming device. Because the walls are extremely thick (Def: 18, Body: 15), it will probably take the robot a full turn to smash through them. This is the perfect spot for the heroes to attack it.



Room 4:

This storage room contains electronic equipment. If the robot has the jamming device, it will immediately move through this room to the outside, where it will take to the air and head for the Black Legion's headquarters at high speed.

After the Battle

If the robot was destroyed or damaged in the battle (a likely event), computer scientists at the lab will recognize the elements of the Hayward Positronic Robotic Memory System amid the wreckage. The HPRMS was invented by the celebrated cyberneticist, Dr. Bruce Hayward, who lived in the same city as the heroes and vanished mysteriously several months ago.

The police, arriving after the fighting, will deduce that Hayward is the man behind the various robot attacks across the country. A story on the battle, along with the accusations of the police, will run in the local paper the following day. Also in the paper (pay close attention, folks; this is plot material) is a story on Bruce Hayward's beautiful daughter, Alice, and her tearful denials of the charges. She insists that her father was kidnapped and is being forced to work for someone else.

Hopefully, one of the more sympathetic (read: gullible) members of the group will suggest that the heroes interview the young Ms. Hayward. If no one suggests this course of action, the Judge should drop a hint to the players and hope they pick it up. ("Oh, won't anyone believe me?" sobbed the beautiful Ms. Hayward. "I'd do anything to help clear my father." Anyone who doesn't pick up this hint shouldn't be playing the game.)

Part Two: Alice Hayward

The scientist's daughter, normal in all stats except INT (12) and CHA (16), will be happy to help anyone who can aid in clearing her father. To this end, she will produce his diary (which, she says, he told her would "explain everything") and tell of how, in the days before his disappearance, he acted nervous and secretive, as if he was afraid of something.

The diary is the usual sort of thing with the usual daily entries as well as passing references to Dr. Hayward's work (nothing technical). The entries stop two weeks before his disappearance with the rather mundane entry that Hayward was going to meet a man called Herrick for lunch. The remainder of the book is blank. The police have already inspected the book and found nothing, but Alice will beg the characters to take it back to their headquarters to try to find hidden messages or codes in it.

There are no discernable codes or messages hidden in the book. However, when inspected under ultraviolet light or by a character with UV vision, several pages of entries written in invisible ink will become evident (the police were even more lax than usual when they inspected the diary).

The entries tell a frightening story of how the man, Herrick, was, in reality, the evil psionic Mind Master, who wished to use Hayward to accomplish his diabolical plans. Over the next few days, Hayward valiantly resisted Mind Master but was unable to escape or tell anyone of his predicament.

Eventually, realizing that Mind Master would kill him and his daughter rather than let his plans get out, Hayward wrote his story in invisible ink and gave it to his daughter, hoping someone might decipher it. The last entry tells that Hayward plans to accompany Mind Master to his hidden base in the Rocky Mountains and begs anyone who can read the diary to aid in fighting and destroying Mind Master and his evil minions.

Computer files on the Mind Master tell of a powerful psionic criminal of unstable character who recently escaped from prison, vowing to someday rule the world.

If the characters have not brought Alice Hayward to their HQ, which would be unlikely because she says she feels safer at home, they will find, upon returning to her home, that it has been destroyed and that she is missing. Neighbors will tell of a giant "Metal Monster" wrecking the house and carrying Alice Hayward away. The "Monster" will be identical in description to the robot the group has already fought.

What now, guys?

Part Three: The Legion's Fortress

The Black Legion

Agent of the Legion (Standard fortress guard):

STR: 10
DEX: 20
CON: 10
BOD: 10
INT: 10
EGO: 10
PRE: 10
COM: 10
PD: 6
ED: 6
SPD: 3
REC: 5
END: 20
STUN: 20

Weapons:

Heavy Pistol, 8 shots
Heavy Rifle, 20 shots
6 x Frag. Grenades
Knife

CV: 6

ECV: 3

Phases: 4, 5, 12

Guard Commander:

STR: 20
DEX: 15
CON: 15
BOD: 10
INT: 10
EGO: 10
PRE: 15
COM: 10
PD: 6
ED: 6
SPD: 4
REC: 10
END: 30
STUN: 30

Weapons:

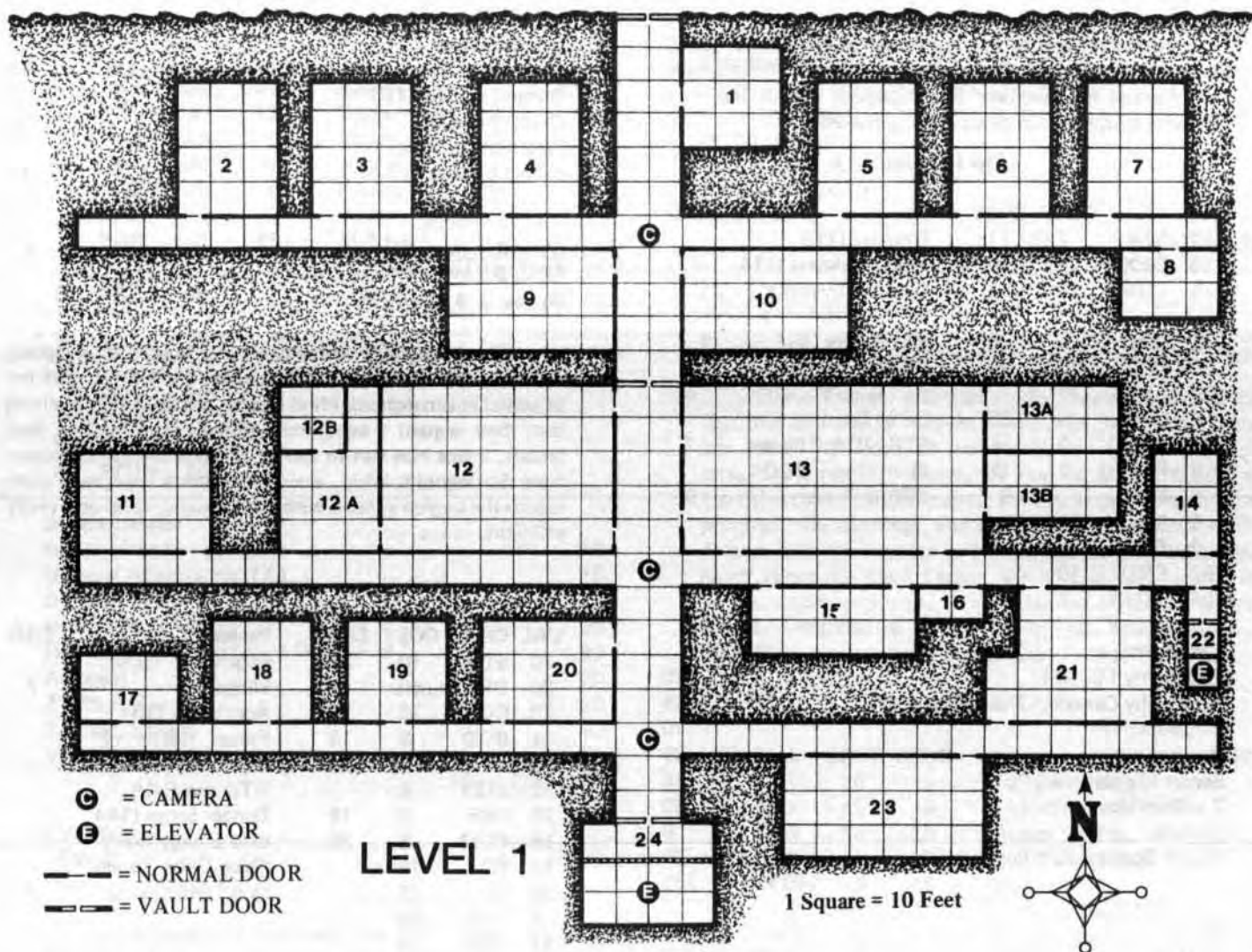
Heavy Rifle, 20 shots
Machine Gun, 100 shots

CV: 5

ECV: 3

Phases: 3, 6, 9, 12

BLACK LEGIONS FORTRESS



Standard Scientist:

STR: 10	COM: 10	Weapon:
DEX: 10	PD: 4	Pistol, 8 shots
CON: 10	ED: 4	
BOD: 10	SPD: 2	CV: 3
INT: 18	REC: 4	ECV: 3
EGO: 10	END: 20	Phases: 6, 12
PRE: 10	STUN: 20	

Disadvantages:

2 x Stun/Physical Attacks	30
Hunted by Canadian Super Group, (11-)	35
Hunted by PSI, (11-)	35
Public Identity	10
Paranoid	20
Magalomaniac	20
Villain Bonus	130

$$100 + 280 = 380$$

Mind Master

VAL	CHA	COST	COST	Powers	END
8	STR	-2	100	EC: Ego Powers	
30	DEX	60		1 5D6 Ego Attack	10
10	CON	0		2 10D6 Mental Illus.	10
10	BOD	0		3 10D6 Mind Control	10
35	INT	25	20	4 10D6 Mind Scan	10
30	EGO	40	20	5 10D6 Telepathy	10
10	PRE	0	20	6 50 STR TK	10
10	COM	0			
6	PD	4		CV: 10	
5	ED	4		ECV: 10	
25	SPD	10		Phases: 3, 5, 8, 10, 12	
100	END	40			
25	STUN	6			

By the time he was sixteen, Mark Herrick had suffered greatly for his intelligence and strange behavior. The day that four senior bullies surrounded him and taunted him with jeers and insults, Mark's hidden talents exploded to the surface, lashing out, and killing all four boys.

Hunted for murder, Mark fled from the law, his friends, and his family. He secreted himself in the wilderness and learned the full extent of his powers. He emerged as Mind Master, an evil, twisted genius determined to repay the world for the humiliation he had suffered.

After gathering a group of international terrorists as his accomplices, Mind Master attempted to put his schemes for world domination into effect. After the attempted theft of an atomic bomb, Mind Master was defeated by the heroine, Black Arrow, whose parents Mind Master had killed.

Imprisoned and further convinced of mankind's "debt" to him, Mind Master plotted escape and, after freeing himself, formed the awesome Black Legion, one of the most dangerous supervillain groups ever gathered.

The Imposter

VAL	CHA	COST	COST	Powers	END
12	STR	2	11	Disguise (11-)	
15	DEX	15	10	Find Weakness (11-)	
15	CON	10	5	Security Systems (15-)	
10	BOD	0	5	Computers (15-)	
30	INT	20	25	Invisibility (IR and UV)	5
20	EGO	20			
8	PRE	-2	35	Char. Transfer, STR, 2D6, 2 Phases	7
10	COM	0			
8	PD	6	45	Char. Drain, BODY, 2D6, 2 Phases	9
8	ED		5		
5	SPD	25			
8	REC	6			
50	END	10			
24	STUN	0			

Disadvantages:

Hunted by FBI (8-)	20
Hunted by Canadian Super Group (11-)	35
Megalomaniac	10
Overconfident	20
Secret Identity	15
2 x Stun/Heat	20
Sadistic	8
Villain Bonus	25
	100 + 153 = 253

CV: 5

ECV: 6

Phases: 3, 5, 8, 10, 12

A mutant gifted with the power to change his appearance and drain his enemies' strength, Imposter felt that his vast intelligence and strange talents were being ignored by humanity at large and so, in anger, turned to crime and eventually joined the Black Legion, becoming Mind Master's number two man.

The Whip

VAL	CHA	COST	COST	Powers	END
10	STR	0	22	EB 10D6 (OAF, 10 Uses per Day), Blast Rifle	
30	DEX	60			
10	CON	0			
15	BOD	10	25	10D6 Entangle (OAF, Whip)	5
10	INT	0			
15	EGO	10	30	HKA (OIF, Cestus) 3D6	
10	PRE	0			
10	COM	0	37	HKA (OAF, Knife) 5D6	
10	PD	8			
6	ED	4	30	RKA (OAF, Hand Blaster, 6 Uses per Day)	
5	SPD	10			
6	REC	4			
30	END	5			
25	STUN	0			
12	Pegasus				

Disadvantages:

Berserk (11-) at the Sight of Blood, Recovers 11-	15
Hunted by FBI (11-)	25
Overconfident	20
Paranoid	15
Villain Bonus	80
	100 + 155 = 255

CV: 10

ECV: 5

Phases: 3, 5, 8, 10, 12

Thief, assassin, mercenary, and master of weapons, Thomas Belkamp was finally caught by UNTIL and imprisoned in Stronghold. Mind Master and Imposter, realizing that they needed a competent military mind to lead their troops, broke him out in one of the few successful escapes from Stronghold. Whip, a violent, cynical man, now commands the Legion's forces with an iron hand, cruel and vastly efficient.

Kestrel

VAL	CHA	COST	COST	Powers	END
20	STR	10	36	Flight, 18" (OAF, Wings)	7
30	DEX	60			
20	CON	20	16	Acrobatics (18-)	
14	BOD	8	18	Enhanced Vision (+6)	
10	INT	0	20	Full Defense Versus HTK and RKA	
13	EGO	6			
15	PRE	5	19	Danger Sense (14-)	
16	COM	3	30	6D6 Energy Blast (Stun Only, Touch Only, OIF Claws)	6
14	PD	10			
20	ED	16			
6	SPD	20			
12	REC	8			
50	END	5			
40	STUN	6			

Disadvantages:

Hunted by Police (11-)	25
Hunted by L.A. Supergroup (11-)	35
Dependent Sister (8-)	15
Code Against Killing	20
Claustrophobia	15
Secret Identity	15
Villain Bonus	80
	100 + 205 = 305

CV: 10

ECV: 4

Phases: 2, 4, 6, 8, 10, 12

A former school teacher forced into a life of crime to support herself and her deaf younger sister, Marilyn Eddings was born with the enhanced senses and precognition of the Kestrel or Sparrowhawk. Donning a pair of wings and a set of energy claws designed by her dead father, she took the name Kestrel and set off on her criminal career. Recruited recently by the Black Legion, she is now having second thoughts about it and may switch sides if properly approached (see individual villain reactions for details).

Terror

VAL	CHA	COST	COST	Powers	END
40	STR	30	13	Danger Sense (12-)	
30	DEX	60	9	Enhanced Vision (+3)	
20	CON	20	5	IR Vision	
20	BOD	20	9	Enhanced Hearing (+3)	
6	INT	-4	5	Discerning Smell	
6	EGO	-8	45	3D6 HKA (5D6 w/STR)	
20	PRE	10			
6	COM	-2			
20	PD	12			
14	ED	10			
6	SPD	20			
15	REC	6			
50	END	5			
60	STUN	10			

Disadvantages:

Public Identity	10
Unusual Appearance (14-)	15
Distrusts Humans	20
Hunted by NASA (8-)	20
Hunted by Department of Defense (8-)	20
Arrogant	20
2 x Stun/Fire	20
2 x Stun/Sonics	10
Villain Bonus	40

$$100 + 175 = 275$$

CV: 10

ECV: 2

Phases: 2, 4, 6, 8, 10, 12

A psychopathic killer of the wolflike Arrithana race, Terror was being transported to a prison planet by the police of a powerful alien empire when his captors' spacecraft made a crash landing on Earth. After first being captured by NASA for observation, Terror escaped and was befriended by the Imposter, who invited him to join the Legion. Terror is now a loyal Legion member; its comradeship satisfies his pack instinct.

Praying Mantis

VAL	CHA	COST	COST	Powers	END
30	STR	20	55	Martial Arts:	
30	DEX	60		2 x Damage, +2 Levels	
15	CON	10	5	Stealth (15-)	
15	BOD	10	15	½ Defense Versus all	
10	INT	0		Killing Attacks	
10	EGO	0	30	3D6 HKA (OIF Claws) (4½D6 w/STR)	
10	PRE	0			
10	COM	0			
20	PD	14			
16	ED	13			
6	SPD	20			
12	REC	6			
40	END	5			
45	STUN	7			

Disadvantages:

Berserk (11-) When Cornered, (Recover 8-)	15
Overconfidence	20
Secret Identity	15
Hunted by L.A. Supergroup (8-)	30
1½ x Stun/Bullets	10
Villain Bonus	55

$$100 + 170 = 270$$

CV: 10

ECV: 3

Phases: 2, 4, 6, 8, 10, 12

Diane Parker, a British student, now known as the beautiful and deadly Praying Mantis, has become a martial arts adept. Although an occidental, she has spent much time in the orient, learning the Praying Mantis School of martial artistry. Unfortunately, her psychopathic nature has perverted the teachings, and she uses her skills not for self-defense and inner peace but for personal gain. When she heard about the Black Legion, she immediately located its hidden headquarters and, after defeating Mako and several guards, demanded to be allowed to join. Needless to say, Mind Master immediately consented.

Mako

VAL	CHA	COST	COST	Powers	END
35	STR	25	16	10" Swimming	
25	DEX	45	10	Find Weakness (11-)	
20	CON	20	20	Armor, 10 Pts.	
15	BOD	10	30	Full Damage Res.	
8	INT	-2	45	3D6 HKA (4½ D6 w/STR)	
10	EGO	0	5	Life Support (Underwater)	
15	PRE	5			
8	COM	-1			
15	PD	8			
12	ED	8			
5	SPD	15			
15	REC	8			
60	END	10			
60	STUN	17			

Disadvantages:

Berserk (11-) When Insulted (Recover 11-)	15
Hunted by L.A. Supergroup (8-)	30
Unusual Appearance (11-)	10
Hunted by Scotland Yard (8-)	20
Arrogant	20
Public Identity	10
Takes 2D6 Damage/Phase if Out of Water More than 1 Hour	10
Villain Bonus	79

$$100 + 184 = 284$$

CV: 8

ECV: 3

Phases: 3, 5, 8, 10, 12

Sam Splevit was once a marine biologist working on shark genetics. One day, an explosion at a test reactor in the same building in which he was working exposed Sam and his specimens to massive doses of radiation. Splevit, his mind warped, emerged from the wreckage of the building as a hideous amalgam of man and shark, Mako. Now, shunned and hated, Mako has become a professional thief and killer and joined the Mind Master's Black Legion.

The next step for the characters, keeping in mind the information gleaned from the diary, should be to investigate the neighborhood of the Rocky Mountains to see if they can find anything suspicious.

Aha! It seems that the residents of Herneville, Colorado, have been experiencing a rash of U.F.O. sightings and seeing strange lights on neighboring Mount Simmons. By George! They've found it! (Judge's Note: If the heroes aren't bright enough to investigate on their own, or if they miss the clues, have them see a story on Herneville on the evening news or hear it on the radio, a la **Close Encounters**.)

The characters must now get to Herneville, Colorado. They may get there on their own or be sent by some law-enforcement agency. Once in the town, the heroes may ask around and learn of the strange goings-on at Mount Simmons. Here, too, they may gain directions to the location of the strange lights seen on the mountain.

Investigation of the mountain will, eventually, reveal a hidden door, twenty feet wide, in the west face. This is the entrance to the fortress of the Black Legion and may be entered in several ways:

1) The door may be battered down. It is Def: 24, Body: 15. This rather rash act will automatically trigger the alarm and bring all first level guards immediately, as well as the entire Black Legion on the double within three turns.

2) It may be teleported through or entered by a dematerialized character. There is only a 10% chance that this will be noticed by the security people in Room 1. Once inside, a character making his security system roll will be able to open the doors for the rest of the party. Failure to open the door has a 15% chance of alerting the guards.

3) Tampering from outside: A character rolling his security systems or less with a -3 penalty on the roll may open the gates from the outside. Failure has a 25% chance of sounding the alarm; success has a 10% chance.

4) There is a 10% chance that, while the heroes are watching, one of the Legion's flying robots will arrive and enter the complex. It is possible to enter the fortress along with the robot, but there is a 25% chance of each non-invisible character doing so being spotted. Two turns after entering, the robot will be met by a team of five scientists who will take it down to Room 25, Level 2 to extract whatever wealth it contains.

Other options include tunneling into the fortress, sneaking in disguised or shape-changed into a robot or guard, shrinking down to find a chink in the doors, etc. The exact details of these schemes are left up to the characters and the Judge.

Once inside the fortress, the heroes' job has only just begun.

Inside the Fortress

Encounters in the Fortress

(1 Chance in 10 per Turn in the Fortress)

1 - 5	1 - 10 guards
6 - 7	1 - 6 scientists
8 - 9	1 robot
0	Legion Member(s) *

* See Second Chart:

Number of Legionnaires Encountered

1 - 5	1 Legionnaire
6 - 10	2 Legionnaires
11 - 14	3 Legionnaires
15 - 17	4 Legionnaires
18	5 Legionnaires
19	6 Legionnaires
20	7 Legionnaires

Individual Encountered (Duplicates Roll Again)

1 - 4	Whip
5 - 8	Kestrel
9 - 11	Mako
12 - 14	Praying Mantis
15 - 17	Terror
18 - 19	Imposter
20	Mind Master

Reactions

Guards:

A group of guards will immediately engage in combat and sound the alarm.

Scientists:

A group of scientists will sound the alarm and flee (60%) or approach the heroes asking if they are new members of the Black Legion (40%).

Robots:

Robots will be standing, powerless (25%), on routine business, ignoring the characters (50%), or on patrol and will attack (25%). A robot, not being the brightest entity in the fortress, will not sound the alarm.

Legion Member:

Each member of the Black Legion will react differently. If encountered in a group of five or more, the Legionnaires will sound the alarm, then attack. Villains encountered in a group of four or less will behave independently as per their descriptions.

Whip: If encountered alone or with one other villain, there is a 75% chance that he will be leading 2 - 12 guards. Otherwise, he will sound the alarm and attack, using his blaster and keeping his distance.

Kestrel: Disillusioned with Mind Master's evil schemes, she may be inclined to listen to reason and change sides. If

a character attempts to reason with her ("Think! Mind Master is only using you! Don't you see that?"), Kestrel has a 50% chance of listening (+5% per CHA point above 10 of the character talking to her). If she is not inclined to talk, she will sound the alarm, attack, follow her superior's orders, escort the characters to the detention cells, or whatever seems appropriate at the moment. If, however, she decides to listen to reason, an INT roll is made based on the INT value of the character who is speaking to Kestrel. Roll 1D6 per 5 INT points, scored as follows:

Result of 9 or less: Kestrel does not listen and, as previously mentioned, attacks or escorts characters to their holding cells.

Result of 10 - 19: Kestrel is sympathetic but will follow orders for the moment. Another attempt at persuasion may be made, however.

Result of 20 - 29: Kestrel will allow the characters to escape but will be back to normal the next time she is encountered. Once more, another persuasion attempt may be made.

Result of 30 - 39: Kestrel will side with the heroes, but another roll must be made every two hours of game time. If the roll is less than 10, she will leave the group and report them to Mind Master.

Result of 40 or more: Kestrel sides unconditionally with the heroes; no further rolls are necessary.

Mako: This vicious killer will immediately attack without sounding the alarm. If he seems in danger of defeat, he will retreat and then sound the alarm.

Mantis: Mantis will lurk in the shadows, awaiting an opportunity to disable a hero from behind. Because she is rather vain, she will not sound the alarm, preferring to get all the glory for the defeat of the heroes herself.

Terror: Due to his low intelligence, Terror will always attack without sounding the alarm.

Imposter: This one will attempt to kill or disable a hero and then take his place to lead the others into a trap.

Mind Master: What else? Mind Master will sound the alarm and, while help is coming, engage the heroes in combat in the most effective way possible. If in danger of death or capture, he will immediately flee, sacrificing his comrades if necessary.

If the Alarm is Sounded

The alarm is sounded by pressing a button located on one of several small boxes spaced at ten-foot intervals throughout the complex. If the alarm is sounded (and an enemy may be prevented from setting it off if he is kept from reaching the box), all soldiers in Rooms 2 - 7 will move to the armory (Room 9), arm themselves, and head for the source of the trouble. The entire Black Legion will arrive in 2 to 8 turns.

A Note on Doors

All standard doors in the complex have ratings of Def: 5, Body: 6 except where otherwise noted. All vault doors are rated at Def: 20, Body: 12 and are always closed. Next to each one is a panel with a letter keyboard. The doors may be opened by 1) a successful security systems roll

or 2) punching in the proper 6-letter code to open the doors. The code for the day may be discovered by 1) a successful computer skills roll, 2) a successful telepathy roll against a guard (50% chance of knowing the code) or a scientist (100% chance of knowing the code), 3) observing, unseen, someone using the door, or 4) plain dumb luck. The code word for the day is SPRING, and it is also needed to operate the elevators to Level 2.

Cameras

All "C"s on the map are cameras monitoring the fortress. They are mounted on motorized bases which rotate constantly. Unfortunately (or, fortunately, from the heroes' point of view), the cameras are not the world's best and have only a 25% chance of spotting anything more than 50 feet away. At closer than 50 feet, the chance is 75%. The cameras cannot see anything at all directly beneath them.

If a camera is disabled, a technician will arrive within ten minutes to check out the failure. Any evidence of foul play will cause him to sound the alarm, and, if he does not report back within thirty minutes, six soldiers will report to the area on the double.

Room Descriptions

First Level

Room 1: Security Station

One scientist and two guards monitor the cameras, sensors, and other security devices of the fortress. As previously mentioned, there is a 75% chance of anything within 50 feet of the cameras being noticed and a 25% chance for anything 50' or further.

If an obviously hostile group is spotted, the alarm will immediately be raised; otherwise, a guard will be dispatched to investigate things. The room is lined with consoles and monitors, along with tables (Def: 4, Body: 4) and comfortable chairs (Def: 4, Body: 3).

Rooms 2 - 7: Barracks

The interiors of these rooms are all the same. They contain rows of 20 bunks (Def: 5, Body: 6), 20 lockers (Def: 5, Body: 5) containing various street clothes and minor valuables such as wristwatches, rings, etc., and several tables (Def: 4, Body: 3) with hardwood chairs (Def: 3, Body: 3) around them. All guards in these rooms have only their knives and pistols. Rifles and grenades are stored in the armory.

2: There are 20 off-duty guards here; 14 are sleeping in bunks; 2 are awake in bunks, reading, and 4 are in a heated argument over who is the better singer, Pat Benatar or Deborah Harry.

3: The guards normally in this room are all on duty, so the room is empty.

4: Eight guards in this room are engaged in two games of cut-throat poker (4 players each) at the tables. All other of the room's occupants are off duty or engaged elsewhere.

5: Twelve guards are in this room. Three are playing blackjack; three are sharpening knives, and six are sleeping.

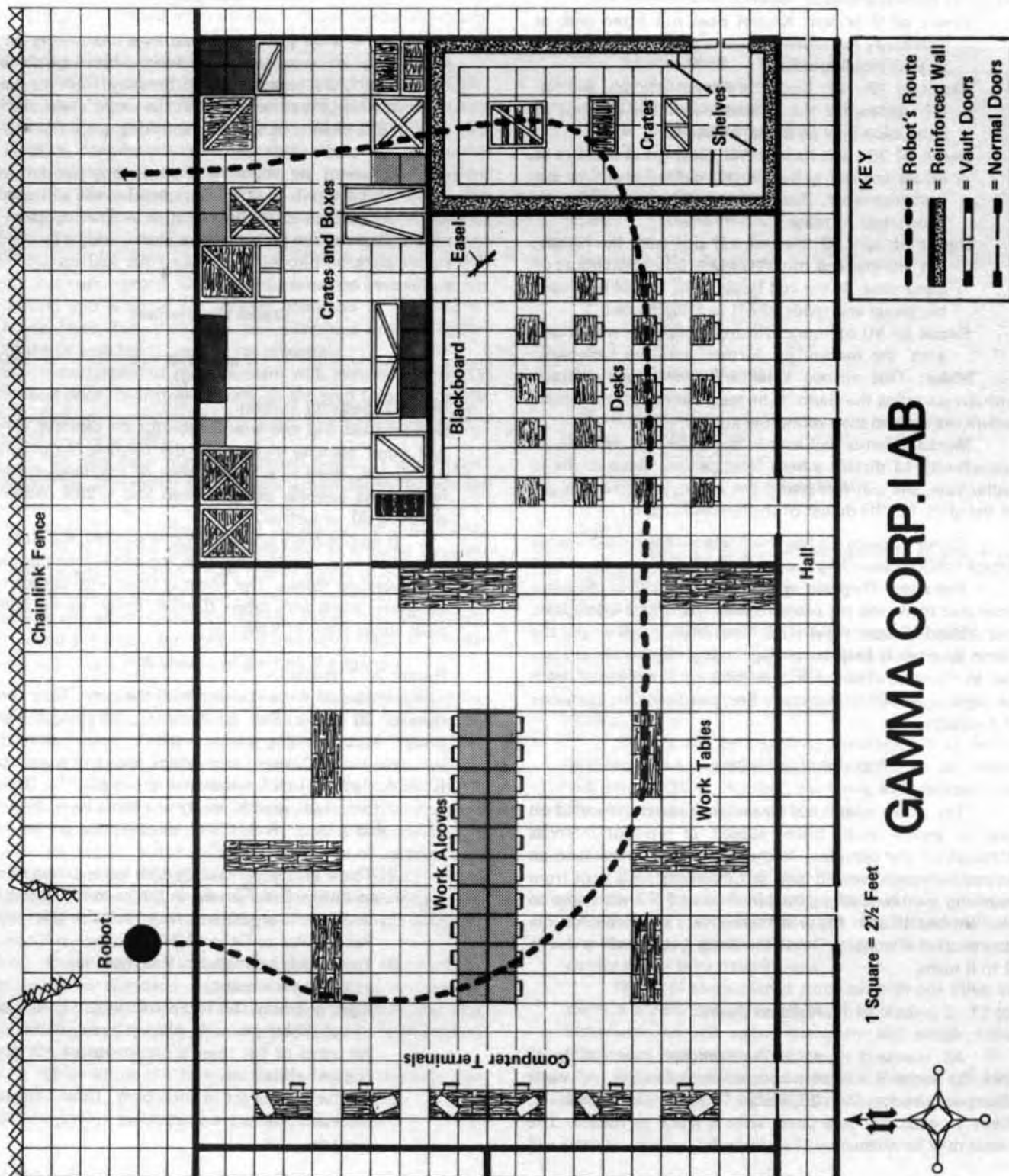
- 6: Twenty soldiers are here. They are all sleeping because they have just come off duty.
- 7: There are sixteen guards in this room. Eight are sleeping; four are cleaning their weapons, and two are reading. The last two are playing *Squad Leader*.

Room 8: Commander's Office

John Stoker, an Englishman of considerable wealth was arrested in England for dealing in illegal arms. He was broken

out of jail by the Legion and now commands the guards of the first level, although he is still subordinate to The Whip. At present, he is sleeping, and his weapons are beside his bed.

The room's furnishings reflect Stoker's love of luxury. It is carpeted in thick, green plush; the chairs are richly upholstered and comfortable (Def: 4, Body: 4). His desk is of fine hardwood (Def: 6, Body: 6), and expensive prints of a military nature hang on the walls.



Stoker is a light sleeper and will swiftly arm himself if attacked.

Room 9: Armory

2 guards are on duty here, and the room contains all weapons used on this level: 100 heavy rifles, 200 pistols, 100 heavy pistols, 800 fragmentation grenades, 10 machine guns, 5 LAWs, and 5 manpack SAMs. The weapons are stored on racks lining the walls (Def: 6, Body: 8).

Room 10: Briefing Room

This room contains 75 desks (Def: 3, Body: 2) as well as a blank blackboard on the west wall. There is no one presently in the room.

Room 11: Food Storage

This room is filled to the ceiling with crates and boxes of freeze-dried and canned food. There is nothing else of interest in the room.

Room 12: Cafeteria

Long tables (Def: 6, Body: 6) with chairs (Def: 2, Body: 4) around them line the room. The floor is brown linoleum; the ceiling is hung with florescent lights. It resembles nothing more than a high school cafeteria, in fact. There are four pistol/knife-armed guards here, eating sloppily.

Room 12a: Kitchen

Two unarmed guards work here, preparing food at two large stoves and in two large ovens. There are several nasty-looking knives and cleavers (treat as standard knives) which the cooks can use as weapons in a pinch.

Room 12b: Freezer

Here are kept perishable food items such as meats, fish, ice cream, etc. Freezer doors are Def: 10, Body: 8, making the freezer an ideal place to stash prisoners.

Room 13: Gymnasium

There are a half-sized basketball court and a netball court here, with six guards and four scientists (unarmed) waging a hard-fought basketball game.

Room 13a: Men's Lockers/Showers

80 lockers line the walls (Def: 5, Body: 5), and there is a large shower facility at the north side of the room. Ten lockers presently contain uniforms, pistols, knives, and minor valuables. One also contains a blueprint of both levels of the fortress, and another contains a technical report on the bacterium *Pseudomonys thurmanii* and its invariably deadly effects on humans.

Room 13b: Women's Lockers/Showers

This area is exactly the same as the men's locker room, except that all the lockers are empty.

Room 14: Office

Two guards are on duty here, armed with knives and pistols. They are busily filing various papers on fortress personnel. The files are on racks which fill the room (Def: 6, Body: 8). 2 desks (Def: 6, Body: 6) and 2 chairs (Def: 2, Body: 2) are also in the room.

Room 15: Infirmary

An unarmed guard serves as the doctor here. There are 8 shelves (Def: 5, Body: 5) containing various drugs, medical supplies, and manuals. There are two beds (Def: 6, Body: 5) with bedtables beside them. On each bedtable is a lamp and an empty metal pitcher. The drawers in the bedtables are empty, and there are presently no patients in the infirmary.

Room 16: Doctor's Office

This office is empty at present except for a desk (Def: 6, Body: 6), a chair (Def: 3, Body: 3), and a 2-drawer file cabinet (Def: 8, Body: 10). The cabinet is locked and contains medical records on fortress personnel. If the cabinet is searched (a time-consuming process), a file will also be found which contains material describing the antidote for the bacterium *Pseudomonys thurmanni*. This file may prove invaluable if Mind Master's plans are not totally thwarted.

Room 17: Laundry

There are two large washers (Def: 8, Body: 10) and driers (Def: 8, Body: 8) in this room as well as a long table piled high with freshly laundered uniforms and other clothing. There is no one presently in the room.

Room 18: Visitor's Suite

Although the complex never has a "visitor," this room is comfortably furnished with a bed (Def: 4, Body: 8), a desk (Def: 4, Body: 6), and several chairs (Def: 3, Body: 4). Naturally, there is no one in the room at present.

Room 19: Com Room

Two technicians man this room monitoring all communications within the fortress. Consoles (Def: 6, Body: 6) and two chairs (Def: 3, Body: 4) are also here.

Room 20: Computer Room

A large computer which coordinates the functions of the fortress as well as controlling the trajectories and technical data for the five missiles on Level Two occupies this room. Two scientists sit in wooden chairs (Def: 3, Body: 2) at the terminals (Def: 4, Body: 6).

Room 21: Reference Library

Shelves (Def: 5, Body: 8) filled with hundreds of books on subjects such as rocketry, computer programming, microbiology, and robotics line the room. One pistol-armed guard serves as librarian. His desk is Def: 6, Body: 6, and his chair is Def: 4, Body: 4.

Room 22: Elevator Room

A fully-armed guard is stationed here to repel all attackers and to sound the alarm if attacked. The day's security code (SPRING) is required to operate the elevator. A successful security systems roll will also work the elevator.

Room 23: Lounge

This room is furnished for the relaxation of guards and technicians. Three off-duty guards and four technicians (scientists) are now in this comfortable, dimly-lit room. There are four couches (Def: 5, Body: 6), four tables (Def: 5, Body: 5), and three lamps (Def: 3, Body: 2).

Room 24: Freight Elevator

Two guards, fully armed, stand watch at the elevator, with orders to raise the alarm if attacked and to fight any unauthorized intruders. The elevator requires the use of the code word (SPRING) to function. A successful security systems roll will also work the elevator.

Second Level

Room 1: Missile Room

This is the heart of the fortress and the main reason for its existence. There are five guards here, all fully armed. Their job is to defend the contents of the room at all costs. The contents of the room are five intercontinental ballistic missiles armed, not with nuclear weapons, but with warheads containing the bacterium *Pseudomonys thurmanii*, an organism deadly to all human life.

It is Mind Master's plan to aim these missiles at several major world cities and launch them if his ransom is not paid, thus starting a worldwide plague epidemic. His ransom is five billion dollars in diamonds. The missiles are all loaded and almost fully functional, and the Legion's plans are almost ready to be put into action. Using powerful transmitters at various locations around the world, Mind Master will soon broadcast his demands.

The missiles' targets are:

1. New York
2. Los Angeles
3. Peking
4. Moscow
5. London

Room 2: Missile Parts and Assembly

Five technicians work on missile fuel pumps, guidance systems, jamming boxes, etc. in this room. There is room for one full missile, but all the missiles have been assembled, and the room is mostly empty. The huge doors at the front of the room may roll open to allow a missile to be towed in or out and are punctuated at two points with standard doors.

Room 3: Heavy Equipment Storage

Four forklifts (STR 25, 15 BODY, 15 PD/ED), two tow trucks (STR 25, 12 BODY, 10 PD/ED) and various other pieces of heavy vehicles and equipment fill this dim, otherwise unoccupied room.

Room 4: Control Room

Three technicians occupy this room. They are doing last minute equipment testing before Mind Master's broadcast. There are twenty consoles (Def: 6, Body: 5) and twenty chairs (Def: 4, Body: 4). There is a huge monitor screen, now blank, on the east wall of the room. The actual flight of the missiles will be observed and controlled from this room.

Room 5: Robot Storage

Here are stored six of the Legion's robots, nonfunctioning, leaning against the wall. There is also a single guard, fully armed, keeping watch on the room's other occupant, who works at a large table (Def: 10, Body: 10) which holds several robot components. The man is none other than Dr. Bruce Hayward, the kidnapped cyberneticist. If rescued, he will beg the heroes to save his daughter, who is being held in one of the detention cells on this level. He is haggard,

overworked, and worried but still intelligent and more or less lucid.

Room 6: Backup Generator

This room contains 2 heavy-duty generators similar to those in Room 18. If these are disabled in addition to those in Room 18, the complex will be totally out of power. Remember, however, that this means that nothing will work, including elevators and vault doors. Total repair of the generators will probably take around 24 hours.

Room 7: Storage

Miscellaneous material, computer and mechanical parts, food, cleaning supplies, etc. are stored in this unoccupied room.

Room 8: Barrack

This room is identical to the First Level barrack but is unoccupied.

