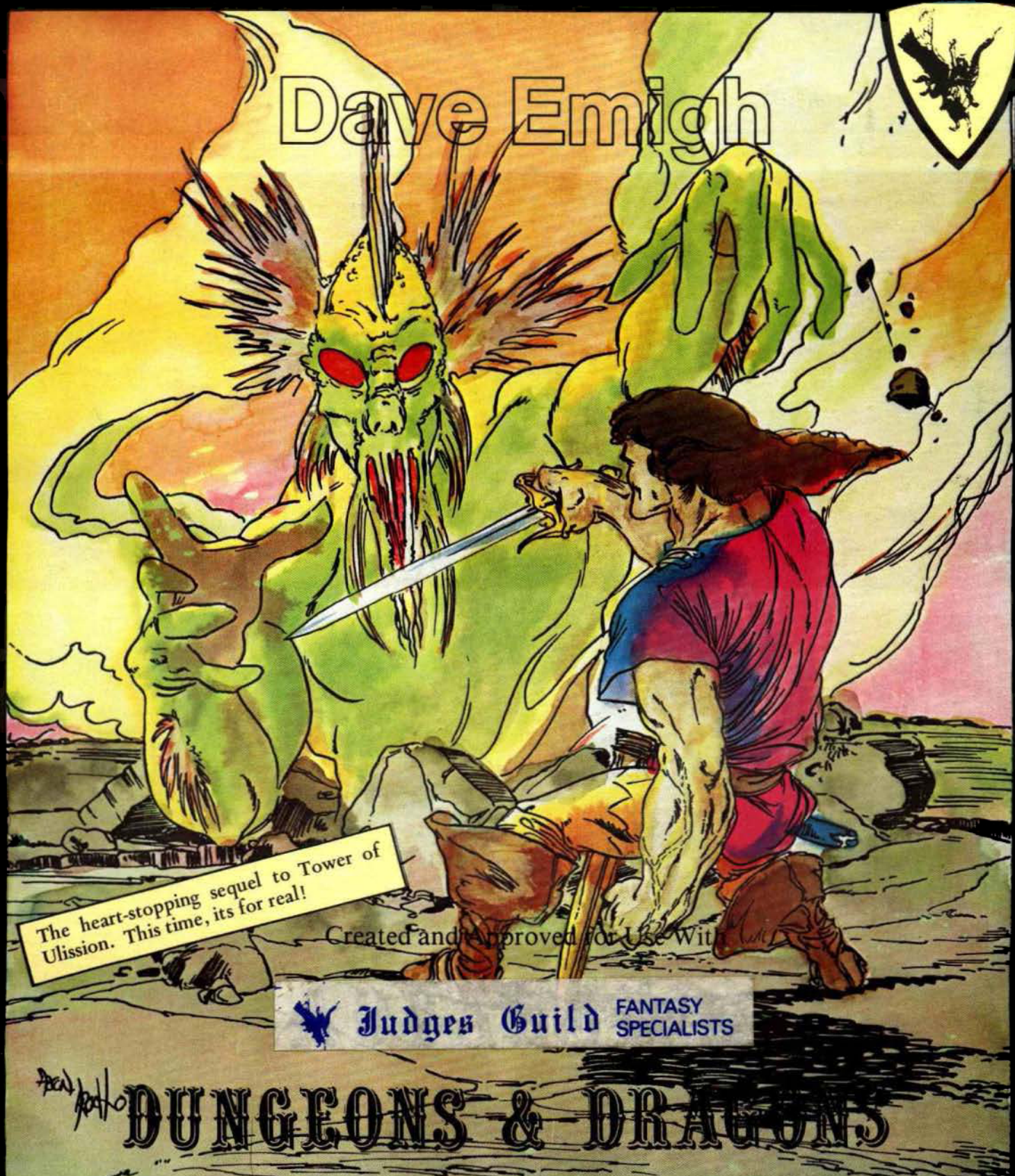


Sword of Hope

Dave Emigh





KEVIN SIEMBIEDA - 79

The Sword of Hope

By Dave Emigh

TABLE OF CONTENTS

Introduction to Judge	2
Myrlani and the Sword of Hope	3
The Sword Wars	5
Tosari Plain	11
Introduction to Players	12
Dwarvan Mythology	14
Gar Cavern	
Section 1: Rooms 1 - 4.	16
Section 2: Room 5.	17
Section 3: Rooms 6 - 10.	18
Rooms 11 - 14.	19
Rooms 15 - 18.	20
Rooms 19 - 21.	21
Section 4: Rooms 22 - 23.	21
Section 5: Room 24.	22
Section 6: Room 25.	22
Rooms 26 - 29.	23
Section 7: Rooms 30 - 31.	24
Rooms 32 - 33.	25
Rooms 34 - 37.	26
The Door to Gar Cavern Forge	27
Section 8: Rooms 1 - 8.	28
Rooms 9 - 13.	29
Map Gar Cavern.	30
Map Cavern Forge	31
Treasure Vault.	32

ILLUSTRATIONS

Aaron Arocho: Front Cover Artwork & Color; Bob Bingham: Front Cover Layout; Kevin Siembieda: Inside Front Cover, 3, 6, 11, 13, 15, 17, 19, 23, 24; Mike Reagan: Inside Back Cover, 3, 5, 12, 27; Paul Jaquays: 7.

Copyright 1980 by Judges Guild Incorporated, 1165 N. University Ave., Decatur, Illinois, 62526. All rights reserved. **The Sword of Hope** is an adventure designed and approved for use with the Fantasy Role-Playing system **DUNGEONS & DRAGONS**™ by TSR Hobbies, Inc. The contents of this adventure may need to be changed by the individual Judge to suit the campaign he or she moderates. No similarity between any of the names of characters, persons and/or institutions in this publication with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the United States of America.

Typesetting by Debbie Holmer
Layout by Michael Regan and Dave Sering

Introduction: to the DM

Be sure that you have read all the poems and understand their intent. The dungeon is divided into 8 sections, 3 of them are intended to give the party a very rough time if not destroy them. Be aware of the five new creatures and what they do. These creatures appear in many of the sections. The sections are formed by the following rooms:

Boxes are provided to mark the number of times the party enters each section.

Section 1	Room 1	☐	☐	☐	Section 4	Room 22	☐	☐	☐
	Room 2					Room 23			
	Room 3								
	Room 4				Section 5	Room 24	☐	☐	☐
Section 2	Room 5	☐	☐	☐	Section 6	Room 25	☐	☐	☐
						Room 26			
Section 3	Room 6	☐	☐	☐		Room 27			
	Room 7					Room 28			
	Room 8					Room 29			
	Room 9					Room 30			
	Room 10								
	Room 11				Section 7	Room 31	☐	☐	☐
	Room 12					Room 32			
	Room 13					Room 33			
	Room 14					Room 34			
	Room 15					Room 35			
	Room 16					Room 36			
	Room 17					Room 37			
	Room 18								
	Room 19				Section 8	All of Map 2	☐	☐	☐
	Room 20								
	Room 21								

In order to discourage retracing steps, this dungeon has a specific repopulation plan (this of course does not include times when the party will get stuck in dead ends and be forced to retrace their steps). The plan works as follows: if the party enters one room on the sequence, the sequence becomes available for repopulation. When the party enters another room of a different sequence, all the rooms of the previous sequence become populated with a "Dark Patrol". For example, if the party enters room 3 (on sequence 1) and then leaves the room and goes over to room 24 (sequence 5), then all the rooms in sequence one get a Dark Patrol in them (in addition to anything that might already be there). The second time the party leaves the sequence for a new sequence, the rooms all get a Dark Search Party, and the third time all the rooms get a Dark War Patrol. All these patrols are explained in the section under Dark Patrols.

Be sure that the party has read and is aware of all the facts that they need to run the adventure. They are welcome to take any treasure that they find except the one sword.

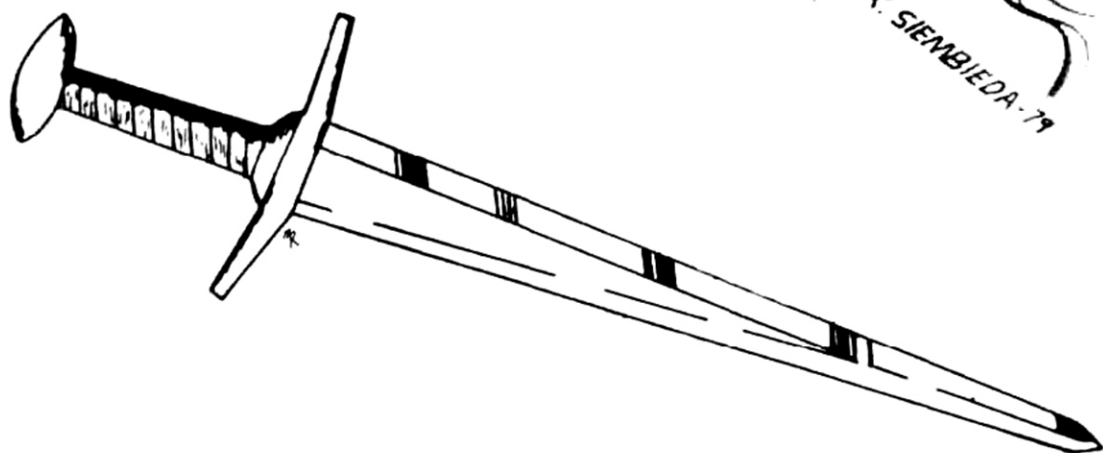
All the sections that are printed in this style of type are for your eyes only, the sections in this type style are for the parties information, and the sections that are in this type style are poems to be read to the party.

If the party has not obtained a "magical ruby" in the previous adventure of this series, the ancient Mage Myek will present them with it.

Myrlani and the Sword of Hope

Events are moving quite fast. Beyator Rangorin has gathered wanderers together. Selisa Rangorin has dropped her blood quest against Omanir Poratir until Pwatok is overthrown. Great Eldritch Magics are being performed; ballads once gone, long forgot, are now remembered; Fieral, master of the day, the white beacon of light now glows a dingy red; the Spawn of Circe ride; near that ancient evil called Circe the earth spews forth all hell and death; Bessa the Blessed, Lady of the Dawn has disappeared and not even the ancient Mage Myek can discern where she is. Avinor Elamon has joined forces with the powerful Wizardress Mysim to search for Bessa. None the less Viahia Hakor, Orgo Binon, and Morga Parimor search the world for a suitable replacement for the Council of Glend lest the Blessed Lady be gone forever.

Your party has shown great skill in the illusion Sebs the Pure, Lady of the Mists had set up for testing you. Now has come the time for your party to embark on a very dangerous mission, one which may force you to confront Pwatok, in that case, of course, you will die a million deaths and be cast into the lowest depths of hell. Your mission in short is to solve the Eldritch riddles which surrounded the Sword Wars of 1200 years ago and recover the Sword Myrlani and give life to she who was slain by the Sword of the Sightless Eye.



