



DETRASUS



FICTION

REALM OF SAVAGERY pt. 1

JAN BEE LANDMAN

FEATURE

THE DARK AGES

PAUL A. DENISOWSKI



CITY-STATE
CAMPAIGN
INSTALLMENT
INSIDE

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pt.1 DEMONS OF DUNDURN

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IMPERIAL

Pegasus

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HORSE FEATHERS

Editorial

Hello, Faithful Readers! By the time you are reading this, two new products, **Kelandor's Gold** and **Jungle of Lost Souls** will have been released from Judges Guild, and several more are in the composing department, most notably **City State of Tarantis**, which we hope will be well received by you gamers.

I apologize for the delay in getting out issue 10 of the **Pegasus**. With the cutbacks in our production staff, Bob and I just can't get everything done and out as we once did. We look forward to an improvement in the economy so things can get back to normal, but, in the meantime, we will do our best to get the **Pegasus** to you on time. I hope you will be patient. To anybody who has sent in fiction, general articles, or reviews, we have a new editor for that material. His name is Mike Madden, and he will be the managing editor. I will still continue my position as Editor in Chief, but I won't have to write as many letters as I once did, giving me time for other mischief, such as writing **City States**.

Despite the delays, we have a varied **Pegasus** for you which I think you will find enjoyable. First, we have an excellent fictional piece by Jan Bee Landman of the Netherlands entitled "This Realm of Savagery." This gripping tale is in two parts (and we have the other part) and will be continued in issue 12.

In issue 6 of the **Pegasus**, we had an article by Paul Elkmann about rules for the game, **Kaissa** from the **Gor** series by John Norman. After its publication, I received a phone call from Jeffrey J. Shaffer, who had developed the game many years ago and had it copyrighted. He asked if he could write a cover letter and send us a copy of the rules to be published in the **Pegasus**. Of course, I said that would be great, so, on page 10, we have the complete rules to **Kaissa**, the Game.

Also included is a copy of the ballot for the Origins Awards Nominations. The final ballot is voted upon only by members of the Academy of Adventure Gaming Art and Design, but, by nominating your favorite game or play aid of 1982, you might place a virtually unknown piece on the final ballot. You may make copies of the ballot for your friends so that they may vote. You may only vote once, and be sure to vote only in categories with which you are familiar and for games that you are certain were released in 1982.

"The Book of the Forgotten Bard" is a piece on arms and armor which describes the weapon or armor and gives its characteristics and some history of the piece. If you have tired of the same old thing or have run out of new ideas, here's a collection that could prove useful to you.

"Hanging Out in the City State" is the second part of a six-part history of the Lands of the City States, the City State of the Invincible Overlord, and the City State of the World Emperor. We may have to include the history of the City State of Tarantis at a later date after the product has been released to make this history truly comprehensive.

"Crypt of the Living Dead" is a **Melee/Wizard** adventure. The evil Wizard, Anarchia, has stolen the fabled Crystal Skull from the King's castle. As Anarchia flees to the Dark Mountains, a stout group of adventurers assembles to return the artifact to its owner. Treasure and magic go to those brave enough to dare the wrath of Anarchia and return the Skull to the King.

Some of you may be old enough to recognize the title of Kim Kanitz's article, "As the World Turns," from an old television soap opera. Don't let the title fool you! The article is an alternate calendar to add to your fantasy campaign.

The installment for this issue, "Rumors at the Wayfarer's Inn" could be three or four adventures in one. It is designed by the staff of Judges Guild to provide several avenues of adventure, as well as a complete description of one of the Inns in the City State of the Invincible Overlord!

"Rolling Against Attributes in AD&D", an article by one of our regular contributors, "Mad" Roy Cram, is a system for using the attribute rolls in **AD&D** to allow greater flexibility and more realistic variety in game situations. We think you will find it very useful.

We also have a very informative article by Paul Denisowski, another of our regular contributors, titled "The Dark Ages." It describes some of the differences between some role-playing games and real life during the Dark Ages, a time in which many role-playing games are set.

"Kag's Joy" is a mini-dungeon designed for **Tunnels and Trolls** by Richard L. Staff. Baron Kag's castle was overrun by a large band of Orcs, and, during the battle, the Baron's daughter was captured and carried away. The Baron could really use a hand in getting his daughter back from the clutches of these evil creatures.

"An Alternative to Services in Traveller" provides another choice to joining the military or becoming a poor, unskilled wanderer on some planet. This **Traveller** article was written by Gerry Matson.

To spice up and enlarge upon the cities and villages encountered by your players during the course of a campaign, we have an article by Daniel J. Henley called "Make Your Cities Come Alive." The use of his suggestions should make your villages more than just a place the adventurers go to find out about an adventure somewhere else.

"The Three of Cups" is an entertaining fictional piece by Glenn Weeks and Mike West about a pair of adventurers who meet for the first time in an Inn and take an instant dislike to one another. You may hear more from the two in other issues of the **Pegasus**.

That about covers the contents of the **Pegasus**! See you next issue!

Editor

THIS REALM OF SAVAGERY

by Jan Bee Landman

The vapor that steamed up from the buff-colored swamp water just before sunrise was so dense that it limited the view to a couple of yards. The large, distorted stems of the towering plants acquired something grisly in the fog, like emaciated bodies stiffened in violent spasms of death.

Slowly and cautiously, a small patrol of Galactic soldiers moved through the veiled world. They waded up to their knees in the lukewarm water. With every step, the soggy bottom sucked at the soles of their boots, compelling them to use force for every next step. Exhausting it was, and, although their air-conditioned suits worked at full blast, their faces gleamed with sweat behind the transparent visors of their helmets.

Firmin Lollo walked point. His weary, blood-shot eyes moved restlessly, peering into the vaporous shroud. Each time he put down a foot, it was with a slight hesitation, filled with the terror of the mines that could rip him apart at any moment.

Of the eight men forming the squad, he was least suited to walk point. Quiet by nature, dreamy, and a bit slow, he had been given the nickname, "Sluggo," which was not altogether unjustified but bothered him a good deal for he did not feel sluggish at all, just a bit of a poet, and that was exactly what he looked out of uniform: a long, lanky boy with melancholy eyes and golden locks that curled about his head in a slightly feminine style. Now, in battledress, he could only be distinguished from the others by his gingerly movements. He always suffered from belly-aches when walking point; this time was worse than ever. The weird shapes that kept looming out of the fog played havoc with his nerves. Repeatedly, he thought he saw something move. More and more often, he fingered the trigger of the gun that he carried in front of his chest. Behind

him, he could hear the others whisper and even chuckle at times. He cursed himself. Why couldn't he be more like them; why did he have to be such a damned coward?

Suddenly, an alarm signal whistled inside his helmet. He stopped and hissed a warning over his shoulder. Instantly, the others were silent, gazing about at the strangeness of the fog-bound vegetation.

Firmin drew his scanner from a pocket and studied the small screen. Nearly opposite to where they stood, there appeared to be an enemy; it was motionless and probably lying in ambush, but, as Firmin looked at it, the small spot on the scanner began to move in his direction. At the same time, he heard soft, splashing sounds behind him. Richard came up, looked over his shoulder, and grinned.

"Walking straight into us," he said, releasing the safety on his gun.

Firmin grinned back nervously.

In silence, they looked in the direction from which they expected the Droon. Minutes passed. The sun came up and colored the vapors golden, a haze of glowing light in which the tortuous stems became even less visible than before.

Firmin had trouble breathing. Any moment, now, the Droon could appear. He hoped it would not be in its true form because that always made him sick, gruesome as it was.

The silence was all but complete. Somewhere in the distance, a swamp duck quacked and was heard no more. The glowing mists began to dissolve.

Suddenly, she stood in front of them, a stunning beauty of a woman, startled for a split second but recovering instantly and breaking into a seductive smile. Firmin was too surprised to shoot, but Richard's gun barked at once, and a chunk of napalm smoked toward the woman and struck her just as her form began to expand.

There was a loud "Poof!", a maniacal howl, and, as flames leaped up from it, the woman's body swelled to the monstrous size of the actual Droon clawing madly at its attackers with its tentacles while it turned into a roaring fire.

Firmin shuddered as he watched the metamorphosis, which he had not witnessed before. The other soldiers broke into whoops of triumph. Richard stood watching the rapidly dying fire with arms akimbo. Grinning proudly, he accepted the praise of his buddies. Then he turned to Firmin with a sneer.

"Why didn't *you* shoot, asshole?"

Firmin lowered his eyes.

"Well, uh, I . . . uh, . . . I didn't really know what to do."

"Aw, let him be, Rick," someone said. "He's just a rookie. He'll learn."

Richard shook his head like an old, sagacious man, turned, and walked on.

"I'll take point. This guy is able to walk . . ."

It was as if an enormous rock plunged into the water behind him. A pillar of water sprung up and opened out like a flower. Richard was gone. After a few, unending seconds, bits of him rained down all over the place with little, hard splashes.

Firmin retched. A mine. Richard had stepped on a mine.

"Holy shit," someone cursed.

"Christ no, not Rick!"

Firmin had to throw up. With unruly fingers, he wrenched loose his helmet just in time to keep a surge of burning vomit outside his suit.

"Will you look at that," said an acid voice. "Little miss Lollo has become unwell."

"Leave him alone," said another. "He can't help it."

"Can't he, now? Why the hell wasn't he walking point, then?"

"Shut up. Try and find Richard's dog tag."

On his knees, Firmin sat in the

tepid water. His head seemed crushed, as did his guts. This nightmare could not be real. Not his buddy, Richard; not through his fault. If only he had shot the damned Droon himself, Richard would not have taken point. He would have lived. But then he, himself, would be dead. Was that what he would have wanted? The answer almost made him sob.

Someone dragged him to his feet and shook him. When he looked up, he saw it was Sylvane, a half-caste from Torricelli Gamma, his bald, skull-like head gleaming like old ivory behind the visor, his green, cat-like eyes inscrutable.

"Come on, Slug," he said in a rough but kindly tone. "Let's go."

With feeble knees, Firmin let himself be dragged along. Stupidly, he looked about him. The vapors had all but dissolved. On both sides of the swamp rose the blue-green mountain ridges, still steaming with morning mists.

After half an hour's struggle, the squad reached an elevation in the water, Hill 24, a small, round, grass-clad island enclosed on three sides by the chaotic swamp brush. Straight ahead, the tangle of vegetation opened out into a wedge-shaped lake reflecting the deep blue sky.

On the island, the men flopped down, exhausted, took off their helmets, and lit up cigarettes.

Firmin went to sit away from the others with his back toward them. He felt miserable, ashamed, a dirty coward, too bad for words. With bleary eyes, he gazed into nothingness. He could not understand the cruelty of a fate that had put him, of all people, on Malheur, this godforsaken planet on the very outskirts of the Galaxy, to hunt those murderous spooks. Two months ago, he had still been walking about on his dad's farm, barefoot, toting pails of cattle feed, and worrying about the chances of Emmy-Lou wanting to go to the village fair with him. It seemed impossible now. No, it must have been someone else, not the same guy who had driven his buddy into death just now. That other fellow had worried about school papers, acne, ballgame scores, and video breakdowns, rather a far cry from the murder of a good friend.

Unwittingly, he groaned, causing the others to look his way and to make faces at one another. But, he reasoned,

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they had been here so much longer. Some had been here as many as six months, and, in the fight against the Droons, that counted for six years, six lifetimes, six centuries.

One of the soldiers rose and joined Firmin. It was P'nBur, a hefty colonist's son from New Attica. His broad, sun-tanned head bore the pale scars of a close encounter with the Droons, as if someone had drawn a fork through the flesh of his cheeks crosswise. He put an arm around Firmin and offered him a cigarette which was refused.

"Don't take it so hard," said P'nBur. "It wasn't your fault."

"Sure it was. If I had walked point..."

"You might have stepped over it."

"Bull!"

"No way. I've seen the last man step on it. This here is just a numbers game, kid. Only there's no damned thing to win."

Firmin shook his head stubbornly.

"It was my fault."

P'nBur shrugged his shoulders and used the smoldering end of his cigarette to light another.

Firmin fought back the tears that were swelling bigger and hotter in his eyes. He managed with difficulty.

"Truth is," P'nBur said, "that I couldn't shoot the first time either. It came at me like three little kids, holding hands. I just couldn't believe it, even if the stench was unmistakable. I hesitated. Next moment, it came at me like a landslide. Then, too, it was Richard who fired. Odds were I would burn together with that spook, but I got lucky. It fell over backwards, though not without leaving its mark." He rubbed one of his mutilated cheeks, grinning.

Firmin said nothing, still struggling with his tears.

"It was much harder then than it is now," P'nBur went on. "We didn't have those scanners yet. You could only go by the smell."

"The smell?"

"Yeah. Without scanners, it's the only way to tell a Droon from a native, but you sure needed nerves of steel. You know that their hallucinatory powers are no good inside ten yards. Well, between ten and about fifteen yards, you can smell them, a pungent odor of garlic, but, as soon as you do,

you've gotta pull that trigger mighty fast because, once they're at ten, you've got one chance in a hundred and then..."

"Action!" shouted one of the others. "Here's two coming!"

They all dropped headlong to the ground, putting on their helmets and readying their guns.

On the lake, two Droons had appeared. Across the smooth water, they came sliding straight towards the island. They vaguely resembled the jellyfish that were called Portuguese Men-of-War on earth: enormous, transparent bladders revealing thick, internal veins filled with a blue liquid and half a dozen brilliant red eyes floating about in the plasma. Up front, they were equipped with a wide, trunklike protruberance that was studded on the inside with rows of sharp little barbs: Droons in their actual form.

Firmin suppressed a shudder and aimed his gun.

P'nBur nudged him.

"Easy, kid. They may be natives."

Firmin nodded. That much he did know. One of the most treacherous traits of the Droons was that they not only used their hallucinatory powers to pass as natives but also to make the natives look like them. Especially at the beginning of the war, this had caused many innocent victims. Few young soldiers had enough nerve to let those living nightmares approach to 15 yards, sniff calmly, and then decide on a shot or not. It had often happened that a hissing Droon, on being shot, changed into a harmless native who died horribly. The introduction of scanners cut down on those accidents, fortunately, although it still took a good deal of self-control to let the brutes approach unchecked. To make matters worse, there had been rumors recently that some natives were fighting on the side of the Droons. Firmin found this a little hard to believe because the carnivorous monsters had glutted themselves on the populations. If it were true, it had to be under some pretty stiff pressure.

Intently, Firmin stared at the couple that slid up to the hill in a straight line. Their bodies, having a diameter of at least 7 feet, pulsed slowly; their six eyes drifted together and fused into a single ball of brightly glowing scarlet directed toward the men. Again and again, Firmin checked his scanner, but the screen remained

empty, so they couldn't be real Droons, but, hell, they sure looked it. Their trunks worked spasmodically, producing an ominous, hissing sound. Occasionally, parts of their submerged tentacles surfaced like the convolutions of a spiky snake. To die in the grasp of a Droon was thought to be one of the worst fates known in the Galaxy.

Firmin perspired heavily as he lay and watched. The creatures were approaching the fifteen yard limit. The red eyes flashed, the elastic trunks broadened and opened slightly to reveal the rows of glistening teeth. Firmin tensed his finger at the trigger. Whatever happened, he would shoot at 10 yards.

Then, P'nBur's voice rang out. "Behind you!"

In a reflex action, Firmin rolled aside. The spear thudded deep into the soil in the very place where he had been. Behind him stood the native who had thrown it, now staring, awestruck, into the barrel of P'nBur's gun. Then a chunk of napalm exploded in his face, spreading like a splash of burning syrup over his body. Blind and howling, he tottered about a few steps before he fell back into the water in a sizzling cloud of steam.

"It's happening, but I don't believe it," P'nBur yelled.

Firmin had no time to heed him. Behind the stricken native, the water suddenly teemed with attackers: natives, Droons shrinking into human shapes, natives swelling into Droons. The air buzzed with spears. Tentacles lashed out with their noisy rattle.

For a brief second, Firmin hesitated, but then his gun came alive, turning into a dragon snake, a fire-blasting phallus.

Within seconds, the water was boiling with fiercely-burning Droons and flame-ridden natives. P'nBur and Firmin scattered their lethal projectiles much faster than the enemy could replace its losses. Still, one Droon broke through; its tentacles grabbed P'nBur, dragged him toward the trunk, which yawned, and worked him inside with a hollow, slurping sound.

Horror-stricken, Firmin stood looking at the form of P'nBur struggling inside the transparent globe like an insect in a drop of water, rapidly turning bloody red as the digestive juices attacked his flesh. Firmin had no choice. He pulled the trigger, and the Droon blazed up together with its prey.

Blindly, sobbing and cursing, Firmin started to spray his fireballs about in a wild frenzy until way beyond the moment that the last enemy had disappeared among the tangled vegetation. He did not stop until he had emptied his magazine. His eyes were blurred; vomit dripped down his chin. On the verge of madness, he looked round through the cracked visor of his helmet, viewing the world as if from behind a cobweb. Hill 24 was blackened and covered with craters, all with a diameter of about 7 feet, the final resting places of the burned-out Droons. Here and there lay the charred, smoking remains of natives, obscene in their mutilations. The squad had been reduced to three men: Sylvane, Firmin himself, and Thuloc, a blue-skinned cyborg of Halcyon 27.

With slow deliberation, Firmin uncoupled his helmet and threw it from him. The silence surrounding him was great and terrible; the sour-sweet scent of napalm was revolting. He buried his head in his hands. This was not what life should be like. This couldn't be what he had been born for. He ought to be on Orlan now, running through the wet, early-summer grass with his dog barking gleefully at his side, warm sunlight on his skin, his teeth bared in laughter, and shoots of grass in his mouth instead of this bitter vomit. God, oh, god, what a handicraft this was!

The missing squad members had disappeared without leaving a single trace, as if they had never existed.

After some time, a calm hand sought his shoulder. He started and looked up into the yellow face of Sylvane, who looked stunned. In his emerald eyes, the pupils had distended into big, black orbs, blurred and rigid, gazing into an abyss of hell.

"Come on, Slug," he said tonelessly. "We gotta get back. Thuloc's been hit. We gotta get him back to camp."

Firmin rose mechanically, keenly aware of the fact that, at this very moment, night was falling on Orlan, perhaps the very night of the village fair. The market square would be decorated with strings of pearly lights; the bands would be tuning their instruments for the last time, and, from all sides, fair-goers would come strolling in out of the blue dusk, all scrubbed and polished till they shone in their Sunday best, greeting one another hap-

pily, the womenfolk laughing and excited, the men even more taciturn, stiff, and self-conscious than usual. The village fair. But, this time, there would be an empty spot, a vacant chair, and a glass untouched. His Sunday suit would remain hanging in the wardrobe like a lonely suicide. His dog, always taken along, would now be left behind uncomprehending, tied to his doghouse and barking furiously at first as the folks disappeared from sight but gradually subsiding into soft whimpers and, finally, mournful silence with its head on its forepaws. And Emmy-Lou? Would she be thinking of him? Would she look up occasionally at the star that, to her, would seem only a flake in a glittering snowstorm and was, to him, a glaring sun? Worst question of all, who would be taking his place in her arms, dancing?

He clenched his fists while he followed Sylvane to Thuloc, whose right arm was largely stripped of flesh, revealing strange patterns of subcutaneous cells like a honeycomb. His round head with the silvery, compound eyes shone with the oily liquid he emitted by way of sweat. He uttered soft, tremulous sounds.

As best he could, Sylvane tended to the injured arm, spraying it with sterile foam and wrapping it in foil. After that, he gave Thuloc an injection that put him back on his feet, and, in a few minutes, they were able to move out.

The way back led through purgatory. All three were on the verge of exhaustion. They no longer had their helmets, so the heat of the sun pounded upon their skulls. The only fireball left to them was in Firmin's gun, which meant that any encounter with more than one Droon would be fatal, so the fear of an ambush accompanied them like a sinister shadow. Countless were the times that they stood, petrified, to stare at a grotesquely-twisted tree trunk.

After the swamp, they reached the jungle, a shady hothouse full of angry insects, stealthy movements, and sounds. Fortunately, by that time, their fatigue had dulled their senses so much that they stumbled on in a near stupor.

At times, Firmin thought that an ambush and a quick, if horrible, death would not be such a bad thing compared with the outdrawn torture that walking had become. The large blisters on the soles of his feet had long ago

been broken, skinned, and scraped into raw wounds that wrenched slow needles of pain into his bones with every step.

At the end of the afternoon, they reached an auxiliary post: a small, unmanned bunker in the middle of nowhere which could only be opened by a magnetic code. Inside, they would at least be safe for the night. However, other units appeared to have beaten them to the usual supplies, for these were all gone, so they had to make do with what little they had left to treat their tormented feet before they fell into an exhausted sleep.

That night, Firmin dreamed of Droons only, nothing but Droons: large ones clogging the seas like jellyfish, small ones as raindrops sliding down window panes or as glassy cockroaches on walls and floors.

The next morning, he awoke with a shock as if he had fallen from some height on his back. In the grey gloom of the bunker, he found he was panting for air in the thick atmosphere soured by the smell of sweaty, unwashed flesh.

He did his best not to think of Droons and started to fantasize his return to Orlan, but, being so far away in space and time, it made him so depressed that he preferred thinking of Droons or, better yet, of nothing at all. It was not easy for there would always be other spectres to fill his mind. Either the memory of Richard stepping to his doom as he shook his head at Firmin's yellowness, or of the delirious fight on Hill 24, or the distorted image of P'n-Bur being digested alive crowded into his thoughts and made him wince. Agonizing thoughts they were that kept plaguing him like mosquitoes, incessantly, inescapably.

He was thoroughly glad when, at last, his companions awoke. Thuloc was in a bad state. His blue color had faded, and the wounded arm no longer functioned.

After a hasty breakfast, they moved on.

Firmin was more nervous than ever. Fear crept back into his blood, stole his breath, and caused a vague tickling sensation on his back, as if small insects were grubbing just under the skin. His pace became uncertain, his eyes furtive.

All around reigned the sombre majesty of the forest, close, shady green, full of rustlings and stealthy movement as though the growing of the 8 Pegasus

foliage was not only heard but also seen.

In vain, Firmin grappled with his fear. Shivers kept coming and going through his body. His motions were cramped. Something awful was about to happen, he knew for certain; he felt it. The Droons were lying in wait for them somewhere, waiting for the right time to strike. Any moment, a tentacle could shoot out of the underwood. He kept on breathing deeply and slowly, but he never seemed to get enough oxygen.

It was hard going. The path, or what passed for it, was covered with a thick layer of dead and rotting leaves, into which the men sank up to their ankles, releasing malodorous puffs of dankness. They trudged on laboriously, slowed down by Thuloc, who was fading visibly. All color had left his skin; the silver gloss of his eyes turned dull and gray. Sometimes, he would groan that they should leave him, but neither would hear of it. Sylvane proved himself the natural leader, always in front and alert and always able to find a place to hide when Droons were in the neighborhood. In one hand, he held a scanner while he supported Thuloc with the other. His bony head gleamed; his pupils had regained their normal slimness though slightly oval in the shaded light.

In spite of everything, the three men progressed but ever more slowly and with increasing stumbles because they had to take the weakening Thuloc between them. They had, perhaps, no more than three miles to go when Thuloc broke down completely. Delirious, he sank to the ground and lapsed into a gibbering version of his native tongue.

Firmin and Sylvane regarded each other in despair. They hardly had the strength to stay on their feet themselves, let alone carry someone else for three more miles.

"I'm spent, Syl," Firmin said. "So am I, Slug, but we've gotta get him back."

Firmin nodded, more from his weariness than from agreement. Tired he was, so tired that it seemed it would be a joy just to keel over and lie in the dirt, simply waiting for death or any other kind of deliverance. He felt he was too tired for fear, but, when Sylvane's scanner beeped a second later, it was back in his throat more viciously than ever.

"Droons," he moaned. "What do we do now?"

Without pausing to answer, Sylvane grabbed Thuloc by the arms and dragged him up.

"Grab his legs," he whispered.

Firmin obeyed, and, the next moment, they were staggering through the brushwood, which was more widely spaced here. They did not get far, however. Firmin was indeed spent. His legs buckled under him, and, after a few stumbling steps, he fell headlong, dragging the two others along in his fall.

Sylvane bounced back to his feet immediately and cast Firmin a half-despairing, half-accusing look.

"Come on, Slug. Come on. Just one more try."

But Firmin could not even shake his head any more; it sagged down into the bitter soil.

Sylvane looked about. The terrain was quite uneven here, with several shallow depressions. At once, he dragged Thuloc to the nearest, returned to Firmin, dragged him to another hole, and sought cover in a dry ditch himself.

In his hole, Firmin remained as Sylvane had left him, on his belly with arms spread out and his gun uncomfortably beneath him. Sick with fatigue he was, out of breath, and giddy. It took a long time before he came to himself a little and regained awareness of his surroundings: the surly jungle sounds, the buzz of insects, the faint rustlings, all kinds of small cries of wild creatures.

Cruelly, his fear ripped through the daze of weariness. The Droons! They had to be close. The worst death of all might be only minutes or yards away. He grabbed hold of the earth and trembled. With little, nervous jerks, he lifted his head to peer over the top of his hole. Just in front of him stood a small bush with big, floppy leaves on which bright red bugs scurried about in frantic hurry. A little further away stood larger shrubs of the same kind, and, beyond those, thorn bushes and mossy trees gradually dissolved into a greenish obscurity in which the Droons might be approaching.



BOARDING PARTY



For years before the departure of the Colonizer Ship Ulysses, mankind had been locked in fierce and deadly combat with the "DESTRUCTORS" — robot ships programmed to eliminate all forms of life. In an effort to overcome the effects of these attacks, the inhabitants of Earth had redoubled their colonization attempts by firing huge Colony Ships — each of which was a deadly and utilitarian cross between a dreadnought and a cargo ship — on a daily basis. And now, after five years of travel, the Ulysses still continued its search for a habitable planet in the Orion system.

No one could have known that anything was amiss before the DESTRUCTOR cruiser materialized in the dead void and opened fire on the Ulysses. And then, much more quickly than any human could react, the interlinked computer networks of the Ulysses locked onto their target and returned the fire, the colonizer's phasers stinging sharply through the blackness. Within a matter of seconds, both ships were disabled and drifted aimlessly through space, two huge masses of metallic impotence. The one hope that remained was that the humans could board the cruiser and destroy it from within . . .

The stage is set for the ultimate confrontation between man and machine!

BOARDING PARTY depicts the actions of the crew of the C. S. Ulysses as they try to save their colonists from the DESTRUCTOR cruiser. Basically a solitaire game in which the DESTRUCTOR robots move randomly and the player controls the Ulysses' crew after boarding the cruiser, **BOARDING PARTY** makes an exciting and challenging two-player game as well! The game contains a full-color map of the interior of the DESTRUCTOR cruiser, 54 die-cut playing pieces and comprehensive rules of play; and at \$4.95 our Pocket Games just might be the best deal available.

BOARDING PARTY

Available in fine hobby and game stores everywhere.

Only from

TASK FORCE GAMES

The NEW FORCE in gaming.



KAISSA



THE GAME

Dear Mr. Holmer,

Thank you for taking the time to talk with me on the phone and also for allowing me to submit the right rules for **Kaissa, The Game** to your magazine.

The reason I call our rules the right rules is because, as of 1979, we achieved both copyright and pat. pend. status. As of this year, 1982, the name **Kaissa** was trademarked and registered to Port Kar, Ind.

They are also the only rules that will be accepted by O.A.K., the Original Alliance of Kaissa, a mother organization with chapters in Oregon, Washington, California, and Florida.

O.A.K. was set up to promote city, state, national, and international tournament playing of **Kaissa, The Game**. It was also set up to recognize and promote master status of players, similar in guidelines to the organizations devoted to Chess.

As you already know, **Kaissa, The Game** as a concept was originally exposed in the works by John Norman, the Gor series. As it was exposed in the Gor series, it was an incomplete concept. I extracted that concept and added one year's worth of research and development. What I came up with was

a mathematically pure and logically correct format that is being played in four states and Mexico, all in the same format.

Unlike Chess and Mr. Elkmann's Kaissa game, **Kaissa, The Game**, produced by Port Kar Ind. does not have any miracle moves such as enpassant pawn, castling, power promotion, or stalemate. There will be a definite winner and a definite loser every game. It will only take 1, not 30 or 34 games of play to proclaim a world master. **Kaissa, The Game** is what Chess should have been.

Please don't get me wrong. I am not trying to put down Chess. It is an old institution that is and has been a great game, but it has outlived its own purpose.

When world class Chess matches are played, it usually takes so many games to finally win that it almost defeats its own purpose. A Chess master can memorize 100 to 2,000 year-old games and proceed to sit down and play them, mostly to draws. The game is not a challenge any more. New Blood is needed. **Kaissa, The Game** will draw that new blood. **Kaissa, The Game**, when understood and played by the masses, will eventually be proclaimed the most strategic board game in the

world today.

As I said before, I am not putting down Chess; I am emulating and evolving Chess to a higher plane of existence. All things must grow or evolve to keep from becoming stagnant. Chess has stayed the same for too long. It is time for Chess to evolve into something greater, **Kaissa, The Game**.

We produce, in and out of our home, two models of **Kaissa, The Game**. One is an Inventor's Original Limited Edition cast in bronze and limited to 1,000 signed and numbered sets; the other is a more earthen set in cloth and wood. The limited edition sets sell for \$1,000.00, and the earthen set sells for \$20.00. We do have wholesale prices also, but they are for wholesale customers who buy in lots.

Enclosed, you will find a rule book for **Kaissa, The Game** and pictures of singles of the pieces in **Kaissa, The Game**. All material you have been sent is copyrighted, and you have my written permission to reprint it in its complete state only.

Once again, thank you for talking with me, Mr. Holmer, and accepting my work.

Respectfully,
Jeffrey J. Shaffer

THE GAME

Originating on another planet in our solar system, **THE GAME**, is their answer to our planet's game of chess. As you look over **THE GAME**, you will notice there are some striking parallels to chess, but that is about as far as it goes.

THE GAME, no one knows who invented it, is far older than the first recorded dates on chess. It is a more complex and demanding game. You might say that, **THE GAME**, is the great-grandfather of chess.

During the last couple of world chess championship

matches between two ranking world masters, it was quite obvious that chess had finally run its course. It took 32 games of play for one master to better the other. That will never happen with **THE GAME**. The complex nature and depth of **THE GAME**, make it close to impossible that any one person will ever be acclaimed master of **THE GAME**. If and when any such championship matches of **THE GAME** ever do take place, it will only take one game, to proclaim a master.

There is no way one can improve chess, but you can play something more challenging, more complex, and something far older, THE GAME.

As one looks at THE GAME, you will see that there are two opposing sides. Red and yellow. Yellow plays first in THE GAME.

The two opposing sides, two cities, each at war with each other. The piece called the home stone in the game, is the most important piece in THE GAME. It represents the heart

of your city. It is that heart, home stone, you have to protect. It is also that heart, home stone, or your opponent's, that you must capture. The end of THE GAME, is when one opponent captures the other's home stone.

All capturing done in THE GAME, is done by directly landing on an opponent's opposing pieces.

* For a more Detailed description of the playing pieces involved in THE GAME, and the playing rules pertaining to THE GAME, read, playing pieces and their movements.

Playing Pieces and Their Movements

The Ubar or king of the city, is the most powerful piece on the board. He is a man wearing a fur robe, a crown, and holding a sword.

He can move, on the board, as far as he likes in any direction, so long as his way is not impeded by another piece.

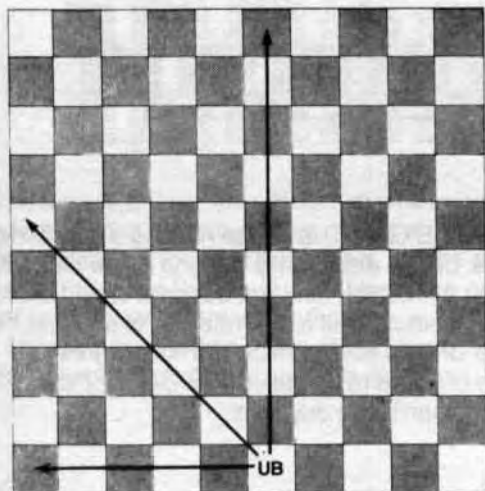
The Ubar is a back row piece and he can be taken anytime during THE GAME. His loss does not constitute the end of THE GAME. That only occurs when the home stone is captured or an opponent resigns. To find his place on the board, see diagram.

The Ubar's woman, the Ubara, functions pretty much like her mate, the Ubar, except that she is restricted to three squares in any one direction, so long as she is not impeded by another piece in her way.

The Ubara is also a back row piece. She stands one crown height shorter than the Ubar. She wears a long dress, a small tiara crown, and has her hands folded in front of herself.

The Ubara, at the start of THE GAME, rests on a square of her own color, next to the Ubar. To find Her place on the board, see diagram.

UBAR

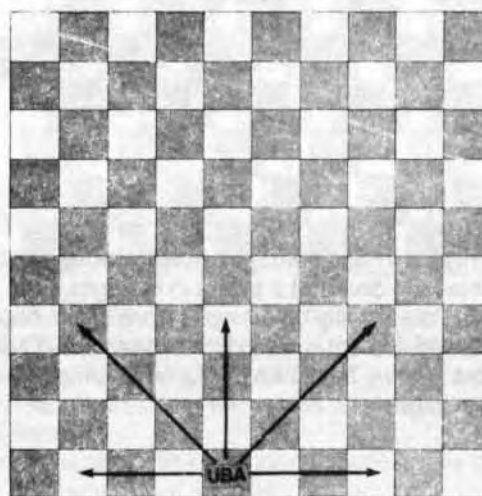


UBAR

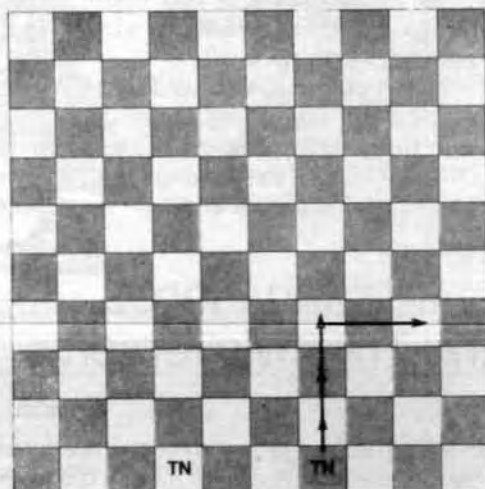


UBARA

UBARA



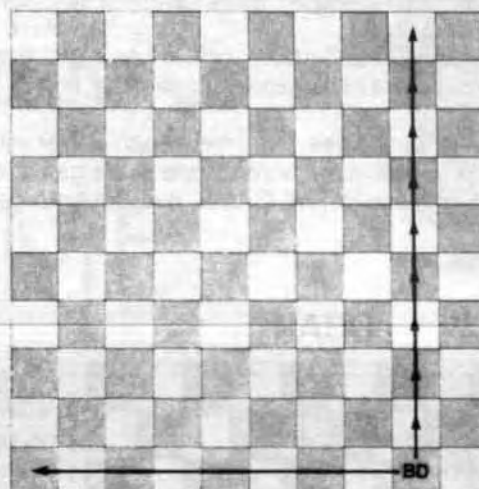
TARNSMAN



The Tarnsman of THE GAME, is the Ubar's most probable right hand man. His moves are three squares up and two over in any direction; he is the only piece on the board that can go over or around another piece.

The Tarnsman is represented by a man sitting on top of a giant hawk. There are two Tarnsmen to a side, one on one side of the Ubar, the other on the other side of the Ubara. To find their place on the board, see Diagram.

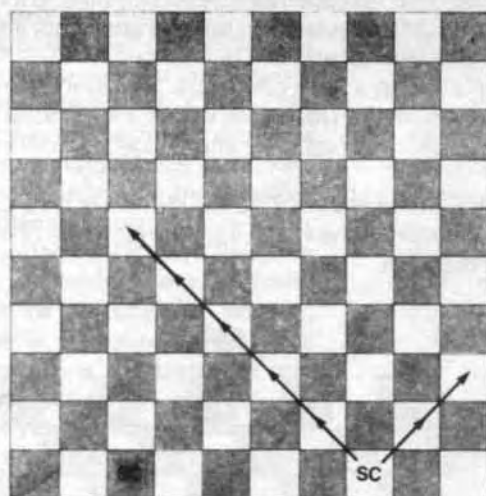
BUILDER



The Builder of THE GAME, is a man holding a scroll. He too wears a robe, but he also wears a round hat or cap. The Builder moves on the board, forward, backward, and laterally in both directions, with no limit to the number of squares he can advance, so long as no one impedes his progress.

There are two Builders to a side in THE GAME. To find their place on the board, see diagram.

SCRIBE



The Scribe of THE GAME is a man in robes holding a ledger in his left hand and a stylus in his right.

He moves diagonally on his color, forward or backward, but is limited to five squares in either direction. There are two Scribes to a side in THE GAME. To find their place on the board, see diagram.



TARNSMAN

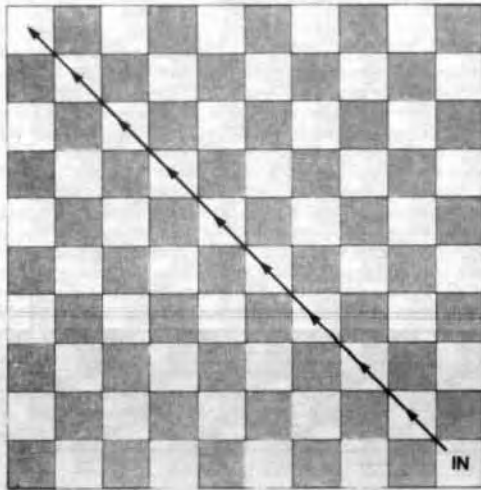


SCRIBE



BUILDER

INITIATE



The Initiate of THE GAME, is a man wearing robes, his cap has a cross on its top. This man is a high priest, and not to be trusted. He too, like the Scribe, moves on the diagonal; except, unlike the Scribe, the Initiates have no limit to the number of squares they can advance, so long as their way is not impeded by another piece. He is also limited to his color. To find his place on the board, see diagram.



INITIATE

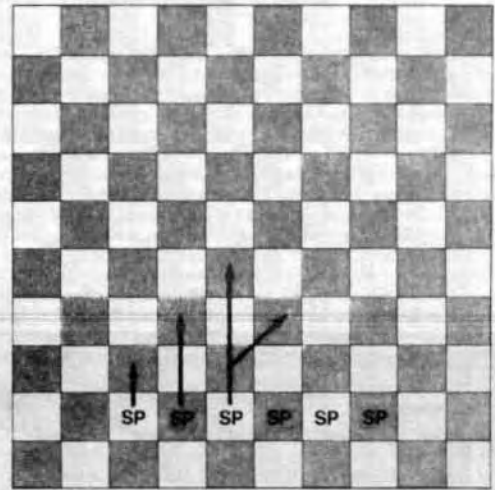


SPEARMEN



RIDER OF THE HIGH TARTLARIAN

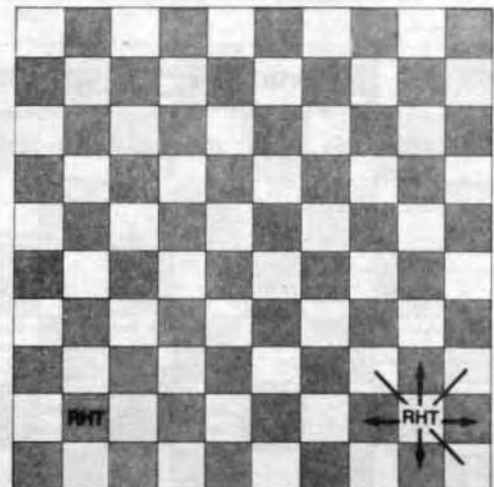
SPEARMAN



The Spearman is the first of the front row pieces. He is represented by a man, holding a large shield in his left hand and a spear in his right hand. He moves forward only and captures only on the diagonal.

On his first move, the Spearman has the option of moving either, 1, 2, or 3 squares forward. After the Spearman's first move he advances only one square at a time, no matter which option he chooses. A Spearman cannot be redeemed for a lost higher piece by advancing him down to your opponent's first rank. This limits his action and doesn't create miracles that shouldn't happen. There are six Spearmen to a side in THE GAME. To find their place on the board, see diagram.

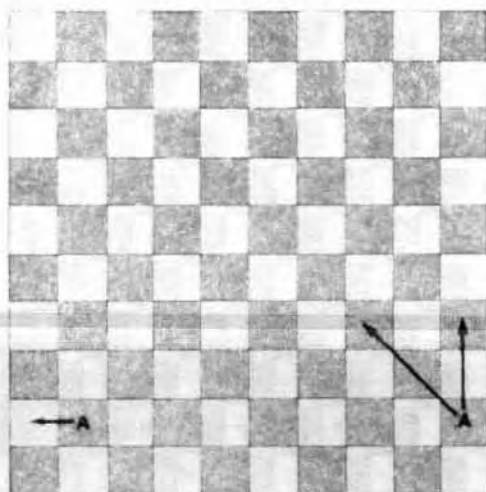
RIDER OF HIGH THARLARION



Flanking the Six Spearmen in the front row, one on each side, are the Riders of the High Tharlaron, or lizard riders. They are represented by a man astride a giant lizard, holding a shield on his left arm, the reins in his left hand, and a lance in his right hand.