Room 9: Elevator

As with the First Level elevator, two fully armed guards are stationed here. The code word for the day (SPRING) will activate the elevator, or a successful security systems roll can serve the purpose.

Room 10: Detention Cells

Here, guarded by five fully-armed soldiers, are held enemies of the Legion until Mind Master decides upon their fate. At present, only two cells are occupied. Cell doors are Def: 14, Body: 12.

Room 10D: Eric Royker

An UNTIL agent (stats as noted in the rulebook), he was captured while investigating the robot robberies. He has been here less than a week and is still strong; he will aid the heroes in any way possible.

Room 10J: Alice Hayward

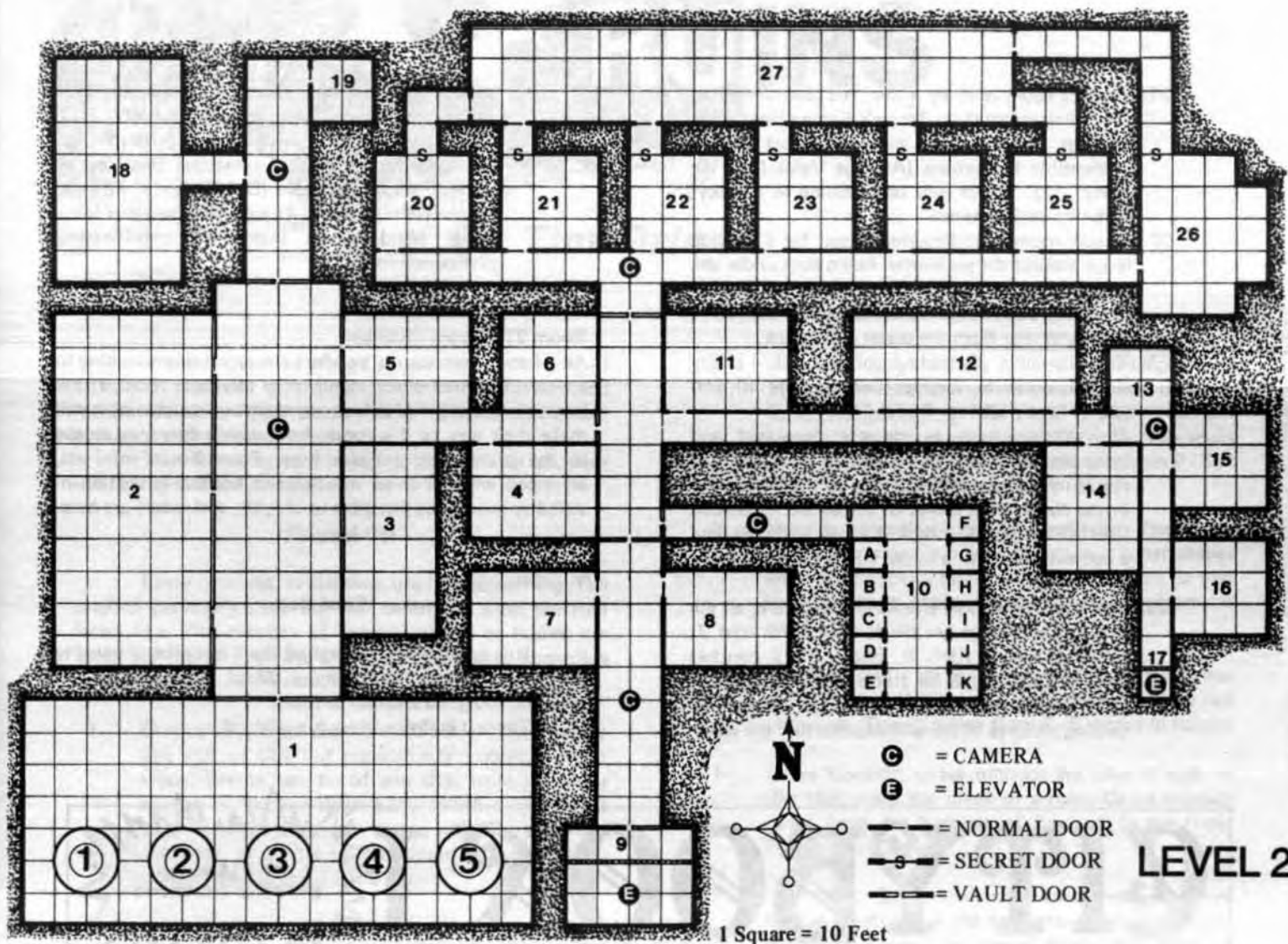
As her father became less and less cooperative (Mind Master can control minds but cannot will anyone to think), Mind Master thought it prudent to kidnap Alice Hayward and hold her as a guarantee of her father's cooperation. Alice has been psionically roughed-up a little for Bruce Hayward's benefit but is otherwise healthy and will greet the heroes enthusiastically.

Room 11: Computer Room

This is a backup room identical to Room 20 on Level One. It is presently unoccupied.

Room 12: Biolab

The room is full of tables (Def: 6, Body: 10), glassware, microscopes, and other scientific paraphernalia. Eight scrupulously-clean biologists grow colonies of the deadly bacterium, *Pseudomonys thurmanii*, here which they then transfer to warhead containers. Also in the room are large quantities of *Pseudomonys thurmanii* antibiotic. All personnel at the fortress must be inoculated against the organism every six weeks. The procedural manual for antibiotic production is also here and can be given to the proper authorities in the event that any missiles are actually launched. In this case, there will be little loss of life, and



LEVEL 2

1 Square = 10 Feet

Pseudomonys thurmanii will be eliminated as a world threat.

Room 13: Storage

Here are stored various lab supplies such as glassware, test tubes, microscopes, syringes, petri dishes, sterile gloves, etc.

Rooms 14 - 16: Scientists' Quarters

These rooms are similar to the barracks on Level One but are less crowded and decorated with posters and pinups.

14: One scientist is in this room, alone at a computer terminal (Def: 4, Body: 6), playing **Pac-Man**. Otherwise, the room is unoccupied.

15: Six scientists occupy the room. Three are reading technical reports; two are debugging computer programs, and one is playing with a Rubik's Cube.

16: Ten scientists are in this room. Four are playing a game of **D&D**; two are sleeping, and two are writing in logbooks. The last two are reading old copies of **Penthouse**.

Room 17: Elevator

Guarded by one fully-armed soldier as on Level One, this elevator may be activated in the same manner as the others.

Room 18: Power Room

Two guards are here watching over two heavy-duty generators and several large air recirculators. If the generators are disabled, power will be out for about five minutes while the backup generators are fired up. Disabling the air recirculators will have no effect for two or three days.

Room 19: Storage

Generator and recirculator parts are stored here. There is no one in the room at present.

Rooms 20 - 26: Living Quarters of the Black Legion

Each room is furnished in accordance with each villain's personality. The Legionnaire, unless he or she has already been encountered somewhere else, will be in his or her room.

20: Praying Mantis' room is decorated in an oriental motif with Chinese screens (Def: 0, Body: 2), carved wooden tables and chairs (Def: 8, Body: 10), and a huge, screened bed (Def: 8, Body: 12). If she is here, Mantis will be practicing her martial arts.

- 21: Terror's room is lit by a dim, red glow similar to the lighting found on Terror's home planet. Furnishings seem bizarre and are almost incomprehensible to humans (Average Value Def: 10, Body: 12). Terror will be reclining in a spiky, rack-like device, asleep.
- 22: Mako's room is underwater except for a 3' wide ledge around the perimeter. Mako lives under the water with a variety of concrete sculptures (Def: 12, Body: 12). If intruders enter the room, Mako will leap from the water and attack.
- 23: Kestrel's room is simply furnished with 4 chairs (Def: 4, Body: 5), 2 tables (Def: 5, Body: 6), and several lamps (Def: 2, Body: 2).
- 24: The Whip's room is sparsely decorated and resembles a military barrack more than anything else. Archaic weapons are hung on the walls. Also in the room are 6 chairs of unpadded hardwood (Def: 5, Body: 4), 1 desk (Def: 8, Body: 8), and a cot-like bed with a metal frame (Def: 5, Body: 6).
- 25: The Imposter's room is luxurious and dark; all the room's furnishings are black with silver trim. It contains a bed (Def: 8, Body: 6), 2 couches (Def: 6, Body: 5), 3 bar stools (Def: 5, Body: 5), and a coffee table (Def: 6, Body: 6). Rather disturbing pictures of sex and violence line the walls.

- 26: Mind Master's room is a vast, luxurious split-level with plush carpet, 2 couches (Def: 6, Body: 5), 2 low desks (Def: 8, Body: 6), a large round bed (Def: 6, Body: 8), and a massive fireplace. A communications console (Def: 8, Body: 10) and a chair (Def: 6, Body: 4) are on a raised dais from which Mind Master makes his pontificating pronouncements.

Room 27: Escape Chamber

All of the Legionnaires' rooms have secret doors leading to an escape tunnel which opens into this large room. If the Legion is in danger of defeat, any members capable of it will make their way to this room, from which they may escape in the planes and vehicles here. Four 2-man mini-jets, equipped with air-to-air missiles and bombs, as well as invisibility generators (invisible to UV, IR, and radar) are here.

Final Note

It is advised that several of the Legion be allowed to escape for future campaigning. Mind Master is, in my opinion, too good a villain to lose.

There it is, folks. Have fun with it!

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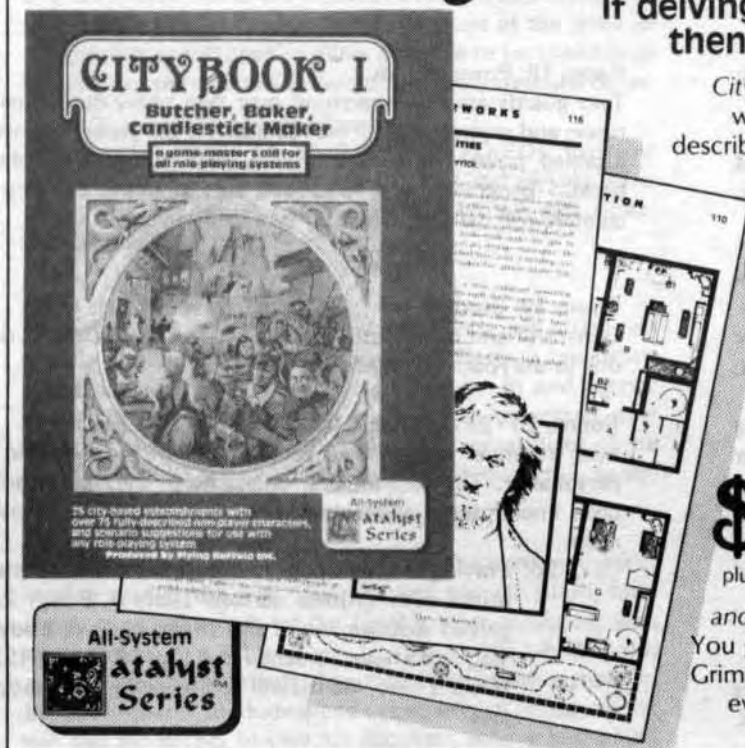
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By Tim Grice

Ancient ruins of vanished peoples are a mainstay of fantasy wildernesses. No plain is complete without a deserted keep overlooking it, just as no swamp is of interest without at least one abandoned temple.

The following charts are to be used to produce interesting and unique ruins.

Original Use

Every ruin was, at one time, used for something. The original purpose of the site will determine what the ruin looks like. The number of rooms, graves, or houses are those for the original site and must be adjusted according to the condition of the ruin.

- 1 **Crypts:** Crypts are underground burial places mostly dug out of dirt but occasionally excavated from stone. Crypts can be of any size, from just large enough to house a single body to miles upon miles of graves. Above-ground, crypts will have a barrow, a temple, or a hole in the ground to mark the entrance. Crypts have 1 - 100 graves.
- 2 **Temples:** Temples will serve from a single god to an entire pantheon. Temples have from 2 - 40 rooms of varying sizes in addition to the main shrine.
- 3 **Keeps:** Keeps are small forts often found on borders. Keeps are positioned in a strategic place so as to be easy to defend or so as to be able to defend a vulnerable area. Keeps have from 3 - 18 rooms and are built of stone.
- 4 **Forts:** Forts are similar to keeps but larger. Forts are built to guard important areas. Forts have 5 - 30 rooms.
- 5 **Castles:** Castles are forts that guard towns. Castles have from 7 - 42 rooms in addition to a town nearby or within the castle walls.
- 6 **Towns:** Towns have from 10 - 100 houses. 90% of the houses are made of wood and have from 1 - 8 rooms. The remaining houses are made from stone and have 2 - 12 rooms each.
- 7 **Monolith:** A monolith is a big rock sitting by itself out in the open. Monoliths range from 10 - 100 feet tall with a very few monstrous ones towering up to 400 feet or more.

- 8 **Megaliths:** Megaliths are collections of large stones in a pattern. Stonehenge is a good example of megaliths. The pattern of the rocks is often oval, but megaliths in almost any shape are known. The rocks come in sizes from 1 - 20 feet tall and from 2 - 101 ($d\% + 1$) are found together.

- 9 **Mounds:** Mounds are shaped piles of dirt. The shapes of the mounds are often animals, but other shapes are not unknown. Many of the mounds are so vast that the shape depicted can only be seen from far overhead.

- 10 **Towers:** Towers are usually square or round in cross-section, but triangular and pentagonal ones are not unknown. Towers range from 2 - 5 stories in height.

- 11 **Grave Mounds:** Grave mounds are piles of rock or dirt that mark the grave of a ruler. Grave mounds range from the barrows of England to the Great Pyramids of Cheops.

- 12 **Unknown:** Some structures were made by non-human creatures in the far distant past for reasons unknown. These ruins are of almost any shape or size.

Condition

Once the original use of the ruins has been determined, it becomes necessary to find how ruined the ruins are.

- 1 The ruins have been totally demolished. Nothing but vague outlines of stone remain. Any runes or such have been erased to blurred indications.
- 2 Pillage as well as neglect has assaulted the ruins. No paper, wood, cloth, or anything similar remains, and only 10% of the rooms or graves are intact.
- 3 - 9 Time has struck the ruins hard. Only 10% of the ruins have survived intact. No extensive looting has cleaned out the place, but casual visitors have taken most of the removable furnishings. All remaining furnishings are either too large to remove or too ruined to be worth removing. Any wooden structures have fallen into piles of timber or been burned.
- 10 The ruin has withstood time well. A full 20% - 50% of the structure is intact. A few fragile items can be

found unbroken. The bones of the old inhabitants can be found in various places. Wooden houses have suffered most, and few have survived.

Features

Ruins often have strange and uncanny aspects to them. The number of features is determined with percentile dice. 1 - 35 means no special features, 36 - 75 means one strange attribute, 76 - 95 means two uncanny aspects, and 96 - 00 means three features.

While some features are magical in nature, ruins never radiate more than a dim dweomer except when the feature is operating. In a like fashion, no ruin will radiate more than a general tendency when viewed via *Detect Good/Evil* or *Know Alignment*. The alignment of the builders of the ruins is reflected in the ruins themselves.

Builders' Alignment Chart

Law/Chaos	Good/Evil
1 - 3 Law	1 - 2 Good
4 - 5 Neutral	3 - 4 Neutral
6 Chaos	5 - 6 Evil

Features of a lawful ruin operate at set times. Typical times are: the nights of the full moon, the first day of each season, All Hallows Eve, etc. Most operate for 1 - 4 hours. Frequency is determined with 1D12. 1: Once a day, 2 - 3: Once a week, 4 - 6: Once a month, 7 - 10: Once every year, 11 - 12: Once a century.

Aspects of a neutral ruin operate when a given condition is met. Typical conditions are during a storm, during a fight, when a dragon is in the ruin, etc.

Attributes of a chaotic ruin have a 1% - 6% chance of working on any particular day.

Good ruins roll for aspects on the Good Ruin Feature Chart. Evil ruins roll on the Evil Ruin Feature Chart. Neutral ruins have a 50 - 50 chance for using either chart.

The approximate type of features a ruin has can be researched only if sufficient time and old books are available. Several months are needed to give even a vague idea of what the ruins can do. An exact knowledge of the attributes of a ruin cannot be obtained except by sitting in the ruins themselves and waiting.

Good Ruin Feature Chart

- 1 Runes: The runes will be written in a very old, forgotten language. If the runes are read (via *Comprehend Languages* or by knowing the language), they will either be so fragmentary as to be of no meaning or will tell little. The normal use of runes is to tell the name of the place or the owner.
- 2 Statues: Statues will be of humans or demi-humans 50% of the time and of monsters of the same alignment as the ruins the other 50% of the time. 75% of the statues will represent an individual person or monster while the other 25% will be statues of the general species.

- 3 Symbols: Strange, forgotten symbols decorate the ruins. 75% of the symbols are ordinary, non-magical inscriptions. 20% of the symbols are magic but do not seem to do anything (such as a symbol of Protection from Cloud Giants when no Cloud Giants are around), and the remaining 5% are magical Symbols or Glyphs of Warding. The Symbols and Glyphs will not be activated except by close examination. The number of symbols a ruin possesses must be calculated bearing in mind the original purpose of the ruin as well as the state of the ruins themselves.
- 4 Emotions: Feelings of peace and/or well-being come to those within the ruins.
- 5 *Antipathy/Sympathy*: The eight-level magic user spell has been placed on the ruin to attract good creatures and/or repel evil ones.
- 6 Protection From Evil: The entire ruins are enchanted against evil monsters.
- 7 Protection Effect: The ruins radiate an effect similar to one of the protection scrolls, thus, protecting the area from Undead or devils, etc.
- 8 Aura: The ruins radiate a palpable feeling of good. The aura speeds healing and enhances white (healing) magic while reducing the effect of black (harmful) magic.
- 9 Warmth: The stones of the ruin radiate a faint warmth that comforts and melts snow.
- 10 Light: The rocks of the ruin glow with a faint light. The light can be pale white, glimmering green, or eye-resting blue.
- 11 Gate: Somewhere in the ruin is a Gate to another plane. The plane will be the outer plane of the same alignment as the ruin (Lawful Evil ruins gate straight to Hell) 50% of the time and to a parallel earth the other 50% of the time. Note that lawful Gates will always lead to the same plane while chaotic Gates may well change from one to another.
- 12 Memories: People who sleep in the ruin will dream a dream of the ruin when the ruins were intact. All in a lawful ruin will dream the same dream while those in a chaotic ruin will dream different dreams and, perhaps, dream of different times, as well.
- 13 Guards and Traps: The guards and traps in a good ruin will be intended to ward off or frighten away rather than to kill.
- 14 Blessing: The ruin cures a specific disease. Those who stay in the ruin for an amount of time will be cured. A ruin that cures the common cold would require only a night, while a ruin that cures leprosy

would take years. Local people will have stories of the ruin's healing power.

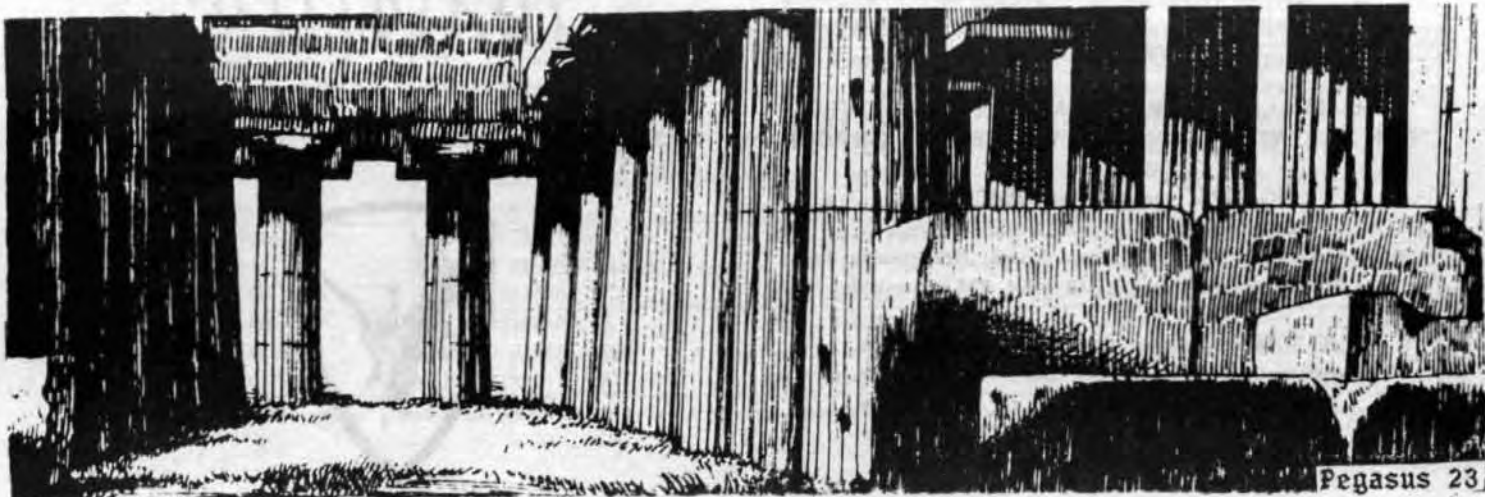
- 15 Sanctuary: The ruins are invisible to any enemies of the people inside. This type of ruin is very useful as a camping site.
- 16 Plants: Growing about the ruins are rare herbs and other useful healing plants.
- 17 Movement: The blocks of the ruins move when no one is looking at them. The stones will do nothing menacing in a ruin of good alignment.
- 18 Under a Curse: The ruins have been cursed and will remain under the curse until a certain time or until a certain act is performed. When the curse is lifted, the ruins will be restored to life and glory.
- 19 Shadow Armies: At certain times, or just every now and then, the fall of the site into ruins is replayed. If the site was a keep or a castle that fell in battle, shadow armies will fight noiseless battles amidst a phantom of the fortress. If the site did not fall in battle, the fall will still be portrayed in some fashion.
- 20 Haunting: The ruin is haunted by a ghost. The ghost may be more concerned with getting a peaceful death in some way or another. On the other hand, the ghost may be more concerned with killing those who stay in the ruins beyond nightfall.

Evil Ruin Feature Chart

- 1 Runes: Same as in good ruins.
- 2 Statues: Same as in good ruins.
- 3 Symbols: Same as in good ruins.
- 4 Emotions: Feelings of fear, hatred and/or gloom will infect all within the ruins.
- 5 *Antipathy/Sympathy*: The eighth-level magic user spell has been placed on the ruin to attract good creatures and/or repel evil ones.
- 6 Protection From Good: The opposite of good ruins.

- 7 Attraction Effect: The ruins are enchanted with the reversal of one of the protection scrolls. Examples are ruins which are infested with Undead or Werewolves and ruins which cause people who stay in the ruins overnight to be petrified.
- 8 Aura: The ruins radiate evil which has the exactly opposite effect as the aura of good ruins.
- 9 Chill: The stones of the ruins are unnaturally cold. Fires will not burn in the ruin or burn with a dim, flickering glow.
- 10 Darkness: Shadows cling to the walls of the ruin and are not totally dispersed even by sunlight. The ruin appears dark during the day and inky black at night.
- 11 Gate: Same as good ruins.
- 12 Memories: Same as good ruins.
- 13 Guards and Traps: The guards of evil ruins tend to be Undead. The traps are lethal.
- 14 Curse: The reverse of good ruins. The curse may cause a disease or may bestow a random curse.
- 15 Peril: The ruins will actively attract any enemies of persons within. The attraction will not be evident to people within.
- 16 Plants: Vile herbs and poisonous flowers abound about the ruin.
- 17 Movement: The blocks of the ruins will move so as to trap people within the ruin, or even to crush people.
- 18 Under a Curse: Same as good ruins.
- 19 Shadow Armies: Same as good ruins except that the shadow fight may embroil bystanders.
- 20 Haunted: Same as good ruins.

May your ruins never be dull.





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HANGING OUT IN THE CITY STATE

by Brian Hinnen



The City State of the Invincible Overlord and the City State of the World Emperor, two fantastic walled cities which dominate Bob Bledsaw's fantasy role-playing campaign here at Judges Guild, have been the subject of many Judges Guild playing aids. Some of the play aids based on this campaign are *City State of the Invincible Overlord*, *Tegel Manor*, *Modron*, *Wilderlands of High Fantasy*, *Fantastic Wilderlands Beyond*, *Wilderlands of the Magic Realm*, *The Mines of Custalcon*, *The Book of Treasure Maps*, *The City State of the World Emperor*, *Witches' Court Marshes*, and *Glory Hole Dwarven Mine*, to name just a few. Most of these playing aids contain some historical background for the campaign; this information is given from the point of view of the scholars and scribes of the two City States using their fantastic calendar system. Many questions have been raised by Guildmembers and other Judges concerning this calendar system and the history of the Lands of the City States. This article is offered to answer these questions and provide some additional information.

The calendar system used in the City States and their tributary villages, as well as in the Town of Thunderhold, the Town of Warwik, and several other settlements which have interacted with the City States, is Balozkinar's Corrected Commoners' Calendar (BCCC). This calendar is progressive, as our own Anno Domini (AD) system; it is not regressive, as in the Before Christ (BC) dating system. Thus, the year 100 BCCC would come before the year

101 BCCC just as 100 AD came before 101 AD. The similarity between the acronyms BCCC and BC may have misled some Judges; this was unintentional.

All playing aids based on the City States campaign are set in the year 4433 BCCC. The discovery of an ancient obelisk recording the Chronology of the Dragon Kings in 52-year and 104-year cycles forced the revision of the existing calendar after its study by several Sages and scholars of the City State of the Invincible Overlord (CSIO) as mandated by the Warrior-King, Balozkinar.

It is generally accepted that the CSIO was founded on the ruins of an ancient city in 3075 BCCC, 5,466 years after the Uttermost War and 11,683 years after the creation. The Commoners' Calendar is based on a false creation date of 0 BCCC proposed by the Temple of Pegana clergy which was upheld by Balozkinar.

The CSIO was founded by a unification of nomad tribes whose leaders felt that they needed a permanent, easily-defended stronghold. The governmental hierarchy, an hereditary monarch (the Overlord) and his Senate, evolved over a period of many years. The citizens of CSIO are primarily members of a race with high cheekbones, a tall, lean anatomy, red-brown skin, and black hair. The Overlord receives tribute from several villages and from the tribes of Barbarian Altanis, whose members' physical appearance and language are very similar to that most common in the CSIO; the citizens of the CSIO disdain the Bar-

barians and would be appalled if they learned how closely they are related.

The City State of the World Emperor (CSWE), also known as The Immortal City, the City of Vines, and Viridistan, was founded in 101 BCCC. It, too, was founded on the ruins of an ancient city that was destroyed in the Uttermost War. Its founders, the Viridians, were a short, stocky people with green skin and yellow hair. They defeated and subjugated the mermaids and mermen of Trident Gulf and the Wild Men of the Confederate Tribes. The Wild Men call themselves Tharbrians and have since withdrawn to the north of the CSWE to frequent the Plateau of Bendigroth and points north and west; they are tall and lean of build with red hair, white skin, and blue eyes. They pass down hereditary titles with no holdings but with great pomp and circumstance; today (in 4433 BCCC), the Tharbrians consist of nomadic horse tribes in the north and the isolated community of more advanced and cultured (and less titled) inhabitants of the CSWE. The Viridians have continued to hand down the Imperial title from father to son over the long years, but there are only two true Viridians now known to exist (the Emperor and his wife), for they have dwindled greatly from their days of splendor. The CSIO pays tribute to the CSWE, but the Overlord has repeatedly "tested" the powers of the Emperor. However, the Imperial Vasthosts and the Emperor's coven of Wizards always rise to the occasion with sufficient chastisements of the Overlord Vast-

hosts to forestall an uprising. Actually, the World Emperor and his armies have faded to a mere shadow of their former glory; though immediately surrounded by splendor and convinced of world-wide power, the Emperor, in fact, has very little influence beyond his own holdings and is repeatedly suppressing petty rebellions in his outer provinces.

The Emperor's holdings are divided into six provinces, each ruled by a Padishah. Within the city walls, his own word is supreme law. The six Padishah, plus one viceroy and two Suzerain, form the High Council which meets twice a year for official reports, information sharing, and the setting of mutually beneficial policies to recommend to the Emperor; however, they have no voice in any final decisions.

To the north of the CSIO lies the Overlord's one trustworthy ally, the Dwarven Town of Thunderhold. Since Thunderhold is land-locked, trade and communication must go overland by the Rorystone Road which is patrolled and maintained by Overlord troops up to the village of Byrny and by Thunderhold troops from there, north. The King of Thunderhold is a valuable ally, for his troops hold in check, to some extent, the raiders from the Town of Warwik and allied villages. Thunderhold prevents any overland threat from Warwik due to its position astride the peninsula on which Warwik lies, but the evil men of Warwik have for many years turned to coastal raiding and piracy, and, in this regard, the Dwarves can offer little except their sympathy. Thus, the Overlord has been forced to maintain a large fleet of war galleys to keep the Estuary of Roglaroon and the coastal trade routes open.

South of the CSWE are the five Holy Cities of the Mycretians. The title, "Mycretian", means "follower of Mycr," and refers to the religion and not to the race of the individual. Most Mycretians are of the red-skinned race of the Altanians and the CSIO, but there are many who are white-skinned Tharbrians and even a few half-breeds from unions between these two races. (Half-breeds are almost universally despised in the Lands of the City States, often so venomously that, upon the slightest infraction of legal, social, religious, or moral codes by a half-breed, he and his entire family are slain, usually in a slow and painful manner. The fact that half-breeds will

openly circulate through the Holy Cities as Mycretians indicates the tolerant and progressive customs of this Lawful Good religion.) The Holy Cities were totally incinerated in the Uttermost War of 1589 FC but have been rebuilt. The Mycretians are one of the four major religions of the CSWE even though it is technically illegal for Mycretians to live within the city walls. The Confederation of the Holy Cities also pays tribute to the World Emperor.

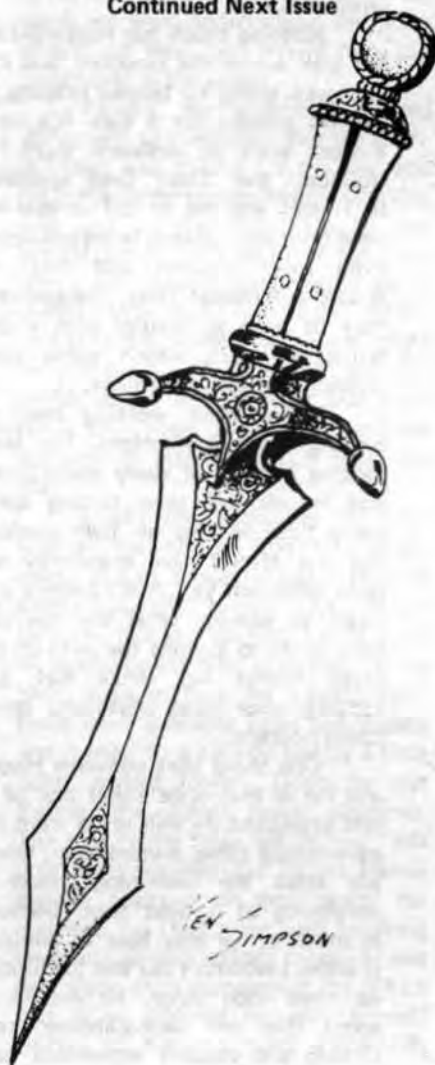
The wilderness areas of the Lands of the City States are just that: wilderness. If one discounts the populations of the two walled cities themselves, the total number of humanoid (Humans in their many races, Orcs, Goblins, Kobolds, Elves, Dwarves, Halflings, Half-Orcs, Hobgoblins, and Gnolls) forms a population less dense than that of the Sahara Desert. Almost all of these are huddled in isolated communities, villages, citadels, and castles where the primary consideration is survival. The average life expectancy is fifteen years unless one lives in a walled city or town such as CSIO, CSWE, Thunderhold, Modron, and Warwik, in which it is only a little higher. Almost all Human families produce at least ten children, of whom, two or three may live long enough to have children of their own. In the wilderness villages, wandering monsters and the raids of

nomads, brigands and various humanoid specae which are inherently evil are the bane of many. A bad year for crops will usually result in several villages being entirely wiped out and others decimated by starvation; the wilderness is so thick with monsters and hostile Humanoids that, even if the ideal grain market of a starving village were only fifteen or twenty miles away, merchants would feel that the profits were not worth the risk of the trek across the wilderness even though grain in their own village was plentiful and the price cheap. Only goods which are extremely valuable per unit weight such as jewels, spices, and the ores of precious metals will command enough profit to hire a large enough guard for a trading caravan.

Rampant, unchecked disease is common to both walled city and wilderness village; so is infant mortality. The dangers of wandering monsters are lessened in a walled city or town, but the concentration of people in a small

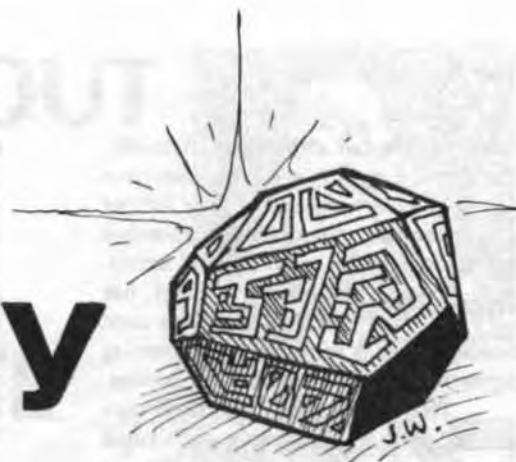
area leads to a high crime rate and poor sanitation; therefore, instead of being slain by a marauding Dragon, a city dweller may have his throat slit for the contents of his purse. Disease, should it take root in a city, will spread like wildfire; many cities have been gutted by plagues. The very walls of the city indicate another threat to the common man living there: they were raised by the taxes levied by a ruling oligarchy that looks upon war as an enjoyable pastime; this is because they usually view the battles which they instigate, in which the armies take 40% casualties as a matter of course, from safe vantage points. Therefore, the city dweller has a greater chance of being impressed into his sovereign's armies and getting killed. Few men manage to live past the ripe old age of thirty-five, and the fact that a man is fifty or sixty years old indicates great wisdom on his part (or an incredible run of luck).

Continued Next Issue



Call Him Lucky

By Perry Cooper



26th Day of Serpentia
Empirical Year 285

Tomorrow we should arrive in the dumpy little village of Kono. Moments ago my sorcerer comrade, Huptis, remarked cheerily that if you had to die in the forest outside Kono, it would be better to die on the way into town. Huptis has a very weird sense of humor.

Nothing much has happened on our trek across the kingdom, and I'm not even going to bother praying to Hermes tonight for a sign. It's been a week since an emissary from His Holiness, the Thief God appeared to Huptis and me to tell us that we were both very close to being promoted from mere sorcerer and thief to Wizard and Master Thief. The emissary gave us each an amulet with a glittering red gem, which we've been wearing faithfully ever since.

We've been working hard at earning those promotions. I've been picking pockets at every opportunity and Huptis has been casting spells every time he sees his own shadow, but our efforts have apparently not been sufficient yet. After a while you begin to wonder what the hell you have to do to impress the jerks on the Outer Planes. No, strike that, just kidding, your most worshipful omniscient holiness.

One thing that concerns Huptis and me is that once either one of us gets promoted, he will retire from the adventuring game immediately, which will leave the remaining fellow in something of a tight spot. Because, as much as we may hate to admit it (I know I wouldn't say this to Huptis), we need each other. He refuses to admit that my back-stabbing, lock-picking and stealthy movement have

helped him in any way at all, but I can name a dozen times when I saved his unworthy hide. By the same token, I must admit (at least here in my own journal) that Huptis' magic spells have kept me from becoming a vulture-burger on an occasion or two.

Why, I even got sentimental enough about our - ahem! - friendship last Blubwort's Day that I considered getting Huptis a new wand from the magic shop in Anlo, but, unfortunately, the shop was still open.

Actually, we're going to need even more help than each other if we're going to earn those promotions without having to risk our necks, and that's why we joined up with this crummy merchant caravan for the trek to stupid little Kono. Our old pal, Narik, is now High Priest at a temple in Kono, and I'm sure he'll be more receptive to coming out of retirement than our ex-swordsman friend, Wulfdan, was. Poor old Wulfy was once the best warrior to ever stick a blade in a Manticore, but, when Huptis and I visited him last month in his castle, we found that he's become completely domesticated. He has a wife, a baby son, servants, and administrative duties which cause him to work behind a desk several hours each day. It's enough to make you want to cry.

Huptis and I have missed Wulfy's muscle the last few years, so we offered to take him away from all that boredom on a quest for adventure, just for old times' sake. Wulfy didn't seem too thrilled with the prospect, and, instead, took a long look at Sazlin, another old warrior pal of ours who has been staying at Wulfy's castle ever since an unfortunate encounter with a Basilisk. Sazlin makes a very decorative statue for the courtyard, but I could tell that Wulfy was apprehensive about risking

a similar fate, and his wife didn't think much of our suggestion, either. In fact, the last time I saw an expression like hers was on the face of a Medusa that cost me two of my best hirelings before I could even pick their pockets. Did you ever try to pick a stone pocket?

While Wulfy excused himself to see when he had some free time on his schedule, his wife brought Huptis and me something to drink. I thought that was very sweet of her, except that I never saw fruit juice before that ate its way through the bottom of my cup. Huptis and I took that as a sign that we had worn out our welcome, so we told Wulfy that we might be able to get along without him after all and left.

Huptis, always the pessimist, feels that it is equally unlikely that our old pal, Narik, will be anxious to leave behind his sedentary temple post for a trip into the uncharted wilds, but I'm certain Narik will be quite eager to help his old friends out in their time of need, if only because he realizes that we could defile his temple a lot more easily than we could do any damage to Wulfy's castle.

27th day of Serpentia
Empirical Year 285

We arrived in Kono today, but I'm in less than a good mood. For one thing, it was chilly last night, and I've got the sniffles. For another thing, we got attacked by a couple of idiotic Minotaurs shortly after midnight, and I got startled out of a very restful sleep.

The Minotaurs apparently figured they could knock off a guard or two and make off with some loot from one of the merchants' wagons. That was fine with me; I'd have even helped the stupid things if I thought they'd have the good taste to offer me a share.