Myek gives you a series of scrolls and writings and wishes you good luck. He indicates that he knows where the Cavern of Zar lies which most likely contains the Sword Hope (the dwarven name for the Sword Myrlani). The soul of Myrlani lies somewhere in Skatim Keep. Myek will send you to both places as the situation requires. To minimize the chances of Pwatok noticing you, Pae the Silver forbids you to take your own magic items. He lays out 24 specially protected items and will allow you to take 18. GOOD LUCK!!

Each Character is provided with 1000 gold, a horse, weapons, and Armor of his choice. In addition, any standard dungeon accretions will be provided. Also the party may pick 18 of the following:

Shield + 1
Shield + 1
Shield + 1
Shield + 1
Shield + 1
Plate + 2
Plate + 2
Wand of Illusions
Onyx Dog
Plate + 1
Short Sword + 3
Dragon Slaying Sword + 2 (Red Dragons)
Broadsword + 2
Broadsword + 1 (+3 vs. Green Dragons, has intelligence)
Broadsword + 1 (+2 vs. Lycanthropes, has intelligence)
Mace + 2 (+3 vs. Trolls, has intelligence)
The rest are potions:
Undead Control
Undead Control
Fire Resistance
Plant Control
Treasure Finding
Giant Control (any Giant)
Levitation
Invulnerability

A Note on the Intelligent Weapons

Mace + 2 (+3 vs. Trolls)
Int 9 Ego 3
Notes Shifting Walls, Detects Gold, Detects Food

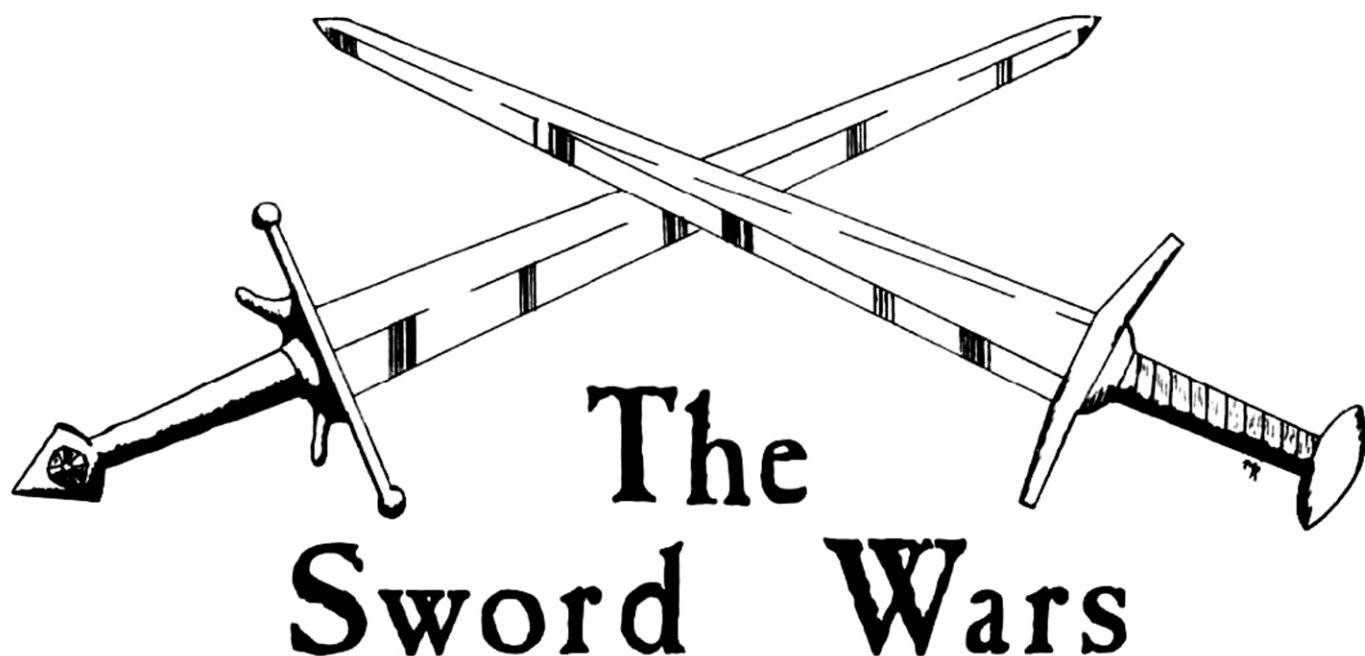
Just call him Falstaff. He is a very hungry mace and would do anything to get food. He will even lie to get food. Eg: He will tell that there is gold where there is none because the food there is really good.
After a kill the wielder will have to wait 8 rounds while Falstaff gorges himself. (This will do in a troll type) Needless to say, the more powerful the creature, the tastier it is. He is specially fond of roast beholder and broiled lich.

Broadsword + 1 (+2 vs. Lycanthropes)
Int 11 Ego 5
Detects Invisible, Notes Shifting Walls, Detects Gold

This cute little sword is a regular chatterbox, and he loves to gossip. He is also a bigot; he hates elves and dwarves. He will insult one at any chance, he is particularly dubious of their parentage. He is also prone to giving asinine suggestions.

Broadsword + 1 (+3 vs. Green Dragons)
Int 12 Ego 7
Detects Invisible, Detects Slopes, Detects Gold, Heals

This sword is a pacifist. He doesn't like fighting at all. He has a tendency of screaming; "Hell no, we won't go!" while charging into battle.
After a battle, he will start to hassle the fighter for being some sort of "macho" type.
Eg: "Wow, look at the BIG MAN, killing innocent little orcs. What do we hit next, a couple of little old ladies?"



The Eldritch Kingdom of Thelenon was tended by the wise and beautiful elfin Princess Myrlani who resided at Skatim Keep. War had been an unknown device of hate in Thelenon ever since Myrlani came to the throne. The good princess was able to spread love and trust throughout the Kingdom. Even the age old enemies, the dwarves of the Blue Mountains and the Elves of the Etan Woods, Learned to trust one another. It seemed that at last peace may have come to the world of Tokal.

But this was not the case, for deep in his fortress strong-hold at Circe, Pwatok watched the events of the world with great interest. Soon, so very soon he planned to conquer the world and spread his black word of hate. But first he needed to finish his device of power, the Sword of the Sightless Eye. The metal for the sword was forged by the demon Narkon, its edge was tempered a thousand times, each using the blood of a different life. Then Pwatok tortured the ground itself until it wept a single red tear and fixed this tear to the hilt of the sword. Then he blinded a thousand beings and cast each sightless soul into that red jewel. Then one by one Pwatok cast all of the evils of the world into that blade, Once gathering all these powers into the blade, Pwatok began raising his armies. Pwatok's gathering of arms went unnoticed in Thelenon.

To honor a full cycle of peace the dwarves and the elves decided to present Myrlani with a token of their esteem, The dwarves forged a sword at Gar Cavern out of the purest mithral and all the powerful mages cast their blessings on the blade. One taught the sword to see, one taught it to speak, each gave it their own blessing and power as a tribute to Myrlani.

While the party of dwarves and elves were taking the sword to Skatim Keep they were stopped by the Mage Myek. He asked if he too could cast a blessing into the sword. Curious to see what he could add that they hadn't already given the sword the gave their permission. Myek whispered a word into the sword and then stood back and named the sword Myrlani. Then he turned to the astonished dwarves and elves and said, "Each of you have given the sword a wonderous gift, yet it was unwhole. I have given it Hope and I have given it a name, now it is life.

And it was this Sword Hope (as the dwarves called it) that was presented to Myrlani. —But deep in his caves at Circe, Pwatok trembled at the thought of this sword, for he knew that it was the only blade that could defeat him. So although his preparations were incomplete, he decided to cast the seeds of war.

The war went against the fair inhabitants of Thelenon. In a few short weeks all that was left unconquered was Skatim Keep. During these dark days the Mage Myek came to offer his advice. Many desired that Myrlani would cast Myek away as it was his blessing that brought the wrath of Pwatok. Yet in her wisdom she set aside such foul advice. She received Myek and asked him for his advice and that Eldritch sage told the story of the White Elder of Artogon.

"When Alsheiner had finished the creation he was pleased with what he had done. While he was observing Tokal, a star fell from the heavens and burrowed itself into the flesh of Tokal. Into this dead star Alsheiner breathed the vapour of life. Being pleased with his work, Alsheiner left.

The seed of life that was left behind grew into a most beautiful White Tree which was named by the Moriner "The White Elder of Artogon". In the spring the tree grew splendid blue leaves, in the summer the now green leaves sparkled with the morning dew, and in the fall the leaves became gold and red and royal purple, and in the winter the tree sprouted silver leaves showing life in death.

Of all the things that lived, the Evil ones hated this tree the worst. Each day they tried to think of ways to destroy the tree. Yet neither fire nor lightning nor cold of winter nor heat of summer could kill the tree. The Evil ones finally decided that the power must be in the fallen star beneath.

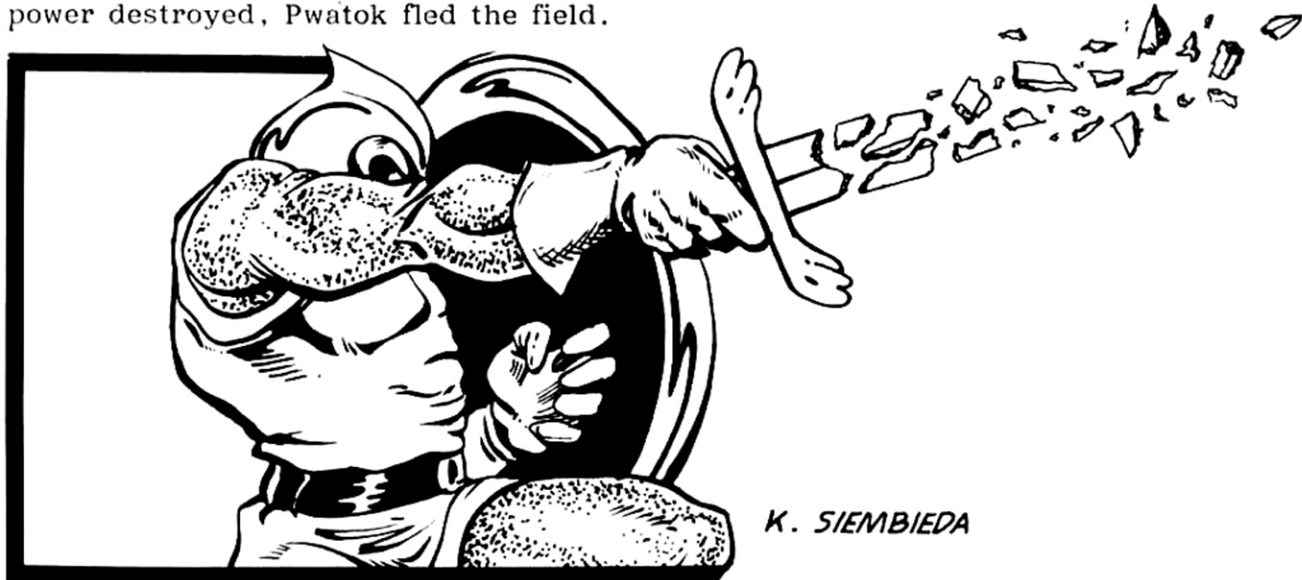
So the Evil ones uprooted the tree and found the ember of life and cast it back into the heavens. And the White Elder of Artogon died, and those who loved Tokal mourned its passing and gave up all hope.

