



# THE PORTAL TO FANTASTIC ADVENTURE DUNGEONEERS JOURNAL

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8 Pages of NEW MONSTERS

8 Pages of NEW TREASURES

VILLAGE RESOURCES  
DETERMINATION CHARTS  
by Tom Jones

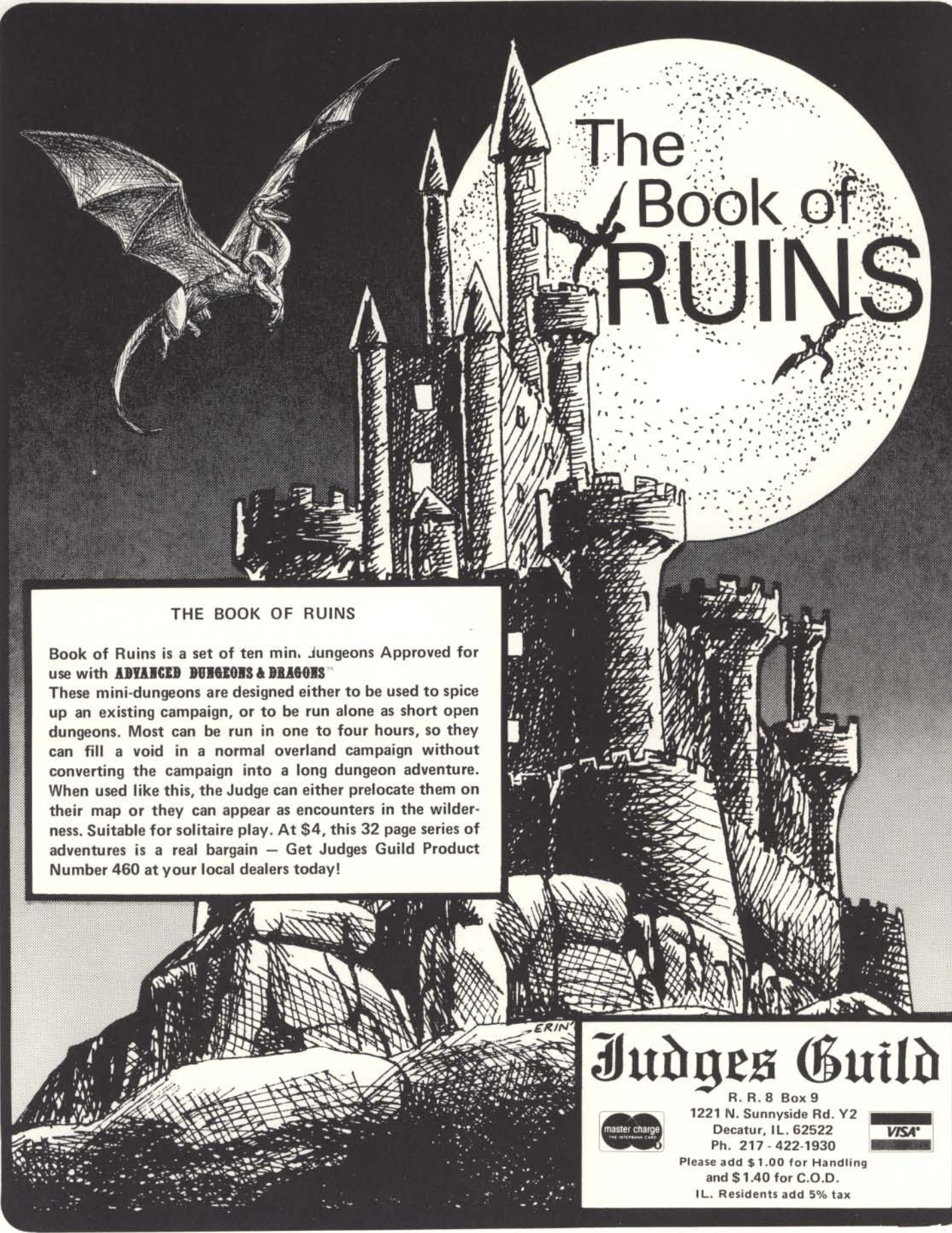
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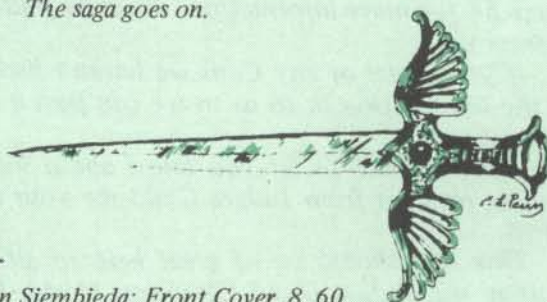
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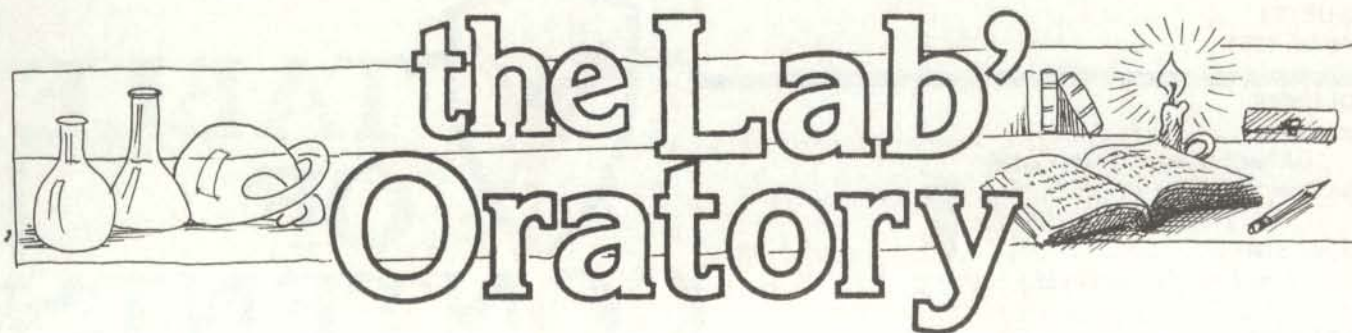
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# the Lab' Oratory



Well, Fans, this is the first time you heard from me as Editor-in-Chief (is that "Hail to the Chief" rising in the background?) of **The Dungeoneers Journal**. By the way, this is Mike Reagan, no relation to you know who.