But Huptis happened to be up on watch, and he just had to show off. He conjured up a Cloud of Noxious Gases that got the Minotaurs all choked up, and then he blew them away with a couple of Fireballs. Needless to say, between the gases and roasted Minotaurs, the caravan smelled just super this morning. And I didn't appreciate getting awakened in the middle of the night just to watch something burn to a crisp. Amusements like that are best left for the proper time and place, like an interrogation session. Huptis was, of course, trying to get promoted to Wizard, but he didn't make it. That really broke my heart.

Anyway, we made it to Kono, and, after checking into an inn, we went straight to the temple where Narik now serves as the High Muckamuck. The punk junior priests wouldn't let us have an audience with his eminence at first, but, after we convinced them that Huptis would get a big kick out of bouncing a Lightning Bolt off the main altar, we were ushered quickly into the grand office where Narik sat studying papers behind a magnificent oak desk.

I could tell at once that he was thrilled to see us because he fervently clasped his hands in a prayer of thanksgiving and rolled his eyes heavenward as if to extoll his deity for our deliverance after so long an absence.

"Well, well, well, well, well," he said craftily.

"Well put," I agreed.

"Aren't you going to say hello?" Huptis asked.

"Actually, I was thinking more of 'goodbye,'" Narik replied, great kisser that he is.

"Oh, now, you don't mean that, old friend," I admonished. "Not while there's a thieves' guild in this town and golden candlesticks in this temple, you don't."

Narik stroked his white goatee and glared at me. "I don't know if I like the sound of that, Jarlic. I haven't called fire from heaven down on anybody's head in a long while, but I still remember how."

"Right here in your own beautiful temple? On your two old buddies from your adventuring days? Now that wouldn't be a very Lawful thing to do, would it? Why, that would be downright nasty of you. I don't think your god, Whoziz at Whatziz, or whatever his

name is, would appreciate a High Priest doing something like that. He may even be tempted to trade you to Demogorgon for two Imps and a Wraith to be named later."

Narik groaned and stared at me for a moment or two, then he bared his teeth in what could almost be called a smile. "Ah, how good it is to see my old friends again," he said. "I trust you had a good trip here?"

"Actually, it stunk," I replied, "but thank you so much for your deep concern."

"Of course. You may join me for supper, if you like, and then, before you go on to the next town, I'll even give you a blessing. Well, no, maybe I'd better not; I may need to perform a quest to re-establish myself in my faith afterward."

"How very generous of you to offer us a meal, seeing as how you would have to go to all the trouble of waving your hand to create it. But what we've really come for is to have you and a couple of your apprentices join us on a little trip into the wilderness. It shouldn't take more than a week or two."

I won't bother going into detail concerning Narik's petty counterpoints on the issue, especially since, in the end, he admitted that he had a couple of apprentices who could use some field experience. In the process of agreeing to make the journey, however, he used some language that I didn't think High Priests were even allowed to listen to!

Narik is important to us because he's adept at the magic art of Healing. Between him and his two apprentices, we should have no trouble getting ourselves put back together if we come across something ornery. Huptis will provide some magic, and I'll pitch in with a little deft swordplay and a lot of deft pocketplay. Now, all we need is a little fighting muscle, and we should have ourselves a pretty hardy little adventuring unit. Huptis and I plan to spend all of tomorrow searching for the right man in various local taverns, gambling houses, and brothels. It's a hard life, but we're willing to endure it.

28th day of Serpentina Empirical Year 285

We found our man - I think. It didn't take long. First, Huptis and I hung around a tavern but didn't see anyone filling the bill, so we took

time, instead, to purchase some reasonably-priced local poisons which we eagerly poured into our bodies. From there, we weaved our way to a gambling house where we began wagering sums that made the local yokels gasp - and they would have made us gasp, too, if we had known what the hell we were doing.

But my attention was soon diverted when I realized that, despite our hefty bets, most of the attention of the yokels was centered, instead, upon another gambler, a young swordsman who, I later learned, was named Lucian. He was big, muscular, handsome, and friendly; all of which I could almost forgive. What I couldn't forgive was that the jerk was winning, and I don't mean just a gold piece here or there. He must have hit his point on twenty straight throws of the dice, and the proprietor was going around muttering about how there was never an assassin around when you needed one. Huptis and I finally quit gambling, partly to watch Lucian and partly because we were approaching the point where our next bets would have our underwear as the stakes.

Finally, the proprietor quieted the crowd to announce that the establishment was closing for the day, and his burly helpers began kindly escorting everyone to the door. Lucian was loaded down with sacks of gold and silver, so, like the gentleman I am, I quickly introduced myself and helped him with his burden to the inn where he's staying. He seemed grateful, which means he's dumber and more naive than most swordsmen, and we got into an interesting talk about his life.

Lucky (my nickname for him) told me that he rose from his humble origin as a local peasant lad to become a very successful person - not just as a gambler, but as a warrior. You'd think he would be satisfied with that, but he isn't. It seems that, for a particularly brave deed a couple years ago, Lucky was invited to a courtly ball by a local duke, named Jonren. There, he met Karina, the duke's lovely daughter. The two young folks fell in love - this is getting sickening - but Daddy Jonren doesn't approve of their desire for marriage. So Lucky has been breaking his back slaying various creatures and depositing their carcasses at the duke's feet in an attempt to prove himself worthy of Karina's hand. All Jonren

has done so far is offer Lucky a job as a butcher, so now Lucky has decided to take the ultimate challenge of hunting for a dangerous Red Dragon that has been sighted in the vicinity.

Now, I want to get promoted, but I don't think getting fried by a Red Dragon is the best way to go about it. I was tempted to wish Lucky more luck than he's already had and walk away, but then I figured that, really, it's not too likely that Lucky could find that Dragon very quickly, and, meanwhile, Huptis and I could make use of him in prowling around the countryside, looking for less dangerous creatures.

So I suggested to the airhead fighter that he should have some aid in searching out this vile, fire-breathing lizard, and that we had just the group to help him. Lucky didn't think that was a very chivalrous way of carrying out his quest at first, but, after I chatted for awhile about the sort of havoc a Red Dragon can wreak, he changed his mind and said it would be nice to at least have someone else along to keep him company around the campfire at night.

To make a long story short, arrangements have been made for us to leave at dawn. Meanwhile, Huptis and I have decided to check out of our inn room, which was very dull last night. Tonight we'll be staying at Madame Gisha's Whoppie House, which is more expensive, but I'm sure it will be well worth it.

29th day of Serpentina Empirical Year 285

We left at dawn, all right, but it wasn't worth the effort. The evening's business took a long time to conclude, so Huptis and I got very little sleep. Narik, Lucky, and the apprentice clerics were all ready to go, of course, and kept trying to hurry us up. I wished Huptis would blast them all with a Lightning Bolt.

Sleeping while riding a horse isn't easy, but I didn't rise to the point of being nearly a Master Thief without being able to handle difficult assignments. I napped a little as I rode along, and by noon I felt only slightly worse than death. Huptis, meanwhile, worked at perfecting the art of falling off his horse. I strongly suspect the presence of something other than water in his waterskins.

Lucky was impatient with us, but there wasn't much he could do about the situation, so he just rode up front, scanning the horizon very seriously with his eagle eyes for signs of Dragons on the wing. Narik griped constantly about how saddlesore he was going to be, while his two apprentices, whom I lovingly call Frick and Frack, rode quietly along like good little clerics. It was not the most cohesive party to which I've ever belonged.

Fortunately, we didn't encounter anything more deadly than the stuff in Huptis' waterskins, so we got through the day all right. A long discussion was held on the setting of tonight's three watches. I wanted to stand watch with Huptis, but the others were vehemently opposed to that. Hell, you'd think we weren't trustworthy or something. Anyway, I finally gave in and agreed to serve on whatever watch they wanted. It doesn't matter, anyway, since Huptis and I have every intention of sleeping through whatever watch we're on.

30th day of Serpentina Empirical Year 285

This morning, it was Narik who was feeling lousy, rather than Huptis and me, and we considered that a lovely way to start the day. Narik had a terminal case of saddlesoreness, so we talked gaily about what a perfect day it was to be out adventuring, just as Narik and the others had done yesterday when Huptis and I were half-dead from lack of sleep. It was loads of fun.

Today was also a day of action, and it was some of the most bizarre action I've seen in my too many years of adventuring. All I can say is that Lucky deserves his nickname.

The fun started in late afternoon as we slowly steered our mounts along a well-worn trail, bordered on both sides by some rather large trees. We ended up walking straight into an Orc ambush. Now, normally, I worry about Orcs no more than I worry about horseflies. Huptis can conjure up spells that will wipe out a whole squadron of Orcs at a time. Orcs can be tough in a hack-and-chop battle because they're man-sized, strong, and every bit as ugly as the girl Huptis spent the other night with. But Orcs seldom have any sort of magic, and they're generally rather stupid and clumsy.

These particular Orcs were, however, bright enough to rig up a pretty effective ambush. Lucky was too busy staring into the sky for Dragons to notice the Orcs, cleverly hidden behind trees, and I must confess that I was busy sampling the contents of one of Huptis' waterskins at the time. My own waterskins are no fun because they contain water. So, anyway, you might say the Orcs had the drop on us.

As veteran adventurers, we did not remain surprised for long, though, and began reacting almost immediately. An Orc spear nicked Huptis' horse, causing it to rear violently and deposit my sorcerer friend on the ground head-first. Frick and Frack fainted dead away. Narik and Lucky charged forward at the same time and slammed their mounts together expertly. And I flung the half-empty waterskin into the Orcs' midst, hoping a few of them would drink themselves to death.

Somehow, none of this fazed the Orcs, who moved in with Swords, Spears, and Battle-axes ready. Several of them began throwing their Spears, one of which struck Lucky's horse right in the throat, killing it instantly. Lucky jumped clear as the horse toppled, and he landed right in the midst of four charging Orcs. I figured his luck had run out, but it was just getting started. All four Orcs, startled into displaying their great dexterity, fumbled their weapons. Lucky mowed them down like wheat.

That was all I saw of him for a moment because I had some problems of my own. A bunch of Orcs came running toward me, screaming and waving their weapons and all sorts of uncouth stuff like that. My horse was a crummy, rent-a-fleabag job from Kono, but it had a good instinct for self-preservation, and, when I jerked it toward a thin spot in the Orc line, it reacted so swiftly that I'm not at all sure the move was my idea. Anyway, I stuck my Sword in the nearest Orc, and the horse zipped through and over a few others, trampling a couple of Orcs on the way (what a shame!), and we bravely got the hell out of there.

When far enough away to be reasonably safe, I wheeled my steed around to see how things were going for my buddies. Narik was doing surprisingly well, taking his saddlesoreness out on the Orcs with a Mace, but Lucky was fighting like a one-man army. A dozen Orcs lay dead at his feet, and, as I watched, he leaped onto one

of the apprentice clerics' horses and urged it right into a whole pack of Orcs. I figured they'd have him and the horse down in no time, but, to my surprise, the Orcs were the ones going down. I said before that they were clumsy, but, still, I never saw so many Orcs stumble around or miss with their blows before. I thought maybe Huptis had cast a Spell of Confusion on them, but he was still out cold. Maybe these Orcs were just naturally confused.

It didn't take long for the remaining Orcs to decide that it was time to call it a day, and they beat a hasty retreat back into the woods. I rejoined my comrades with the news that I had bravely scouted ahead a bit and could report that there were no more Orcs waiting to ambush us there. Narik sternly suggested that I wait for the battle to end next time before I went off scouting. You just can't please some people.

I went over and brought Huptis around, and then both of us checked our amulets to see if they'd changed color, or anything along that line, as a sign that we had earned our promotions. They hadn't, so we looked around for some other subtle sign, such as a cloud formation shaped into a message reading, "Congratulations, boys, you made it. Signed, Hermes." But, again, there was nothing.

The Orcs didn't have much on them except fleas, so I counted the battle as a general wast of time. But it sure made me wonder about Lucky; is he really just a very good, young swordsman from Kono, or is he some superstud going around in an anonymous disguise for some mysterious reason?

If he's not just a dopey kid from Kono, he's at least trying hard to make us think he is. At supper tonight, he asked us what we thought of his quiet little hometown, and, when Huptis and I responded that we thought the place looked like hell, Lucky's eyes got real big, and he said, "Wow! You guys really have been everywhere!"

1st day of Draconia Empirical Year 285

It rained all day today, and, since we don't have any particular destination, we pitched a tent and did nothing but lounge around. It beats fighting Orcs every day. Lucky was a little disappointed over the fact that he

couldn't search for his Red Dragon in the rain, but I cheerfully suggested that, perhaps, the beast would land near us to get dry, which heartened Lucky a bit but made everybody else look at me as though I'd just turned into a wererat.

While we were all sitting around, grouching happily at one another, I thought I'd ask Lucky point-blank about his success against the Orcs yesterday. I said I'd never seen anyone do so well, hinting that it might be nice of him to tell us who he really is. My guess would be Mongo the Invincible; I understand he passed through these parts, recently. Or he could be Sir Jem the Demonslayer, who was born not that far from Kono.

Instead, Lucky just smiled and produced a little, round stone from a pouch he wears around his torso. "I think this is my secret," he said, humbly. "I'm not real sure, but I think it's a luckstone."

Huptis and I just rolled our eyes. We've seen luckstones before, and it's true that they can be helpful, but I doubt that any luckstone in the universe could be powerful enough to help Lucky enjoy the good fortune he's had since we met him in the gambling house.

Huptis noticed that the stone had some runes printed on it and asked to take a closer look. Lucky said no, he preferred to keep the stone to himself. He said it was nothing personal. Huptis and I know better.

2nd day of Draconia Empirical Year 285

Today was a red-letter day, the sort of day which will, undoubtedly, be chronicled evermore in story and song, in legend, and in the books of history. Or at least it was bizarre enough to give me good reason to believe that I'll be able to con a publisher into accepting this journal for publication, someday.

Around dawn, the rain finally stopped falling, and, an hour or so later, the six of us straggled out of bed to prepare for another day on the trail. We wandered out of our cozy tent, lit the campfire, and looked around at the soggy forest.

Narik glanced upward and turned rather pale. I noticed this and followed his gaze to a point several hundred swordlengths away. Something large, red, and scaly was flying slowly toward us, and I remarked, in what I hoped was a calm tone, that the object looked distressingly like a Dragon. Seconds later, it became obvious that the object was, indeed, a Dragon, and we were all a bit distraught, as not even the hardest adventurer is pleased at the thought of being burned to death before having a chance to drink his morning cup of coffee. Lucky was the exception, of course, and, taking Sword in hand, he raced forward to meet the winged terror.



The rest of us reacted almost as swiftly: Frick and Frack passed out again, Narik began to pray, and Huptis said he needed to teleport home because he'd left something in the oven. At the risk of losing his dear friendship, I responded by clapping him gently about the throat and telling him that I would stick my Sword in his back if he began conjuring any sort of spell that would not directly aid in defeating the Dragon. I added that I had been with him long enough to know what spell he was working on by his gestures and various magic words. I lied, but he took the bait.

Meanwhile, the Dragon was swooping earthward, Lucky was waiting eagerly with Sword upraised, and Narik was yelling at Huptis and me to quit bickering and do something. My sorcerer pal finally agreed and quickly fired a spell that caused a cloud above the Dragon to become transformed into a barrage of rocks. The rocks showered down upon the surprised creature and battered its leathery wings, causing it to crash-land heavily upon the ground not twenty paces from Lucky.

"Satisfied?" Huptis asked.

I would have been satisfied if the impact had knocked the Dragon out, but the creature was only a bit dazed and was channeling an enraged look at the onrushing Lucky. The Dragon took a deep breath, and the rest of us flattened in anticipation of the stream of flame we figured was coming.

But then, a funny thing happened: nothing. There was no flaming breath, just a ragged cough from the huge monster. It struck at Lucky with one of its clawed forefeet, but the warrior dodged the blow and hammered his Sword hilt-deep into the Dragon's throat. Blood gushed forth, and the Dragon snapped with its huge teeth at Lucky, missing again. Then, with a gasp, it tottered and emitted a final bellow of pain and rage before falling over, dead.

At once, courage returned to the rest of us, and we bravely advanced to see if Lucky needed any help with the Dragon's corpse. He said he didn't and busied himself with the task of chopping the monster's head off so it could easily be transported back to Kono.

Meanwhile, the rest of us wondered aloud on the subject of why the Dragon had failed to use its deadly flaming breath. Finally, Narik got curious enough that he took the time



to perform a magical augury as a means of divining the answer to the riddle. He learned that the Dragon had contracted a very bad cold and a sore throat during the spate of rainy weather of the previous day, rendering the monster unable to summon forth its flame.

Shaking his head in wonder, Narik then placed a hand on Lucky's shoulder and gave him a rather unusual blessing. "Lucian," he said, "you are, without a doubt, the luckiest son of a troll I have ever seen."

"Call him Lucky," I suggested. "If ever a nickname fit, that one does."

5th day of Draconia Empirical Year 285

It's been three days since Lucky slew the Dragon, but I've been too busy until now to get around to writing again.

First of all, I should mention that Huptis discovered, following the battle with the Dragon, that his amulet had turned from red to a brilliant blue, a sign that he had, at last, become a full-fledged Wizard. I was feeling a bit blue myself by then.

We returned to Kono, and Lucky finally won Jonren's consent to wed what's-her-name. Everybody was hap-

py but me, so I decided that Lucky had already had more than his share of good fortune, and I casually swiped the luckstone he kept in his pouch.

When I returned to my inn room with the stone, I found Huptis lying in bed, resting up after two full days of partying. He looked at me, and an expression of shock spread over his face. He asked me what I'd just done, and I told him, then I asked why he wanted to know.

Huptis pointed to the amulet around my neck. The gem in it had turned from deep red to a shiny blue. I had made it to Master Thief!

I was pretty surprised because I didn't understand why it would impress the beings on the Outer Planes so much that I had snatched a crummy luckstone off a stupid swordsman. But then Huptis took a look at the magic runes on the stone, and we finally figured it out. Roughly translated, they read: "Property of Tyrre, Goddess of Luck. Shoplifters will be prosecuted."

Where a big, dumb fighter like Lucky got hold of an item like that is beyond me, and I'm going to let someone else puzzle it out. Right now I'm headed for the nearest gambling hall. I hope the assassins are taking the day off again.



"REVENGE OF THE ANT-GOD"

The Fall City-State Installment.

by Bob Bledsaw
Bob Jasper
Mark Holmer



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This Adventure
Belongs To: _____



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Revenge of the Ant God

History

In the forgotten mists of time, a kindly Wizard protected the lost city of Juring. The city prospered under the influence of the powerful Mage although located on three hills in a tundra plain far from the coast and without any great resources upon which to draw. The Wizard developed a strain of Giant Ant which, in the course of spinning their cocoons, generated an exceptionally fine and strong silk. Trade routes opened to the coast, and, soon, the city filled with newcomers seeking their fortunes in the silk trade. The silk was gathered by young warriors who ventured deep into the Giant Ant colony protected primarily by a substance which was attractive to the Ants and prevented them from becoming aggressive. This substance, called Phorbid, was collected from a Giant Parasitic Ant which secreted it in order to live in harmony within the Ant colony.

Seeking additional ways to assist the city, the Wizard introduced different types of Ants into the nest, both to increase its size and to provide a source of domestic insects capable of protecting the city and acting in lieu of draft animals. The increased output of silk dropped its market value, and it was found that the new types of Ants had virtually no means of orientation and became confused at night. The confused Ants frequently attacked their masters. More complications set in as the colony began to send out scouting parties of Soldier Ants to gather food. The Soldier Ants cut swaths of destruction across the meagre farms and even into the city itself. The Juring city councilors demanded that the Wizard do something immediately; the kindly Mage fell from being the "city protector" to being the "popular nuisance" (meaning well but too abstract in his thinking to consider the consequences of his actions). The Wizard acted within two months of the request, but it was not soon enough to prevent a drop in the fall harvest by over fifty percent, the loss of almost all domestic animals, the collapse of several buildings and fences, and the destruction of two caravans, almost halting trade with the coast.

The Wizard introduced blind Hypogoric Ants into the colony, which oriented themselves by feel, and developed the use of a liquid called Phorage that was secreted by Scouting Ants which became excited upon finding food and could be used to guide the Ants on preselected trails. He then had constructed a more direct route via stairs and sliding poles deep into the colony where the cocoons were buried in the soft earth. The Wizard introduced Harvester Ants, Fungus Ants, Dairying Ants, Honeydew Ants, and Replete Ants to provide the colony with a more vegetarian diet and a steady supply of food to reduce the need for scouting parties. The Dairying Ants needed Aphid Cows and Scale Insects, which the Wizard located and genetically altered in the second month along with Parasitic and Minute Ants to control the population size of the colony.

Thus, the fall season was an economic disaster for the city, and, before the caravans could resume trade, much of the new wealth was depleted, and many of the new fortune seekers departed. Faced with starvation, the populace began to consume roasted Giant Ants and larvae. The Wizard was shunned, and rabble rousers began a hate campaign against the kindly old benefactor. Seeking to further control the colony, the Wizard melded the psyche of an argumentative but obedient Imp into the Queen Ant. He sought the counsel of the Druids to gain further knowledge and methods of control. The Druids could offer little help but suggested that adding to the colony the more primitive and Wasp-like Bulldog Ants would eventually lower the average intelligence and, thus, make the colony more obedient to the Queen Ant.

The spring offered new hope as the caravans resumed, fences were mended, and less danger in gathering the cocoons resulted in fewer deaths of warriors. The summer months found the city returning to a more peaceful routine, and grumbling about the Wizard all but vanished. The city even began the export of decorative objects made from the Ants' shells and antennae. Unfortunately, a scouting party from the colony inadvertently led a Giant Lizard back to the nest, and a terrible battle ensued when Soldier Ants swarmed out of the earth to attack the intruder. Catastrophe resulted when half the city militia attempted to aid the colony by advancing upon the Lizard. The Soldier Ants killed the whole troop and many spectators besides in their battle frenzy. The Lizard was killed with the aid of the Bulldog Ants which jumped upon its back and stung it several hundred times. Although the size of the colony was reduced by a third, the wrath of the citizens against their former benefactor increased tremendously as their relatives were gathered by Giant Worker Ants and carried beneath the ground to be devoured. Distraught, the gentle Wizard introduced Black Carpenter Ants to fell the incredibly tough trees of the tundra, Tree Ants to increase the fungus gardens in the colony and turn the colony further away from its carnivorous ways, and Dolchoderinae Ants to repel any future attacks by Tundra Lizards with its nausiatc spray. These steps did not allay the fears of the citizens of Juring. Except for a few forays by Harvester Ants into the paltry farms near the city and the exodus of these farmers soon after, the balance of the year was uneventful, and some prosperity returned for the local merchants.

With the new year came a new crisis when many callow Ants (young adults freshly molted) were killed by a party of cocoon-gathering adventurers. The Queen Ant demanded a sacrifice of one citizen per month from the city for the balance of her lifespan as recompense for her loss. Fearing reprisals too awful to contemplate, the city councilors agreed and began the execution of criminals through sacrifice. Later, when the councilors discovered that the Queen would live almost 150 more years, they accused the Wizard of trickery and deceit. Fear of the Wasp-like Bulldog Ants increased the rumors that the city itself was in league with monsters, and the caravan merchants spread the story in an effort to keep outsiders from venturing to the city and cutting into their trade. Occasional raids that summer by Giant Falcons upon the colony were cheered by the citizens from the city, further increasing the Queen Ant's hostility. The Ants became more aggressive when a Giant Spider invaded the colony and spread her webs in several chambers. When the Giant Spider's eggs hatched that winter, the Queen Ant reluctantly asked the Wizard for assistance. The Wizard gave the colony several Fire Ant eggs, an action which caused a riot in the city. A group of adventurers, under the guise of gathering cocoons, attempted to locate the Fire Ant eggs to destroy them and were themselves killed by Soldier Ants.

That summer, it was found that Giant Flies were laying their eggs in the large refuse mound created near the city walls by the Ant colony. The Giant Flies became a real menace because their bites drove the few remaining domestic animals insane and caused the last caravans of the year to turn back toward the coast. A disease broke out which further depleted the population and caused most of the wealthier merchants to move to "more civilized areas away from the Ants, Lizards, Birds, Spiders, Flies, and Wizard." With the departure of most members of the council, a Druid assumed control of the government and, proclaiming the Queen Ant to be a goddess, set up a theocracy. The sacrifices were increased to abate the ire of the Queen Ant against the citizenry, and the state (meaning the Druid and his acolytes) took possession of the property of the sacrificial offerings. The theocracy increased its influence when it caused the Giant Flies to depart. The Druid stopped all caravans from trading directly with the city and arranged to meet the caravans halfway to the coast with bearers. Incensed by this blatant attempt at monopoly of trade, the merchants retaliated by forming a cartel and dropped the trade volume considerably by increasing prices substantially. Trading became an annual ritual for the next six years as the population of the city was depleted.

The Wizard was filled with despair and loathing for the Druid whom he had originally invited to the city to advise him on control of the Ant population. When the Druid confided to him that he had put the Giant Fly eggs into the refuse heap to create the theocracy and prevent the exploitation of the Ants, the Wizard departed in disgust, never to be heard from again. As a parting gesture, the Mage created some traps to prevent the Druid's warriors from taking more cocoons and then attracted some Red Amazon Ants to the colony. The Amazon Ants, slavers which kidnapped pupae, reduced the size of the colony by raiding with large armies. The Ant Queen reacted by having her Soldier Ants kidnap some of the Druidic acolytes, and, taking advantage of her reputation as a goddess, she forced the acolytes to collect all the salvageable tomes, scrolls, equipment, and items of power left within the Wizard's Tower and the city treasury. Only four acolytes returned, bearing two sacks full of parchments, a magic sword, two potion flasks, and some partially-burned scraps of parchment from the Wizard's furnace.

From the Wizard's notes, the Queen obtained the necessary spell to imbue a Giant Ant with a higher intelligence, and, remembering her former existence as an Imp, she set about capturing or attracting a similar being to be her companion. The problem was simplified by the acolytes' knowledge of Spells of Banishment used to rid homes of household Imps. Within a fortnight, three other Giant Ants were melded with Imp intellects.

The Amazon Ant slavemakers attacked soon after but were beaten off, although exacting very heavy losses from the Ant colony. Almost all of the callow Ants and pupae were killed or carried away, and the greatly reduced city population was nearly obliterated. Because of the loss of all cocoons that season and the subsequent loss of foreseeable revenue for the year, the Druid sold his Temple to an ambitious follower and departed from the city with most of his acolytes and guards. Seeking to appease the Ant Goddess, the new Hymenoptera High Priest offered four captured Amazon Red Ants in addition to an arcane scepter that had been left within the nearly-abandoned city. The Queen accepted the gifts but also demanded that the remaining city defenses and siege engines be destroyed and a tribute of ten Humanoid slaves per year, half the temple treasury, an artificer for making snares and locks against intruders, a cartload of sugar cane delivered every summer month, and stone-works from the city walls and building to make the colony chambers more secure be given her. In exchange, she promised 200 cocoons every fall season.

The High Priest agreed, and the sacred silk of the Ant Goddess once again began to be traded with the coast. The secret Hymenoptera Cult spread to other villages, but the location of the lost city was never divulged, and the caravan merchants and cartographers of the region that had knowledge of its location began to disappear over the next decade. The Queen-Goddess increased the intellect of the captured Amazon Ants and organized her Soldiers around these fierce warriors who declared their undying loyalty to her. Then, the slavemaker Amazon Ants returned to attack the colony and avenge their route. This time, the attack was stopped with heavy losses to the Amazons, and they were chased back to their own nest where a terrific battle resulted in a Pyrrhic victory for the defenders. Among the casualties, however, was the Ant Queen-Goddess herself. A particularly aggressive, intelligent Amazon Red Ant from the Ant Queen's colony then took over the colony and proclaimed himself the Ant God. To assert his authority over the Human followers, he demanded a living sacrifice every week, a suspension of cocoon shipments until an obedient Mage was delivered to him, an enlargement of the Temple, and the building of a connecting passage from the Temple to the underground colony to permit his "appearance" before his followers once per week, Human guards to aid in the outer defense of the colony, and strict obedience to his "brother gods," the intelligent Ants, who would wear gold necklaces to identify them to their followers. All this the High Priest agreed to accomplish, but he balked when, the next month, new demands were placed upon the Hymenoptera Cult. The Ant God's further demands included half of the Temple treasury, the tribute of one magical item or artifact every full moon, and the sacrifice of one Amazon Red Ant as a "false god" during the Spring Equinox after a punitive expedition to the Red Ant colony. The High Priest was sacrificed shortly thereafter, and the cult proclaimed undying obedience to the Ant God. The expedition resulted in the total destruction of the enemy colony as well as the reduction of the cult to seven Priests and forty-five secret members in distant villages and cities.

The Ant God's colony was greatly diminished also, and, seeking to increase its size, he ordered the Mage to attack the Giant Spiders, Parasitic Ants, and Minute Ants. Fearing the cult's hostility to anyone who harmed even the smallest Ants (except those that were proclaimed "false gods"), the Mage agreed but secretly decided to depart as soon as possible with some magic items and gems from the treasury. The Mage discovered that one magical treasure was a powerful scroll which would place all who ventured within 120' of the active rune, which it would conjure, in a state of suspended animation until Dispelled or the spell wore off in a decade or so. Obtaining the use of the scroll ostensibly to subdue the Giant Spiders, the Mage set about his betrayal by attempting to enlist the aid of one of the few Human guards left in the colony. The Human guard, however, went immediately to one of the Ant God's brothers and confessed all. The Ant God's wrath was terrible, but the Mage

managed to set the rune before attempting his escape through the fungus gardens. There, the Mage was trapped by a rusted artificer's trap and devoured by the Fungus Ants. Because the Ant God and his brothers were among the first to succumb to the rune, many others fell to the same fate, including four of the remaining Priests of the Hymenoptera cult. With the loss of the knowledge of Phorbid, harvesting of cocoons ceased, and, since only unintelligent Giant Ants remained, the sacrifices also stopped. The remaining cult Priests sought to re-establish a true god to the colony and searched for the next three years upon the tundra plain. Due to the weakness of the colony, the Priests shut up the entrances except for ventilation shafts and stepped up their program of assassinations to eliminate any remaining knowledge of the lost city. They fed the remaining Ants via the secret entrance in the crumbling Temple. The god-seekers of the tundra were killed by nomadic Legionary Ants, but one hapless Priest managed to drug three Legionary Ants and convince a Barbarian Warrior to take them back to the lost city for a reward. The Priest then succumbed to the wounds inflicted in his conflict with the Legionary Ants and died happy in the knowledge that he had fulfilled his geas.

The Warrior found the Temple and, leaving the drugged Ants outside, descended into the colony through the secret passage of which the now-dead Priest had told him to seek the fabulous treasure and magic Sword supposedly hidden within the God Chamber by the dead Hymenoptera Priests. The Warrior managed to avoid the traps, found the hoard, including the Sword, for which he promptly discarded his old weapon, and a collection of parchments, some written by the first Wizard and some by the last Mage, detailing the history of the lost city of Juring, which he stuffed under his belt, and started back for the surface. However, he was ambushed by 9 Giant Ants who sprayed venom upon him from a side passage, all but blinding him and causing him to drop the Sword and booty except for the parchments which remained secure in his belt. Stumbling out of the Temple, the Warrior found his horse and rode swiftly away from the deserted city. He wandered blindly for days, finally reaching the coast before falling on the beach in his death throes. There, a fisherman's son found him and attempted to nurse him back to health with herbal tea. In his gratitude, the Barbarian told the boy about the lost city and its hidden treasures before dying the next morning. After removing the parchments from the dead Warrior's belt, the boy read the history of the fall of Juring and was able, in some measure, to piece together its approximate location. He withheld the information from his father, fearing he would be beaten for telling false tales.

The following week, Viking raiders carried the boy and his family away and sold them as slaves in the city of Tlan. The parchments, which the boy had hidden under his straw tick, were destroyed in the fire set by the Vikings in the course of pillaging the small village in which the boy lived. The boy was purchased by a merchant ship captain who plied his trade between Tlan and Dragonsharp. Although glad to be free of his stern father, the boy soon found that he was in the clutches of a cruel and merciless master. He escaped his bondage by hiding in the baggage of a caravan in Dragonsharp and, after many adventures, found service as a mercenary at the age of seventeen. After seven years, he managed to loot enough wealth to buy passage back to his homeland, having gained, in that time, the skills and confidence necessary, he felt, to win the fortune in the treasure trove of the Ant God.

During the ten years which the Ant God and his followers spent in suspended animation, the unintelligent Giant Ants set about bringing the Ant colony back to normal. They spent no time in construction, but they continued to tend the fungus gardens and groomed one of their members to become the egg-laying Ant Queen. Though unintelligent, the Ant Queen was prolific, and, because the danger of cocoon raiders had diminished, the colony began to grow and function as a normal Ant colony. At the end of the ten years, however, the suspended animation spell wore off and the Ant God and his followers were released. The Ant God was quite surprised to discover what had occurred in his "absence;" creatures in the suspended animation field did not feel the passage of time. However, one of his followers, the new High Priest, Pharampe, discovered the truth of what had transpired and informed the Ant God of the spell which had caused him and his followers to become victims of suspended animation. The Ant God, seeing that the colony was on the way to being rebuilt, was not unhappy with the turn of events, and it did not take him long to adjust to the situation and take control, once more, of the colony. He ordered the suspended animation area reset as a trap for intruders and, with his followers, set about hatching plans for the rebuilding of the colony to greater strength than before, the ultimate purpose of which was to be the invasion and subdual of the Humanoid world. Unfortunately, the egg-laying Queen was not especially hardy and died soon after the return of the Ant God. The Ant God decided to allow the situation to remain as it was for the time being to allow himself to assess his positions of strength as well as his weak points in terms of the colony as a whole. He ordered Torlien Fawnleaf, one of his followers, to assume responsibility for the reproduction and food production of the colony and to begin the grooming of a new egg-laying Queen to continue the growth of the colony. Then, with his High Priest, he began to formulate plans for the subjection of the world to the will of the Ant God.



**Parchment Scraps From the Diary of Kerspagaris, Archmage of Jamal Juring
and Keeper of the Rune-Stones of the Ember Seas**

There are twelve scraps which are partially burned but will yield some useful information to a careful reader. The following summary describes each scrap, which will require at least one hour of study less the character's Intelligence in minutes to decipher.

Scrap One: This scrap is a map of the original ant colony before enlargements, stoneworks, and traps were installed. It does show the location of the Queen's Chamber, Fungus Gardens, Ant Cows' Pens, Nursery, Ventilation Chamber, and Minute Ant passages along with useless notes on food consumption rates and population.

Scrap Two: The methods used in the manufacture of silk are described, including the preparation of a solution which will cause the silk cloth to harden to a leather-like toughness although remaining very light in weight. Sea water and Ale are the main ingredients of this preparation. One cocoon will make five suits of armor or twenty shields.

Scrap Three: The formulae for the rendering of a super-sticky glue like tar is described. The substance is noted to never harden and is made from cocoons and common tree leaves steeped in boiling water. One cocoon yields two quarts of the super glue, which requires a combined strength of 50 to break free of if one becomes stuck to it.

Scrap Four: A description of an attempt at creating artificial life is contained within. It involves enchanting the growth of amoebas into an amorphous, semi-translucent jelly which bloats itself on any living matter and can lie dormant for several months at a time. The mindless entity may be created in 8 months at an expense of 266 GP in common supplies. It cannot reproduce and will live up to 140 years. It is 4 Hit Die and AC 3 with only 1D6 damage per attack. No special abilities are listed other than that of staying alive up to 6 months with no food. The beast has no mouth but flows around any luckless creature that happens to cross its path, totally encompassing it, suffocating it, and then dissolving it and absorbing the fluids. **Judge's Note:** One special ability which should not be divulged is the creature's extraordinary growth of 10 cubic feet for every 100 pounds of living matter that it absorbs and the ability to flow through cracks as small as one one-hundredth of an inch. Should such a creature attain a size of 60 cubic feet, it will gain a heightened intelligence and the use of ordinary tools and weapons by forming hands and fingers at will. The creature takes triple damage from weapons dipped in water and will dissolve slowly in any rain shower.

Scrap Five: This scrap contains the methodology for creating giant creatures from common-sized species of various types including ants, earthworms, snakes, and beetles. The notes are not in the same handwriting as other notes and are, in fact, the class notes of the Wizard's apprentice. Only those methods described for creating giant snakes after 3 generations (which can be magically shortened to one year each) will work. Each experiment will take from 1 - 6 years to complete at a cost of 20 - 120 GP per year in addition to a reasonable time to care for the creatures. Only one giant snake may be grown per three-year period.

Scrap Six: A spell for increasing the yield of common crops is described, but a key word has been obliterated, and, if used, the spell will cause the crops to become ripe over-Soon and thus yield half the normal production.

Scrap Seven: Descriptions of promotions for the marketing of dried Ant meat as a foodstuff are contained on this piece.

Scrap Eight: Some of the testing methods for choosing individual Ants for a breeding program designed to create a strain of fire-resistant Ants are described.

Scrap Nine: A very detailed description of deriving a one-pint vial of Type 3 poison from a Fire Ant is set down. It concludes that the Ant must be alive for the poison to be potent and that extreme care must be taken not to be stung by the Ant during the process.

Scrap Ten: This contains notes on the appearance of mutant Ants with such variations as Ants that spit acid, jumping Ants, huge, legless Ants, and Ants with four sets of eyes.

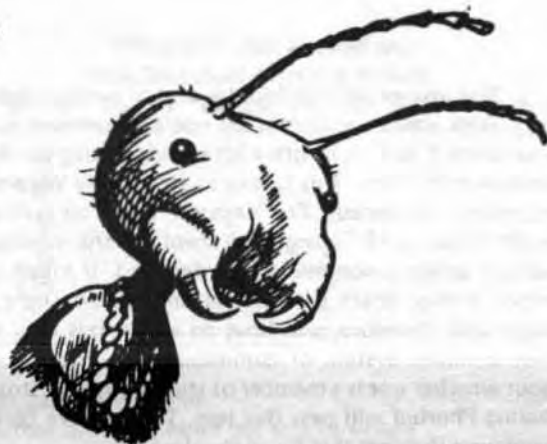
Scrap Eleven: A spell for turning Spider webs into ash is written on this scrap. **Judge's Note:** It doesn't mention that the spell puts any Spider within 100' into a blind rage, giving the Spider +2 to hit.