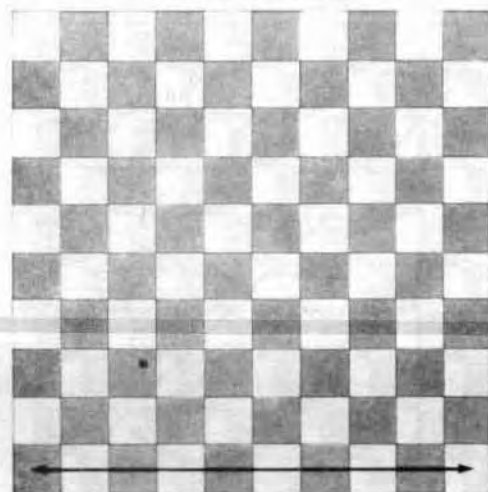
They have the ability to move one square in any direction, so long as their way is not impeded by another piece. See diagram for their placement on the board.

ASSASSIN



Flanking the two Riders of the high Tharlarion, on each end of the front row, are the Assassins. They are represented by a man holding a dagger. The Assassins have the ability to move two squares in any direction, so long as his way is not impeded by another piece. To find their place on the board, see diagram.

HOME STONE



The Home Stone is what the game is all about. It does not start THE GAME on the board, but must be placed on the board after the seventh move and on or before, but not later than the tenth move. The placement of the Home Stone constitutes a move on its own. If the Home Stone is not placed on or before the tenth move, the game is over by default.

The object of THE GAME is to capture your opponent's Home Stone, without losing your own.

THE GAME is over when one or the other Home Stone is captured, or one or the other resigns.

The Home Stone does have the ability to move one square in any one unimpeded direction. It does not however, have the right to capture other pieces.

The placement of the Home Stone on the board is yours and your opponent's choice.

The Home Stone must be placed on the first rank of one's playing field, or as one looks at the board, on the back row of your playing pieces. It cannot be placed on an already occupied square.

COMPLETE BOARD LAYOUT

The board of the game, is ten squares by ten squares, alternating red and yellow squares, just as there are red and yellow playing pieces.

With no more to say about THE GAME, let it begin.

IN	BD	SC	TN	UBA	UB	TN	SC	BD	IN
A	RHT	SP	SP	SP	SP	SP	SP	RHT	A
A	RHT	SP	SP	SP	SP	SP	SP	RHT	A
IN	BD	SC	TN	UBA	UB	TN	SC	BD	IN



ASSASSIN



HOME STONE

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN

OFFICIAL ORIGINS AWARDS NOMINATION BALLOT

for the year 1982, to be presented at ORIGINS '83, July 14-17, 1983, in Detroit, Michigan

(for information about Origins '83, write P.O. Box 787, Troy, Michigan 48099)

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H.G. Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, \$2/year, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may renew by sending their check with this ballot. Canadians may send \$2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US \$2 payable to Bill Somers.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R. Banner, % GDW, Box 1646, Bloomington, IL 61701.

Instructions. Read Carefully: Print legibly or type your nominations. Ballots that are messy, not filled out correctly, or show attempts at stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not make selections in unfamiliar categories. **YOU MUST SIGN THE BALLOT!** And include your address. You may vote only once.

Nominations should be for products produced during the calendar year 1982. Exceptions are permitted for older products which gain significant exposure and acclaim during 1982. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1982. All Time Best nominations are not restricted to 1982, of course.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1982 to mid-March 1983. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Adventure Gamers are encouraged to vote!

Deadline--March 31, 1983

THE H.G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

1. Best Historical Figure Series, 1982: _____
2. Best Fantasy/SF Series, 1982: _____
3. Best Vehicular Series, 1982:
(includes any man-made conveyance,
chariots, wagons, cars, trucks, tanks,
ships, aircraft, spacecraft, etc.) _____
4. Best Miniatures Rules, 1982: _____
5. Best Role-Playing Rules, 1982: _____
6. Best Role-Playing Adventure, 1982:
(dungeons, campaign modules,
scenarios, etc.) _____
7. Best Professional Miniatures
Magazine, 1982: _____
8. Best Professional Role-playing
Magazine, 1982: _____
9. All Time Best Miniatures Rules for
American Civil War Land Battles _____

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

10. All Time Best Miniatures Rules for
Science Fiction Battles: _____
11. Best Pre-20th Century
Boardgame, 1982: _____
12. Best 20th Century Boardgame 1982: _____
13. Best Science-Fiction
Boardgame, 1982: _____
14. Best Fantasy Boardgame, 1982: _____
15. Best Professional Boardgaming
Magazine, 1982: _____
- The following categories recognize
outstanding achievement in adventure
Gaming in general.
16. Best Adventure Game for Home
Computer, 1982: _____
17. Best Amateur Adventure Gaming
Magazine, 1982: _____
18. Adventure Gaming Hall of Fame:
(Previous winners of the Hall of Fame are
Don Turnbull, James F. Dunnigan, Tom
Shaw, Redmond Simonsen, John Hill,
Dave Isby, Gary Gygax, Empire,
Dungeons & Dragons, and Marc Miller.) _____

Name: _____

Address: _____

City/State or Province/Zip or Postal Code: _____

Send in your ballot by March 31, 1983 to only one of the following addresses:

Canada:
Awards, % Mike Girard
RR 1
South Woodslee, ONT
Canada, NOR 1V0

UK and Europe
Awards, % Ian Livingstone
London NW10
United Kingdom

USA and all else
Awards % Bill Somers
PO Box 656
Wyandotte, MI 48192

Australia & New Zealand
Awards % Adrian Pett
Breakout Magazine
P.O. Box 162
Moorool Bark, Victoria
Australia 3138

ACADEMY OF ADVENTURE GAMING ARTS & DESIGN

PRESS RELEASE OFFICIAL ORIGINS AWARDS

for the year 1981

presented at ORIGINS '82, July 23, 24, 25, 1982, in Baltimore, Maryland

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming and the H G Wells Awards for Miniatures and Role-Playing Games. An international Awards Committee of 25 Hobbyists directs and administers this awards system. Nominations are open to all interested gamers. A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, \$2/year, is open to active accomplished hobbyists. Membership guidelines and further information is available for a SASE from Awards POB 656 Wyandotte MI 48192.

The Origins '83 Gamefest will be held July 14-17, 1983 at Cobo Hall, Detroit. Information is available from Metro Detroit Gamers, O-83 Info, POB 787 Troy MI 48099

The Origins Gamefest and the Origins Awards function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R Banner Box 1646 Bloomington IL 61701

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ORIGINS 83 July 14 - 17, 1983 in

Cobo Hall - Detroit, Michigan

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that sponsored Origins 78*

For information send a SASE to:
Metro Detroit Gamers O-83 info
P.O. Box 787 - Troy, Michigan 48099

THE BOOK OF THE FORGOTTEN BARD

Volume One Arms and Armor

by Ronald R. Gross

Prologue

In accordance with the Emperor's command, I, Hy-peirochus, Chief Scribe of the Realm Eternal have, after much study, translated this, the first volume of the set of books, known today as **Dawn's History**, found in the ruined lands which border our fair realm. Herein is what this volume contains to the best of my ability of translation.

Contents

1. Mace of Holiness
2. Mace of Righteousness
3. Mummy Mauler
4. Mace of Blood
5. Mace of Mutilation
6. Hammer of Frost
7. Golem-Destroyer
8. Soul-Shatterer
9. Lightning Mace
10. Orc's Glory
11. Corunet's Club
12. Morning Star of Wailing
13. Dwarf's Doom
14. Elf-Chopper
15. Basilisk Bane
16. Silver Haft
17. Death Kiss
18. Shadow Slayer
19. Sacred Scimitar
20. Elemental Eradicator
21. Cutlass of Cleaving
22. Sword of Weeping
23. Demon Slayer
24. Man-Slayer
25. Gem Hilt
26. Barbarian's Bane
27. Spider-Slayer
28. Sword of Victory
29. Dragon Claw
30. Assassin's Blade
31. Rune Dagger
32. Thieves' Dagger
33. Moon Spear
34. Javelin of Hunting
35. Gold Devil
36. Rune Plate
37. Sun Shield
38. Shield of Absorbing
39. Jerkin of Wondrous Leather

40. Helm of the First Sea Lord
41. Helm of Invulnerability
42. Helm of Berserkers
43. Helm of Crusaders
44. Helm of the Interpreter
45. Crossbow of the Assassins
46. Termination Bolts
47. Sacred Sickle
48. Trident of the Gladiators
49. Discus of Decapitation
50. Flame Whip

Bludgeon Weapons

1. Mace of Holiness

Description: A golden-hafted Mace that is warm to the touch but does not burn.

Characteristics: Famous, Automatic, Rare

Likes/Dislikes: Hates all Undead and Demon worshipers. Loves Paladins and all Lawful Good Clerics

History: These Maces were forged during the first holy war between the sects of Tyrell, God of Light, and Mondrent, Goddess of Tombs. It is not known how many Maces were made or the outcome of the war.

Powers: For those of Good alignment, the Mace is +1 to hit and damage, negating all magic spells thrown at the user that are less than third level. In the hands of a Lawful Good Cleric, it also gives +4 to Saving Throws and can cure light wounds. If anyone of an alignment other than Good picks up the weapon, they immediately receive 1D6 points of damage.

Value: 200,000 GP

2. Mace of Righteousness

Description: A pearl-inlaid haft with steel head

Characteristics: Famous, Automatic, Rare

Likes/Dislikes: Hates Druids

History: Unknown. Thought to have been made in Tamralipti during the Cleric-Druid War.

Powers: +1 to hit and damage normally, but, against Druids, it is +3 to hit and damage. It adds +4 to all Saving Throws against all Druidic magic, and, once a day, it can cast a Flame Bolt for 4D6 points of damage.

Value: 100,000 GP

3. Mummy Mauler

Description: Solid steel Flail

Characteristics: Unique, Famous, Automatic

Likes/Dislikes: Hates all Undead and will not allow user to flee from Undead

History: This was made for the holy war between the sects of Tyrebill, God of Light, and Mondorent, Goddess of Tombs.

Powers: It is normally +2 to hit and damage but becomes a +4 Flail against Mummies.

Value: 250,000 GP

4. Mace of Blood

Description: Blood-red Mace

Characteristics: Rare, Famous, Automatic

Likes/Dislikes: Hates all Good creatures. Will not allow user to flee from Lawful Good creatures.

Powers: Normal Evil creatures use this Mace as a +2 weapon, but, in the grasp of a Lawful Evil Cleric, it becomes a +5 to hit Mace which does 5D4 points of damage to Lawful Good characters and the normal 1D6 points of damage to all others. In addition, it gives the user +2 to all Saving Throws.

Value: 200,000 GP

5. Mace of Mutilation

Description: The head of the weapon is shaped like a skull, and it is a chalky, bone-white all over.

Characteristics: Famous, Rare, Unique

Likes/Dislikes: Loves ugliness and hates beauty

History: Made by Uggla the Ugly, Cleric of Lord Skrotch, God of Pillage, Rape, and Thoughtless Acts, to plague the cult of Aladante, Goddess of Beauty.

Powers: It is a Mace with +3 to hit and damage which, on a roll of a natural 20, makes the victim lose 1D4 points of CHA permanently unless a Save vs Magic throw is made.

Value: 75,000 GP

6. Hammer of Frost

Description: Translucent, ice-blue in color

Characteristics: Automatic, Rare, Secret

Likes/Dislikes: Dislikes all fire-based creatures.

History: Made during the war between the Fire Demons and the Ice Lords of ancient Lumeria. The rest of its history has been lost to the ages.

Powers: This +2 to hit and damage Hammer does double damage to all fire-based creatures and adds +1 to all Saving Throws vs Fire. Once a day, a ray of ice can be fired up to 30 yards which does 2D8 points of damage. This occurs when the command words, "Mosinylo, God of the North Winds, wills it," are spoken.

Value: 100,000 GP

7. Golem Destroyer

Description: This Hammer appears as a steel-hafted, diamond-headed weapon.

Characteristics: Famous, Automatic, Rare, Secret

Likes/Dislikes: Hates Golems

History: This item was made by Magmis, the Dwarf, after a bad experience with a berserk Granite Golem in the Glory Hole Mine.

Powers: This Hammer does 4D6 points of damage.

Value: 100,000 GP

8. Soul Shatterer

Description: Solid black Adamantite Mace with a flanged head

Characteristics: Unique, Famous, Secret

Likes/Dislikes: Hates all Good creatures.

History: Origin unknown. Thought to have been made by a Demon. Figured prominently in the religious wars of both Gondwanaland and Lemuria, always appearing on the side of Evil.

Powers: +5 to hit and damage Mace. On the roll of a natural 20, it drains 1D4 life levels; Saving Throws against it are made at -2. Does double damage against Lawful Good creatures. Can summon Undead; to determine what Undead has been summoned, roll 1D6: 1: Zombies (1D8 appearing); 2: Wraiths (1D4 appearing); 3: Ghosts (1D4 appearing); 4: Vampires (2 appearing); 5: Spectre (1 appearing); 6: Liche (1 appearing).

Value: Priceless

9. Lightning Mace

Description: Ebony-hafted, inlaid with crystals, with a gold, flanged head.

Characteristics: Rare, Automatic

Likes/Dislikes: Hates Water Elementals

History: Place of origin unsure. Has been mentioned in the histories of Gandwanaland, Lemuria, Thule, and Hind. Known to have been involved in the Cleric-Druid War, alternately appearing on both sides.

Powers: +3 to hit and damage Mace with the ability, once per day, to fire a 3D6 points of damage lightning bolt up to forty yards. This bolt does quadruple damage against Water Elementals and does double damage against those in metal armor. Adds +2 to all Saving Throws involving electrical attacks.

Value: 50,000 GP

10. Orc's Glory

Description: Crudely-constructed, rust-colored War Hammer

Characteristics: Unique, Famous, Secret

Likes/Dislikes: Hates all Elves and Dwarves.

History: Given by Midor, God of Orcs, to aid them in their losing struggle against the Dwarf-Elf Alliance (DEA)

Powers: It is normally a +1 to hit and damage Hammer, but, in the hands of a full-blooded Orc, it can be thrown as a flying Hammer upon speaking the command words, "Midor Wills!" and it will return to the hand of the user. This also gives the Orc the strength of an Ogre whenever he uses the Hammer in battle. Any Dwarf or Elf struck by this weapon must successfully throw a Save vs Magic or have 1D4 life levels drained from him or her. Any Dwarf or Elf touching the weapon (as in handling it) will take 5D4 points of damage automatically.

Value: Priceless



11. Corunet's Club

Description: Large, solid bronze Club. It is as large as a Two-handed Sword.

Characteristics: Famous, Unique

Likes/Dislikes: Hates anything under 6' tall - especially Dwarves.

History: Unknown. Thought to have been made in the ancient Mauryan Empire for Corunet, Ogre bodyguard to the king.

Powers: This weapon is +1 to hit and damage all "normal" sized creatures, but, against Dwarves or Gnomes, it is +4. In the hands of an Ogre, it does double damage. This club can only be used by persons over 6' with a strength of 18/0. Due to the weapon's mass, it does 1D20 points of damage. Ogres will attack the user of this club on sight if the user is not of their race.

Value: 50,000 GP

12. Morning Star of Wailing

Description: It is constructed of solid Adamantite, blue-black in color.

Characteristics: Rare, Automatic

Likes/Dislikes: Hates Fire-worshippers

History: Forged during the War of the City-States of Llanoria when the cults of Vivistal, God of Doom Unexplained, and Margonne, God of Evil Plans, sought to usurp the ancestral worship of Kala-Kala, God of Fire.

Powers: This instrument is basically a +4 to hit and damage. It has the abilities to detect and find mechanical traps, telepathically communicating their whereabouts to its owner. In combat, the Morning Star glows violet and emits the wailing of the lost, causing any opponent under and including fifth level to fight at a -1 to hit because of the wailing.

Value: 250,000 GP

Battle Axes

13. Dwarf's Doom

Description: Teakwood haft on whose double-bladed head is written the name of the weapon in gold in the Common language.

Characteristics: Famous, Unique

Likes/Dislikes: Hates Dwarves

History: Controversial. Some scholars say it was made by the Elves in the Elf-Dwarf War; others maintain that it was made by the Orcs during the Dwarf-Orc wars. Both races claim credit for its forging.

Powers: It is normally a +2 to hit and damage Battle Axe, but, upon striking an enemy Dwarf, the Dwarf must Save vs. Magic or lose 1 life level.

Value: 70,000 GP

14. Elf Chopper

Description: This double-headed, Two-handed Battle Axe has a gold-threaded inlay entwined around the oaken haft upon which is carved its name in Common.

Characteristics: Unique, Famous

Likes/Dislikes: Hates all Elves and Half-Elves.

History: Made by the great Zardomnee, Greatest Wizard of the Tishuanacorah, during the Elf-Human Wars, to aid in gaining control of the Cascade Isles.

Powers: +3 to hit and damage. Against Elves, on a natural 20, it severs the head from the body, no Saving Throw allowed.

Value: 82,500 GP

15. Basilisk Bane

Description: Olive wood haft, silver inlaid Battle Axe.

Characteristics: Unique, Famous

Likes/Dislikes: Hates Basilisks

History: Forged in ancient Nearctis, birthplace of Druidism, to rid the land of Basilisks, which sorely plagued the population.

Powers: Naturally +2 against others, it does double damage against Basilisks and is +4 to Saving Throws vs Gaze Attack. Basilisks attack owner on sight.

Value: 25,000 GP

16. Silver Haft

Description: Battle Axe of solid oak inlaid with silver and a single head of Adamantite

Characteristics: Rare, Automatic, Famous

Likes/Dislikes: Hates Frost Giants

History: Forged in ancient Nordheim by Andrak the Mighty when the races of man strove with the Frost Giants for dominion of the Emerald Mountains.

Powers: +1 normally, but, against Frost Giants, it does triple damage. Makes user immune to cold. For each Frost Giant slain, haft produces 1D4 SP.

Value: 90,000 GP

17. Death Kiss

Description: Solid black Adamantite haft and double-bladed head.

Characteristics: Unique, Famous, Secret

Likes/Dislikes: None

History: Forged in Gondwanland for Rasputin, the Unholy, Premier Warrior-Mage of his time. His father was an unknown Devil, thought to be Nox, King of Darkness.

Powers: Naturally +4 to hit and damage. A natural 20 rolled with this weapon automatically severs the opponent's head from its body. It carries the following spells: *Detect Magic*, *Dispel Magic*, *Become Ethereal*, *Read Magic*, and casts a ball of Hellfire 35' for 4D10 points of damage. In order to use these spells, the person must be a sixth level Magic User.



Swords

18. Shadow Slayer

Description: A shining, golden-bladed Broadsword of unknown metal with its name inlaid in black Adamantite magic runes along the blade.

Characteristics: Famous, Rare, Automatic

Likes/Dislikes: Hates worshipers of darkness.

History: Forged in Ashanti during the Wraith Wars when the heroes of the forces of Umannah, the Sun God, the Radiant Death, and Mawdorn, God of Shadows, fought.

Powers: +3 Broadsword except against the following, when it becomes +5 to hit and damage: Wraiths, Ghosts, Spectres, and Shadows.

Value: Priceless

19. Sacred Scimitar

Description: Mistletoe design on the blade, Emerald hilt

Characteristics: Famous, Rare, Automatic

Likes/Dislikes: Hates abuse of nature.

History: These are forged only on the command of the Great Druid. They are given as signs of favor to those Druids who have done outstanding service.

Powers: +2 Scimitar. In the hands of a Druid, it becomes a +4 Scimitar, and, on a natural 20, it severs a limb from the victim. To determine what has been severed, roll 1D6. 1: Head; 2: Right Arm (3D6 points additional damage); 3: Left Arm (3D6 points additional damage); 4: Right Leg (2D10 points additional damage); 5: Left Leg (2D10 points additional damage); 6: Body split in twain.

Value: 111,000 GP

20. Elemental Eradicator

Description: Two-handed Sword with a serrated edge. The blade is silver colored; the hilt is of ivory.

Characteristics: Unique, Famous

Likes/Dislikes: Hates all Elementals

History: Thought to have been forged in Lemuria to keep in check the powers of the Elementals which roamed unchecked in the dawn of mankind.

Powers: +2 Two-handed Sword except against Elementals when it becomes +3 and does triple damage. Adds 1 to all Saving Throws vs Elementals. Elementals attack user on sight.

Value: 100,000 GP

21. Cutlass of Cleaving

Description: Plain-looking steel Cutlass with Ruby hilt and gold skull pommel with skull and crossbones on the blade.

Characteristics: Unique, Famous, Automatic

Likes/Dislikes: Doesn't like staying on land. Loves sea travel.

History: Origin unknown

Powers: +2 Cutlass. In Pirate's hands, does double damage.

On natural 20 roll, severs a limb. To determine which limb, roll 1D6. 1: Head; 2: Right Arm (3D6 points of additional damage); 3: Left Arm (3D6 points of additional damage); 4: Right Leg (2D10 points of additional damage); 5: Left Leg (2D10 points of additional damage); 6: Body split in twain.

Value: Priceless

22. Sword of Weeping

Description: Short Sword with oval blade and golden, tear-shaped pommel.

Characteristics: Unique, Famous

Likes/Dislikes: Hates violence

History: It is thought that some Demon lord has imprisoned within the Sword the soul of a woman who had scorned his affections.

Powers: Reluctant to fight. Will not attack first. When attacked, it becomes +5 to hit and damage. After combat, the Sword will weep if it has killed or participated in the killing of something. Sword sheds 1D20 tears which solidify into Black Pearls valued at 160 GP each.

Value: 50,000 GP

23. Demon Slayer

Description: Two-handed Sword of pure black Adamantite with its name in gold runes along the blade.

Characteristics: Automatic, Rare

Likes/Dislikes: Hates Demons and their worshipers.

History: Forged by Faltamar, the Wizard of Chandragupta, foremost of the great southern cities of antiquity after he inadvertently opened a gate to the nether world and let an unknown number of its inhabitants out.

Powers: +3 Two-handed Sword that does triple damage against Demons.

Value: 90,000 GP

24. Man-Slayer

Description: Short Sword with a curved blade and a female head carved on the pommel.

Characteristics: Rare

Likes/Dislikes: Dislikes men in general.

History: Forged in the lands of the Amazons to aid them in their continual wars with men.

Powers: Normally +1, but, in the hands of a female, it becomes +3 and does triple damage against males.

Value: 60,000 GP

25. Gem Hilt

Description: Golden Lion's head pommel. Long Sword.

Characteristics: Rare, Automatic

Likes/Dislikes: Hates Chimeras

History: Thought to have been forged in the Carchemish Valley which, legends say, was the birthplace of Chimeras. This is only speculation.

Powers: Normally a +1 Long Sword. Against Chimeras, it becomes +2 and does double damage; it also adds +3 to Saving Throws involving Chimeras. Has a 30% chance of determining the value of gems.

Value: 75,000 GP.

26. Barbarian's Bane

Description: Highly ornate, gold-plated Short Sword

Characteristics: Unique, Famous

Likes/Dislikes: Hates Barbarians

History: Thought to have been forged in Doria before the coming of the Sakas Barbarians who destroyed that civilization.

Powers: Normally +1, but, against Barbarians, it becomes +3 and, on a roll of a natural 20, drains 1D4 life levels from its victim.

Value: Priceless

27. Spider-Slayer

Description: Two-handed Sword of unknown metal. Oval blade. Highly ornate with Diamond pommel and Emerald hilt.

Characteristics: Unique, Famous

Likes/Dislikes: Hates Spiders of all types.

History: Known to have come from another dimension; beyond this point, its history is conjecture.

Powers: +2 to hit and damage. Flaming Sword. Flame from the Sword causes 1D8 points of damage. Against Spiders, it does 2D8 points of damage by heat. User gets a +2 on Saving Throws vs Spiders.

Value: Priceless

28. Sword of Victory

Description: Two-handed Scimitar of an unknown, red metal with the word "Victory" etched in gold on the blade.

Characteristics: Unique, Famous, Automatic

Likes/Dislikes: Hates defeat and cowards. Loves war.

History: Made by the Fates to be a thorn in mankind's flesh until the end of time. Knows no allegiance except to victory.

Powers: +5 to hit and damage. On a natural 20, it turns the victim's skeletal structure to jelly, Save vs. Magic. If the Saving Throw is made, victim will lose 1 life level due to system shock. If user's HTK drop below 10, Sword leaves his or her service and goes to the side of the one who is winning the fight.

Value: Priceless

Daggers

29. Dragon Claw

Description: A Dagger with a blade of Dragon Claw

Characteristics: Rare, Automatic

Likes/Dislikes: Hates Dragons

History: All that is known about this weapon is that it was made by the Dwarves. The claw is thought to have come from Zendorf because it was not long after that Dragon's death that the Dagger appeared.

Powers: +3 to hit and damage, it speaks Dragon, gives a +2 to Saving Throws involving Dragons, and has a 50% chance of detecting Dragons.

Value: 50,000 GP

30. Assassin's Blade

Description: Dew-drop bladed Dagger, colored completely red.

Characteristics: Rare

Likes/Dislikes: None

History: Made by the Assassins' Guild for their number one terminators.

Powers: Can be used only by Assassins. +4 to hit and damage. Those struck Save vs Magic or lose 1D6 life levels. Non-Assassins touching this weapon take 2D6 points of damage.

Value: 25,000 GP

31. Rune Dagger

Description: Wave-bladed Dagger covered with magic runes
Characteristics: Rare, Famous

Likes/Dislikes: Dislikes Dwarven Fighters; considers them no better than donkeys in armor.

History: Originated in Mohenjo-Daro, City of Wizards, Capitol of Gondwanaland. Bestowed as a mark of honor. It is not known what is required to receive this reward; none of the awardees will reveal the requirements.

Powers: Will not function in the hands of any but a Magic User. It, then, is +5 to hit and damage and contains 2D4 spells. To determine the level of the spells, roll a 1D10. After the level has been determined, roll to obtain the number of spells. Once the number of spells has been determined, the Judge must determine the exact spells. The weapon also adds +4 to all Saving Throws. Non-Magic-Users must Save vs Magic when the weapon is touched by them or lose 1 life level.

Value: Priceless

Armor

36. Rune Plate

Description: Black, Renaissance-type Plate completely covered by red runes

Characteristics: Famous, Unique, Secret

Likes/Dislikes: None

History: Made by the Wizards of Triad during the War of the Wizards. Rumored to have been used by Rasputin the Unholy.

Powers: +4 Plate. The runes enable the wearer to do the following: fly, walk on water, and climb walls. Increases the users strength to 20 and provides a 5% chance of negating spells thrown at user. All non-magical weapons striking this armor have a 75% chance of breaking. Magic edged weapons have a 15% chance of breaking upon impact with the armor, and bludgeon weapons have a 10% chance of breaking.

Value: Priceless

37. Sun Shield

Description: Large, round Shield with a sun emblem

Characteristics: Rare, Automatic, Secret

Likes/Dislikes: None

History: Made sometime during the Wraith Wars. Exact date is unknown.

Powers: +2 Shield with the ability, once a day, to cast a *Continual Light* spell and shoot a sun ray fifty yards for 5D4 points of damage. Adds +1 to Saving Throws vs cold.

Value: 20,000 GP



38. Shield of Absorbing

Description: Crescent-shaped, Crystalline colored

Characteristics: Rare, Secret

Likes/Dislikes: None

History: Forged during the Gondwanaland Wars of Expansion against the Mauryan Empire.

Powers: +1 Shield with the following ability. It can absorb the damage scored upon the user. To determine how much damage the Shield can take, roll 5D20. All electrical-based attacks do double damage due to the Shield's metallic structure. All vorpal or sharpness weapons do quadruple damage. Once the Shield has reached the limits of its absorption, it is forever destroyed.

Value: 100,000 GP

32. Thieve's Dagger

Description: Plain, ordinary Dagger.

Characteristics: Rare, Secret

Likes/Dislikes: None

History: Known to be made by the Thieves' Guild of Bondoukou. Only high-ranking guild members possess these Daggers.

Powers: Will not function except in the hands of a Thief. In the hands of a Thief, it becomes +5 to hit and damage. It has a 25% chance of finding hidden treasure and a 50% chance of finding traps and communicates telepathically the whereabouts of these items to the user. Any non-Thieves take 1D6 points of damage upon touching this weapon.

Value: 25,000 GP

Spears and Pole Arms

33. Moon Spear

Description: Translucent head with an elm haft

Characteristics: Rare, Automatic

Likes/Dislikes: Dislikes Werereatures

History: Thought to have been made by the Elves of the Benin River Valley during the Lycanthrope Wars.

Powers: +1 to hit and damage normally, but, under the full moon, it becomes +3 to hit and damage and, when thrown, returns to the user's hands automatically. Those struck must Save vs Magic or lose a life level.

Value: 60,000 GP

34. Javelin of Hunting

Description: Black-hafted Javelin with hunting scenes engraved upon the haft. Triple-barbed head.

Characteristics: Famous, Automatic

Likes/Dislikes: Hates forest creatures and Druids

History: Made by Andrus, the greatest huntsman of ancient Kush.

Powers: Normally +1, but, against forest creatures, it becomes +2 to hit and damage and does double damage, and, against Druids, it becomes +3 to hit and does triple damage.

Value: Priceless

35. Gold Devil

Description: Gold-hafted Halberd with devil's head engraved on the blade.

Characteristics: Rare, Famous, Automatic

Likes/Dislikes: Hates nobility and Elves

History: This was made by Sosso, the Dwarf, for use in the third Elf-Human war over control of the Dardanus River valley.

Powers: +3 to hit and damage Halberd with the ability to sever a limb on a roll of a natural 20. To determine what has been severed, roll a 1D6. 1: The Head; 2: Right Arm (3D6 points additional damage); 3: Left Arm (3D6 points additional damage); 4: Right Leg (2D10 points additional damage); 5: Left Leg (2D10 points additional damage); 6: Body split in twain.

Value: 25,000 GP

39. Jerkin of Wondrous Leather

Description: Appears as normal Leather armor

Characteristics: Rare, Famous, Automatic

Likes/Dislikes: None

History: Made by unknown Dwarf armorer who discovered a process to combine Demon and Dragon hide into a light-weight, highly flexible armor.

Powers: To determine the armor class bestowed upon the user by the Jerkin, roll 1D4: LO Armor factor three. 1: Armor Factor 3; 2: Armor Factor 2; 3: Armor Factor 1; 4: Armor Factor 0.

Value: 50,000 - 90,000 GP depending upon armor factor

40. Helm of the First Sea Lord

Description: Classical Greek Helmet with a Dolphin crest

Characteristics: Rare, Automatic, Secret

Likes/Dislikes: None

History: Unknown

Powers: Helmet enables user to communicate with all sea mammals, breathe under water, and walk on water.

Value: 20,000 GP

41. Helm of Invulnerability

Description: Conical horned Helmet

Characteristics: Unique, Automatic

Likes/Dislikes: Loves war; hates peace

History: Thought to have been made by the Wizard Vomag during the first Elf-Human war.

Powers: Makes head impervious to blows struck with hand-held weapons such as Swords, Axes, Maces, etc. Does not apply to missile weapons.

Value: 70,000 GP

42. Helm of Berserkers

Description: Golden-winged Viking Helmet

Characteristics: Rare

Likes/Dislikes: Hates Magic Users and Undead

History: Unknown. Thought to have been made by the Dwarves for the lords of Nordheim.

Powers: Powers are dormant unless user is involved in combat, when user becomes a Berserker equivalent to his own level. The user becomes very superstitious. Subtracts -3 to all Saving Throws involving magic and Undead.

Value: 10,000 GP

43. Helm of Crusader

Description: Typical medieval Helmet

Characteristics: Rare

Likes/Dislikes: Loves religious wars

History: Made during one of the countless religious wars which have plagued man since antiquity.

Powers: Wearer becomes a religious fanatic for whatever god or goddess he or she worships. If wearer worships none, the wearer will become a religious fanatic for the deity of the first temple or shrine he or she sees. Wearer will desire to draw others into the worship in which he or she is involved and to embark upon a religious war against other sects and religions. Wearer gains +2 on all physical attacks due to fervor.

Value: 15,000 GP

44. Helmet of the Interpreter

Description: Plain, unadorned skull cap

Characteristics: Automatic, Famous, Rare

Likes/Dislikes: None

History: Unknown

Powers: Enables user to speak and read all languages. Adds +5 to CHA. Highly sought by ambassadors.

Value: 50,000 GP

Miscellaneous

45. Crossbow of the Assassins

Description: Appears as a regular Crossbow with a black rose carved on the stock.

Characteristics: Rare, Famous, Secret

Likes/Dislikes: None

History: Unknown. Thought to be made by the God of Assassins for his favorite followers.

Powers: Normally +1. Becomes +3 to hit in the hands of an Assassin and has the following abilities. Doubles the normal range and rate of fire. On a roll of natural 20, victim has been struck in a vital area, which is either the head or the heart. To determine which, roll D%. 50% or greater, the brain has been pierced, resulting in instant death. Less than 50%, the heart has been pierced, resulting in instant death.

Value: 100,000 GP

46. Termination Bolts

Description: Appears to be an Obsidian Crossbow Bolt with serrated edges. Feels almost alive.

Characteristics: Rare

Likes/Dislikes: None

History: Made by the Assassins' Guild of Luxor for very important assignments.

Powers: Victim struck loses 1D4 life levels, no Saving Throw allowed. Bolts then dissolve into the wound, and an acid-based, poisonous parasite envelopes and destroys the nervous system. Victim dies in 1D4 turns.

Value: Priceless

47. Sacred Sickle

Description: Appears to be of unknown metal of gold color. Handle is made of Mistletoe.

Characteristics: Famous, Unique, Automatic

Likes/Dislikes: Dislikes abusers of nature

History: Made by Gupta, Greatest of all Druids, at Taxila, holiest of holies of Druidism, during the War of the Wizards which destroyed the kingdoms of antiquity and changed the face of the earth.

Powers: Any non-Druid touching this weapon takes 3D10 points of damage. In the hands of a Druid, this weapon does 1D8 points of normal damage. On a roll of 18, the victim loses one life level, no Saving Throw. On a roll of 19, a limb has been severed. To determine which limb is lost, roll 1D6. 1: Right Arm (3D6 points of additional damage); 2: Left Arm (3D6 points of additional damage); 3: Right Leg (2D10 points of additional damage); 4: Left Leg (2D10 points of additional damage); 5: Head; 6: Body split in twain. On a roll of a natural 20, victim must Save vs Magic or be disintegrated.

Value: Priceless

48. Trident of the Gladiators

Description: Solid red Trident

Characteristics: Unique, Automatic, Famous

Likes/Dislikes: Hates slavers

History: Given to Reta, greatest gladiator of ancient Nearctis.

It is rumored that Reta slew 300 with this Trident before winning his freedom. Trident was thought to have been destroyed during the Wizard War, but reports have been heard that it survived.

Powers: +1 Trident, but, in the hands of a Gladiator, it becomes +5 and does double damage to all except slavers, to whom it does triple damage. On a natural 20 roll, the heart has been pierced.

Value: Priceless

49. Discus of Decapitation

Description: Black, Obsidian Discus

Characteristics: Famous, Rare, Automatic

Likes/Dislikes: None

History: Made for the death games of ancient Luxor.

Powers: +2 weapon does 1D6 points of damage. On a roll of a natural 20, it decapitates the victim.

Value: 10,000 GP

50. Flame Whip

Description: 10' long Whip of Red Dragon hide

Characteristics: Famous, Rare, Automatic

Likes/Dislikes: None

History: Manufactured by Xerxes, Master Gamesman, for the slavers of Golden Chain City, located in Luxor. It was also popular in gladiatorial combats.

Powers: +1 to hit and damage. It does 1D6 of damage per strike, with an accompanying 2D8 points of flame damage. It does double damage against cold-based creatures and gives the user +1 on his Saving Throws on cold vs fire. Dragons attack owner on sight.

Value: 15,000 GP

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HANGING OUT IN THE CITY STATE

by Brian Hinnen



Many of the more noteworthy (disastrous) events in the history of the Lands of the City States have begun as population migrations from the northwest; hordes of wanderers of a certain species or race pour into the area.

According to the ancient legends or tomes, in or around 971 BCCC, a horde of winged Apes flew into the Lands of the City States. They crossed the Aves Sanctuary, the Plateau of Bendigroth, Willowmead Valley, Swarthlad Plain, the Ered Cantref (Cloud-wall Mountains), and the Mermist Marshes (near what is now the CSIO). They then turned south and wandered throughout the lands of Barbarian Altanis for many months before going back to whence they came by way of the Grimlon Plains, Tric and Trac Islands in the Trident Gulf, the Plain of Eba Aba, and the Starrcrag Mountains. Through their entire circuit, they left a broad swath of death and destruction: burned fields and villages, massacred armies, fouled springs and streams where once sweet water flowed, and slaughtered herds.

For over a thousand years since the victory of the Viridians over the Tharbrians (Wild Men) at Freeman Fields in 101 BCCC, the Tharbrians had gradually withdrawn from their ancient homelands of the Targnol and Zirzus Plains and the hills between, leaving them to a patchwork-quilt of succeeding races, Human and otherwise. In that time, the culture of the Tharbrians had gently adapted to the life of the horse-nomad. Lesser hordes of Tharbrians have periodically swept through the Lands of the City States

in a non-belligerent manner, grazing their vast herds of horses and avoiding any contact with settlements. However, if challenged outright, they proved to be savage and skilled with the horse-bow, asking no quarter and giving none. Such lesser migrations occur about seven or eight times every hundred years and follow predictable routes along lines of least resistance.

However, every few centuries, a great leader arises to unite the Tharbrian tribes in a great confederation and lead them all south into the Lands of the City States. At such times, the Tharbrians will be far greater in number and in a far less benevolent humor; they will destroy everything that lies in their path in this year-long rage. Anything that moves is killed and usually eaten; anything that doesn't move is burned to the ground. Villages in the wilderness have repeatedly gone through the cycle of being razed by the Wild Men, rebuilt by a pitiful handful of survivors, growing back to a subsistence level over the next few centuries, and being wiped out by the Wild Men again just when things start to look prosperous.

The first of the invasions of the Northern Horsemen came in 1333 BCCC. Since the northerners were unfamiliar with the lay of the land, they were caught in an awkward position on Bendigroth by two Imperial Vasthosts and were slaughtered by the thousands. A portion of Bendigroth is known as the Plain of Skulls since one cannot walk for more than ten paces on it without encountering Human bones. (At the east end of the Plain are

row upon row of skulls, Human and otherwise, facing east; this is said to be part of some local religious ritual.)

These were the days of the strength of the World Emperor, and, upon hearing word of the great victory, he commended a ten-day festival. The battle was loudly heralded in many heroic songs, and legends grew of the awesome might of the Vasthosts.

The Tharbrians returned in 1759 to 1760 BCCC but followed a different path: on this journey, they followed the north coast, burning one quiet fishing village after another. They encountered a teeming port city on whose ruins the Town of Warwik now stands and laid patient siege to it. When supplies continued to come into the city by sea, the Wild Men stormed the walls. The city was taken at frightful cost due to the Tharbrians' inexperience in such matters, and it was destroyed so completely that, when the horde trotted off to the south, not one stone lay on top of another. Yet, the horde had lost too many men to be much of a further threat, and, upon being found and decimated by Dwarves from Thunderhold, they turned and withdrew down the ancient Emperor's Way through the Majestic Mountains and Silverwood Valley.

In 2097 BCCC, the Wild Men came again in even greater numbers. They encountered one Vasthost in the Eleph Territories near Pac Cave and destroyed it, pursuing and murdering the fleeing survivors all the way south to Shimmertree Vale where they gave up the chase and turned back. They found themselves caught in the light

of the Sharryn River and a river which has since been called Flee. There, in Glint Valley, they turned back to find another way east and were converged upon by three Imperial Vasthosts and entire Vastthrong of crack mercenaries, and the once-beautiful valley became a killing ground. There are five great and ugly hills in that valley now, each consisting of ten thousand charred skeletons. The valley gained its name because a light-cavalry scout from the Imperial forces first detected the Tharbrian horde by spotting reflected sunlight from their arrayed Helmets. After that terrible slaughter, it was the Tharbrians' turn to flee before a vengeful, pursuing army. The greater portion of the Wild Men fell back to the north; their pursuers broke off at the Plain of Lethe. Another group of Tharbrians fled south, harried at every turn by Vasthosts that seemed to them to rise out of the ground: through Brotbuckle Briars, along the eastern foothills of the Starrcrag Mountains, through the Berserker Wilds and Bestial Barrens, through the Haunting Range at the Pass of Dyta, and on into the Blistering Dunes.