Yet there was one who was too young to lose hope. This child, barely half a cycle old, went to the dead tree and found a strange ball hanging from one of the silvery branches. He took the sphere and placed it on the ground. And after many springs a new tree, even more beautiful than the first, grew in that spot.

So it is with hope and death. Without hope, life is barren, but even in death there can be hope."

With that Myek left the great hall. Myrlani thought on what he had said and found her own wisdom.

All the while Pwatok was gathering his forces about Skatim Keep and Myrlani led her forces out to meet him. In the battle that ensued Myrlani sought out Pwatok. Finally she found him and they engaged in individual combat. The battlefield became calm as the two champions battled each other. But it was clear that Pwatok was the stronger. Then in the heat of Battle, Myrlani smiled and dropped her guard. Pwatok immediately took advantage of the situation and slew Myrlani. Upon striking her body the Sword of the Sightless Eye shattered into a thousand pieces. His power destroyed, Pwatok fled the field.



When Myrlani's Captains reached the spot all they found was a thousand shards and pieces of Pwatok's sword. Among these shards there was a flawless jewel. There was no trace of Myrlani's body or the Sword Hope. The power of Pwatok was broken at the battle and it is said that a White Elder grows in the spot where Myrlani died. It is even rumoured that even Pwatok himself dare not look at this tree.



Pwatok's Black Forces

Gorkon, The Black Leader at Gar Cavern:

Armor Class: -3 Hit Dice: 20 (92 hits) No. Attacks: 2

Damage/Attack: 2-16 Movement: 18

As with Dark Captains except that he has the following spells also: Teleport, Fly, Cause Darkness 15 ft., Cloudkill, and his touch can also cause death (10% chance), if not his touch will drain 2 levels. He is unable to use the above special offences/defences if the party yells his name at him.

Dark Captains:

Armor Class: 0 Hit Dice: 10 No. Attacks: 2

Damage/Attack: 1-10 Movement: 12

As with Black Commanders except that these are intelligent and their eyes are like red coals. These eyes have a 10% chance per round of casting a charm spell.

Black Commanders:

Armor Class: 2 Hit Dice: 8 No. Attacks: 1

Damage/Attack: 2-16 Movement: 9

These creatures are exactly like the Black Soldiers except in hit dice, the armor class, and the fact that the commanders have a breath weapon which does 3-18 damage three times a day. This is a poison gas. Range: 10; Save vs. Breath weapon for half damage.

Black Soldiers:

Armor Class: 4 **Hit Dice:** 5 **No. Attacks:** 1

Damage/Attack: 1-10 **Movement:** 6

These creatures were created by Pwatok to man his armies. They are the animated dead of the soldiers of armies that had fought against Pwatok. These creatures look like half decayed men with dried flesh hanging off their bones. They wear black chain-mail and shields. These warriors always fight to the destruction and are unaffected by clerics scare. Death spells, charms, sleeps, and the like are ineffective against these creatures.

Gangoroth, The Lord of Fire (Demon):

Armor Class: -5 **Hit Dice:** 25 (128 hits) **No. Attacks:** 2 claws, a bite and a tail

Damage/Attack: 1-10/1-10/2-24/4-48

Movement: As a Dragon of the same color.

This is the Doom of Gwanir. He is the Demon of Fire and as such is unhurt by fire and fire spells. He is also 100% immune to magic unless his name is known, and then he is 75% immune. He is 18 ft. tall with huge red wings, black eyes, horns etc. Any creature below 5th level will die at the sight of him, no save. He can also breathe as a red dragon (13 times a day), and has the magic spell ability of a 12th level EHP.

DARK PATROLS

The Black Soldiers are beings created by Pwatok for his armies. These beings therefore tend to travel in groups that resemble military structures. The following structures are three such structures:

Dark Patrol- This has 7 Black soldiers, 1 Black Commander, and 2 dire wolves.

Dark Search Party- This has a Dark Patrol plus a "sniffer" section which consists of 4 dire wolves and 2 Black Commanders. Therefore we have 7 Black Soldiers, 3 Black Commanders, and 6 dire wolves.

Dark War Party- This has 2 Dark Patrols, 1 Dark Search Party and a command section. The command section has 2 Black Soldiers, 1 Black Commander, and 1 Dark Captain. Thus a Dark War Party has 23 Black Soldiers, 7 Black Commanders, 10 Dire Wolves and 1 Dark Captain.

Tosari Plain

*Forever dark that fatal land
Where once we strove to break the chain;
Where Pwatok and Myrlani fought:
Tosari Plain.*

*The land was bound by evil dire,
All men of honor sore oppressed;
The Orcish hordes enslaved a few,
And killed the rest.*

*One final hope in Hope remained:
Myrlani, Lady of the Light,
Stood fast before the ghastly plague
And spreading blight.*

*Tosari was the battle site;
Here Pwatok's plague first met delay;
And here Myrlani's valorous band
Were held at bay.*

*The challenge issued: Stand and fight!
In single combat there they strove
Before the armies, near the rock
And wooded grove.*

*Fierce Pwatok struck as lighting strikes,
His sword of Hate a crimson glow;
Myrlani's Hope seemed dim and weak
Before the blow.*

*A blinding flash! A thunder sound!
No man could bear that fearsome blaze.
The armies cowered and turned to flee
As in a daze.*

*Who won the fight, no man can say;
Myrlani, Pwatok both were gone;
One thousand bits of Pwatok's sword
Were found at dawn.*

*And lying mid the scattered shards
That marked the setting of the duel,
A tear shaped drop of crimson light:
One ruby jewel.*

*Good peoples of the world, take heart!
Though tyrant's steel be at the wall,
When hope and Hope together stand
Then peace may live through all the land
And Evil fall.*



Introduction: to the Players

The Cavern of Gar is an Eldritch place that once was owned by dwarves. It was taken over long ago by the Dark Lord's minions who control it still. You are in search of the Sword Myrlani, which was called the Sword Hope by the dwarves. There are several new creatures in this dungeon, so do not be too surprised. This dungeon is divided up into several sections, each section is distinguished by a certain feature. Your first job will be to discover the exact nature of these distinctions. Second you will have to explore a few of these sections (all?). Don't go too deeply into sections that you are not supposed to investigate, at best your party will be mutilated, at worst..... Dwarves love stories and therefore it is wise to know the outlines of a couple stories before you plunge into the dungeon. The following section has several outlines of several of these stories plus facts that might be of use. The first thing the party must do is get to the Magic door to discover, if you can the nature of the complete task, eventually you want to open the magic door to get to the forge area. It is in the forge that the sword blade is supposed to be. If Gar Cavern is built like most dwarven forges then you should try to head south, at least till you have some idea of what you should try to do. On earlier adventures your party has found a strange tear-shaped ruby. It is supposed that the soul of Myrlani is in this gem. You have also found the following poem which may or may not help you in your final quest:

*From deepest mines come mythral metal,
From elven glade came Eldar petal,
From a distant land came a mage and lord,
To Twelik's realm to forge a sword.*

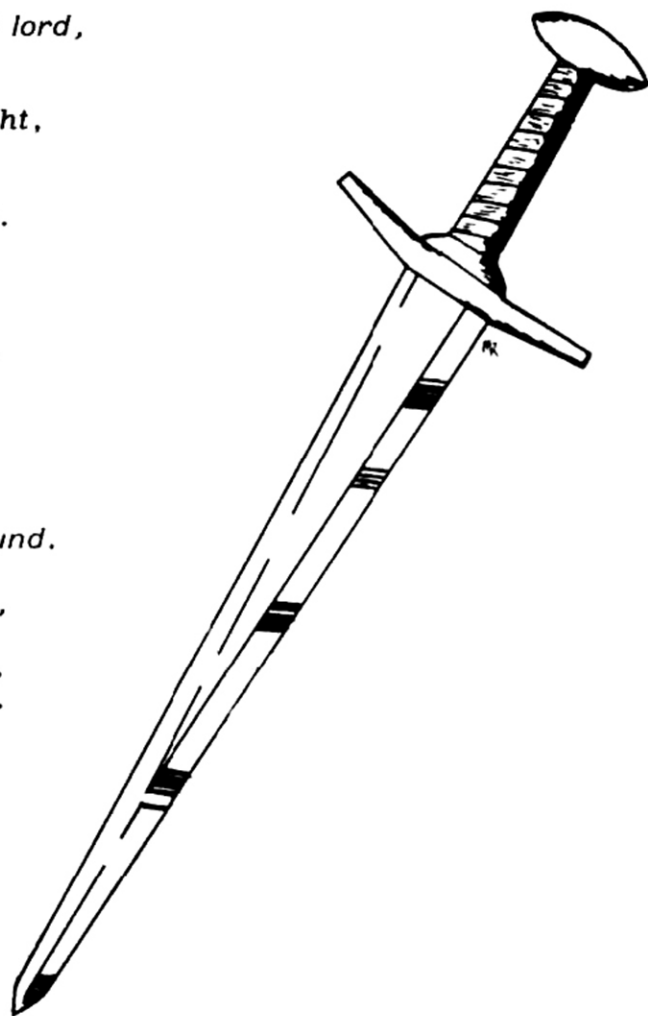
*A sword of strength, a sword of might,
A sword to keep this land of light.
To she who rules this golden land,
We forged this sword to fit her hand.*

*To those of you with simple mind,
A plain old weapon you will find,
But those who know what beauty be,
Will find this sword a sight to see.*

*To every sword we put our brand,
To tell the world of our land.
But on this one no mark is found,
To mention where the blade was ground.*

*What we are told the stars have said,
A teardrop rock this world bled,
This weapon great someday will find,
Then red with mythral man will bind.*

*With hope in Hope a sword we make,
For evil's might we hope to break.
This sword we hope in Thelenon,
To keep this peace til earth is gone.*