Scrap Twelve: A command spell over all types of giant insects is contained within. Upon failing Saving Throws, the giant insects must obey the commands of the caster unless it will result in direct injury to the creature. Duration of the spell is 1D6 turns.

The City of Juring

Encounters (Roll 1D10)

- 01 A band of 2 - 7 raiding Brigands, AC 3, AT 1 - 6, HD 1
- 02 One Grizzly Bear, AC 4, AT 1 - 6/1 - 6/1 - 8, HD 5
- 03 One Bulldog Ant, AC 6, AT 3D6, HD 3
- 04 One Spectre of the Mage, AC 8, AT 1 - 8 + Drain, HTK 38
- 05 1D4 Caribou, AC 3, AT 2 - 5, HD 3
- 06 2D6 Rats, AC 3, AT 1 - 3, HD 1 - 2
- 07 One Wolverine, AC 5, AT 1 - 4/1 - 4/2 - 5, HD 3
- 08 1D4 Rattlesnakes, AC 3, AT 1 - 2 + Poison, HD 1 - 2
- 09 1 Soldier Ant, AC 6, AT 4D6, HD 4
- 10 2 - 7 Wolves, AC 3, AT 2 - 5, HD 2



Building A

This building is in a low area in Juring, and, because of recent rains and clogged storm drains, it stands in 1 - 2 feet of water. Inside, the cool, moist conditions have promoted a lush growth of fungi. Two 5' long Fungus Ants, AC 6, AT 1D6, HTK 5 - 6, have inhabited this dwelling after becoming separated from the colony. Anyone stepping into the building will make enough splashing noises to arouse the Ants. The Ants are located on the ceiling and will jump upon and attack anything that moves in order to protect their gardens.

Building B

The side of this building is collapsed, and much of the furniture is broken. A foul stench pervades the area. Broken bones and bits of fur and clothing lie scattered about. In the back room, a Cave Bear is devouring a recently-captured Moose. Under a pile of clothing is a pouch containing 22 GP and a small Sapphire worth 50 GP. The Cave Bear, AC 4, AT 1 - 8/1 - 8/1 - 12, HTK 28, has a +1 magic Dagger imbedded in its side, a souvenir of a past encounter.

Building C

The doorway of this building is blocked by an overturned table propped up with chairs. This is the living quarter of Rimagor the Nimble-fingered, a Thief in search of the treasure of the Ant God. Rimagor wears Studded Leather armor and is armed with Nuisal, a +2 Broadsword that glows when it is within 15' of more than 10 pounds of gold. Under his cot is a chest containing 150 SP, 78 GP, a bejeweled necklace worth 150 GP, and a large, golden key worth 20 GP which is intended to open the now-broken hatch in the temple. On a table is a bottle of Phorbid which Rimagor smears on his body before entering the Ant colonies. Rimagor will offer to help the party if he finds himself in a tight spot, but, instead, he will try to lead the party into a trap.

Rimagor the Nimble-fingered

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	LEN	005	021	030	053	144	102	156	115	178	123	154	137	098	124	011	VBS

Building D

A fallen, scarred sign on the ground reads, "The Belly Sting Inn." All the rooms are deserted and look as if something or someone had rummaged through them. An open trap door in the kitchen leads to the cellar, where a 10' long Honeydew Ant is crushing open kegs of molasses and wine. The Ant, AC 6, AT 2D6, HTK 11, will climb the wall and attack anyone entering the room. All melee fighting in this room is at -2 to hit because of the thickness and the stickiness of the spilled molasses.

Temple of the Ant God

The Temple floor is covered with bone shards and bits of debris. The guardians, two 10' long Bulldog Ants, AC 6, AT 3D6, HTK 17 - 18, will attack anything entering the building unless it is another Ant. Of course, wearing Phorbid also restrains the attack. One of the Ants lurks in the shadows by the door, and one hangs from the ceiling above the altar. Anyone listening successfully can hear their chittering noises. In one of the rooms in the back, folded neatly on a table, is an old robe worn by one of the Hymenoptera Priests.



Judge's Notes

This adventure should take several gaming sessions to complete due to the sheer size of the sprawling ant colony. The Giant Ants contained herein are not the common variety of Giant Ants found in the wilderness. Giant Ants in the wilderness range from 1' to 6' in length with corresponding hit dice, but the Giant Ants herein are generally 5' to 30' long without a large increase in hit dice. This is due to the kindly Wizard's desire to create a self-perpetuating species which would not be overwhelmingly dangerous. The Ants can crawl on ceilings and walls and are generally extremely strong in comparison to body weight (treat as 18 Strength). Except for the intelligent Ants, the colony members are prone to continue about their normal business unless a non-member is detected. If killed in melee, the insects will continue to move their extremities for several rounds in their death throes. The Ants are very light in comparison to length; they are around 3 pounds in weight per foot of length and, therefore, will float on water, but they will drown in 3 - 18 rounds due to confusion unless they are intelligent. Their complex system of communication involves odor, taste, feel, and chittering. Blind Ants and Ants which are uneasy about whether one is a member of the colony will stop the creature and feel it with their antennae and forelegs. Only creatures wearing Phorbid will pass this test. The ants are 50% resistant to magic and take double damage from fire-based attacks. Let the players discover this for themselves.

Many of the traps involve magical activation and will have a magical aura if detected properly. The citronella odor alarm sprayed by the Ants is slightly nauseating but will not harm the adventurers. This adventure uses the Judges Guild system of Poison Effects. Use the following table.

Additional Effects if Save Not Made

Poison Type	Rounds Effects Delayed	Points of Damage/Number of Rounds*	Height or Length		
			3' - 7'	7' - 20'	20+'
0	9	0/0	½ Action	---	---
1	8	1/1	Coma	½ Action	---
2	7	2/2	III	Coma	---
3	6	3/3	Paralyzed	III	½ Move
4	5	4/4	III	III	½ Action
5	4	5/5	Paralyzed	Paralyzed	III
6	3	6/6	Coma	Coma	Paralyzed
7	2	7/7	III	Paralyzed	Coma
8	1	8/8	Paralyzed	Paralyzed	Paralyzed
9	0	9/9	Coma**	Coma**	Coma**

* If Saving Roll is made, halve damage and rounds suffered (drop fractions).

** Coma drops Dexterity -1 permanently.

Coma Duration

3' - 7'	1D10 Days
7' - 20'	10D6 Hours
20+'	6D6 Rounds

Treat all Ant stings as Poison Type 2 except that other Ants have partial immunity and always Save. While it is true that virtually all Ants have the ability to sting, this ability has been stunted by the Wizard's genetic manipulations.



Acid Damage to Armor

Armor Type	Rounds to Completely Disintegrate	Effect of Water Applied to Acid-Drenched Armor in Round						
		1 - 5	6 - 10	11 - 15	16 - 20	21 - 25	26 - 30	Over 30
Cloth	5	C	---	---	---	---	---	---
Leather, Padded Armor	10	B	C	---	---	---	---	---
Studded Leather, Ringmail	15	B	B	C	---	---	---	---
Scalemail, Chainmail	20	A	B	B	C	---	---	---
Splinted or Banded Mail	25	A	A	B	B	C	---	---
Platemail	30	A	A	A	B	B	C	---
Wooden Shield	5	C	---	---	---	---	---	---
Metal Shield	20	A	B	B	C	---	---	---

A No damage to armor

B Armor has small holes but still functions

C Armor is in need of major repairs; treat as AC one level lower (i.e. Chainmail at C level would be treated as Ringmail).

--- Completely disintegrated

Encounters

Roll	Monster
02	Maniac
03	Giant Bats
04	Giant Snake
05	2D6 Worker Ants
06	1D6 Giant Worker Ants
07	Ant Patrol
08	Parasitic Ant, AC 5, HD 3, 3D6 Damage
09	Harvester Ant, AC 9, HD 2, 2D6 Damage
10	Giant Mosquito
11	Giant Fly
12	Giant Spider

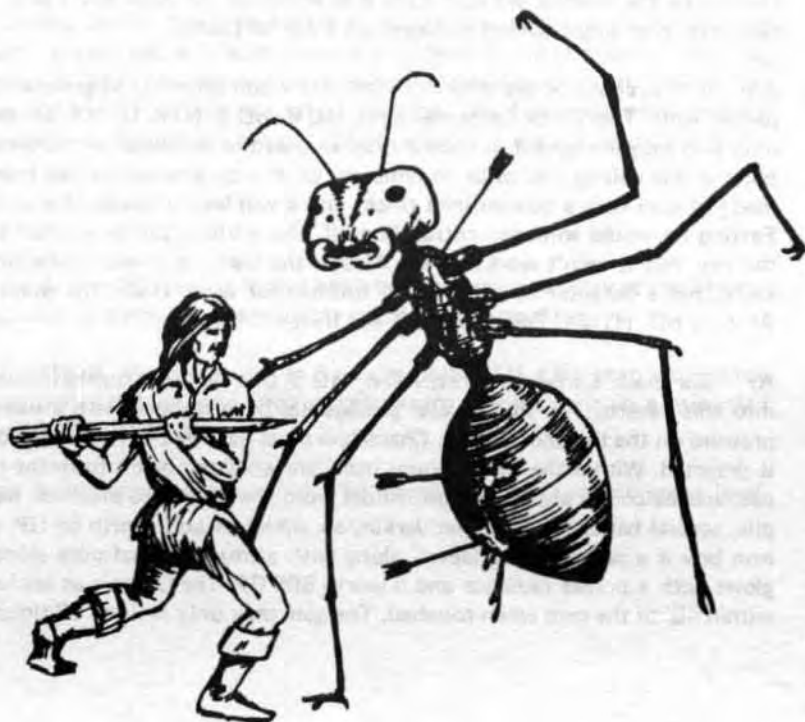
Effects of Suspended Animation

1D8 Roll	Additional Time Spent in Dungeon*
1	3 days
2	15 days
3	30 days
4	45 days
5	60 days
6	75 days
7	90 days
8	100 days

*Due to being subjected to suspended animation

Patrol

Roll	
02	Four Bulldog Ants, AC 6, HD 3, 3D6 Damage
03	One Soldier Ant, AC 6, HD 3, 3D6 Damage
04	Two Soldier Ants, AC 6, HD 3, 3D6 Damage
05	Three Soldier Ants, AC 6, HD 3, 3D6 Damage
06	Four Fire Ants, AC 2, HD 2, 2D6 Damage
07	One Fire Ant, AC 2, HD 2, 2D6 Damage
08	Four Cultists, AC 3, LVL 2, 1D6 Damage
09	One Minute Ant, AC 3, HD 1, 1D6 Damage
10	One Dolechoderinae Ant, AC 9, HD 1, No Attack
11	Hymenoptera Priest, AC 2, LVL 8, 2D6 Damage
12	Two Amazon Red Ants, AC 4, HD 2, 4D6 Damage



Ant Colony Description

A1 This is a drainage reservoir filled to a depth of 20' with rain water. It has been lined with stone slabs to allow seepage downward to the west. Mold clings to the tunnel, making it extremely slippery (Save vs Dexterity if within 40' of the entrance to avoid falling). Snakes appear to be floating on the surface but are, in fact, sticks of wood and other debris.

A2 This drainage chamber is completely filled with rainwater which has turned putrid with micro-organisms (treat as Poison Type 0).

A3 Ten Giant Worker Ants, AC 6, HD 1, HTK 4 - 3 - 6 - 1 - 1 - 2 - 3 - 4 - 5 - 5, Bite 1D6, are busily carrying food (pieces of Giant Earthworms) from the east exit to the south exit and returning to the east exit. Any intruders into the area will be detected by the single-minded workers (2% chance per member of the adventuring party per turn that they are in this chamber). If detected, a terrific odor will fill the chamber as the alarmed Ants seek to alert the Army Ants, and the workers will attack the party. The workers never achieve surprise due to their rote adherence to established patterns and their confusion when confronted with something "abnormal." The west exit has a deadfall trap which will activate unless the entering creature has no metal headgear. The huge block of granite (5' x 4' x 10' wide) will fall within 3' of the passage floor before grating to a stop due to misalignment in its parallel guides. Anyone activating the trap takes 3D6 subdual damage unless a Save vs Dexterity is made. Activation of the trap will cause a deep, resonant voice to announce booming, "The wrath of the Ant God is upon you!"

A4 This chamber contains the remains of several adventurers stripped clean to the bone. The metal armor is rusted and torn, but a Mallet and four iron spikes may prove useful. Within a rotting leather pouch is 12 CP, 5 SP, 3 GP and a stoppered vial filled with Bats' wool. Within a moldy belt's secret compartment is an Onyx ring engraved on the inside of the band with cryptic hieroglyphics. It is the Shadow Ring of Ouphe, and, while worth only 65 GP if its properties are undetected, it will glow with a phantom light when anything is hiding in the shadows within 120' of the wearer. One particular skull has an odd appearance; the hapless warrior once had his name tattooed on his forehead, and this has dyed the bone beneath. "Dralrusk" will probably intrigue the Mages in the party into wasting a few spells. A broken Doublet with two Rubies worth 45 GP each lies beneath the pile of bones.

A5 This is the chamber where the Ants have stored stone slabs, bricks, and other construction materials for their former Human artificer. Bricks, rough-hewn timbers, a marble pillar, kegs of rusted spikes, and intricately-carved fresco slabs are neatly stacked along the east wall. On the north wall hang a rusty saw, a pair of tongs, a crowbar, and a sledgehammer. A workbench below contains a bleeding bowl, leather needles, a pile of wooden pegs, and a small pottery jar with oiled iron nails. A small coffer in a secret space under the bench contains four spearheads, six Caltrops, and a vial of weapon poison (Type 3). Behind the timber are two wedges and an Axe. Beside the bench is a work chest with several locks, chains, and hinges. A rusty lamp sits on the chest, but it is out of oil. A torch bracket on the wall has an unlit taper, and covered with baked clay in the bottom of the bracket are four Emeralds worth 26 GP each and a large Ruby worth 848 GP. A goatskin tunic with a ball of fine wire in its single pocket is draped on a slab of basalt.

A6 In this chamber are sticks of root and wood arranged in groups according to color, texture, age, and taste by the Carpenter Ants. Two Black Carpenter Ants, AC 6, HD 3, HTK 12 - 14, are perched on the east wall arranging a pile of sticks. The only entrance is trapped in such a manner that the antennae of the Ants or some rope-like object must brush along the tiny holes in the ceiling just prior to entering, or an iron grating will fall from a disguised slot in the entrance ceiling. The grate is made of iron bars a quarter-inch thick, and it will lock in place. Due to the rusted condition of the lock, it cannot be picked. Fearing he would someday entrap himself, the artificer buried a small barrel in the northeast corner of the room containing the key, but it won't work, either. Also in the barrel are two candlesticks, a pouch of moldy dried apricots, a tinder box, a knife, and a decanter (worth 16 GP) full of sour wine. Under the wood near the slight depression, a poisonous Racer Snake, AC 5, ½ HD, HTK 1, Poison Type 3, has its lair.

A7 Six Black Carpenter Ants, AC 6, HD 3, Bite 3D6, are busily trimming the new growth of leaders from roots protruding into this cavern. The middle east passage has been trapped with a snare net mounted above the entrance and activated by pressure on the threshold stone. Characters must Save vs Dexterity to avoid being trapped under the wire mesh unless the trap is detected. Within the musty room itself are wooden objects from the ruined city above. Benches, chairs, tables, carved frescos, and balconies are piled high. Roots from the giant tree protrude from the ceiling. In a locked wooden chest beneath the pile, several bandages, a leather Jerkin, an anklet of gold worth 55 GP, and a small iron box cover an amber cape. Within the iron box is a pouch of tea leaves, along with a small flask of pure alcohol, a clay pot of ink, a quill, and an oval Onyx that glows with a purple radiance and is worth 586 GP. The Onyx is an enchanted Touchstone of Silence which deadens all sound within 40' of the gem when touched. The gem may only be used 32 times before losing all of its magical properties.

A8 Five Tree Ants, AC 8, HD 1, Bite 1D6, are arranging decayed roots in layers and dampening them with mud balls. The damp, acrid smell of the chamber is heightened by the grisly remains of a solitary Goblin carefully layered into the pile. If the putrid remains are searched, a silver locket worth 16 SP and 9 CP may be found in a moldy belt pouch along with a broken Short Sword. Written in Trollish on the split shield is the name of the Goblin, "Yazranur," and the emblem identifies him as a subchief of the Adder's Tongue Tribe.

A9 The entrance to this chamber appears to be guarded by a large Efreet which is, in fact, a large statue from the ruined city above. The statue's head and right arm move very slightly due to counterbalanced weights with vanes which catch the slight draft. The Efreet is trapped such that, if the right arm is pulled downward or removed, a pattern of six iron Spears will plummet from the ceiling to the floor between the statue and the entrance (three of the Spears are rusted to the extent that they will merely fall downward two feet and grind to a halt still protruding from the ceiling). The chamber itself contains seven large, broken statues and sixteen empty stone sarcophagi.

A10 Three Tree Ants, AC 8, HD 1, HTK 5 - 3 - 6, Bite 1D6, are chewing on a large oaken table. There is a hidden compartment in the table containing one of the twelve parchment scraps (roll 1D12). The Tree Ants will discharge an alarm odor and attack if any intruders are detected.

B1 Five Army Ants, AC 6, HD 4, HTK 19 - 17 - 22 - 15 - 23, Bite 4D6, are busy lapping up a sticky substance (produced by the Dairying Ants) which has been brought to them by the Worker Ants. The Ants will attack if intruders are detected.

B2 Crushed bones lie scattered over the entrance to this cavern. A trap will activate if pressure of more than one hundred pounds is placed upon the threshold. A huge, spiked ball attached to a chain will drop from the ceiling and land in the center of the entrance doing 4D6 points of damage to anything caught beneath. The ball is 20' in diameter, and, after hitting, it will slowly rise as a counterweight pulls it back into place.

Ba In this small hole are a rusty Barbarian Sword and a small chest. The lock on the chest has a needle trap smeared with a Type 3 poison which will prick the opener of the chest unless a roll under DEX is made. The chest contains 350 SP and 57 GP.

Bb Water slowly drips from the cavernous ceiling into this hole, at the bottom of which are several shiny objects. The objects are stalagmites glistening in the adventurer's light which will do 5D6 points of damage to anyone jumping or falling into the pit.

B3 A large Mining Beetle, ARM 135, HD 6, HTK 27, Damage 4D6/1D6/1D6, scavenges through a brownish mold and will attack anyone entering this cavern.

B4 Empty except for Bc.

Bc This hole is the lair of an Annid, a large, carnivorous Worm. The Annid is blind, but its skin is very sensitive, so, quite often, it will have felt the vibrations caused by approaching prey and will be in ambush in its hole. If the prey enters the hole, the Annid will extend its mouth against the tunnel walls so that the prey will unknowingly climb into its gullet. However, if the prey moves away from the hole, the Annid will strike out of its hole to capture its prey. The Annid will never entirely leave its lair because the lair is an effective defense. Scattered around the top of the hole are 17 GP and 31 SP spilled by the Annid's last victim in his attempts to escape.

Bd This is a small pool of fresh drinking water.

B5 Four Harvester Ants, AC 9, HD 2, HTK 7 - 5 - 1 - 9, Bite 2D6, are stripping branches from trees to carry to the Honeydew Ants in J6. If aroused, they will emit a nauseating odor to alarm the Soldier Ants in B8 before attacking.

B6 A colony of eight Giant Rats, ARM 048, HD 1, HTK 5 - 3 - 3 - 2 - 6 - 4 - 5 - 3, Damage 4/1/1 + 5% chance of rabies, reside in the rocks and debris piled in this room. They will attack anyone entering this cavern. In the debris are a bejeweled belt and Dagger worth 150 GP and a pouch containing 78 SP and 31 GP.

B7 This cavern has many stalagmites dripping water into a large, shallow pool. The sound of rushing water is quite loud.

Bf Water from the pool cascades through this hole to D9. Anyone close to this hole has a 30% chance of slipping and being pulled through the hole, taking 1D6 points of damage in the fall.

B8 Three Soldier Ants, AC 6, HD 3, HTK 15 - 13 - 16, Bite 3D6 + Sting, will attack any detected intruder entering this cavern and will respond to any alarm odor within 1D4 turns.

B9 Two Harvester Ants, AC 9, HD 2, HTK 7 - 11, Bite 2D6, are chewing the meat from two bodies. Blood spattered on the wall attest to the recent deadly encounter. A crack in the wall leads to M8 on the A Level.

Be A frightened Halfling is hiding from the Harvester Ants in this small hole. Erard Fuzzytoes and his companions were attacked by Soldier Ants, and Erard hid in this hole while his friends were killed and left for the Harvester Ants. Erard has with him his Thieves' tools and 50' of rope as well as a Crossbow and 14 Quarrels. He is wearing Leather armor. He is perched precariously on a small ledge protruding from the side of the hole. Beneath him is a drop of 30' ending in a pile of jagged rocks. Falling to the rocks below will produce 4D6 points of damage. Beside many broken skeletons and rusty armor and weapons on the rocks is a magical Staff which will flame at one end like a torch upon command and will burn for 1D6 hours. There are 17 charges left in the Staff, and it cannot be recharged.

Erard Fuzzytoes

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NGN	061	021	020	121	124	113	163	155	176	149	145	175	095	159	094	WPB

B10 A Hypogoric Ant, AC 9, HD 2, HTK 9, Bite 2D6, dangles from the 40' high ceiling. After feeling the vibration of the party as they pass, the Ant will climb down, following behind the party to investigate.

Ca This shaft leads to the water cache used for fungus growth. Due to the slickness of the sides of the shaft, there is a 40% chance of anyone entering the shaft to slip and slide into the deep pool.

C1 The floor of this cavern is completely covered with mushrooms 3' to 10' tall. Fourteen Fungus Ants, AC 6, HD 1, HTK 2 - 5 - 6 - 3 - 5 - 5 - 4 - 1 - 4 - 1 - 3 - 5 - 6, Bite 1D6, are tending the mushrooms. Any detected intruders will be attacked.

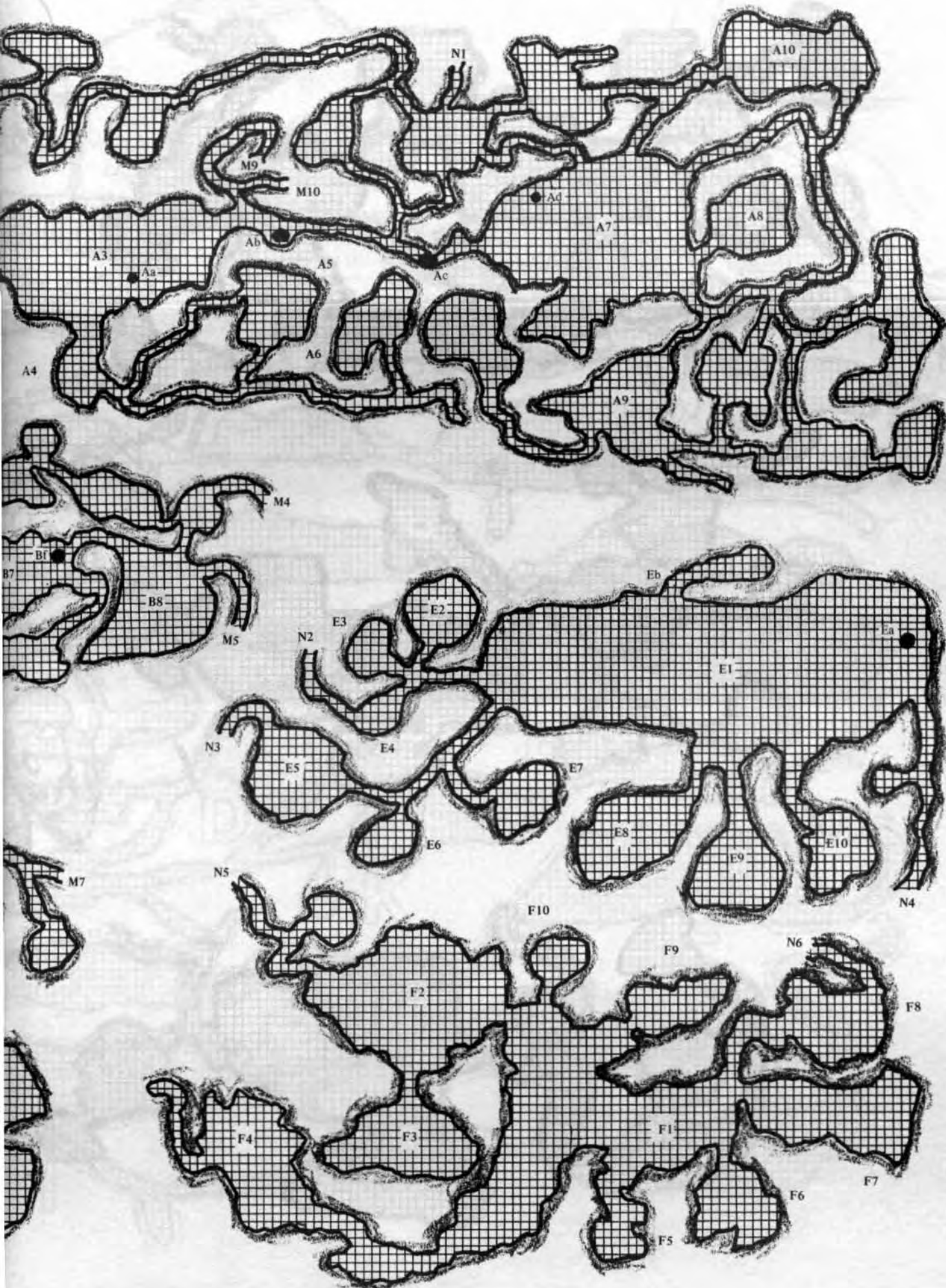
C2 There is a pile of bones in the corner, and a Giant Worker Ant is bringing the skeleton of a Giant Snake from C1 to add to the pile. Any intruders caught on this level are used by the Fungus Ants to nourish the mushrooms. In the pile of bones are 33 SP and 7 GP in a pouch and a +2 shield with magic runes that enable the user to Save vs Magic attacks at +4.

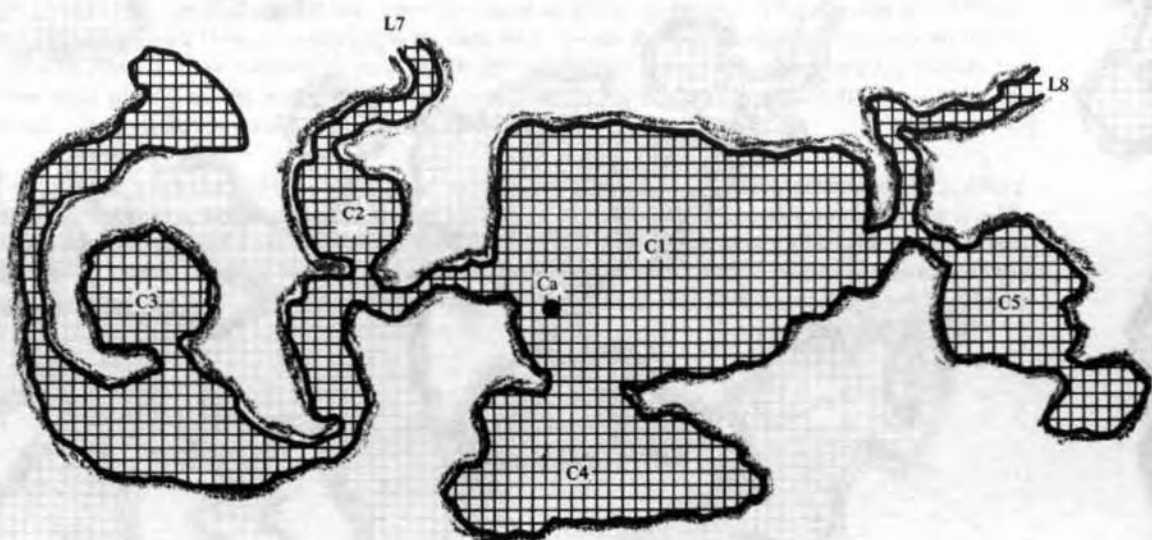
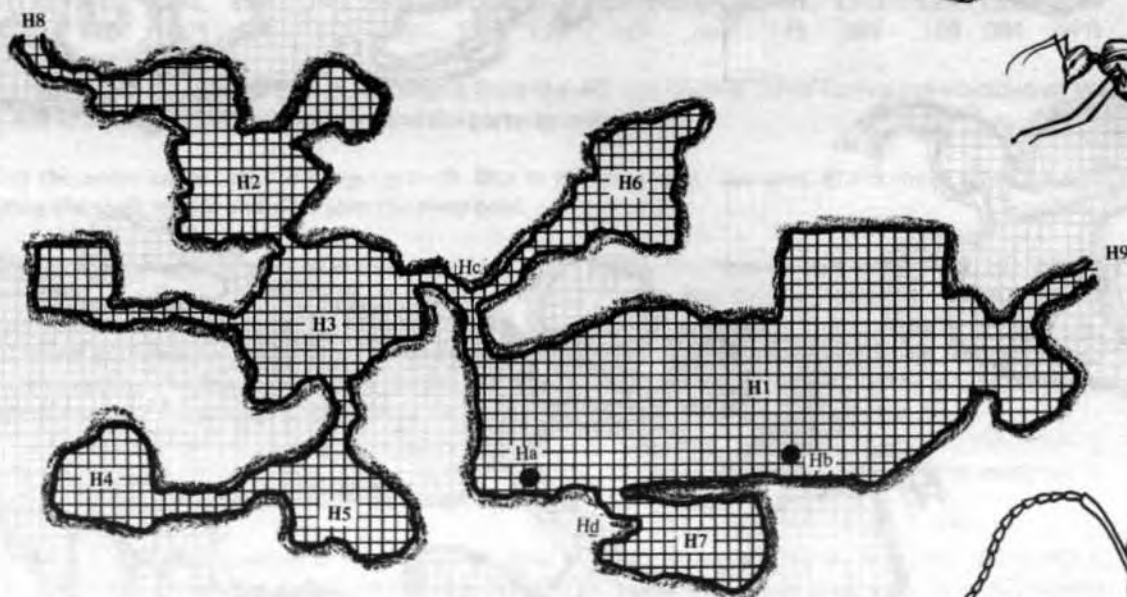
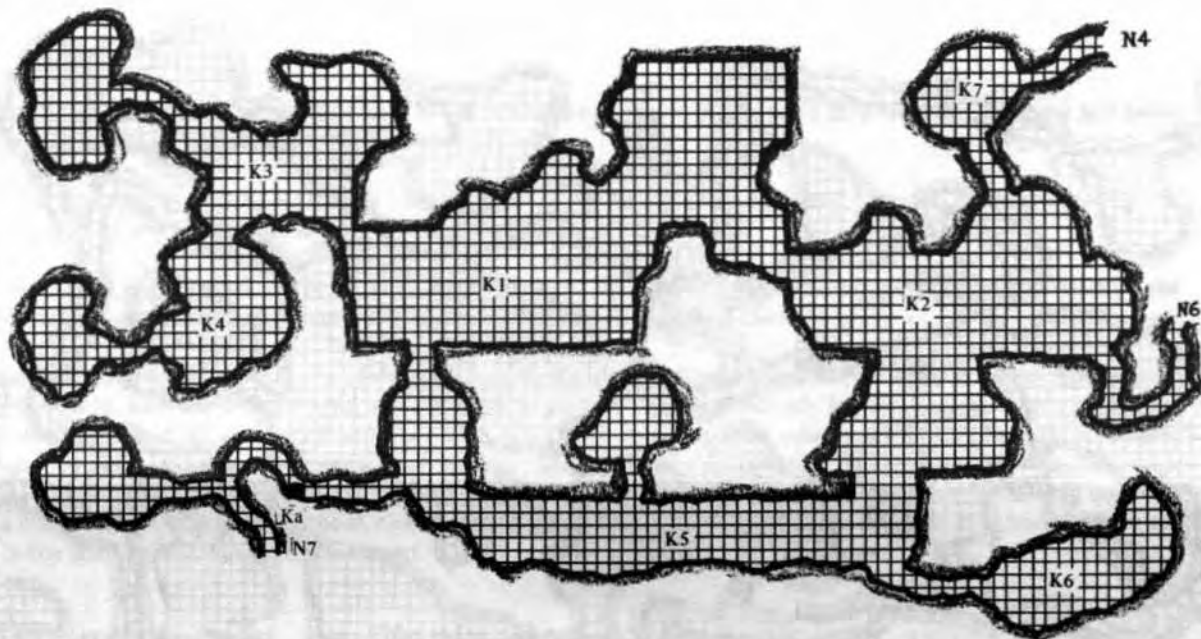
C3 Three Fungus Ants, AC 6, HIT 1, HTK 5 - 10 - 7, Bite, 1D6, are tending their mushrooms. As they tend the mushrooms, four Army Ants, AC 6, HIT 4, HTK 18 - 17 - 11 - 20, enter from C2.

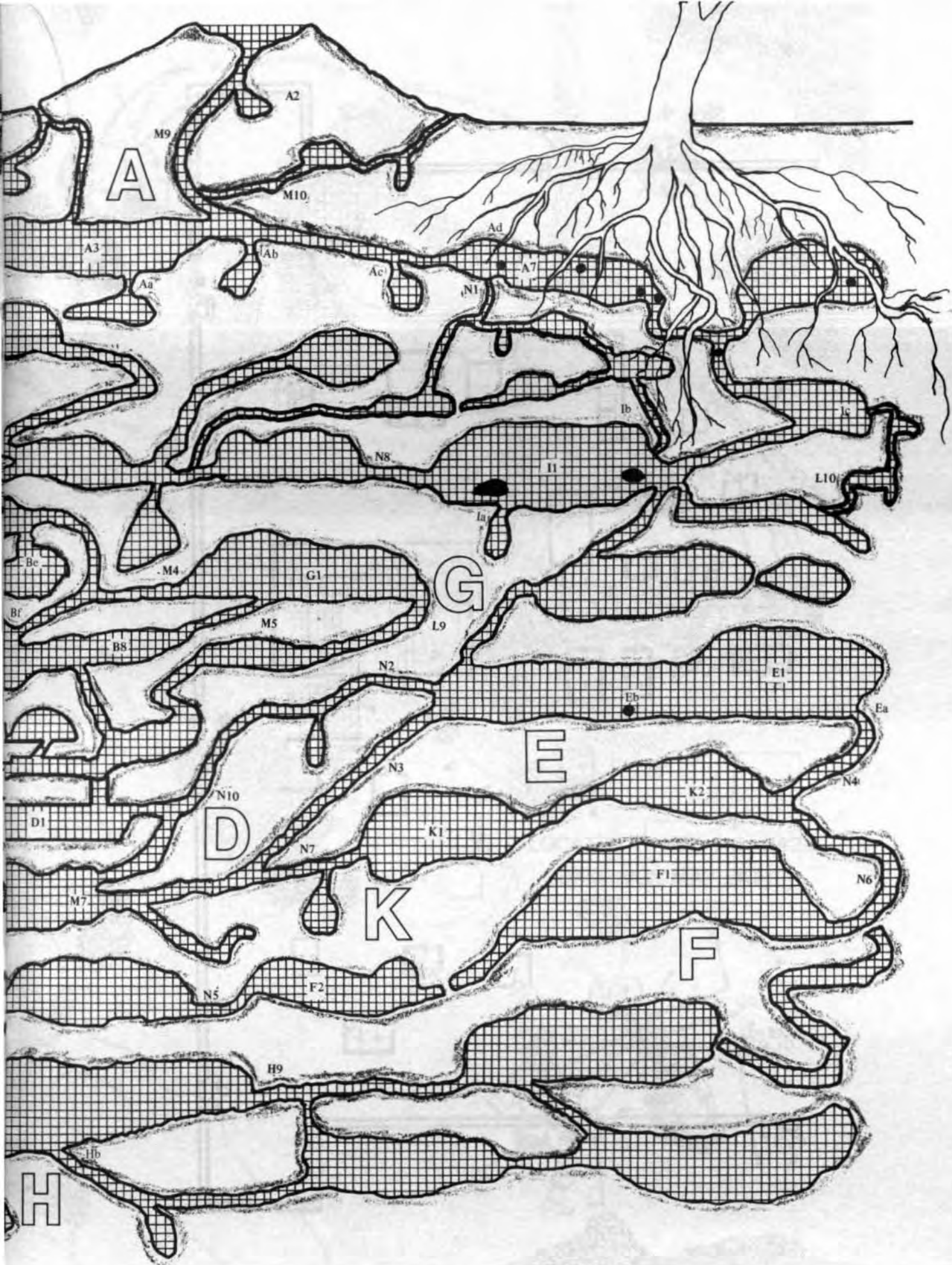
C4 This part of the cavern is just an expansion of the mushroom field from C1. There are four Fungus Ants, AC 6, HD 1, HTK 6 - 4 - 3 - 5, Bite 1D6, tending the mushrooms. In the east side of the cavern is a suit of Dwarven armor, +2, slightly dented but still usable. Beneath the armor is a Giant Spider, AC 3, HIT 2, HTK 8, Bite 3D6.