The format of the magazine is still being finalized and should be set by the next issue. If you have an article on any aspect of Role Playing and Gaming, send it in as we are always looking for input from all you Fans and Gamers out there.

Lets look at this issue and see what we have for you. First is a helpful article on Random Village Resources by Tom Jones. Tom will also have an article on Political Intrigue in our next issue.

In the center of this issue, you find a 16 page pullout dungeon called "Striek Hollous" by Jeremy Fowler for the intrepid adventurers among you.

For all you Fans in the Southeast that would like to stop by and say hello, Judges Guild will be at GenCon South again this year. That's Feb. 6 - 8 in Jacksonville Beach, FL. (see Convention Listing on page 54 for more information). We'll be glad to hear from you.

If you know of any Cons we haven't listed, send the information in to us so we can pass it on to everyone.

Now, I'd like to let you know about some upcoming product from Judges Guild for your enjoyment.

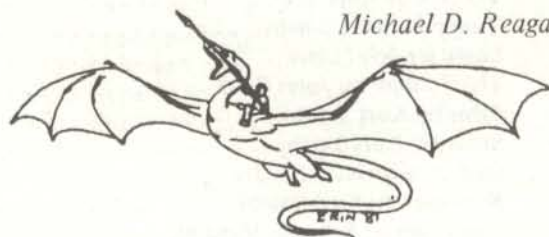
This one should be of great help to all of you using the Judges Guild Campaign World. It's a Campaign Overview of all 18 Maps now in use. The title has not been set yet, but you'll hear more about it in the next issue. It will include a 64 page book with Seafaring Rules, Weather, Ship Construction, a Village Index, Languages, Warfare, Politics, Trade, Political Information, Resources, Ariel Travel and anything else that's useful in World Campaigns with two 22" x 34" Maps - one in full color and the other with two colors. Both will be back printed. In all this should help you tie the whole world together and should cost \$9.98. More about it later.

Also our newest Advanced Dungeons & Dragons product, "The Book of Ruins" is ready for you with ten mini-dungeons that can be used alone or added to your campaign. They run one to four hours for play and are suitable for solitaire play too! For \$4 you can't beat it.

Traveller won't be left out either, as another Sector is in the works, as well as some interesting scenarios will be coming your way soon.

It is time for me to get back to work, so good gaming and what ever you do, don't open that door!

Michael D. Reagan



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# RANDOM VILLAGE RESOURCE DETERMINATION CHARTS



One of the banes of a Judge's existence is trying to find a method to keep boredom at bay for the player in his or her campaign. Another is attempting to avoid "We see it... We kill it" syndrome created by a glut of high level Player Characters or N.P.C.'s.

There are a number of methods to attain these goals. Among them is to permit your players to establish baronies for themselves and/or their high level Henchmen. For those Judges who find this option appealing, an excellent set of rules for baronial administration have been published by the Judges Guild in their **Ready Ref Book**. The problems involved are further simplified for those utilizing the Judges Guild **Campaign Maps** as all population centers are outlined.

However, many Judges prefer to create their own campaign environments. For these people, more detail may be required as to any special industry or industries a population may have.

To help these intrepid Judges ease the workload, I present some charts for the random delineation of village resources.

Bear in mind these are intended only as a guideline. A number of factors including a village's climactic location and the degree of civilization present may effect whether or not a village has a special industry or not.

## Instructions for Use

- 1) Consult the master chart encompassing the general geographic location of the village.
- 2) Roll a 20-sided die to determine the correct general category chart to roll on.
- 3) Roll the type of die or dice indicated above the chart. A subchart will be indicated by a lower case letter in brackets, in some cases.
- 4) If a subchart is indicated, find it and roll the indicated die or dice.

## Master Charts (d20)

### A) For Villages located In-land or on Major Waterways:

- 1 - 3 Agriculture
- 4 Animal Products
- 5 - 7 Animals, Wild
- 8 - 10 Birds
- 11 Fish
- 12 - 15 Market\*
- 16 - 18 Mining
- 19 - 20 Manufacturing

### B) Villages located along Coastlines:

- 1\*\* Agriculture
- Animal Products
- 2 Animals, Wild
- 3 - 4 Birds
- 5 - 10 Fish
- 11 - 15 Market\*
- 16 Mining
- 17 - 20 Manufacturing

\* When located immediately adjacent to a major river or on a coast, a Market Town provides port facilities with a subsequent increase of population of 20% and an increase of 10% in income.

\*\* Restricted to wetland crops if the roll indicates farming.

## CATEGORY CHARTS

### Agriculture (d20)

- |                         |                    |
|-------------------------|--------------------|
| 1) Berries (b)          | 11) Pipeweed       |
| 2) Cotton               | 12) Reeds          |
| 3) Domestic Animals (c) | 13) Rice           |
| 4) Flowers (d)          | 14) Sod            |
| 5) Fruit (e)            | 15) Sugar Cane     |
| 6) Hemp                 | 16) Tea            |
| 7) Herbs (f)            | 17) Timber (h)     |
| 8) Nuts (g)             | 18) Vegetables (i) |
| 9) Oats                 | 19) Wheat          |
| 10) Olive Oil           | 20) Wine           |

### Animal Products (d4)

- 1) Fertilizer
- 2) Furs
- 3) Hides
- 4) Wool



#### Animals, Wild (4d6 or 2d12)

- |            |                    |
|------------|--------------------|
| 2) Bear    | 14) Leopard        |
| 3) Beaver  | 15) Lion, African  |
| 4) Boar    | 16) Lion, Mountain |
| 5) Caribou | 17) Lynx           |
| 6) Clam    | 18) Moose          |
| 7) Coyote  | 19) Panther        |
| 8) Crab    | 20) Rabbit         |
| 9) Deer    | 21) Tiger          |
| 10) Dog    | 22) Wolf, Dire     |
| 11) Elk    | 23) Wolf, Snow     |
| 12) Fox    | 24) Wolverine      |
| 13) Hyena  |                    |