The Forge at Gar Cavern

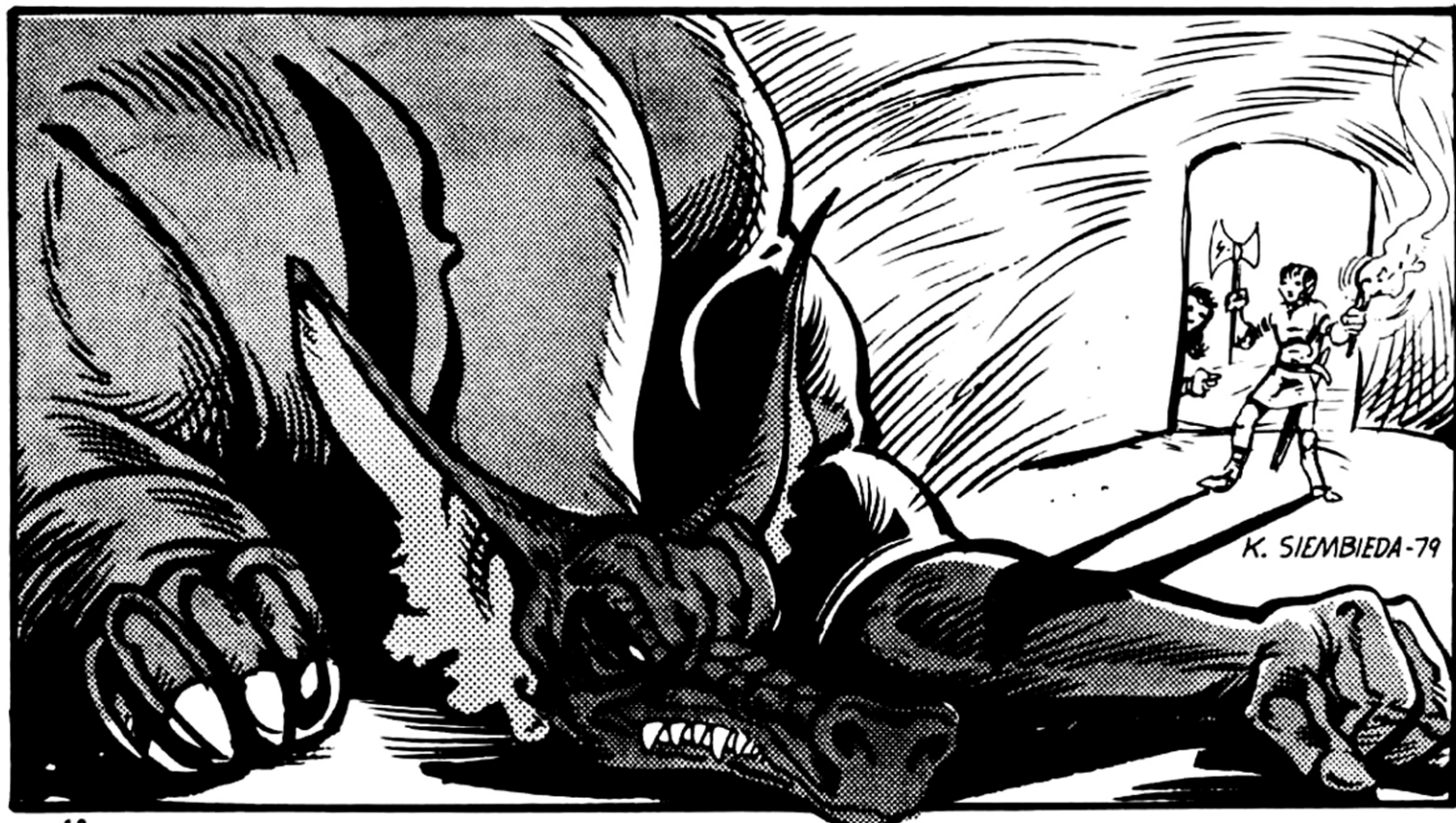
The forge is hidden in the Blue Mountains. It had been founded by Dwanir II, High King of the Dwarves, during the 5th cycle of the Empire. Twelik, the Forgemaster, ruled this little colony of Dwarves from its founding until its fall during the Sword Wars of cycle 38.

The dwarves forged all kinds of weapons of the highest quality. They forged the Sword Ugundel for the Elven Lord Wenafokiel, they forged the axe Grandungel for DwanirII, and they forged the Sword Hope for Myrlani, the Elven Princess of Thelenon. It was the dwarves unusual custom to fix the following rune on all the devices forged at Gar Cavern: ~

It is rumoured that Gorkon, a feared Captain of Pwatok's, now occupies the cavern with his minions.

The floor of this cavern is a mosaic, each room displaying a different scene from the Dwarven history. Each series of rooms tell of a whole story, or event. Each room has been carved out of rocks, the walls lovingly smoothed by dwarven stone masons. There is, no doubt a good deal of refuse around due to the fell beasts occupation of the cavern.

It is felt by the council of Glend that the Sword Hope is hidden somewhere within the actual forge area itself. If Gar Cavern is built like normal dwarven forges then there is a magical door which partitions this forge from the rest of the Cavern. Therefore it would be wisest that the party head for this magical door first of all and see if there are any clues to opening it up. The path to this magical door should be fairly straight.



Stories and Facts from Dwarvan Mythology

The following facts and stories may prove to be of some use in your dungeon trip.

Dwanir II was the 18th High King of the Dwarves of the Blue Mountains. Under his reign the Peace of Thelenon was formed between the elves of Etan Wood and the dwarves of the Blue Mountain. His reign was from year 39 of the Empire to year 444 of the Empire. He founded the forge in the year 62 of the Empire.

As a coronation gift to Dwanir II, Twelik forged an Eldritch Scepter which was named Dantog. Dwanir was well pleased with the powerful device and as a token of thanks Dwanir founded a forge in the Blue Mountains for Twelik. Twelik ruled over his forge for 33 cycles creating wondrous and powerful weapons and engines of war. Twelik died in the Sword Wars at the hand of Gorkrom. Upon dying Twelik cursed Gorkrom to die at the hands of his master Pwatok. Upon hearing that Gorkrom had killed Twelik, Pwatok strangled Gorkrom to death.

The following is called the Doom of Gwanir:

Gwanir was the first great stone-mason and cavern carver of the dwarves. It is said that he carved his first great work before his beard reached his chest. He carved statues of great wonder, magical creations that were the envy of all. He built the world renowned Fortoni Statues. It has been claimed that he carved the wondrous figurines of power for the Council of Glend. However Gwanir's greatest works were the Caverns of Tagonir. For almost 100 years he worked on these caverns, digging ever deeper. However, unknown to him a great evil hung over the place. Finally one day Gwanir dug too deep and released the spirit of a powerful demon of which the bedrock had been the prison of (a typical prison for a demon). Within a day Gwanir and the Caverns of Tagonir were destroyed.

As a birthday present to Dwanir II, Twelik the forgemaster forged Myrdwain, a magical battleaxe. It took 101 days to complete.

Dwarves love creation stories and the creation-destruction theme is still very popular with dwarves. The following is a very popular creation story. The destruction story would be the same run backwards essentially: Pure light shimmered through golden leaves and danced on a thousand silver pools, each a reflection of perfection. The light hit each pool perfectly. The colours were all perfect. The day was perfect. He was perfect. He was also very bored. Since before he could remember he had created illusions of his mind in each of the infinite pools. He was perfect, the illusions were perfect. At one time he enjoyed making all the different illusions, not anymore. He had just created another illusion, it was truly a managerie of light. DULL, DULL, DULL. So he cast a seed of darkness in the light, and sat fascinated as the ripples grew.

This illusion of course, is the world we live in.

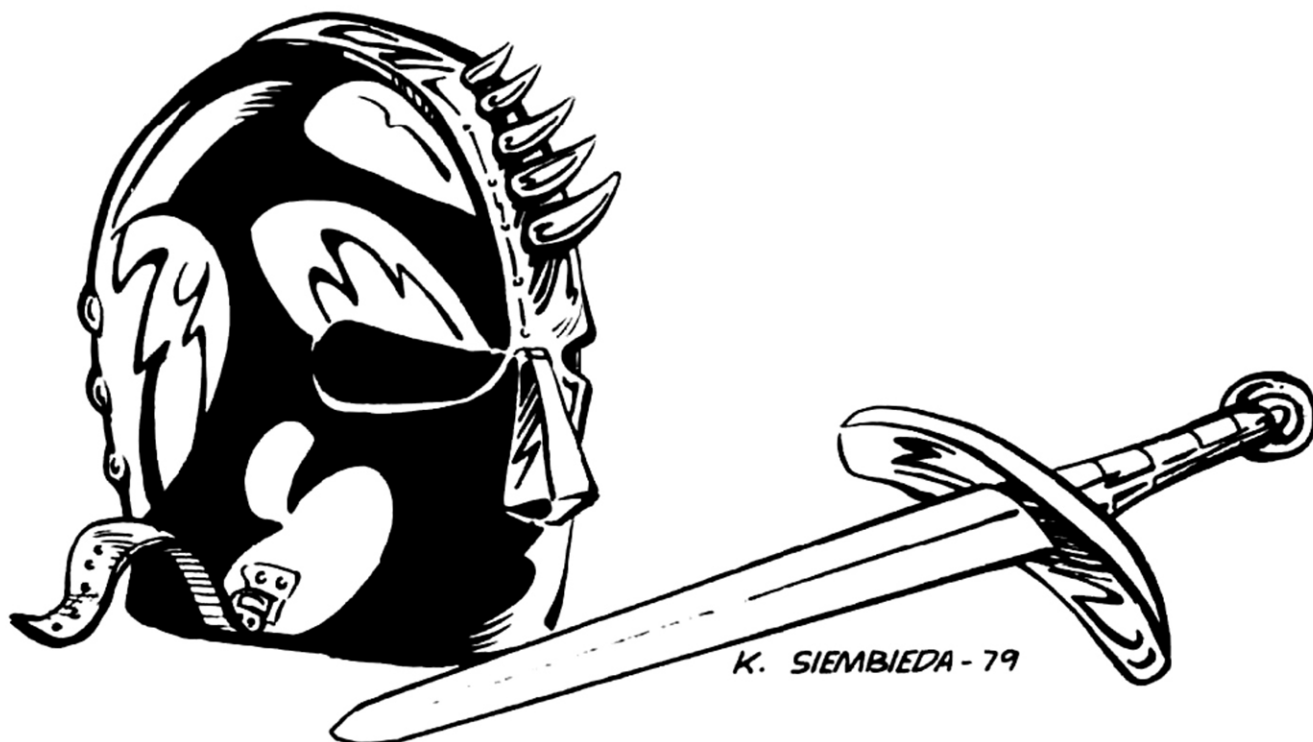
Dwarves are very proud of the fact that the elven princess Myrlani was brought up by the Dwarves. Childhood stories of her are even now very popular with the Dwarves. Perhaps the most popular story is that of her rescue as a little babe from the Black Soldiers by the Dwarves. And of course her Coronation as leader of all the elves in Thelenon is another favorite of the Dwarves.

Dwarves are by nature very proud of their military victories and that sort of stuff. There are literally thousands of stories that are popular among the Blue Mountain dwarves: the first deals with the campaigns of the Fordowner Knights, of which the dwarves played a big part; the second is of the campaigns that only involved the Dwarves of the Blue Mountains. These two thematic versions are easily identified by the description of the shields worn by the knights. Fordowner Knights all had a lightning bolt on their shields and battle flags, Blue Mountain Dwarves never had a lightning bolt on their shields.

One very popular story is the "Koton Wars" and the associated battles. After the binding of Kotahar, the world came to know a period of peace. During this time the elves were in the ascendant. One of the wisest elves, Koton, went to the island of Circe, to study Kotahar's engines of evil and Koton was thereby corrupted. His first move was to march against the dwarves hoping to enslave them so that the dwarves could build him some of the engines of war he so much desired. He was defeated by a much smaller force of dwarves at Hazad-Ram. The dwarves were led by Dain the Red who wielded the Eldritch Sword Toksha.

Another very popular theme is the awakening of Tognar by the Moriner (the minor gods). Tognor was the first high king of the Dwarves and had been "forged" by the Moriner.