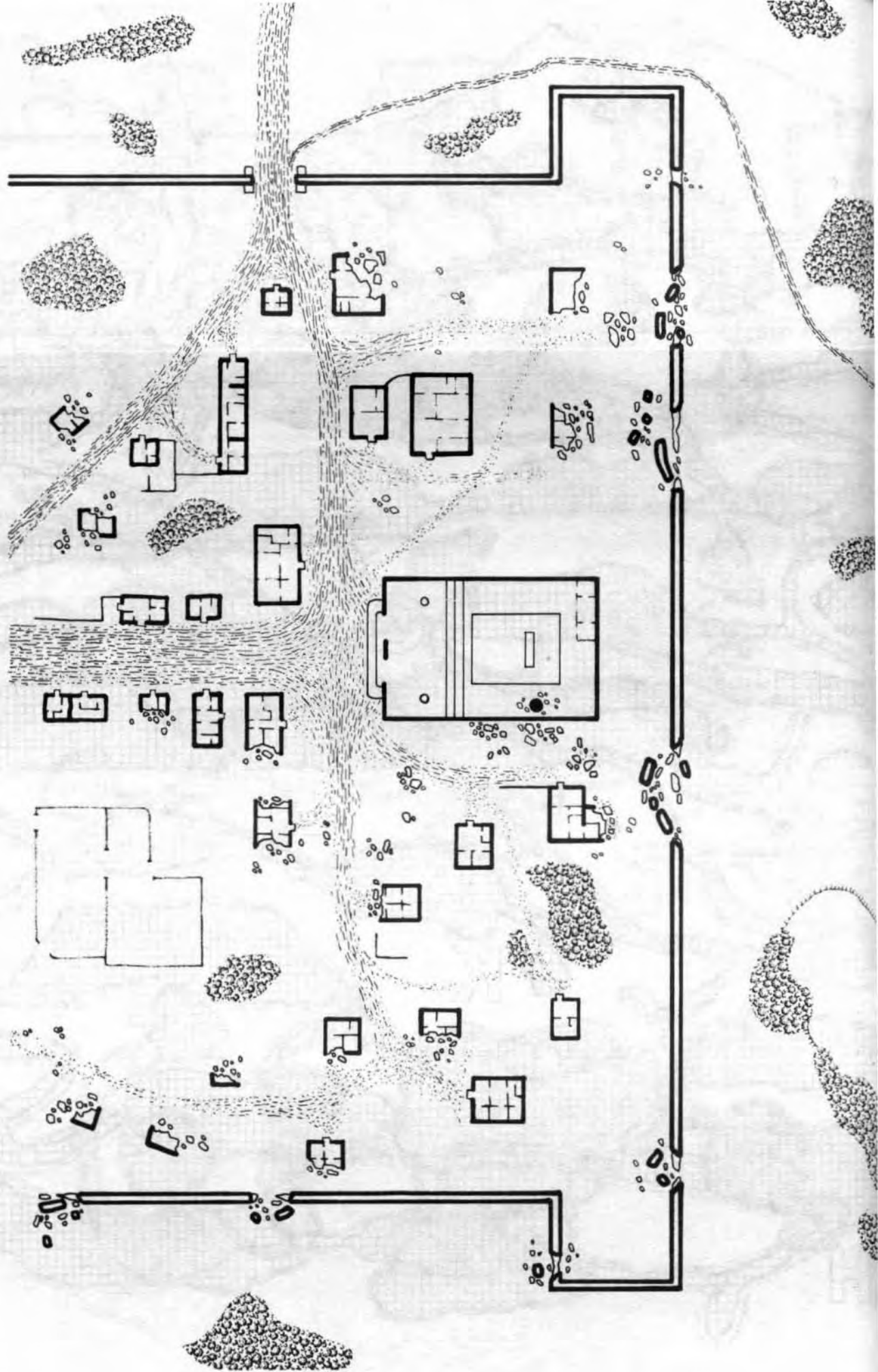
C5 This 110' x 90' cavern contains a different breed of mushrooms than that in the other rooms of this level. These mushrooms are purple with red splotches. If eaten by Humans, they increase STR by one point. However, this effect lasts only 2D6 rounds; then, further consumption of the mushrooms will have the adverse effect of removing two points of STR permanently. In the smaller cavern of C5 are two Human skeletons lying face down in the fungus that grows on the floor of the cavern. One of the skeletons is clutching a silver medallion. It is worth 60 GP at face value, but, when any light source is reflected in the medallion in the sight of any of the Ants, with the exception of the blind Ants, they will flee until they are no longer able to see the medallion. The medallion is called the Hymenoptera Medallion.

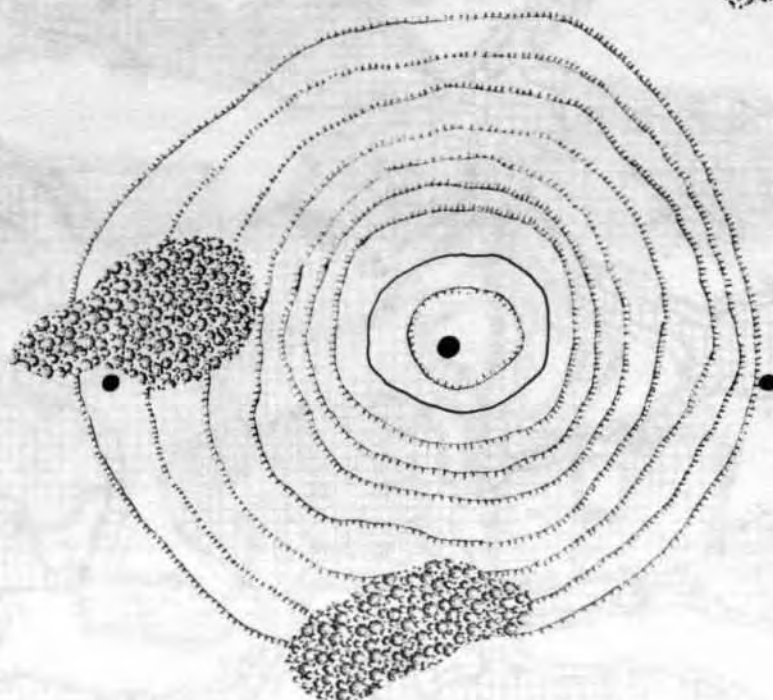
D1 This is the cavern in which the Mage conducted his experiments in the development of the many strains of Ants. Along the walls are several shelves containing potions and books. There are 18 books, one on each of the Ant types. There is a 5% chance per book that any Magic User will be able to understand the instructions. If a Mage deciphers all of the books, it will raise his INT by one point. Two large tables 10' long by 3' wide stand in the middle of this room. Hiding under one of the tables is an Amazon Red Ant, AC 4, HD 4, HTK 22, Sting/Bite 4D6 damage. This Amazon Red Ant is wearing a gold necklace worth 142 GP.





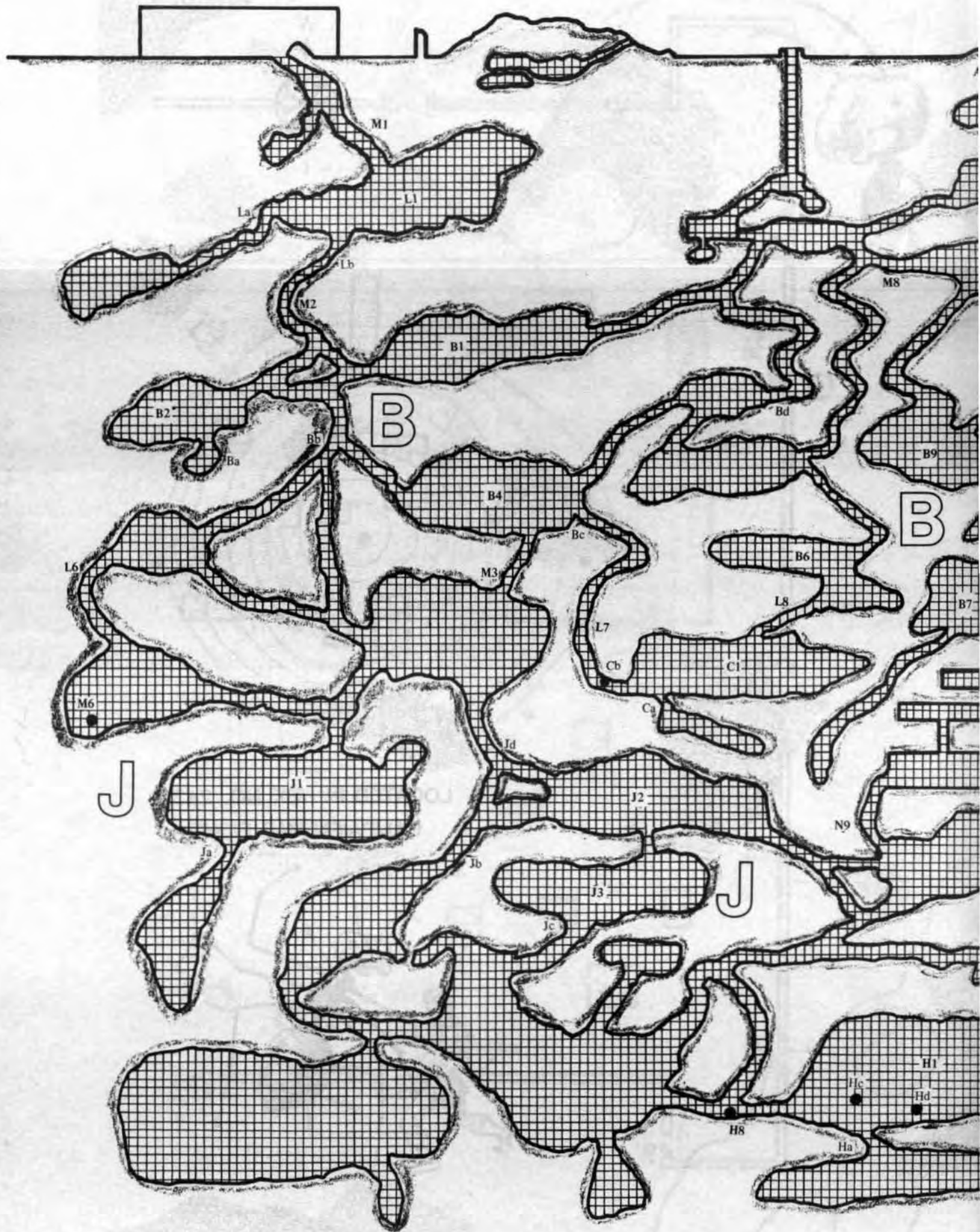


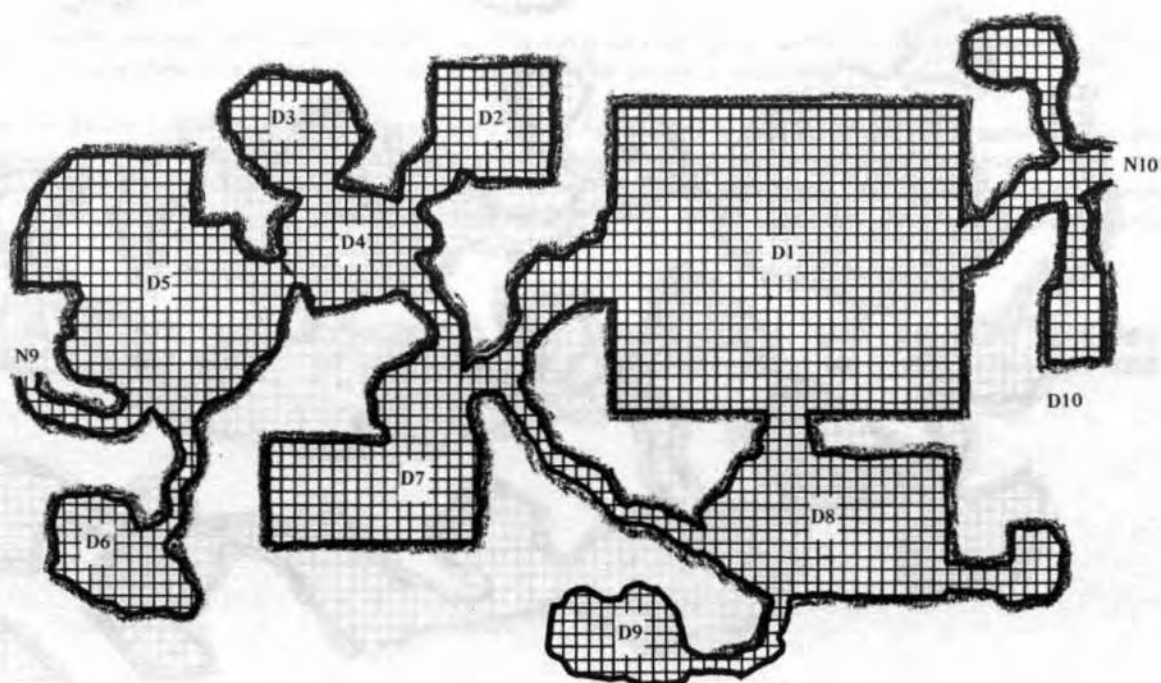
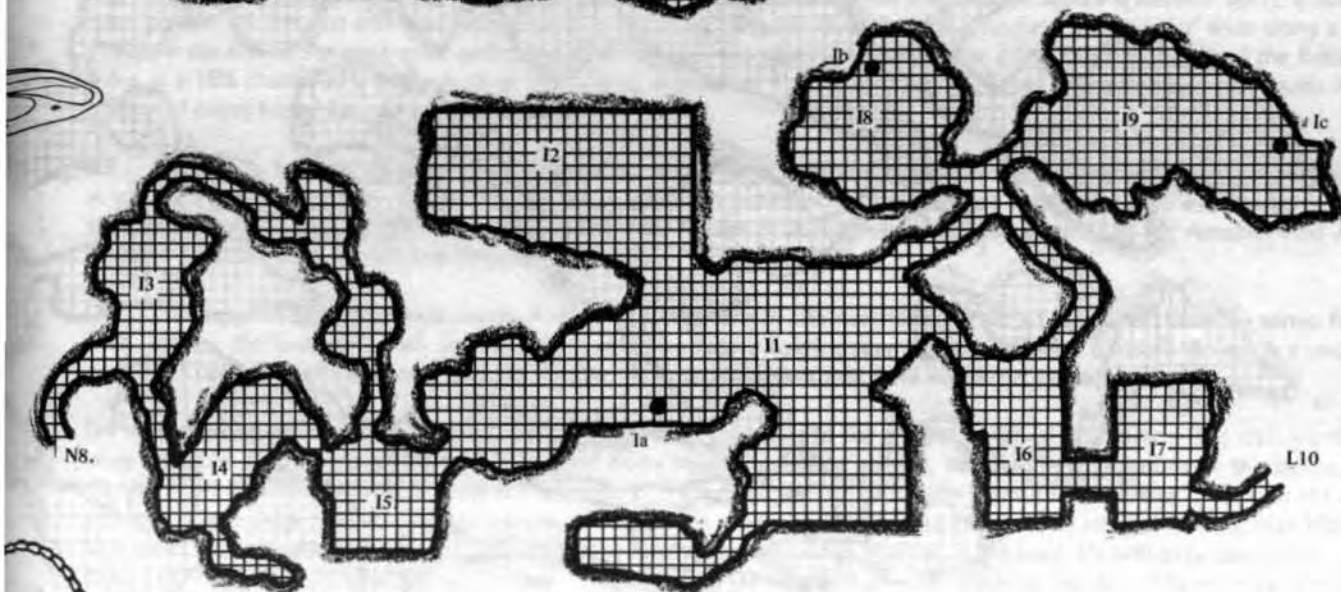
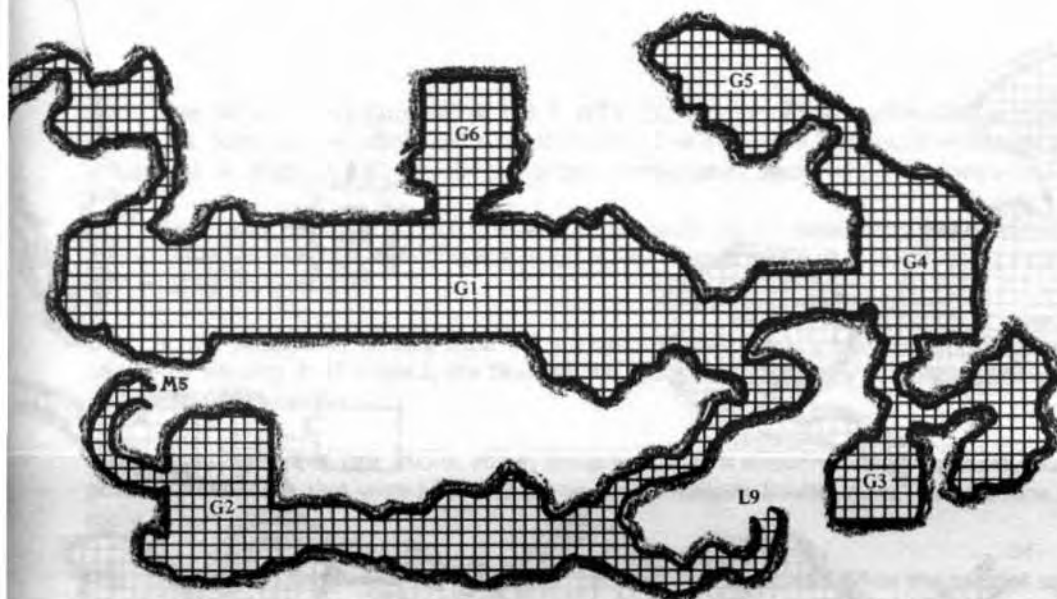


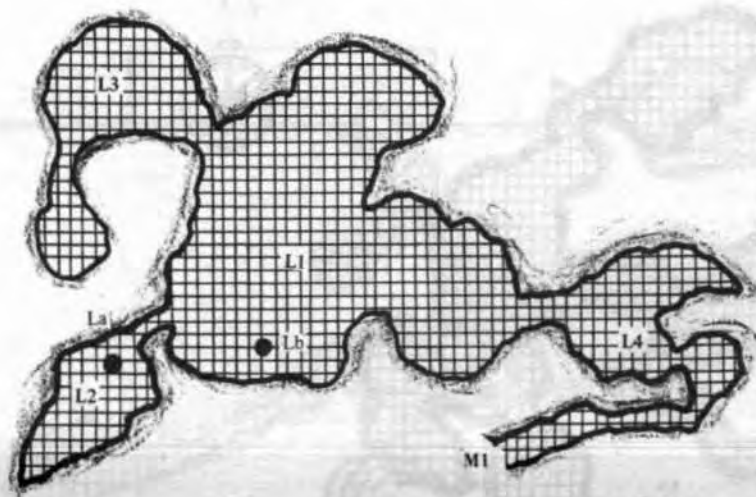


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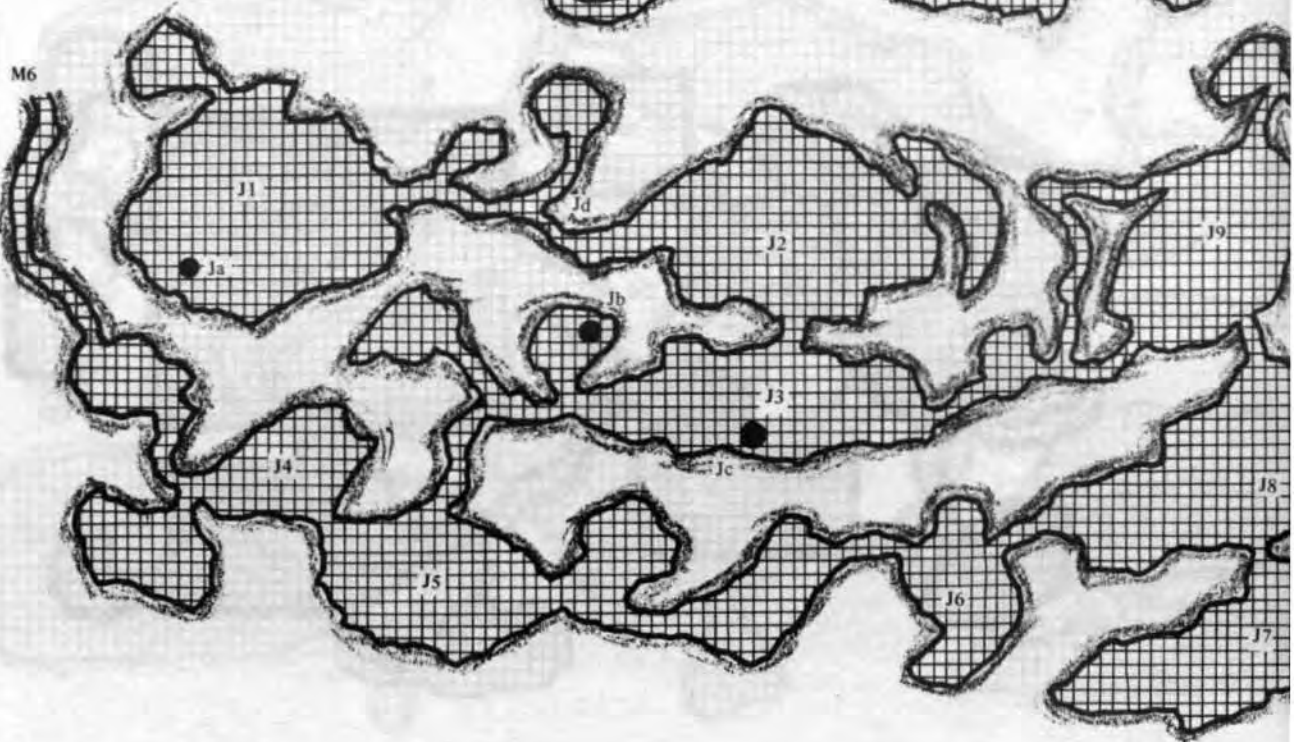
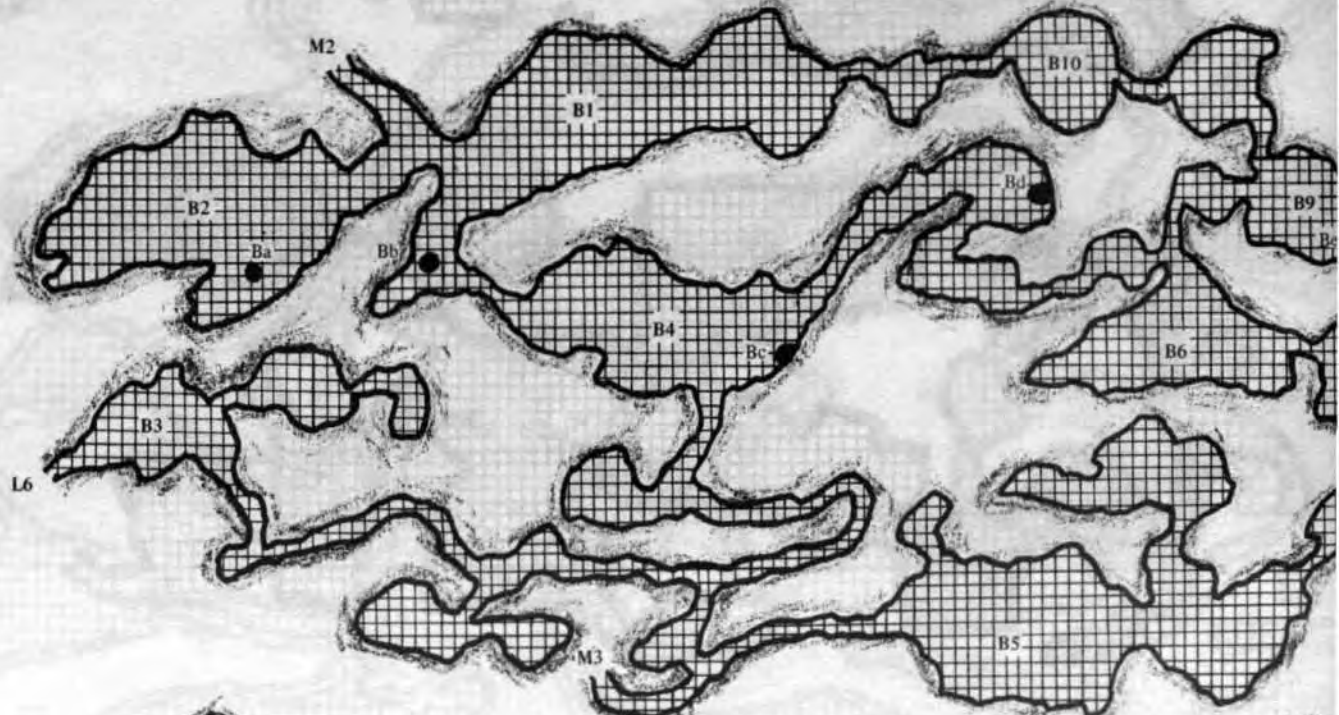








M8



D2 Four Amazon Red Ants, AC 4, HD 4, HTK 22 - 18 - 19 - 23, Sting/Bite 4D6, are finishing off what is left of a Human. Beside the body are a +1 shield and a magic Sword +2 vs Trolls and Goblins. A small sack lies beneath the shield and contains a Ruby worth 2000 GP, 150 GP, and one of the Hymenoptera Medallions that repels Ants.

D3 Six Fungus Ants, AC 6, HD 1, Bite 1D6, are searching for small fungi and mushrooms. A niche is in the north wall. It appears that, at one time, a small statue stood there. There is a 15% chance of finding a tiny gold ring worth 20 GP in a patch of fungus by the west wall.

D4 In the passageway leading from D7 is a small trap. The trip square is marked with an X on the map. There is a 10% chance of tripping it. If tripped, the floor of the passageway falls away at that point, dropping the unfortunate victim 15' to a 20' x 20' water catch.

D5 An Amazon Red Ant, AC 4, HD 4, Sting/Bite 4D6, is directing 20 Worker Ants, AC 2, HD 1/2, 1/100, 1 damage, to dispose of 20 cocoons that were ripped apart by some renegade Soldier Ants. The cocoons are in the northwest corner of the room.

D6 This room is empty except for a trap in the center of the room. When the trapped square is stepped upon, 6 Spears fire from portals on the east and west sides of the room, doing 1D8 points of damage. The field of fire is 10' wide along a straight line from the east to the west walls and passing through the trip square. For each 1 or 2 feet from the edges of the field of fire, there is a 15% chance of a hit by each of the Spears. A position 3' or more from the edges of the fields of fire results in a 20% chance of being hit by each one of the Spears.

D7 The chains hanging on the walls indicate that, at one time, creatures, probably Humanoids, were confined in this room. A lone Elf named Kendalor, ARM 010, HTK 005, has been hanging by his wrists here for several days without food or water. Kendalor explains that he was wandering through the village of Juring when he was captured by an Amazon Red Ant and brought here. If asked, he will join the party, but he will require a weapon.

D8 This was the Mage's private room. A desk and chair are in the northeast corner of the room. Directly across from the desk, against the southeast wall, are a cot and a small bookcase holding several reading books. Beneath the cot is a small chest which has been broken open and is empty. Inside the desk are papers that have no particular value.

D9 A waterfall pours from the mouth of a huge statue carved into the southern wall of this cavern. The statue is that of a large Amazon Red Ant Head atop a Humanoid body squatting beside a small, deep pool. The mouth of the statue is 4' in diameter. Glistening gems can be seen at the bottom of the pool, and small fish dart about in the water. The gems are actually attached to the back of a huge, blind, underwater Frog by a mucus secretion. The Frog, AC 4, HD 3, HTK 15, Bite 2D6 + 15% chance of being swallowed whole, is hungry and will investigate any disturbance of the pool. He will only swallow one person before diving back to the bottom of the pool. There are 325 GP worth of gems attached to his skin. The waterfall comes from Bf on the B level. A ragged crack in the wall leads to L9 on the G level.

D10 Large wooden shelves line the walls of this room. This was once a storage closet for the old Mage. Nothing of value is left here; a few rats prowl through a small pile of trash in the southwest corner of the room.

E1 Sanctum Sanctori. This chamber is the sanctuary of the Hymenoptera High Priest and his personal companions. It has been ensorcelled with protection spells to prevent structural damage, and the walls will absorb any magical spell directed at them without taking any damage or having any openings be formed. The High Priest, Pharampe, and his companions wear Helms of the Ant God which permit telepathic communication within 30' of each other. At present, only Pharampe is occupying this room.

High Priest Pharampe

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LEN	143	052	020	108	134	154	176	165	156	153	144	137	175	124	032	VQS

Besides the magical Helm, Pharampe possesses a Staff of Stings with twenty charges. The Staff is +3 to hit, and anyone struck with the Staff will have a poisoned splinter (Poison Type 5) imbedded under the skin. There is no method for recharging the Staff. The weapon will penetrate any type of armor and is effective against non-corporeal or ethereal forms. Pharampe wears a Ring of Chittering with which he is able to communicate with any Ants within hearing range of his voice twice per day for 3 turns. The ring appears worthless. Under his cape, a pouch containing 4 Emeralds worth 150 GP each and 5 GP hangs from his belt.

The chamber itself contains an ornate table with a candelabra worth 220 GP, two chests, a bed, and several carved chairs. The chest near the bed along the north wall contains a poison-treated Dagger (Poison Type 4), several tomes, books, and scrolls which are non-magical and related to the study of various insects, a crown worth 1,250 GP, and a magical gem. The gem is in a pouch along with a piece of parchment describing its history. It is called the Gem of the Timeless Cry (worth 4,900 GP), and it whimpers when it is near water. The legend claims it contains the spirit of a Water Sprite. The chest near the south wall is trapped with a poisoned needle (Poison Type 4) and contains a jeweled necklace worth 325 GP, a silver chain worth 315 SP, and two bottles of wine. In a wooden closet on the north wall is the Scroll of Imp Melding, 4 flasks of Phorbid, and 8 flasks of Phorage.

The Scroll of Imp Melding contains three spells which are only effective if an Imp is within hearing range of the spells when they are chanted. The scroll is written in ancient Altanian, and this language is required of the character attempting to use these spells. The first spell renders the Imp completely submissive; the second spell sets magical wards about the character which protect against interference by any enchanted creature or related Imps or Demons, and the last spell installs the psyche of the Imp into any object of the character's choosing. To complete the enchantments successfully, the user must roll under his INT with 3D6 three times. Failure on any roll indicates that the entire procedure must be repeated after a rest of two hours minus the user's CON in minutes. If all three spells are chanted incorrectly, the scroll will fly apart as if torn assunder by an invisible force, accompanied by a terrible, howling noise. Any future encounters with Imps by the hapless character should be treated as "vengeance attacks" and the number of Imps present increased four-fold.

Phorbid is the distilled secretions of Giant Parasitic Ants used to communicate a friendly signal to ordinarily hostile Ants. It is particularly effective if touched by the antennae of Termites, Wasps, or Ants and has a calming effect within 60' of the source. This light blue liquid tastes slightly sweet and is highly toxic if swallowed (treat as Poison Type 3). It is properly applied to the bare skin, so the heat of the body will slowly vaporize the liquid. One application of two ounces will last for around two hours. Termites, Wasps, and Ants within range will not interfere with the wearer, and those insects that touch the potion with their antennae will become docile and cooperative enough to mount or lead. Confused insects should always be considered dangerous, however. Insects thus controlled will remain hostile to non-colony members that are not wearing the potion, and, unless some form of communications is established other than simple proding and pushing, the insect will tend to act in an otherwise normal manner.

Phorage is made from the distilled secretions of Scouting Ants and may be used to create a trail to lead Termites, Wasps, or Ants in any direction desired unless the creatures are already in a battle frenzy. A brownish syrup, this liquid tastes similar to bitter coffee and, although nauseating, is not poisonous. One ounce spilled every 36' is sufficient to create a trail, and all insects not assigned to guard duty will follow the trail within 1D6 minutes if within 60' of it or an insect already following the trail. At the end of the trail, the insects will expect some prey or food, and, if it is not present, they will become confused for 3D6 minutes before returning along the same route. This potion loses all effectiveness after ten hours of exposure to air.

E2 A small wooden table littered with papers stands in the center of the room. A bookcase against the southeast wall of the room holds many books describing the area surrounding the temple. If the third book on the second shelf is pulled out, a Dagger will be fired from out of the bottom of the bookcase. It will hit the character that disturbed the book on a roll of 1 or 2 on 1D6, doing 1D8 points of damage. On a roll of 3 on 1D6, it will hit someone else, doing 1D4 points of damage. If the fifth book on the first shelf is pulled out or even moved, a nauseating gas will be released, filling the room with the concentrated odor given off by the Dolechoderian Ant. By rolling 3D6 under CON, one can avoid being nauseated. A miss indicates that one becomes physically ill for 1D8 turns and must rest for 1 hour after that. The gas will dissipate in 1D10 hours.

E3 Empty.

E4 Two Fire Ants, AC 5, HD 2, Sting 2D6, HTK 6 - 6, are guarding this passageway. Ants are not allowed in this section of the complex. A small pile of straw rests along the north wall, and a torch is hanging on the south wall.

E5 Four Fire Ants, AC 5, HD 2, Sting 2D6, HTK 8 - 6 - 5 - 5, guard this entrance to the Sanctum Sanctori. They will not leave this area under any circumstances. Four piles of straw lie along the south and west walls.

E6 Atop a pedestal in the center of this room is a bowl full of cool water. The bowl replenishes its supply of water whenever any is removed, so it is constantly full. A towel hangs on a hook below the bowl.

E7 Against the east wall of this room, a 1' tall Jade statue of an Ant stands on a small dais flanked by two large oil pots that burn with a long, steady flame. Around the neck of the Jade Ant is a platinum necklace. The necklace, if placed around the neck of a Human, will immediately summon the Ant God from his lair in K1, as well as four Amazon Red Ants, AC 4, HD 4, Sting/Bite 4D6. The Ant God and the four Amazon Red Ants will attack the wearer of the necklace. The Jade statue is worth 2,300 GP, and the necklace is worth 1,500 GP.

E8 This is the bedchamber of Beylard the Hairless. A bed stands near the west wall of the cavern. A table and two chairs are near the north wall. Beylard is standing near the east wall by a bookcase containing books, rolled-up scrolls, and several potions.

Vicar Beylard the Hairless

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNE	082	036	040	053	165	142	167	155	143	104	152	129	155	173	064	VFM

Beylard wields a +1 Mace and has a pouch of six Tanglements. The Tanglements burst upon being thrown, covering an area of 10' in diameter with sticky webs like Giant Spider Webs. Hanging on a silver chain, worth 110 SP, around his neck are the many keys to the colony locks and traps.

E9 This bedchamber is exactly the same as E8. A table and two chairs are positioned near the north wall. Along the east wall is a bookcase containing books, rolled-up scrolls, and several potions. Beneath the bed by the west wall is a small, locked chest containing two vials. One is a vial full of Phorbid, and the other is half full of Phorage. Curate is leaning under the bed, pulling out the chest.

Curate Byam

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LEX	103	042	040	093	095	143	155	143	154	135	152	127	135	114	060	WQS

Byam possesses an ornate Quarterstaff tipped with poison-treated barbs at each end (Poison Type 2). In a satchel purse strapped to his left side is correspondence from the last seven secret cult agents whom he is charged with administering. The satchel has a magic rune upon it which will stun up to 30 levels of creatures of other than LEX alignment if an attempt is made by such creatures to open the satchel (40' radius of effect).

E10 Empty.

F1 An eerie blue light illuminates this room. It appears to originate in one of the other caverns opening to this cavern (F7). The floor is littered with assorted bones from a variety of animals and humanoids. A huge Spider, AC 7, HD 6, HTK 31, Bite 4D6, lurks in a cage above the chamber. The Spider can project one web every other turn, covering a 10' x 10' area. In addition, the Spider can produce a dark vapor that covers a 30' x 30' area and obscures vision past 10'. There is a 55% chance of tripping the trap which releases the Spider from its prison in the ceiling and a 5% chance of detecting the trap. The Spider is highly intelligent and very quiet, and, if it traps a prey in its web, it will draw the web together and pull it toward the ceiling where it will proceed to encase its victim in more of the sticky substance from which its web is made. It will attach the victim to the cage using these sticky strands in order to enjoy its intended meal at leisure. If the Spider does not capture any of the party, there is a 50% chance that the noise they make in avoiding it will arouse the Subterranean Lizard in F6, who will come to investigate. The Lizard will attack any intruders, but, if successful in capturing one, the Lizard will retire to its lair, dragging its prey with it, intending to eat its lunch in peace.

F2 Five Dairying Ants, AC 6, HD 2, HTK 7 - 12 - 9 - 9 - 10, Bite 2D6 + Sting, are devouring decaying logs and secreting a sweet, sticky substance. Worker Ants are gathering this substance and carrying it away to other areas in the colony. A huge Amazon Red Ant, AC 4, HD 4, HTK 19, Bite 4D6 + Sting, wearing a gold necklace worth 142 GP, is chittering to the other Ants. If it detects intruders, it will send the Worker Ants for reinforcements and then attack with the Dairying Ants.

F3 The disembowled corpse of an Elven Fighter lies on the floor of this room in an advanced state of decay. Pinned to the wall by a Sword is a rotting Giant Beetle. The Sword appears ancient and rusty; however, if anyone of Good alignment grasps the hilt, the blade will glow a brilliant yellow. The Sword is Anvil, a +3 Sword that will penetrate 3" into rock and will cleave wood.