#### Birds (4d6 or 2d12)

- |                 |                      |
|-----------------|----------------------|
| 2) Blackbird    | 14) Owl              |
| 3) Cockatoo     | 15) Parrot           |
| 4) Duck         | 16) Peacock          |
| 5) Eagle        | 17) Peregrine Falcon |
| 6) Falcon       | 18) Pheasant         |
| 7) Gerfalcon    | 19) Pigeon, Carrier  |
| 8) Goose        | 20) Prairie Chicken  |
| 9) Grouse       | 21) Quail            |
| 10) Hawk        | 22) Raven            |
| 11) Macaw       | 23) Stewing Hen      |
| 12) Myna        | 24) Turkey           |
| 13) Nightingale |                      |

#### Fish (d12)

- |             |                     |
|-------------|---------------------|
| 1) Bass     | 7) Herring          |
| 2) Carp     | 8) Salmon           |
| 3) Catfish  | 9) Shad             |
| 4) Flatfish | 10) Trout, Rainbow  |
| 5) Flounder | 11) Trout, Speckled |
| 6) Grouper  | 12) Tuna            |

#### Mining (4d6 or 2d12)

- |               |               |
|---------------|---------------|
| 2) Bronze     | 14) Mercury   |
| 3) Coal       | 15) Mithril   |
| 4) Copper     | 16) Pearls    |
| 5) Electrum   | 17) Petroleum |
| 6) Flint      | 18) Platinum  |
| 7) Gems       | 19) Quartz    |
| 8) Gold       | 20) Salt      |
| 9) Granite    | 21) Silver    |
| 10) Iron      | 22) Sulfur    |
| 11) Lead      | 23) Tin       |
| 12) Limestone | 24) Zinc      |
| 13) Mercury   |               |

#### Manufacturing (4d6 or 2d12)

- |                     |                 |
|---------------------|-----------------|
| 2) Armor (a)        | 14) Ink         |
| 3) Barrels          | 15) Jewelry     |
| 4) Baskets          | 16) Leather     |
| 5) Beer and Rum     | 17) Lumber      |
| 6) Boats            | 18) Nets        |
| 7) Carts and Wagons | 19) Paper       |
| 8) Cement           | 20) Pipes       |
| 9) Clocks           | 21) Pitch       |
| 10) Cloth           | 22) Rope        |
| 11) Cut Stone       | 23) Torches     |
| 12) Furniture       | 24) Weapons (j) |
| 13) Glass           |                 |



#### SUBCHARTS

##### a) Armor (d12)

- |                     |                           |
|---------------------|---------------------------|
| 1) Chainmail        | 7) Ringmail               |
| 2) Chain-Plate      | 8) Shields, Metal         |
| 3) Helmets          | 9) Shields, Skin & Wood   |
| 4) Leather, Plain   | 10) Shields, Wood         |
| 5) Leather, Studded | 11) Shields, Wood & Metal |
| 6) Plate, Full      | 12) Splintmail            |

##### b) Berries (d10)

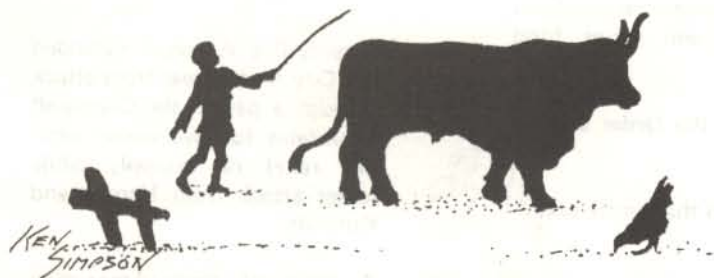
- |                  |                            |
|------------------|----------------------------|
| 1) Blackberries  | 6) Grapes, Seedless        |
| 2) Blueberries   | 7) Juniper Berries         |
| 3) Currents      | 8) Raspberries             |
| 4) Huckleberries | 9) Strawberries            |
| 5) Grapes, Red   | 10) Roll twice ignoring 10 |

##### c) Domestic Animals (d8)

- |             |           |
|-------------|-----------|
| 1) Cattle   | 5) Goats  |
| 2) Chickens | 6) Horses |
| 3) Ducks    | 7) Sheep  |
| 4) Geese    | 8) Swine  |

#### d) Flowers (4d6 or 2d12)

- |                   |                    |
|-------------------|--------------------|
| 2) Bamboo         | 14) Nightshade     |
| 3) Belladonna     | 15) Orchid         |
| 4) Carnation      | 16) Orchid, Black  |
| 5) Geranium       | 17) Poinsetta      |
| 6) Hemlock        | 18) Primrose       |
| 7) Hops           | 19) Rhododendron   |
| 8) Hyacinth       | 20) Rose           |
| 9) Ivy            | 21) Tulip          |
| 10) Lotus, Black  | 22) Venus Fly Trap |
| 11) Lotus, Purple | 23) Violet         |
| 12) Marigold      | 24) Wolvesbane     |
| 13) Morning Glory |                    |



#### e) Fruit (4d6 or 2d12)

- |                |               |
|----------------|---------------|
| 2) Apricot     | 14) Lemon     |
| 3) Avocado     | 15) Lime      |
| 4) Banana      | 16) Mango     |
| 5) Breadfruit  | 17) Nectarine |
| 6) Citron      | 18) Olive     |
| 7) Cherry      | 19) Orange    |
| 8) Coconut     | 20) Papaya    |
| 9) Coffee      | 21) Pawpaw    |
| 10) Date       | 22) Peach     |
| 11) Fig        | 23) Pear      |
| 12) Grapefruit | 24) Plum      |
| 13) Kumquat    |               |