By this time, most scholars estimate, this faction of Tharbrians numbered less than a thousand. They scattered into the desert and, upon finding that they were no longer pursued, turned back into the southern foothills of the Haunting Range. In the narrow strip of grasslands between mountain and desert, they formed a new tribe, the Nashurpalseiddes Tharbarres, and became peaceful and prosperous. They eventually adopted a matriarchal hierarchy among local, sedentary communities; they integrated agriculture and magic into their culture, and they eventually founded four villages, Athelsward, Nashurpalseiddes, Nydad, and Hothme. Were it not for common physical characteristics and language and the histories of the Bards and scholars, one would not know that the peaceful Tharbarres and the fierce Tharbrians have the same origins.

In the twenty-fourth century BCCC was the first League of Altanians formed. Over the course of that century, a common effort by the Altanian tribes to make economical use of their grazing lands was noticed by the City State of the World Emperor's spies and duly recorded by his scholars. In 2398 BCCC, one of the many tribes of Altanis migrated north under the 26 Pegasus

leadership of its young Chieftain, Larsandrow.

Since the Barbarians keep no written records, little is known of the career of Larsandrow Longsword except through the legend lore of the tribes and heroic songs of the Bards; these sources have been known to build a man into a demi-god with words. However, if half the legends told of him are even half-truths, then he was the match of any Warrior-Lord now living. His blade carved a legend that echoes in many religions, for many call him god and many others angel, and his name is known in every waterfront inn in every port in the known world.

Larsandrow approached the ford of the Nurn River at Ruppin Athuk, preparing to cross and proceed north; there, he encountered the Tharbrian horde wishing to cross and go south to besiege Viridistan. There, at Ruppin Athuk, the Tharbrian horde was fought to a standstill by a force half its size. The Tharbrians and Altanians each decided, independently, to move west to the headwaters of the Nurn and cross there. At the Battle of Yakin Ley, Larsandrow again met the Tharbrians and, this time, defeated them soundly. Larsandrow chose to ride after the Wild Men as they withdrew from the Lands of the City States; the path led across the Sharryn at the Pebble Straits and ended at a place now known as Bone Hollow; there, the Altanians caught the fleeing Tharbrians and mauled them. Those Tharbrians who still lived ran to the north in disorder, while the Altanian tribe turned west. The adventures of Larsandrow and his people in the lands to the west are a matter of legend and cannot be proven by Sages of the City States, but an Imperial Vasthost assigned to thwart the Tharbrians found the dead at Ruppin Athuk, Yakin Ley, and Bone Hollow and followed the tracks between the battlefields; the Tharbrians had been turned back without ever having encountered the Imperial forces.

In 2490 - 2503 BCCC, a great plague struck Viridistan, slaying eight of every ten of its inhabitants. This was the beginning of the decline of the Viridian race from its position of world dominance because it greatly weakened the fighting strength of the Vasthosts in many ways.

In 2817 BCCC, the Tharbrian horde came south again, larger than ever before. It crossed the Sharryn at

Quiff, skirted the Gigabolt Mountains to the north, and swept down into the South Mantle of the Plateau of Bendigroth. There, near the village of Havocia, they were met by five Imperial Vasthosts, but it was near sunset, and the two armies set up camp, preparing for a long fight the next day. The Vasthosts set up camp in a great crescent with one Vasthost in the center and somewhat isolated from the others. This proved to be their undoing, for the crafty Tharbrians' camp was only a ruse; they deserted it at midnight and attacked the lone Vasthost in its tents. The clamor of battle was heard in the other camps, but, by the time help arrived, the Vasthost had already been completely crushed. Rather than be converged upon from both sides, the Tharbrians turned against one side of the crescent and then the other, and the Imperial Army was destroyed. By the time the sun rose, the Tharbrians were killing prisoners.

The defeat of the World Emperor at the Dark Battle of Havocia had its roots in the earlier plague because the Vasthosts were never again as well trained or equipped or of such high morale as they were before the plague. After the battle, the Wild Men roamed at will, burning, killing, and plundering; there was no longer any army to meet them on the field of battle; the Emperor had withdrawn what was left of his forces to man the city walls. However, many formerly faithful tributary villages, having had their protector fail them, no longer paid tribute or supplied recruits, even after they had been rebuilt. Without recruits to rebuild a sufficient army to go out and beat them into submission or money to equip recruits or hire mercenaries, the World Emperor lost the greater portion of his power base. Viridistan itself had not fully recovered from the plague; half the city's buildings still stood empty. When a fire struck later that year, the army was there to fight the blaze; still, most of the city burned. It was said that a Tharbrian spy set the fire, and a great purge of the guildsmen and commoners began. At least two thousand died in the fire, and there were 1,420 executions for treason in the ensuing winter. Thus, Viridistan itself had to rebuild as a result of a Tharbrian invasion just as so many villages had to do so many times.

To Be Continued Next Issue

Crypt of the Living Dead

A Melee/Wizard Adventure

by David Tibor

Background

The evil Wizard, Anarchia has stolen the fabled Crystal Skull from the king's castle! He and his minions fled into the Dark Mountains and are rumored to be hiding in the ruins of the old monastery there. A stout group of adventurers has gathered for a dangerous mission: kill Anarchia and return the Crystal Skull to the king.

Judge's Notes

This adventure is for **Melee/Wizard** characters with some experience.

The Undead creatures - Zombies, Ghouls, and Skeletons - are immune to control spells and will fight to the death, never retreating.

These new Undead monsters are neither hard and fast rules nor approved in any way by **Metagaming** or Steve Jackson.

Start

At the dawn of a new day, the adventurers are assumed to have started on their hike up the winding trail to the ruins of the monastery. Upon reaching their destination, they find nothing in the ruins except a rusty trapdoor.

Map Key - Level One

1. This rough-hewn tunnel is about seven feet tall and is lit by torches in wall brackets every twenty feet or so.
2. The tunnel opens into a large cavern containing three large columns of rock reaching to the ceiling. A wide tunnel leads from the opposite end of the cave. Suddenly, a large, black Spider springs from the darkness and attacks!

The Spider (hiding at "S" on the map) has ST: 8, DX: 11, IQ: 6, MA: 8, ARMOR: none, DAMAGE: 1 + 1 bite. It will fight to the death.

3. The corridor forks in two directions. Near the wall between the forks is a man wearing robes. You recognize him to be Anarchia! He begins to gesture and chant, as if preparing to cast a spell. Torches on the walls light this area well.

The figure is actually an image (as per Image spell in **Wizard**). If touched, it will disappear, but it will reform in 6 turns. The image will continue to chant and gesture as long as the party is in sight of it.

4. This large cave is dimly lit by a trio of lanterns hanging on the walls. Five stone columns reach from the floor to the high ceiling. Two corpses are readily evident in the room.

The corpses, labeled "A" and "B" on the map, are detailed below:

A. This is obviously a Wizard, judging from his robes and broken Staff nearby.

The only thing of value on the body is a golden idol worth 10 silver pieces in his belt pouch.

B. This corpse was a Warrior in rusty and worthless Chainmail. His Shield is in fair condition, but he has no other valuables.

Nearby, in the shadows, is the warrior's magic Mace. There is a 2 in 6 chance (1 or 2 on 1D6) of each party member seeing it. This Mace does +1 point of damage.

5. There is a Shadow (as per Shadow spell in **Wizard**) across this doorway.

In this cavern is a stone statue of Anarchia, well lit by four torches on the walls. It is of poor workmanship, however, and chipped in many places. Several woven mats lie on the ground in front of the statue.

There is nothing of special importance about the statue or the mats.

6. Several of the walls in this cavern are covered with large webs, and a few bones lie on the damp floor. The cave is dark, but the light of your torches glints from scattered coins. Suddenly, two huge Spiders leap from the webs and attack!

The Spiders (each "S" on the map) have the same statistics as the one in Room 2. If any character is pushed into the webs, he or she will be stuck to it for 1 turn and must roll strength or less on 3D to escape. This attempt may only be made once per turn. While in the web, a person cannot attack, and all attacks upon him or her are at +2 dexterity.

Scattered near the web is a total of 24 silver pieces.

7. The first character entering this mega-hex will be the target of a Spear trap. The Spear fires as if it has a DX of 11 and does 2D of damage on a successful hit.

8. This cavern is full of natural stone pillars which partially obscure vision to the other side of the cave. On the other side of the cave, an iron spiral staircase descends to the next level. There are two deathly-gray humanoids near the stairway - Ghouls! They wheel about and charge to the attack!

The Ghouls (marked "G" on the map) have ST: 8, DX: 10, IQ: 6, MA: 8, ARMOR: none, DAMAGE: 1 + 1 bite. The staircase goes down about 40 feet and ends in Room 1 of Level Two.

Map Key - Level Two

1. The spiral staircase exits into the beginning of a wide tunnel which is lit by torches in wall mounts.
2. This cavern is quite a sight! Tables and shelves line the walls and are covered with books, vials, bottles, and a multitude of papers. Several vats of a clear liquid and several large, stone benches are also in the room. A number of Human skeletons are hung on the walls. Five brass lanterns hang on the walls to provide light.

This is the laboratory where Anarchia's Undead minions are created. A total search of the cavern will take 10 turns minus the number of searches. For each turn used, there is a 1 in 6 chance (1 on 1D) that a Ghoul will enter through one of the entrances. The Ghoul has the same statistics as the one in Room 8 of Level One. The search will reveal three items: a Scroll with one spell on it, Shock Shield (this scroll may only be used once and requires no strength points to cast), a +1 damage Dagger, and a Gauntlet which has a Magic Fist spell on it. This Magic Fist may only be used 7 times and does 2 - 4 points of damage. The liquid in the vats is harmless but tastes terrible.

3. The entrances to these caves are covered with Shadows (as per Shadow spell in Wizard). Both caverns are lit by torches in wall brackets.

A. There are three sarcophagi in this cavern (marked "S" on map) with no lids on them. Lying in them are three Skeletons. Suddenly, the Skeletons leap up, and, brandishing Cutlasses, they attack!

The Skeletons are ST: 11, DX: 9, IQ: 4, MA: 6, ARMOR: none, DAMAGE: 2 - 2 Cutlass. Sharp and edged weapons (Swords, Spears, missile weapons, Polearms, etc.) do one-half damage on Skeletons, but blunt weapons do full damage.

B. Three stone benches stand in this cavern. On each one, a man-sized figure lies draped in a white cloth. Hanging on one wall is a red and gold tapestry.

If any character advances to one hex away from any of the tables (each "Z" on map), the Zombie under the sheet as well as the two on the other tables will rise and attack. The Zombies are ST: 11, DX: 7, IQ: 4, MA: 6, ARMOR: none, DAMAGE: 1 + 2 small Axe. Zombies always attack last due to their slowness. The tapestry is worth 300 silver pieces.

4. This indicates a Zombie guard with the same statistics as the ones in Room 3B.

5. Ghoul Catacombs. This is the area where the Ghouls live. All the tunnels are damp and foul-smelling, with many skulls and bones strewn around. Every five hexes the party travels in this area, there is a 1 in 6 chance (1 on 1D) of encountering a Ghoul (ST: 8, DX: 10, IQ: 6, MA: 8, ARMOR: none, DAMAGE: 1 + 1 bite). All tunnels and chambers in this area are dark with only a one mega-hex visibility.

A. In this cave is Ghoul picking through a small pile of silver pieces. He turns and charges at the party.

The Ghoul has the same stats as listed above for Room 5. The pile contains 43 silver pieces and a small idol of a Gargoyle which, on a command word, will enlarge into a normal Gargoyle (as per Wizard or Melee). The Gargoyle will follow the commands of its summoner and will last for 15 turns.

B. Sitting in this cave are two Ghouls who are apparently arguing over a corpse lying on the ground between them.

The Ghouls (marked "G" on the map) have the same stats as those listed for a Room 5 Wandering Ghoul. There is nothing of value in this cavern.

C. Two Ghouls are in this cavern. They wheel around, and, after each hurling a Dart, they charge the party!

The Ghouls (marked "G" on the map) have the same stats as those listed for a Room 5 Wandering Ghoul except that they have Darts. The Darts do 1 - 2 Dice of damage. One of the Ghouls has a gem that is worth 35 silver pieces.

D. The first person crossing this hex will spring a trap which fires a Bolt from a heavy Crossbow. It fires as if it has DX: 12 and does 3D of damage on a successful hit.

6. The entranceway is covered with Illusionary Fire which does damage as per Fire spell in Wizard if not disbelieved. This Illusion is permanent.

This huge cavern is full of large stone pillars reaching to the ceiling nearly 30 feet overhead. The cave is brightly lit by the many lanterns hanging on the walls and pillars. At the end of this cavern is a large throne made of carved stone and inlaid with gems. The evil Wizard, Anarchia, sits upon it. Two Zombies stand guard near the throne.

The Zombies (marked "Z" on the map) have ST: 11, DX: 7, IQ: 4, MA: 6, ARMOR: none, DAMAGE: 1 + 2 small Axe. They always attack last due to their slowness. They will charge immediately to attack the party while Anarchia prepares some spells.

Anarchia (indicated by "W" on the map) has ST: 30, DX: 12 (11), IQ: 13, MA: 10, ARMOR: none,

WEAPON: Staff. **His Spells:** Staff, Magic Fist, Image, Summon Wolf, Dazzle, Shock Shield, Illusion, Rope, Fireball, Break Weapon, Flight, Summon Gargoyle, 3-hex Wall. He wears an amulet which absorbs the first 4 points of every Fireball attack on its owner. He also wears a ring of +1 dexterity. He has 130 silver pieces in his belt pouch. There are 10 gems on the throne, each one worth 40 silver pieces. To remove one, a character must roll his or her dexterity or less on three dice, or the gem's value is halved and another attempt must be made to remove it.

7. This chamber is reached by passing through two Shadow Walls (as per Shadow spell in Wizard).

This cavern serves as living quarters for Anarchia. The contents of the room include a bed, a table with chairs, a bookshelf full of books, and a pair of night-stands. Several animals' skulls, two small Shields, and a Two-handed Sword hang on the walls. Four lanterns burn on the walls.

The Shields stop 2 hits/attacks (to front) with no DX penalty, and the Two-handed Sword does 3 + 1 dice of damage. Under the bed, in an iron chest, is a leather sack. Inside the sack is the Crystal Skull!

Thus Ends the Adventure of The Crypt of the Living Dead

When the Crystal Skull is returned to the king, he will give every surviving member of the party 1,000 silver pieces and a healing potion. These potions will restore 1 - 6 ST when imbibed, but a person can never have more ST restored than he or she lost.

MAP KEY

STAIRS



WEBS



STATUE



STAIRCASE



PILLAR



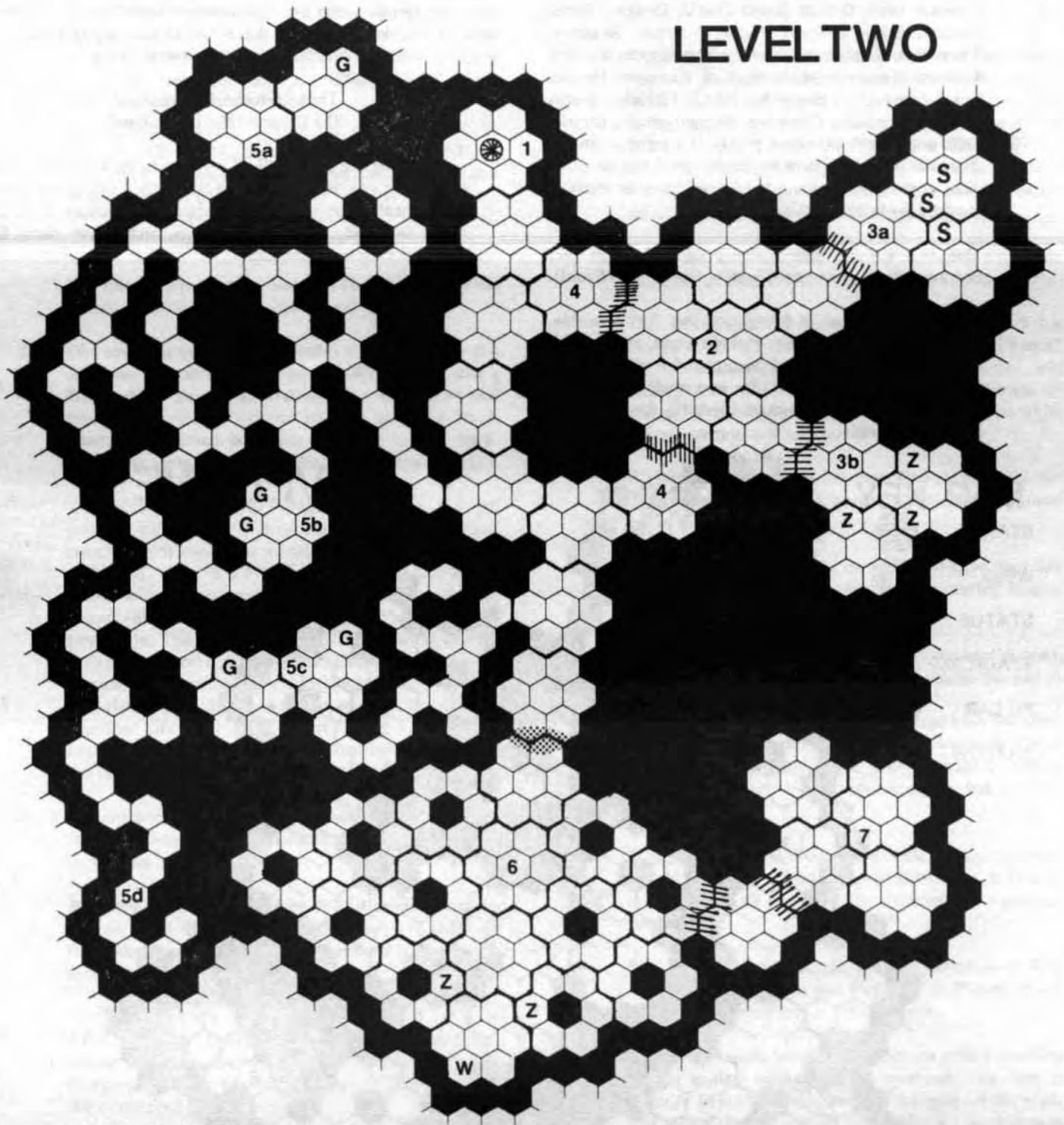
SHADOW



LEVEL ONE



LEVEL TWO



MAP KEY

- FIRE 
- SHADOW 
- PILLAR 
- STAIRCASE 

As The World Turns

An Alternate Calendar to Fantasy Games

by Kim Kanitz

There exist, in this world, people who are fascinated by the passage of time. This I know for a fact; else, why would every major culture devise its own calendar? Emperors begin new calendars to commemorate their reigns; writers like Tolkien include calendars in their works. I am one of those people – dormant, however, until seeing Gary Gygax's *World of Greyhawk* and the calendar he worked out. I liked it, but it didn't go far enough.

So, I set out to create an entirely new calendar with different-length months, weeks, days, and even hours yet so simple that it could be easily used in a campaign. Herewith is the result of my labors.

On my world (Inanna), a year lasts 413 days; each day is 21 hours long. It is divided into 5 seasons, each consisting of 3 months, for a yearly total of 15 months. The seasons are:

Spring: Coldeven/Readying/Meltime
 Low Summer: Planting/Flocktime, Wealsun
 High Summer: Firefall/Drying/Goodmonth
 Autumn: Reaping/Harvestor/Patchwall
 Winter: Frostweb/Sunsebb/Fireseek

Each month has 27 days. In addition, there are 4 festivals during the year; each is 2 days long. They are the Vernal Equinox, Summer Solstice, Autumnal Equinox, and Winter Solstice. Any other religious holidays are the choices of the various priesthoods and are not listed here.

My world has 9-day weeks; each week has 2 days of rest. Godsday is a day for religious observation, and Freeday is set aside for more, shall we say, Earthly indulgences. The seasonal Festivals, of course, obviate work on whichever day they fall.

I also have principle lunar phases marked for my world's 2 moons. Luna is designated for full and for new; Celene is designated for full and for new. These 2 moons make interesting problems for Lycanthropes; they can be affected twice a month, and, once a year, there is a **double** full moon (this can be handled in many ways: Lycanthrope has double powers, chance of being trapped permanently in animal form, retains full Human intelligence, alignment, and reasoning ability, whatever suits your fancy). Luna's period is 27 days; Celene's is 59 days. Obviously, next year's phases will look a little different, but it is so close that I don't bother making a new calendar each year; I just start at the beginning again.

As I said previously, each day has 21 hours. This allows for 14 hours of activity and 7 hours of sleep. This is close enough to our Earth norm that combat and movement tables do not need to be adjusted. Actually, Inanna's year and the Earth year are pretty close to the same length; Earth has 8,760 hours in a year, and Inanna has 8,673, a difference of only 87 hours or 3½ days, so aging isn't a problem needing compensation either.

So, here is my calendar. I hope you have as much fun using it as I had conceptualizing it!

S = Summer Solstice
 A = Autumnal Equinox
 W = Winter Solstice
 V = Vernal Equinox

	GODSDAY	SUNDAY	MOONSDAY	STARSDAY	FREEDAY	EARTHDAY	WATERDAY	SKYDAY	TREESDAY
FIREFALL	S	1	2	3	4	5	6	7	8
	9	10	11	12	13	14	15	16	17
	18	19	20	21	22	23	24	25	26
	27								
DRYING		1	2	3	4	5	6	7	8
	9	10	11	12	13	14	15	16	17
	18	19	20	21	22	23	24	25	26
	27								
GOODMONTH		1	2	3	4	5	6	7	8
	9	10	11	12	13	14	15	16	17
	18	19	20	21	22	23	24	25	26
	27								

REAPING	GODSDAY	SUNDAY	MOONSDAY	STARSDAY	FREEDAY	EARTHDAY	WATERDAY	SKYDAY	TREESDAY	COLDEVEN	GODSDAY	SUNDAY	MOONSDAY	STARSDAY	FREEDAY	EARTHDAY	WATERDAY	SKYDAY	TREESDAY	
		1	2	3	4	5	6	7	8								1	2	3	4
	9	10	11	12	13	14	15	16	17		5	6	7	8	9	10	11	12	13	
	18	19	20	A	A	21	22	23	24		14	15	16	17	18	19	20	21	22	
	25	26	27								23	24	25	26	27					

HARVESTOR																			1	2	3	4		
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7	8	9	10	11	12	13	14	15		5	6	7	8	9	10	11	12	13						
16	17	18	19	20	21	22	23	24		14	15	16	17	18	19	20	21	22						
25	26	27								23	24	25	26	27										

PATCHWALL																		
	1	2	3	4	5	6										1	2	3
7	8	9	10	11	12	13	14	15	MELTIME	5	6	V	V	7	8	9	10	11
16	17	18	19	20	21	22	23	24		12	13	14	15	16	17	18	19	20
25	26	27																

FROSTWEB	PLANTING																	
	1									2								
	3									4								
	5									6								
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1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127
1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146
1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165
1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184
1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203
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RUMORS AT THE WAYFARER'S INN



K. SIEMBIEDA '80

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RUMORS at the WAYFARER'S INN

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This Adventure

Belongs To: _____



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RUMORS AT THE WAYFARER'S INN



The Wayfarer's Inn is located on the relatively quiet Street of Crafts in the City State of the Invincible Overlord. It is noted for the extraordinary cleanliness of its rooms and bar, a fact that would usually attract many travelers were it not for the group of rowdies which have made the Wayfarer their haunt. Birkaby Long-Arm, the proprietor, has a particularly evil nature and is given to ranting outburst of anger at gentile folks and malicious glee at the misfortunes of others. Birkaby once plied the sea lanes as a privateer, but he made such a reputation for himself for carnage that his Letters of Marque were revoked, and he was declared a pirate for a decade. Birkaby eluded captivity and rose high in the ranks of the Brotherhood of Pirates. His many adventures eventually ended when he engaged a seemingly-peaceful merchantman with his squad of two corsairs and three dhows. Although successful in capturing the prize, Admiral Birkaby was cursed with the *Spell of Seven Unclean Diseases* by a dying Vizier of Tarantis. Birkaby was quickly ousted by his loyal crew (the alternative being death at the hand of the new captain) and left stranded on a deserted isle of barren rock in the Pokrantil Archipelago. Although picked up by a kindly young Sea Mage, Birkaby suffered for four years from debilitating diseases. After nearly dying several times, he managed to reach one of his secret caches and purchase a slow, agonizing cure at a temple in the City State of the Invincible Overlord.

With the amount remaining from his secret cache, Birkaby bought his pardon as well as the Wayfarer's Inn, in order to stay near the temple wherein he was cured should the cruel diseases flare up again. Birkaby became moderately prosperous due to his old contacts with the Brotherhood in this major port. His notoriety also attracted mercenaries seeking work and bandits hoping to learn more of pirate caches, easy prey along the coast, and cooperative actions with the Brotherhood. Patrons at the Wayfarer at any one time will include 2D10 each of Bandits, Pirates, and Mercenaries, of which half will be Level One and the balance Levels 1 - 6. There will also be 1D6 - 1 other customers present (see tables following).

Judge's Notes

This module contains a complete description of the Wayfarer's Inn and three mini-adventures, the beginnings of which may be made at the Wayfarer's Inn. The mini-adventures are "The Watchtower of Sentia," "The Dunlin Inn," and "The Hall of Velus." Gamers' maps are included, and you are permitted to make copies of these to hand out to the players as you deem fit. This module is designed in a free-form manner, and you should alter or add to it whatever is necessary to adjust it to your campaign. For low-level adventuring, provide assistance with more information via Beggars, soothsayers, gossips, and non-player characters interested in the success of a mission. You may also reduce the danger level by causing the monsters to be ill, sleeping, dressing, gaming, arguing, or losing their footing. Remind the gamers to cooperate!



If you have the opposite problem, and the adventures seem a bit too mundane for your usual session, add snares, deadfalls, pits, arrow traps, explosive locks, slides, cursed scrolls, protective runes, or a rival group of adventurous bandits out to thwart the gamers and capture the prize for themselves. A particularly nasty surprise is the "traitor within" - a trusted guide of seemingly low level that is intent upon striking at the most vulnerable moment for the party, either to avenge a "blood pact" or to abscond with a treasured magical device. Keep your additions fair and well-balanced to provide the most near-lethal fun, however. An escape should always be possible. For instance, Wolvesbane often grows in areas frequented by Werewolves.

Several methods of delivering the maps to the gamers are possible. Dice on the table following and follow the action rolled. If the gamers still fail to obtain the maps necessary, dice up another action to attempt. Failing all else, simply have a non-player character sell the map to the gamers at a price they can afford. If the gamers decide not to pursue an adventure, begin providing rumors to induce them to do so.

Once the gamers have decided to try an adventure, they should equip themselves for travel to the various locations suggested. The journey should keep the expedition exciting; any trek into the wilderness is both dangerous and demanding. Encounters with wildlife (including giant creatures) are common, and enchanted monsters are only slightly less common.

Remember that this is the stuff of which epics are made and don't slight the gamers of random encounters. The travel-stained explorers should arrive at their destination with a sigh of relief and some slight apprehension of the more perilous test to come. Should your campaign consist of predominantly low-level gamers, remember that the fauna (even predators) prefer to be left alone and are often already occupied with quarry more to their tastes. Highly intelligent creatures will not attack against the odds unless necessary to achieve a higher goal (encourage the party to join a caravan, clutch of pilgrims, or similar group) and will usually avoid conflict in any case unless it is as the last resort to attain some goal (and that goal may not even involve the gamers). Campfires attract attention, although they also dissuade most normal predators. Remember that animals will often seem to act illogically. For those Judges with high-level campaigns, remember that virtually everything that crawls, walks, or bores underground during the day comes out at night. Be fair in any respect and give warning of some sort if a valiant gamer is about to die ignobly from a tiny insect bite.

Scrupulously give the gamers the treasure indicated; they have earned it. If the wealth would unbalance your campaign, it is also enough to attract the attention of everyone within several hundred miles in a matter of days. Every encounter thereafter will most probably be some attempt to relieve the gamers of their treasure. Thieves, bandits, robbers, tax collectors, petty Barons, dishonest merchants, confidence men, and fake estate realtors will abound. Precious metals and gems are prime alchemical and magical ingredients sought by powerful Master Alchemists, Wizards, and their minions. Sendings, stalkers, and apparitions will multiply as the notoriety increases. Evil clerics and cults will seek the treasure to enhance their religious standings even to the point of summoning minor godlings or their hosts to obtain the wealth. Haunted mines, manors, and bankrupt businesses will be offered at a fraction of their represented worth. Tolls, fees, and supplies will become 1D6 times their normal cost. Finally, this amount of wealth would cause even the most loyal non-player hirling, retainer, or companion to consider the "good" that could be done with the power such wealth might buy. Dwarves will frequently claim their "prior rights" to such finds, often producing supporting legal documents of ownership. Remember that many a fantasy hero is a rich king one day and a vagabond adventurer the next.

Map Method

- | | | | |
|--|---|---|---|
| 1. Won Gambling with "Other" Patron | 6. Offered by Birkaby for the Death of "Special" Patron | 11. Hurlled to Floor With Loud Oath by Departing "Special" Patron | 16. "Special" Patron Disappears With a "Puff!" - Leaves Map |
| 2. Dropped by Brawling "Other" Patron | 7. Dejected "Special" Patron Offers for Horse | 12. Aged Beggar Bequeaths it for Small Kindness | 17. Spilled Wine Congeals Into Map |
| 3. Offered by "Special" Patron for Weapon | 8. Carried by Giant Rat Under Table | 13. Found in Secret Pouch Sewn in Cloak | 18. Dying Pilgrim Gives Map to Player |
| 4. Found in Bottle Holding Candle on Table | 9. Found in Sack Under Chair, Along With Severed Orc's Head | 14. Dropped from Baggage of "Special" Patron | 19. Slave Offers Map For Freedom |
| 5. Gift from Appreciative Barmaid | 10. Becomes Visible by Accidental Touching - Tacked to Wall | 15. Found Baked in Bread Loaf | 20. Tucked in Skull Behind Bar |

Other Patrons

- | | |
|--------------|---------------|
| 1. Sea Mage | 11. Assassin |
| 2. Sea Witch | 12. Cultist |
| 3. Dwarf | 13. Cleric |
| 4. Minstrel | 14. Jester |
| 5. Thief | 15. Barbarian |
| 6. Ogre | 16. Goblin |
| 7. Orc | 17. Elf |
| 8. Juggler | 18. Troll |
| 9. Viking | 19. Amazon |
| 10. Ranger | 20. Special |

Special Patrons

- | | |
|--------------------|-----------------|
| 1. Great Ape | 11. Illusionist |
| 2. Sea Hag | 12. Dark Elf |
| 3. Crabman | 13. Gnome |
| 4. Disguised Demon | 14. Gnoll |
| 5. Serpent Person | 15. Vampire |
| 6. Wizard | 16. Tarn Rider |
| 7. Lizardman | 17. Armorer |
| 8. Pixie | 18. Alchemist |
| 9. Anti-Paladin | 19. Wererat |
| 10. Bard | 20. Godling |



Watchtower of Sentia Rumors

1. The dweller of the tower is a 7' tall Skeleton with a glowing Sword which commands Goblins.
2. A Ghoul was seen dragging a sled with the Mage of Dorn and his pouch of potions to the tower.
3. The Goblins have captured a party of nobles and taken their jeweled scabbards to the tower.
4. The adamantite Dagger, "Glamour Gore" is hidden in the chamber of skulls.
5. The walls have been weakened near the spiral staircase. **Do not** force the door!
6. The enchanted Axes of the Dwarven Tribunal of Kings are used as patterns within.
7. The Goblins hold many peasants captive and dare not enter many of the rooms for fear of traps.
8. The conundrum of the doors demand the services of a high-level picklock.
9. Alchemists consort with Goblins and Orcs to concoct many potions and unguents.
10. A Wolf commands Undead Ghouls and Greater Orcs by means of powerful magiks.

Dunlin Inn Rumors

1. There is a tunnel beneath the tower which leads to a cache of gold and furs.
2. Smiter is the agent of a powerful Assassin and the present owner of the Dunlin Inn.
3. Varnir is a powerful Sage who sells miscellaneous magiks to support research.
4. A Dragon occupies the gold mine at 980' above sea level. It feeds on wild horses.
5. The silver mine contains a nexus gate to another world where Sapphires are ground.
6. The Invincible Overlord is sending a scouting force to recapture these lands.
7. Niglo the Hunter is seeking some adventurers to assist him in capturing Moronic Kharpagh, chief of a nomadic tribe.
8. Hidden beneath the tower is a warchest containing sufficient funds to finance a rebellion.
9. Sixteen cantrips are taught by a Half-Elf Mage for 200 GP each. The Mage lives one league south of the Inn.
10. A baron's son stays at the Inn and desires followers to overthrow his tyrannical father.

Hall of Velus Rumors

1. The long-lost Longsword, "Fearbringer" is hidden deep within the crumbling walls.
2. The halls are cursed against non-Elves, and Skeletons roam the chambers.
3. Terrible Undead things guard fabulous treasure and worship a corpse-eating Troll.
4. Secret passages conceal the tomb, but no way out remains if you enter.
5. The woods echo with wails from the Hall during nights of the full moon.
6. The road is really a muddy track made by Giant Snails of the forest.
7. Velus means Wraith-Friend in the ancient High Elven tongue.
8. Females avoid the forest because all venturing therein have never returned.
9. The Elven lord, Trevinger Valoriel, seeks his sister within the forest.
10. Velus unearthed the remains of the High Lord of Shobarak and created of him a Wraith.

Physical Description of the Wayfarer's Inn

1. A large, L-shaped room, 87½' x 87½', contains the main bar area. Windows line the west wall on either side of the entrance. Two stone fireplaces, one in the southeast corner and one on the south wall between the kitchen and the bar, provide heat for the room. Seating for about 150 patrons includes the long bar in the southeast leg of the L, several long, wooden tables with benches or chairs on either side, some small tables for four, and a number of comfortable chairs grouped around the southeastern fireplace. The varnished board-and-batten interior, beamed ceiling, and pegged plank floor strewn with sawdust provide functional yet pleasant surroundings. Several oil-lamp chandeliers hang from the ceiling to provide light when the interior wooden shutters are closed over the windows at night or during bad weather. An opening in the center of the north wall provides access to the laundry room as well as to the stairs leading to the sleeping rooms on the second floor. A door to the west of this opening leads to the office of Birkaby Long-Arm, the proprietor of the Wayfarer Inn. At the northeast corner of the main room is a door leading to the room housing the servants who work at the Inn. Near the end of the bar is the double swinging door leading to the kitchen area.
2. The owner of the Inn, Birkaby Long-Arm, occupies this private bedroom as well as the office adjacent to it (Room 3). The 20' x 35' bedroom has an exit to the street on the north wall and two windows flanking the bed on the west wall. In the center of the east wall between the bedroom and the office is a stone fireplace with a heavy, beamed mantle and shelves on either side which are used to display an assortment of cheap trinkets the owner has collected over the years. The door between the office and the bedroom is in the southeast corner. In the southern third of the room, a valuable woven carpet of vivid hues covers the pegged flooring. On this carpet, a low wooden table surrounded by a comfortable, overstuffed couch covered in blue sailcloth and two wood and canvas chairs are arranged. Oil wall lamps hang on either side of the couch. A seachest sits beside the double bed on the west wall. It contains Long-Arm's clothing and grooming necessities, a pair of high hard boots, a silver Dagger, a steel Cutlass with a copper-embossed handle, and, hidden at the bottom beneath a pile of linen shirts, an iron strongbox containing 127 GP, 42 SP, 366 CP, two Rubies worth 15 GP each, a single gold earring worth 5 GP, and a silver amulet set with a large Jade stone and hung on a silver chain worth 145 GP. Beside the chest is a dressing table holding an oil lamp, a straight razor, a bar of yellow soap, a ceramic mug, and a silvered mirror with a teakwood handle worth 5 GP. In the northeast corner of the room, a colorfully striped linen curtain suspended from the ceiling by copper chains forms a small chamber and conceals a shelf holding a wash basin and a chamber pot. Two soft towels lie beside the basin, and a clean cloth lies near the chamber pot. The towels and cloth are changed and the chamber pot is emptied each day by the servants. Wooden shutters with stout fasteners are hung on either side of each window to be closed at night or during bad weather, and the heavy oaken door to the street is secured by three iron dead bolt locks.
3. The office of the Inn, 18' x 35', is entered from the main bar by a door in the south wall. A table to the west of the door is intended to hold the weapons of any person entering the office for the purpose of conducting business with Birkaby Long-Arm. A door in the southwest corner leads to his private bedroom. In the middle of the west wall is a fireplace flanked by shelves holding the ledgers detailing the financial business of the owner, several books of fiction and poetry, and a collection of seashells. A couch and chair occupy the north end of the room by the two windows, which are protected by wooden shutters and covered with short lengths of polished linen woven in brightly-colored stripes. In the middle of the room, a large rug covers the pegged floor. On it sits a large desk, behind which is an upholstered rosewood chair. Arranged before the desk are three wood and canvas chairs. On the desk sits an oil lamp, a pair of wickers, a tinderbox with flint, and an enormous Sand Dollar. The desk holds current ledgers, parchments, quills, inkbottles full of ink, an iron Dagger, a vial of acid, three gold buttons worth a total of 2 GP, a penknife, two felt blotters, a bottle of sand, four sticks of sealing wax, and a small volume of poetry authored by Birkaby Long-Arm. Behind the desk chair is a small, heavy wooden safe with an iron padlock that contains the cash box with funds for the daily operation of the Inn. Usually, it holds 35 GP, 125 SP, and 135 CP. Two oil lamps hung on the east wall on either side of the desk shed light into the room when the shutters are closed over the windows. A secret door in the northeast corner of the room leads to a vault under the stair landing in which the owner keeps his treasures. The vault contains four tapestries valued at 100 GP each, a silver goblet worth 50 GP, a gold Dagger set with three small Emeralds worth 450 GP, a sack containing 350 GP, a sack containing 427 SP, a sack containing 3 Opals worth 15 GP each, 4 Rubies worth 10 GP each, 2 Jades worth 20 GP each, and an Aquamarine worth 7 GP, and a carefully folded pirate's flag.
4. This is the laundry room (20' x 35') where all the patrons who rent rooms on the second floor must have their apparel washed (1 GP) upon registering at the Inn. The door in the west wall is the only entrance. Two windows in the north wall are protected by iron bars and can be covered with wooden shutters at night and during bad weather. Iron candle holders affixed to the walls at regular intervals provide light to the room when the shutters are closed. Shelves line the west wall. These are stacked with fresh linen for the beds and clean towels and washing cloths. Two tables are provided for use in folding and sorting laundry. On a low platform in the northeast corner are two large vats used for doing the actual washing of the laundry. Small holes in the platform allow excess water to drain into a large sewer drain beneath the platform. Water for the washing is heated in large iron kettles over the fire that burns continually in the fireplace in the east wall. The northern end of the room contains racks used for drying the laundry. If the players wish to search through the pile of dirty clothing by the platform in the northeast corner, they may find 2 GP per minute of searching up to 12 GP.

5. The servants' room (18 x 35) is simple and bare. The only entrance is in the south wall, and the two windows in the north wall are barred and may be covered by wooden interior shutters with iron fasteners. A fireplace in the center of the west wall provides the only heat and light available. A large table sits on either side of the fireplace, but no chairs are provided. The tables are bare, and it is here that the servants are expected to take their meals when not needed to work in the Inn. A chamber pot sits in the northwest corner of the room. Five plain cots with straw ticks covered by cotton sheets and woolen blankets are arrayed along the east wall of the room. At the foot of each bed is a wooden chest with no lock that contains the clothing and footgear of each servant. There is nothing of value in any of them.
6. The kitchen area, 30' x 40', is entered through swinging double doors in the northwest corner. A large double fireplace occupies the north wall. Iron kettles hang on hinged iron arms over the fire and an iron cricket rests amid the ashes on the hearth. Pots, pans, and other large cooking utensils as well as rush and reed baskets, two fishnets, and several iron cleavers hang on hooks on the north wall at either side of the fireplace. Wood is stacked in the northeast corner near the fireplace. Along the east and west walls are shelves containing baskets and crocks of foodstuffs, a huge crock of salt, and a few glass jars which hold rare spices. North of the door in the east wall that leads to the food storage room is a rack that holds four barrels; one barrel contains beer, one contains ale, one contains wine, and one contains water. Ropes of Ox Sausage festoon the ceiling, hanging from the beams on iron hooks. The west wall is lined with shelves piled high with smaller cooking utensils, bowls, trenchers, plates, mugs, and eating utensils. Two tables in the southern section of the room are used for preparing food, and the large oak butcher block near the center of the room is stained with blood despite regular cleansing by the servants. The three windows along the south wall are all barred and have wooden shutters with iron fasteners to close them at night and during bad weather. An oil-lamp chandelier hangs from the ceiling to provide further light for the cooks. Beneath two of the windows in the south wall is a low table holding two large pans used to hold the water for washing dishes. Several drying towels hang on hooks attached to the ends of the table. The pegged floor is kept spotlessly clean by the servants, who sweep it several times a day with the corn broom standing behind the door. Beneath one of the preparation tables is a keg of sand used to absorb any grease spilled on the floor.
7. The storeroom, 18' x 30', has double swinging doors giving access from the kitchen. The windowless room is lined with shelves full of foods in varying stages of preservation. The lower shelves hold baskets of fresh fruits and vegetables, and the upper shelves contain jars of pickled, salted, and preserved meats, fruits, and vegetables. Huge rounds of Goat Cheese hang in net holders from hooks fastened to the support beams of the shelves. On the floor, sacks of wheat and rice flour, worm meal, potatoes, salt, and kelp are piled. Near the southern wall are stacks of barrels containing pickled fish, smoked and salted Otter, brined cucumbers, cauliflower, and loveapples, honey, wine, ale, rum, beer, and mead. Several smoked hams hang from the beamed ceiling. Crates containing citrus fruits, onions, and cabbages are stacked in the center of the room. The room is lit by several oil lamps suspended on hooks from the beamed ceiling.