- F4** The treasure room contains many chests covered with cobwebs. In the chests are a total of 4,000 CP, 1,000 SP, 570 GP, two gems worth 50 GP, one gem worth 100 GP, one gem worth 250 GP, and a golden chalice worth 1,150 GP.
- F5** Empty.
- F6** In this room lives a Subterranean Lizard, AC 7, HD 5, HTK 24, Damage 2/2/12. He feeds on whatever the Spider misses that wanders into F1, and he guards a large Emerald worth 700 GP.
- F7** There is a large pool in this cavern. On all the walls and on the ceiling is a phosphorescent fungus that casts an eerie blue glow into F1.
- F8** One Amazon Red Ant, AC 4, HD 4, HTK 19, Bite 4D6 + Sting, stands as a guard to F1. A small gong in the northwest corner of the cavern is used by the Ant to alert the Ants above of any intruders.
- F9** If this room is entered, there is a 45% chance of releasing a rusty porticulus which will block the entrance. Once sprung, there is a 60% chance that the porticulus will be jammed into place and cannot be lifted.
- F10** Empty.
- G1** There are 78 cocoons worth 50 GP each for their silk in this chamber. They are being attended by twelve Worker Ants, AC 2, HD ½, HTK 3 - 2 - 2 - 3 - 2 - 3 - 3 - 1 - 2 - 3 - 2 - 3, Bite 1. Upon detecting intruders, the Workers will produce an alarm odor that will attract the Soldier Ants in G5 and B8. The Worker Ants will then try to carry the cocoons to G2.
- G2** This is the molting chamber. There are three adults here, emerging from cocoons, in addition to seven adults drying after breaking free from their cocoons. They are relatively helpless during this stage, AC 2, HD 1, HTK 6 - 5 - 3 - 3 - 4 - 5 - 3 - 2 - 1 - 4, Bite 1. Five Workers, AC 2, HD ½, HTK 3 - 2 - 1 - 1 - 2, Bite 1, are busy cleaning the callows. If intruders are detected, the Workers will emit a nauseating odor.
- G3** Five Minute Ants, AC 3, HD 1, HTK 6 - 4 - 3, Bite 1D6, have just tunneled into this chamber and will attack anything in the room.
- G4** Seven Worker Ants, AC 2, HD ½, HTK 3 - 2 - 2 - 3 - 1 - 2 - 3, Bite 1, are closing up the opening to G5 with a sticky substance produced by the Dairying Ants. An Amazon Red Ant, AC 4, HD 4, HTK 19, Bite 4D6 + Sting, is chittering at the Workers. The Amazon Red Ant wears a golden necklace worth 142 GP. Sounds of combat emanate from the northern corridor (G5).
- G5** Three Soldier Ants, AC 6, HD 3, HTK 12 - 11 - 18, Bite 3D6 + Sting, are fighting ten Minute Ants, AC 3, HD 1, HTK 4 - 5 - 4 - 6 - 3 - 4 - 2 - 3 - 3 - 4, Bite 1D6. Two Soldier Ants and seven Minute Ants lie dead or dying on the floor. Anyone entering this chamber risks becoming embroiled in the conflict and being attacked by either side randomly.
- G6** A powerful magnet has been magically activated in the northern wall of this chamber in front of which is a 20' wide pit with a pool of bubbling hot tar at the bottom. Anyone wearing metal armor will be pulled to the magnet unless he or she is able to roll STR or less on 3D6. Any hand-carried weapon made of metal or containing metal will be pulled out of the bearer's hand unless a roll of STR or less on 3D6 is made. Falling into the tar pit will inflict 1D6 points of damage plus an additional 2D6 damage points each successive turn that the person remains in the tar. On the magnet is a Giant's shield mounted with an Amethyst worth 200 GP in the center and a +2 Two-Handed Sword.
- H1** Five Fire Ants, AC 5, HD 2, Sting 2D6, HTK 4 - 5 - 3 - 6 - 3, are rummaging through a large rubbish pile. Several broken weapons and pieces of armor can be seen in the pile. Underneath the pile is the corpse of a Dwarf. Around the neck of the corpse is a silver chain bearing one of the Hymenoptera medallions. The necklace itself is worth 210 SP. There is nothing else of any value in the rubbish pile.
- H2** This 110' x 80' cavern contains 10 Giant Rats, AC 4, HD 1, Bite/Claw/Claw, 4/1/1 (3 attacks), HTK 6 - 5 - 3 - 8 - 7 - 5 - 6 - 4 - 2 - 7; they are asleep. On a roll of 1 or 2 on 1D6, they will awaken. On the northeast wall hangs a rusty old lantern. Despite its appearance, the lantern contains some oil and is in working condition.

H3 In the center of this room is a pedestal upon which sits a black, enchanted Diamond worth 4,200 GP. The Diamond emanates continual darkness in an 80' radius around the pedestal. If the stone is removed from the pedestal, the continual darkness will be limited to a 10' radius. If the Diamond is covered, the continual darkness is dispelled for the time the Diamond remains covered. Five Hypogoric Ants, AC 9, HD 2, HTK 9 - 10 - 7 - 9 - 12, Bite 2D6, are hanging on the walls and will investigate anyone entering the room. The western corridor from this room leads to a small room in which the Mage has hidden a chest containing 300 SP and 100 GP.

Ha This tunnel leads to a large, barren cavern where a Parasitic Ant, AC 5, HD 3, HTK 17, Bite 3D6, waits in ambush.

Hb This tunnel leads to a large, barren cavern where a Parasitic Ant, AC 5, HD 3, HTK 17, Bite 3D6, waits in ambush.

H4 A Druid, Porduec, ALN LNN, LVL 6, ARM 010, AGL 132, HTK 018, WPN Staff, is chained to the north wall of this small cavern. He has been confined here for some time, and, for some reason unknown to him, the Ants have been feeding him somewhat regularly and releasing him occasionally for exercise. He is 90% sure that he can find the passage leading out through the Temple. He has not seen the treasure room and does not know where the Ant God stays.

H5 One Amazon Red Ant, AC 4, HD 4, Sting/Bite 4D6, HTK 17, and four Fire Ants, AC 6, HD 2, Sting 2D6, HTK 9 - 7 - 10 - 6, have been placed in this cavern to guard Porduec the Druid in H4. The Druid's Staff and the little amount of treasure he had, 12 GP, 5 SP, and 14 CP, are in a small, wooden closet. Beneath the closet is a cache. Inside the cache is an iron-bound chest containing a golden statue of an Ant about 1' tall. It is worth 4,000 GP, but, if it is removed from this room, ten Fire Ants, AC 6, HD 2, Sting 2D6, HTK 8 - 6 - 3 - 5 - 7 - 7 - 8 - 7 - 3 - 4, will appear and attack.

H6 A huge, sticky web covers the entrance to this room, and it will take 2 - 5 turns to cut through or 2 turns to burn through. A huge, 30' long Hypogoric Ant is convulsing in the center of the room. Actually, the Ant is quite dead, but a huge Spider laid her eggs in the body. The small Spiders are breaking free after taking their sustenance from the interior parts of the Ant. It is their efforts to free themselves from the body of the Ant that gives it the appearance of convulsing. There are twenty Spiders that will burst out of the Ant and attack anything living. The young Spiders, AC 3, HD ½, HTK 3 - 1 - 1 - 3 - 2 - 1 - 2 - 3 - 2 - 1 - 1 - 2 - 3 - 1 - 2 - 2 - 3 - 3 - 1 - 2, Bite 1 - 3, are very quick and will always strike first. A suit of Dwarven Plate Mail lies in the corner in a pile of rubbish.

H7 Empty.

I1 Royal Molting Chamber. There are two Amazon Red Ants, AC 4, HD 4, HTK 19 - 17, Bite 4D6 + Sting, in this chamber, watching a Giant Worker Ant, AC 6, HD 1, HTK 5, Bite 1D6, help two callows, AC 2, HD 1, HTK 3 - 4, Bite 2D6, struggle out of their cocoons. Both the Amazon Red Ants wear gold necklaces and will attack anyone entering the room after sending the Giant Worker Ant to summon reinforcements from I4. There are three unopened cocoons, worth 50 GP each for the silk, against the northern wall.

Ia This tunnel leads to a small water cache 2' wide and 10' deep. There is a 40% chance of slipping in the hole when climbing in because of the damp, slick sides. Anyone falling in will receive 1D6 points of damage and has a 10% chance of becoming stuck.

I2 Royal Nursery. Seven larval grubs and two eggs are being attended by a Giant Worker Ant, AC 6, HD 1, HTK 4, Bite 1D6. If an intruder is detected in this cavern, the Worker Ant will release an alarm odor and attack the party.

I3 Crushed bones and broken armor and weapons lie scattered about the floor of this room.

I4 One Amazon Red Ant, AC 4, HD 4, HTK 23, Bite 4D6 + Sting, guards the entrance to this level and will respond to an alarm odor in 1D4 turns.

I5 In the center of this room are the cold remains of a fire. Broken water pots lie strewn about, and a partially burned scroll rests at the edge of the fire circle. The scroll is written in the Dwarvish tongue and reads:

"...buried with the others. ...Emerald...size of Narvin's head...dreaded beast...spits
fire...Sword Vendril in its chest...gold..."

A broken, rusty Battle Axe lies on the floor of the corridor leading to I1.

I6 A scarred stone statue of a Giant with a huge Battle Axe stands in the center of this room. If anyone enters the corridor between I6 and I7, the statue will become animated and will fight anyone entering either of the two rooms until the intruders are destroyed. The statue will then drag all the remains into I7 and return to its original position. The statue is AC 7, HD 4, HTK 21, Battle Axe 1D10.

I7 Several decaying corpses and dismembered Ants lie strewn about this room. The room also holds 3 chests containing a total of 1,200 CP, 400 SP, and 125 GP, a small coffer holding an Emerald six inches in diameter which, because of flaws, is only worth 975 GP, and an assortment of broken and rusty armor.

I8 Two Soldier Ants, AC 6, HD 4, HTK 15 - 20, Bite 4D6, guard the level at this entrance. They will respond to an alarm odor in 1D6 turns.

Ib This tunnel leads to N1 on the A level.

I9 There is a large Amazon Red Ant, AC 4, HD 4, HTK 23, Bite 4D6 + Sting, devouring a huge Spider in this room. The Spider appears to have large burns on its body. Actually, this mutant Ant has the ability to spit acid up to 60' every other turn, doing 3D6 points of damage (2D6 if the character is wearing armor). The Ant will attack anything entering its domain. A Sword is deeply imbedded in its chest. The Sword is Vendril, a +1 Dwarven Cutlass that is +3 vs Goblins and Hobgoblins. Check the **Acid Damage to Armor** chart to find the effects of the Ant's spittle on the character's armor.

Ic There is a 35% chance that anyone entering the tunnel will trigger eight Short Spears rigged to spring from concealed portals in the walls, meeting in the middle of the passage in a formation resembling the spokes of a wheel and doing 1D6 points of damage.

J1 This is the main nursery chamber. The Ant larvae are brought into the J level, where they are fed and groomed by 1' long Worker Ants. Twelve Worker Ants, AC 2, HD ½, HTK 1 - 2 - 1 - 2 - 2 - 3 - 2 - 3 - 2 - 1 - 2 - 2, Bite 1, are tending seventeen larval grubs. Upon detecting intruders, the Workers will release a nauseating odor and begin taking the larvae to Ja, after which they will turn and fight at +4 to hit with 2 attacks per turn.

Ja This chamber is the last defense for the larval grubs. The tunnel leading to this chamber is wide enough for one Human-sized character to squeeze through it, fighting at -2 to hit and ½ damage due to confinement. Four Worker Ants can attack simultaneously at these close quarters.

J2 Seven callows (freshly molted adults), AC 2, HD 1, HTK 3 - 5 - 6 - 5 - 4 - 2 - 4, Bite 2D6, are devouring fungus and the remains of an Elf. Two Worker Ants, AC 2, HD ½, HTK 2 - 3, Bite 1, are cleaning the callows while they eat. If an intruder enters, the Ants will release an alarm odor to summon the Soldier Ants and then scurry up the walls to the dark ceiling above. The dead Elf still wears a silver necklace worth 35 GP and +1 Bracers of Defense.

Jb There is a 75% chance of springing the trap upon entering this tunnel. The trap is a set of 5 Spears rigged to shoot across the tunnel, doing 1D6 points of damage each. Torlien resets and oils the trap daily.

J3 This is the refuge of Torlien Fawnleaf, a Hymenoptera Priest who records the reproduction and food production of the Ants. His table is covered with parchments recording this information. He makes rounds to the various rooms of this level to check on the progress of the Ants. Torlien is insane; he will immediately show adventurers his charts and graphs, but each successive turn spent with him carries a 20% chance that he will summon the Soldier Ants by means of a small gong in his room. Torlien Fawnleaf is armed with a +2 Mace and wears a Hymenoptera medallion and Chainmail. He also has three doses of Phorbid in a vial on his table. Torlien will cast a *Rock to Mud* spell under the characters if they attack him, causing them to sink to their knees in mud and fight at -2 to hit due to the inhibiting effects of the mud.

Torlien Fawnleaf

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LEX	092	033	050	062	109	083	157	174	125	123	149	147	134	129	011	VFM

Jc Gnark Snorfal, AC 2, HD 3, HTK 13, WPN Club 1D6, is a Goblin that lives in this tunnel. Whenever Torlien is on his rounds, Gnark sneaks out to hunt for something to eat or steal. He wears a Hymenoptera medallion and Leather armor and is armed with a Club. He also wears a Ring of Regeneration. In his tunnel, Gnark has collected a suit of Human Chainmail, two wineskins of Honeydew Wine, 57 GP, and a silver Dagger.

Jd This tunnel is very wet and slippery. There is a 40% chance of slipping and sliding into a pool of water 1' deep at the end of the passage when walking in the passage. On the walls and ceiling around the pool, a black fungus grows which, when there is a disturbance within 30' of the pool, releases its spoor, causing blindness for 1D6 hours to anyone who fails a Saving Throw of CON or less on 3D6.

J4 A wide variety of bones is scattered about the room.

J5 Two 15' long Amazon Red Ants, AC 4, HD 4, HTK 20 - 24, Bite 4D6 + Sting, guard the entrance to this level. If any Ant on this level releases an alarm odor, these Ants will arrive at the location of release 1D4 turns afterward.

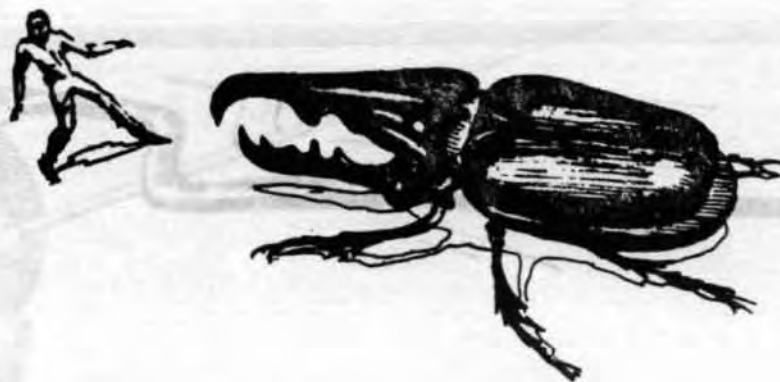
J6 50 eggs guarded by three Soldier Ants, AC 6, HD 4, HTK 19 - 20 - 15, Bite 4D6 + Sting, are contained in this chamber.

J7 Twenty Giant Aphids, AC 3, HD 2, HTK 10 - 6 - 9 - 9 - 7 - 5 - 11 - 7 - 8 - 5 - 7 - 12 - 10 - 6 - 9 - 7 - 5 - 11 - 7 - 9, No Attack, are busy eating greens brought to them by Honeydew Ants. Three Honeydew Ants, AC 6, HD 2, HTK 9 - 10 - 11, Bite 2D6, are milking the Aphids. In the corner is a huge statue of an Ant. The eyes are Rubies worth 200 GP each. It was brought here by Human followers of Torlien Fawnleaf. Runes of Protection are around the base of the statue and will do 2D6 points of damage to any who touch the statue.

J8 Six Honeydew Ants, AC 6, HD 2, HTK 7 - 9 - 10 - 11 - 5 - 7, Bite 2D6, are carrying greens to the Aphids in J7 and draining their honeydew into 3 huge vats. Ten Worker Ants, AC 2, HD ½, HTK 1 - 2 - 1 - 3 - 1 - 2 - 1 - 3 - 3 - 2, Bite 1, are drinking from the vats. Two kegs of Honeydew Wine sit against the wall.

J9 Two Amazon Red Ants, AC 4, HD 4, HTK 12 - 21, Bite 4D6 + Sting, guard this entrance to the J level. They will go to defend the colony from intruders if any Ant on this level releases an alarm odor and will arrive at the necessary location to do so in 1D4 turns after the alarm odor is released. In the most northern corridor is a dead Human Fighter hanging from a noose, a Battle Axe still clutched in the stiffened fingers. There is a 15% chance of springing another of these traps for each 20' traveled in this corridor. The noose will swing across the corridor at about head-height and then rise up 15' in the air. Being hanged in this manner does 2D6 points of damage at the outset and an additional 3D6 points of damage for each successive melee round that the character remains hanging.

K1 Four Fire Ants, AC 5, HD 2, HTK 12 - 10 - 10 - 9, are taking instructions from the Ant God, an Amazon Red Ant, AC 5, HD 6, HTK 48, wearing a gold medallion worth 142 GP. Perched above the eastern entrance, on the ceiling, are two Minute Ants, AC 3, HD 1, HTK 4 - 5, which will ignore the party unless attacked. If attacked, the Amazon Ant will use the medallion to summon a Demon-Shade, AC -4, HD 6, HTK 40, which will appear in 1D6 rounds. The Demon-Shade is pitch black and, although unarmed, does 4D6 points of damage per hand due to its crushing grip. If caught by the Demon-Shade, the victim will continue to receive "crushing" damage each round until death occurs, either for the victim or for the Demon-Shade. The medallion may only be used three additional times before forty identical Demon-Shades appear to kill every living thing within 40' of the medallion and carry it back to their Nether-Plane. A broken Bard's mandolin and a rusted Battle Axe are lying behind a boulder along the north wall. Two unlit torches are mounted in sconces along the south wall, and a green robe is draped across a banded chest in a niche in the northeast corner of the massive chamber. The chest contains a small mirror worth 3 GP, a silver door handle worth 238 SP, a small, golden urn worth 943 GP, a horned Helm chased with silver runes (raises AC by two), a pouch containing 5 CP, 3 SP, and a small, gem-encrusted Dagger worth 520 GP, and a +1 Shield made of Dragon scales and named Dark-Wind which, when struck with any weapon, makes a sound like a night breeze instead of the usual clanging metal.



K2 At the spot marked X (what else) on the map is the active Rune set by the Mage. The Rune creates a state of suspended animation. Anyone within 120' of the Rune is affected. Within this area are three Amazon Red Ants, AC 4, HD 4, HTK 17 - 21 - 15, all wearing golden necklaces worth 142 GP and standing completely still in various poses. There is also a huge Mining Beetle, AC 13, HD 6, HTK 27, Damage 4D6/1D6/1D6, standing motionless. A Halfling poses with Arrow barely loosed from his bow. He is apparently opposed by a huge Goblin, AC 3, HD 2, HTK 11, which appears to be readying a Spear to throw at the Halfling. The Goblin carries a pouch with 37 GP and a notched Scimitar. The Halfling wears Chainmail and is armed with a Short Sword and a Bow with 11 Arrows. In his backpack is a gold goblet worth 20 GP and 50' of rope. A pouch on his belt contains 18 GP and a ring worth 30 SP. The effect of the Rune is that every action outside the range of the Rune appears, from inside the range of the Rune, to speed up tremendously. Anyone entering the area will feel that he or she is moving at normal speed, but, to someone watching from outside the area of effect, the same person will appear to be frozen in place. Anyone subjected to suspended animation must roll on the **Effects of Suspended Animation** table after leaving the dungeon to determine the additional time spent in suspended animation. Tapestries cover the walls leading to K1.

Daren Tenderpass, the Halfling

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGN	072	028	050	127	133	127	154	165	168	143	159	145	124	173	013	ISS

K3 Two Fire Ants, AC 5, HD 2, HTK 8 - 14, guard this little-used chamber. Skulls and broken bones litter the area near the northwestern passage. One passage leads to a half-finished chamber which is filled with broken sarcophagi and ornate coffins; the digging of this chamber undermined an ancient burial ground. The facade of an ornate crypt protrudes from the west wall 25' from the floor. Within the crypt lies the body of a beautiful Altanian woman encased in a crystal dome. The woman is preserved with powerful magic runes scrawled on the base of the dome, and only a counter-spell combining the abilities of at least 25 Magic User levels will suffice to break the enchantment, causing the dome to disintegrate with a tinkling sound. The woman is a princess of a forgotten kingdom and lived 2,600 years ago, but attempts to resurrect her may be performed as if she died yesterday. The crypt is further protected by an Efreet residing in a crystal Scrying Glass set in a niche beyond the dome. The Efreet, AC 1, HD 9, HTK 55, Damage 4D6, is doomed never to venture more than 180' from the Scrying Glass or suffer 2D6 points of damage per turn of rotting and advanced aging. Within the dome is a tiara worth 3,750 GP and an ancient map of lost kingdoms, cities, and castles.

K4 Two Fire Ants, AC 5, HD 2, HTK 7 - 11, Sting 2D6, guard the entrance to this chamber. There is a large, shallow pool inside. On the west wall, a dais rises out of the water and holds a stone table. There is a large hole in the wall above the table. On the table is a chest trapped with explosive runes which do 1D6 points of damage when the chest is opened to anyone within 30' of the chest. Beside the chest is an Ant carved of a single Amethyst and set with Emerald eyes. The 3" long figure is worth 1,250 GP. If the water is entered, the guardian, a Giant Snake, AC 3, HD 3, HTK 17, Bite 1D6 + 15% chance of constriction, will be aroused. If the Snake constricts a character, it inflicts 2D6 points of damage each round and will continue to constrict until either the character or the Snake is dead. The Snake will crawl out of the hole above the table and will retreat back into it if badly wounded.

K5 Three Fire Ants, AC 5, HD 2, HTK 13 - 10 - 9, are dragging a dead Puma toward the west exit. A rope ladder hanging near the eastern side of the northeast entrance leads up 40' to a suspension bridge for Human-sized pedestrians that stretches directly west for 100' and sags to within 30' of the floor at the center. Lying in the middle of this bridge is a turban stained with blood and a notched Scimitar. Beneath a loose stone set in the wall at the western end of the bridge is a decanter containing a Healing Potion (2D6 - 2) and a jeweled goblet worth 325 GP. A non-poisonous Snake rests in the goblet; if surprised, the hapless discoverer of this Snake could fall 40' unless a Saving Throw of AGL or less is made on 3D6. A frescoed arch decorates the westernmost exit, and a stone brazier containing burned charcoal and sandalwood stand 30' south of the exit. A moldy wicker basket containing four wooden platters, a bladder of rancid wine, and two brass spoons is hidden behind the brazier, and an hourglass lies in the dust nearby. A low stone table (3' x 9') stands against the northeastern wall, and four sets of manacles and chains are fastened to the stone pillars upon which the table rests. A cowed figure crouches in the darkness beneath the table. He is Grayrath Bandogar, a Halfling Thief.



Grayrath Bandogar

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	LNN	041	017	060	114	125	131	154	144	137	108	108	135	098	127	066	VSS

Grayrath is armed with a +1 Sword and is carrying a gold bracelet worth 120 GP, a belt pouch containing 21 SP and 2 GP, a gold ring on a fine silver chain about his neck worth 240 GP, and a backpack with 40' of rope and a grappling hook, a half-eaten cake, and an empty wineskin. Grayrath will join any party promising an equal share and six meals a day.

K6 Anyone successfully listening before entering this cavern can hear crunching sounds. Inside, a hideously decaying Ghoul is devouring a man dressed in ragged robes. This is the lair of Krahn Lavore. Krahn found a Ring of Prolonged Life in the Ant God Temple; however, the Ring had been cursed with *Leprosy*. Krahn has lived in these caves for 140 years and has gone quite mad, eating anything he can get and wasting away to a living Skeleton. Krahn hates all living things. Krahn Lavore is AC 4, HD 4, HTK 8, Damage Poleaxe. Inside this cavern are 385 SP, 897 CP, and 78 GP. There is also a vial of a Healing Potion (2D6 -2) in a small crevice in the wall.

K7 Two Giant Flies, AC 3, HD 3, HTK 12 - 15, Bite 1D6, are feasting on decaying debris. They will attack the characters from the air (-3 to hit) and have a 40% chance of extinguishing torches. In the pile of debris is an Onyx-handled gold Dagger worth 135 GP.

Ka This is a crevice 15' above the floor of this corridor. Once inside the crevice, a small tunnel can be seen leading to a tiny chamber. A skeleton rests here, wearing Chainmail and with a +2 Battle Axe at his side. An empty lantern and a wineskin half filled with a sour liquid of some sort sit close by. A small chest with an explosive rune on the lock (1D6 of damage upon everything in the room when opened) sits between the skeleton's legs. Inside the chest is a Jade carving of an Amazon Red Ant with Ruby eyes. The statuette is worth 1,250 GP. On the wall of the cavern, written in blood in the Common tongue are the words, "Ware the watcher of the water."

L1 Six Bulldog Ants, AC 6, HD 3, HTK 12 - 15 - 13 - 18 - 10 - 14, Bite 3D6 + Sting, are feeding on the remains of four Caribou which wandered into the Temple.

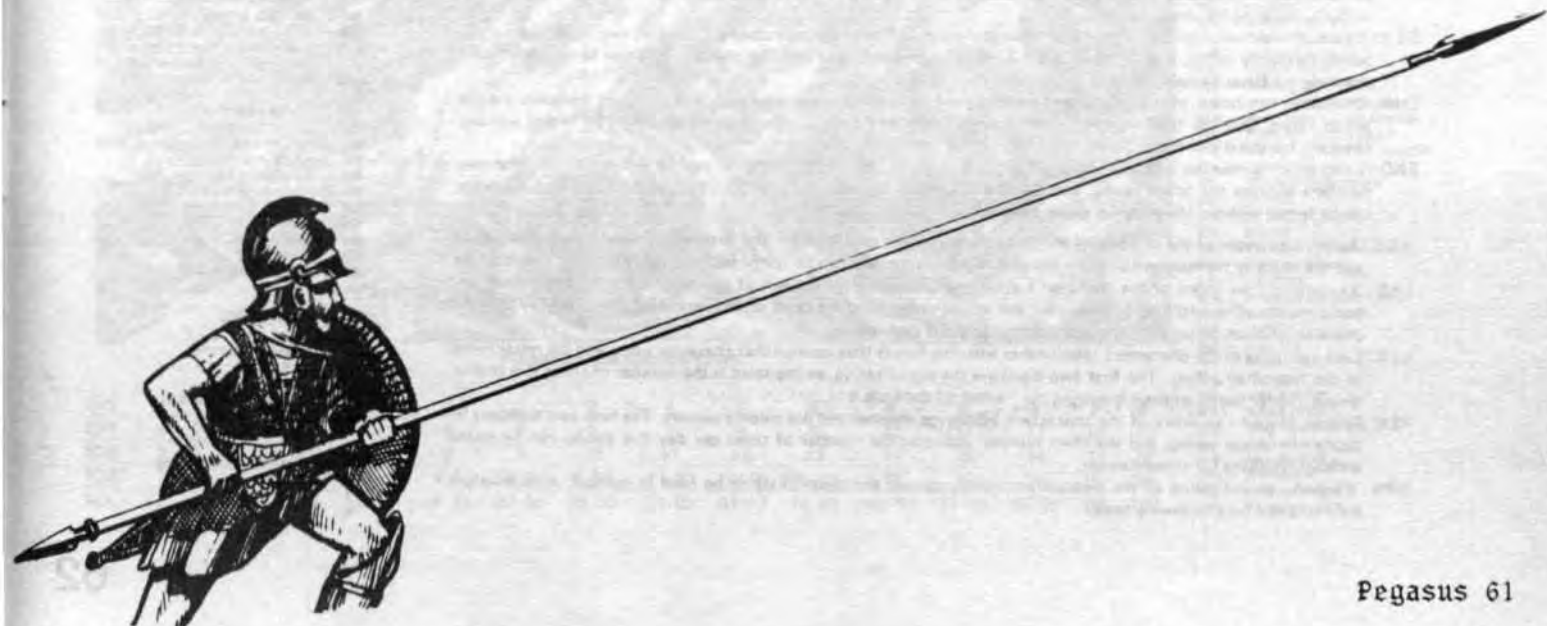
L2 This room is littered with bits of leather and debris. In the corner are what appear to be huge, white Pearls. The hole in the floor is covered by a trap door built by a Giant Trapdoor Spider. The debris is all that remains of its victims, and in the corner are its pearl-like eggs. Once the party has entered the room, the Giant Spider, AC 6, HTK 19, Bite 2D4 + Save vs Poison, will sneak up behind the party and attack.

La At the bottom of the hole, beneath rusty weapons and debris, are an empty brass lantern and 38 GP.

L3 The drainage reservoir above leaks into this chamber to form a foul-smelling mudhole 3' deep. The Ants stay out of this area. In the small room on the far side of the mudhole is the rotting body of a would-be adventurer contorted in his death throes. In its bony hands is a muddy sack containing a single cocoon worth 50 GP for its silk.

L4 Empty.

L5 A cool breeze wafts through this shaft and will extinguish a normal flame. A blind Hypogoric Ant, AC 6, HTK 11, Bite 2D6, is climbing up the shaft and will attack anyone without the protection of Phorbid.



UNIVERSAL FORMAT INFORMATION

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ABBREVIATIONS

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

ARMOR

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

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

WEAPONS

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

UNIVERSAL FORMAT INFORMATION

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

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

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

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



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

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



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



Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

ABBREVIATIONS

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

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PHYSICIANS:

SOME RULES TO MAKE SKILLS USABLE

by PAUL ELKMAN



On various occasions, I have come across systems in various magazines by which one could concoct some kind of past for one's PC, and, from the start, I liked the idea since the organization of **D&D tm** and now **AD&D tm** assumes the players exist *in vacuo*, and I found their (**AD&D's**) attitude silly. The one thing which has been lacking so far is any explanation of how to integrate using the skills rolled for as part of the game, and, to that, I am addressing this article. On virtually every chart that I have ever seen, including every version of my own, the inherent skill or position of Physician/Healer occurs (on a small number there is also provision made for Beast Healers or Veterinarians, and this can easily be extended to cover them). In addition, I have observed that, for all practical purposes, the skills and the background which Judges have the players determine are promptly shelved and forgotten; in part, this is because it is simple to compile long lists of probable skills and employment but difficult, in practice, to find uses for them, particularly when, under the Gygax Experience Point Systems, no benefit is gained from using skills.

Since I find the typical "slash first - ask questions later" situation intolerable (it doesn't fit logically into any cultural setting except for historical oddities like Holy Wars), I have broadened the acceptable ways to earn EPs in my campaign to include using and acquiring skills; after all, if an EP represents some kind of learning experience, then it ought to apply to more kinds of learning than excellence in violent activities.

For example, a Dwarf Fighter who spent time as a young Dwarf studying engineering doesn't forget how to use his tools when he picks up his Battle Axe; in fact, he would probably carry a tool bag with him, too! If someone in the party has identified an outcropping of rock wall in a cave as being rough gemstone, then I think that this Dwarf learns something by overseeing the clearing of the tunnel to this stone and using tools to carve some out for himself - and, in my world, he gets EP for it (for the work only; Gold Pieces don't translate into experience in my campaign since there is no logical connection between money and knowledge). The same goes for a Hunter stalking prey, Sailors conning the party's boat, Miners cutting out a tunnel to escape through, and, more to the point of this article, Physicians healing wounds.

I am very aware of the class of Clerics and that, in basic, non-cultural **AD&D tm**, they are given the functions of holding the party together through battles, et al. However, if one is more careful with damage and injuries than

usual (for example, if you determine the placement of all weapon strokes on the body), then one quickly finds that Clerics lack the spells to cure many common ailment unless their Spell Lists are greatly tampered with. For my part, I have enough trouble in conducting combat to do detailed bookkeeping, but I am fond of traps and devices which pertain to body parts and so can easily cripple PCs without doing it in combat. This is where the skills of the Healer become important; he has little or no magic but does have a practical knowledge of humanoid anatomy which your average Mace-carrying Cleric lacks (**AD&D tm** never specified that a Cleric knew how to heal, only that he could throw magic which was divinely inspired to cure). To this end, I present a selection of potentially lethal problems and a few possible reasons that they might occur so as not to seem arbitrary. I don't know of any standard spell to handle most of these, so I'll be interested in seeing comments on this.

In general, most problems of a medical nature occur from one of four sources: combat, falls, falling objects, and ingested material. Most diseases can be handled by spells, so I do not include them here. Here are some tables which might be useful in diagnosing injuries:

Combat

01 - 30	Bruises/Swelling
31 - 34	Dislocation
35 - 36	Broken Bone (a)
37 - 38	Head Injuries
39 - 50	Sprain/Strain
51 - 60	Cuts
61 - 00	No injury sustained

Falls

01 - 25	Back Injury
26 - 28	Neck Injury
29 - 33	Broken Bone (b)
34 - 39	Broken Joint
40 - 43	Concussion
44 - 55	Internal Bleeding
56 - 00	No injury sustained

Falling Object

01 - 15	Neck Injury
16 - 18	Broken Rib
19 - 22	Crushed Bone (c)
23 - 30	Facial Injury
31 - 45	Head Injuries
46 - 60	Scalp Wound
61 - 64	Eye Injury
65 - 00	Object misses



A careful examination of the spell explanations given in the **AD&D tm Player's Guide (TSR)** reveals that none of the *Cure* spells mention anything except Hit Points, and it is difficult to decide what kind of injury a spell actually

relieves. My own opinion is that *Cure Light Wounds* will only cover what I have marked as being "Bruises/Swelling" and minor cuts. Sprains and Strains are another problem, for you can cure all hits lost by a character and not cure any of his actual damage!

Please note that, unless a new set of Clerical Spells becomes available, no Cleric can do such things as cure any broken bones!

I No person can expect to go into combat, especially wearing the Armors used from 900 - 1500 AD, and come out with no injury, and AD&D tm glosses over this for better playability. By far, the most common sort of damage for somebody who only suffers a few hits (defined as less than 8) is fatigue and a nice collection of black and blue marks (more if in Chainmail) - I allow a Physician to "cure" 2 points of this sort of damage per full ½ hour he spends working on a man; this accounts for easing swelling and salving hurt muscles and bruises with herbs, etc., and he can impart up to 6 points to a person per day in this way.

II Sprains are next-most common problem, and they occur mainly from falls and tend to be in joint muscles. Roll 1D6 for location:

- | | |
|----------|---------------|
| 1. Ankle | 4. Elbow |
| 2. Knee | 5. Neck |
| 3. Wrist | 6. Lower Back |

The standard treatment is simply proper bandaging and rest. Ankle injuries will lower movement to 3/4 speed and will last for 3 - 12 days; knee injuries halve the movement and require a crutch or staff to move at all without pain - combat is only possible under desperate circumstances with this injury, and those of CON under 14 run an 80% risk of permanent damage to the knee if it is used within 6 days after it is injured without the crutch; wrist damage leaves the arm useable for shield work (if strapped on) but does not support climbing, bows, or accurate throwing (-3 to hit with missiles) and gives a -2 for using hand weapons in that hand. It also gives a 10% per round of being unable to hold the weapon. Elbow damage prevents any use of the arm and requires only 5 days in a sling. Neck sprains mandate a brace and must be set by a Physician; the brace must be worn for at least 10 days, and failure either to wear the brace or to have the Physician set it gives a 5% per day chance of dislocating the neck, causing, at the least, temporary unconsciousness, and a 2% per day chance of permanent paralysis below the neck, and, since this is nerve damage, a *Heal* or *Regenerate* spell only would have a 60% chance of removing paralysis. *Cure Paralysis* is on my charts but not on the standard ones, but it would fail anyway since it is not magically or chemically induced in this case.

Sprains of the lower back require 4 days of complete bedrest, or there is a 20% chance of permanent paralysis in the legs. In general, failure to have a Physician attend these kinds of hurts gives a slight chance of the joint failing completely, much as arthritis would do.



III Strains also affect muscles but are not joint connected. They come in 6 varieties:

- | | |
|---------------|---------------|
| 1. Upper Back | 4. Lower Leg |
| 2. Shoulder | 5. Abdominal |
| 3. Upper Arm | (i.e. Hernia) |
| | 6. Foot |

General treatment is rest, warm baths, and massage; the only really dangerous one is the hernia; should a non-Physician try to treat it, there is a 15% chance of developing (within 2 - 4 days) a dangerous intestinal disorder which is not spell-curable and will kill the person in 6 days if he is not kept under constant *Cure Disease* spells. If he is, he will survive. If the patient is subject to any violent exertions (such as combat or rock-climbing), within 7 days there is a 20% chance of a second hernia and a 20% chance of the intestinal disorders. The chance of the disorder advances 10% for each additional hernia caused by insufficient rest, and, on the third one, he will start to bleed through the muscle wall and internally into the body cavity.

Persons suffering strains will have a -2 to hit and generally be unable to do any heavy lifting or continuous labor for a week while they recover.

IV Dislocation is the unseating of a bone within its joint, and here we begin to see the differences a Healer can make.

Location

- | | |
|----------------|------------------|
| 01 - 35 Finger | 69 - 75 Shoulder |
| 36 - 60 Knees | 76 - 79 Jaw |
| 61 - 68 Elbow | 80 - 00 Hip |

Failure to set the bone correctly can lead directly to the tearing of the joint and, potentially, to gangrene in the environment where adventurers usually work. With a Physician, the bone has an 86% chance of reseating, a 10% chance of permanent injury, and only a 2% chance of developing fluid sacks, bone chips, etc. For anybody else, there is only a 60% chance of reseating, a 23% chance of permanent damage, and a 13% chance for fluids, chips, etc. Players need only rest for 1 - 3 hours after having a dislocation repaired and be healed for an additional 3 hit points before resuming "normal" activity. The exception is the hip, which requires 1 - 3 days of rest and 8 hit points healed. The affected joint will be stiff and sore and not reliable for 2 - 8 days thereafter.

V For combat, only the upper/lower arms, upper/lower legs and the wrist/fingers have a reasonable chance of being broken. Unless the situation obviously says otherwise (like an Ogre hits the arm twice, critically, with an extra-heavy club), assume that 80% of all broken bones are simple fractures. These require only splinting and the appropriate slings and crutches. Naturally, combat and most physical activities will be prohibited. Bones take 14 - 28 days to heal (less 2 days for every CON point above 14). Bones set by Physicians have a $[60 + 2 \times \text{CON}]$ % chance of healing properly, and those set by others have a $[20 + 2 \times \text{CON}]$ % chance of doing so - failure to mend will usually render a limb whole, but it can only be used awkwardly (with -3

to DEX) or with great pain (-2 to STR), and there is a [30 - CON]% chance of developing gangrene.

(81 - 00)% are compound fractures. These are ugly wounds which rip open the skin as well as break the bone, so bleeding must be taken into account. In upper arm/leg breaks, this will be arterial bleeding, so speed is necessary; if a Physician cannot get to the injured within 6 rounds, there is a base chance of [100 - CON]% of dying (for arterial bleeding only), and the victim will black out! Physicians can reduce death chance to only [100 + 3(No. of rounds which have passed since injury was sustained) - CON - 40]%; bleeding will take away 4 hit points per turn until the Physician arrives. They have a 70% chance to be able to set the bone; others (not trained) have a [18 + WIS]% chance. Not properly setting the bone will cause loss of the use of the limb and give a chance of gangrene of [40 - CON]%. Recovery time is 5D6 + 3 days.

VI Cuts are a simple enough wound to treat and are somewhat self-explanatory. Clerical spells will cover all types of cuts except for arterial bleeding, and that was mentioned briefly in Section V.

VII Head injuries are easy enough to come by when confronting large strangers who are swinging large shafts of wood or steel at you. Typical effects are:

01 - 15 Unconsciousness (2 - 40 turns)	46 - 65 Ear Damage
16 - 18 Coma (1 - 20 days)	66 - 78 Brain Damage
19 - 45 Concussion	79 - 00 Eye Damage

Most head injuries cannot be helped much by the Healer when not near the facilities of a large town or monastery; the above merely lists the logical possibilities.