#### f) Herbs (4d6 or 2d12)

- |             |                          |
|-------------|--------------------------|
| 2) Allspice | 14) Oregano              |
| 3) Aloe     | 15) Paprika              |
| 4) Anise    | 16) Pepper, Black        |
| 5) Basil    | 17) Pepper, Red or Chili |
| 6) Bay      | 18) Rosemary             |
| 7) Caraway  | 19) Saffron              |
| 8) Chicory  | 20) Sage                 |
| 9) Curry    | 21) Spearmint            |
| 10) Dill    | 22) Tarragon             |
| 11) Fennel  | 23) Tartar               |
| 12) Garlic  | 24) Thyme                |
| 13) Ginger  |                          |

#### g) Nuts (d20)

- |                    |                            |
|--------------------|----------------------------|
| 1) Almond          | 11) Hickory                |
| 2) Betelnut        | 12) Kola                   |
| 3) Brazil Nut      | 13) Litchi                 |
| 4) Butternut       | 14) Macadamia              |
| 5) Cacao           | 15) Nutmeg                 |
| 6) Cashew          | 16) Peanut                 |
| 7) Chestnut        | 17) Pecan                  |
| 8) Chestnut, Horse | 18) Pistachio              |
| 9) Cinnamon        | 19) Walnut                 |
| 10) Filbert        | 20) Roll twice ignoring 20 |

#### h) Timber (d20)

- |              |                |
|--------------|----------------|
| 1) Ash       | 11) Linden     |
| 2) Basswood  | 12) Mahogany   |
| 3) Birch     | 13) Oak        |
| 4) Camphor   | 14) Palm       |
| 5) Cedar     | 15) Redwood    |
| 6) Ebony     | 16) Rosewood   |
| 7) Hawthorn  | 17) Sycamore   |
| 8) Hickory   | 18) Tallowtree |
| 9) Holly     | 19) Teak       |
| 10) Ironwood | 20) Yew        |

#### i) Vegetables (d20)

- |                |                   |
|----------------|-------------------|
| 1) Asparagus   | 11) Onions        |
| 2) Beans       | 12) Parsley       |
| 3) Beets       | 13) Parsnip       |
| 4) Cabbage     | 14) Peas          |
| 5) Carrots     | 15) Pepper, Green |
| 6) Celery      | 16) Potatoes      |
| 7) Corn, Sweet | 17) Rhubarb       |
| 8) Egg Plant   | 18) Spinach       |
| 9) Lettuce     | 19) Squash        |
| 10) Maize      | 20) Watermelon    |

#### j) Weapons (d12)

- |                    |                         |
|--------------------|-------------------------|
| 1) Axes            | 7) Pikes and Halberds   |
| 2) Bows, Composite | 8) Pole Arms            |
| 3) Bows, Long      | 9) Projectiles*         |
| 4) Crossbows       | 10) Spears and Slings** |
| 5) Javelins        | 11) Swords and Daggers  |
| 6) Maces and Mauls | 12) Warhammers          |

\* Arrows, Bolts, and Sling Stones

\*\* Both hand held and Staff Slings

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# Amazons



**By Bill Paley**

The order of the Amazon is equivalent in my world to Knight-hood, with much pomp and circumstance attached to the ceremony. Once inducted into the order, the Warrior Maids serve the Overlord as a picked force of guards along the city walls.

The order is led by: Sheila the Red: Fighter, Align: LG, Level 7, HP: 51, AC: 2, Social Level: 8, STR: 16, INT: 13, WIS: 15, CON: 13, DEX: 14, CHAR: 15, Flail, a forty-year-old veteran of wars with Orcs and men alike. She has held this post for ten years, but will soon retire. She is grooming: Tess Bloody Spear: Fighter, Align: LE, Level 6, HP: 29, AC: 2, Social Level: 7, STR: 15, INT: 15, WIS: 12, CON: 10, DEX: 9, CHAR: 10, Spear, for her replacement. Not long ago, several of her competitors were sent on quests to recover the Helm of the Heartstone; all of her major competition were slain in the attempt. Unfortunately, the rank-and-file of the Order dislike and/or mistrust her, and so a power struggle is beginning.

Membership in the Order of the Amazon is dependent on several factors:

- 1) Skill in three weapons, at least one of which must include Bow.
- 2) Skill in riding horses and at least one other mount (Griffon, Sea Horse, Roc, . . . usually mule or camel, however).
- 3) Forswearing material possessions beyond arms and armor, food and clothing.
- 4) Allegiance to the Order and no other Lord.
- 5) Membership in the female sex.
- 6) Virginity.

Usually Amazons are Lawful-Good or Lawful-Neutral in alignment, due to the constraints and ethics expected of them once accepted. Never has there been a Chaotic-Evil member in the Order's five century long history.

The purpose of the Order is to foster the knowledge of the skills of war in the minds of those who would otherwise not be exposed - women. Originally begun by a force of Women Warriors who were armed for battle when the City State was threatened with no defenders remaining. The first Amazons were decimated, yet they held out until the Vast-hosts could return with their hordes of slaves and concubines from Altania. The City State was saved, but the surviving women vowed to train their children for war, giving them the chance to survive.

The Order of the Amazon has six battle honors:

- 1) At the Battle for Death Knell Hill, five hundred Amazonian Archers drove back a force of three thousand Hobgoblin Cavalry while posted on the left flank.
- 2) In the Campaign along the Conqueror River, the Order lost over one hundred of their number fighting rearguard for the defeated Vast-hosts.
- 3) In the Battle of Sunhollow, the Amazons, held in reserve through the day, broke through the Goblin ranks to rescue the Overlord whose standard had been captured.
- 4) At the Battle of the Three Streams, the Amazons captured eight enemy standards and the entire siege train.
- 5) Seventy-five Amazons defended the City State's rear from attack through a pass in the Cloudwall Mountains for two weeks without relief or resupply while under attack from Harpies and Kobolds.
- 6) A team of sixty Amazonian Marines took the flagship of a Tarantan raiding force of eight vessels who were harrying the City State.

Many members of the Order now man the walls of the City State as guardian troops, since the Overlord trusts them enough to keep them as one of his personal guard regiments. He keeps them well-armed and well-fed, and twice a year he personally leads them on raids into Dearthwood, trying to find the Orc's home base.