The Second Floor

There are seventeen rooms on the second floor; forty-three guest can be accommodated here without crowding them. The floors of all the rooms are varnished wood with no carpet, and the walls are whitewashed lathe-and-plaster. Each room contains a number of chests equal to the number of beds in the room for storing the clothing and personal belongings of the occupants, so the contents of the chests will vary with the occupants and will not be included in the room descriptions. The beds are all made of oak with tied springs and have straw ticks covered with cotton sheets and woolen blankets. Single beds have one feather pillow, and double beds usually have two to four feather pillows. There are two suites on the second floor, each sleeping four people and having its own water chamber holding a chamber pot and a shelf with wash basin, soap, and towels. The occupants of the other rooms must use the communal chamber pots stored in the two designated rooms, with the exception of the large communal sleeping room on the south side of the building. Rooms 14, 16, 18, 20, and 22 are especially favored by mercenaries and bandits because they have no outside windows; the only entrances to these rooms are through the single doors, which make the rooms easier to guard and defend in case of attack. A small lounge area has been created in a public area of the second floor by the guests who have, over the years, brought chairs out of the individual rooms and grouped them about the fireplace. All the rooms, as well as the 10' wide and 70' long corridor traversing the center of the building, are lit by oil lamps hung on the walls and by candles in candlestands on the tables or desks in the rooms.

8. This room, 18' x 25' is one of a suite of rooms. The door from the hall opens inward, as do all of the doors to the sleeping rooms, to reveal two comfortable couches on a large area rug. A Fireplace in the east wall is flanked by several shelves which hold seashells, driftwood, and small, carved replicas of boats. A desk and chair are positioned beneath one of the two windows in the north wall. The contents of the desk depend on the occupant of the room. The windows may be closed against darkness or foul weather by oaken shutters with sturdy iron fasteners. A table is against the south wall, and a door in the east wall gives access to the bedroom beyond.

9. This 20' x 25' room is the bedroom of the suite. A clothing trunk is set at the foot of each of the four beds arranged along the eastern wall. Two wood and canvas chairs are grouped in the southwest corner of the room by the fireplace, and another sits in the northwest corner beside the entry to this room from the sitting room. On the other side of the fireplace on the west wall is a large table, above which is hung a silvered mirror. Wood for the fireplace is stacked on the hearth between the fireplace and the table. The window in the north wall can be closed against darkness or foul weather by interior shutters fastened with a sturdy hook. A door in the southern wall leads to the private washing room that services this suite.
10. The private wash area of the suite is a 5' x 10' room containing a shelf holding a wash basin, yellow soap, and a clean towel, and a chamber pot. On the west wall of the chamber is a door of iron bars that may only be opened from inside the chamber. It gives access to two small hatches which, when opened enable the user of the chamber pot to place it inside the chamber pot storage room. A servant checks these rooms several times a day and empties the chamber pots if necessary, making it unnecessary for the servants of the Inn to enter the private suites when they are occupied. This helps to eliminate charges by wealthy adventurers, bandits, and pirates that the servants of the Inn have removed some of the wealth of the occupants of the room in the course of their cleaning duties and provides more privacy for the patrons of the Inn. Other chamber pots are also stored in the small 2½' x 5' area for use by the customers occupying the less expensive quarters in the Inn.
11. This 18' x 25' room is the sitting room of a suite of two rooms. A large area rug covers most of the pegged floor, and a small couch upholstered in green velvet sits upon it. A larger couch upholstered in the same material is against the east wall facing the stone fireplace on the west wall. The fireplace is flanked by shelves holding a few books of adventure fiction and history as well as an assortment of cheap trinkets, part of the collection of the owner of the Inn which he uses as decoration. One of the cheap trinkets, however, is a small leaden box with a curious, raised inscription on the lid. Unknown to the owner of the Inn, a copper piece placed within the box will become two copper pieces in a day's time. The box is big enough for only two copper pieces, so one must be removed in order for the original copper piece to reproduce. Obviously, if the box is removed from the Inn, and the players return later to that room, this particular item will not be part of the description of the room. A desk and a wooden desk chair are situated beneath one of the two windows in the northern wall. The contents of the desk depend upon the occupant or occupants of the room. The two windows can be closed against the darkness or foul weather by wooden shutters fastened with iron hooks. In addition, green velvet drapes may be drawn across the windows to keep out the drafts. A wood and canvas chair sits beside the door to the bedroom of this suite in the west wall, and a large table is positioned against the south wall next to the door that provides entrance to this room from the hall.
12. A double bed is positioned beneath each of the two windows in the west wall of this 20' x 25' bedroom. This room was obviously intended for the wealthiest of the Inn's clients; green velvet curtains are draped along each bed toward its head and drawn upward toward a wooden valance carved to resemble the prow of a ship. Green velvet curtains are also draped on either side of each of the three windows, but only those over the window in the northern wall can be drawn across the window, although all three of the windows can be closed with wooden shutters to keep out the night air or bad weather. Between the two double beds, two flat-topped clothing chests are arranged along the western wall. On each chest sits a brass candlestand holding a single candle. At the foot of each double bed is another clothing chest. Two chairs upholstered in green velvet are clustered in the southeast corner beside the fireplace, and a table is positioned against the eastern wall on the other side of the fireplace. A watercolor of a pirate ship hangs on green velvet cord from a hook set in the ceiling just in front of the stone fireplace. A wood and canvas chair is positioned in the northeast corner of the room beside the door leading to the sitting room. A door in the southern wall gives access to the private washing room of this suite.
13. The private washing room of this suite is plainly furnished with a chamber pot and a washbasin set on a wooden shelf. Beside the washbasin lie two soft towels and a bar of yellow soap. A silvered mirror hangs on the western wall above the shelf. The eastern wall has a door made of iron bars set into it that can only be opened from within this private chamber. On the other side of the door, the wall has two small hatches that give access to the chamber pot storage closet beyond and enable the occupants of this suite to set their used chamber pot within the storage closet to be emptied by one of the servants of the Inn. This eliminates the need for the servants to enter the suite frequently and provides more privacy for the occupants. Other chamber pots are also stored in the small 2½' x 5' area for use by the customers occupying the less expensive quarters in the Inn.



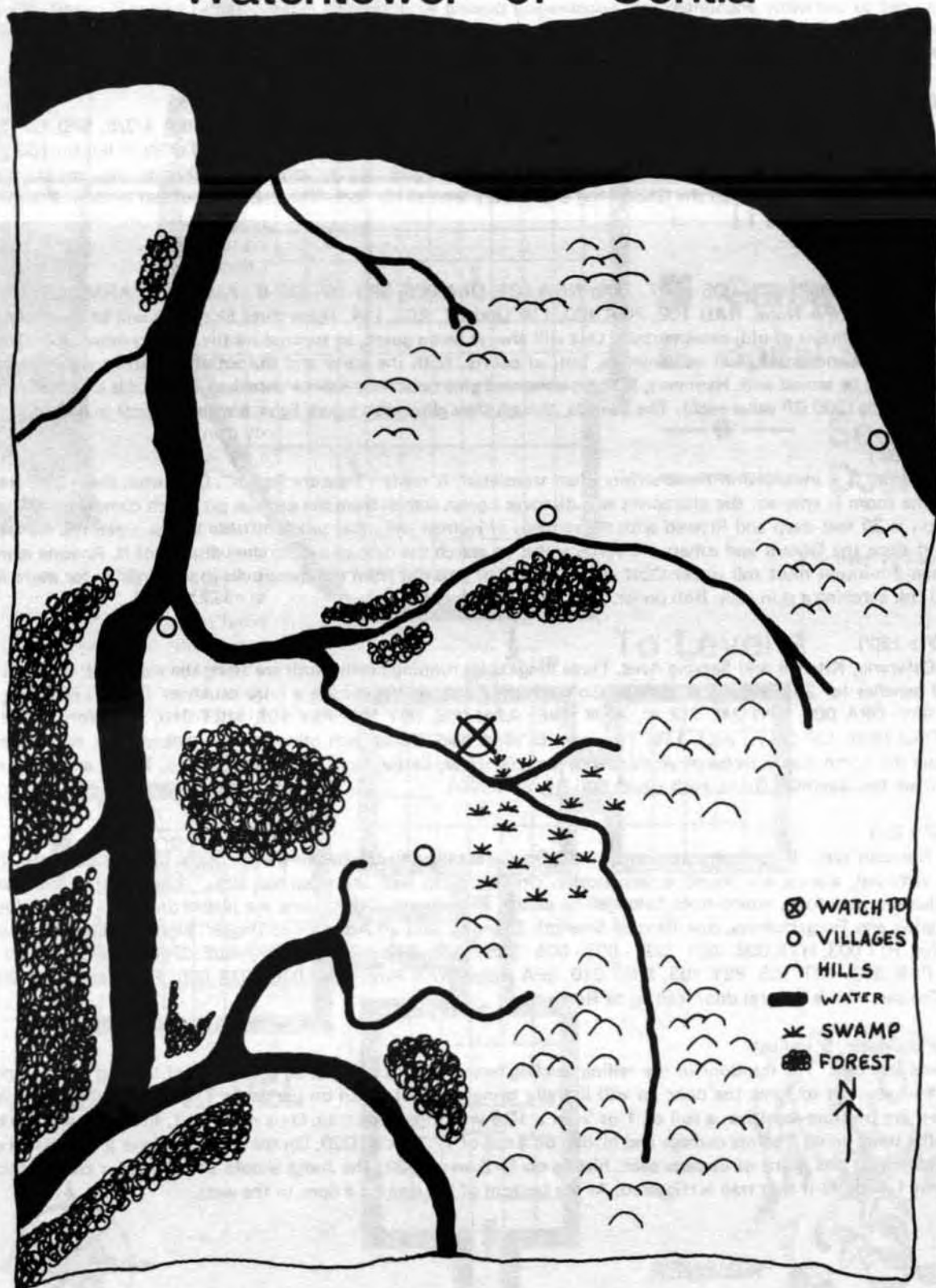
14. This 20' x 23' sleeping room is a favorite with groups of bandits and pirates who might need a safe place to spend the night because it has no windows, making the entrance in the north wall easily defensible. Beside each of the four beds in the room is a wood and canvas chair, and at the foot of each bed is a clothing trunk. Three of the beds are arranged along the eastern wall, and the fourth rests in the southwest corner of the room. A dressing table against the west wall of the room has a tin mirror hanging above it, and pegs along the wall between the door and the table provide places to hang cloaks and hats or girdles with sheaths and Shields.
15. Two occupants can rest comfortably on the single beds in this windowless, interior room. The room is 18' x 21' and the only entrance is through the door from the hall in the west wall. A wood and canvas chair sits beside each of the two beds arranged in the northeastern and northwestern corners, and the clothing trunks for each bed are against the east and west walls. A brass candlestand with a single candle sits atop the desk positioned against the southern wall, and the chair drawn up to the desk is made of cherrywood. The contents of the desk depend upon the occupants of the room. A dressing table stands in the southeast corner of the room, and a tin mirror hangs on the eastern wall above it. Pegs on the east and west walls beside the beds provide places to hang clothing or weapons.
16. An interior room for three, this 18' x 21' sleeping room is easily defended due to the lack of windows and the single door from the hall in the eastern wall. Two of the three beds are arranged along the western wall with their clothing trunks placed between them, and the third bed is in the southeastern corner with its clothing trunk at its foot along the eastern wall. Two wood and canvas chairs sit near the third bed along the south wall, and a third chair is positioned at the foot of one of the beds near the northern wall. A crude drawing of Mermaids gathering pearls hangs above the chair on the north wall.
17. The three beds in this 21' x 20' room are spaced evenly along the west wall with the two shuttered windows between them. During the daytime, the iron fasteners may be unhooked and the wooden shutters drawn back to provide light for the room. At the foot of each bed is a clothing chest, and a dressing table flanked by two wood and canvas chairs is set against the eastern wall. On the south wall is a desk and chair; the contents of the desk depend upon the occupants of the room.
18. This windowless, 20' x 23' room can house four, and is easily defended due to the solitary entrance at the southwest corner. Three of the four beds are arrayed along the eastern wall, and the fourth is in the northwest corner. All of the beds have clothing chests set at their feet. Each bed has a wood and canvas chair next to it, and a dressing table is positioned against the western wall beside the door. A tin mirror hangs above the dressing table.
19. Two occupants may be comfortably housed in this 18' x 21' sleeping room which features a large stone fireplace on the southern wall to provide heat and light. The fireplace, the easy defense of the windowless, single-entranced room, and the relative privacy it affords make this one of the more expensive of the smaller sleeping rooms. A dressing table is set along the western wall beside the door giving access to this room from the hall. Beside the dressing table is a wood and canvas chair. The two beds are arranged along the eastern wall with their clothing chests beside them in the corners of the room. A desk, the contents of which depend upon the occupants of the room, and a desk chair sit against the north wall, and another wood and canvas chair is beside the desk. On the mantle of the fireplace are several shells and pieces of driftwood and an enameled tin container used to hold pipeweed, now empty.
20. This small interior room is barely large enough to hold three guests. It is 18' x 17½' and has a single door in the eastern wall giving access from the hall. Two of the three beds are against the northern wall, and the third is placed in the southwestern corner. One clothing trunk is at the foot of one of the beds along the north wall, but the clothing chest of the other bed is beside it next to the north wall. Beside that clothing chest is a wood and canvas chair, and in the northeast and northwest corners are pegs set in the walls to provide places to hang clothing or weapons. Another wood and canvas chair is against the west wall beside the third bed, and the third trunk is placed at the foot of the bed along the south wall. More clothing pegs are set in the south wall at the southeast corner, and a third wood and canvas chair sits beside the door in the east wall.
21. A double bed rather than two single beds is the outstanding feature of this comfortable 18' x 20' room for two. The bed is set into a slight alcove on the southern side of the room, and the two clothing trunks are placed at the side of the bed and at the foot between the two windows in the western wall. The windows have wooden interior shutters fastened with iron hooks which may be closed against the night air or bad weather, but they also have curtains of a vividly-striped material which may be drawn across the windows to protect against drafts. Two wood and canvas chairs are set in the northeast corner of the room, and a dressing table is set along the northern wall. On the dressing table is a brass candleholder with a single candle, and a tin mirror hangs above the table. A desk with a wooden chair is positioned on the east wall; the contents of the desk depend upon the occupants of the room. The door to the room is in the southern wall.



22. This 18' x 22' sleeping room holds three guests. Two of the beds are by the south wall, and the third is against the north wall. A clothing chest sits next to one of the beds by the south wall, and clothing pegs line the west wall. Also by the west wall is a wood and canvas chair. Between the entry to this windowless room in the northern wall and the bed that rests by the north wall, a wood and canvas chair and a flat-topped clothing chest are arrayed. A brass candleholder with a single candle sits atop the clothing chest. Another clothing chest with a wood and canvas chair beside it sits along the eastern wall near the foot of one of the beds.
23. A spacious 20' x 20', this room is appointed for two occupants who don't mind sharing the double bed placed in the small alcove in the northwest corner of the room. One of the two clothing chests sits beside the entry to the room in the north wall, and the other is positioned toward the foot of the bed between the two windows in the west wall. This room is somewhat more elegantly appointed than the other sleeping rooms; the shuttered windows are covered with red velvet drapes, and a white bearskin is draped across the double bed. The room is much favored by the female pirates who frequent the Wayfarer Inn, despite the lack of easy defense. An ornately-carved cherrywood desk and a matching chair with a red velvet cushion sit along the southern wall. Above the desk is an etching of a moonlit landscape, and beside the desk is a wood and canvas chair. Another wood and canvas chair sits beside the cherrywood dressing table against the eastern wall, and a silvered mirror in a gilt frame hangs above the dressing table. A brass candlestand holding a single candle and a small crystal fingerbowl are set atop the dressing table. The fingerbowl is bolted to the dressing table to discourage its removal.
24. This irregularly-shaped room is about 20' x 25' and houses two guests quite comfortably. The two beds are positioned along the eastern walls with two wood and canvas chairs set between them. At the foot of one of the beds is a clothing trunk, and the other clothing trunk is in the northeast corner beside the second bed. A dressing table sits against the western wall, and a desk with a wooden desk chair is against the northern wall. Two windows in the southern, oblique wall may be unshuttered during the day to provide light to the room, but the sturdy iron hooks close them fast against the darkness and bad weather. Pegs for hanging clothing or weapons are set into the west wall between the dressing table and the southwest corner.
25. This is the only room on the second floor which is permanently rented, although the occupant is seldom in it. The room is rented to an old Pirate turned Bard who spends much of his time below in the main bar or on the docks watching the ships come and go. The bed of Bardache the Grizzled, although made like the other beds in the Inn, is covered by several blue silk quilts, and the intricately carved tusk of a Tusked Whale hangs above the headboard on the east wall. At the foot of the bed, instead of the usual clothing chest, is an old, battered, iron-bound seachest containing Bardache's clothes, two steel Cutlasses, several strings of glass beads worth 1 SP each, a gold nose-ring worth 5 GP, a silver-embossed teakwood box with blue velvet lining worth 16 GP and containing a severed Human hand well preserved, a leather bag holding 145 SP, 134 CP, and a Blue Diamond worth 50 GP, and a small leather pouch containing an ivory toothpick. Another trunk of the common, flat-topped house variety contains several pairs of leather boots, a silver Dagger worth 15 GP, a cat-o-nine-tails, 42 CP scattered about the bottom, and a locked, iron box holding a silver ring set with an Emerald worth 27 GP, 34 GP, and a carefully-folded pirate's flag with a large hole burned in the center. The dressing table against the northern wall holds a set of silver-handled combs with ivory teeth worth 45 GP, a silver-handled mirror worth 35 GP, and a boar-bristle brush with an Onyx handle worth 145 GP. Above the dressing table, a silvered mirror is hung, and several hooks on the walls beside the dressing table hold a variety of hair ribbons for use in tying back Bardache's ponytail. Two wood and canvas chairs sit in the southeast corner of the room next to the oak desk with an oak desk chair. Upon the desk are several quills, a bottle of ink, a parchment sheet, and a brass candelabra holding three candles. Within the desk are more quills and bottles of ink, several sheets of parchment, a steel straight-razor, a penknife, a brass buttonhook, two ivory buttons, and a volume of unfinished songs, some authored by Bardache and some by Bir-kaby Long-Arm. Along the western wall of the room are several roughly-built shelves holding scrolls of songs and books of poetry. A little-used Lute hangs on the wall in the northwest corner, near the door. The two windows in the south wall may be covered by wooden shutters with sturdy iron hooks against the night air, but the deep blue burlap curtains hung on either side of them are for decorative purposes only and cannot be drawn.
26. Ten beds line the walls of this irregularly-shaped common sleeping room. In the southwestern corner of this approximately 25' x 50' room is a stone fireplace with four wood and canvas chairs drawn up before it. Four beds are positioned along the southern wall between the windows, each with its clothing chest beside it beneath all but one of the five shuttered windows. Another bed is along the west wall between the two windows on that wall. Its clothing chest sits at the foot of the bed. Five beds are arrayed along the northern wall, each with its clothing chest beside it. The door to the room is in the northern wall at the northeastern corner. In the southeastern corner, a gaily-striped curtain suspended from the ceiling by copper chains conceals a chamber pot and a small shelf attached to the east wall and holding a wash basin, a bar of yellow soap, and several soft towels. A tin mirror, badly scratched, hangs above the shelf.

Gamer's Map

Watchtower of Sentia



Watchtower of Sentia

Along the River Modron lies the Watchtower of Sentia, forgotten but to a few, and the dungeon below it wherein evil experiments were strangely wrought. Now, strange and hungry creatures have recently taken up residence there. The local farmers, not used to unearthly encounters, are encouraging passing adventures to investigate this ruined Watchtower with its "hidden treasures". They mention that "a few petty annoyances might resent the party's presence there, but surely a blow or two from those wicked looking Swords will easily disperse them".

Room 1 (40' x 60')

Inside the entrance, there will be three Ghouls: HIT 002, HTK 010 - 011 - 012, NOA 003, DPA 4/3/6, SPD 12', SIZ 6', ALN CEX, ARM 030, INT 153, PSY 153, MRT 080, SPA Paralyze with Touch, Saving Throw of CON or less on 1D20, RAD 100, POR 100, FOD Human Meat, LIF Undead, AGL 103. They are guarding the room. They have no weapons but strike as if trying to disperse intruders. One of the Ghouls has a Gold Key around his neck. The door on the west leads to Room 2, the door on the east to Room 3.

Room 2 (50' x 60')

Three Skeletons: HIT 002, HTK 006 - 007 - 008, NOA 001, DPA 006, SPD 16', SIZ 6', ALN NXX, ARM 042, INT 103, PSY 103, MRT 090, SPA None, RAD 100, POR 100, LIF Undead, AGL 114. These three Skeletons will be assembling new Skeletons from the remains of old, eaten corpses. One will always be on guard, so surprise by the party is impossible. The new Skeletons, being non-enchanted, will not animate, but, of course, both the party and the active Skeletons are not aware of that. Skeletons will be armed with Hammers, Mallets, pens, and glue pots. Two will be wearing Longswords sheathed in jewel-encrusted Scabbards (200 GP value each). The Swords, though they glow with a grey light, are non-magical in nature.

Room 3 (30' x 60')

The door to Room 3 is inscribed in runic script; when translated, it reads "Treasure Room". Of course, there is no treasure here. When the room is entered, the characters will discover a great stench from the garbage pit which comprises 98% of this room. The pit is 30 feet deep and littered with the remains of Human and other unidentifiable lifeless creatures. No treasure will be found since the Ghouls and others are very careful to search the rubbish before they dispose of it. Anyone searching for more than 2 minutes must roll under CON score on 3D6 or pass out from the stench. Anyone searching for more than 4 minutes will risk catching a skin rash. Roll under CON on 3D6 to avoid this.

Room 4 (70' x 120')

This is the Cafeteria, Kitchen and Serving Area. Three long tables running north-south are along the west wall, with full table settings and benches for 20 guests. A frightened Goblin by the east wall is stirring a huge cauldron. Goblin: HIT 002, HTK 007, NOA 001, DPA 002, SPD 24', SIZ 4', ALN CNE, ARM 005, INT 103, PSY 103, MRT 010, SPN None, RAD 010, POR 020, FOD Meat, LIF 20 yr, AGL 115. The scent of roast beef mixed with other smells (cooked flesh, etc.) permeates the air. Along the north wall is a row of skulls, Elves, Men, Dwarves, Cattle, Hogs, Halflings, Goblins, Trolls, and Wolf. Inside the hog skull are two Sapphire Gems, each worth 500 GP.

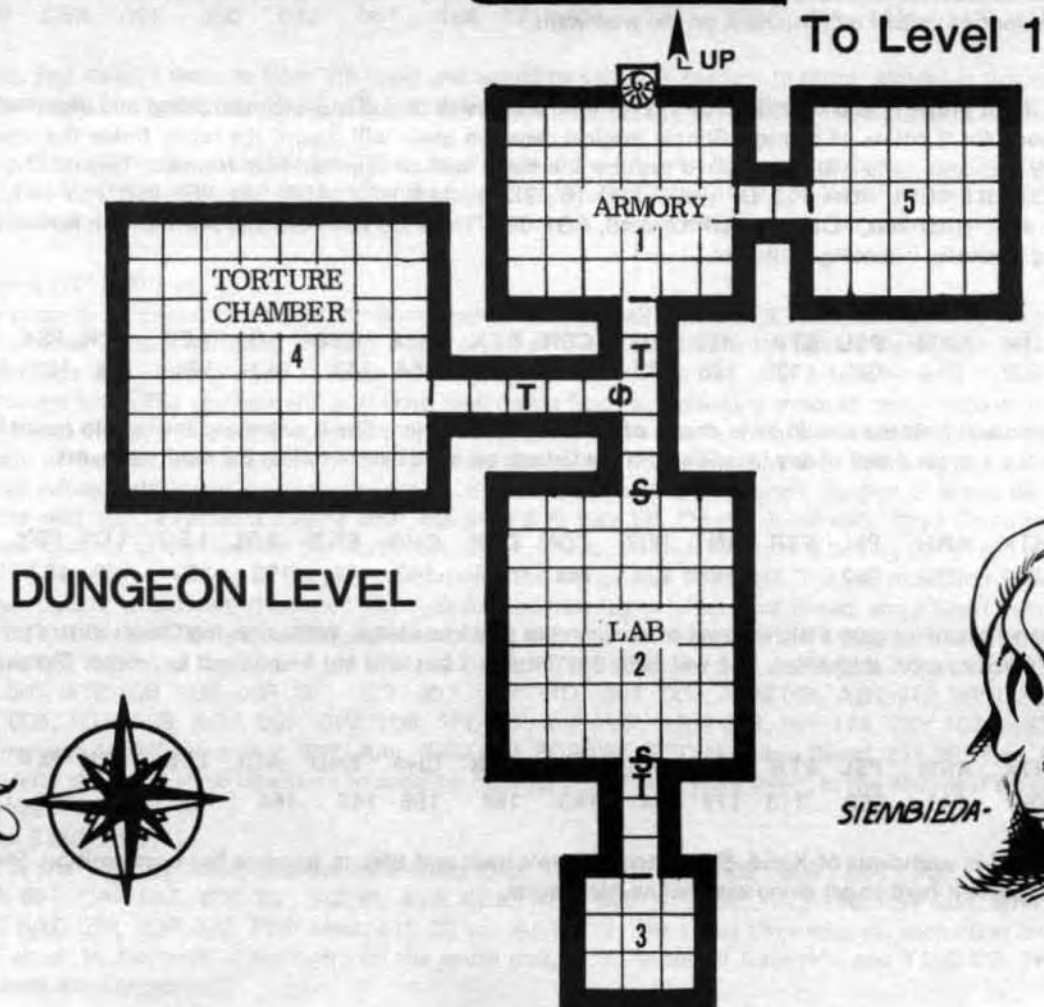
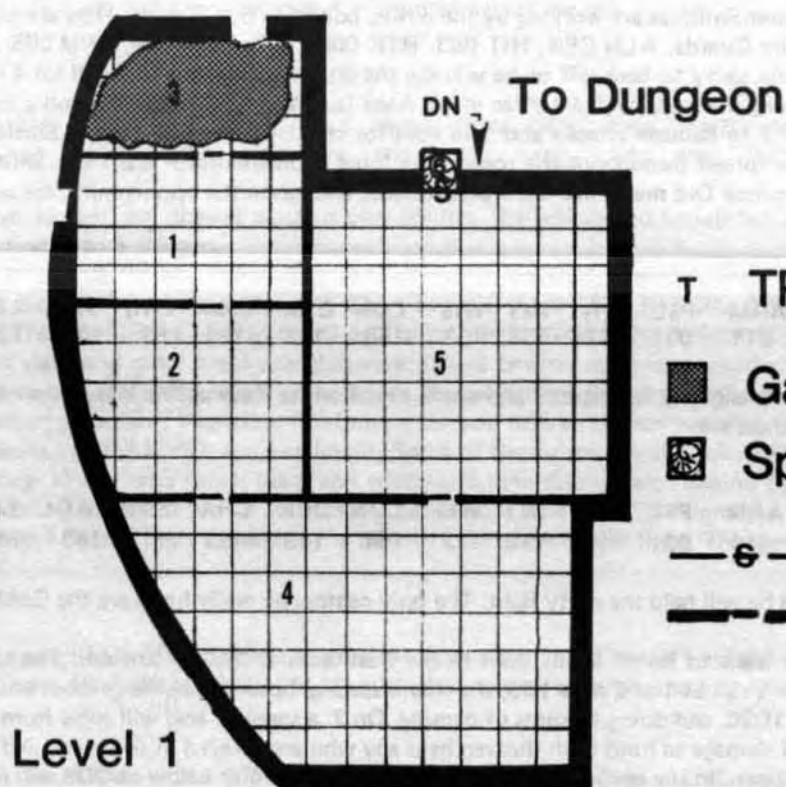
Room 5 (80' x 80')

This is the Barracks area. 15 beds line the north wall. Goblin skulls with torches in their mouths line the east wall. If any torches are removed, alarms will sound automatically. On the south wall are mounted arms, Short Swords, Longswords, Javelins, Polearms, and Axes, which once belonged to earlier adventurers. Other items are placed on a high shelf including 2 potions, Soaring and Forgetfulness, one Ring of Strength Draining, and an Adamantite Dagger. Eight Orc Guards are always on duty. Orcs: HIT 003, HTK 006 - 007 - 007 - 007 - 008 - 008 - 009 - 009, NOA 001, DPA 006, SPD 24', SIZ 5', ALN CEX, ARM 055, PF% 030, INT 103, PSY 103, MRT 010, SPA None, WPN Any, RAD 010, POR 020, FOD Meat, LIF 20 yrs., AGL 112. The east wall is a secret door leading to Room 6.

Room 6 (10' diameter, 5' radius)

This is a spiral staircase. The trapdoor in the ceiling, leading to the landing which is all that is left of the 2nd Level, is pinned by rubble. Any attempt to force the door up will literally bring the roof down on the party. The stairs leading down to the dungeon level are pressure-sensitive; a roll of 1 or 2 on a 1D6 will trigger the trap. On a result of 1, five concealed darts will shoot from the stairs doing 3 points damage and hitting on a roll of 1 - 3 on a 1D20. On the roll of 2, three jets of flame shoot from the steps doing one point of damage each, hitting on 1 - 8 on a 1D20. The Judge should also check for clothes catching on fire (roll of 1 on 1D6) if that trap is triggered. At the bottom of the stairs is a door to the west.

WATCHTOWER OF SENTIA



Dungeon Level

Room 1 (50' x 60')

This is the Armory. Two Human Smithies are working by the anvils, pounding out Swords. They are chained to the north wall and watched over by four Orc Guards: ALN CEX, HIT 003, HTK 006 - 007 - 007 - 008, ARM 065, AGL 112, WPN IHL. If assaulted, one Orc will tell the party to back off or he will kill the Smithies. Another will yell for 4 - 8 more Guards to reinforce them from Room 5. Along the south wall are three magic Axes (add 1 to damage attacks and 2 to dice rolls for striking), four magic Longswords (add 2 to damage attacks and 1 to rolls for striking), and five normal Shields of adamantite alloys. Standard Armorer's tools are spread throughout the room. The forge is on the north wall. The Smithies are anxious to see their families before they become Orc meals like their predecessors and, given the opportunity, are courageous enough to attack the guards.

Garvid

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	011	008	011	031	174	133	103	153	123	123	153	123	123	103	133	IDH

A local peasant, Garvid is very angry at his captors and wants to obliterate them all. He knows the overall physical layout of the place but not where the traps are.

Kadin

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	011	009	011	031	163	142	113	164	143	132	151	143	112	113	124	IDH

Kadin just wants out, though he will help the party fight. The only captors he really hates are the Goblins.

The door to the south leads to Room 5; the door to the west leads to the hall corridor. The east/west corridor stones are also pressure-sensitive. On a roll of 1 or 2 on a 1D6, the trap is sprung. Spears will emerge from both walls on the roll of 1, hitting on a roll of 1 - 4 on 1D20, and doing 4 points of damage. On 2, a spray of acid will spew from the cracks between the stone floor doing 1 point of damage to both flesh (heaven help any who are sprayed in the eyes), and cheap armor, as well as any items carried out in the open. In the corridor is one secret door; a roll of 4 or below on 2D6 will reveal it. This door leads to Room 4. One visible door, inscribed with runes, is on the west wall.

Room 2 (70' x 60')

The door on the Lab, if not properly examined (roll of 1, 2, or 3 on a 1D6 will be sufficient for searching) and disarmed, will release an electrical shock for 6 points of damage. Simple magical negation spells will disarm the runes. Inside the room are two Zombie Guards by the door, who will pull the red sash by the north wall to summon help from the Torture Chamber. Zombies: HIT 003, HTK 015 - 016, NOA 001, DPA 006, SPD 16', SIZ 6', ALN NEX, ARM 031, PF% 050, PSY 011, MRT 080, SPA None, WPN Any, RAD 100, POR 100, LIF Undead, AGL 092. There are five FEM Lab Assistants in here who are mixing potions, writing in scrolls, incanting spells, etc.

Clara

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	CEX	052	027	014	062	123	175	133	153	145	164	143	143	164	134	162	IDG

Clara resents her position and feels she should be in charge of the entire installation. She is sullen and inclined to resent intrusion by anyone. She will try to take care of any invaders with the Guards on hand before calling for reinforcements.

Karid

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	CEX	032	011	015	052	132	166	123	144	126	143	154	152	152	123	173	IDG

Karid is working extremely hard to gain a higher level of competence and knowledge. While obeying Clara's orders for now, she wants to take her place as soon as she can. She will fight any intruders but will not be inclined to protect Clara's back.

Geldina

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
ALC	CEX	021	007	011	052	113	177	114	143	154	155	145	164	143	124	146	DDG

Geldina supports Clara and is suspicious of Karid. She watches Clara's back and tries to improve her own position. She has a violent temper which makes it hard to get along with fellow-Alchemists.

Sleena		CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
		ALC	CEX	021	006	011	052	122	164	142	154	133	152	126	123	133	143	154	DDG

Sleena is a supporter of Karid, but doesn't have all that much skill or patience in her trade. She will defend herself or Karid but doesn't like to fight. She will flee the room to seek additional help if she can.

Rissa		CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
		ALC	CEX	021	007	010	052	133	175	134	123	122	163	134	143	121	134	127	IDG

Rissa doesn't like either faction and doesn't want to play politics. She will defend herself but is not likely to help any of her colleagues, fleeing the first chance she gets.

Five Goblins are also in the room, armed with Short Swords: ALN CEN, HIT 002, HTK 006 - 006 - 007 - 007 - 007, ARM 050, AGL 115. The Goblins are here to guard and follow the orders of the Assistants. All along the north and south walls are beakers, glass vials, and other breakable glassware. If two beakers are mixed together, there is a 65% probability of an explosion doing 10 points of damage to all in the room. Completed on the south wall are the following shelved Potions: Dragon Influence, Undead Repellent, Fearsome Fire (burns for two hours - do not swallow), Vampire Repellent, and Quick Poison (guaranteed results in 30 seconds); and two books, Spells of Necromancy and Book of Shifting Alignments, which will cause 4 points of damage to any who touch them and which will then disintegrate. Behind the west wall is a panel (hidden door to the corridor leading to Room 3). To activate the panel door, one of CEX Alignment must touch it. The corridor is booby-trapped to release 4 Spears from the ceiling if a LEX or LGX steps on the floor. The spears hit on a 1 - 4 on 1D20 and do 8 points of damage.

Room 3 (30' x 30')

The door on the east cannot be unlocked unless one has the Gold Key. This is Sentia's old private Lab and his Skeleton in its dark robes guards the room. He fights as a LVL 061 Warrior, although the party should first think he is a Liche.

Sentia		CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
		FTR	CEX	061	030	042	041	164	174	104	141	153	041	141	143	103	103	174	DLS

Sentia just doesn't want to leave this room and would be perfectly content to putter around in this room for the next couple of centuries. He resents intrusion but is not particularly inclined to fight unless forced.

Lining his walls on shelves are 2 Potions of Undead Banishment, 2 Potions of Deception, 2 Potions of Magical Negation, a Potion of Eternal Slumber, and one unfinished experiment. This bubbling vial sitting above a cold oil lamp has preserved his Undead status. If the vial breaks or he moves 60' from it, he will collapse after 60 seconds.

Room 4 (70' x 80')

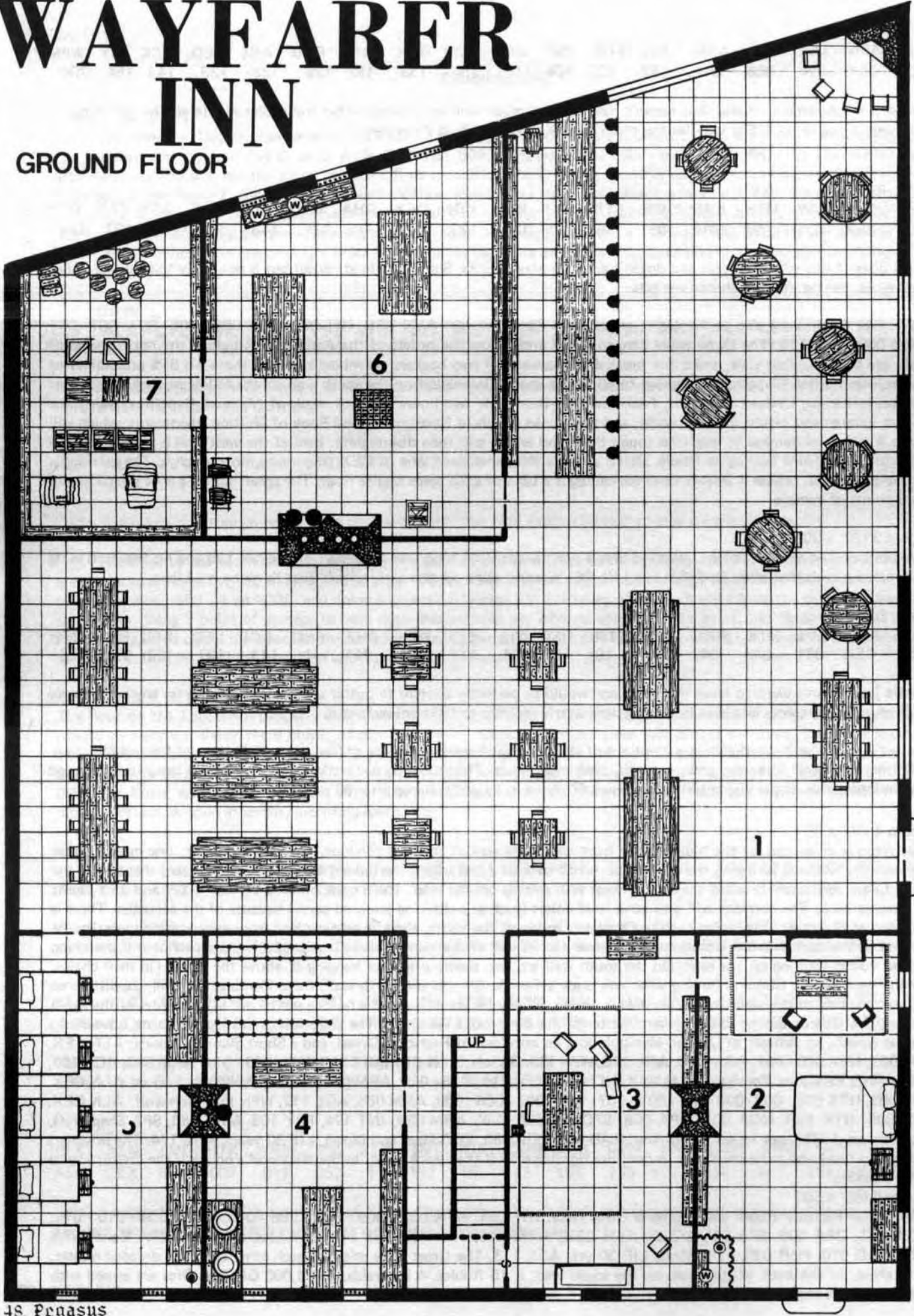
This room is concealed by the hidden door from the north wall of the first corridor. To reach the room, one must traverse the corridor without springing the dart traps. A roll of 1 or 2 will trigger the hidden darts. Such a roll means that one of the adventurers accidentally brushed the east or west wall setting off the trap. The 3 darts hit on a 1 - 4 on 1D20 and do 3 points of damage each. The corridor will also echo loud noises (such as a clanking armored party) because of the acoustics. There is no door to Room 4. This is the Torture Chamber. Inside of the room, there is an excellent array of punishing tools. By the far end of the east wall is a Goblin pulling a dead victim out of the iron maiden. To his right is a compatriot still stretching a dead young Halfling on the rack. On the south wall are two sleepy prisoners hanging 6' above the ground in their chains. By the west wall, a Ghoul is flaying what was once a Female Elf. On the north wall, three Zombies are flailing a disfigured Fighter chained to the wall. In the northwest corner, a Ghoul is watching over a boiling pot of oil. In the center of the room are ten Orc Guards talking to the present master of this dungeon, a Werewolf. The Werewolf, in his Human form, is wearing a leather pouch, an Amulet of Undead Manipulation, an iron Icon of Fearsome Dread, and a Short Sword. Goblins: ALN CEN, HIT 002, HTK 006 - 007, ARM 050, AGL 115, WPN ISS. Ghouls: ALN CEX, HIT 002, HTK 010 - 011, ARM 030, AGL 103, DPA 4/4/6, Paralyzes. Zombies: ALN NEX, HIT 002, HTK 015 - 016 - 016, ARM 031, AGL 092, WPN ILS. Orcs: ALN CEX, HIT 003, HTK 008 - 008 - 008 - 007 - 007 - 007 - 007 - 008 - 009, ARM 065, AGL 112, WPN ISC. Werewolf: ALN CEX, HIT 005, HTK 028, NOA 001, DPA 008, SPD 30', SIZ 4'6', ARM 033, INT 174, PSY 103, MRT 080, SPA Shapeshift, Regenerates 1 HTK per round, WPN Any, RAD 060, POR 080, FOD Meat and Blood, LIF 30 years, AGL 174. The prisoners are nearly dead and in no condition to consider fighting even if they were freed. In the Werewolf's pouch is the master key to their shackles.