For a Coma, the Physician must simply be present to feed the unfortunate and monitor breathing. There is a [25 - CON]% chance per day of the PC ceasing to breathe; Healers have an 85% chance of reviving them with artificial respiration, but others have only a 25% chance (by accident, as it were). It is possible that, in some areas like deep forests, there grows an herb which a Physician can distill into a pungent aromaic which could rouse one in a Coma into a deep sleep, but only 15% of the forests have the herb, and wild animals like to feed on its roots; Rangers and Druids would be able to obtain the plant, if it exists, and it takes 2 hours to make the spicy aromaic (at least 12 leaves are needed).

For a concussion, the player will go immediately to sleep, and there is a 60% chance that he will stop breathing in the first 4 hours of sleep; unless someone specifically states that they are watching the victim during this time, he will die "of unknown, and possibly unnatural, causes" during the night. If the victim survives his first sleep, he is out of danger, but, if hit in the head again during the next 20 days, there is an outright 29% chance of instant death and a 40% chance of brain damage occurring.

Brain damage consists of the loss of 1 - 4 points of both WIS and INT; roll separately for each. Linguistic and artisan skills will often (70%) also go. There is a 12% chance of losing 1 point of DEX and a 3% chance of becoming mute. The patient also has a 10% chance of entirely losing his memory (cannot get it back without a *Wish*).

VIII Back injuries occur mainly as a result of falls. I suggest, as a rough rule, that injuries checks be made for any fall of greater than 12' and that the character make one roll for injury determination for every 15' that he falls. There should be a modifier of -10% on every check for every 10' he falls above 30'. For example, a man falling from 50' would have 4 injury checks on the Falling Table, and each one is modified by -20%.

Damage for back injuries can be:

01 - 20 Broken Hip	41 - 73 Slipped Vertebrae
21 - 40 Broken Back	74 - 00 Muscle Sprain

Treatments for the Broken Hip and the Muscle Sprain have already been mentioned.

A broken back is very serious. The victim must be kept immobile for 12 - 30 days and not moved at all during this time. A Physician trying to move a patient has **only** a 70% chance of MAKING THE DAMAGE WORSE, and all others have a 95% chance to do so. Under a Physician's care, cases of broken backs have a 15% chance of total paralysis in both legs and a 16 - 23% chance of partial paralysis in one; for all others, the same chances are 30% and 31 - 48%.

A slipped vertebrae has a base 5% chance of killing a person and a 5% chance of total paralysis below the neck. There is also an 8% chance of paralyzing the legs only. Recovery time is 10 days strapped to a backboard and another 10 days of restricted movement in a town or hospital area. Paralysis chances are +35% for non-Physicians, and the death chance is 12%.

IX Falls tend to produce compound fractures as opposed to simple fractures, so there is only a 30% chance of bone that is broken by falling to be a simple fracture. Treatment has already been discussed for both.

Location

01 - 20 Fingers/Wrist	61 - 75 Lower Arm
21 - 45 Feet	76 - 89 Hip
46 - 60 Lower Leg	90 - 00 Upper Arm

Broken Joints for Falls

01 - 40 Ankles	76 - 91 Wrist
41 - 75 Elbow	92 - 00 Knee

X Internal bleeding is difficult to diagnose and harder still to pinpoint and treat in the field. All the Healer can do for it is to prepare a syrup which can be made from a collection of herbs. Only a healer can make this potion, and it takes 2 hours to boil and distill the juices from the plants; however, Druids can be very helpful in finding the plants. Survival of internal bleeding depends on the amount of damage done and the CON of the affected character. To survive, the player must roll equal to or below the number shown on the chart below. Roll 1D4. That is the amount of internal damage taken and determines which portion of the table to use.



Damage For Range of Constitution

Roll	3 - 6	7 - 9	10 - 12	13 - 15	16 - 19	20+
1	45	55	65	75	85	95
2	35	45	55	65	75	85
3	23	33	41	51	60	70
4	11	19	28	36	43	49

The blood clotting potion which the Healer can prepare will add 10% to the number on the chart above for the same damage and CON. The potions lose their potency after 9 days and must be discarded then.

XI Neck injuries have essentially two results: paralysis and death, with a base 28% chance of dying. With a Physician caring for the survivor, there is a 5% chance per week of regaining full use of limbs and (06 - 13)% chance of regaining partial use of one or more limbs; this can occur only during the fourth or more week of care (i.e. start checks after 35 days). Trying to move the patient during the first two weeks has a 10% chance of killing him accidentally if done by a Physician, and a 30% chance otherwise; being moved later is 2% likely to kill the patient, and (03 - 08)% likely to cause a full relapse and wipe out any movement gains. There is a modifier of +5% per week for every 4 points of CON the patient has. If a full recovery is made, then the patient must take 1 - 3 months of restricted movement and light exercise to regain his previous state of health.

Neck injuries caused by falling objects are typically strains.

XII Broken ribs have a 15% chance of piercing a lung but, otherwise, may be bandaged tightly to allow near-normal movement and activities. Movement is at 3/4 speed, and attack is at -1; defense is at -2. Critical hits to the chest area after a broken rib will have a 25% per hit chance of collapsing a lung and will incapacitate the PC in any case. Players with collapsed lungs have a 60% chance of living and require a minimum of 18 days of total bedrest to recover. Collapsed lungs also triple the chances of air-borne infections and diseases while recovering, and these could double the recuperation time.

XIII Whether a bone is broken or crushed by a fallen object depends on the mass of the object; broken bones are covered in other sections. A crushed bone will not repair itself without artificial aids which cannot be provided in the D&D tm world. Perhaps a *Regeneration* spell will correct this over a long period of time (3 - 30 months). If the bone is not amputated, there is a 15% chance per week for the first 6 weeks of developing gangrene in it.

XIV Facial injuries are minor and usually affect only the PC's Charisma. Damages are one of the following (take 1 - 6 points of damage and lose 1 - 3 points of CHAR while healing):

01 - 24 Broken Nose	71 - 85 Torn Skin
25 - 40 Broken Jaw	86 - 90 Removed Ear
41 - 57 Deep-cut Scar	91 - 00 Torn Ear
58 - 70 Dislocated Jaw	

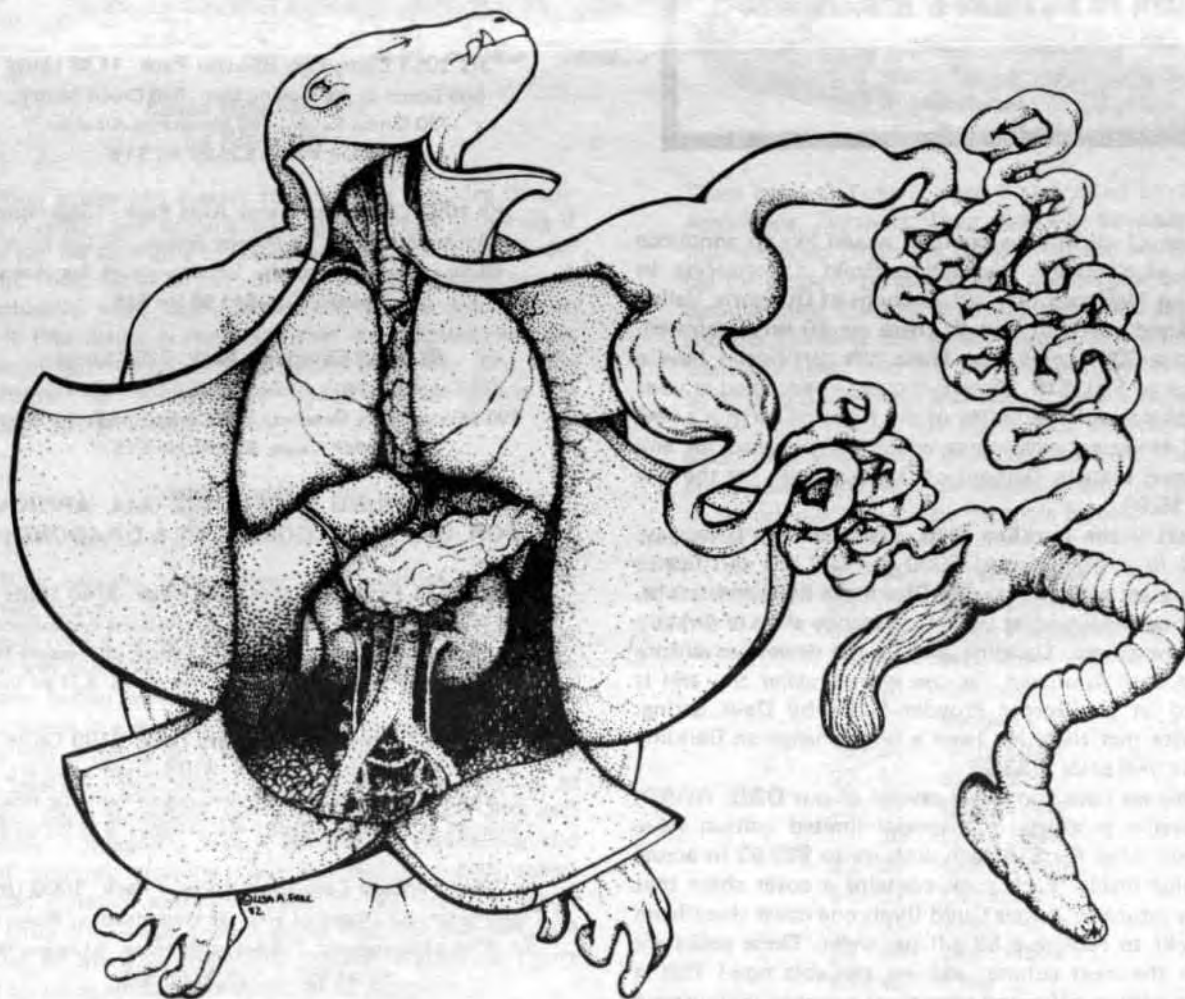
XV One of the most dangerous things which can accompany wounds involving massive amounts of blood is **Gangrene!** This is a form of blood poisoning which comes from a large amount of dead tissue and internally killed cells ending up suspended in the blood stream. Since it is not a chemical or induced poison, it is **not curable** by a *Cure Disease* spell or by a *Neutralize Poison* Spell!!! The person will die unless the limb so infected is cut off. Only a Physician can do this with any degree of success; he has a 60% chance of bringing the patient through the operation alive vs 15% for anybody else. The player will remain in a coma for 2 - 8 days from the shock that accompanies drastic amputation. The stump ought to be cauterized to prevent arterial bleeding, and a tourniquet should be kept on it for 1 - 3 days.

I have assigned my Physicians other skills in the areas of Resuscitation, Heat and Cold Burns, Frostbite, Surgery, Anaesthetic Preparation, Drug Preparation (including hallucinogens, etc.) and Diseases. For the sake of brevity, I will not go into the other subjects (especially the drugs) here. I have described enough, I hope, that others who use skills will have more information to use them with, as well as telling what to do when your Cleric just got himself killed. I have particularly neglected the area of Shock in this monograph, and this is on purpose since it is not easy to describe all of the effects and injuries that cause it; perhaps it will be taken up at a later time.

[The author holds instructor certification from the American Red Cross in both First-Aid and Cardio-Pulmonary Resuscitation; while some of the treatments are wrong from a medical point of view, to make the rules as a whole playable everything has been simplified.]



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Next is the Darkling Ship, Traveller Dice Giveaway. Included in a print run of 5000 are 100 gift certificates good for a set of four Traveller Dice made by Gamescience, and may be redeemed at your local hobby shop or directly from Gamescience. Darkling Ship is the newest adventure Designed and Approved for use with Traveller tm, and is the third in the Border Prowler Series by Dave Sering. Please note that there has been a price change on Darkling Ship. The new price is \$3.98.

Also we have combined several of our D&D, AD&D, and Traveller products into special limited edition value packs that retail for \$15 each with up to \$29.92 in actual retail value inside. Each pack contains a cover sheet that you may return to Judges Guild (limit one cover sheet from each pack) to receive a \$3 gift per sheet. These packs are listed in the next column and are available now! This is a limited edition offer and after these are gone these classic JG products will no longer be available.

There has been a price change to product no. 0910, Corsairs of Talibar. The new price is \$4.98.



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ALL THAT GLITTERS . . .

Spider Ring No. One by Roy Cram

This Ring allows the wearer to sense the presence of any Spider nearby, and to turn large Spiders from attacking if he can roll his Charisma or less on as many D6 as the Spider has Hit Dice. Once a day, the wearer can communicate telepathically with one Spider, and obtain information from it (the Judge is reminded that most Spiders are not very intelligent or gifted with good memories). The Ring also confers a +2 bonus on Saving Throws against the effects of Spider venom.

Spider Ring No. Two by Roy Cram

This Ring has the same powers and abilities as the one described above, but it is defective in that there is a 1 chance in 6 each time it is used that it will turn into a Black Widow Spider and bite the wearer (no Saving Roll allowed). The character bitten will lose $2D6 \times 10\%$ of his total damage points; losses in excess of 100% are, of course, fatal. Loss of points will progress at a rate of 5% per minute up to the total assessed. Symptoms of envenomation develop as follows: pain, spreading and radiating from the bite and becoming increasingly severe; progressive weakening and loss of strength; drooling, drooping eyelids; incontinence; followed collapse, extreme respiratory distress, and death.

Only the Judge should know whether the Ring is a No. One or No. Two (66%/33% chance). Players can figure it out by using appropriate spells, or by accident.

Spider Rings can be destroyed only by crushing them with a Magic Hammer of +2 dweomer or better. There is a 1 - 3 chance on a D6 that when the Ring is destroyed, it will also drain the magic from the Hammer.

Boots of Fire Resistance by Marc Patrick

With this pair of Boots upon your very vulnerable feet, you will be able to cross barriers of coals, fires, and any other hot surface under 1000 degrees Fahrenheit. The Boots appear to be a regular pair of beat-up old boots, but if you feel the insides of the boots, you will notice that there is a metallic frame in each, and that they feel rather cool.

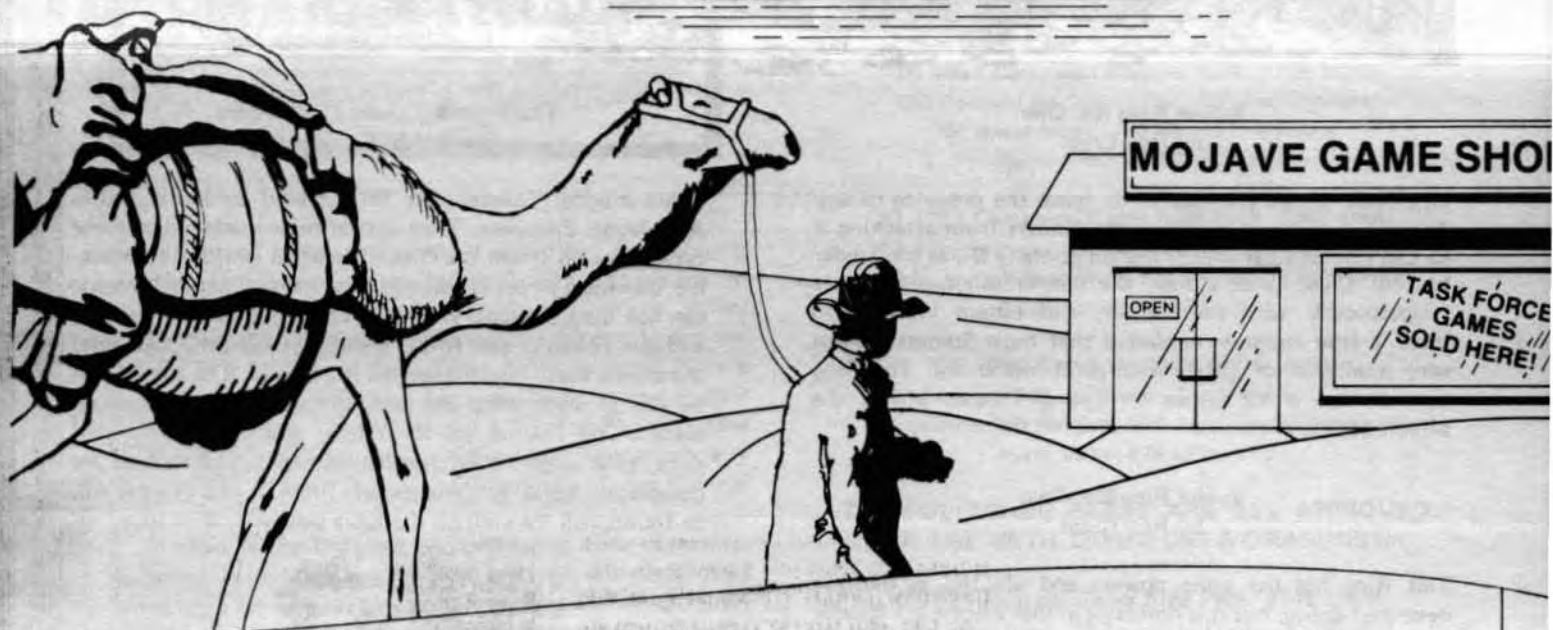
The Boots are very comfortable. They are so comfortable that you will forget they are even there, enabling any skilled Thief a very good chance of swiping them without being detected. So be on guard!

The Animal Tokens of Zikowers by Edward R. G. Mortimer

These magical Tokens were first created by the eccentric Arch-Mage, Zikowers. They appear to be made out of some type of wood (from the Great Tree) and whittled to resemble the shape of certain animals and magical beasts. Anyone can use these Tokens. When the command word is spoken, and the Token is cast to the ground, it will (in 2 segments) transform itself into the animal it portrays. The animal will be able to understand and obey simple commands from its owner. The Tokens last for 1 hour and can only be used once, after which they crumble into dust. The animals are completely loyal to their owner. From 1 - 10 Tokens will be found, roll for each on the table below:

01 - 04	Hippocampus
05 - 07	Giant Sea Horse
08 - 09	Giant Porcupine
10 - 14	Wild Boar
15 - 16	Warthog
17 - 18	Badger
19 - 21	Giant Otter
22 - 25	Black Bear
26 - 27	Brown Bear
28	Giant Toad
29 - 30	Giant Skunk
31 - 32	Ostrich
33	Emu
34 - 40	Draft Horse
41 - 43	Pony
44 - 48	Riding Horse
49	Jackal
50	Baboon
51	Barracuda
52 - 54	Hawk
55 - 62	Wolf
63 - 64	Dire Wolf
65 - 70	Wild Dog
71 - 72	Tiger
73 - 75	Stag
76	Lion
77 - 78	Mountain Lion
79	Asiatic Elephant
80	African Elephant
81 - 87	Giant Goat
88 - 95	Mule
96	Hippopotomus
97	Hyena
98 - 00	Jaguar

"I'd walk a camel a mile



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FROM THE HORSE'S MOUTH

PEGASUS Reviews Games and Game Aids



Metagaming's: The Fantasy Trip A Review and Commentary

by Robert C. Kirk

The **Fantasy Trip** is advertised by Metagaming as a second-generation fantasy role-playing game system. Interpret "second generation" to mean clean, easy to learn rules that hang together with an internal consistency and logic, no "exotic" dice, and a laudable lack of charts. The first major segment consists of three 8½" x 11½" booklets: **Advanced Melee**, **Advanced Wizard**, and the Judge's module, **In the Labyrinth**. Together, these are **The Fantasy Trip**, containing the rules for dungeon adventure. In addition, MTG has several segments of **TFT** out in their microgame format. These are **Melee**, **Wizard**, and several "micro-quests" such as **Microquest No. 1: Death Test**.

Melee, as the title suggests, is the physical combat portion of **TFT**. It sells for \$3.95. It is played on a hex grid arena with cardboard counters or miniatures. The **Melee** system will mesh with most FRP games and can be used as a tactical aid to resolve combat. It is also, of course, a "stand alone" game that can be played as is.

Basically a two-player game, solitaire and multi-player games are possible. Each player creates one or more characters with only two basic attributes. Strength (ST) determines how heavy a weapon a character can use as well as how much damage he or she can take before dying. Dexterity (DX) is adjusted according to a character's armor, facing (i.e., whether he is in an enemy's front, side, or rear hex), and damage taken in previous rounds. In addition to indicating how likely a figure is to hit or miss a specific target, order of attack is determined by adju-

ted DX. For beginning Human characters, neither Strength nor Dexterity can be less than eight and taken together will equal twenty-four. When designing a character, a trade-off is made between the two. A veritable Hercules can be harried to his death by a nimble old granny with a dirk, but, if he can hit just once. . . .

Melee covers thrown weapons, hand-to-hand combat, use of pole weapons, accidentally hitting your friends, and so forth. Each turn represents about ten seconds of game time. You can fight Wolves, Giants (which are three hex figures), Gargoyles, Orcs, and Hobbits, to name just a few. A survivor will earn experience points with which basic attributes are increased.

For example: Paula (ST = 9, DX = 15) fires her small Bow at Othello, who is fighting Stanley across the arena. She rolls three six-sided dice to see if she hits him. She usually will since she has only to roll her adjusted DX or less, which is fairly easy on three dice in her case. If she misses, she will have to roll to miss Stanley since he is in the line of fire. A small Bow inflicts one die of damage minus one point (1 - 1). Paula rolls one die and gets a three. Her Arrow causes two points of damage to Othello, both of which are taken by his Leather armor. He is unscathed.

Othello is "engaged" with Stanley. They're trying to bludgeon each other to death. Othello has the higher unadjusted, or basic, DX, but his adjusted DX is the same as Stanley's since he is in armor. Therefore, a die is rolled to see who may attack first. Stanley won that roll, rolled three dice to see if he actually hit and then rolled again to see how much damage he did. His Morningstar is a 2 + 2 weapon. He rolled two sixes. Othello (ST = 11, DX = 13), receiving thirteen hits (only



two of which were stopped by his armor), died and very bloodily, too. If he hadn't been in armor, his greater Dexterity would have automatically given him the chance to do something to Stanley first, even though he would have been wounded by Paula. Such is **Melee**.

Advanced Melee (\$4.95) is not so much an advanced version of **Melee** as it is an expansion thereof. It adds some new and some optional rules, such as crippling hits. Both versions are compatible with the other material available for **TFT**. The "advanced" version provides added flavor for campaign play and contains all the material found in the microgame. The same is true of **Advanced Wizard** and **Wizard**.

Wizard (\$3.95) is, of course, totally compatible with **Melee**, being the magical combat section of **TFT**. A third basic character attribute is added: Intelligence (IQ). This must also be at least eight for beginning Human characters. Like **ST** and **DX**, IQ may be less than eight for characters of non-Human races. A beginning Wizard's three attributes will total thirty-two. IQ determines the number of spells a Wizard may know at any one time as well as their level of complexity. IQ also affects the ability to disbelieve illusions and to avoid *Control* spells.

A Wizard knows a number of spells equal to his IQ. Howard, with an IQ of ten, can use ten different spells, which he can pick from those available to IQ levels of ten, nine, and/or eight. To cast a spell, he has only to roll his adjusted DX or less on three six-sided dice. Each spell has a cost which is subtracted from his Strength just as though he had taken physical hits. A flubbed spell would also cost him Strength. A Wizard can drop unconscious from the exhaustion stemming from his arcane exertions. Unlike some

FRP games, a Wizard DOES NOT forget a spell after each use.

Spells are of four types. Missile spells are those which directly put hits on an opponent, such as the awesome telekinetic blow delivered by the *Magic Fist*. Thrown spells have a very short effective range. They can be used, for instance, to speed or slow movement, cause weapons to break, or make people invisible. Creation spells make images (harmless), illusions (deadly if you fail to disbelieve them in time), or summon actual physical beings. Special spells are those which do not fit in the other three categories, such as *Dazzle*, which reduces the DX of everyone in the arena (except the Magician who cast it) for the next three turns.

Like **Melee**, what a character can do is dependent on whether or not he or she is engaged with another figure at the moment. In either case, an option is chosen (to attack, to disbelieve an illusion, to dodge, to do nothing, etc.), and that action is carried out. Each action affects the next, and nothing happens simultaneously. **Wizard** brings organization to the area of magical combat.

Advanced Wizard (\$4.95) adds non-combat magic (such as learning new spells, creating magical items, brewing potions, and researching new spells) to **TFT** and, of course, contains all the material presented in **Wizard**.

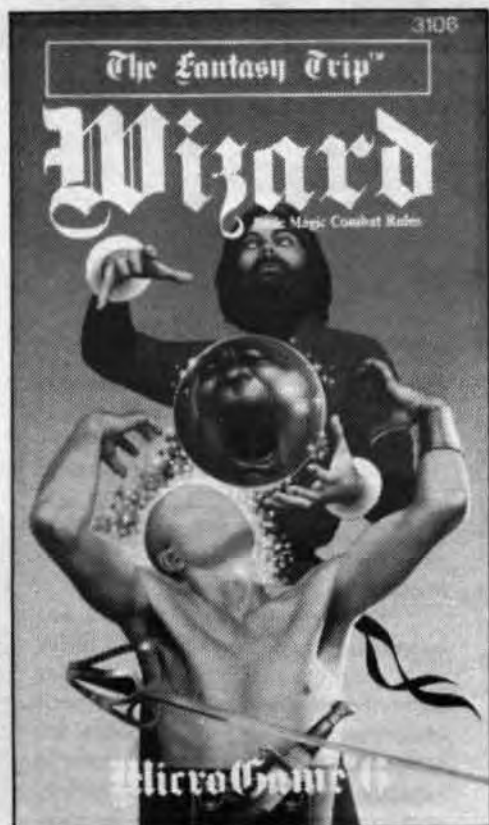
Microquest No. 1: Death Test (\$3.95) is a programmed dungeon adventure for from one to five players using the **Melee** (or **Advanced Melee**) rules and, optionally, **Wizard** (or **Advanced Wizard**). You see, beneath his palace, Dhallak m'Thorsz Carn has had a special labyrinth constructed as a qualifying test for warriors who desire to work for him -- and he is an able and generous employer to those who meet his standards.

Up to four characters can enter the labyrinth. (A fifth player would play the creatures they encounter therein.) They are directed from one instruction to the next until they find the way out of the dungeon or, as is quite likely, they die. Each of the thirteen rooms under the palace holds a different adventure, a new peril, another treasure. Some rooms appear to be empty at first. They aren't. Adventures occur only in the rooms themselves, which are sealed from the connecting corridors by magical *Cur-*

tains of Shadow.

Death Test is a fun dungeon to explore. Foes and traps are challenging but not insurmountable. It is a dungeon with a rational purpose and not a "stocked" hole in the ground. It is clever without being silly. It is highly recommended.

Metagaming has, at this time, six other adventures in its microquest series. All except the last are programmed adventures. Briefly, they are:



Microquest No. 2: Death Test II: Too many whimps were getting through the Thorsz's death maze as its secrets became known, so he made it tougher.

Microquest No. 3: Grail Quest: Players seek the holy grail as knights of Arthur's Round Table.

Microquest No. 4: The Treasure of the Silver Dragon: This microquest contained the clues to an actual treasure worth \$10,000.00.

Microquest No. 5: Security Station: An adventure into the Security Station complex -- an abandoned, high technology installation players raid for valuable refined metals.

Microquest No. 6: Treasure of Unicorn Gold: This microquest contains clues to another treasure hidden somewhere in the United States which, unlike the Treasure of the Silver

Dragon, has not yet been found.

Microquest No. 7: Master of the Amulets: Players seek the lost amulets of the powerful Wizard, Diringar, in this non-programmed microquest.

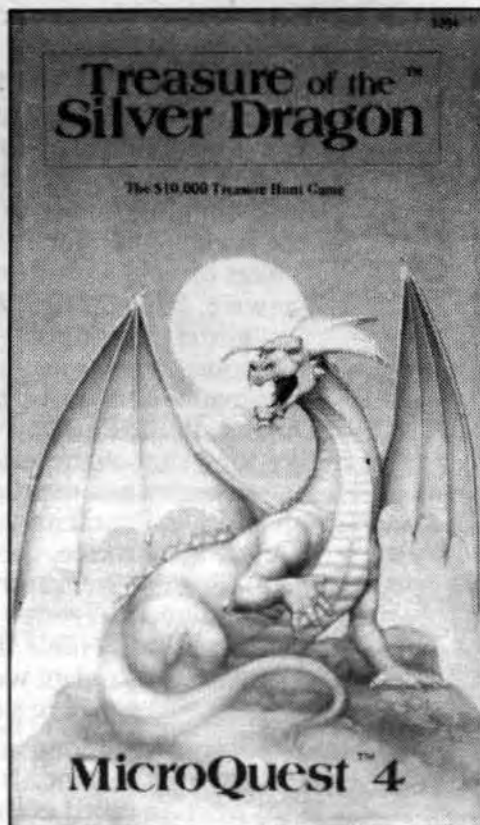


In the **Labyrinth** (\$4.95) is the Judge's module for **The Fantasy Trip**. It contains rules for conducting fantasy campaign adventures. While **TFT: ITL** may not be perfect (nothing is), it is a step ahead of anything else and a giant step, at that. In the **Labyrinth** enables novice Judges and players to get into playing without extensive study and improvisation. The rules are well written, very clear, and extremely well thought out; examples abound. The section on dungeon design, for instance, explains trapping and detraping, tells when nuisance monsters could be used, and tells how monsters will react to an invading party of explorers. An example illustrating both the Judge's and the players' roles during an adventure is given.

In addition to a character's three attributes (ST, DX, and IQ), **ITL** introduces "talents." Talents give characters adds to their saving rolls in some situations. A few of the many talents a character can possess include Woods-

man, Sex Appeal, Bard, Swimming, and Literacy. The number of talents a character may have is based on IQ in a similar manner to the number of spells a Wizard may know.

In **The Fantasy Trip**, a character is considered to have an existence outside of the campaign adventures in which he or she may be involved. When not bearding Lions in their dens, characters have jobs, be they mundane or exotic, which provide them with food and shelter and, sometimes, additional experience points.



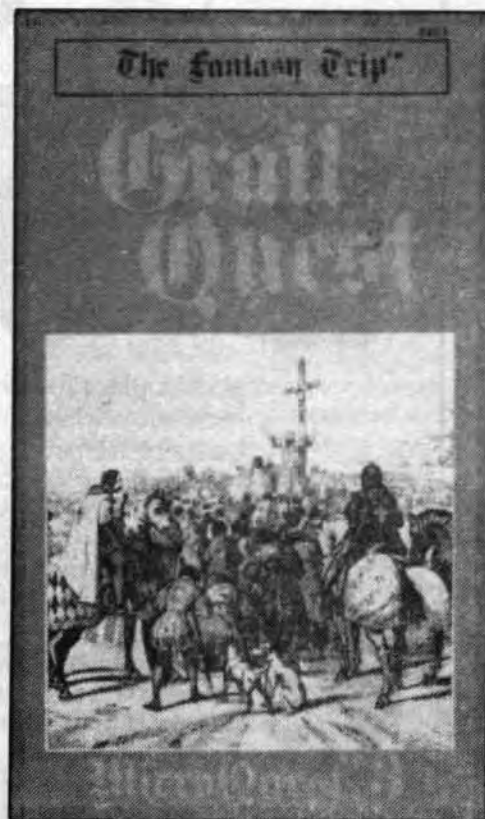
Metagaming has published one Judge's module, **Tollenkar's Lair**, priced at \$2.95, which provides a ready-to-play adventure for a Judge. It is ideal for the novice Judge who is unfamiliar with dungeon design. Unlike the majority of play aids of this type, **Tollenkar's Lair** is more than a jumble of tunnels, traps, treasures, and monsters. The dungeon's existence and its layout have a reason that makes sense to the characters who dwell there, as well as to the players. The plot is cohesive. Everything hangs together. Playing **Tollenkar's Lair** is akin to reading a good fantasy novel, as op-

posed to the bewildering and often senseless series of encounters through which one is often put.

Also available for **TFT** from Metagaming are the **Fantasy Master's Reference Screen** (\$2.95) and the **Fantasy Master's Codex** (\$9.95), an annual listing of all "authorized" **TFT** material published to date as well as an index to spells, monsters, weapons, etc.

The Fantasy Trip takes place on the planet Cidri, a world which was constructed in an alternate universe by the almost god-like Mnoren, who have long-since disappeared. It is no ordinary planet, being so vast that no complete map of its surface is known. On Cidri, there is room for every beast and race ever imagined and, who knows, the Mnoren may have put some unimaginable ones there, too.

That is what **The Fantasy Trip** looks like at present. **TFT** was designed by Steve Jackson, who has since left the Metagaming staff. Its evolution as a game system is currently being directed by Kevin Hendryx of Metagaming. **The Fantasy Trip** is available from Metagaming, Box 15346, Austin, TX 78761. You owe it to yourself to check it out.

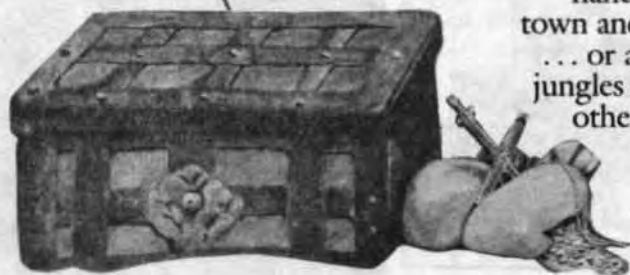


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Dear Editor:

Pegasus No. 8 was the best of an improving magazine. The fiction was good, but Ken St. Andre should have explained the game terms he used. "He's Holding His Sword in the Wrong Hand," "Treasures of RuneQuest," and "Take Your +2 Broadsword and Battle Axe and. . ." were good and interesting. I had been waiting for copyright guidelines before I submitted anything, so I appreciated that article. The **Melee** program was very useful.

The "Accurate Critical Hits" was useful, but I have some suggestions. When a larger creature attacks a smaller creature, 5% should be subtracted for on the Hit Location Table for every 10% tall the striker is and vice versa when small creatures attack larger creatures. Also, the ratio of arm and hand hits to chest and abdomen should be increased as I have found in personal melee with (padded) hand weapons that the arms and hands are the most likely places to be hit. Intelligent creatures shouldn't be allowed to choose hit location because openings occur only occasionally, and you take what you get. The chance of critical head injuries should be 8% because of the protection from the skull. Other than that, Paul Denisowski's article is pretty accurate.

Looking Forward to the Next Issue,
Erik Terdal

Dear Erik,

Thanks for the compliments, and I hope we succeed in improving the magazine with each and every issue. The amount of detail you go into on changing some things in Paul's article indicates to me that you have some good ideas for FRP. Why don't you put some of these ideas in the form of an article for the **Pegasus**? We are more than happy to print good ideas, even if they are about something that has already been written; maybe you have a different perspective. I am sending you one of our Artists' and Writers' Brochures so you can get a head start. And, to all of you readers out there contemplating writing for the **Pegasus**, don't be afraid to send something. If we should happen to reject the article, we usually tell why and suggest ways of improving your copy. So, come on, all you prospective writers!

Mark

Dear Sirs,

I have just acquired your **Dungeons & Dragons** tm playing aid, **Fantastic Wilderlands Beyond**, and am a bit confused. What does the abbreviation CIV mean? It is used in describing the various villages on pages 4, 10, 18, and 23. What does the abbreviation Hob. mean? Does it mean Hobbit, Hobgoblin, or something else, and, if it means Hobbit, why do you also use Halfling when the two are one and the same race? Also, why are all the Hob. villages ruled by a man of low level instead of a Hob.? Please answer these questions as soon as possible. I'm sure that this product is going to make a fine addition to my campaign, as have all **Judges Guild** products in the past.

Sincerely yours,
Michael Pietrucha

P.S. Please send me a copy of your latest catalog and any other material about the **Judges Guild** line of products. Thank you.

Dear Michael,

Thanks for your letter, and I hope I can answer your questions. First of all, the CIV in the older **Judges Guild** playing aids stands for Civilization Level. Information on this can be found in the **Ready Ref Book**. It is basically the same as a Tech Level. The abbreviation Hob. stands for Hobgoblin. The reason we gave the Hobgoblins a Human leader is because Hobgoblins are generally disorganized and usually roam around in ruthless tribes. So, when we had a village for them, we had to have a reason for them to settle; therefore, we provided a Human leader. The reason for the low level of the leader is that Hobgoblins in **D&D** tm are only 1 +/- 1/2 Hit Die, and the leaders listed are 4th and 6th level, so they are high enough to lead that tribal village.

Again, thanks for your letter, and I will, of course, put your name on the computer mailing list for our catalog.

Mark



DIVINE INTERVENTION IN MY CAMPAIGN ? NEVER !

by Emil Parker

Since the release of the newest AD&D tm book, *Deities and Demigods*, almost all players have chosen patron Deities for their characters. However, for the sake of play balance, many Judges reject the intervention of these Deities in the campaign. I am of the belief that Divine Intervention, when done sparingly and run well, can add a great deal of excitement and interest to any campaign.

However, there is the problem of how successful the characters should be when they attempt to summon their Deity or aid from the Deity. The following table is merely a guideline for summoning aid from a Deity. A player character should never have more than a 50% chance of summoning a Deity or aid from him or her. Generally, a Deity will aid his or her high-level worshipers more often because they are more valuable to the Deity. Additional bonuses to the very low base chance of 10% in the *Dungeon Masters' Guide* might be based on having the same sex or alignment as the Deity (for Deities who have worshipers of multiple alignment), amount of prayers made, dedications of victories, sacrificed Magic Items or gold (or the same objects given to the Deity if sacrifices are not accepted), proper alignment conduct, conversion of NPCs and villagers to the worship of the Deity, etc. A brief list of bonuses appears below.

Condition	Bonus
Deity is Lesser (he or she has few worshipers)	+2%
Character Level over 5	+½%*
Deity and Character are Both Female (a female Deity will certainly appreciate females in a predominantly male profession, adventuring)	+1%
Deity is Demigod (he or she has very few worshipers)	+4%
Identical Alignment (as above)	+1%
Perfect Alignment Conduct (decided by Judge)	+2%
Every NPC Converted by Character	+½%
Every Villager Converted by Character	+¼%
Every 1,000 GP Sacrificed/Given to Deity	+¼%
Every Magic Item Sacrificed/Given to Deity	+1%
Consistent Prayers, Thanking Deity for Victory, Survival, Magic, etc.	+1%
Every Temple or Place of Worship Built to the Deity (cost as Stronghold/Castle if non-Cleric)	+2%
Deity's Aid will Benefit Deity	+2%
Each Quest Character has Undertaken or Promises to Undertake	+2%
Character is Same Class as Deity (i.e. Thief Character Attempts to Summon Thief God)	+1%
Character is Cleric	+20%
Character is Druid (Nature Deities only)	+25%
Character is Great Druid of Deity	+50%**

* Per Level (round off fractions)

** Exclusive of other Bonuses

That ends my list of bonuses. Obviously, it would be redundant to have a list of penalties, since the same qualities which can give bonuses can give penalties if done oppositely. At the least, they will give no bonuses to the base 10%. Besides, this is an article to help the players.