Once a member, the Amazon's swear the following oaths:

- 1) Loyalty to the matriarchal leader of the Order.
- 2) Loyalty to the City State.
- 3) Obedience to their superiors within the Order.
- 4) Maintenance of their Amazon status until retirement.
- 5) Advertise the Order to all women met.

The punishments for any of these portions of the code of the Order being violated vary from exile to death dependent upon the seriousness of the infringement.

When entering battle, the Order follow the banner of the White Huntress on a field of green.

# **Tips from the Tower**

We have had another busy set of weeks since our last issue. Four new products have been released since the last issue! So lets get right down to it.

THE UNKNOWN GODS is now available. In this new book are 83 new gods complete with descriptions. A full 48 pages! Best yet, it is approved for use with D&D and is only \$6.00

A new campaign adventure approved for use with Runequest is our 64-page DUCK POND. This was once the site of a small fishing and trading village which was inhabited by humans. The village was destroyed by Mallia worshippers. Eventually, Frwack the Duck came to reside here and he is now about to fight Oarssanai the Dragonewt to the death. Another fine adventure by former staff member Rudy Kraft for only \$5.98

At last, at last! (Rick loves us again) our first T&T or M!M! adventure: THE TOUGHEST DUNGEON IN THE WORLD is now available. This is a solitaire dungeon approved for use with T&T or M!M! It was written by none other than Ken St. Andre. It is unusual in that you can be either a player character or a monster! \$4.00

The first of our series of sectors approved for use with Traveller has just been opened for adventure: LEY SECTOR. There is a huge 22 x 34" map in 3 colors with detail maps of 8 significant planets on the other side. A 32 page guidebook on the entire sector gives individual maps for each subsector including all statistical details, historical background, rumor charts and tables: all for \$4.98

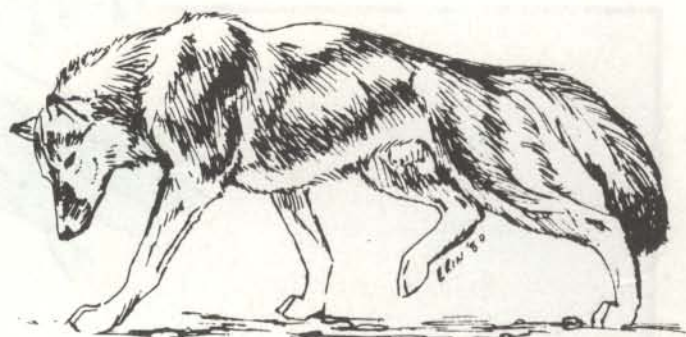
In addition to our own new products, our retail store and mail-order service now have many other new items available. Some of them are listed here: New from TSR is Deities and Demigods, the

latest book in the AD&D series for \$12; Dungeon Modules A1 and Q1 for AD&D at \$5.50 each; Basic D&D Character Record Sheets at \$4.50 and two new D&D books: Monster & Treasure Book and Dungeon Geomorphs Book at \$6.00 each. In the last issue we said that the new game based on TV's Dallas was from AH and was \$12 - boy did we goof! It is from SPI and is \$9.95. Also from SPI is Time Tripper, World Killers, Wreck of the BMS Pandora and Patton's Third Army each \$5.95 and the new Pea Ridge for \$8.95. From GDW there is a new Traveller Adventure: Twilights Peak for \$4.98 and the newest Traveller Aid Society Journal (#6) for \$2.00.

FGU prices we didn't have last issue were \$18 for Space Opera (and worth it). Chaosium has released the boxed version of Runequest and you get \$26-worth of material for only \$20 - another bargain! They also have out Plunder by Rudy Kraft and Runemasters each for \$5.95 as well as the Bestiary for Runequest at \$6.95.

Speaking of Rudy Kraft, we now carry The Gryphon issues 1 & 2 at \$2.75 each. We have expanded our Ral Partha line to include their Samurai series and their Royal Armies of the Hyborian Age series. We have also expanded our line to include the entire line of Martian Metals figures.

Finally, one last flub correction: last issue I said that Laser Tank was approved for use with Traveller. Error, Error! Human does it again! It is not approved, but uses designs included in some of our other products. See you again next issue!



# A Trip To The Underworld

By Bill Paley number 4

Hi, it's Deg again. This time 'round, what happened was up here in town, 'stead o' down in the castle.

See, we were havin' our evenin' meal at the Boar Inn when the door opened an' this stranger came in. He was dressed up like an Arab, an' a rich one at that. Even Evberin, our classy Elf raised his eyebrows at this guy.

The Arab fella stopped at the bar, an' pretty soon he's got him a milk in hand an' he's watchin' the girls, like most o' the rest o' us (O! Tom o' the Boar Inn has some o' the finest wenches serving drinks in the

whole province). We ignored him after awhile, 'cause the girls was more interestin'.

Well, 'round 'bout moonrise, we heard this gasp from one o' the lasses, an' they don't get upset by much. Lookin' round, there's this Arab get-up lyin' on the floor, an' this wolf is standin' there growlin'.

Now we were all pretty much unarmed, 'cept Tyrone had a Silver Dagger. Tom, the Innkeeper, starts tossin' some honest Silverware, an' we adventurers grab it, while everybody else makes tracks. Left us to do

the fightin', o' course.

The beastie was tough, 'specially as we only had dull forks, but after slashin' back an' forth we won. Couple o' us was wounded, but y'gotta expect that. Strange how the body changed from animal back to human once it died.

After it was all done, Finny, that damn Halfling, looks us over smilin'. I figured he had somethin' strange to say, but I sure weren't ready for it.

"My hearties," he says, "We've learned a valuable lesson. We must always be wary for a wolf in Shiek's clothing!"





Valonian mercenaries are being sought for questioning by constables led by a strange man with a black mask.

A man named Kroish is said to be banding several tribes of the Steppe hordes into one fighting force. Tarsh is sending a punitive expedition against him, fearing such a nation.

A pirate ship attacked a merchantman now docked at the wharves, but when the captain waved, the Jolly Roger disappeared in a cloud of steam.