And of course dwarves just love any theme dealing with stone-work, mining, smelting, forging etc. The forging of any of the weapons of power is of interest, even the forging of the Sword of the Thousand Sightless Eyes is of interest to the dwarves.



Gar Cavern

Section 1

- Room 1: You entered in the north-east corner of this room. The room extends 25 ft. north-south, the south wall is 30 ft. long. There is a door in the south wall 5ft. from the cavern wall. The north and west walls are of the original cavern. The mosaic in this room shows a dwarf in the front of a forge with a hammer in one hand and a pair of tongs in the other hand, the tongs are holding a piece of metal in the fire. There are other impliments of the smith-craft shown. The room smells of animal feces.
- Room 2: You have entered in the south-east corner, the south wall is 30 ft. long. The north wall is part of the original cavern. The picture on the floor shows two things again; one picture has an elvish craftsmen carving a long piece of wood, the second shows dwarves smelting something. The room smells of animal feces.
DM: Note the secret door 5 ft. from the northern wall. They must explicitly state that they are looking for a secret door to find it.
- Room 3: You have entered the north wall, 10 ft. from the west wall. The east wall is 20 ft. from the door and is 35 ft. long. The south wall is in 2 stages; the first section extends 10 ft. from the east wall, the wall juts 10 ft. north, then the south wall continues for 27 ft. The west wall is part of the old cavern. The room is rank with animal smells and there are a couple of not so cute dogs intent upon eating you for supper!
DM: There are 6 wolves (dire): All have Armor:5, To Hit Armor Class9:5, Save:11, Attacks:2-8, HP:38,21,31,30,24,31.
There are animal feces and straw all over the floor and the picture is completely covered.
DM: The players must clean the room to some degree, if they do, continue.
This picture shows an axe with rays of light shining off the blade.
The following poem is written on the floor.
- Myrdwain axe, shining blade,
Twelik's hand, mythral made,
Seven rays a patern make,
Seventh ray a patern break..*
- DM: There are 70 rays extending from the blade. Every seven rays form a pattern with respect to the length of the rays, the 49th ray is a finger length too long, this ray is actually a key which the party would discover on close examination. The rays are multi-colour (red, gold, silver, blue, green, yellow) and form no specific colour pattern.*
- Room 4: You have entered a door on the southwest corner of the room. The room is 30 ft. east-west, 25 ft. north-south. There is a door going north in the north-east corner. There are spears and shields set all around the room. On the floor there are stools and chairs set in a random fashion. There are also several Black Soldiers in the room.
DM: 8 Black soldiers to be exact: All have Armor ;4, To Hit Armor Class 9:8, Saves:13, Attacks:1-10, Hits:23,26,32,18,21,23,23,19 Dex.:10,13,9,9,16,15,10,13. Each guard has 100 AU on him.
The Mosaic is divided up into two parts; one shows Dwarves cutting an oak tree, one shows Dwarves mining mythral.

Section 2

Room 5: You have entered the south end of the west wall of this room. The north wall is 10 ft. north of the door. This wall is 28 ft. long. The west wall is part of the original cavern. There are several black caped chaps playing bones in the corner, you have surprised them. This room has 10 beds and bunks in it with the usual barracks paraphernalia.

DM: There are 4 Black Commanders in the corner: All have Armor:2, To Hit Armor Class9:5, Saves:8, Attacks:2-16, Hits:38,36,39,38 Dex.:14,11,12,17. They have 1000 Ag, 1100Au, and 2 pieces of jade.

On the floor you see the following mosaic; there is a dwarf standing in front of a forge. He is holding some tongs which has a piece of white hot metal on it in one hand and a smiths hammer in the other. He is wearing an apron which he has tucked his beard into. Behind him is an anvil. There are smithy impliments all over the room. You see the following poem on the floor:

*Blazing metal bright white hot,
One would think my gaze it sought,
But let us lie cheek to cheek,
And find the key that you should seek.*

If a member lies on the floor and looks in the direction of Twelik's gaze he will see a golden key under a crack in the wall. This key can be retrived with a knife.



Section 3

Room 6: You have entered in the north-east. The north wall is 30 ft. long and the south wall is 24 ft. long. The west wall is part of the natural cavern. There is a door in the southeast corner leading east. However you do have a problem, you are faced with a Black Soldier patrol. It seems that this room is a sentry room.

DM: There is 1 Black Commander, 7 Black Soldiers, and 2 dire wolves to greet our happy travellers:

Type	Hits	Armor	Dex	To Hit	Armor	Class 9	Saves	Attacks
BC	34	2	13		4		9	2-16
BS	25	4	9		5		11	1-10
BS	27	4	9		5		11	1-10
BS	18	4	8		5		11	1-10
BS	29	4	10		5		11	1-10
BS	23	4	13		5		11	1-10
BS	34	4	11		5		11	1-10
BS	24	4	9		5		11	1-10
Wolf	36	5			5		11	2-8
Wolf	20	5			5		11	2-8

There is 10,000Au in this room.

The picture in this room shows a plain clad dwarf in front of a cavern opening. Behind him are lots of dwarves hauling rocks out of the cavern.

Room 7: You have entered the room from the south-west corner. This wall (west) is 35 ft. long and it stacks up with the previous room. The north and south walls are 20 ft. long and the east wall connects the two. There are four other doors to this room. Three are on the east wall; one to the extreme north, one in the exact middle, and one to the extreme south. The last door is in the south 5 ft. from the east wall. This room looks as if it is being used as a library. there are several hundred books and scrolls around the room. The picture on the floor shows a young dwarf carving a piece of marble and a wagon of metal ore.
DM: If they close search they will find 3 gold necklaces with ruby pendants.

Room 8: You have entered the north-west corner of this room. It is 10 ft. north-south and 14 ft. east-west. This room smells like an outhouse as well as it should. There is no second guessing, the purpose of the hole in the north-east. The picture is of a wooden statue of a Unicorn.

Room 9: This room is a 15 by 15 room, you have entered in the middle of the west wall. There is a desk in the room and papers all around. The picture on the floor is of a stone statue of a giant.

Room 10: You have entered the south-west corner of this room. It is 10 ft. north-south and 15 ft. east-west. The room has sides of beef hanging on meat hooks but they don't look so good (maggots). The picture shows a statue of a silver Pegasus.



Room 11: Upon entering the room the first party member is forced, to read the following aloud (no save):

*Once, twice, three times warned,
And each time advice you scorned,
See the picture demon loom,
Now you summon Gwanir's doom; Lord of Darkness bind me tight,
So I die within thy sight,
Lord of Fire hear my plea,
Bind my friends so they can't flee.*

After chanting this the first party member is transported to Pwatok's lair deep within Circe. From behind the party they hear a deep roar and the sounds of rocks collapsing. Enter 2 type 6 Demons followed by Gangoroth. Wish your party luck.

Room 12: You have entered the room by the north-east. The north wall is 15 ft. long, the west wall is 20 ft. long, and the east wall is 20 ft. long. The south wall is in stages. From the east wall the south wall extends 10 ft., then the wall plunges 10 ft. south, from here the south wall connects with the west wall. In the section where the wall plunges, at the extreme south there is a door leading east. This room looks like a waiting room, there are stools and chairs around the edge of the room. This mosaic is a picture of a golden statue of a Golden Dragon.

Room 13: This room is 10 ft. east-west, 15 ft. north-south, and you have entered in the middle of the west wall. There is another door in the north-east corner going east. There are two desks in this room. There are also four Black caped types waiting to have a rather violent chat with you, one of which has red eyes.

DM: There are 2 Black Soldiers, 1 Black Commander, and 1 Acme Dark Captain to be exact:

Type	Hits	Armor	Dex	To Hit	Armor Class	Saves	Attacks
DC	45	0	18		2	7	2x2-16
BC	46	2	9		4	9	2-16
BS	30	4	12		5	11	1-10
BS	25	4	12		5	11	1-10

There is also a pearl necklace, a golden crown with 5 rubies, 1 sapphire, and 3000 Au in this room.

The mosaic in this room shows a dwarf directing the mining of granite.

Room 14: You have entered this room by a door in the west wall, this door is 10 ft. from the north wall. The room is 20 ft. east-west and 40 ft. north-south. The room is basically empty. There is a door 10 ft. south of you going west. The mosaic in this room is a picture of a granite sculpture of a Dwarf fighter.

Room 15: You have entered from what seems to be the north-east corner. The room looks thus: The east wall extends 25 ft. south from the north wall, the last 5 ft. section is a door going east, then the wall goes for about 21 ft. in the south-west direction (cutting the diagonal of three 5 ft. squares), then the wall goes north for 45 ft., then it goes 5 ft. east, 5 ft. south, and finally it goes 10 ft. east connecting with the east wall. The room has spears, shields, swords, and other means of winning arguments hanging all over the walls. The picture on the floor here is of a granite statue of a human mage pouring over his books.

DM: There is about 500 Au on the floor for they that look.

Room 16: You have entered from the west wall. The room goes something like this: the wall through which you have entered is 10 ft. long, you have entered on the south part, the wall goes 20 ft. east, then 5 ft. south, 20 ft. east, 20 ft. south, 55 ft. west, and finally it goes 21 ft. north-east to the door. There is another door in the south-east corner going south. The floor of this room is covered with broken swords, dried blood, and other things one would associate with a practise ground. The picture on this floor shows a granite statue of an elf-warrior.

Room 17: You have entered from the room via a door in the east wall 5 ft. from the north wall. The east wall is 47 ft. long and the north wall is 27 ft. long. The other walls are part of the natural cavern. There is a door leading north 10 ft. from the east wall. This room looks very much like a barracks, it has; lots of beds, foot-lockers, swords, shields, wolves and Black caped men.

DM: About the wolves and Black Soldier types, one war party worth would be about right. See section on Black Patrols for details on composition. There is about 80 gold on each soldier.

This room's picture shows a single Dwarf digging in a tunnel. The colours used are rather black and sinister. There is also the following poem:

*Heedless warrior see your tomb,
Forward bound no flowers bloom,
Dwarf is digging in the gloom,
Heed the warning, Gwanir's Doom.*

Room 18: You have entered from the east wall. This room is 15 ft. east-west and 25 ft. north-south, your door is 5 ft. from the north wall. There is also a door in the north-west heading west. The picture on this floor shows a mage talking with a dwarf, the dwarf is pounding his fist on the table and is looking rather fierce, the mage looks rather unhappy. The following poem is on the floor:

*In Tagonir did wizard make
A fearful plea for Gwanir's sake,
Tread not further evil's lead,
Ancient legend you should heed,
Go no further secret ways,
Have longer beard, happy days,
And go yea not downward path,
Or else you'll meet demon's wrath.*

DM: Notice secret door in middle of south wall. Party must explicitly state that they are searching for secret doors to see it.

Room 19: You have entered by the south-east door. The east wall is 25 ft. long, the north wall is also 25 ft. long. The west wall comes down 10 ft. (with a door in the southern 5 ft.) and then the wall comes back east 15 ft., then it drops south 15 ft. and finally comes further east by 10 ft. The room is empty. The mosaic here is actually a series of pictures showing the construction of a tunnel in various stage of completion.