Example of this system: Adora the Bloodthirsty, a 12th Level Fighter of Neutral Alignment, wishes to summon her Deity, Hera. Her seven levels above five add 3½%, rounded to 4%. Hera has multiple worshiper alignments, but Adora's is identical to hers for +1%, and, while she has not sacrificed, given any gold, or built any Temples, she has given two Magic Items (a +1 Sword and +3 Chainmail) for +2%. She has also gone on two Quests and promises to go on another for Hera, which adds 3 x 2% = 6%. Hera is a Greater Goddess, and helping Adora will not help Hera. Adora's Alignment Conduct has been only average, but she has converted three NPCs and 2 Villagers to the worship of Hera, which adds 3 x ½% = 1½%, rounded to 2% and 2 x ¼% = ½% rounded to 1%. All of this adds up to 3%. Adora also prays, which adds 1%, but she has only dedicated one battle to Hera, which adds only ¼%. Adora is definitely not a Cleric, and Hera is not the Goddess of Fighters or slaying. All told, Adora has a 27% chance of summoning aid from Hera or of summoning Hera herself. This is not too high, in the light of things Adora has done (always remember to add in the base +10% as I did above).

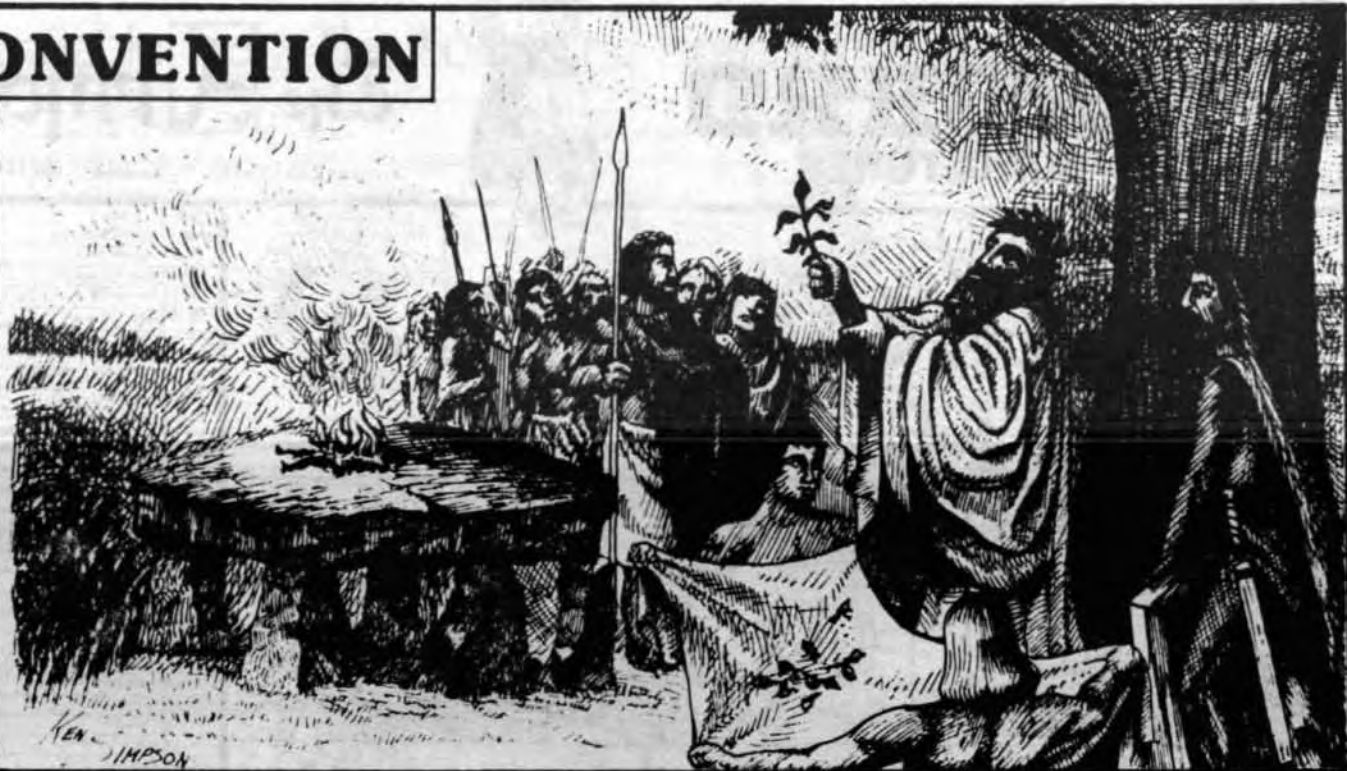
Multiple Summonings: This system only operates for first summonings. For each summoning after that, halve the percentage each time. For instance, Adora has a 27% chance for her first summoning; the second time, she has a 13.5% chance rounded to 14%. The third time, she has a 7% chance, and so on. Although, technically, she always has a 10% chance, weekly summonings may anger the goddess so much that she may never come, or she may come to punish Adora.

Note: This article is only to provide guidelines for Deity Summoning. It does not take into account *Summoning* or *Gating* Spells or a Deity's aversion to coming to the Prime Material Plane or to being called upon by the characters or worshipers. Also, aid need not be in the form of the Deity himself but could also be a powerful monster of the Deity's alignment, such as Demons, Devils, Undead, Coatl, Ki Rins, Elementals, etc. or an army of low-level worshipers, a high-level worshiper, or even a Divine Angel-like servant made up by the Judge. Remember, these rules are merely guidelines and can be altered to fit any individual campaign.



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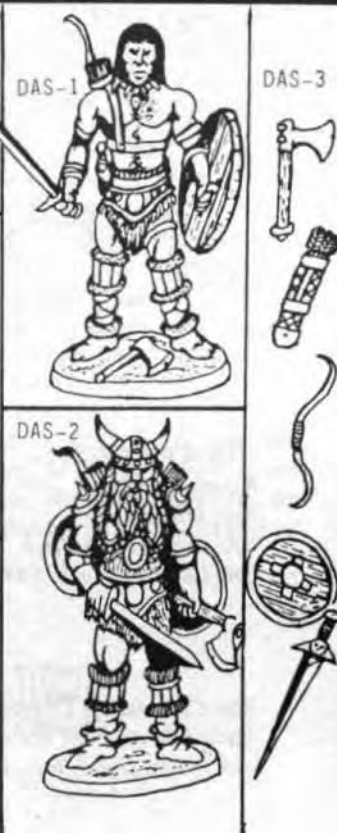


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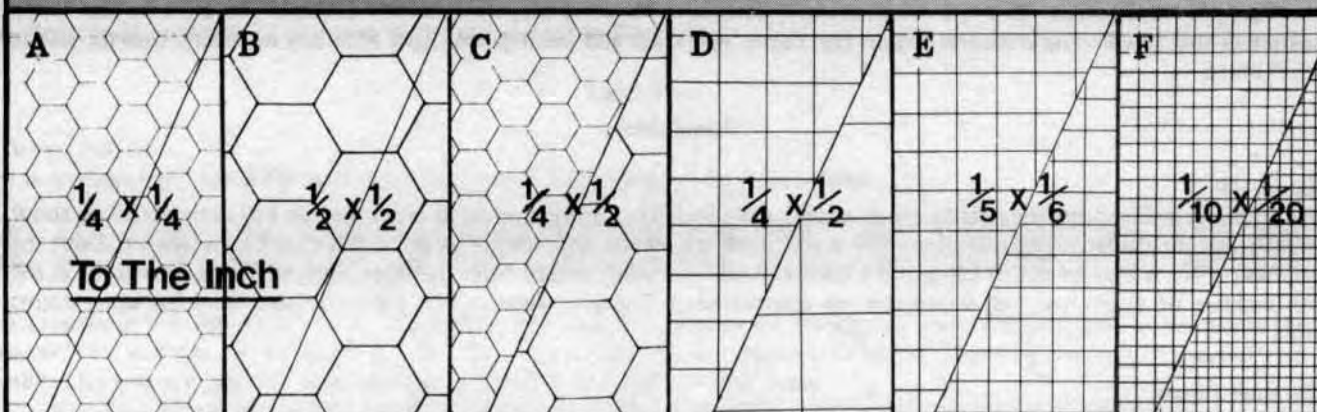
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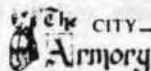
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THE TOWER OF CAILIF

by Paul A. Denisowski

Located on a far-off pinnacle, the Tower of Cailif is the stronghold of the Wizard, Berthmet. The Tower is constructed entirely of black marble and seems to be almost carved out of the very cliff upon which it rests. When the well-boarded road ends, you find yourself at the base of this impressive tower. Before you lie the iron doors that separate you from the treasure within. . . .

Judge's Information: This is a moderate-level adventure for 3 - 5 players of mixed abilities. There are no wandering monsters in the Tower. The creatures within the Tower will react and intelligently fight with any intruders. Quarter will be given if asked.

Level One

1. Entry Hall

The iron doors leading from the outside are open and well-oiled. They swing inward to reveal a bleak hall with a stale air about it. Faded and musty tapestries hang from the walls; none are of any appreciable value. A few chairs are scattered about the room, and there is also an oaken table and a couch. Paper and wood scraps litter the floor along the walls. The doors at the north end are of ornately-carved wood but are weather-worn. There is evidence that the iron doors were left open during storms.

2. Banquet Room

A massive oak table fills most of this room. It is surrounded by 12 large, oaken chairs. Although both the table and the chairs have an impressive look, they are time-worn and scuffed. The tapestries on these walls are in better condition than the ones in the Entry Hall but are old, nonetheless. At the north end of the room is a small set of stairs leading to a raised dais. Atop this dais is a brass throne engraved with intricate designs. The chair is of high value but weighs 150 lbs. and is quite bulky. Hidden beneath the throne is a bag containing 125 GP and 55 SP. A small Scorpion (2 HTK) is also in the bag and will bite anyone who puts his hand inside it. The door on the west wall is ordinary, but the one on the east wall is locked from the other side by a wooden bar.

3. Kitchen

Upon entering this room, the smell of decaying food will become evident. A large fireplace is in the northwest wall. The ashes within it are still warm, and a large cauldron, damp on the inside, hangs from a hook on the hearth. A pair of tables covered with food scraps and kitchen utensils are also in the room. The floor is amazingly clean compared with the rest of the room, and there is a broom resting near the fireplace. The door in the south wall is barred with a wooden bar which can be opened from the kitchen side.

4. Food Storage

This room contains numerous barrels, crates, bags, etc. The barrels contain mostly dried meats and wine. The crates contain vegetables and fruits, and the bags contain flour and other grains. Most of the food is suitable for Human consumption, though it would require cooking or baking. A set of rough-hewn stairs leads down 20' into a small, rough-hewn room. Inside are a fresh-water well and several wooden buckets.

5. Access Room

This room is dominated by a set of large, curving steps along the north wall, leading up. Sitting at the foot of the stairs and cleaning his Longsword is a Lizardman. He is:

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	NXX	041	031	030	198	102	132	178	192	113	153	173	145	103	000	ILS

He will offer to take the party to his "master" if no hostile actions are made. He will refuse to talk about or take the party through the south door and will attack if they attempt to enter it. He does not know of the secret door on the west wall but will treat it with the same antipathy if he does find out about it, which is unlikely.

6. Access Room

This room is barren except for an iron spiral staircase leading upward. There is a layer of dust on the stairwell, and rust has begun to form on the edges. It will squeak terribly if walked upon.

7. Foyer

Aging tapestries cover these walls, and the air smells dusty. The room is filled with debris (perhaps ruined furniture). The south end of the room contains several intact chairs against the wall along with a rotting table. The door to the south is barred from the north side.

8. Ancient Crypt

This is the reason for the Lizardman's fear. This room is empty except for an ornately-carved, white marble sarcophagus. The lid is very heavy and will require crowbars to remove. Inside are the decaying remains of the former Wizard of the tower. There is a false bottom which is opened by a trick catch. When opened, a Skeleton exits.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	CEX	021	021	045	000	156	102	102	163	157	055	123	145	000	000	HCL

The Skeleton is in possession of a map to the secret door to Room 6.

Level Two

1. Access Room

The large stairs from Level One end here. The room is barren except for a Lizardman.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	NXA	052	045	034	180	176	145	123	176	157	123	187	187	123	195	ILS

The Lizardman will ask any "visitors" to wait in this location, guarded by the Lizardman from Level One, while he gets the "master." He will then go to Room 6, Level One and proceed to the Wizard's Chamber. Any hostility will be greeted with hostility. He will not stop the party from going through the south or west doors.

2. Access Room

This empty room contains a flight of stairs leading up to Level Three. There are no guards here, but there is evidence that one was here earlier (food scraps, a polishing cloth).

3. Access Room

Here ends the spiral staircase from Room 6, Level One. Watching over this location is a Lizardman.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	NNX	061	024	045	050	168	123	143	189	187	118	187	157	154	101	ILS

He will not let anyone other than a Lizardman or someone accompanied by a Lizardman pass. Leaning against the north wall is a Longbow and a quiver of 14 Arrows.

4. Guest Room

This room contains a huge bed which is quite old and musty, 2 chairs, a chest of drawers, and a table. The chairs are padded but are otherwise quite unremarkable. Inside the chest of drawers is one suit of clothing. The table has several combs and brushes on it as well as a rusting razor. The east door is stuck and will require a high STR to open.

5. Closet

Hanging from wall pegs are several tunics and pants; they are all moth-eaten. Also hanging in the room is a Giant Bat (10 HTK). A search of the pockets of these clothes will reveal 14 SP and 23 CP.

6. Lounge

Two couches rest on either wall; both are well-worn. A table with a deck of moldy cards and a set of knucklebones separate the two couches. A small cabinet contains 2 bottles; one is very dank, bad water, and the other is a fine red wine, undecanted. The west door is locked with a wooden bar on the east side.

7. Wine Storage

This room is now the home of an insane Lizardman.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	CEX	065	045	000	000	198	056	065	187	187	087	187	156	000	000	000

He will attack with his bare hands and bite. He was originally one of the Wizard's servants but will attack the Wizard on sight. Although he is insane, he is capable of cunning thought and will flee to attack later if the need arises.

8. Exercise Room

Padded mats are scattered about the floor of this room. They are obviously intended for exercise. A cloth ball rests in a corner, and three padded, 5' long poles are in the southwest corner. Several heavy iron bars are scattered about as well. The door to the west is unlocked.

9. Storage

A pile of sheets and pillows rests in the south end of this room. Brooms and rags are also loosely scattered. A bar of lye soap rests in a rusting iron bucket.

Level Three

1. Access Room

3 Lizardmen watch over this room. They are:

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	NXX	051	034	023	034	187	132	132	187	167	110	134	165	115	104	ILS
FTR	NXX	031	021	023	076	176	154	143	184	188	103	187	177	187	054	ILS
FTR	NXA	031	024	000	000	187	111	103	185	145	093	154	174	145	154	ILS

In addition, the first Lizardman has a Crossbow and 24 Bolts, including 2 Flaming Bolts. They will attack any non-Lizardman or anyone not accompanied by a Lizardman. The rest of the room is empty. The door to Room 2 is locked.

2. Lizardman Common Area

Here, the Lizardmen troupes carouse and let off steam. There are many chairs and a few small tables. At least 3 of the Lizardmen listed below will be in this room.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	NXC	061	045	045	065	176	113	104	176	156	123	165	145	108	165	ILS
FTR	NXX	042	032	023	023	167	114	123	163	164	110	154	113	123	122	ILS
FTR	NXX	054	035	034	065	165	132	110	176	187	112	187	187	093	109	ILS
FTR	NXE	052	027	000	043	138	104	132	156	176	067	145	188	032	134	ILS
FTR	NXX	051	043	021	071	156	093	124	168	156	091	156	145	143	145	ILS
FTR	NXX	054	027	034	045	187	113	143	187	187	132	176	176	176	137	ILS
FTR	NXX	043	031	042	036	194	143	133	165	156	154	156	165	156	122	ILS

They will generally be hostile to all non-Lizardmen. They are either playing cards or dice or are talking. If endangered, a call will bring 1 - 20 Lizardmen within 10 seconds. The three doors to the south are all unlocked.

3. Lizardman Barracks

10 beds line the walls, each with a small chest underneath. Inside are 1 - 10 Lizardmen.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	NXX	045	034	023	047	187	123	103	176	138	149	104	175	103	042	ILS
FTR	NXC	031	024	037	071	144	120	102	158	163	185	154	195	113	103	ILS
FTR	NXX	052	057	045	095	188	045	086	186	156	136	165	165	104	101	ILS
FTR	NLE	042	045	000	065	155	114	196	165	145	110	145	176	110	143	ILS
FTR	NXG	086	050	049	104	176	110	143	184	155	165	129	166	174	123	ILS
FTR	NXX	045	056	098	110	109	158	138	116	148	187	134	186	110	143	ILS
FTR	NXX	093	087	000	065	127	113	176	156	176	123	165	189	054	059	ILS
FTR	NXC	011	011	000	010	176	123	104	187	159	148	187	137	064	093	ILS
FTR	LNK	056	056	045	058	165	121	091	148	176	188	135	143	104	103	ILS
FTR	NXA	055	034	000	054	158	132	145	175	176	101	145	165	176	059	ILS

They will either be sleeping, talking, or eating. None will have his weapon far from his side. They will be hostile to non-Lizardmen. In the chests, to which each has his own key, is the owner's personal effects and 1 - 20 GP, 2 - 40 SP, and 1 - 100 CP.

4. Storeroom

Inside this room are many barrels and crates. Inside the barrels is wine or liquor. The crates contain various foods, mostly vegetables, apples, and oranges, but some contain dried fish. The other crates contain ropes, spikes, and other assorted equipment.

Level Four

1. Access Room

This area is guarded by a stone Golem:

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	NXX	101	045	050	000	125	105	105	105	155	105	105	105	000	000	ITS

It will attack all but the Wizard and the Lizardmen. It has been instructed to remain in the room.

2. Wizard's Room

This is where the Wizard rests. The room is lavishly furnished with 2 chairs, a couch, several small tables, and a liquor cabinet. Tapestries cover the walls, and a small burner holds incense. The secret door on the west wall is locked, but the south door is not. The north door has a *Magic Lock* upon it. The east door is unlocked.

3. Wizard's Library

This room is filled with bookcases which are filled with books. Most of the books deal with alchemy and necromancy. The entire area has been *Fireproofed*.

4. Wizard's Chamber

Here, sleeps the Wizard. A large and ornate bed dominates the room. The walls are covered by tapestries, and the floors are covered with rugs. A bedstand contains small, personal effects, and clothing and larger items are held in a chest of drawers. A small chest (locked) near the bed contains 150 GP, 50 SP, and 10 Rubies, each worth 250 GP. The door to the east is unlocked.

5. Closet

Inside are various robes and tunics. Boots and sandals are on the floor, and hats hang from pegs in the walls. A careful search of the pockets will turn up 20 SP. The door to the north is locked.

6. Cell

Inside this cell is a bed, a chamber pot, and a chair. Also inside this cell is one, Gridmore.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
THF	CEX	091	045	000	089	144	163	146	113	183	103	114	169	104	058	000

He was caught stealing into the Tower and was captured. If released, he will ask for a weapon and join the party, partly in the hope of picking one more pocket. . . .

7. Cell

This cell also contains a bed, a chamber pot, and a chair, but it is empty. It shows no signs of recent habitation.

8. Cell

This cell is occupied by a renegade Lizardman and also contains a bed, a chamber pot, and a chair.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	CNA	041	032	000	050	186	157	123	176	167	061	153	185	113	145	000

He tried to lead a revolt against the Wizard but failed in the attempt. He thinks that all Humans are with the Wizard and will attack them at the first opportunity. Because he has been here for some time, the room has a rank odor unpleasant to most Humanoids.

Level Five

1. Entry

This otherwise-bare room is guarded by 8 Zombies.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
FTR	NXX	011	018	000	000	158	000	000	158	128	054	175	123	000	000	UDG
FTR	NXX	011	015	000	000	167	000	000	135	110	041	168	110	000	000	HCL
FTR	NXX	011	020	000	000	146	000	000	179	105	031	155	105	000	000	NHT
FTR	NXX	011	017	000	000	171	000	000	150	117	030	138	102	000	000	UDG
FTR	NXX	011	014	000	000	157	000	000	148	154	014	174	114	000	000	UDG
FTR	NXX	011	018	000	000	162	000	000	144	131	103	155	104	000	000	UBD
FTR	NXX	011	014	000	000	176	000	000	165	110	095	183	106	000	000	LWH
FTR	NXX	011	017	000	000	151	000	000	174	112	048	115	114	000	000	BTS

They will attack all but the Wizard and the Lizardmen and will not leave the room. All of them have been *Fireproofed*.

2. Alchemical Laboratory

A sulphurous smell pervades this area. The walls are lined with shelves, and a fire in the large fireplace is continually burning; the smoke is *Plane Doored* away. Three acid-proof tables and the shelves hold the following:

5 Vials of Holy Water	1 Pouch of Black Lotus Pollen	1 Locked Coffin of Nightshade
5 Sprigs of Mistletoe	2 Jugs of Fine Oil	2 Alembics
1 Golden Bowl	1 Mithril Coffin	1 Set of Weights and Balances
1 Platinum Brazier	12 Quills	6 Bottles
1 Gold Funnel	1 Pair of Tongs	1 Silver Coffin
1 Vial of Unicorn Horn Powder	1 Vial of Medusa Venom	1 Vial of Black Widow Venom
15 Needles	1 Vial of Chlorine	1 Flask of Blackberry Brandy
5 Potions of Healing	2 Potions of Invisibility	1 Potion of Love
1 Alchemist's Book	2 Beakers of Sulphur	12 Doses of Poison in Stone Vials
1 Pouch of White Lotus Pollen	1 Silver Coffin of Opium	2 Jugs of Hydrochloric Acid
1 Set of Bellows	1 Silver Crucible	1 Marble Mortar and Pestle
15 Blank Scrolls	1 Calf's Bladder	15 Glass Flasks
1 Crystal Prism	20 Wax Candles	6 Lenses
1 Pair of Silver Tweezers	1 Human Skull	2 Copper Vials of Cobra Venom
5 Ruby Vials of Red Dragon's Blood	3 Vials of Arsenic	6 Stone Jugs of Water
1 Vial of Salt	2 Potions of Bird Control	1 Potion of Flame Resistance
6 Potions of Anti-Poison	8 Potions of Change Self	

Level Six

1. Entry

This area is guarded by a Demon (Hrmon) who will attack all but the Wizard and the Lizardmen.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
DEM	CEA	105	100	085	159	189	129	109	149	189	019	122	175	179	178	UTS

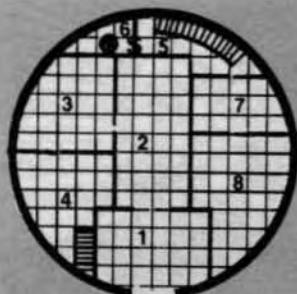
The door to the south is made of black crystal and is immune to spells or physical attack. Only the word, "tessansym" will open it. The Demon knows this word, and it is also engraved on the bottom of a small black crystal vase sitting on a gold pedestal beside the door.

2. Wizard's Chamber

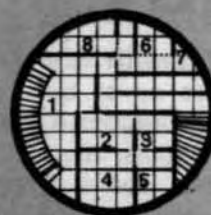
A single table, a chest, and an ornately-carved, gilt chair with black velvet cushions are the only furnishings in this thickly-carpeted room. Atop the table is a crystal ball beneath a black velvet cloth. The chest has a *Magic Lock* and contains 1,000 GP, 15 Emeralds worth 500 GP each, a silver and Sapphire ring worth 1,500 GP, a Sword of Amputation, and a Staff of Might. Seated in the chair, dozing over a deck of cards on the table, is the Wizard, Berthmet.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	WPN
MAG	NXX	189	065	000	168	126	189	189	104	119	145	097	114	186	165	VDG

Berthmet is aging and has grey hair and beard. He has piercing green eyes and speaks in an authoritative voice. He will ask a visiting group's purpose and react accordingly. He is not violent but will attack when necessary. His spells are: *Sleep, Magic Lock, Fireproof, Produce Flame, Control Monster, Fireball, Lightning, Twist Metal, Change Form, Speak Language, Read Aura, Read Magic Script, Heal Light Wounds, Heal Blindness, Heal Disease, Close Wound, Protection from Magic, Conjure Demon, Cold Storm, Leadership, and Breathe Water.*



LEVEL 1



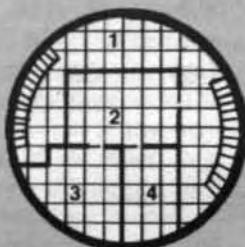
LEVEL 4



LEVEL 2



LEVEL 5



LEVEL 3



LEVEL 6

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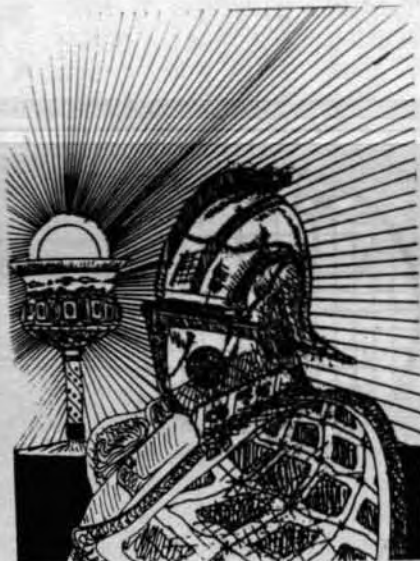
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Fantasy Wargaming

A Book Review
By Roy Cram, Jr.

When I ordered **Fantasy Wargaming** from the Science Fiction Book Club, I expected a book on the whole broad subject of war and fantasy games in general. To my disappointment, the book turned out to be just another rule set joining an already crowded field.

Compiled and edited by Bruce Galloway from the gaming experiments of an English group of players, this book would be more accurately titled **Fantasy Wargame**. It begins with a general discussion of the theory of fantasy role-playing games and proceeds to complain that **D&D** tm and **T&T** lack inner consistency and logic, and describes **D&D** tm scenarios as "existing in a vacuum." In an attempt to remedy these deficiencies, the FW system takes as its basis "the real Europe of the Dark and Middle Ages." This would be more exciting if almost all other FRPG's did not use medieval background, too. While FW is somewhat stricter in its effort to conform to conditions existing then, I couldn't see that the world they were trying to set up was any less vacuous or any more logical than those of the rules upon which they are trying to improve. I feel that logic and consistency depend on and are proportional to how well the referee or DM has done his job and not on the rule set he and his players are using.

Having confined itself to the Dark and Middle Ages for its source and setting, the book devotes 117 pages to the economic and social structure and the magic, myth, and religion of these periods. Most of the material is infor-

mative, and some is quite interesting, especially the chapter "Mortal Combat," charmingly subtitled "A poignard in your codpiece." Chapter Two describes magic and religion and gives the authors' "unified field theory" of magic. Religion in FW is restricted pretty much to church-dominated Christianity, to demonolatry, and to the Norse religion and pantheon. Other chapters of interest include chapter five which gives a brief list of fantasy literature suggested for possible sources of ideas and inspiration, and chapter six which has some good, if not particularly original, advice on designing adventures.

After all this preparation, chapter seven, 172 pages long, finally sets forth the playing rules. Character attributes are determined by rolling 3D6 and include physique, agility, endurance, intelligence, faith, piety, mana, charisma, bravery, greed, lust, and selfishness. After all this, you determine your star sign, social class, leadership ability, literacy, languages, and background. Next, there is a table for astrological modifiers, and a Bogey Table to add personality quirks; finally, you add the skill ratings for riding, swimming and climbing, tracking, stealing, and singing, which vary markedly with your occupation and social class.

Incidentally, this is a very malechauvenist game. Women are relegated to traditional medieval roles and severely limited in what they can do. I doubt that this will be a real popular game with the ladies!

If making a character hasn't already worn you out, you'll probably be dismayed to find that the rules on exactly how to go about it are not very

clear in many places. I often had to re-read the sections several times, and, in some instances, I was forced to guess at what to do. I had the impression that the authors throughout this work were assuming I already knew a lot about their system and how to use it. Since I didn't, it was tough going at times to figure out; this is a major drawback to this system as a whole.

The role-playing rules, combat procedure, and magic system which followed weren't much of an improvement. I found them complicated and tedious. Most actions required consideration of multiple adjustments and modifiers with time-consuming calculations at every step. Spell-users have to make up their own spells, taking into consideration many different variables. Like the character-generation section of the chapter, this part was also very hard to comprehend; it was not clearly presented, and little important bits of vital data seem lacking in many places.

Being accustomed to the simple world of copper, silver, and gold pieces from other games, I found the FW monetary system a shock! It uses Gold Sovereigns, Silver Marks, Ducats, Florins, Shillings, Groats, Pennies, and Farthings. This sounds like the list of speakers at a Halfling convention! A list of commonly purchased items and their prices (usually in florins) is given; the prices are allegedly taken from authentic medieval and dark age accounts.

(continued on p. 93)



WHAT EVERY ADVENTURER NEEDS!

by Paul A. Denisowski

One of the ever-growing problems in my campaign is the over-accumulation of wealth by the players. Personally, I like to run a medium-level campaign, so I try to relieve (some of my players call it steal) money from the players. One of the best ways to do this is for them to buy with it, and my players do that well. My favorite way to do this is through Solec the Merchant. Solec deals in all types of useful (and many useless) items. Below are some samples of his stock. You may notice that the prices are outlandish, but, if your player only buy 5% (which they probably will), it works out okay.

10 Glass Beads	12 SP
10 Golden Beads	5 GP
Small Pewter Orc Figure	75 GP
Bottle of Ratbrain Wine *	96 GP
Jade Nose Ring	13 GP
Rabbit's Foot	18 GP
Stuffed Baboon **	16 GP
Miniature Copper Gong	13 GP
Silver-plated Comb	8 GP
Suit of Orc Chainmail	25 GP
Gold Thumbscrews	65 GP
+/-2 Plate Gauntlet (left)	80 GP
Hobgoblin War Flag	200 GP
Ivory Whistle	8 GP
4' x 4' piece of Red Velvet	6 GP

* This is my Favorite

** Another Favorite

Then, again, the Judge who pities his players (don't we all) may want them to buy useful items. Below is a list of items that adventurers may wish to purchase. The list in the **Players' Handbook** is just far too short. The prices on these items are much more balanced.

Crowbar, Short	12 GP
----------------	-------

Hacksaw	10 GP
Small Hammer	4 GP
Copper Wire, 20'	5 GP
Nails, 40	8 SP
Hook, Grappling	5 GP
Pick, Mining	10 GP
Comb	3 SP
Sword Belt and Sheath	5 GP
Lock and Key, Iron	4 GP
Bench, Wooden	10 GP
Chest of Drawers	25 GP
Chair	6 GP
Padded Chair	9 GP
Short Table	10 GP
Medium Table	20 GP
Large Table	40 GP
Saw	2 GP
Pliers	6 GP
Wire Cutters	5 GP
Scissors	1 GP
Chain, 20'	6 GP
Wooden Pegs, 20	3 SP
Mallet, Wooden	5 SP
Net, 10' x 10'	5 GP
Blanket	2 GP
Razor	1 GP
Cage, Small, Iron	50 GP
Cage, Medium, Iron	75 GP
Cage, Large Iron	150 GP
Armchair	10 GP
Padded Armchair	15 GP
Chisel	10 SP
Tin Flask	15 SP
Shovel	8 GP
Bowstring	2 SP
Tarp	4 GP
Sack, Shoulder	3 GP
20 Linen Bandages	2 GP
Smoking Pipe	3 GP
Knucklebones	10 GP
Splint, Wooden	15 GP
Leather Pouch	1 GP
Bell, Small	1 GP
Bottle, Empty	3 SP
Keg, Wooden	8 GP
Cask, Wooden	18 GP

Ladder, 12'	20 GP
Horseshoes, Four	8 GP
Lyre	10 GP
Lute	8 GP
Jar, Small	2 SP
Jar, Medium	5 SP
Jar, Large	9 SP
Bed, Plain	29 GP
Bed, Fancy	40 GP
Braiser	5 GP
Bookcase	20 GP
Small Rug	8 GP
Medium Rug	10 GP
Large Rug	14 GP
Frying Pan	4 GP
Tray	2 GP
Napkin, Cloth	5 SP
Saw, Two-Man	5 GP
Jug, Ceramic	16 SP
Basket, Small	12 CP
Basket, Medium	5 SP
Basket, Large	10 SP
Drums	6 GP
Canteen, Quart	1 GP
Purse	2 GP
Cauldron	15 GP
Pipeweed, Pound	1 GP
Vial, Empty	4 GP
Mug, Ceramic	3 GP
Plate, Ceramic	2 GP
Bowl, Ceramic	1 GP
Pitcher, Ceramic	5 GP
Knife, Pewter	2 GP
Fork, Pewter	3 GP
Spoon, Pewter	4 GP
Pitcher, Pewter	20 GP
Mug, Pewter	10 GP
Horn	7 GP
Quill Pens, 12	5 SP
Ink Bottle	1 GP
Coffer, Wooden	18 SP
Coffer, Iron	1 GP
Nightstand	15 GP
Whistle	2 GP
Padded Bench	15 GP

(continued on p. 93)

(continued from p. 92)

Small Carpet	15 SP
Medium Carpet	1 GP
Large Carpet	2 GP
Small Pot	14 SP
Medium Pot	1 GP
Large Pot	2 GP
Lye Soap, 1 Bar	3 CP
Flagon	2 SP
Stool, High	7 GP
Stool, Low	4 GP
Desk	15 GP
Candle Holder	3 GP

My players are a stylish bunch and like to personalize their wardrobe. Therefore, I have included a list of clothing types and costs for the fashion-conscious adventurer.

Loincloth	10 SP
Long Pants	3 SP
Shirt	2 GP
Blouse	4 SP
Scarf	3 SP
Cape	4 SP
Gloves	3 SP
Dress	14 SP
Toga	10 SP
Tunic	4 SP
Short Pants	1 SP
Robe	6 SP
Sandals	1 SP
Coat, Heavy	5 GP
Coat, Light	2 GP
Apron	9 SP
Gown	2 GP
Vest	9 SP

I hope you have as much fun robbing your players as I have taking money from mine. Feel free to scale the prices to your needs and add any items you wish. Keep your players poor!



(continued from p. 8)

The girl smiled faintly. "Maybe I didn't think that was a wasted blow, Antius. I admit I lied to you and tricked you, but I didn't want you dead; I just wanted the use of your skills against Ulfo. You may think a thief has no honor. Well, I wouldn't have felt guilty about picking your pocket, but I was touched that you were willing to trust me and help me at the tavern. I wanted both of us to leave the house alive."

Antius grunted. "Well, we did it, but just barely. Do you think you'll be able to make it if I carry you to the tavern? It's not far."

Letina's blue eyes widened. "Why, I --- I think so. But I didn't think you followed me all this way to rescue me!"

"Good; the tables have turned. I've tricked you this time."

They smiled at each other, then Letina's eyes filled with tears. "I don't know what to say," she murmured.

"Don't say anything. And don't try to pick my pocket. Our adventuring group can use a talented thief, so long as we can trust her."

She clasped her arms around his neck as he lifted her off the snow.

"You can," she whispered.

They disappeared into the swirling snow.

(continued from p. 91)

The last part of the book is a medieval bestiary which presents an interesting, if limited, array of different monsters. Many of these are quite unusual and fantastic. My favorite was the Bonnacon, a timid beast which "when he turns to run away he emits a fart with the contents of his large intestine which covers three acres. And any tree that it reaches catches fire." And Dragons think their breath is bad!

The cover jacket of this book acclaims it to be the highest level of all. In reality, I didn't feel it was all that great a playing system. The rules are the principal shortcoming, being very complicated and unclear. The book is interesting, however, for the great amount of factual material it contains about the middle ages and for many of the interesting ideas it presents. DMs and Judges will probably find it useful and interesting, but, as a game, it will appeal only to those dedicated players who must have total realism at whatever cost to playability.





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The Three of Cups

by Glenn Weeks and Mike West is a fictional short story involving two men as they are pitted against each other until a common enemy brings these two together in a very stirring fight to the finish.

Kag's Joy

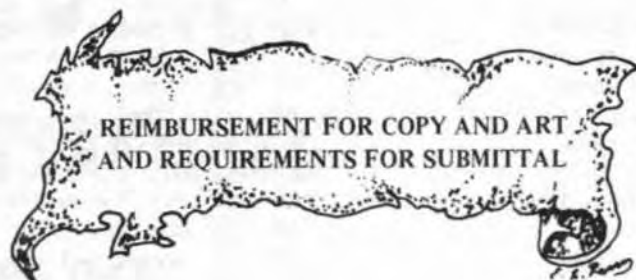
by Richard L. Staff is a mini dungeon for Tunnels and Trolls. Kag's castle has been overrun by a large group of Orcs and Half-Orcs. Baron Kag has been forced to flee with his family and a small band of followers. The Orcs have caught up with them and slain all of the family members but Kag's daughter Joy. Will you catch up with the evil band of Orcs in time.

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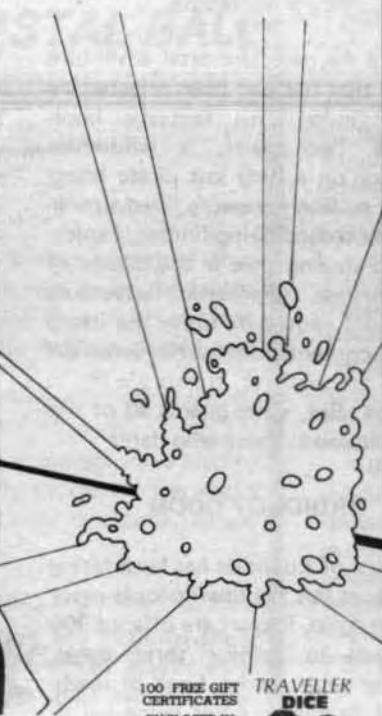
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