A dozen wererats boiled up out of the sewers and made off with a sage. One of the nobles offers 1000 GP as a reward for the man's safe return.

Strange lightning, black, blue and purple, has been playing about the top of the southern keep for the past three nights.

A halfling, cursing the Overlord, disappeared when Black Lotus operatives surrounded him. A 500 EP reward is offered for him, dead or alive.

An old hut was torn down near the Despot Ruins. In its foundation stone there was found a rune-marked map that noone can decipher. The old man who once lived there was the son of a long line of grave-tenders who maintained the Redoubt of the Dead until the present Overlord came into power.

Six goblins, out after curfew, have been sentenced to death for defacing a statue of the Overlord.



## RUMORS (to be used in Villages)



Crops have been ruined by wild boar racing through at night. In day time, hunters have been unable to find them, and they report strange footprints, changing to those of a man in midstride.

Large dark shapes have been seen on warm nights, blotting out the stars.

Two shepherds are missing, and have been lost for several days. Most of their herds have been lost as well.

Since those pixies took up residence on the hillock two years ago, the ale has been especially fine.

A host of hobgoblins passed eastward north of town two days ago, and they took all of the food of the outlying farms.

Sixty men in strange blue cloaks rode through town a week ago north, leading a cart containing an unconscious basilisk.

A dark-skinned man, speaking common poorly and with a very heavy accent, has just arrived on the opposite side of town. His horse is in a lather (and it's green!) and he is wounded by an orcish arrow.

Legend of One-Eyed Peter; a gnome of great fighting prowess who subdued a blue dragon alone and flew off east to seek treasure and great adventure.

Tale of the Healer Tree - on Midsummer's Eve, this tree is known to cure Disease six times.

## **RUMORS (to be exchanged with road travellers)**

The stage coach was way laid two miles ahead a week ago. Beware of bandits.

A vast host of unknown origin is camped an hour's ride ahead.

Strange creatures have been sighted flying over the road at night.

A village lies in smoking ruins three hours ahead; it is filled with hobgoblin tracks and those of large wolves.

Two minotaurs guard the pass into the hills north of town.

A wagon full of fine furniture has crashed a mile ahead, blocking the road.

The road is flooded in the swamp ahead, and strange creatures are being seen in the water.

There has been a thundercloud over the road ahead for a week, and lightning bolts have killed everyone attempting to pass under the cloud.

There is a regimental flag posted in the middle of the road ahead.

An avalanche has buried a pay convoy on its way to an Overlord's vast host in the mountains ahead.

Be wary for the moving forest west of the city.

## **RUMORS (around The City State)**

The City State Assassins Guild have disappeared northwards. They are rumored to be hot on the trail of a powerful barbarian who murdered a Black Lotus operative.

Two gnolls have been seen lazying about Silver Street in the evenings, and they have been implicated in two robberies. Reward for their capture.

As World Emperor slave convoy has been way laid near the City State's borders. A punitive scout force is tracking the brigands.

Seven pirate vessels were sunk carrying thousands of ingots of silver while off the port of Modron. Also sunk was a warship of the Overlord.

A phantasmal forest fire in Dearthwood chased twelve woodsmen to their deaths at the coils of a gigantic python. One of them was a noble's son, and the man is paying for a punitive expedition to slay the great beast.

Four hundred light troops were ambushed and slaughtered in Dearthwood by a force of orcs supported by a Hill Giant. There were only six survivors. The next morning, the Conqueror River's bank was lined by stakes holding the grisly heads of the slain warriors. The Overlord wishes to hire a group to knock down these trophies, as his soldiers refuse.

The White Lotus struck again last night, assassinating two informants hired by the Black Lotus.

Shaman in surrounding villages have been proclaiming that a great sign of fire would fall from the sky, indicating the end of the world as we know it and the beginning of a period of rule by their animistic religion. It is rumored that the Black Lotus is beginning a campaign of assassination of these shaman.

A cloud is approaching from the north whose rain causes plants to wilt and die and the touch of its drops burns the flesh.

People bathing at Moverth Baths have found that their whole skin has started to peel off, sloughing off like a snake shedding its scales.

A plague ship is sitting just off the coast (port). Its victims appear to swell until they burst.

Dust storms are running wild across the steppes this past month and have been reported to have buried herdsmen in some cases. It has also been rumored that long lost ruins have been uncovered and one such may be the town where the Golden Sword of the Horde, an ancient artifact of past glory from the time when the peoples of the steppes were united, may be located.

A vendor of fruit juices on the street of Maelstroms sold a poisonous drink to a Black Lotus informer. He is now being detained for questioning.

The stars blinked out for five minutes last night at midnight. A conference of powerful wizards and clerics has been called to discuss & identify the phenomenon.

A warship of the World Emperor which was carrying some plans and a messenger to the South Eastern Vasthost was sunk in the Romilion Sea. Recovery of the plans means a REWARD for the finder.

A sphinx has been said to have occluded the one route of communications to the village of Woe, stopping all trade. A group of merchants are offering a REWARD for any champion who brings the creature's head - seven gems!

A dozen lizardmen have been assaulting persons in the area of the Estuary in town. Three constables have been terrorized by them so the courts are offering full citizenship to any barbarian who chastises them strongly.

An aged miner from the (name) Mountains has been heard muttering about caverns of treasure guarded by powerful monsters. His lodgings are near the Cavalry Club.

A strange, glowing bottle, ten feet high, has appeared in the Square of the Gods overnight. It seems to contain a powerfully built man who is obviously trying to escape from the gaudy prison.

A trader ship with damaged hull and spars is limping into port, right now!

A human in very strange white and green clothing who insists that he is a healer has been seen around town. His incantations are not working, though. He has been thrown into Debtors' Prison for not paying with good health for the food he was given. The balance stands at 55 silvers.

A chainmail shirt has been seen chasing women along darkened streets the last 6 nights in a row.

# Designing TSR Approved Products

## A Few Unofficial Suggestions

### From Steve Marsh

As many D&D fans know, I've taken a summer job with TSR in Lake Geneva, Wisconsin. The following is a list of very **unofficial** suggestions that should be helpful to any budding young designer.