Room 20: You have entered by the north-east door. This room is simply a 15 ft. east-west, 50 ft. north-south room. The south wall is part of the natural cavern. This looks like a storeroom, there are several beer barrels near the south wall. There are also 3 men asleep in front of the barrels. There is another door in the west wall 20 ft. south of the north wall.

DM: These three men are drunk silly and have 1 hit point. Be obnoxious with these worthless men. The beer is very special stuff, one draught will cure 6 points, 2 draughts will put party member to sleep for 3 turns. If party stays in room all the while that party member is asleep they will be accosted by a Black Patrol (see section on Black Patrols). This drink can not be taken from the room by any means. 2 drinks day maximum.

The mosaic is a picture of a dwarf consulting a map while looking over a mountain valley.

Room 21: *DM: Fair is fair. Party has been warned about this place, they shouldn't be here. To get in the room the party had to walk across a symbol of death. The survivors find themselves in a random place in the world.*

Section 4

Room 22: *DM: All the players save verses death. Those that survive find themselves in room 23, those that don't are as if they never existed at all. The scene is, of course, indescribable.*

Room 23: You have entered this room from the south-east. The room is 20 ft. north-south and 30 ft. east-west, there is another door in the north-west going north. The place is incredibly musty, dirty, and quite frankly, gross. That must be why the Hydra likes living here.

DM: They get to play with the 9 headed Hydra. Hits: 64, Armor: 5, To Hit Armor Class 9: 4, Save: 10, Attacks: 9x1-8. There are also 200 Au here. The mosaic here is a picture of an individual with God-like features, sitting in front of a pool of multi-coloured water, the colours look as if they are starting to form patterns. The following poem is on the floor:

*From mirrored surface illusion cast,
Created He this world vast,
Move on further and see your last,
When worlds history has all gone past,
And you shall suffer chaos' blast.*

Section 5

Room 24: You have entered an immense room. The east wall is 10 ft. from the door and the west wall is 35 ft. from the door. The latter wall is 55 ft. long. The north and east walls are part of the original cavern structures, the room is basically square with an alcove in the northeast corner. You see a family of wyverns in that cove.

DM: There are 4 Wyverns scattered about the cove:

Hits	Armor	To Hit	Armor Class 9	Saves	Attacks
42	3		4	10	2-16/1-6
36	3		4	10	2-16/1-6
18	5		6	13	1-8/1-4
12	5		6	13	1-8/1-4

These monsters have 100 Au.

On the floor you see the following mosaic; there is a grey-bearded dwarf all dressed in gold chainmail with a silver crown on his head. The crown has rubies imbedded in it. In one hand is an adamite scepter, in the other hand is a sword of mythral. He is standing in front of the entrance to the forge at Gar Cavern. The following poem is on the floor nearby:

*Seek a door that's not a door,
Closed it is in times of war,
Magic door is four times shut,
Open one, one bind to cut.*

DM: The forge has a door on it. If the party presses this door in the words to the poem disappear and one of the four locks on the magic door will be unlocked.

Section 6

Room 25: You have entered from a door which is 5 ft. from the north wall. The room is 25 ft. east-west, 45 ft. north-south. There is another door in the south wall 5 ft. from the west wall. This room is cluttered with chairs, desks, cots, and a couple Black caped types.

Hits	Armor	Dex	To Hit	Class 9	Save	Attacks
40	2	14	5		8	2-16
39	2	12	5		8	2-16
34	2	10	5		8	2-16
29	2	17	5		8	2-16

There is 5000 Ag. 1000Au, and a silver crown with 5 rubies embedded in it in this room.

The mosaic on this floor shows an elf, a man, a gray bearded dwarf, and a mage plunging through a deep cavern. The following lines are on the floor:

*Of ancient battles voices ring,
Of evil bound hearts still sing,
Now evil is in bedrock bound,
Yet still in weakness power found,
Go on further for good's own sake,
Or in thy armor thou shalt bake,*

Room 26: This room is identical to the last room(DM: Room 27). This room has food and kitchen supplies stored up. The mosaic on the floor shows dwarves, et al, crushing a band of orcs in front of a vast cavern complex.

Room 27: You have entered this room from a door in the east wall which is 5 ft. south of the north wall. This room is 20 ft. by 20 ft. and there is another door opposite you. This room has Chains, whips, and cages in it. There is also hay all over the floor. The picture (under the hay) shows a men, elves, and dwarves fighting side by side in battle against orcs and their kin. Three standards are shown, the first shows a mailed fist holding lightning bolts, the second shows a helmet with lightning bolts coming out from it and the last shows a lightning bolt being forged.



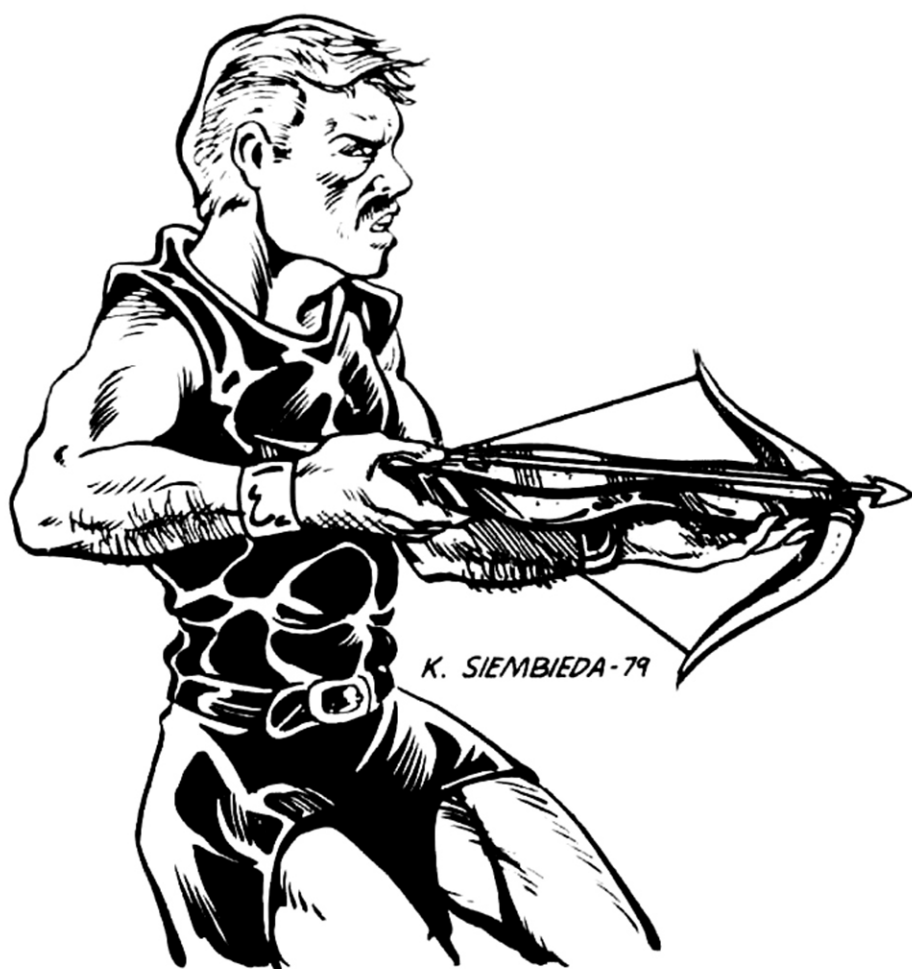
Room 28: You have entered from the south wall by a door which is 5 ft. from the west wall. The south wall is 25 ft. long, the west wall is 20 ft. long, the north wall is 7 ft. of carved rock going into the natural cavern wall which then continues around and connects up with the south wall. There is another door in this room which is in the west wall 5 ft. from the north wall. The picture on the floor shows a shield wall of dwarves. Each shield has a hammer and anvil on it, on the anvil is a lightning bolt. This room has meat carcasses in it, perhaps to feed the lions.

Room 29: You have entered this room in the south wall 10 ft. from the west wall. The south wall is 40 ft. long, the west wall is 25 ft. long and the north wall is 65 ft. long, the east wall connects the north wall with the south wall. There is another door 15 ft. from the east wall. This room has a musky animal smell and to be quite honest I'm not too sure that the lions appreciate you being in their den.

DM: There are four lions in this room:

Hits	Armor	To Hit	Armor Class 9	Saves	Attacks
27	5		5	12	1-4/1-4/1-10
31	5		5	12	1-4/1-4/1-10
15	5		5	14	1-2/1-2/1-4
7	5		5	14	1-2/1-2/1-4

The picture on the floor shows men and elves and dwarves arming for battle.



Section 7

Room 30: It is very hot in here and it is humanly impossible to stand the heat.

DM: Those in metal armour must save versus magic or lose half their remaining hits, those not in metal armor must save versus death or lose half their hits. In any case, everybody loses a quarter of their remaining hits.

Room 31: You have entered from the north-east corner. The room is 20 ft. east-west and 30 ft. north-south. There is a door in the south-east corner going south. This room is rather musty and has that feeling of not being used. The picture on the floor shows the red-bearded dwarf slaying the wraith-General of the orc armies, there are scenes of dwarves chasing orcs and trolls from the battlefields around the central picture.

Room 32: You have entered this room by a door in the south wall which is 10 ft. west of the east wall. This room is 30 ft. by 30 ft. with a second door in the northwest going west. There are piles of rags around the cave. The picture on this floor shows a fresh group of Dwarves led by a red-bearded dwarf wearing a crowned helm. Already many orcs lie at the red-beard's feet.

DM: If the players search the rags they will find 3000 Ag, 1000Au, 3 pearls, and a pearl necklace.

Room 33: You have entered from the north wall 5 ft. from the east wall. The east wall is 20 ft. long, the west wall is 45 ft. long and the north wall is 25 ft. long. The south wall connects the east wall with the west wall. This room seems to be very cold, but perhaps that is due to the dragon in the room.

DM: We have here your basic white dragon for the party's amusement. It is a 5 die, very old dragon. Hits: 40, Armor: 3, To Hit Armor Class 9: 5, Save: 10, Attacks: 1-4/1-4/2-16. There is 18000 Au with the dragon.

The picture in this room shows the red-bearded dwarf being crowned with a mythral crown by wounded and weary, yet happy dwarves. Behind the dwarves lies the bodies of the orcs, trolls, and the wraith-General.

The following poem is on the floor:

*Of war and victory story tell,
Where foul, evil Octan fell,
Where mythral lay on dwarven head
Look you for your point instead,
Though oxen blade dwarf enjoys,
A warrior brave a spear employs.
From point to point cast your glance
And there a box shows maiden dance.*

DM: The point of the crown and the spear point (only spear in picture) line up to a loose brick in the wall. The "brick" is actually a box with a picture of an elf maiden on it. In the box are two scrolls, One says the following:

*Darkness fell on Dwarven land
Brought by spells from Garkon's hand.
Know his name and know it well,
Face to face to him it tell,
For deamon named is deamon maimed,
His power's lost when he's named.*

DM: The second scroll says the following:

*Of kings and glory bards will sing,
Throughout the heavens their voices ring,
Of peaceful days will scarce be told,
For songs of mighty dwarves of old
Be sung in homes about the Land.
But when you reach that magic door
Remind yourself of this floor
Whisper then that word of peace,
That one of four will soon release.*

Room 34: You have entered from the north-east corner. The room is essentially 25 ft. east-west and 40 ft. north-south. The southeast corner is cut off by the natural wall of the cavern. There are two other doors: one is in the middle of the north wall, the other is 5 ft. north of the south wall going west. The picture in this room shows the right side of the dwarven line crumbling under the orc attack.