Room 5 (50' x 50')

This is the Treasury Room guarded by 9 Great Orcs: HIT 004, HTK 009 - 009 - 008 - 008 - 009 - 009 - 009 - 010 - 010, NOA 001, DPA 006, SPD 24', SIZ 6', ALN CEX, ARM 065, PF% 040, INT 113, PSY 103, MRT 010, SPA None, WPN IHL, RAD 010, POR 020, FOD Meat, LIF 30 yrs, AGL 113. The Great Orcs mistrust each other and their dreaded master. In a chest, in the back of the room on the south wall, is 15 Rubies, 4 Emeralds, and 1,000 GP. The Orcs are armed with Halberds and Longswords.

GROUND FLOOR

One Square=



KEY

1" = 2 1/2 Feet

— = Stairs

— = Door

— = Double Door

— = Secret Door

— = Door Barred

— = Window

— = Window Barred

— = Fireplace

— = Curtain

— = Table

— = Desk

— = Chair

— = Couch

— = Bar Stool

— = Shelf

— = Chest

— = Bed

— = Rug

— = Drying Rack

— = Laundry Vat

— = Water Basin

— = Chamber Pot

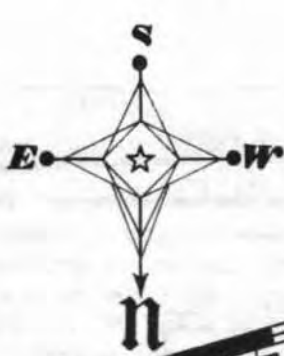
— = Cooking Vat

— = Sacks

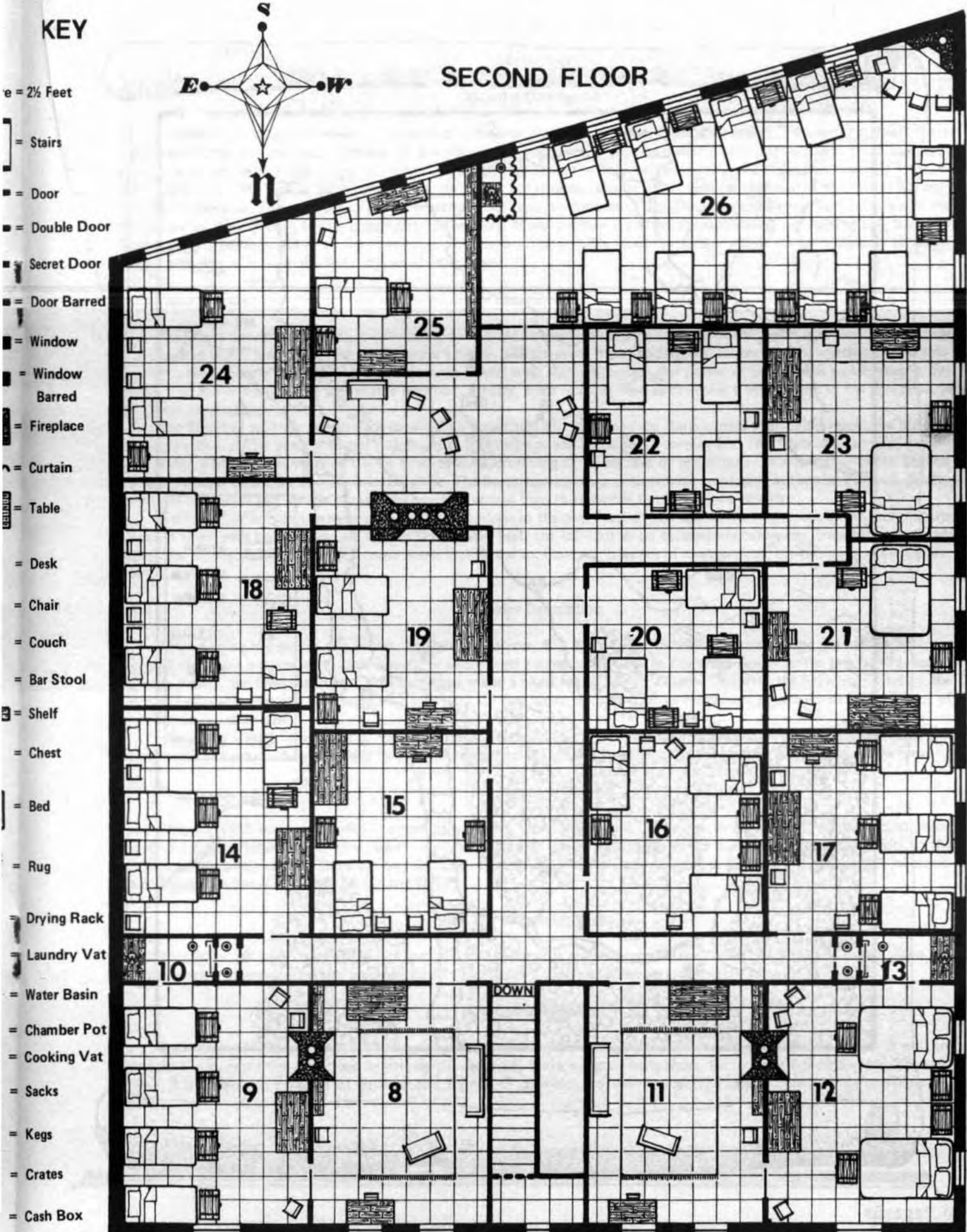
— = Kegs

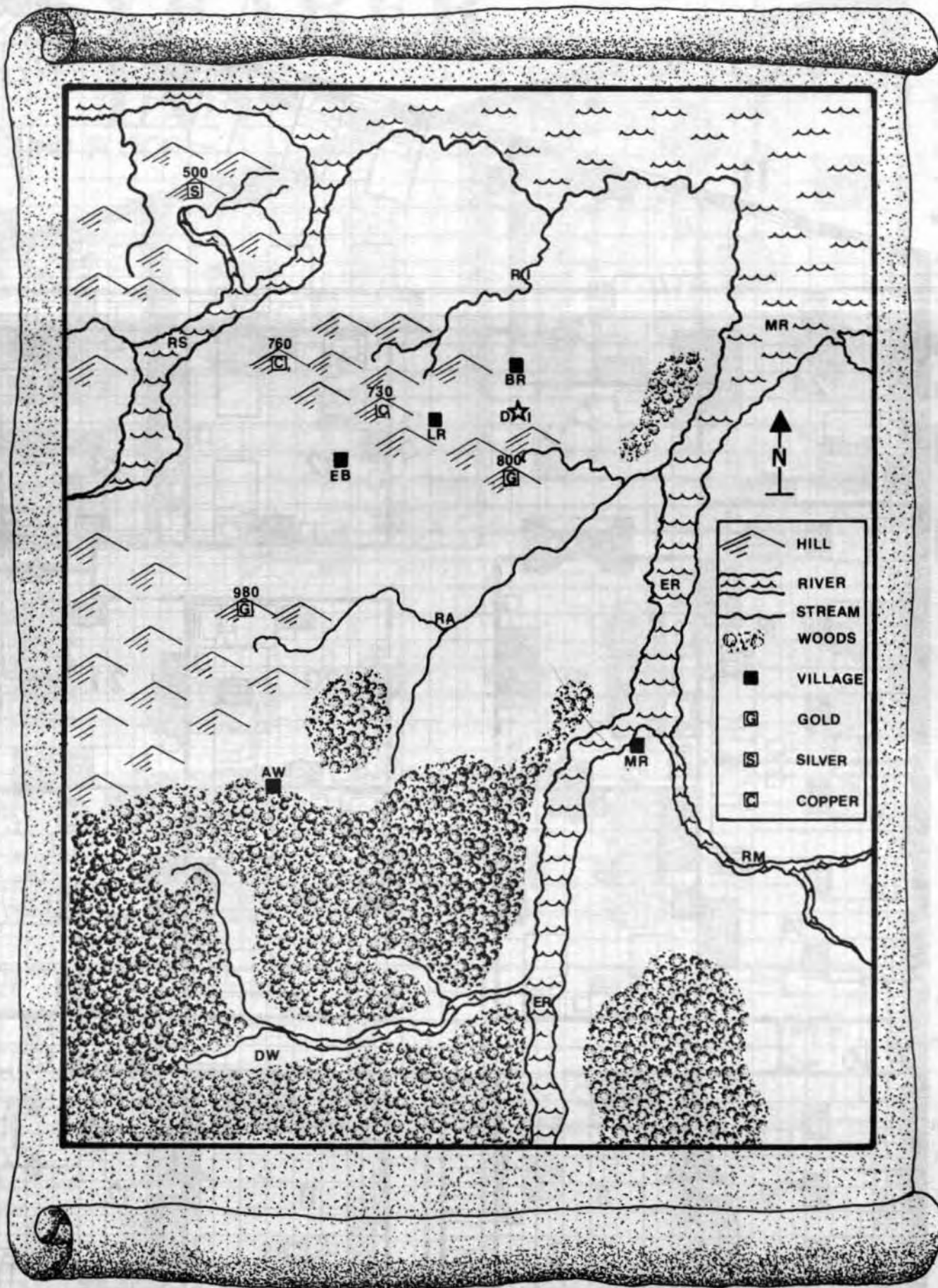
— = Crates

— = Cash Box



SECOND FLOOR





Dunlin Inn

General Description

In sight of Boughrune, there lies the citadel of Stone Inn (Hex 3412, Judges Guild City State Campaign Map One). There is no greenery in the immediate vicinity for a 2 mile radius because the present owner had it cleared away. The structure is circular in design with a high watch tower on the south wall. There is only one entrance, near the watch tower, a large, 6' wide stone door. The wall is 30' high and 5' thick and is constructed around a 90' exterior diameter. The tower is 50' high and 20' in diameter. The walls are of a grey limestone and have no decorative design and no apparent windows to relieve the monotony of the exterior. In the upper part of the stone tower are two windows through which can be seen two Mail-clad Guards with Crossbows. Entry to the tower does not appear to be possible from the outside of the Inn, and the only apparent entry to the Inn is through the door adjacent to the tower.

Past History

The Stone Inn was originally a defensive citadel build by Gnolls against Goblins some 500 years ago. During the course of a long and costly war, it fell into the Emperor's hands. The Emperor then decided to erect the present watch tower to safeguard the stone citadel and create a stable fortress in the area. As time passed, the power of the Goblins was broken in this region, and the importance of the citadel declined. Finally, there was no need to maintain such a citadel in the area because the threat had expired.

The Emperor sold the citadel to a local Baron about 100 years ago, and the Baron, some years later, resold the building to another Baron. The present owner purchased it 20 years ago and converted it into an inn. The Baron Morgein ran the Inn himself for a number of years before he tired of it. Succumbing to a bad case of wanderlust, he hired a notorious general manager, Smiter Smye, to operate it in his place. The Baron had built up a respectable and highly successful business. Smiter maintains its quality and service, though for no other reason than to embezzle funds from the profits.

Smiter is the only one who is aware of the trapdoor in the first level of the tower. He is ignorant of the fact that the tunnel is lined with booby traps set by the Gnolls who built the corridor as an escape long before the Emperor's troops occupied the citadel and built a watch tower above it. The Baron, however, is aware of the trapdoor, the tunnel, and the booby-traps.

Interior Description

After passing the guard, one enters through the narrow, 5' x 5' corridor to the courtyard. Along the narrow walls are grouped rooms on a lower and upper level. The lower level rooms consist of the Common Room to the left, where regular drinkers gather, the Sleeping Room, where one can spend a night for 12 SP, the Guards' Quarters, the Servants' Quarters, the General Office, the cheaper Bedrooms, which cost 7 GP per night, and the Stables for general pack animals. The exterior of these rooms is a drab grey.

The upper level is comprised of the better Sleeping Quarters, the Dining Area, the Kitchen, the Special Bedroom, and the Manager's Quarters. A ladder leads to the walkway above the second floor. The exterior of this level is also a drab grey.

The Common Room

This 20' x 30' tavern is painted in a dark brown tone. Few lights relieve the gloom. In the north is the bar behind which are stored various kinds of ale, wine, beer, mead, etc. There are six circular tables in the room with companion chairs. In the south are three small booths. There are no exits other than the door on the east wall which serves as the entry from the courtyard. Behind the bar is a till with 50 GP and 75 SP.

The Sleeping Room

This 20' x 20' room contains a few cots and 7 hard benches and is painted black. There is no treasure in this room. Although Spartan in appearance and accommodation, the room is generally clean and reasonably safe.

The Guards' Quarters

This 20' by 15' room is painted grey with the insignia of the World Emperor on the west wall. Along the south wall are arranged 4 cots, and there are 4 foot lockers by the east wall. Extra weapons hang above the lockers: 2 Shortswords, 2 Spears, 1 Axe, 1 Broadsword, 1 Quiver of Arrows, and 1 Bow, all of which are non-magical. The lockers contain only uniforms and boots.

Servants' Quarters

The Servants' Quarters (20' x 15') are painted a bright yellow. Three dressers and three cots furnish this room where the cook and two maids reside. The cots are arranged by the north wall. Within the straw tick that serves as a mattress for the cook's cot are 29 GP and 40 SP. The other two have no valuables hidden within. Adjacent to the cots, on the same wall, is a closet containing uniforms. In the dressers are underwear, clothing, and a total of 29 GP and 14 SP. A 5' x 2' bronze mirror is suspended on the back of the door.

General Office

Herein is all the business for the Stone Inn transacted. The office is divided into two 10' x 15' sections so that the extra supplies can be stored in the back section. A desk, two chairs, and a ledger book with quill and ink bottle fill the outer office. The walls are painted a light green, and a mint green, 10 x 10 rug covers the floor. A filing cabinet in the northeast corner is half filled with papers. No treasure is hidden here.

Cheap Bedrooms

Each 20' x 15' bedroom is painted beige and furnished with a single bed, a small dresser, and no closet. The rooms are clean and well-kept, but they are not luxury accommodations.

The Stables

This 40' x 20' area is designed to provide for a small group of animals. A small number of stalls are available and the cost of 1 GP per animal per night includes the hay provided as feed.

Upper Level Bedrooms

Reaching the second level by means of a wooden stairway, the visitor discovers the better quality rooms. Six overnight rooms are usually available. Each bedroom has a double bed, a large dresser, a mirror, and a double closet. The rooms are painted light yellow and have darker yellow floor rugs and light orange and brown wall hangings for decoration.

Dining Room

The Dining Room area is 30' x 40'. Inside this light blue room are 7 tables scattered at equal intervals. They are covered with plaid cloths and are capable of seating four people each. Two sets of candelabras, each set on a small stand on the north and south walls, softly light the room.

The Kitchen

A light yellow color scheme dominates this 20' x 10' room. Spices and herbs in jars are shelved along the east wall. Beneath them, on the floor, are baskets of apples, oranges, and vegetables. On the south wall are shelves of pots and pans. A bread board hangs on the south wall as well. Above the fireplace in the east wall are various cutting utensils.

The Manager's Room

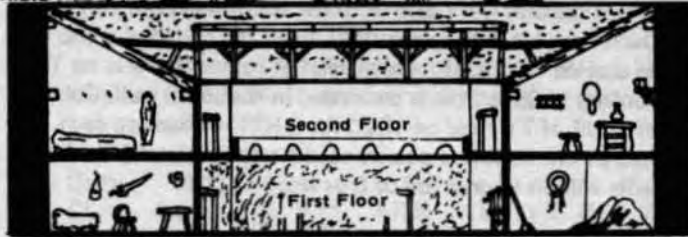
An elaborate rug worth 250 GP decorates the floor of this light blue 20' x 15' room. A double bed with silk and satin pillows and covered in fine linen further enhances the room. The dresser on the north wall is filled with fine shirts, trousers, and handkerchiefs. Hidden in the closet behind some old clothes is a small sack containing 205 GP and 415 SP which Smiter has embezzled from the profits of the Inn.

Special Bedroom

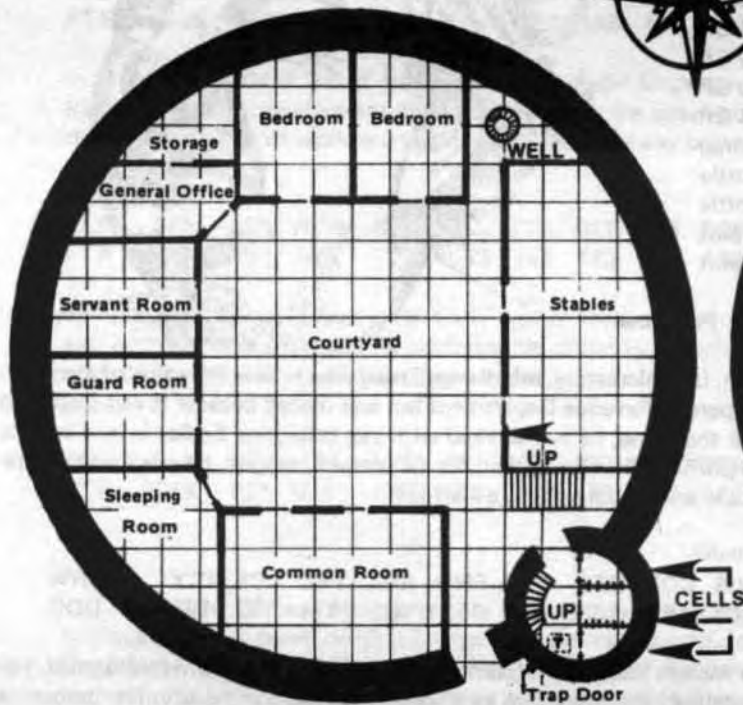
This 25' x 20' gold and purple room is reserved for visiting nobility. No one but those of noble blood is allowed to use this room. The manager has the only key. On the north wall is a beautiful tapestry of the City State of the World Emperor valued at 250 GP. On the west wall is a large double bed with satin sheets and brocaded pillows. A thick pile rug covers the entire floor. A double drawer dresser with attached mirror is against the east wall. There is nothing in the dresser.

DUNLIN INN

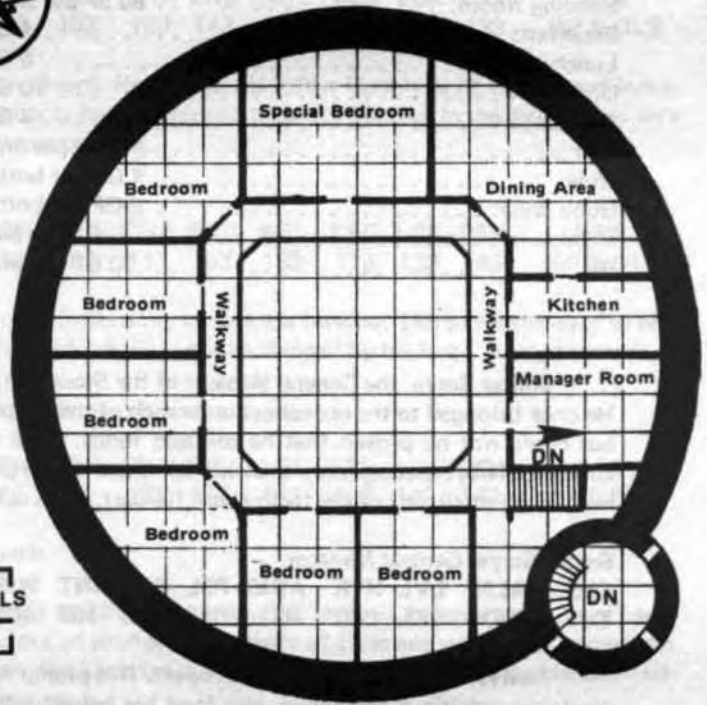
The Stone Inn



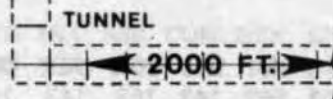
CROSS SECTION



FIRST LEVEL



SECOND LEVEL



Key:



1 Square = 5 Feet

The Watch Tower

A heavy wooden door on the north leads into the tower. To the immediate right is the stone staircase spiraling along the wall up to the second level. Further to the right are three 5' x 5' cells for holding troublesome guests or trespassers. A trap door is concealed under some crates in the southern section of the tower. It leads to a tunnel which extends some 2,000 feet east before leading to the surface.

On the second level of the tower are three benches and three water jugs. Three of the four Guards who are here take up posts near a window, and one makes hourly rounds of the building, checking on the Common Room, the Sleeping Room, and the General Office. Each window Guard has a pot of oil beside his post for defensive purposes. Extra weapons are also kept at this level. It contains 2 Spears, 2 Longswords, 4 metal Shields, and 5 Daggers.

The Tunnel

After lifting the door to the tunnel, the character finds that there is a 6' drop from the surface to the floor of the tunnel. There is a pressure-sensitive trap at the beginning of the tunnel which releases five Darts from the south wall doing 3 HTK of damage per Dart. A roll of 5 or less on a 1D20 indicates that the Darts have hit. 500 feet further down the corridor, a trip wire is rigged. When activated, it releases 3 Arrows from the north side that do 4 HTK of damage each. A roll of 6 or less on 1D20 indicates that the Arrows have hit. 1,500 feet farther down the corridor, a Spear trap is concealed in the south wall. Cobwebs block the tunnel. If removed, they trigger 3 Spears which hit on a roll of 7 or less on 1D20 for 8 HTK of damage each. The remainder of the tunnel is safe. If the trap door to the surface is lifted by the handle, a poison needle trap is released for 4 HTK of damage per needle. Six needles comprise the trap, and each needle will hit upon a roll of 8 or less on 1D20.

Services Provided

Cheap Rooms:	7 GP per night
Cheap Rooms:	45 GP pre week
Better Rooms:	20 GP per night
Better Rooms:	130 GP per week
Sleeping Room:	12 SP per week
Sleeping Room:	80 SP per week
Breakfast:	4 GP
Lunch:	6 GP
Dinner:	10 GP
A la Carte:	4 GP
Beer:	2 SP per mug
Wine:	4 GP per bottle
Good Wine:	8 GP per bottle
Mead:	6 GP per pint
Ale:	10 GP per pint



Personnel

Smiter Smye, the General Manager of the Stone Inn, is a calculating, middle-aged man who knows the value of a copper. He once belonged to the tax collection branch of the Emperor's Revenue Department but was ousted because it was suspected but could not be proven that he misused funds. Since that time, he has worked with tax collecting bodies in one way or another, always getting more than his fair share of the profits. When he applied for his present position, he was careful to reveal only a small part of the truth about his past. He is cold and devious. He is a Half-Elf.

Smiter Smye, General Manager

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NEX	081	040	031	085	143	163	103	153	163	174	153	163	174	103	163	DDG

Merlye, the Cook, is stupid but sweet. This plump woman makes up in common sense what she lacks in intelligence. Her meals are nutritious and filling. Her food has helped establish the Stone Inn as a viable business commodity. Her innocence and naivety are unsurpassed for miles around.

Merlye, the Cook

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	029	020	031	153	063	143	153	143	163	143	153	163	143	063	None

Disete, the maid, seems to drift through life doing the tasks assigned to her without question or inspiration. Her only joy seems to be retiring early after a hectic day. Smiling at guests is an effort for her, as is making conversation. She seems happiest when left alone.

Disete

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LEX	031	020	020	021	143	103	113	143	153	113	153	143	113	113	103	None

Merry, the other maid, is nothing short of exuberant, even on her worst days. Unlike her older sister, Disete, she find joy in everything and fulfillment in work. No task is beneath her or offensive to her. Everyone is her friend. She is highly intelligent and is a pleasing influence on the guests.

Merry

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	031	025	020	043	153	174	133	153	153	163	153	153	163	133	163	None

Ovm, one of the Guards, is a pleasant fellow. He enjoys his uneventful job. Few troublemakers bother the Inn, and no loiterers from local villages care to frequent the place. He does not relish bloodshed but is ready to fight if the need arises. His only complaint about the job is that he has little time to spend with his girlfriend, who lives several miles from the Inn.

Ovm

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	041	029	040	031	143	133	123	153	133	123	153	133	123	123	133	ISP & DLS

Velm, a bothersome fellow, is the second Guard. He is not happy with such a quiet life. His time in the army left him in the mood for excitement, but there seems to be none here. He is quick and almost too-ready to attack if the opportunity arises. The entire Inn rises at dawn; by midday, he is on everybody's nerves.

Velm

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	031	022	040	031	163	133	103	143	133	153	143	133	153	103	133	ISP & DLS

Jurm, the third Guard, is an old veteran of the Emperor's Guard. He expects his fellow Guards to be vigilant and industrious at all times. He does not distinguish between the requirements for this job and those for his tour in the army. He is very devoted to his line of work and would not trade it for any other profession.

Jurm

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	051	029	050	053	143	143	133	153	133	113	153	133	113	133	143	ISP & DLS

Gurm, the last Guard, is relatively new to the area. He just left the army to seek his fortune. This job seems easy to him and without serious danger. He performs his duties in a careless fashion; he is not challenged by his tasks. Jurm, of course, is offended by his attitude and air of unconcern.

Gurm

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	021	015	040	031	163	143	133	143	163	133	143	163	133	133	143	ISP & DLS

Guests

Merin the Wizard often stays here overnight during his trips to Elfburn or Limerick. Merin is, by reputation, very hasty in his judgements based on first impressions and overly suspicious of strangers, especially of Elves and other spell casters. An Elven Mage once tried to "zap" him, and he has never forgiven the Elves for it. He usually demands one of the cheaper bedrooms on the lower floor and expects not to be disturbed by anyone.

Merin the Wizard

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	NXX	191	035	020	087	133	174	133	143	174	123	143	174	123	133	174	XQS

Lanzo the Drunk is the disowned son of a local Baron. He has a considerable amount of credit to his name, and he is in a constant state of drunkenness due to his relationship to the rest of his family. Lanzo will beg anyone within grasping distance to intercede for him with his family and help him to return to his father's good graces and great fortune.

Lanzo the Drunk

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	041	027	010	055	133	082	103	143	113	092	143	113	092	103	082	SDG

Niglo the Hunter is a professional bounty hunter; he sometimes masquerades as an old beggar to check out the Common Room and the Sleeping Room for prospective prey. He will not deliberately provoke a fight but will lure his victim aside and tell him or her to come quietly or else!! When not engaged in professional work, he will be very friendly, but he reveals little of his personal life to others; he prefers to let them do the talking.

Niglo the Hunter

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	061	029	040	043	174	153	133	123	143	103	123	143	103	133	153	ISS

Seria, the Sage, comes infrequently to the Stone Inn, offering her services when needed. She asks no great fee for the use of her healing powers, only a meal and a bed for the night. She often finds herself the mediator in disputes between drunken parties because of her great wisdom and infinite patience.

Seria

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
SAG	NXX	071	028	030	053	153	143	174	133	163	163	133	163	163	174	143	IFM

Varnir the Verbose is a talkative merchant who likes to pose as a Sage and dupe people into buying his services. Varnir is not the most knowledgeable person about anything, but his ability to twist words and meanings gives the impression that he is somewhat competent. If he can, he will convince clients of the need to buy one or more trinkets from his chest of miscellaneous items. None of them are magical.

Varnir

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	031	028	010	054	143	133	133	143	153	133	143	153	133	133	133	DSS

Melvera, a simple fruit farmer, sells her wares every morning in the courtyard. Melvera is slowly building a steady business at the Inn because she raises excellent fruit and her prices are reasonable. In addition, she brings news from the surrounding countryside to feed the curious at the Inn. She is the girlfriend of Ovm, one of the Guards, but, because of his job and her involvement with the fruit farm, they see little of each other beside the brief time she is at the Inn to peddle her fruit.

Melvera

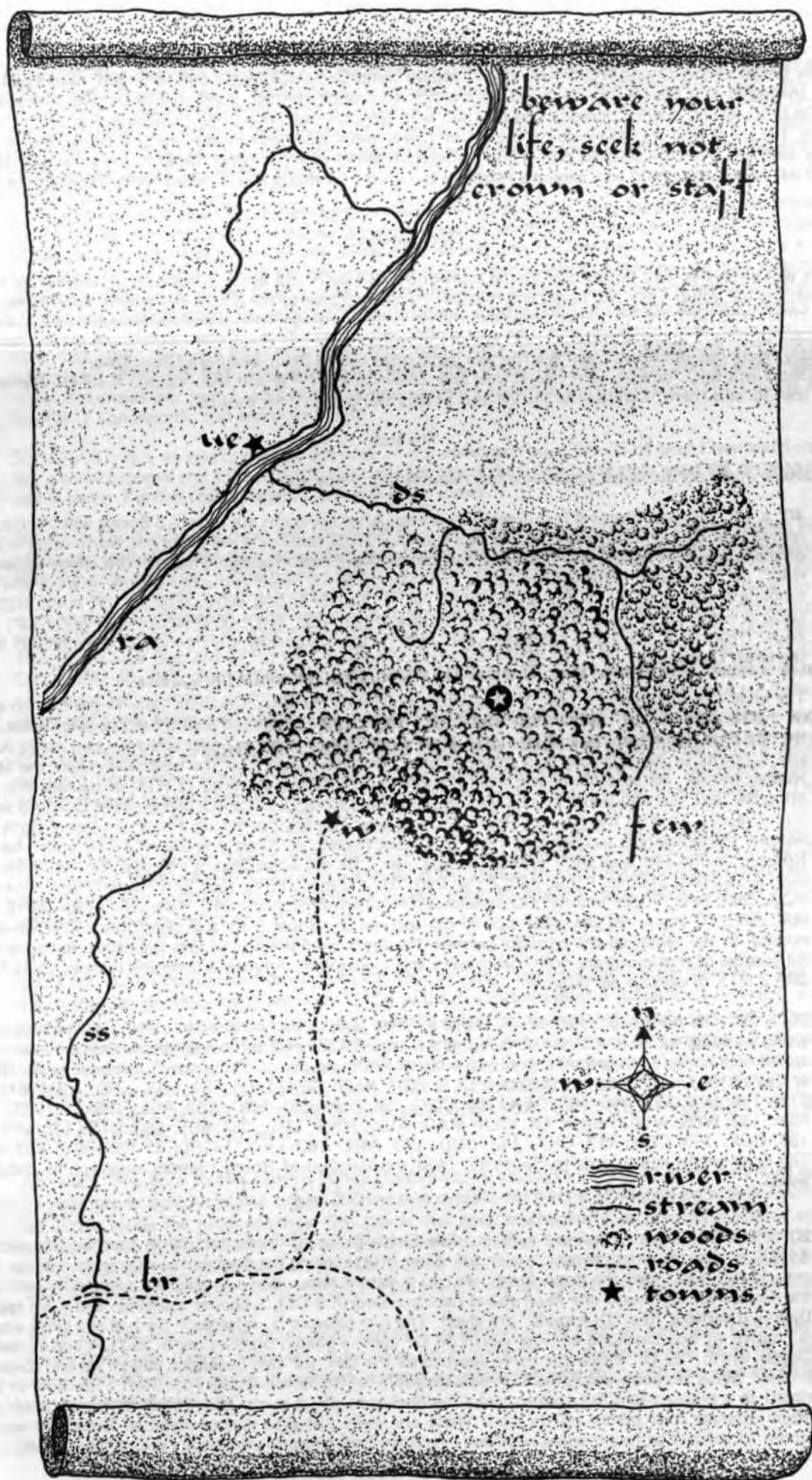
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNK	021	017	010	042	141	123	141	164	143	145	132	096	141	123	102	DDG

Rumors

- 1 *Melvera is actually an escaped slave from the Elvish Gardens of Delight. She stole an enchanted basket of fruit from there.*
- 2 *Smiter Smye is mishandling the repair funds of the Inn.*
- 3 *Each week, a drunk loses his life in the Sleeping Room.*
- 4 *One of the maids is a Succubus in disguise.*
- 5 *A monster is hidden away upstairs in the Special Bedroom.*
- 6 *One of the Guards is actually a spy for the Goblins.*



Jurm The Guard



The Hall of Velus

In the Forest of the Crying Wood (Hex 3423, Judges Guild Campaign Map Four), is an old, ruined hall, once a great dwelling for the mysterious Elven Lord, Velus, but now reduced to rubble through the desolation wrought by a rebel Vasthost regiment. The rebel leader, Waylor, himself fled this hall with the remnants of his men, claiming that a terrible evil was unearthed there. The locals who dare to live in the area claim it was Velus' spirit that he saw and that no real danger is entombed within. They also talk of Velus' jeweled crown and a forgotten Wand of Frost which never appeared outside the forest area after the fall of Velus' stronghold and Waylor's route by the spirit of Velus. Velus' kinsmen offer 3,000 GP for the return of the crown.

Outer Grounds

There will always be two horses outside the ruins of the hall itself; one horse, a black steed, waiting for Waylor, and a silver mare waiting for Velus. They will be grazing together by the entrance to the hall. If one listens closely, one will hear the two arguing about who owns the hall. Their argument will be in the Common Tongue and easily understood although hard to hear. If touched or noisily approached, both will vanish immediately. Before the player-characters cross the threshold of the ruins, a Ghostly figure resembling an Elven Warrior will materialize before them, bearing a Great Spear.

The Ghost will say, "Beware your life, if you seek crown or staff." It will then vanish. If an Elf approaches the entrance while the Ghost is there, it will salute the Elf as if in approval of his or her mission.

The Hall

The double doors are damaged, requiring a few minutes to pry one open.

Room C1: 40' x 40'. The first chamber is protected by a trap. After the doors are forced, 3 Spears will fall from the ruined ceiling into the center of the chamber as a warning. These Spears are rusty and not worth using in combat. One of the sub-human inhabitants has rigged this trap and will reset it within 2 hours if it is triggered. Inside the corridor, on both sides, are discarded bones, partially-devoured meat, and other wastes. A small Wolfwere cub is nibbling at the remains of a Human. Wolfwere: HTK:008; DPA: 008; AGL: 163; SIZ: 3'; ARM: 020; PY%: 010; GES: 6 mos.; PSY: 143; SPA: Ferocious Attack; POR: 000; NIL: 001; NOA: 003; SPD: 24'; FOD: Meat; ALN: NEX; PF%: 40; INT: 143; GRP: Pack; MRT: 000; RAD: 000; LIF: 14 years. A ruined half door leads to the Great Corridor.

Room C2: The great Corridor is 20' x 120'. Various objects lie inside the Great Corridor. Near Room One on the west side of the corridor are the skull and Helmet of an Elf. His rusted, shattered Sword has two small gems concealed in the hilt. Near Room 2 on the east side is a half-consumed human carcass under which lie two magic Arrows which add 4 points to damage rolls in a crushed quiver. Outside Room 3 on the west wall crawls the Skeleton of a Human warrior. He begs for release from his torment. Smashing the skull (3 HTK of damage will suffice) will bring the 200 year old bones to rest. On his person are 20 GP, 1 SP, and a badge of the Overlord which is sewn on his jacket. Next to the door of Room 4 are two sacks, each containing a Vial of Health. Both liquids have become contaminated, and drinking them will cause nausea, dizziness, and loss of 3 STR points for 2 turns. By Room 6 on the east wall are 2 Wolves fighting over a freshly-killed Dwarven carcass. Wolves: HTK: 015; DPA: 006; AGL: 103; SIZ: 4'; ARM: 020; PY%: 040; GES: 6 mos.; PSY: 163; SPA: None; POR: None; NIL: 000; NOA: 002; SPD: 7' per minute; FOD: Meat; ALN: NEX; PF%: 050; INT: 164; GRP: Pack; MRT: 000; RAD: 000. LIF: 10 years. On the other side of the corridor by Room 5 are a broken Bow and a rusted Axe, both normal. In the center of the corridor between Rooms 7 and 8 is a pair of torn Gauntlets that were once powerful sources of magic but are now half-chewed and incomplete. Anyone attempting to make them function will take 3 HTK of damage per Gauntlet.

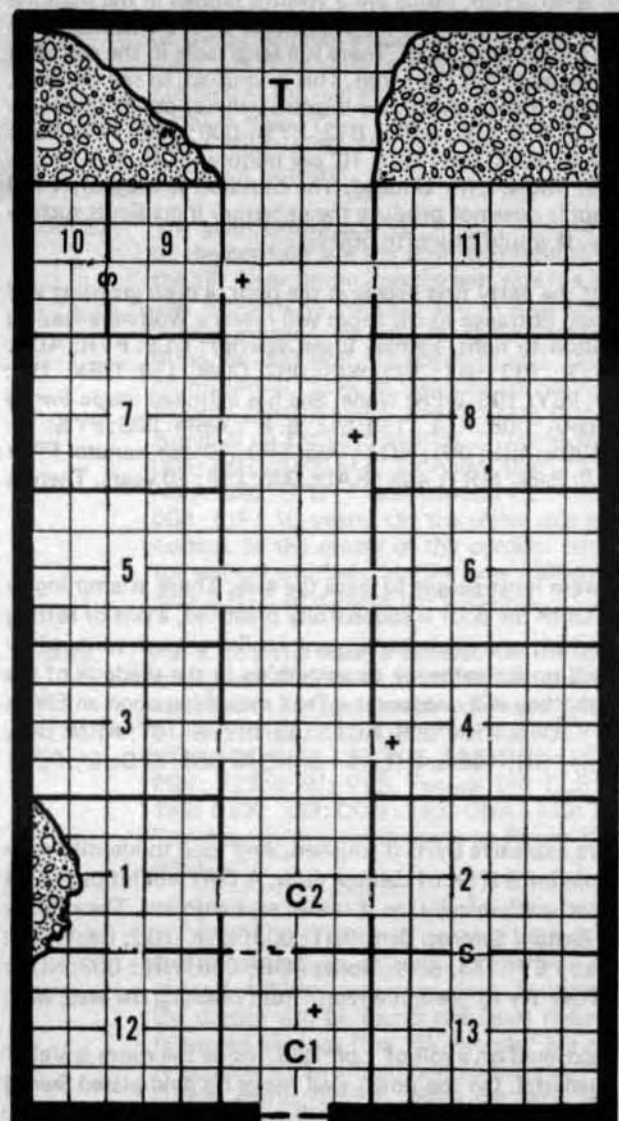
Room 1: 20' x 25'. The door is blocked on the inside by piled junk so that no one can burst in on the occupant without giving warning. Inside is a Madman taunting a female Elf chained to the west wall amidst a pile of rubble. He is armed with a magic Longsword that shoots a ray of *Fearsome Dread*. Those struck must roll under INT on 1D20 or flee to the Outer Grounds. Madman: CLS: FTR; ALN: CEX; LVL: 081; HTK: 035; ARM: 010; PSL: 032; STR: 194; INT: 133; WIS: 103; DEX: 153; CON: 164; CHA: 031; END: 163; AGL: 153; LED: 031; LCK: 103; PSY: 133; WPN: VLS. Female Elf: CLS: MAG; ALN: NXX; LVL: 051; PSL: 082; STR: 114; INT: 143; WIS: 133; DEX: 163; CON: 143; CHA: 143; END: 143; AGL: 163; LED: 143; LCK: 133; PSY: 143; WPN: None. The door on the south leads to Room 12. Close examination of Room 1 reveals much rubble, debris, and cobwebs.

Room 2: 20' x 30'. This door is covered with invisible Elvish Runes of Protection. When touched, the victim receives 6 HTK of damage unless he or she is an Elf. After first touching the door and receiving the damage, that person may, if still able, open the door. Inside are two skeletons lying upon a narrow bed covered by rotting linen. On the dresser will be found one Pearl (fake) necklace (worth 2 CP), 2 copper bracelets, and what appear to be 2 Diamond earrings (the "Diamonds" are glass). The real treasure is underneath the bed in a small wooden chest. It consists of two Diamond earrings worth 35 GP each, a golden bracelet worth 250 GP, and a jewel-encrusted Dagger worth 750 GP. When the party approaches the bed, the two Skeletons will sit up and speak. They will intone: "What do you want in the King's Chambers? Go! Go, before I take your life!!" The floor in this room is rigged to a pressure-sensitive trap to make the Skeletons sit up in the bed. What they speak originates from a *Magic Message* spell placed on the bed. These are really just skeletons of common Elves. The secret door to Room 13 will not be found unless someone moves the bed, triggering the door's sliding mechanism.