First: Decide which set of rules you want to use. Will it be **D&D**? Will it be **AD&D**? Regardless of your decision, once you decide to use one set of rules, stick to it. For many reasons (including keeping their copyright) **TSR** will not approve for **AD&D** something that is **D&D** material. Many products are returned for a rewrite to Judges Guild because they mix the systems.

Second: Check it for copyright violations. **D&D** had to be rewritten to remove Ents and Balrogs because both were covered by copyright. If we observe copyright limitations, you must also. Be especially careful of material that people are licensing. If George Lucas sold the right to do a **Star Wars** product to John Doe he would be rather upset if Steve Marsh published one (not to mention the fun that John Doe's lawyer would have with me). Just as you want to be paid for your work, be careful to respect the rights of other authors and their works.

Third: Be certain that the product is complete. It should be usable with just the rules it is designed to go with. If it is a part of a series, the first part of the series should be independent and the last part should only require the rules and the rest of the series to use. Too often a product requires the use of rules, charts, etc. alien to the rules it is designed to be played with and the series it is a part of.

Fourth: Be very careful when introducing new character classes. It

will increase the amount of time it takes to get a product approved and a new character class is likely to cause some people to consider rejecting the product without much work. The current people in design all read new character classes and then put a lot of effort into making them consistent with the rules.

However, it takes a lot of time and eventually we won't have the time. As it is, a new character class means that the product will have to wait for being worked on until we have the time. When you can, just use the character classes and spells in the rules appropriate to your product. When possible, make it a monster and just describe each one and its abilities (**TSR's** Drow are a good example).

Fifth: While new monsters and treasure are one reason people buy products, try to limit them. They are always screened carefully. Ask yourself how you would feel if a fourth level Thief (for example) had the magic object or if he had to fight the monster. The idea is to avoid the presence of magic items as powerful as artifacts or monsters equal to demigods. The people who approve products are going to try to make sure that the introduction of the monster or treasure item won't unbalance a campaign it is added to. **Not** your campaign, but the run of the mill campaign (actually slightly below). Let me repeat this: it isn't how the item or monster works in your tightly run campaign, but how it will alter and affect campaigns in the lower third of the class. A super Judge will never have trouble with anything. We are looking to watch out for Judges who can have problems with

over-powerful things.

Sixth: Along with watching the new things, watch the placement of old things. To make monsters tougher, give them a Strength bonus rather than a magic sword. Guard the vorpal blade with Tiamat rather than a Kobold. Be certain that people don't have too much Gold. **Village of Hommlet** (**TSR**) is a good guideline for the limits on what treasure low level creatures should have. If a product has too much treasure it may get rejected or have all the treasure reduced by a power of ten (all of the last 0's get crossed out).

Seventh: Don't rely on anything in past issues of **The Dragon**. It is not official. It is a separate body (all the way to pay-roll) from **TSR**. Except for the comments by Gary Gygax, the material is nice and useful **but not** definitive. This means no Anti-Paladins, Idiots, etc.

Eighth: Assuming the worst and that you have submitted something and got rejected, look at the copy the Design Department got. Also ask for any cover letters we sent. Those comments are for you! We want you to know what is wrong and how to correct it. Recently I spent a lot of time editing a character class that the other person wanted to just kill. If my comments aren't read then my time went to waste and so did their idea for the new class.

Finally, make your system possible using the mechanics in the rules, and think your societies and mathematics through to their logical conclusions. If the culture abandons all males and keeps only females with two characteristics of 16 or higher, then it will keep only one child per two hundred born (assuming some

simple sex bias techniques available to a medieval technology). If each woman had 20 children, then each generation would be one-tenth the size of the generation before. Whenever you put down a premise (as the one given above for an example) analyze the results of it (as I did following the premises above). If the results are not as they should be, then it will not be likely to be approved.

Check this for both ideas and rule mechanics. If your society makes its living by rapine and plunder, then its leaders can't be Lawful Good. You should always check your product for consistency with the rules and with known physical laws that are accepted by the rules.

Of course these things won't guarantee anything. But they will help. The following is a checklist to help each person who wants to submit

material.

- 1) Decide on a set of rules. Use only that set. Don't bring in material from other rule sets.
- 2) Make sure your product is consistent with the rules and that it is possible with the rules.
- 3) Make sure you have done a complete product that will stand on its own.
- 4) Make sure that you haven't put too much magic or treasure in the the product. Make certain that the new magic and monsters aren't too powerful.
- 5) Try not to introduce character classes not included in the rules.