Room 35: You have entered this room from the east wall 10 ft. south of the north east corner. From that corner the wall extends 41 ft. to the southwest (five 5 ft. x 5 ft. squares cut down the diagonal). The wall goes 20 ft. south to the cavern wall. The cavern wall goes about 40 ft. east then 25 ft. north. The regular wall then comes 15 ft. west and then 20 ft. north. This room is wet and dark, but otherwise empty. The picture on this floor shows a band of dwarves fighting around their battle flag. The flag shows a pick and axe crossed on a white background.

Room 36: You have entered from the west wall. The door is 20 ft. north of the south wall. The wall extends 41 ft. to the northeast from the door (Five 5 ft. x 5 ft. squares cut diagonal) and the south wall is 23 ft. long with a door 5 ft. from the west wall. The east wall is part of the natural cavern. This room is a horrible mess with half chewed bones, animal skins, and feces, it is the home of the not so friendly group of hill giants that would really rather see you dead.

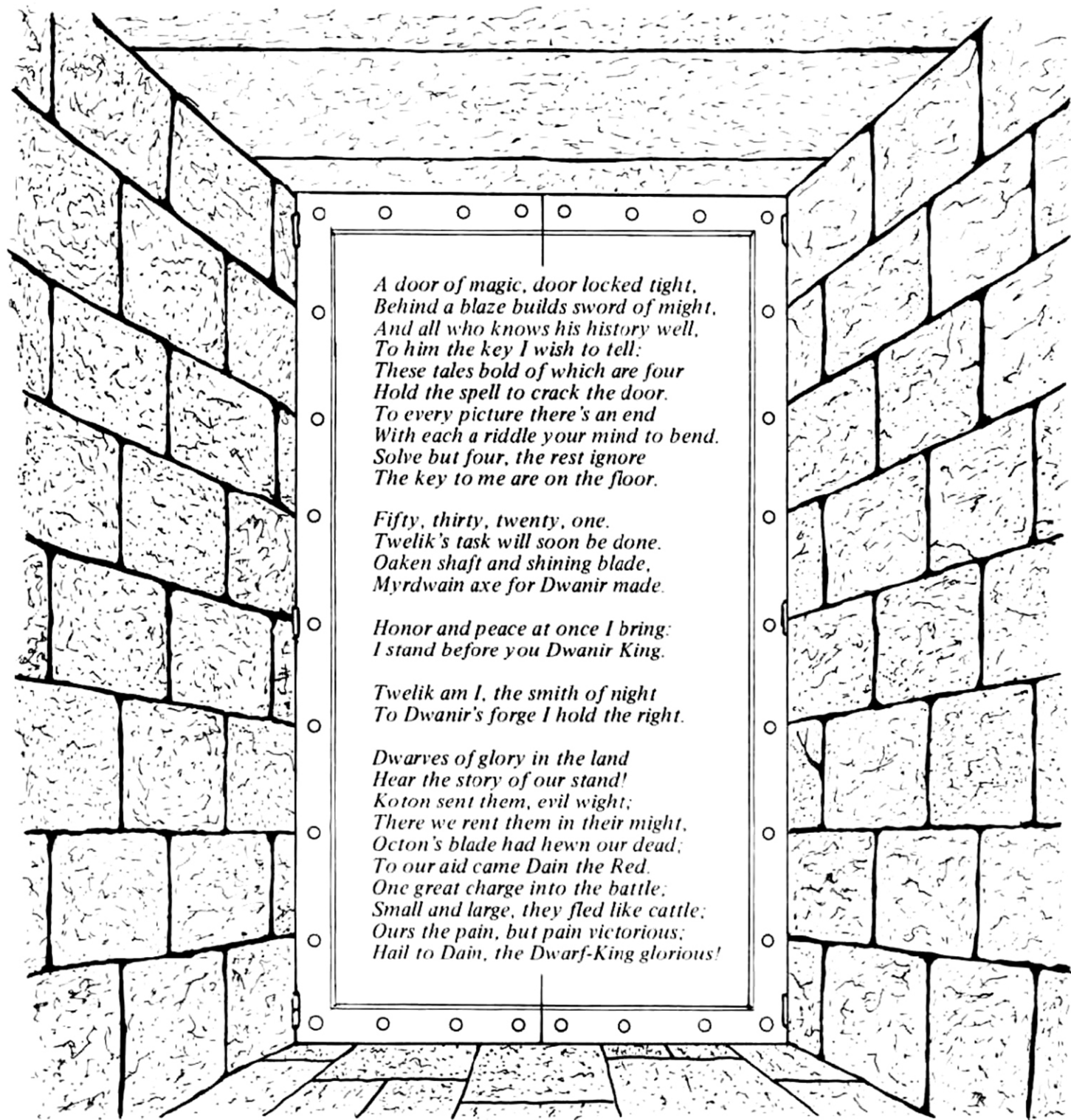
DM: There are 6 hill giants:

<i>Hits</i>	<i>Armor</i>	<i>To Hit</i>	<i>Armor Class</i>	<i>Saves</i>	<i>Attacks</i>
29	4		4	10	2-16
35	4		4	10	2-16
50	4		4	10	2-16
26	4		4	10	2-16
43	4		4	10	2-16
43	4		4	10	2-16

These giants each have 3000 Au on them and a ruby around their necks (cheap chain).

The mosaic on this floor shows an army of trolls and orcs advancing on a sparsely defended dwarf position.

Room 37: You have entered through a door in the north wall which is 5 ft. from the west wall. The north wall is 23 ft. long, the west wall is 42 ft. long and the natural cavern wall connects the ends of these two walls. There is another door going west 10 ft. from the north wall. This room is littered with animal carcasses and crude bone tools. The mosaic in this room depicts a dwarf hewing orcs left and right. Bodies of orcs are all over the place. Behind him is the body of another dwarf who has the same facial features.



The Door to Gar Cavern Forge

This is the magical door. It is a massive iron structure. There is NO way to get past this door except for getting the 'keys' to the door and opening it. No spell will penetrate into the forge.

DM: There are five poems here on the door, each one suggests a line of action or section of the dungeon the party must go see. The party must find all 4 keys to this door. There are two physical keys in rooms 5 and 3, they must open the door in the picture in room 24, and they must utter the word "peace" AT THE DOOR (it is not sufficient to talk about peace near the door). Once all four things are done, the door will open. The following poems are for the party to hear (and perhaps copy);

Gar Cavern Forge

Section 8

DM: It may be simplist to let the party look at your map, mapping this would be rather silly.

You have entered the forge area. Scattered about the forge are tools of the trade. Other than that and a rather vicious looking gentleperson in black, the room is empty.

This rather somber looking gentle type is Gorkon, see the new monster sheet for specs. He will fight the party to the death, hopefully theirs as far as he is concerned.

Other than the magic door, there are 13 doors leading out of the room.

Room 1: There are perishable food stuffs in here. It is very cold.

Room 2: There are unperishable foodstuffs in here.

Room 3: There are Black Soldier Uniforms in here and some armor (black)

DM: A detect magic will indicate that 2 of the suits of plate and one of the pieces of leather are magical. The leather is +2, one suit of plate is +1 and the other is +3.

Room4: There are shields and military picks in here.

Room 5: There are bags of metals in this room, noticably iron.

DM: If the party empties all 319 bags of metal they will find 1200Cu, 1800Ag, and 1000Au.

Room 6: This room looks empty.

DM: But of course it isn't. There is a hidden door which is trapped with a poison needle. Beneath this door is a jewel box (3000 Au) with 5 rubies in it (200 Au each), 1 yellow diamond (1000 Au), 1 blue diamond (5000 Au), and a star shaphire (5000 Au).

Room 7: There are about 100 swords in here.

DM: The swords are as follows: 45 iron swords, 18 silvered swords, 13 steel swords, and 23 mythral swords (worth 150 a piece). Of the mythral swords 10 are ornate and 13 are plain. Of the plain swords 12 have the forge mark on them and one doesn't. If they place it on any other weapon the ruby shatters and they are Tped to somewhere in the world that they have never been, hopefully an area of extreme danger.

Room 8: This room has a lot of cloaks in it.

Room 9: This has a pile of coal and a cord of wood in it.

DM: If they search the wood or do a detect magic they will find an iron shod yew staff. This is a True Wizards staff. It acts as a 50% extension of range and duration of all spells cast by the mage. The staff can also be used to cast spells through so that the mage can go do something else. For example an elemental can be controlled by the staff and the mage can cast other spells and fight. If this control were to break however, the mage would be attacked by the elemental. This staff also can be used like a mace for hit and damage. It is a focus of magical power.

Room 10: This has casks of fuel in it.

DM: Wierdness has its rewards ocassionally. If they search ALL the casks they will find that one of the casks has Oil of Slipperyness in it, about 10 doses worth.

Room 11: This room is empty.

Room 12: This room looks like a bedroom. It has a bed, chest and a table with 2 chairs.