- Room 3:** 20' x 25'. This door will open easily to complete darkness. When eyes, both Elvish and Human, adjust after a few seconds, they will see 2 replicas of 2 of the party members. Doppelgangers: HTK: 030; DPA: 006; AGL: 153; SIZ: 6' or less; ARM: 007; PY%: 10; GES: 6 mos.; PSY: 133; SPA: Duplicating victim's form; POR: 000; NIL: 002; NOA: 001; SPD: 6' per minute; FOD: Meat; ALN: CEX; PF%: 000; INT: 133; GRP: Pair; MRT: 000; RAD: 000; LIF: 30 years. The only other things in the room are two Dwarven corpses, both stabbed in the back. Their weapons lie broken beside them.
- Room 4:** 20' x 30'. The door to this room will open if the intruders use a little force for 3 or 4 seconds. Once open, on a roll of 3, 4, or 6, 3 Spears will fire across the room from the south wall to the north. One Elf in Leather armor is impaled by two of these Spears on the north wall. He was slain two days ago. In his scabbard is a magic Sword (adds 2 points to damage rolls). On his finger is a Ring of Hiding which makes any creature wearing it undetectable by magic spells. Giant Spiders crawl around the ruins of this old armory; cobwebs abound. Behind one cobweb is a magic Dagger with a silver coating. It does one extra point of damage. Searchers need 1 or 2 on 1D6 to locate it. 3 Giant Spiders: HTK: 020; DPA: 006; AGL: 143; SIZ: 8'; ARM: 009; PY%: 30; GES: 4 mos.; PSY: 103; SPA: Poisoned Bite; POR: 100; NIL: 003; NOA: 001; SPD: 10' per minute; FPD: Meat and blood; ALN: NXX; PF%: 40; INT: 103; GRP: Nest; MRT: 000; RAD: 100 LIF: 1 year. Poison from their bites does 4 HTK of damage per round until cured. Normal weapons buried in the rubble consist of 3 Battle Axes, 5 Short Swords, 2 Longswords, and one brass Shield.
- Room 5:** 20' x 25'. There is an empty chest in the back of this darkened room. Ghosts of dead Elven warriors appear, but, being non-corporeal and LGX in ALN, they will not affect the living. They only want the party to leave them to rest in peace. Further searching will not reveal any treasure.
- Room 6:** 20' x 30'. The door to this room will glow brightly when approached. Inside are 2 Wraiths hidden in the shadows of the east wall. When the door is touched, the glowing abruptly stops, and the adventurer takes no damage. The first thing the party will notice in the room is a cauldron by the north wall. There is a large ladle in the cauldron which is stirring itself, and the fragrance of freshly-cooked meat fills the room. This is unusual, to say the least, since there is no attendant within the room or fire beneath the cauldron. The Wraiths will not attack unless attacked first. Wraiths: HTK: 030; DPA: 006; AGL: 143; SIZ: 5' 10"; ARM: 012; PY%: 000; GES: N/A; PSY: 153; SPA: Cause fear and STR drain; POR: 100; NIL: 002; NOA: 001; SPD: 10' per minute; FOD: N/A; ALN: CEX; PF%: 40; INT: 163; GRP: N/A; MRT: 90%; RAD: 100%; LIF: Undead. The cauldron is magical; it will cook meat to perfection unattended and without fire, but it does not produce the necessary ingredients such as water and meat. These must be provided in the usual way. It would be worth 500 GP.
- Room 7:** 20' x 25'. The door to this room must be forced open. If the party first listens at the door, a deep growling will be heard from within the room followed by a loud scream. Entrance to the room will reveal a Wolfwere feeding on a half-dead female Elven Warrior. She is in no condition to fight. Female Elven Warrior: CLS: FTR; ALN: NXX; LVL: 031; HTK: 028; ARM: 073; PSL: 031; STR: 133; INT: 103; WIS: 092; CON: 153; DEX: 153; CHA: 103; END: 153; AGL: 153; LED: 103; LCK: 097; PSY: 103; WPN: None. She has a broken magic Sword and a splintered wooden Shield. Wolfwere: HTK: 020; DPA: 008; AGL: 153; SIZ: 5. 8"; ARM: 035; PY%: 10; GES: 9 mos.; PSY: 143; SPA: Ferocious Attack; POR: 100%; NIL: 001; NOA: 003; SPD: 10' per minute; FPD: Meat and Blood; ALN: CEX; PF%: 050; INT: 143; GRP: Pack; MRT: 40%; RAD: 000; LIF: 20 years. There is nothing of value in the room.
- Room 8:** 20' x 30'. A terrible stench from outside the door will warn most people to leave the area. Those attempting to break through the door must roll 1 on a 1D6 to do so. Once the door is successfully breached, a pile of rotting garbage will flow out of the doorway and into the outer hall, overwhelming anyone foolish enough to stand by the door. Once dug out of this horrid trap, the party will notice someone or something in the shadows of the room, laughing at them. If they venture 10' into the room, they will encounter a Troll munching upon an Elvish hipbone as he sits on a pile of debris. Troll: HIT: 8; HTK: 048; DPA: 006; AGL: 143; SIZ: 8' 10"; ARM: 009; PY%: 030; GES: 14 mos; PSY: 123; SPA: Regeneration; POR: 100%; NIL: 1 - 3; NOA: 003; SPD: 6'; FOD: Meat; RAD: 100%; LIF: 40 years.
- Room 9:** 15' x 20'. The door to this room is booby trapped to fire explosive Darts if touched. Any spell to identify such or attempts to pick locks will trigger 3 Darts that explode for 8 HTK of damage each. A Dart will hit on a 1 - 4 on 1D20. Inside the room are three Orc guards that react mechanically, as if under enchantment. They throw Javelins which do 5 HTK of damage and are armed with Bastard Swords. Orcs: HIT: 003; HTK: 012; DPA: 003; AGL: 133; SIZ: 6'; ARM: 007; PY%: 040; GES: 9 mos.; PSY: 133; SPA: None; POR: 000; NIL: 003; NOA: 003; SPD: 5'; FOD: Meat; RAD: 000; LIF: 30 years. They try to prevent anyone from reaching the west wall.
- Room 10:** 10' x 20'. The door to this secret room can only be discovered on a roll of 1 on 1D6. Inside the room is Velus' crown resting on a satin pillow set on a carved oaken pedestal. On the north wall hangs his gold-plated Sword worth 250 GP. If the crown is removed, a statue of a gargoye near the south wall will announce, "All is lost; they've found the crown."

- Room 11: 20' x 30'. The door will open easily if tested. Upon entering the room, the players will notice the blackened walls and the number of ash mounds scattered throughout the room. First guess would suggest that someone hurled a fiery explosive charge into the room. If the adventurers dig through the ashes, they will find 16 Elven skeletons wearing the Coat of Arms of Velus. Further searching will reveal a Ring of Fire Protection (now useless) on the hand of Velus' Sergeant at Arms.
- Room 12: 20' x 25'. The door feels double locked. Two attackers with STR scores of 189 or the equivalent will be required to break through. Inside, crawling over the broken remnants of furniture are 5 Giant Spiders who previously webbed the stubborn door. Giant Spiders: HIT: 5; HTK: 020; DPA: 006; AGL: 143; SIZ: 10'; ARM: 010; PY%: 010; GES: 4 mos.; PSY: 103; SPA: Poisoned Bite; POR: 100%; NIL: 005; NOA: 001; SPD: 12' per min.; FOD: Meat and Blood; ALN: NXX; PF%: 030; INT: 103; GRP: Nest; MRT: 000; RAD: 100%; LIF: 2 years.
- Room 13: 20' x 30'. The preserved body of Velus lies in state here. By placing the crown on his head, his spirit will be set free from its earthly bonds and sent to its rest. If the adventurers take the crown with them, Velus' spirit will follow them, demanding its release.

HALL OF VELUS



----- Half Ruined Door

————— Doors

——s—— Secret Door



Rubble

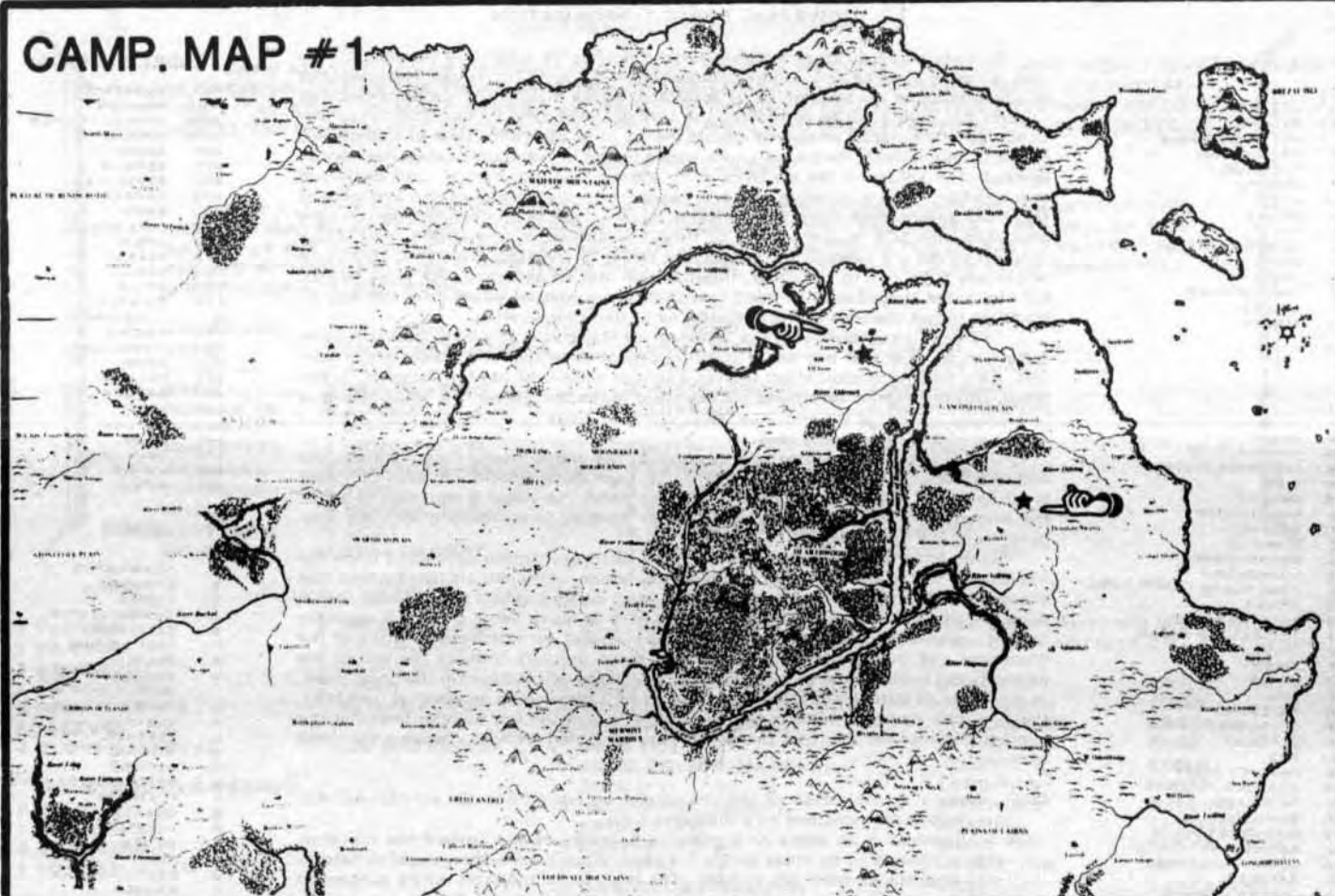
+ Traps

T Demon

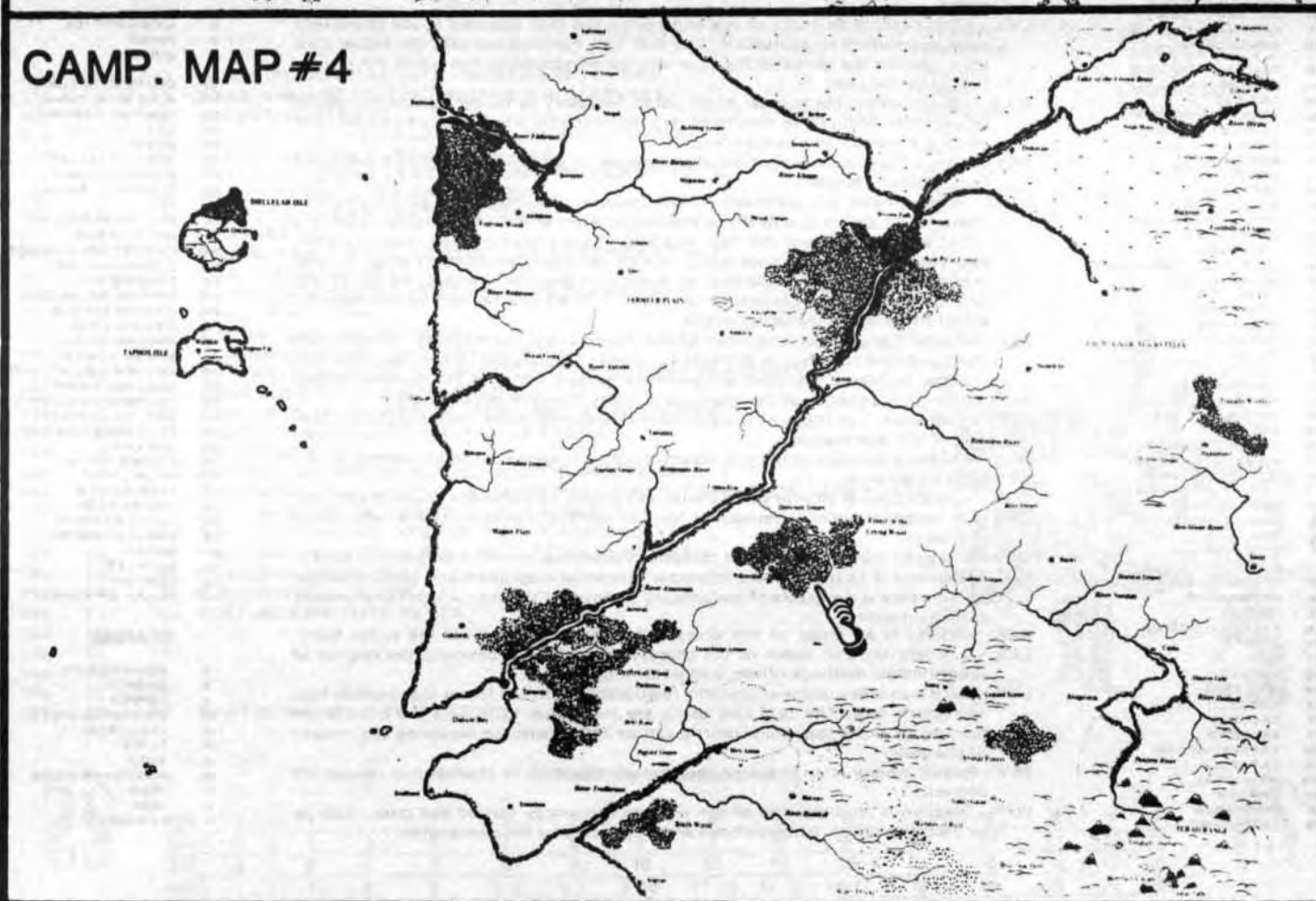
1 Square = 5 Feet



CAMP. MAP #1



CAMP. MAP #4



UNIVERSAL FORMAT INFORMATION

ABBREVIATIONS

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICALCUM
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	DARK
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	BLDICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AXL 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
DM	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACNO
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
DS	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SF	STAFF SLING
OT	ORT
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
TS	TREBUCHET

This product is a Judges Guild Universal Role Playing Adventure designed for use with all game systems and requires a separate rules system for its use. The categories of statistics listed are selected to be 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. 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 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 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 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 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 each campaign 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 explanations of the possible character statistics follows in the order given. In the cases of statistics STR through CHA or PSY (depending on which is used last), the first two numbers indicate the actual ability, and the last number indicates the number of times per day that the ability may be tested without checking for stress damage.

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

ALN - Alignment is an index of a character's predisposition toward the 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 is 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, and the last indicates the total number of occupations in which the character has gained skill.

HTK - Hits to Kill is 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.

ACL - Armor Class is an indication of the degree of difficulty of hitting based upon the defender's armor.

ARM - Armor Type is a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor and clothing. Wearing a lot of armor will lower the AGL and SPD of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the ARM with all decimal amounts dropped. For instance, ARM 022 will provide 02 points of protection per round. The ARM is the sum of the pieces of armor listed in the following charts.

PSL - Personal Social Level is an index of the character's 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 gained within a twenty-mile radius.

STR - Strength is an index of the character's ability to apply physical force.

INT - Intelligence is an index of the character's reasoning power, learning ability, concentration, and memory.

WIS - Wisdom is an index of the character's intuitive judgement and knowledge gained from experience.

CON - Constitution is an index of a character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative powers of the character.

DEX - Dexterity is an indication of a character's coordination and manipulative ability.

CHA - Charisma is an index of the character's personal magnetism and persuasiveness.

END - Endurance is a measure of the amount of physical stress to which the character can be subjected.

AGL - Agility is an index of the character's ability to maneuver the entire body.

LED - Leadership is an index of the character's ability to command the respect of subordinates, motivate others, and boost morale.

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

PSY - Psionic Ability is an index of the character's ability to channel and use psionic powers.

WPN - Weapon is 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
ASH	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
DRD	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICALCUM OR CNYX
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
RY	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	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES
CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

WEAPONS

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

UNIVERSAL COMBAT STATISTICS

GAME STATISTICS VARY CONSIDERABLY WITH EACH GAME SYSTEM, AND THE MOST SENSITIVE OF THESE STATISTICS ARE THOSE USED TO RESOLVE COMBAT. RATHER THAN COMPLETELY IGNORE THIS VITAL AREA, AS MANY OTHERS DO, WE HAVE PROVIDED TWO STATISTICS TO PERMIT YOU TO ADJUST THE ONE CLOSEST TO THE SYSTEM YOU USE. REFER TO THE DEFINITIONS OF ARM AND ACL.

ARMOR TYPE - ARM

ADD ALL THE FOLLOWING DESCRIPTIVE RATINGS (RATINGS ARE FOUND TO THE LEFT OF THE DESCRIPTION) TO DETERMINE THE ARMOR TYPE (ARM). MULTIPLY THE ARMOR TYPE (ARM) BY THE RATING OF THE CONSTRUCTION MATERIAL USED TO DETERMINE THE TOTAL DAMAGE THE ITEM CAN ABSORB WITHOUT FAILURE. WHEN USING THIS SYSTEM, ONLY THE SHIELD OR BODY ARMOR WILL ABSORB DAMAGE, NOT BOTH.

COVERAGE	BODY	HEAD	SHIELD
BARE	1 SHOULDER GUARDS	1 BAND TIARA	1 GUARD
SCANTY	2 BELT	2 COIF	2 BASKET GUARD
BASIC	3 SKIRTED BELT	3 HOOD CROWN	3 NET CLOAK
ADEQUATE	4 GIRDLE	4 TURBAN	4 PARRY WEAPON
AVERAGE	5 WAR CLOAK	5 CAP	5 BUCKLER
PROTECTED	6 BREASTPLATE	6 HELM	6 TARGET
ARMORED	7 SKIRTED BREASTPLATE	7 BANDED HELM	7 HEATER
THOROUGH	8 TUNIC	8 CRESTED HELM	8 ASPIS
ENCLOSED	9 HOODED TUNIC	9 BASINET	9 KITE
EXTENSIVE	10 COAT	10 CRESTED BASINET	10 GERHON
COMPLETE	11 SEALED COAT	11 HEAUME	11 PAVIS TOWER

ARMS

- 1 GLOVES
- 2 BRACERS
- 3 ARMBANDS
- 4 VAMBRACE
- 5 HALF SLEEVES
- 6 SLEEVES
- 7 GLOVED SLEEVES

DESIGN

- 1 CHEEKGUARDS
- 1 NECKGUARD
- 1 NASAL GUARD
- 2 VISOR
- 1 REINFORCED*
- * SEE MATERIALS

MATERIAL (REINFORCEMENT)

- 1 SILK, LINEN, CLOTH
- 2 SOFT LEATHER AND WOOD
- 3 FELT, LIGHT FUR
- 4 WICKER, HEAVY FUR (+1)
- 5 HARD LEATHER, CLAY (+1)
- 6 HARD WOOD, HORN, BONE (+1)
- 7 GOLD, COPPER, MARBLE, JADE (+2)
- 8 ELECTRUM, SILVER, BRONZE (+3)
- 9 PLATINUM (+3)
- 10 IRON (+4)
- 11 DAMASCUS STEEL (+4)
- 12 ADAMANTITE, HIGH CHROME STEEL (+5)

APPAREL

ADD CONSTRUCTION MATERIAL ONLY FOR EACH ARTICLE OR LAYER WORN.

- | | |
|------------|------------|
| DRAWERS | SKIRT |
| LOINCLOTH | TOGA |
| UNDERSHIRT | DRESS |
| PETTICOAT | ROBE |
| HOSE | GOWN |
| LEGGINGS | HABIT |
| STOCKINGS | BUSKINS |
| BLOUSE | TROUSERS |
| SHIRT | PANTALOONS |
| HALF TUNIC | HAT |
| VEST | GABERDINE |
| SMOCK | GAMBESON |
| APRON | FROCK |
| MANTLE | JACKET |
| SHAWL | BREECHES |
| CAPE | HOUSECOAT |
| SURCOAT | UNDIES |
| JAPON | BRA |
| SHIFT | COWL |
| JERKIN | FOOTGEAR |
| CLOAK | |

CONSTRUCTION METHOD

- 0 OPEN
- 1 RINGMAIL
- 2 CHAINMAIL
- 3 FORMED PLATE

ARM	DPR	ACL	DESCRIPTIVE EXAMPLES - SHIELDS EXCLUDED
000	0	10	BARE HUMANS OR SOFT-SKINNED HUMANOID
005	0	10	SCANTY CLOTHING
008	0	10	FULL SILK, WOVEN CLOTH, OR LINEN CLOTHING
010	1	9	BASIC LAYERED CLOTHING OR FUR
018	1	9	ADEQUATE LIGHT LEATHER TUNIC OR HEAVY FELT
020	2	8	BODY CORSELET OR WAR CLOAK
025	2	8	AVERAGE HEAVY LEATHER TUNIC
030	3	7	LEATHER JACK
035	3	7	PROTECTED PADDED LEATHER OR LEATHER JACK +1
040	4	6	COAT OF DEFENSE
045	4	6	ARMORED STUDDED LEATHER OR BRIGANTINE
050	5	5	SCALE MAIL TUNIC
055	5	5	THOROUGH COAT OF MAIL
060	6	4	CHAINMAIL TUNIC OR COAT OF MAIL +1
065	6	4	EXTENSIVE PARTIAL BRONZE PLATE OR BRONZE PLATEMAIL
070	7	3	LAMELLOR TUNIC OR BANDED MAIL
075	7	3	COMPLETE ADVANCED SEALED BODY ARMOR COAT
080	8	2	PARTIAL IRON PLATE OR IRON PLATEMAIL
085	8	2	IRON PLATEMAIL +1
090	9	1	PARTIAL DAMASCUS PLATE OR STEEL PLATEMAIL
095	9	1	ADVANCED SEALED BODY SUIT OR FULL GOLD, COPPER, OR JADE PLATE
100	10	0	FULL BRONZE, SILVER, OR ELECTRUM PLATE
110	11	-1	FULL PLATINUM PLATE OR IRON PLATEMAIL +5
120	12	-2	FULL IRON PLATE OR FULL ELECTRUM PLATE +2
130	13	-3	FULL DAMASCUS PLATE
140	14	-4	FULL MITHRIL PLATE
150	15	-5	FULL ADAMANTITE PLATE
160	16	-6	
170	17	-7	
180	18	-8	
190	19	-9	
200	20	-10	POWERED ARMOR SUIT TECH



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

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ROLLING AGAINST ATTRIBUTES IN AD&D

by Roy Cram

During the past year or so, I have become familiar with two role-playing games, *Tunnels and Trolls*™ from Flying Buffalo, Inc., and *Metagaming's Fantasy Trip*, both of which use rolls against various character attributes to determine the outcome of various player choices and actions. Such a method possesses many merits; it not only gives a whole new dimension of meaning and significance to a character's predetermined capabilities but it also allows a much greater flexibility and realistic variety in game situations. Therefore, I have developed a simple but useful system for using rolls against character attributes which allows Judges playing the *AD&D*™ rules to take full advantage of these benefits.

Different tasks require different attributes and can vary considerably in complexity and the amount of effort required to carry them to successful completion. To reflect this, the Judge must assign a Base Difficulty Number to each task to be attempted. This BDN may range from zero for very easy jobs to as high as he feels appropriate for very hard ones. Once the BDN has been assigned, the Judge or the player rolls two six-sided dice and adds the resulting dice-generated total to the BDN. This sum is then compared to the character attribute being challenged or tested. If the sum is less than or equal to the trait in question, the player's effort succeeded. If, however, the BDN plus the dice roll total is greater than the character's attribute, the attempt failed.

For example, say Grimblade the Fighter, with a Strength of 16 wants to force open a locked door. The Judge has given this particular well-built portal a BDN of 7. Grimblade's player rolls 2D6 and gets a total of 9 on the dice. Nine plus seven equals sixteen; Grimblade succeeds in opening the door but just barely. If he had rolled a ten or greater on his dice, all he would have for his effort would be a sore shoulder. Now, Zarska the Magic User, with a Strength of 10, would need a roll of two or three on the dice to open this door and would, doubtless, find the job a lot tougher than would his more heavily-muscled comrade.

To retain, in all such situations, the ever-present chance of success or failure due to blind fate or dumb luck, I use the following conventions: a roll of snake eyes (double ones) always meets with some kind of success, however limited, and a roll of box cars (double sixes) is always accompanied by some degree of failure, total or partial, at the Judge's discretion. These "automatic" failures and successes always occur regardless of modifiers or other influencing factors. This element of possible fortune or hazard in any given situation helps maintain suspense and keeps the game interesting.

To give Judges and players a better idea of how the system works and to assist them in assigning BDNs to different tasks, here is a chart which gives the range and average of numbers generated for base difficulties from zero to twenty.

BDN	Range (BDN + 2D6)	Average	
0	2 - 12	7	Easy
1	3 - 13	8	
2	4 - 14	9	
4	6 - 16	11	Average
6	8 - 18	13	
8	10 - 20	15	Hard
10	12 - 22	17	
12	14 - 24	19	Terrible
14	16 - 26	21	Murder
16	18 - 28	23	
18	20 - 30	25	Impossible
20	22 - 32	27	

and so on, ad absurdum

Anything above base 16 in difficulty will be impossible to do without exceptional Strength (18+) or modifiers or the chance of "automatic" success on a roll of two.

Characters should, of course, get a bonus for the experience they have laboriously acquired in the school of hard knocks. Thus, I let players subtract one from the dice roll for every three levels of experience they have attained. If the attribute being tested is a prime requisite for the character's class, however (i.e. Dexterity for Thieves, Intelligence for Magic Users, etc.), I let them subtract one for every two levels of experience. Finally, in cases where a learned skill is involved or a natural ability is being tested, a subtraction of one for each level is permitted, such as when Thieves apply their professional skills or Elves search for secret doors.

For example, Rog Rogish, a sixth level Thief, could subtract two from a roll against his Intelligence but gets to take three from tests of his Dexterity, but Zarska, our sinister sixth level Magic User, would do just the opposite. However, if Rog was trying to disarm a trap, he could deduct a whopping six points from his roll, whereas Zarska would still be stuck with his measly bonus of two.

In *AD&D*™, Strength refers to a character's muscle, endurance, and stamina. Rolls against Strength are useful when a character has to open a locked or jammed door, bend iron bars, lift gates, break chains, push, pick up, pull, carry, or move something heavy, climb up ropes, walls, or cliffs, hang on to such things as ledges or falling comrades, and wrestle Trolls or Alligators. For Fighters with extraordinary Strength, I use the following table to assign a value to their attribute:

Strength	Number Value Assigned
18:01 - 18:25	19
18:26 - 18:50	20
18:51 - 18:75	21
18:76 - 18:00 (19)	22

And so on.

Intelligence is a measure of IQ, brains, reasoning prowess, and cleverness and is a measure of the character's ability to think and solve problems using his wits. As Judge, I often encounter the situation where a character has a higher IQ than the person running him or her. Rolls against Intelligence let characters use their brains even if the operator behind them is a trifle handicapped in this department! Intelligence is a primary determinant when characters are looking for secret or hidden doors or objects, searching for traps or trying to neutralize them*, solving riddles and problems, deciphering inscriptions, reading maps or arcane books, and figuring out the significance of clues or other information and deciding what to do.

Dexterity measures a character's hand-to-eye coordination, speed, agility, balance, and precision. It is a major determinant in using all Thief skills (q.v.) and also in any situation where characters have to dodge, duck, run, jump, or maneuver adroitly, such as when walking a tightrope.

Rolls vs. Wisdom are made in questions of power, good common sense, and matters of moral judgement. I also use it where instinct may be an important factor and to warn players in circumstances where their consciences should be their guides to safeguard their alignments.

Constitution is the overall measure of the state of the character's health, physical well-being, and toughness. Thus, it plays a big part in determining how well a person survives such drastic stresses as shape changes or resurrection, resistance to disease and environmental stresses, the ability to recover from wounds and injuries, and the capacity for dealing with and recovering from the effects of drugs, alcohol, and poison.

Charisma is the attribute challenged whenever a character's physical attractiveness, persuasiveness, or personal magnetism is a factor. Situations involving lies, intimidation, seduction, or leadership are most often involved in this case.

* Neutralizing traps can also require a simultaneous roll against Dexterity as well as IQ!

Racial Abilities and Acquired Skills

Dwarves and Gnomes have a number of talents ascribed to them alone by the manuals, such as determining the grade or slope of passageways, detecting new construction, or shifting or sliding walls or rooms, spotting traps in walls, floors, and ceilings, and estimating depth underground. In my opinion, any sapient beings, especially if they have had some mining or other subterranean experience, should be able to figure things like this out by making rolls against their Intelligence. To give the little guys a relative advantage here, I let Dwarves and Gnomes roll at one BDN lower than other races and also give them a bonus of subtracting one per level of experience from their rolls. In every case, the accuracy of any determinations made should be proportional to the margin by which the determining character's roll succeeded or failed.

The method used here allows even dumb characters like Denso the Titanic, a Fighter with an Intelligence of 5, to spot crude or simple traps but also makes possible the insertion of extremely subtle and dangerous mechanisms into the campaign that may confound even Grimli, the high-level Gnome.

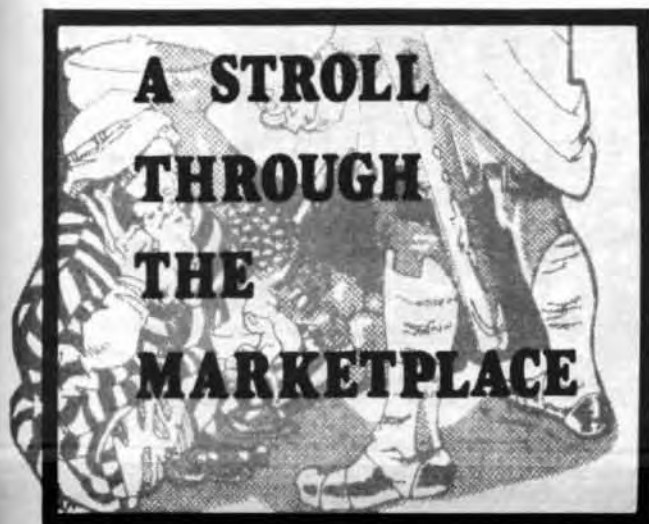
Elves and half-Elves have hitherto possessed an exclusive ability to sense and find secret doors and concealed portals. While sensing such things may be exclusive to the Faerie folk and their cousins, finding such things is, to my way of thinking, more a matter of Intelligence. Here, too, rolls vs. Intelligence modified by experience ought to give any thinking creature a fair chance to find them. To compensate the Elves and half-Elves for the competition, I grant them a bonus of one subtracted from their dice rolls for each level of experience, and Elves seek hidden doors at two BDNs (half-Elves at one BDN) lower than other races. Thus, Zarska, the Magic User, would seek a base eight door normally, while Maia, a half-Elf, would treat it as a base seven, and Elaolar the Elf, would have a base six in difficulty. Considering bonus modifiers, which one do you think has the best chance to find the elusive barrier? The main advantage of this system is, as stated previously, that it allows the Judge to use secret and concealed doors of widely differing characteristics and also lets groups that lack Elf or half-Elf companions to seek such things with fair chances of success.

Thief skills appear to be based on the unspoken assumption that all locks are equally difficult to pick, and all traps are equally hard to find and disarm. Furthermore, it would seem that only magic or Thieves are able to find and deal with such things. Again, the system of rolling against attributes allows all characters a chance to do these things and makes a wide variety of such items of differing types and degrees of complexity possible.

To find traps, characters must make a roll vs. Intelligence. In disarming traps and picking locks, rolls vs. both Dexterity and Intelligence are necessary. A character not only has to be skillful; he has to figure out how, as well. Thieves, who are trained how and who own and know how to use the tools required, perform one BDN below other classes and get to subtract a bonus of one for each level of experience. For example, a base six lock for Denso (who is too stupid to figure it out, anyway) is a mere base five for Rog Rogish, and he gets the benefit of subtracting one from his dice roll for each level of experience.

Regarding racial adjustments for Thieves (see p. 28 in the **Player's Handbook**), subtract or add, according to the situation, a one for each 5% of bonus or penalty as listed from the character in question's dice roll. For example, Elves add one to their dice roll when attempting to open locks, but Dwarves subtract two.

Thus, we have here the basis for a system which opens up new vistas of flexibility and variety for our game and makes character attributes vitally important factors in its moment-to-moment play. Judges should find this interesting method simple and easy to use in the process of creating better and more exciting adventures for their friends and fellow enthusiasts.



Stroll Through the Marketplace

Here, we find a quick review of new games and products to help you in choosing those that are right for you.

Wizards' Realm is a complete fantasy role playing system by **Mystic Swamp**. This 64-page rule set contains sections on creating characters as well as on Skills, Alignments, Advancement, Combat, Magic, and more. The Judge's section includes NPC building, Experience, Time, Movement, and many new monsters. Also included is an 11" x 17" map of the Middle Kingdom, and on the reverse is the Township of Mousehole. An adventure, "The Astrologer's Tower," is also included. There was no price on the cover or in the letter that came with the product, so maybe you can check that out at your local hobby shop.

From **Fantasy Art Enterprises**, we have four new products. **The Necromancer** contains over 100 new magical spells for use with whatever magic system you use. This book is a 5½" x 8½" booklet with 50 pages and a parchment cover plus illustrations and retails for \$4.95. **Booty and the Beasts** contains nearly 100 new monsters, over 50 magical and technological treasures, robots, demons, and hideous parasites. This one is also a 5½" x 8½" booklet with 90 pages, parchment cover, and over 90 illustrations. It retails for \$7.95. **Magical and Technological Item Cards** has dozens of illustrations which will enhance the enjoyment of any role-playing system. Also included is a detailed chart for creating your own treasures. This format is 5 sheets of illustrations plus two pages of tables packaged in a zip-lock bag. Retail price is \$2.95. Last but not least is **Mini-Dungeon Geomorphs**, which includes 52 rearrangeable dungeon sections. Billions of combinations are possible. The set includes dungeon, maze, shifting room, and cavern modules. The format is 5 pages of geomorphic modules packaged in a zip-lock bag and priced at \$2.95.

A new game by **Millenium Games** is entitled **Air Attack**. The game includes such things as jet fighter aircraft, electronic warfare bombers, surface to air missiles, and military targets which the player must defend. The rules are on one 8½" x 11½" sheet of paper. 40 counters, a 17" x 22" map, and a pair of dice are included. The retail price is \$7.95.

Next, we have an adventure scenario for the **Morrow Project** entitled **Liberation at Riverton**. This is a complete game scenario for the beginning player. This package contains detailed information on the M60 battle tank, the interior of the V150 w/20mm nad Bolt Hole, as well as a detailed damage system for armored vehicles. The format is a 54-page booklet (8½" x 11") and has a hard cover with the area map of Riverton on the inside.

Gamesmen of Kasar is a new **Tunnels and Trolls** tm solo adventure from **Blade**, a new division of **Flying Buffalo**. This scenario, called **The Game**, will test all of the player's abilities, and the emphasis is placed more on saving rolls than on actual combat. Wishes and magic items will not function inside the GM building except for those found during the adventure. This new adventure was written by Roy Cram, author of **Mistywood** and many articles for this magazine. **Gamesmen of Kasar** retails for \$5.95. **Blade** has also released three other adventures that are reprints of previously-available products. They are **Deathtrap Equalizer** and **Naked Doom**, by Ken St. Andre, and **Labyrinth** by Lee Russell. These are all solo adventures and have been re-released with some very beautiful cover art by James Talbot. All of them sell for \$4.95.

A new magazine, of which I just received a copy, is the **Oracle**, published by **Horizon International**. It is put out 8 times per year. In it are a variety of articles, FRPs, Play-by-Mail games, movie reviews, and product reviews. The format is 5½" x 8½", and it sells for \$1.50 per copy.

Another new magazine to hit the racks is **Olympus**, published by **Olympus Publishing**. This magazine has many interesting articles which may be useful to gamers, such as "Menacing Monsters and Curious Creatures," "Arcane Items," a Questionnaire and Feedback column.

That's about all of the new products that I have room to include, but look to next issue for more mini-reviews from the world of adventure gaming.



ALL THAT GLITTERS...

The Amulet of Curative Meditation by Edward R. G. Mortimer

This Amulet is usable only by Monks. When worn, it enables the Monk to "immerse" himself/herself in a meditative trance. For every level of experience, a Monk can spend 30 Rounds (3 turns) in trance-state. Poison can be neutralized if 3 hours are spent in trance-state (no damage can be healed during that time). Disease can be cured if 6 hours are spent in trance-state (no damage will be healed). While within the trance, the Monk will be totally oblivious to his surroundings, though he/she can hear his/her name if it is called out. The trance can be broken any time the Monk wishes. The trance-state can only be attained once a day.

Staff of Blindness by Marc Patrick

This Staff has the power to blind any being that has been in contact with the splintered end. The victim will be blind until the very small splinter has been taken out of the body, or the Staff is more than 200 feet away. If the Staff is taken from the Magic User who owns it, he will risk his life to get it back, or, failing that, he will destroy it. If it is destroyed, anyone within 50 feet of the destruction of the Staff will be blinded permanently.

The staff is carved from the limb of a dead Black Oak, and then the handle of the Staff was smoothed and polished so that the owner would not splinter himself.

Quill, Ink and Parchments of Messages by Edward R. G. Mortimer

This set of items is indistinguishable from a normal set. These items are usable by Magic Users, if they know the command word. To operate, the Magic User must write the message on the Parchment, fold it, and write "To: (insert name)" on both sides of the folded Parchment. Then, upon utterance of the command word, the Parchment will instantly teleport itself to the person whose name is written on it. There will be enough material for 1 - 12 Messages. The Messages will not travel through Dimensions or across Planes, but they will travel to anywhere on the same Plane and Dimension.

Sword of Decapitation by Marc Patrick

This Sword, under the command, "Behead!" will instantly decapitate any creature with a total number of hit die of less than 5. This Sword is +5 against Lawful Evil and -5 against Lawful Good. There are three conditions with which the user must comply. First, he must find it. That is probably the most important. Then, he must be Lawful Good. Finally, he must have a Strength of 15 or better.

Ring of Iron By Paul Andrew Denisowski

This specially enchanted Iron Ring is of a very powerful nature. When displayed boldly, it prevents any Demons and Devils from harming the bearer. It also allows the possessor to communicate with Demons and Devils. Once per month the possessor may summon a Type I - IV Demon for 3 services. It gives +3 on To Hit and Damage when fighting Demons and Devils. Any Demon or Devil will show a healthy respect to anyone wearing this Ring. Suggested GP Sale Value: 65,000

Plant Seeds by Edward R. G. Mortimer

Magic Plant Seeds are indistinguishable from normal plant seeds. They can be used by anyone. When they are placed in the ground and are sprinkled with water, they instantly spring forth into a mature plant. If they are sprinkled with Sweet Water, they will be twice normal size. Magic Plant Seeds are usually vegetables and berry bushes.

Skull Helm By Paul Andrew Denisowski

This Helm appears to be the Skull of some huge Humanoid (Ogre, Giant, etc.) but, it is highly magical. The Helm gives the wearer Infravision and Ultravision. If either of these are already possessed, the Skull doubles the range. It allows the wearer to converse in any language, including Alignment languages. The Helm bestows Breathing Adaptments to any environment; Vacuum, Water, etc. Any hit to the Helm has a 25% chance of destroying it. Suggested GP Sale Value: 28,000



THE DARK AGES

by Paul A. Denisowski



The current *genre* of swords and sorcery games are based (however loosely) upon English history, the dominating period being from circa 500 AD to circa 1500 AD. Though known by a variety of names, the most accurate is the Dark Ages.

The Dark Ages were a time when civilization, culture, and technology came to a standstill. Scum and villains roamed the countryside. Disease and famine killed untold thousands. The Christian faith almost died out, and people followed those who dalt in the dark arts, necromancers. Druidism was at its zenith, human sacrifices and all. The outlook was pretty grim, to say the least.

Since swords and sorcery games are based upon these times, they should reflect these hardships. They don't. **Chivalry & Sorcery** tries but falls short. When one compares the relative ease of obtaining wealth and power in the games to the harsh realities of these times, the difference is appalling. Even those who despise the fantasy-realism trend and the anti-RuneQuest/**Chivalry & Sorcery** players can see the problem presented.

The intelligent Judge can take advantage of this, though. Most campaigns suffer from an over-abundance of money. The Dark Ages campaign can solve this. Thieves and bandits, while not subtle, are excellent in this regard. Inflation of the cost of goods saps money from hapless players, and reduction of treasure gained enhances this effect to the fullest.

Thievery was such a large part of the Dark Ages that there was no practical way to bring them all to justice

(what little justice there was). Highwaymen terrorized merchants, putting an effective stranglehold on trade. As trade decreases, prices increase. Supply and demand can often spill blood as history has shown. Thieves banded into guilds, and woe to he who defied or offended the guild. Organized thievery became so widespread that armies (literally) of thieves overran villages.

Government and politics were in chaos. These were the times of city states and duchies. Megalomaniacal rulers taxed the populace unmercifully and had oppressive laws which were enforced by devious means. Needless to say, bloody revolts shattered the weakened structure and left the area open to enemy invasion. Assassins and murderers were so easily bought that the inhabitants of a state might have over 50 rulers in a year. Charismatic leaders fared much better, sometimes staying in office several months at a time.

Warfare between these states was even more popular. Wars were declared every day, and, at times, a country had no idea who its allies and enemies were. Plundered castles, towns, and villages poured more money into the war coffers. Mercenaries were hired, siege trains built, fleets made, and troops paid. Men-at-arms had a zero unemployment rate. Local militias could not compete with elite regiments of highly-paid troops.

These military and political affairs are certain to affect players. Enterprising players can join an army or become pawns in a political game. A tyrant may consider a player's stronghold a threat to his well being and send

a siege train and/or a regiment of troops to insure unswerving loyalty to him.

Suspicion and fear gripped the heart of every mortal. Superstitious peasants prayed that the evil spirits would pass them by in favor of someone more deserving of their attentions. Those claiming necromantic powers ruled by fear of supernatural retaliation. Anyone daring to question the ruler's authority would either end up in his dungeon or in a ditch with a Dagger in his back.

Weapons were hard to get. **Chivalry & Sorcery** portrays a fairly accurate view on weapon ownership. Blacksmiths were forbidden to make them, and strict penalties, even death, were imposed upon those caught carrying them. The fear of rebellion was greatly lessened when the enemy had no weapons. Daggers and Short Swords were favorites since they were easily made and easily concealed. Bow weapons were strangely absent except in large armies.

Justice was a widely differing subject. Punishment had nothing to do with the crime; it was at the whim of the judge that one's fate was decided. Arrests and convictions were made on circumstantial or no evidence. Bribery tipped the scales of justice even more.

What is the point of all this? Too many campaigns are a joyride for the players. With hundreds of thousands of GP changing hands every day, the challenge is lost. An element of danger, low but constant, can keep your players on their toes. To aid in incorporating these ideas in your campaign, a series of tables follow.

Table I
Cost of Goods

(Roll once per week - cumulative)

01 - 36	+5%
37 - 50	+10%
51 - 64	+15%
65 - 70	+20%
71 - 77	No Change
78 - 83	-5%
84 - 93	-10%
94 - 00	-15%

Table II
Misjustice

(Roll once per week - in addition to common Thievery)

01 - 26	None
27 - 56	Pickpocketed
57 - 65	Mugged
66 - 72	Attacked
73 - 85	Kidnapped
86 - 97	Impressed
98 - 00	Framed

Table III
Legal Code
(Roll 1D4 times)

01 - 20	No Armor Allowed
21 - 54	No Weapons Allowed
55 - 64	No Horses Allowed
65 - 68	Non-citizens Illegal
69 - 72	1 - 4% Tax per Week
73 - 74	1 - 6% Tax per Week
75 - 78	1 - 8% Tax per Week
79 - 83	No Magic Use
84 - 90	No Religious Services
91 - 95	Curfew
96 - 00	No Public Gatherings

Table IV
Crimes

(All of these cause roll on Punishment Table if caught)

Treason
Conspiracy
Perjury
Prison Break
Tax Evasion
Resisting Arrest
Rioting
Kidnapping
Breaking and Entering
Extortion
Forgery
Arson
Robbery
Harboring a Criminal
Drunkenness
Murder
Vagrancy
Trespassing
Blackmail
Rape
Burglary
Embezzlement
Breach of Contract
Disorderly Conduct
Assault
Smuggling
Blasphemy

Table V
Punishment

(Doesn't necessarily reflect on crime)

01 - 05	None
05 - 16	Whipped
16 - 18	Flayed
19 - 30	Stocks
31 - 34	Humiliated
35 - 40	Jailed
41 - 43	Fined
44 - 48	Branded
49 - 55	Hand Cut Off
56 - 60	Eye Put Out
61 - 63	Teeth Knocked Out
64 - 70	Foot Cut Off
71 - 74	Beheaded
75 - 78	Burned at the Stake
79 - 82	Drawn and Quartered
83 - 86	Drowned
87 - 90	Disembowled
91 - 94	Hanged
95 - 96	Impaled
97 - 98	Tortured
99 - 00	Ostracized





FROM THE HORSE'S MOUTH

PEGASUS Reviews Games and Game Aids

Villains and Vigilantes Reviewed by Cat Francis

Villains and Vigilantes, produced by **Fantasy Games Unlimited**, is one of the better superhero roleplaying games on the market. The second edition of the game has cleared up a lot of the minor flaws and frustrations from the first edition. The combat system has been made significantly quicker and simpler.

Besides a number of new powers (wings in addition to flight, absorption, bionics instead of cybernetics, will-power, etc.), the tables of abilities have been reorganized to allow the player to pick and choose between powers, devices, magic/psionic items, skills, and magic/psionics. Each character also rolls for a weakness, which he or she has the option of discarding at the cost of discarding a power as well. While **V&V** doesn't confer on the player the designing potential that **Champions (Hero Games)** provides, it does allow for generation of characters which are both varied and relatively easy to run.

Although an in-depth knowledge of the intricacies of comic book lore is helpful in **V&V**, it certainly is not necessary to play. Such knowledge may come in handy when one wants to demonstrate to the Judge that there is a precedent for whatever ridiculous action the character has just performed. Still, the only thing truly essential is the spirit of comicdom, the willingness to go out and fight for Truth, Justice, and the American Way.

Because of the structure of the comicbook universe, superhero roleplaying demands from the player a lot of willingness to assume the persona of the character. Shouts of "Halt, vile miscreant!" and "Taste my wrath, foul spawn of darkness!" add a lot to the general enjoyment of the game.

V&V does not have the ponderous burden of multi-rulebooks on which many of the fantasy and space roleplaying games rely. This does place more responsibility on the Judge, who will be confronted with various questions from the players along the lines of "Can I use my stretching powers to make a slingshot of myself by making parts of my body stiff and other parts stretchy?" When these questions occur, the Judge must rely on his or her discretion since it is not a problem which can be resolved by referring to the rulebook.

One thing **V&V** possesses only partially are guidelines for designing vehicles and special weapons. Again, the Judge determines the limits.

No guidelines at all are provided for designing bases, yet this is something every group of players I have encountered brings up almost immediately. Some of the groups are government sponsored, which means they not only have Federal benediction, but are paid a monthly wage by the government. One would assume that the government would at least consider building a small base for a group which has proven itself. A few groups are privately sponsored, but, unfortunately, eccentric millionaires are few and far between.

Other superheroes make their living by relying on bounty hunting and the gratitude of rescued people, a shaky thing at best. The game provides a formula for determining the chance of such rewards. Those players who decide that their characters will go out and get jobs usually find their activities as "champions of justice" considerably curtailed as a result.

The game is best suited for a small number of players in order not to overburden the Judge. The encounters with supervillains, extraterrestrial

creatures, natural disasters, dangerous wildlife, criminals, and so forth take place while the characters are "patrolling." Usually, only one or two of the players patrol at a time.

This system means that the characters need a means of communicating back to their base, either with wristcoms, walkie talkies, telepathy, or the nearest phone booth, which may or may not be occupied. If whatever menace the patrollers have discovered is too dangerous for them, they can call upon the other players, who arrive on the double or an hour later, depending on their means of transportation and the crosstown traffic.

The first edition of **V&V** had the players rolling ten-sided dice to determine their origins, which ranged from mutant (ex. the X-Men); supernatural (Dr. Strange); homemade (Hawkeye); accidental scientific (Spiderman, the Fantastic Four); designed (Captain America); non-powered adventurer (the Black Widow, Nick Fury); charismatic involvement (Jimmy Olsen); or extra-terrestrial (the old Captain Marvel, Howard the Duck). This is now determined by a chart which determines which country the character comes from, with a slight chance of the character being from another planet, dimension, or time. The origin affected the number and type of powers in the first edition, but it no longer has any bearing on the character's powers, which evens things out considerably.

The game adapts itself well to the bizarre turns of humor often found among wargamers. In games I have encountered, there have been intelligent penguins, talking motorcycles, giant mutated dandelions with frighteningly mobile seeds, slightly confused Druids, and superheroes who, time after time, managed to fall over their own two feet.

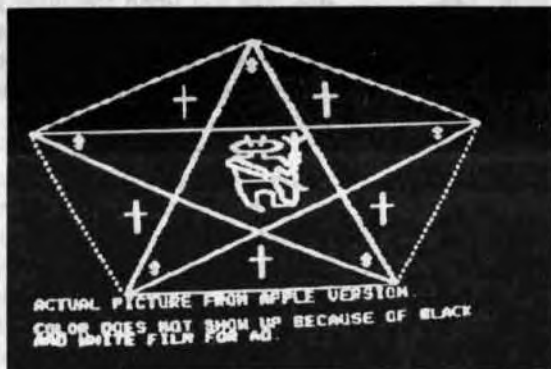
(continued on p. 92)

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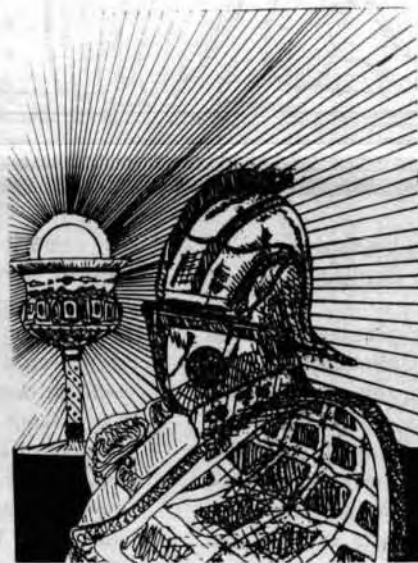
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Kag's Joy

A T&T Mini Dungeon!

by Richard L. Staff

Playtesting: Ted, Ray, and Bill



Note: The running of this scenario would be greatly facilitated if the Judge had a copy of *Tunnels & Trolls* tm, 5th Ed., 1979.

Background: Kag's Castle has been overrun by a large force of Orcs and Half-Orcs. Baron Kag has been forced to flee with his family and a small band of surviving followers. Unfortunately, the Orcs caught up with him. During the ensuing battle, all of Kag's family was killed except his daughter, Joy, who was carried away by the Orcs. After slaying the group of Orcs that was left to mop up, Kag set out after the Orcs and his daughter with a much smaller band of followers. Out of exhaustion, he stopped for the night to rest his men and himself. Eighteen hours later, Kag and his men are standing before the ruins of Moorcock. **Judge Only:** The Orcs have forgotten Kag because they think he is dead. The Orcs are proceeding with their plans for Joy. **Players' Task:** Rescue Joy or die trying. Treasure gained and monsters slain will also earn nominal Victory Points; however, rescuing Joy earns a chestful of Victory Points.

Kag and a Small Band of Followers

Baron Kag	ST = 19	Combat Adds: +13	Weight Carried = 295
Human/Rogue	IQ = 16		Weight
Level 6	LK = 18	Gladius (Sword) 3D + 2	70 Weight Units
	CN = 16	Leather Armor takes 6	200 Weight Units
	DX = 11	Backpack with Food and Drink	25 Weight Units
	CH = 21	Treasure:	
		Value =	

Languages:

Common, Dwarvish, Wizard's Speech

Magic: L1: *Detect Magic, Lock Tight, Knock-Knock, Oh, There It Is, Take That, You Fiend, Vorpall Blade*
 L2: *Omnipotent Eye, Little Feet, Poor Baby*
 L3: *Rock-a-Bye, Blasting Power*
 L4: *Upsidaisy*

Malgor	ST = 17	Combat Adds: +13	Weight Carried = 355
Human/Rogue	IQ = 14		Weight
Level 5	LK = 20	Short Sabre 3D + 1	30 Weight Units
	CN = 11	Rg - jd. Plate takes 7	300 Weight Units
	DX = 11	Backpack with Food and Drink	25 Weight Units
	CH = 7	Treasure:	
		Value =	

Languages:

Common, Dwarvish, Equine

Magic: L1: *Detect Magic, Knock-Knock, Lock Tight, Take That, You Fiend, Vorpall Blade*
 L2: *Poor Baby, Omnipotent Eye*
 L3: *Rock-a-Bye, Dis-Spell*

Ardmis	ST = 16	Combat Adds: +4	Weight Carried = 650
Human/Warrior	IQ = 11		Weight
Level 1	LK = 11	War Hammer 5D + 1	300 Weight Units
	CN = 9	Leather Armor 6/12	200 Weight Units
	DX = 12	Buckler 3/6	75 Weight Units
	CH = 8	Backpack with Food, Drink, and 50' of Rope	75 Weight Units
		Treasure:	
		Value =	

Language:

Common

Elladen	ST = 12	Combat Adds: +15 (w/missiles: +27)	Weight Carried = 290
Elf/Rogue	IQ = 14	Light Bow 3D6	40 Weight Units
Level 3	LK = 15	12 Elven Arrows*	5 Weight Units *Fly True
	CN = 14	Rapier 3D + 4	20 Weight Units *2 Shots/mr
	DX = 24*	Leather Armor takes 6	200 Weight Units
	CH = 20	Backpack with Food and Drink	25 Weight Units
		Treasure:	
		Value =	

Languages:

Elven, Common

Magic: L1: *Knock-Knock, Oh, There It Is, Take That, You Fiend*

L2: *Omnipotent Eye*

L3: *Web*

*Elven Arrows will do their damage and then self-destruct. They also self-destruct when touched by a non-Elf.

Agape	ST = 14	Combat Adds: +5	Weight Carried = 335
Orc/Warrior	IQ = 13		Weight
Level 2	LK = 10	*Falchion 4D + 4	110 Weight Units *2-Handed
	CN = 13		Weapon
"Pay" is an Orc	DX = 15	Leather Armor 6/12	200 Weight Units
renegade who likes	CH = 8	Backpack with Food and Drink	25 Weight Units
goodness, niceness		Treasure:	
and Humans!		Value =	

Languages:

Orcish, Common

Grog	ST = 18	Combat Adds: +7	Weight Carried = 441
Human/Warrior	IQ = 12		Weight
Level 4	LK = 13	*Heavy Mace 5D + 2	200 Weight Units *2-Handed
	CN = 15		Weapon
	DX = 12	Leather Armor 6/12	200 Weight Units
	CH = 12	Backpack with Food and Drink	25 Weight Units
		Dirk in Boot 2D + 1	16 Weight Units
		Treasure:	
		Value =	

Languages:

Common

Dungeon Key:

d1: 20' x 20' locked double doors. Open when a MU casts a *Knock-Knock* spell and makes a L1-SR on IQ or when a character successfully picks the lock (a L3-SR on DX).

M1: 2 Cave Trolls guard the corridor. A small fire and scattered debris are against the east wall. If given the chance, the bigger one says, "Go away. Stay, we kill." The big one can just barely speak Common.

Mutt: MR = 110, 12D + 55, 20' tall, SP = N

Jeff: MR = 56, 6D + 28, 12' tall, SP = N

Judge Only: The fire and debris contain nothing of value.

1: 4 Ghouls are against the east wall, standing guard over 2 small leather bags. They will not move to attack the party but will guard the bags, attacking anyone getting within 10' of them. They are standing so close together that there is no way to get to the bags without going through them. Characters taking hits from the Ghouls must make a L1-SR on CN to avoid paralysis. Door is unlocked. **Judge Only:** Both bags contain a total of 350 GPs. The Ghouls stand in front of a secret door which can be discovered by an *Oh, There It Is* spell or by searching (L3 - SR on LK).

Uno: MR = 42, 5D + 21, skin armor takes 3 hits, SP = S

Dos: MR = 42, 5D + 21, skin armor takes 3 hits, SP = S

Tres: MR = 42, 5D + 21, skin armor takes 3 hits, SP = S

Quatro: MR = 42, 5D + 21, skin armor takes 3 hits, SP = S

- 2: Typical empty dungeon room. There is a pile of rubbish in the northeast corner of the room. **Judge Only:** 1 Invisible Balrog is standing near the secret door in the west wall. Sneaky will randomly attack a single party member (roll 1D6). After first melee round, Sneaky becomes visible. Other party members can join in the fighting on the following rounds. There are 100 GPs and 1 gem worth 150 GP (1 WU) in the rubbish pile.

Sneaky: MR = 130, 14D + 65, skin armor takes 10 hits, SP = F, Immune to Fire, *Take That, You Fiend* and energy beams do ½ damage; *Vorpal Blade* weapons are neutralized.

- a: When a party member steps on Plate a, it drops the panels at *. It also causes the automatic firing system of the repeating Crossbows to start firing. Bows fire Bolts at a height of 3'. The entire party must make a L2-SR on LK to avoid being hit. These Crossbows generate 4D6 worth of damage if they hit.

- 3: Room is filled with Giant, Man-Eating Plant. Cabbage will attack party members standing at either the east or west doors with its whiplike tentacles. Characters attacked by the tentacles must make a L1-SR on DX to avoid being caught and drawn into the room, where standard melee rules would apply. **Judge Only:** Cabbage is susceptible to fire. Any time a fire or energy attack is made on Cabbage, Cabbage must make a L1-SR on LK to avoid catching fire. Fire does 2D6 damage each round for 3 rounds. Apply fire damage at the end of each melee round after resolving combat for that round. If Cabbage is completely burned, the party will find 50 GPs and 1 Gem worth 900 GPs (1 WU).

Cabbage: MR = 200, 21D + 100, LK = 10, tears up *Webs* like tissue paper.

- 4: Small barrack room. **Judge Only:** The Half-Orc, Ringo, is waving his beringed left hand at 3 Orcs and a Gargoyle, urging them to attack the party. The silver ring (worth 50 GP) on his left hand has a ST Storing Crystal of ST: 17 mounted on it. Ringo will try to remain out of the fighting. First, he will cast a *Little Feets* on Rocky and then a *Vorpal Blade* (2nd level) on the Orc weapons. He will use the Crystal's Strength until it is drained dry and then will use his own. He will only join the melee if forced or if he feels there is an advantageous position from which to strike.

The Orcs are just cannon fodder for Ringo. He always makes them attack first while he stays behind and supports with magic.

Ringo: MR = 34, *Hand-and-a-Half Sword 5D, armor takes 8 hits, SP = N, ST: 24, IQ: 14, Spells: *Take That, You Fiend, Vorpal Blade, Little Feets*.

Each Orc: MR = 17, Broadsword 3D + 4, armor takes 6 hits, SP = N.

Rocky: MR = 60, 7D + 30, skin takes 11 hits, SP = S/N; weapons must make a L1 - SR on LK to avoid breaking: Swords' LK = 12, Hafted Weapons' LK = 15.

- 5: Ringo's bedchamber. This room is accessed by the west, south, and north secret doors. As with all secret doors, they can be discovered by an *Oh, There It Is* spell or by searching (L3-SR on LK). There is an iron-banded wooden chest (1' x 2' x 1') under Ringo's bed. The treasure is in the chest: 700 GP, 2 Gems (each 1 WU) worth 750 GP each, and a history book about the Orc race worth 50 GP (50 WU).

- 6: 4 Gorillas squat on all fours in the center of the room. They will attack anyone who dares to enter the room. They move very quickly, so, if a character has stepped into the room, he won't make it out before the Gorillas jump him. The room itself is an old guardroom, empty of furniture and holding only some overturned racks for holding weapons and armor. There is only a broken chest in the northwest corner of the room. **Judge Only:** If the party takes 1 turn (10mr) to search through the debris on the floor in that corner, they will find 50 GPs scattered about. There is a Target Shield near the overturned racks.

Big G: MR = 58, 6D + 29, fur takes 5 hits, SP = F.

Little G: MR = 35, 4D + 17, fur takes 5 hits, SP = F.

Bad G: MR = 51, 6D + 25, fur takes 5 hits, SP = F.

Nice G: MR = 36, 4D + 18, fur takes 5 hits, SP = F.

- 7: An old barrack room. The east and west walls each have 3 niches cut into them for beds. Rotten hangings cover the niches. **Judge Only:** A L1-SR on LK allows a character to notice that each niche holds a body. Zombies will all move to attack if they are attacked in any way. They will pursue into Room 8 or Corridor B but not beyond that. They are also activated when Howard the Duck is freed; they will attempt to block the party's return passage through Room 7. There are 6 Zombies.

Z1: MR = 34, 4D + 17, Leather armor takes 6 hits, SP = N.
 Z2: MR = 23, 3D + 11, Leather armor takes 6 hits, SP = N.
 Z3: MR = 30, 4D + 15, Leather armor takes 6 hits, SP = N.
 Z4: MR = 31, 4D + 15, Leather armor takes 6 hits, SP = N.
 Z5: MR = 32, 4D + 16, Leather armor takes 6 hits, SP = N.
 Z6: MR = 33, 4D + 16, Leather armor takes 6 hits, SP = N.

8: Prison Room. Howard the Duck is shackled, gagged, and chained to the east wall. Upon seeing the party, he mumbles vigorously through the gag; it appears that he wants to be set free. **Judge Only:** The keys to the locks on the shackles and chains holding Howard hang from a peg on the west wall directly across from Howard. If the party sets Howard free, they get 46 VP. If they kill him, they lose 5 VP. When freed, Howard asks for either a Sword or a Dagger and a Shield. If he is given the requested items, he will join the party; he will also blurt out that Kag's daughter is slated for sacrifice to the Snail-God sometime this day, and he knows where the temple room is. He also knows about the secret door in the southwest corner but not about Room 9.

H: Duck Rogue, Level 5; Combat adds: +10; speaks Duck, Common, Orc. ST: 17, IQ: 14, LK: 15, CN: 17, DX: 14, CH 09; SP = F. Spells: *Take That, You Fiend, Oh-Go-Away, Vorpal Blade, Omni-Eye, Web.*

9: A chill, bare room, empty* except for three, heavy bronze coffins bound with iron. Two are against the north wall, and one is against the west wall. Two Human males stand against the north wall, and one Human male stands against the west wall. **Judge Only:** These three Vampires will proceed to close with the party. When any Vampire's MR drops below 10, it will change to a bat and attempt to fly away. If a Vampire is caught in a *Web*, it will change to mist. Only a *Take That, You Fiend* can hit a Vampire in bat or mist form. Vampires can only be killed by sunlight or a stake through the heart but are out of the game if MR is reduced to zero. If a Vampire manages to escape with any MR points, it will be restored to its full MR points four turns later and can join in future monster attacks on the party.

*The treasure is on the wooden table in the center of the room. It consists of 600 GP and an esoteric book on the nature of the world which is worth 50 GP (50 WUs).

Drak the Vamp: MR = 80, 9D + 40, Leather armor takes 6 hits, SP = F.

Vamp No. 1: MR = 60, 7D + 30, Leather armor takes 6 hits, SP = F.

Vamp No. 2: MR = 40, 5D + 20, Leather armor takes 6 hits, SP = F.

b: This plate releases a set of swinging and whirling blades. Characters on plate must make a L1SR on LK to avoid being hit. The blades do 6D6 worth of damage if they hit. This trap automatically resets itself after 10mr.

Public Fountain: There are park benches on the north, west, and south sides of the fountain. At the northwest and southeast corners are trash receptacles. At its northeast and southwest corners are evergreen bushes. There is a female nymph splashing and playing in the water of the fountain. It takes an appropriate L3SR to do anything with or to her. *Web* doesn't affect her.

Jayne: MR = 40, 5D + 24, IQ: 15, CH: 14, Speaks Common. -5 VPs for killing her.

When she notices the party, she will speak thus: "Come, drink from my fountain. There is a good chance of a boon, and only a small chance of a bane, but to drink from it twice means death." If a character drinks just once, do the following:

Roll 1D6. 1 - 4 means a boon (adding); 5 or 6 means a bane (subtracting).

Roll 1D6 again. This tells the number of points to be added or subtracted.

Roll 1D6 a third time. Consult the following chart to determine the characteristic affected.

1 = ST	4 = CN
2 = IQ	5 = DX
3 = LK	6 = CH

VP adjustment = (+ for boon or - for bane) x (points rolled). Any character who drinks a second time, keels over and dies. Jayne cannot live out of water for more than 5 mr.

10: Barrack for Orcs. Crudely built bunks piled with sleeping skins line the west wall. There is clutter around the bunks, but the rest of the room is clean. Regardless of the door by which they enter, the party faces a band of 4 Orcs and one Half-Orc.

Sarge Hagen: MR = 38, +Heavy Mace 5D + 2, Combat adds = +19, SP = N.

Half-Orc: 4D + 19, ST/LK = 19, Scale armor takes 8 hits.

Each Orc: MR = 18, Mitre 3D, armor takes 6 hits, Adds = +9, SP = N.

11: Latrine. The room is obviously being used by the Orcs on a daily basis. **Judge Only:** Here is stored the Orcs' treasure in the pits, well covered. Those characters that dig up the treasure temporarily lose 5 points from CH (until they can wash thoroughly), but the party will get VPs for loot taken. The treasure chest contains 1,950 GP, a Ruby-tipped wand (5 WUs, acts like a Laser gun, does 4D6 damage, costs MU 1 ST point to activate, and is burned out after 12 uses), one Ruby and Opal bracelet worth 1,450 GP, 3 Emeralds worth 300 GP each, and two Potions of Swordsmanship that, when swallowed, give the drinking character an extra die of damage when a Sword is used in combat. Note: Each gem weighs 1 WU, and the bracelet is 2 WUs.

12: Another barrack room for Orcs. Rough, crude furnishings made of massive wood are contained in this room. **Judge Only:** When fighting occurs in Rooms 10 or 15, roll 1D10 every 2 melee rounds; the 5 Half-Orcs are alerted on a roll of 1 or 2; they will join in the fighting on the next melee round. Whatever happens, they automatically join in on the 10th mr.

Half-Orc No. 1: MR = 35, Morningstar 5D, armor takes 8 hits, Adds: +17.

Half-Orc No. 2: MR = 33, War Hammer 5D + 1, armor takes 7 hits, Adds: +16.

Half-Orc No. 3: MR = 34, Heavy Flail 4D + 4, armor takes 6 hits, Adds: +17.

Half-Orc No. 4: MR = 39, Heavy Flail 4D + 4, no armor, Adds: +19, SP = N.

Half-Orc No. 5: MR = 39, +Great Sword 6D, no armor, Adds: +19, SP = N.

13: Another barrack room. The furniture is better made and more expensive-looking than that in Room 12.

Captain Hab: MR = 43, +Great Sword 6D, Combat adds: +21, SP = N.

Half-Orc: 5D + 21, ST: 21, LK: 16, Lamellar armor takes 10 hits.

Heb is playing a solo game of **Monsters! Monsters!** He has time to get hold of the Great Sword standing next to him. If outnumbered 3 to 1 or worse, he will spill the beans about the secret doors in Rooms 12 and 13 (if given the chance).

14: Storage room for loot, including non-perishable foods and several kegs of good beer and ale. There is also a tapestry depicting a scene from the Dragon Kill War of a Dragon heroically coming to the aid of a group of Dragonewts fighting off a band of Human warriors (see **AD&D Judge's Shield**) and worth 3,000 GP (300 WUs). There is also a ST Storing Crystal with a current ST of 16.

15: Temple Room of the Snail-God. The 30' wide double doors swing inward. The 15' wide central aisle leads to the large, obsidian altar at the south end of the room. There are regular lines of low benches to either side of the aisle. The ceiling arches 100' above and is lost in shadows. There is a large bas-relief above and behind the altar on the south wall; it depicts the Snail-God. **Judge Only:** A Balrog stands at M2. Orc No. 1 and Orc No. 2 stand before the altar as guards. Basher is preparing to use his War Hammer on Kag's daughter, Joy; he stands at the East end of the altar. Orc No. 3 stands behind Basher.

Smokey: MR = 118, Flaming Flail 5D + 4, Combat adds: +59, SP = F, 12D + 59, Flaming Sword 7D + 3, ST: 29, LK: 10, DX: 54. Smokey has the option in combat to use one of his weapons to "soak off" part of an attacking group and to use the other weapon for one-on-one combat with a selected party member; he will do so! Flaming Balrog!! Skin armor takes 10 hits. Split combat adds: +29. He is immune to fire and *Take That, You Fiend*, and energy beams do ½ damage. *Vorpal Bladed* weapons are neutralized.

Basher: MR = 46, War Hammer 5D + 1, Combat adds: +23, SP = N.

Half-Orc: 5D + 23, ST: 24, IQ: 14, magic armor takes 10 hits (it also cancels enemy DX adds, and *Take That, You Fiend*/energy beams do ½ damage). Spells: *Take That, You Fiend, Vorpal Blade, Little Feets, Web*.

Orc No. 1: MR = 22, Short Sword 3D, Combat adds: +11, SP = N, 3D + 11, ST: 15, LK: 16, Target Shield takes 4 hits.

Orc No. 2: MR = 22, Mitre 3D, Adds: +11, Target Shield takes 4 hits.

Orc No. 3: MR = 22, Mitre 3D, Adds: +11, Target Shield takes 4 hits.

Joy: ST: 08, IQ: 09, LK: 05, CH: 10, DX: 11, CH: 15, Adds: -5. She lies, naked and bound, on the altar. Gaining possession of a living Joy earns the party 580 VPs.

Basher will cast a L2 *Vorpal Blade* on Orc No. 1's Sword, and a *Little Feets* on Orc No. 2 and then will join them in helping Smokey. Orc No. 3 will run to the SE door to release Dragon-Snail; if necessary, Orc No. 3 will die holding the door open. If Smokey is killed, Basher will go crazy, spin around, and cast a *Take That, You Fiend* at Joy.

c: This isn't a plate at all. A reinforced *Mirage* spell hides a 10' deep spiked pit. If a hand or other body part is placed in the *Mirage*, it feels cold but is not destroyed. It can be detected magically but can only be dispelled by a *Dis-Spell* spell. However, if the party members don't catch on, party members in the lead will fall in. Falling in will result in 4D6 points of damage. The screams and splattering blood of the unfortunate party members who fall in destroy the *Mirage* of a solid floor. The two catwalks over the spikes are then revealed.

16: Pen room for Dragon-Snail. (Drag is a stand-in for the Snail God.) There is considerable trash on the floor (mostly Human and animal body parts), but there is not enough to impede progress. **Judge Only:** Drag appears invincible; he shows no damage until dead. In a melee, its two heads can dart rapidly in and out at an individual party member, so combat is resolved as a one-on-one to see if Drag gets through a character's parrying moves. Other party members can make unopposed attacks on Drag. Drag is not affected by *Web*.

Drag: MR = 58, 6D + 29, skin armor takes 14 hits (*Take That, You Fiend*/energy beams do ½ damage), SP = S (however, it can move 50'/melee round), Spell: *Glue-You*, ST: 19.

Random Monster Orc Squad

When the party either takes a rest or enters the Public Fountain area, roll one six-sided die (1D6). Roll 1D6 every 30 minutes of rest; a roll of 1 activates O squad. Roll 1D6 when party enters fountain area. On a 1, the Orcs attack immediately. On a 2, they wait at C, and on a 3, they wait on the catwalk over trap c. On a 4 - 6, nothing happens. It is a 6-Orc squad.

Lt. Mez: MR = 22, Broadsword 3D + 4, armor takes 7 hits, SP = N, ST: 15, IQ: 10, Spell: *Take That, You Fiend* (will cast it at a party member).

Each Orc: MR = 16, Short Sword 3D, armor takes 6 hits, SP = N.

Victory Points

Sum 1: Total GP value of all treasure "taken" and then divide by 100; this gives VPs for treasure in the possession of the party at the end of the game.

Sum 2: Total MR value of all monsters reduced to 0 MR and then divide by 10; this gives VPs for monsters slain or removed from the game.

Add Sum 1, Sum 2, and special VPs earned according to Dungeon Key text; this result yields the overall game VPs.

Kag's Joy Judge's Sheet

Baron Kag: ST: 19
Human CN: 16
Rogue wc: 290

Ardmis: ST: 16
Human CN: 9
Warrior wc: 645

Agape: ST: 14
Orc CN: 14
Warrior wc: 310

Malgor: ST: 17
Human CN: 11
Rogue wc: 350

Elladan: ST: 12
Elf CN: 14
Rogue wc: 285

Grog: ST: 18
Human CN: 15
Warrior wc: 436

Monsters

Site M1: Mutt: 110
Jeff: 56

4: Ringo: 34
Half-Orc ST: 24
Orc No. 1: 17
Orc No. 2: 17
Orc No. 3: 17
Rocky: 60

7: Zombie No. 1: 34
Zombie No. 2: 23
Zombie No. 3: 30
Zombie No. 4: 31
Zombie No. 5: 32
Zombie No. 6: 33

Room 1: Uno: 42
Dos: 42
Tres: 42
Quatro: 42

2: Sneaky: 130

6: Big G: 58
Little G: 35
Bad G: 51
Nice G: 36

9: Drak: 80
Vamp No. 1: 60
Vamp No. 2: 40

3: Cabbage: 200

10: Sgt. Hagen: 38
 Orc No. 1: 18
 Orc No. 2: 18
 Orc No. 3: 18
 Orc No. 4: 18

12: Half-Orc No. 1: 35
 Half-Orc No. 2: 33
 Half-Orc No. 3: 34
 Half-Orc No. 4: 39
 Half-Orc No. 5: 39

13: Capt. Heb: 43

15: Smokey: 118
 Basher: 46
 Half-Orc ST: 24
 Orc No. 1: 22
 Orc No. 2: 22
 Orc No. 3: 22
 Joy: CN: 10

16: Drag: 58
 ST: 19

Orc Squad: Lt. Mez: 22
 OSL ST: 15
 Orc No. 1: 16
 Orc No. 2: 16
 Orc No. 3: 16
 Orc No. 4: 16
 Orc No. 5: 16

Treasure in the Possession of the Party

Special VPs Earned

Kag's Joy Addendum

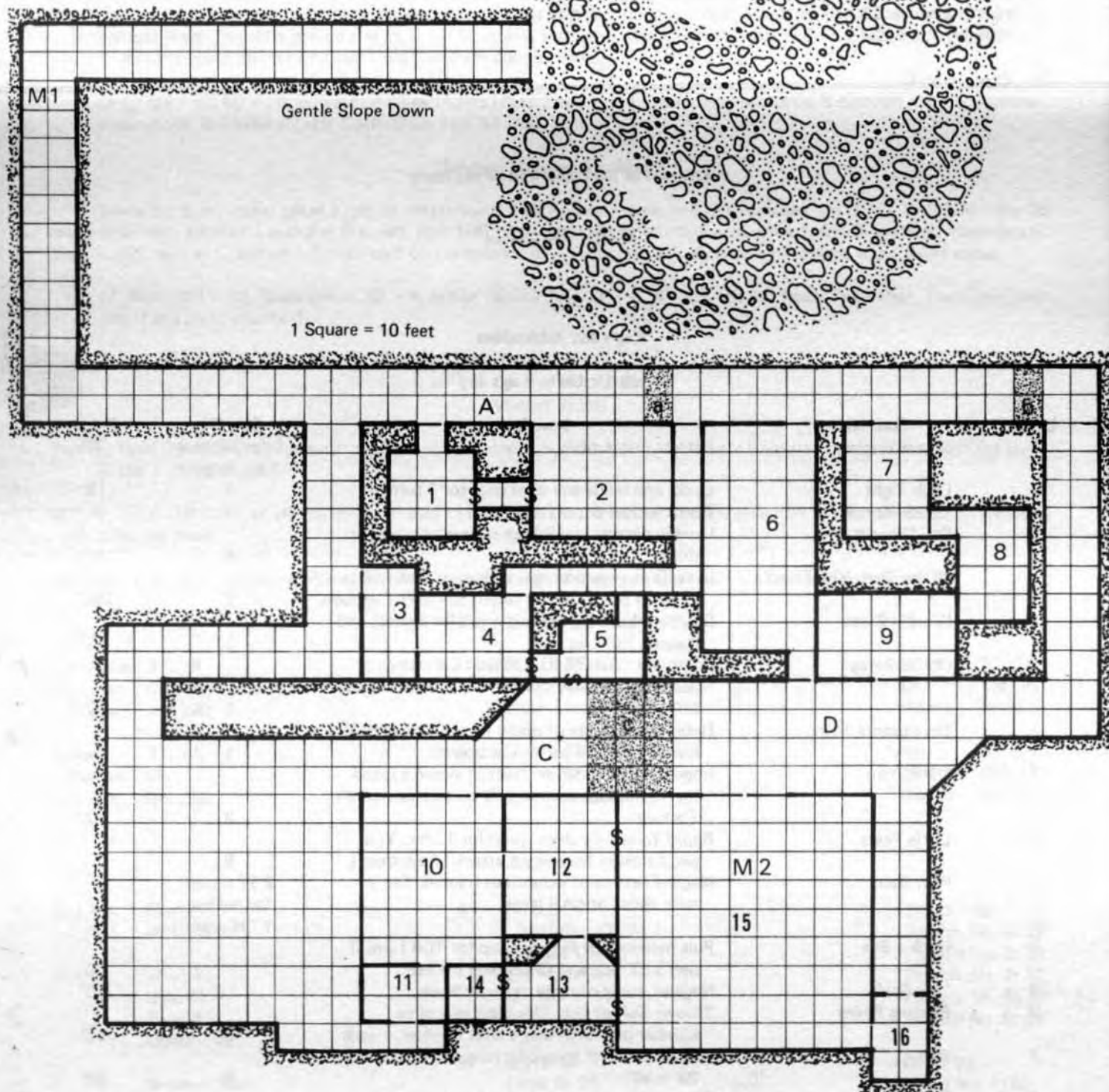
Spells Usable in Kag's Joy

Level	Spell Name	Description	Cost/ST	Range
1	Detect Magic	Detects magic vibes	0 for Wizards 1 for Rogues	30'
1	Lock Tight	Locks and holds any door shut for 3 turns	1	10'
1	Knock Knock	Opens locked doors (usually)	2	---
1	Oh, There It Is!	Usually detects invisible or concealed doors or things	4	10'
1	*Take That, You Fiend	Uses IQ as a weapon against foes, inflicting hits equal to the IQ of the caster. See T&T rulebook	6	250'
1	!Vorpal Blade	Doubles the basic attack die roll for Swords and Daggers for 1 mr	5	10'
1	Oh-Go-Away	Combines totals of IQ, LK, and CH ratings of user to drive away monsters or foes of a lower MR	5	50'
2	Omnipotent Eye	Determines nature of magic item or spell and/or level of spell on persons or objects	5	---
2	*Glue-You	Impedes movement or travel of victim's speed for 10 mr. Opponents get 2 attacks to victim's 1 attack	8	30'
2	Little Feets	Rapid Travel. Doubles speed for 10 mr. You get 2 attacks for every 1 attack of opponent	8	---
2	Poor Baby	Magical healing of wounds or injuries. Can't raise above original level	2 ST points for healing 1 CN point	---
3	Rock-a-Bye	Puts monsters or foes to sleep for 1D6 turns if user's ST, IQ, and CH exceed the MR	11	50'
3	*Dis-Spell	Negates magic of same or lower levels	11	50'
3	Blasting Power	Throws Bolt of fire. This blast gets same number of dice as user's level number, + adds	8	50'
3	Web	Creates a 1-layer mass of strong, sticky strands 20' x 40'	8	50'
4	*!Upsidaisy	Allows you to levitate and move objects or beings up to your own weight for 10 mr	9	---

Note: Spell cost remains constant regardless of MU's level.

Kag's Joy

Dungeon Level One





An Alternative to Services in Traveller™



by Gerry Matson

As many players of the GDW science fiction game, **Traveller™**, have found, you either have to enter a service of some kind for training and money or become a poor, unskilled wanderer on a planet, without a ship or a job. Following is described an alternative to entering a service in **Traveller™**.