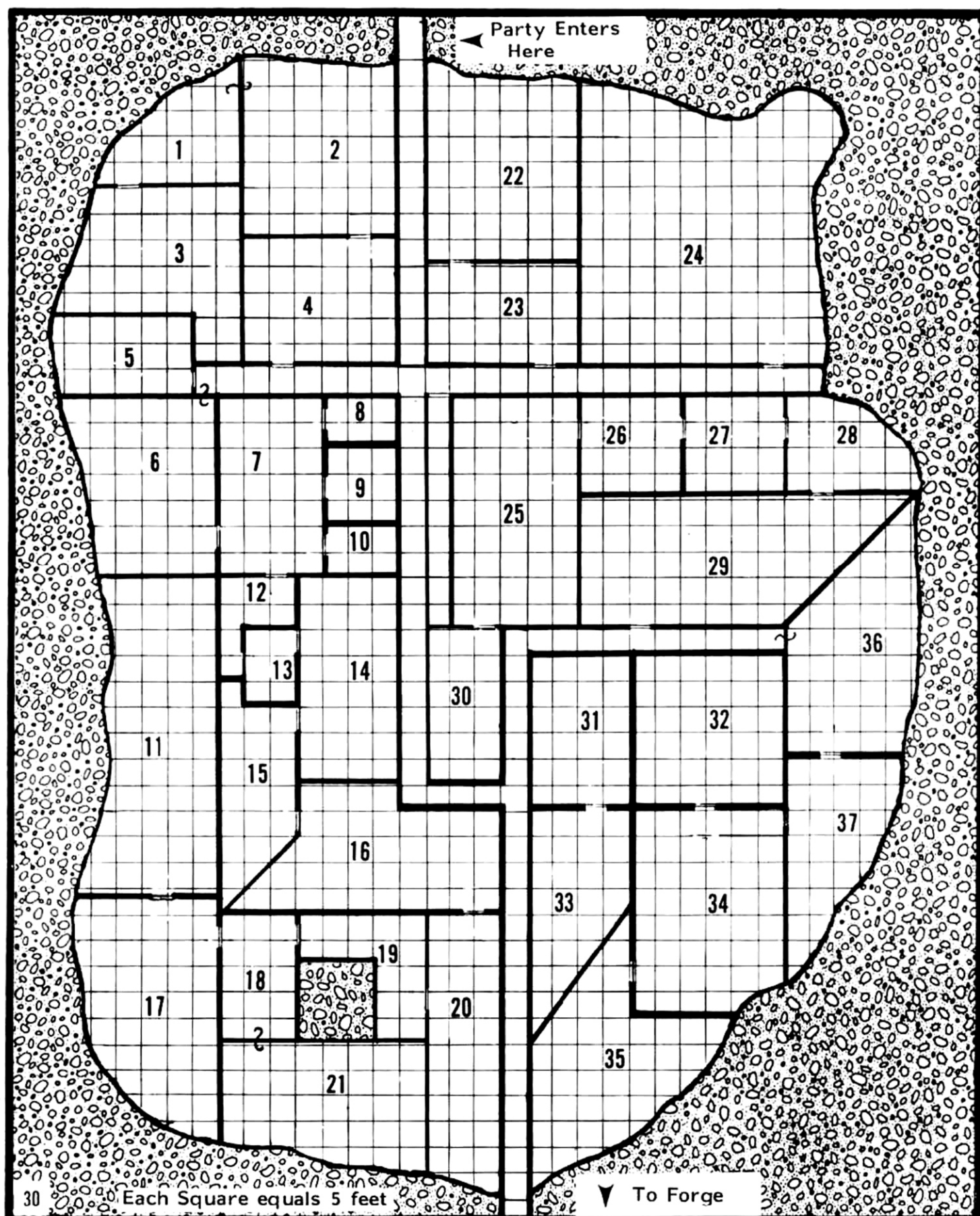
DM: In the headboard of the bed is a box (untrapped). This box has a Golden Crown (6000 Au), a ruby pendent (1500 Au), and a scepter carved out of jade and ivory (2200 Au).

Room 13: This room has a table with an open book on it.

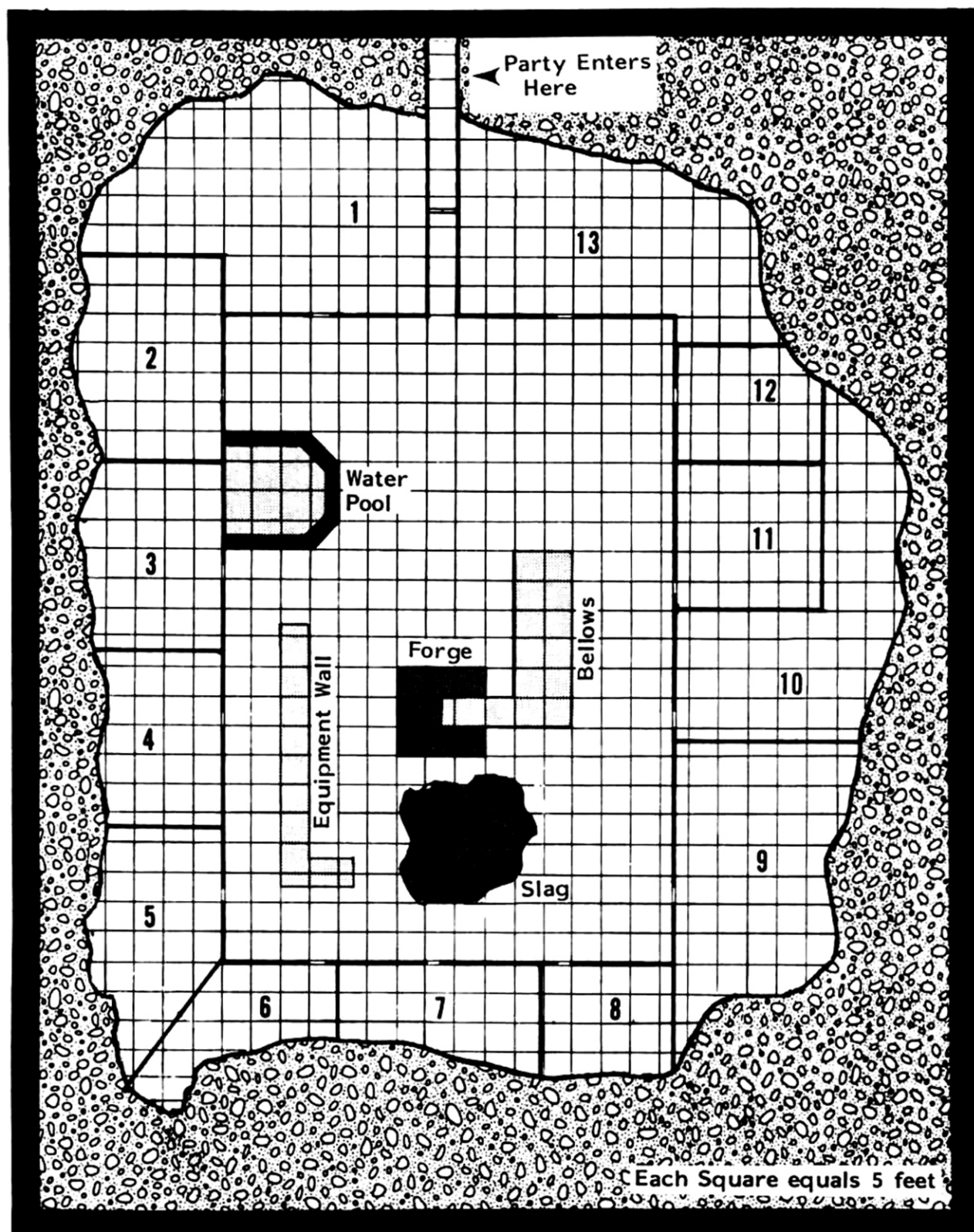
DM: The person who reads the book gets 1 intelligence, 1 wisdom, and 1300 experience added onto their scores. Who said 13 was unlucky.

THIS IS THE END OF THE ADVENTURE OF GAR CAVERN.

Map 1 the Cavern



Map 2 the Forge



TREASURE VAULT

JG 37	First Fantasy Campaign.....	\$7.98
JG 46x4	Wilderlands Hex Sheets.....	\$3.00
JG 66	Sea Steeds & Wave Riders.....	\$6.50
JG 68	War Cry and Battle Lust.....	\$4.00
JG 69	Flotilla One.....	\$5.00
JG 96	Treasury of Archaic Names.....	\$4.95

APPROVED FOR USE WITH D&D tm

JG 2	Dungeon Tac Cards.....	\$3.95
JG 14	Ready Ref Book.....	\$2.99
JG 27	Tegel Manor.....	\$4.50
JG 28	Judges Shield.....	\$1.98
JG 34	Modron.....	\$3.50
JG 36	Character Chronicle Cards.....	\$1.98
JG 47	Campaign Hexagon System.....	\$2.50
JG 48	Wilderlands of High Fantasy.....	\$8.50
JG 52	Thieves of Badabaskor.....	\$3.00
JG 55	GenCon IX Dungeon.....	\$3.50
JG 59	Village Book I.....	\$2.75
JG 60	Castle Book I.....	\$2.75
JG 61	Island Book I.....	\$2.75
JG 62	Revised City State of the Invincible Overlord.....	\$8.00
JG 63	Citadel of Fire.....	\$3.00
JG 67	Fantastic Wilderlands Beyond.....	\$8.00
JG 71	Frontier Forts of Kelnore.....	\$3.00
JG 76	Dragon Crown.....	\$1.75
JG 80	Of Skulls and Scrapfaggot Green.....	\$4.50
JG 92	Wilderlands of the Magic Realm.....	\$8.50
JG 93	Under the Storm Giant's Castle.....	\$3.00
JG 95	Survival of the Fittest.....	\$3.50
JG 102	Caverns of Thracia.....	\$6.50
JG 104	Village Book II.....	\$3.00
JG 108	Verbosh.....	\$6.50
JG 111	Mines of Custalcon.....	\$3.95
JG 113	Book of Treasure Maps.....	\$3.95
JG 118	Sword of Hope.....	\$3.00
JG 119	Tower of Ulission.....	\$3.00

APPROVED FOR USE WITH AD&D tm

JG 87	Character Codex.....	\$4.50
JG 88	Dark Tower.....	\$5.50
JG 109	Operation Ogre.....	\$3.25
JG 114	Maltese Clue.....	\$4.00
JG 117	Temple of Ra Accursed by Set.....	\$2.00
JG 124	Escape From Astigar's Lair.....	\$2.00

APPROVED FOR USE WITH TRAVELLER tm

JG 75	Traveller Referee Screen.....	\$2.50
JG 78	Traveller Log Book.....	\$3.00
JG 89	Starships & Spacecraft for Traveller.....	\$5.50
JG 105	Dra'k'ne Station.....	\$4.95

APPROVED FOR USE WITH RUNEQUEST GATEWAY tm

JG 107	Broken Tree Inn.....	\$4.00
JG 116	The HellPits of NightFang.....	\$3.00

THE JUDGES GUILD JOURNAL

JG 45	Journal 5 (N).....	\$.80
JG 51	Journal 6 (O).....	\$.80
JG 53	Journal 7 (P).....	\$.80
JG 56	Journal 8 (Q).....	\$.80
JG 58	Journal 9 (R).....	\$.80
JG 64	Journal 10 (S).....	\$.80
JG 70	Journal 11 (T).....	\$.80
JG 77	Journal 12 (U).....	\$2.00
JG 82	Journal 13 (V).....	\$1.00
JG 90	Journal 14 (W).....	\$1.50
JG 97	Journal 15 (X).....	\$1.50
JG 103	Journal 16 (Y).....	\$2.80
JG 110	Journal 17 (Z).....	\$2.80
JG 121	Journal 18.....	\$2.80
JG 160	Journal 19.....	

THE DUNGEONEER

JG 73	The Dungeoneer Compendium of 1 - 6.....	\$2.50
JG 85	Dungeoneer 7.....	\$.85
JG 86	Dungeoneer 8.....	\$1.25
JG 81	Dungeoneer 9.....	\$1.75
JG 84	Dungeoneer 10.....	\$1.75
JG 94	Dungeoneer 11.....	\$2.80
JG 101	Dungeoneer 12.....	\$2.80
JG 106	Dungeoneer 13.....	\$2.80
JG 115	Dungeoneer 14.....	\$2.80
JG 125	Dungeoneer 15.....	\$2.80

NEW RELEASES

JG 140	Castle Book II	Coming Soon
JG 150	City State of the World Emperor	Coming Soon

See your Dealer or get from

Judges Guild Incorporated, 1165 N. University Ave., Decatur, Illinois, 62526

**City State
of the
World Emperor
Campaign May 6**

**The Wilderland West
of the
City State
of the
Invincible Overlord
Available in
The Feb. Installment
of the Judges Guild Journal**

Judges Guild



Fantasy Games