Rolling up characters is still done in four year "terms," but each player rolls on a chart to see how many skills he or she gets per term (this roll is made each term). A player also gets a roll on a money table once per term with certain bonuses, based on skills. The skills and money show what a player learns and earns working, travelling, and training on his or her homeworld. A player can start rolling here at age 14 if he plans to use these charts for rolling up his entire character, or he can roll up a term or more here any time from age 18 to 70 after quitting another service. A player cannot join any other service after rolling up part of his or her character on these charts unless the service to be entered is Rogues, Pirates, or Other (and this must be at age 30 or earlier). This system also allows the character to gain a wider range of skills and some cash and still not have to worry about having the character die while he is being rolled up.

Number of Skills Per Term

Roll on 2D6	Number of Skills
2 - 4	0
5 - 7	1
8 - 9	2
10 - 11	3
12	4

Skills may be taken on Table 1, the **General Skills Table**, any time, on Table 2, **Advanced Skills**, if the character possesses an Education of 8 or more, and on Table 3 if the character has an Education of 10 or more and Intelligence of 8 or more.

Table 1: General Skills

Roll on 3D6	Skill	Source
3	Vacc Suit	Book One
4	Communications	Book Five
5	Hunting	Supplement Four
6	Brawling	Book One
7	Administration	Book One
8	Gun Combat	Book One
9	Streetwise	Book One

10	Development*	---
11	Carousing	Book Five
12	Blade Combat	Book One
13	Vehicle	Book Four
14	Survival	Book Four
15	Development*	---
16	Steward	Book One
17	Liaison	Book Five
18	Recruiting	Book Four

* Roll on Development Table



Table 1A: Development

Roll on 1D8	Add 1 To:
1	Strength
2	Dexterity
3	Endurance
4	Intelligence
5	Education
6	Social Standing
7	Strength
8	Education

Table 2: Advanced Skills
Education 8 or More

Roll on 1D8	Skill	Source
1	Instruction	Book Four
2	Forgery	Book One
3	Bribery	Book One
4	Gambling	Book One
5	Jack-of-all-Trades	Book One
6	Leader	Book One
7	Medical	Book One
8	Streetwise	Book One

Table 3: Advanced Skills
Education 10 or More and Intelligence 8 or More

Roll on 1D8	Skill	Source
1	Computer	Book One
2	Demolitions	Book Four
3	Electronics	Book One
4	Mechanical	Book One
5	Engineering	Book One
6	Navigation	Book One
7	Pilot	Book One
8	Jack-of-all-Trades	Book One

Table 4: Money
(Roll Once per Term)

Roll on 2D6	Amount
1	CR 100
2	CR 500
3	CR 1,000
4	CR 2,000
5	CR 3,000
6	CR 4,000
7	CR 5,000
8	CR 10,000
9	CR 20,000
10	CR 50,000
11	CR 75,000
12	Special**

DMs for Table 4

- +1 per Level of Gambling
- +½ per Level of Forgery*
- +½ per Level of Administration*
- +½ per Level of Jack-of-all-Trades*

*Drop fractions when all DMs have been added together.

**Roll on Table 4B.

Table 4B: Special Benefits

Roll on 1D6	Item
1	Gun (any from Book One)
2	High Passage
3	CR 100,000
4	CR 300,000
5	Vehicle*
6	Starship**

* Roll on Vehicle Table

** Roll on Starship Table

Table 4C: Vehicles

Roll on 1D6	Vehicle*
1	Ground Car
1	Ground Car
2	ATV
3	Helicopter
4	Grav Belt
5	Hovercraft
6	Air/Raft

Table 4D: Starships

Roll on 1D6	Starship*
1	Seeker
2	Seeker
3	Scout
4	Yacht
5	Safari Ship
6	Corsair

*At Judge's option, roll on Table 4E: Condition of Vehicle/Ship.

Table 4E: Condition of Vehicle/Ship

Roll on 1D6	Value
1	10%*
2	20%**
3	40%
4	60%
5	80%
6	90%
7	100%
8	110%***

DMs for Table 4E

- +1 for all Starships
- +1 for vehicles if Vehicle Skill of appropriate type possessed.
- +1 for ships if Engineering skill is possessed

* Roll 2D6: on a 7 or less, the vehicle is inoperative.

** Roll 2D6: on a 5 or less, the vehicle is inoperative.

*** Vessel has some modifications and/or additions to increase base value.



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NEWS RELEASE

Gamescience has released two new star ship models which are used with the STAR FLEET BATTLES game by Task Force and with the STAR FLEET BATTLE MANUAL by Gamescience. The new scout and new destroyer are precision crafted to snap together without glue. In white plastic, they retail for \$2.00. In clear (cloaked) plastic they retail for \$2.25 and in white plastic which glows green or glows blue in the dark, they will retail for \$2.50. After 1 January 1983, the retail price of white ships and clear (cloaked) ships of all styles, will increase to match the price of the ships which glow in the dark.

The newest edition of the STAR FLEET BATTLE MANUAL retails for \$10 and has been expanded to include a board game version played on hex paper, as well as the table top version which uses models. In England, the Star Fleet Battle Manual won the 1981 GAMES DAY AWARD of first prize when it was voted to be, "THE BEST TABLE TOP RULES OF ANY PERIOD" during the British national gaming convention.

The new expansion kit for the latest version of the STAR FLEET BATTLE MANUAL will retail for \$8. The expansion kit allows gamers to field large fleets of ships for armada sized battles.

The United States Air Force purchased 238 copies of the Gamescience MIG KILLERS game, to support its operation Warriors program. The operation Warriors program uses combat games to promote unit pride and to motivate airmen to improve themselves with off duty educational opportunities. The Air Force also selected ACE OF ACES by Nova, HOUSE DIVIDED by Game Designers Workshop and Next War, Terrible Swift Sword, Hoff Gap, Siani and Task Force by the S.P.I. division of T.S.R.

A new 22 X 35 inch mapsheet covered with a black grid and numbered with 12 point red digits, will speed up all types of role playing games. The digits are imprinted in 4 directions so that players on any side of the table can read them. The reverse side of each sheet has staggered brick wall patterned, one inch squares with red digits to perform the same function as hexes. The off-set pattern of squares is easier for the eye to track than hexes. Each sheet of numbered FANTASY GRID paper retails for \$1.50 in the plain format, or \$5.50 if both surfaces have been laminated with a sturdy, foldable, clear plastic coating. The numberless GANTASY GRID sheets retail for \$1.25 in the plain format, or \$5.00 if both surfaces have been laminated with a sturdy, foldable, clear plastic coating.

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To the Editor,

I have just been reading **Pegasus** No. 8. I found it to be an improvement over all previous magazines. The cover was a pleasant surprise from the usual light blue, green, and yellow. I really enjoyed "Murder at the Ruptured Troll" and (surprise! It was there!) the conclusion of "To the Beast." The guide to copyrighting is also very good. The area described in the installment was very well done; probably second only to the 4 adventures in **Pegasus** No. 7. The only problem was the lack of a name. I thank you for ending the "Vile File," but perhaps the new section, "Crimson Swords," is as bad. I also have one problem that you could solve. I would like to order some Judges Guild products, but how do I pay you in American Dollars? What exchange rate do you use? Or what?

Sach Killam

Dear Sach,

I am very happy that you enjoyed **Pegasus** No. 8. The name of the Campaign Installment for that issue was "Threat in the North" by Reynolds C. Jones. The cover for the installment, through some error in the layout department, appeared on page 72. Sorry about that. Your question about finding out the current exchange rate is one that is asked quite often, so I'll be glad to answer it for you. The exchange rate often changes daily, so get your order together and find out how many U.S. dollars you are going to need by going to your local bank. They will know the current exchange rate, and you can get a money order to send with your order. Thanks for your letter and Good Gaming!

Mark

Dear Sirs,

I have recently bought your product, **The City State of the World Emperor**. I think that it is the best gaming aid you have yet published. However, I was unable to find listed any place the population of the city. Could you please mail to me in the enclosed SASE the "official" population of the City State of the World Emperor? Also, could you send me a current catalog of your products?

Thank You,
Ron Young

Dear Ron,

Glad you liked **City State of the World Emperor** so well. I am very proud to have worked on that product and glad so many people have enjoyed it. The number of musterable men living in the City State is around 6,000. The actual population is around 18,000. I will, of course, put your name and address on our mailing list so that you can receive our 80-page catalog. On our catalog policy, you will notice that, if you send us a dollar, we send the catalog first class. If you just write in, we send them out at bulk rate, and that sometimes can take 2 or 3 months because we need to have a certain number of inquiries to send that bulk mailing out.

Mark



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MAKE YOUR CITIES COME ALIVE

by Daniel J. Henley



With most of the adventurers I've met, a city was a place to go to cure your wounds, cash in your treasure, and restock your knapsacks for your next adventure. Outside of a nasty innkeeper, an occasional wandering monster or some talkative fellow at the local tavern that lets you know about the dungeon down the road, cities were dull places. And since real cities are not dull, there had to be something wrong with the way we, or our adventurers, were handling our cities.

A city, particularly a frontier city, is a very fragile fabric that can be torn apart quite easily. And a city is made up of Human Beings who are trying to get ahead in their own fields of endeavor just as the adventurers are trying to get ahead by using their particular skills. There is a power structure in a city, built up of alliances, whether the alliances are by formal contracts for business purposes, or a more informal type based on friendship or mutual prosperity. But it is these alliances that form the power fabric of the city.

These different power networks, being very fragile, are not likely to remain static. The city is either growing or decaying and any changes are sure to affect the power fabric.

Cities were developed for two main reasons, defense and trade. As a city became more established, the trade became more important. So let's examine the commercial fabric first. Suppose your city has a number of copper mines in the area. The city would then be a great place to develop a copper smelting and refining industry. The owner, or owners, of this factory is going to be a pretty powerful man, since he is the market for the copper mines and employs a number of townspeople.

Probably someone would soon get the brilliant idea of starting a drayage company to bring the ore to the factory, and the refined copper to some distribution point. We now have at least two powerful men in the business community.

Now thin sheets of copper have been used on ships for a long time, to keep the toredo worms from chewing their way into the bottoms of wooden ships. Another bright city person, if this town is on the water, may decide to use the copper sheets manufactured in the city and build a boatyard that specializes in putting copper sheathing on ships hulls (this wasn't done for quite a few years after the Medieval Period of Earth's history, but that doesn't have to be so in your world). That gives us three important commercial figures, all mutually dependent, to a less or greater extent, on each other.

But wait a minute. How did these guys get started? They weren't born rich or they probably wouldn't be breaking their backs to get ahead, especially in a frontier town. That means a money lender or banker who probably owns a piece of all three businesses—a fourth important commercial figure.

Now there are other businesses in town—the butcher, the baker, the greengrocer, the carpenter, the mason, a few fishermen, if the city is on a river or coast. These fellows would be much too small to have any effect on the big wheels we've been considering. That is, unless they unite into a union, or guild. I consider ten small businesses to be large enough to form a guild that would be powerful enough to have a voice in controlling the business decisions of the city. The town might have several such organizations; a Merchant's Guild, a Craft Guild, a Fisherman's Guild, and so on.

But what does all this commercial activity have to do with a town being alive? Remember I said the fabric was fragile. Suppose a new business opportunity opens up. Say this town is now large enough to warrant ships stopping by frequently. There will then be an import and export trade. If it appears to be profitable, any of our powerful individuals may want to control it. Or one or more of the guilds may want it as a cooperative venture.

Or there may be some new figure coming on the scene to take it over and be another member of the power structure.

There could even be something more devious. The owner of the copper mill could get together with the banker and allow the shipyard owner to set up the new business. But, in doing so, he would have to mortgage everything he has. And the notes would be held by the banker and the owner of the copper mill. As soon as his back is financially to the wall, they will foreclose on him. Of course, the shipyard owner may have formed an alliance with someone else. Maybe even a double alliance with the banker so that the whole deal falls back on the copper mill owner, leaving him with his back to the wall. And I'm sure that other Judges could think of other circumstances that might undermine the entire business community.

But how could this problem involve our stalwart adventurers who are just riding through to restock their oil and arrows? The owner of the shipyard hears about this band (or happens to run across them in one of the taverns). Since he suspects a plot by the banker and possibly someone else, he hires the adventurers to break into the bank and try to find some evidence that there is a plot, and who the banker's partner might be. Besides paying the band, they can take any loot that they happen to find, and, as long as they are not caught in the bank, the shipyard owner will set up an ironclad alibi for them. Of course, if they're caught in the bank—C'est la vie!

There are many other scenarios for adventurers in the business world. The nice old widowed innkeeper the bank is about to foreclose on. The manufacturer who is exploiting women and children in his factory and paying them less than survival wages. The police chief who is picking up everyone he can and supplying manufacturers with slave labor for, say, half what a person's salary should

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be. The honest businessman who is being put out of business by pressure from a dishonest guild. And you could go on and on.

But that's only one layer of the fabric of the town. How many places of worship do you have in this town? The gods used in **D&D** tm are jealous gods, interested in power over their peers. They will heap worldly honors on Clerics who give them more power by increasing the number of their worshippers. In the town, the only way to get a good number of new worshippers is to take them from another order. There is no ecumenism in **AD&D** tm.

Religion with many people is a matter of economics as well. If the owner of the copper mill is a devout Odinite, and believes in promoting only other Odinites, an unusually high percentage of his employees are going to be Odinites. The cult of Odin will be quite strong, at least in that sector of town. The Guilds, since they are composed of the conglomeration of businessmen, are less likely to be affected by religious patronage.

Generally, after I locate the temples of the various gods that are going to have power in one of my towns, I use the dice to determine the level of the chief Cleric in each of the temples; after I have decided the basic range of levels I want, then I use this as a percentage to determine how many of the population will follow a particular god.

Now, suppose an important feast day is coming up for the worshippers of Odin. If the Cleric of the temple of the goddess Hel could get our adventurers to keep a lot of Odin worshippers away from the feast, that would reduce Odin's power, at least temporarily. And if it were made known that they stayed away because of Hel's chief Cleric, it would increase Hel's power.

When adventurers fool around with the powers of the gods, the rewards are great but beware the consequences. If, after pulling such a trick on a Priest of Odin's, our adventurers wander into a territory where the power of Odin is strong, they may be in serious trouble. If they have not been faithful to their own deities, they will get no help from that source. If however, the Cleric our friends have hoodwinked is a relatively minor one (up to fifth level), where his power is not directly granted by his god, Odin may not be too harsh with the adven-

turers. If the Cleric is a high enough level that Odin himself has given the Cleric his spells, then Odin will be very displeased with the adventurers and may intervene directly with their activities—after he has sufficiently chastised his own erring Cleric.

Other ways that our band of adventurers might interfere in the religious power structure of the town might include stealing the Cleric's religious symbol, stealing a prized religious artifact from the temple, substitution holy/unholy water for its opposite, and maybe even convert the Cleric or one of his more powerful parishioners.

The third layer of fabric in the town structure is political. This would include the Mayor, Aldermen or Councilmen, Police Chief, Commander of any Military or Naval establishment within town, Tax Collector, and a Representative from the Earl, Baron, or whatever Nobleman owns the land on which the town is built. Some of the political leaders of the town may also be in the other layers of the fabric. The Aldermen and the Mayor may also be Clerics or Businessmen. These groups will also have their alliances, as we've already hinted, can go from one fabric to the next. The Mayor may have the support of only two Councilmen and the Police Chief in the political layer of the fabric, but he may also have the support of two of the four Clerics from the religious layer, and a good number of backers in the economic layer.

Special opportunities for adventurers in the political layer might be holding one or two key Councilmen from a meeting on which a particularly important law was being considered and voted upon (assassination, the removal in some other way) of a political figure who is being troublesome to someone, assisting the Military Commander to mount a coup, or preventing him from doing so, or exposing a crooked Tax Collector. The list of possibilities is endless.

The thing that makes a town or city come alive to the adventurers is change and interaction. We have explored a number of changes that will take place as the result of certain powerful people trying to improve their lot. There are other ways a town can change as well. New businesses must open while old ones close. If the town is prospering, it must be growing; while if it is decaying, people must be moving out. It may be building so fast

that a satellite town is budding up just outside its gates, or if such a town already has a satellite community, the city fathers may have seen fit to break down the old walls and build a new one which would include the external community, particularly if that community were starting to cut into the profits of the business community still within the town.

There are some changes that would be forced upon a town by external events. Suppose the local copper mines petered out. There would be no ore for the mill, and unless some other use were made of the mill, the workers would be left unemployed, the owner would lose his profits, and the mill would sit there (and perhaps become an interesting "dungeon" to adventurers right in the town). Or suppose the owner committed suicide in it but the body was never found? This event would leave the owner of the shipyard without his specialty (copper sheathing the bottoms of ship hulls). He may not be greatly effected, though, if his reputation in general shipbuilding had become sufficiently well-known, and if commercial shipping in the area had increased sufficiently.

Other external events that could change the town would be a visit from the local Nobleman seeking conscripts for a little war he's going to mount, a plague, invasion by Berserkers or Vikings, or whatever, a raid by Sahuagin or other water monsters, a visit by a Pirate leader to sack the town or sell his "ill-gotten booty". This list could go on forever and contain positive as well as negative circumstances. And the adventurers may be present when the event takes place.

The main thing to remember in a town adventure if you are going to make it a real place, are that the town must have changed since the adventurers last visit, more or less, depending on how long ago that visit was. An adventurer, being the sort of person he is, will make both friends and enemies in the town. He will be looking forward to seeing friends again, and may or may not be looking forward to seeing his enemies. The town must have an effect on the adventurer and the adventurer must have an effect on the town.

The Three of Cups

by Glenn Weeks & Mike West

The dining area of the Inn was empty except for a very stout and hairy man in his early twenties and his companion, a rather large dog with blue black fur who was busy, at the moment, playing with a wooden plate.

The two had just finished their evening meal. The man leaned back in his chair, causing it to creak in protest at his great weight. There he sat with a look of idle boredom on his face; then, with a satisfied smile, he leaned forward suddenly, causing the chair to creak loudly upon hitting the floor. After reassuring himself that it would still support him, he leaned over and rummaged through his pack on the floor, pulling out a sturdy wooden box which he opened to remove a bundle of violet silk that he promptly unfolded to reveal an oversized deck of cards. After spreading the silk over the hastily-cleared table, he began to carefully cut and shuffle the cards. After much of this manipulation, he took the top card, glanced at it, and slapped it down on the table, mumbling to himself.

"Influences: 'Veiled Goddess', keep my intentions and follow my hunch. I usually do."

Then, taking the next card and laying it across the first one, he mused, "Lightning! Well, my situation is a catastrophe; isn't everybody's?"

He placed the next card above the other two. "My Crown, 'The Seven of Cups.' My achievements will let the truth be revealed to me; what could a person want but the real truth?"

He then placed the next card below the others. "My Foundation, 'The Magus,' willpower, acquire by effort."

The next card was placed to the right of the first two. "Behind me, my past," he ruminated. "The 'Three of Scepters'." Upon looking at the 'Three of Scepters,' he unconsciously flexed his muscles, causing them to swell menacingly. "Action for the future, confidence, aggressive, active in priesthood. Yes, all of those are me.

"My Future," he said, holding his breath as he slowly picked up the next card. "The Three of Cups." He started breathing and smiled. "A marriage for love, romantic activity, or..."

"How cute! Playing with picture cards. What are you, the village idiot?" said a confident voice.

The big man looked up at the newcomer and stared at him. The newcomer, thoroughly amused now, was laughing heartily. The hefty Priest swore and, in a flash, sent his fist hurtling at the jester, upsetting the table in the process. As fast as his fist was, the newcomer was faster; he side-stepped the blow and struck the stout man with his own fists. Seemingly unaffected by the blows, the small giant swung both his arms, hoping to catch the jester unprepared. The newcomer squatted deeply to avoid the two arms. He then thrust mightily with his legs and catapulted himself backward to avoid a grapple. Unfortunately, he did not see the table behind him, and, consequently, instead of landing with a quick flip and facing his enemy, he landed on top of the table with a crunch, got a painful jab in his side from a chair, and finally landed in an unnatural position on the floor. Fearful that his opponent was about to close on him, he jumped to his feet only to find the big man still in the same place but with a rather smug look on his face. The large man moved forward and, with very little effort, threw the table out of the way. He then picked up two chairs, threw one across the room, and threw the other at the newcomer, who deftly dodged it.

Then, like the two animals they were, they slowly circled one another, sizing-up the situation. The newcomer saw a stout man with a massive, barrel chest of medium height with thick limbs.

"A Giant in a small body," he thought. "He's no peasant or village idiot, though he's dressed as one. No,

more like a Priest."

Such a deduction was true, for the big man wore a rather battered leather tunic, pants, and no shoes.

"Barefoot? Jump in and crush a toe? No, I've no escape, and, if he were to grapple me... if those arms didn't crush me, those wristlets would tear me to ribbons."

This sobering observation was true; on each wrist, his opponent wore a heavy metal band studded with spikes.

"Why must I abuse people?" lamented the smaller man. "I should be eating my supper instead of defending my body against this brute. Well, such is life." Then, out of the corner of his eye he saw, "A Wolf? No, not pure Wolf. Come now, don't let your mind wander. Do Wolves always sit on tables to watch brawls? Since my fists alone have little effect, I shall give them more power," the newcomer said to himself as he carefully took two metal objects out of each pocket and gripped one in each hand.

"This bravo has quick reflexes," the Priest told himself after he had thrown the chair at his assailant to no avail. Then, fixing his attention on the newcomer, he declared to himself, "Good! He's a strange one! One green eye and one blue. Looks of a weasel. As Human, he shows good breeding. Healthy, my age, slight build, sure-footed save for tables. Yes, he's a Fighter. Aha! He saw my friend. Mayhap I'll let him challenge this buffoon; few unarmed men could handle his onslaught. No, I shall do it." Then he saw the pair of knuckle dusters. "Damn!" he swore under his breath.

Both men took the next instant to strike. Each took a slight step forward and swung with all his might. The wiry man was able to jerk his head aside to avoid the hairy one's fist but could not avoid a spike, which tore a ragged gash in his forehead. The big man didn't even see the fist that hit him; he only saw the stars afterward.

"Curse of the Gods upon him!" was the first thing the large man was able to clearly think.

"May he be damned by the Gods!" swore the lean man. "That big oaf can hurt!"

Once again, they started circling each other. Only now, since they were in an untouched section of the Inn, they cautiously shoved, kicked, and threw tables and chairs aside. Both men distinctly heard the whine of the Innkeeper concerning the fate of his Inn. When the newcomer, stool in hand, spun in place and sent the stool off at a tremendous velocity, the big man ducked instinctively; the projectile passed by him a few feet to his left and smashed through a window, causing the Innkeeper to yelp in protest.

"Ho, the little Demon, destroying some poor country peasant's Inn," thought the Priest. "Poor did I say? With what I paid him for that room. . . what shall I break?" He glanced hastily around.

"After I finish off this brute, mayhap I'll start with that damn peasant," thought the smaller man. The bravo then became very tense as he noted a change in the large man's mood. "He's smiling, the idiot! What! He looked away from me! Just do that once more, and I'll - AH!"

The newcomer suddenly sprang in low and fast only to receive a stunning kick; before he could regain his control, he felt himself being lifted up and up. In his daze, he was very much aware of his position, being held up by the crotch and neck, staring down at the small Giant's head, feeling the grip getting tighter and tighter. Even his last trick of nature couldn't help him now. The conflict was over, and he had lost.

The big man knew he had his attacker helpless, but, "Now what?" he wondered. "Crush his neck? Break his back? Throw him in the fire? No, not that. Let him go? I wonder, should he die now, like this?"

A sound familiar as his own voice startled him out of his almost trance-like state. The dog was in front of the broken window, growling, with his great white fangs bared. The burly Priest immediately knew that a greater danger approached. He absentmindedly dropped the newcomer and grabbed his weapon belt, hitching it up as he ran to the window.

In his hurry to reach the window, he was only vaguely aware of the dozen or so bewildered peasants that were watching the fight.

"Bloodthirsty cowards," he muttered to himself. "I wonder where that rogue went? I've no desire to be backstabbed."

At the window, he took a deep breath and drew his Scimitar from its sheath. The blade wasn't out more than a few seconds when a small creature flew through the window to land on the floor; it was quickly followed by two more.

They were one-half the size of a man, grayish in color, and having large, chiropteran wings. Their bodies looked amazingly human except for the fact that they had tails and sharp talons instead of hands and feet. The heads on their shoulders were a most startling combination of various animals with a bald pate and no recognizable ears.

The big man let out a great shout as he sheared the wings from the first creature. Heedless of its wounds, it sprang for the big man's throat only to have its own torn out by a backhand slash of the Scimitar. The dog attacked another creature from behind and busied itself with ripping its leathery flesh. The stout man then jumped toward the remaining creature, whose gaping mouth screamed in a super-sonic voice no Human ear could hear until he was cut in two at the waist.

The big man took a quick look out the window and cursed at what he saw. He then looked around the Inn. The dazed jester was standing across the room, weapon in hand. He, too, cursed as a winged creature smashed through a window near him. The peasants fled in panic; neither man had a chance to either join or curse them as winged creatures entered the Inn through windows and doors at an alarming rate.

Both men tried to defend their windows with good results, but there were too many undefended entrances. They cut their way through the scattered, winged men to find themselves face to face; instinctively, they turned and stood back to back.

Not a moment too soon did the two join forces! Dozens of winged men were swarming over them in an instant, using talons and teeth to try to bring one of them down. The big man was swinging his Scimitar in full arches,

momentarily holding them off and drawing blood when one came too close. The other was using a short, Thrusting Spear with a large, bronze counter-weight as lightly and surely as a master at Quarterstaves, slicing flesh here, cracking ribs there. The dog was running under tables and through chairs, frustrating many a winged man who tried to catch him and killing those he caught alone.

Suddenly, the big man slipped in a puddle of blood and fell to the floor. With unheard cries of savage glee, many creatures jumped on his prone form. Pinned to the ground as he was, his only recourse was to roll over and over with his arms flailing and his feet kicking, crushing with his weight any creature unlucky enough to have grappled him. He went through all these movements to good effect, leaving a path of broken chairs and smashed bodies in his wake. He lurched to his feet and still wasn't free. One of the creatures was wrapped around his left arm, biting his shoulder. Another was on his back with its talons sunk deep in his flesh; still another pulled the big man's Dagger from its sheath and attempted to use the weapon. A bare foot kicked his hovering form in the face, sending the creature across the room and the Dagger with it.

He then grabbed the creature on his left arm by its tail and swung it over his head like a club against the other creatures coming at him. The winged man on his back simply hung there; it was probably dead, he figured. The winged men were now swarming all over him, and, after the tail of his club broke, he was unarmed except for his body, which, he had learned, was the most dangerous weapon of them all. He lashed out with his fists, smashing, tearing, and breaking bodies with ease. Whatever he hit, fell; whatever he grabbed, he crushed. He slew many, but that still wasn't enough. There were just too many for him alone unless. . .

"I've but one chance," he thought. Pulling the wings from one of the creatures, he roared like an enraged bear and smiled as he felt new strength surge through his weary body.

When the big man slipped and rolled, the newcomer found himself suddenly hemmed in from all sides. With a few quick swings, he cut a gap in the line and was through it in a flash. He turned and faced his mob of as-



King Arthur's Companion
by Phyllis Ann Karr
Published by Reston Publishing Company
Price: \$15.95 cloth

Reviewed by Debye Pruitt

I just finished browsing through the page proofs for Phyllis Karr's new book, *King Arthur's Companion*, published by the Reston Company. Actually, I started out browsing and ended up skimming because the book is so fascinating and exciting, but so large, that I couldn't wait until I had read the whole thing before putting pen to paper in praise of it.

The promotional sheet that accompanied the proof pages states:

"... This new book is a guide to medieval French Arthurian romances which seem to be source material for all other novelists and Middle English romance. Perhaps the most prominent feature is a sort of Who's Who in Arthurian legend; also included in a separate section is a 'What's What' (as famous weapons) and a 'Where's Where'; with a few solid and many tenuous geographical identifications.

"For any person interested in the legends of King Arthur, whether they be fact or fiction, this volume is the first Arthurian study of this type to be done in dictionary form - many of the entries are translated directly from Middle English legends. For light browsing or reference material for children, this is the one definitive source of King Arthur legend ever collected and published.

"The author, Phyllis Ann Karr, has had a life-long interest in Round Table stories, beginning with her reading of the famous book, *Once and Future King*, by T. H. White in her mid-teens. This book will certainly interest any child who has a similar love for that medieval lore."

Assuming that everything in the promotional sheet is true, I have but one quarrel with the claims made for the book, and that is that it is not suitable for children unless one counts teenagers as children, which I don't. The book is written in a style and tone not appropriate for most children and uses a vocabulary that may surpass even that of many adults. In addition, it is not in a story-format that would interest most children. It is a dictionary. Pictures are few and far-between, existing only to highlight the passage from one alphabetic section to another. Any teenager or adult with an interest in Arthurian lore, however, should love this book.

It seems intended for two sorts of people, those who, like me, delight in collections of out-of-the-ordinary information, and those who take a serious interest in the romantic Arthurian legend. Those who seek to discover the "true King Arthur" and relate his exploits to "real" people and places will, I fear, be disappointed. The author states in her forward that this is not intended as a factual historical dictionary; rather, it is a romantic historical encyclopedia that cares not a whit if Arthur or any of his peers ever existed in bodily form (although, if any of those mentioned had actual historical life, this is duly noted).

According to the author, this book was grown from the seeds of research commissioned by Greg Stafford for his game, *King Arthur's Knights*, and owes some of its so-called idiosyncracies to that game, particularly in the area of geography. This is research based both on original material and the research of others, and Phyllis Karr gives full credit to her sources. We, her readers, are indebted to her for her careful inclusion of as much material from as many different sources as is possible in a work this size, although she readily admits that not all possible material could be used. The omissions are scarcely noticeable. I, for one, would not want to read, reference, and cross reference all this information myself to achieve the order-out-of-chaos effect that Phyllis Karr has so meticulously created.

In addition to being a fine reference book for general purposes, **King Arthur's Companion** would make an excellent source book for the more mature gamers. It contains many unusual (today) names, magical items, wonderful weapons, and scenario ideas that could be incorporated into a campaign if one were not already playing **King Arthur's Knights**. The only problems I found with the proof pages

The V&V world is one in which James Bond and Doctor Who type characters function equally well. The sources for the Judge may vary from a Crest toothpaste commercial to the movie, "Star Wars." It is a world which can encompass the silly to the serious, the Captain Carrot and the Zoo Crew (DC Comics) to Daredevil (Marvel Comics).

One of the joys of the game is the flavor it acquires as it progresses. The group of players slowly win a name and reputation. The low-level character who was rolled into a ball and shot out to sea becomes, in later games, the intrepid superheroine who singlehandedly defeats a band of armed robbers.

The game uses stats generated by rolling three six-sided dice, with appropriate modifications for powers. Therefore, characters from it can be converted to **Gamma World (TSR)** or **Dungeons and Dragons (TSR)** settings. Modifications from either of these games can be easily introduced. If a character has a magic item, the **D&D** magic item chart is useful if one disregards potions.

Players, when generating characters, should try to balance each other out as much as possible. A horde of superstrong heroes and heroines isn't much good if they lack the intelligence to figure out which are the bad guys and which the good guys.

The possibilities for adventures are numerous; the Judge can figure out encounters in advance of play or use the provided encounter chart. The Judge should prepare a map of whatever area in which the superheroes are based. Some Judges may prefer to prepare two maps, one for the players' use and a more complete map for the Judge's own use.

were slight, an occasional typographical error and a sentence never finished, which will doubtless be corrected before the final print. Even if they are not, they in no way reduce the enjoyment of the book.

Writing a review of what is essentially an encyclopedia is different from reviewing a novel. In this book, there are no plots to explain, expound, or explore, no characters need fleshing out, and no climax exists. It may be reviewed by saying that the book was well and thoroughly researched and written, usefully arranged, and adeptly edited, but that does not do justice to the enjoyable, if somewhat lengthy, experience of reading it. I would recommend it to any with even the slightest interest in the romance of King Arthur, and if I, who have only a mild interest in the Arthurian legends, find this book fascinating, someone who is truly interested in the subject will find it absolutely riveting. I suggest you go right out and buy the book; use any excuse you can manufacture to justify spending the \$15.95 to get it. If you absolutely cannot afford it, go to your public library and hound them into putting this book on their shelves!

Excuse me, I have to get back to King Arthur's Companion . . .

down with minutiae. It must be said in defense of **Champions**, however, that it allows the player to design exactly the sort of character he or she desires.

The boxed set of **Villains and Vigilantes**, which comes with rulebooks, the module, **Crisis at Crusader's Citadel**, screens for the Judge designed for easy reference, dice, and a copy of a character sheet which is easily duplicated, retails for twelve dollars. The rulebook alone retails for six dollars.

Besides generating supervillains, the Judge will probably want to determine the appearance of these villains. The character sheet provides a space for the artistically inclined to sketch costumes. The players will want to do the same. The Judge may want to determine a way of figuring wear and tear on the players' costumes unless they are made of unstable molecules. Needless to say, such cloth will be both expensive and hard for the player-character to find. There are no tables for determining personal appearance; that is up to the discretion of the player or the Judge.

The initiative system works better than most I have seen since it is based on a ten-sided die roll added to the character's agility, with the highest number going first, the next highest second, and so on. The hit points are based on a number of things, including the character's weight, agility, strength, and constitution. The hit points increase as the character increases in level.

If there are a number of super-villains running around with devices, and the group is not forced by the government to turn over captured items, the players may become veritable walking heaps of machinery, which can hamper the game. This tendency can be combatted by having the villains strip devices from captured or subdued heroes whenever the opportunity arises.

There is no magic system for the characters who use magic spells. The spells, which are learned one at a time, are determined by the player and the Judge. Each one is fairly powerful, resembling the Doctor Strange comic book.

The game could be pared down considerably and reduced to only a series of combats if the Judge is unwilling to put in the time that designing a city would require or else just to

familiarize novice players with the mechanics of the game. Characters from comic books can be utilized in the game, facilitated by the Marvel Comic release of the Marvel universe series, but, as the game's designers point out, "The possibility exists for events in your campaign to contradict what you read in those comics in the future and at that point you diverge from their storyline anyway." (p. 28)

(Continued from p. 90)

sailants with his deadly weapon as he slowly backed into a corner of the room. There, he stood at bay, hopelessly outnumbered; yet he created a pile of bodies around his stronghold until a winged man grabbed his weapon. Another joined it and yet another until they tore it from his grasp. He had other weapons, and he shattered the skull of one of the Thieves with his Axe. They rushed him only to fall back a moment later; still more bodies littered the floor, and others were bleeding. He crouched in the knife-fighter's stance and taunted them with a wicked grin.

"Come on! That Spear is nothing; see what I can do with this."

He was about to leap among them when the gargantuan roar distracted him. He saw the big man who seemed to grow bigger, and he realized that he was not alone.

"There is another," he thought.

As though by silent command, the winged men started to disengage and retreat, leaving both men with a great sense of anti-climax and many dead, wounded, and crippled littering the floor. The dog roamed among these like an angel of death.

Both men stood immersed in their own moods; moods that only warriors know. They searched their bodies and minds for wounds and found only slight ones. They searched the Inn for a distraction, any distraction, from the carnage that surrounded them. The loud clink of the storeroom door broke the tension as the peasantry wandered forth to see what the winged men had left them.

"Cowards," mumbled the Spear man as he retrieved his weapon and a Dagger lying not far away. He then swaggered over to the Priest who, at the moment, was at the bar, wrestling with a cork in a jug.

"This yours?" asked the newcomer as he stuck the Dagger in the bar.

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"Correct; this yours?" said the big man as he set another jug of wine on the bar.

Thanking him, the newcomer said, "I'm called ToPik; I'm an aimless wanderer."

Nodding, the big man said nobly, "I'm Tonder; I'm well-traveled."

"Which way are you going?" enquired ToPik.

"West; you?" answered Tonder.

"East; I've never been north," stated ToPik.

"Nor I."

Both men smiled and nodded as they sealed a pact. Turning to survey the damage, they caught sight of the dog shambling over to them. Tonder met him halfway and quickly searched his gore-spattered coat for any signs of wounds.

"He's all right. Name's ToPik," he said, pointing. Then, speaking to the newcomer, "Hardly a scratch; name's Ravag."

The dog went to meet ToPik while Tonder collected his equipment. Upon reaching his original table, he swore at the condition of his cards. He busily, almost frantically, picked them up and fussily cleaned them off as he stacked them in a neat pile. Once he had all his cards, he counted them. He was one short. Now truly worried, he tore the place apart until, under the body of a winged man, he found it. With a great sigh, he picked it up but swore at the bloody state of the card. As he was wiping off the blood, it hit him. It was, "The 'Three of Cups,' my Future, a marriage for love, romantic activity, or a warm friendship."

He looked up to see the newcomer educating the Innkeeper. "I'll be damned if I'm going to pay for the wine. Quit worrying about your Inn, you fat oaf and fix up some food. Here we..."

"A bloodstained friendship," he thought. In spite of himself, the big man smiled.



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Realm of Savagery pt. 2

by Jan Bee Landman is the final episode to a fine science-fiction story which was presented in issue no. 10. Find out what happens to Firmin and his fellow troopers as they fight off the dreadful Droons.

The Mask of the Faceless Sorcerer

by Paul O'Conner is a short scenario for Stormbringer for use with five or six beginning characters with much emphasis on fighting. Will you be able to make the three day journey to the dreaded Sorcerer's Isle or will you succumb to the mighty

Death Watch

by Mike West is a continuation from a story from issue no. 10, the Three of Cups. This time our heroes Tonder and ToPik travel to the brink of death as they face the mysterious Dark Lord of the Other Side.

Operation: Psychopath

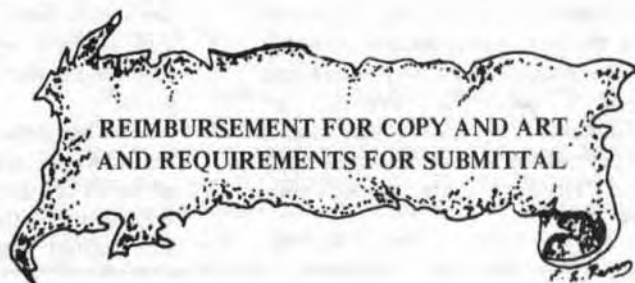
by Gary Watkins is a Champions mini adventure. The superhero Quickbolt has located a killer in a local warehouse and goes in after him. Seconds later the mutilated body of Quickbolt is dropped from a second story window. Just as the police start to enter the building our heroes step in to save the day.

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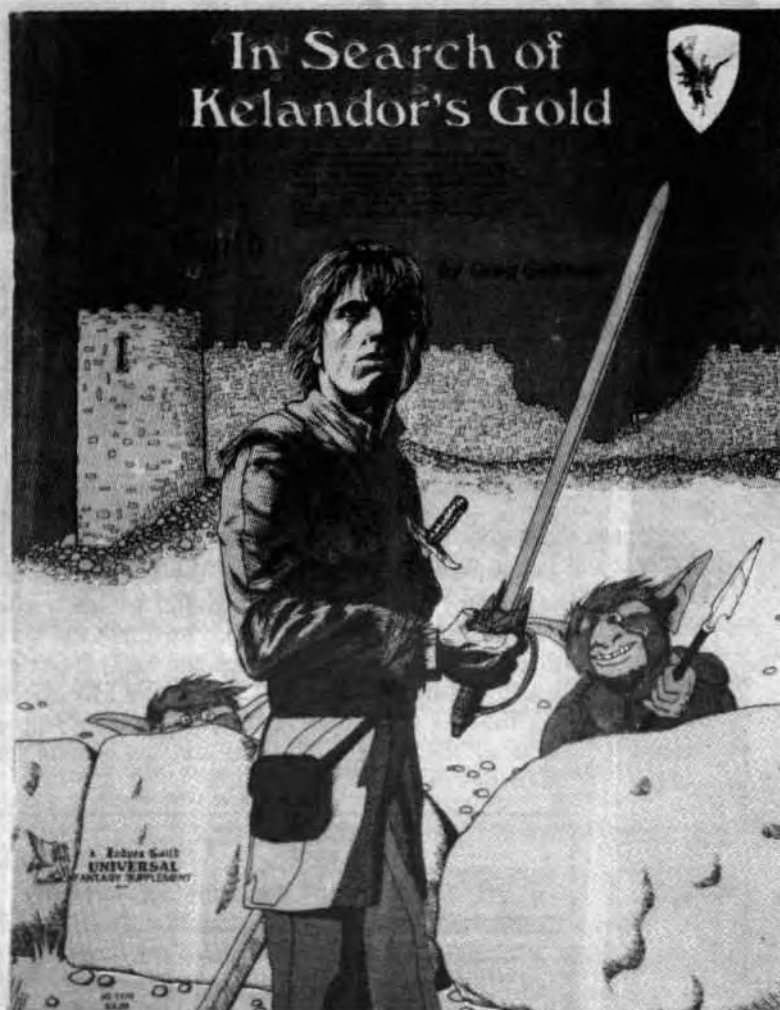
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