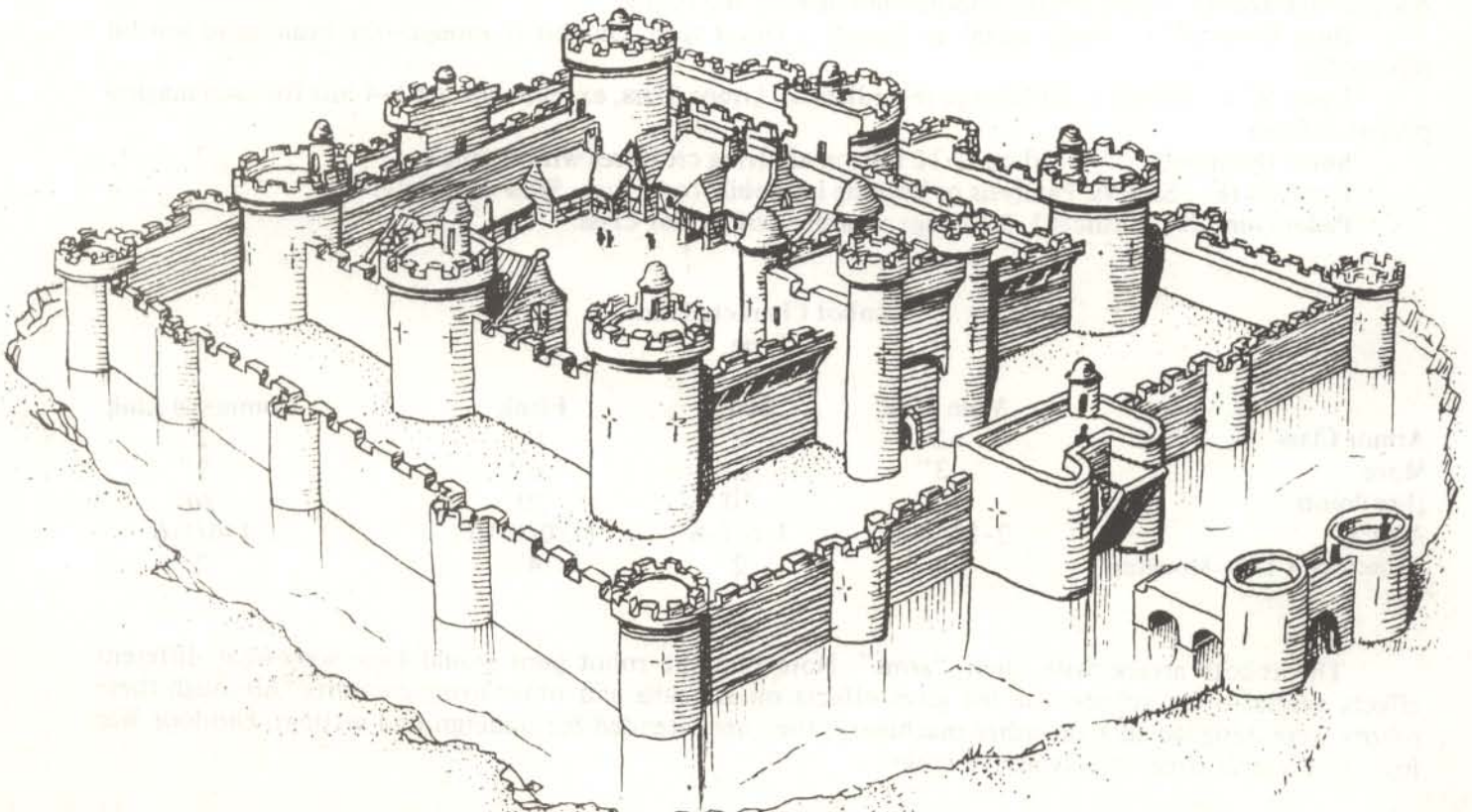
If you must add a character class make sure that it can lose a spell casting fight with a Magic User and a hand-to-hand fight with a Fighter.

- 6) Don't violate any copyrights and don't use material from past issues of **The Dragon**.
- 7) If rejected, read TSR's comments and notes and try to make sense out of them when rewriting your product.

It is my hope that these suggestions will help people who are submitting products to Judges Guild which are based on **D&D** or **AD&D** and which, therefore, will require TSR approval. Remember, they aren't official, but they are my honest advice. I think they'll help.

#### *Editor's Note:*

*At the present time Judges Guild produces Play Aids for both Advanced Dungeons & Dragons and Dungeons & Dragons.*



# WAR ROBOTS

BY LEWIS PULSIPHER

Some people like to include technologically advanced items in their campaigns. In that vein is this minor army of War Robots. The robots were designed to fight other robots rather than D&D adventurers, of course. All are roughly size M. The robots are controlled by a computer via the Command Link Robots. All robots except the Command Links must be within 10" of a Command Robot or they will move by the shortest route to the nearest Command Robot, neither shooting nor attacking by any means. Robots move on caterpillar tracks. The noise produced varies with the condition of the robot, but Scouts tend to be quieter. Scouts hear acutely, Flankers less so; Mainline Robots hear poorly since they are designed for fighting, not detection.

The Judge will have to decide how individual spells affect robots. Generally, only those inflicting physical damage will be effective. *Lightning Bolt*, for example, will short circuit a robot 50% of the time, but the first robot hit by the bolt absorbs it completely.

The Mainline and Flank Robots have one gun each. A gun hits a person on a roll of 8 or better on a D20-10 or better if over half range. The effect depends on the gun type. Range is given in parentheses.

**Disinto Ray (4")** - Save vs. Death Magic or Suffer Disintegration. There is one chance in six that the ray will malfunction-these are old robots-and destroy the robot.

**Heat Beam (4")** - Heats metal as though a Druid spell. One hit is enough-the beam need not hit repeatedly.

**Laser (6")** - Inflicts 1-20 damage regardless of Armor Class, except subtract 1-4 hits for each magical plus of defense.

**Sonic Disruptor (1/2")** - Inflicts 2-12 hits on all living creatures within range.

**Paralysis (8)** - Save vs. Paralysis or become immobile for 1 turn. **Slow** 1 round if save.

**Pellet Gun (20)** - Inflicts 1-8 damage regardless of Armor Class.

## Robot Characteristics Type

|                          | Main Line | Scout   | Flank     | Command Link |
|--------------------------|-----------|---------|-----------|--------------|
| Armor Class              | -2        | 2       | 0         | 2            |
| Move                     | 3"        | 12"     | 6"        | 9"           |
| Hits Points              | 30        | 10      | 20        | 20           |
| Attack                   | 2-12/2-12 | 1-6/1-6 | 1-10/1-10 | 1-6/1-6      |
| Attack as X Dice Monster | 6         | 2       | 4         | 2            |

The robots attack with their "arms". Note that the robot guns would have somewhat different effects against other robots; the list gives effects on Humans and other living creatures. Although these robots were designed to fight other machinery, they are intended for underground settings. Outdoor War Robots resemble large, heavily armed tanks.



# AHA! OHO!

by Tom Jones

Dear Bill,

My compliments on your article "Aha!" in tJGJ No. 15. As an inveterate and insatiable Science Fiction addict, I'm glad to find another person who cringes at Lucas' misuse of the term "parsec". Ye Gods!

I also found your rationale of the Storm Troopers' wildly fluctuating casualty rates in the film highly interesting. Being somewhat familiar with weapons and their proper usage, this struck me as strange, as well. Your proposed use of "screens" would partially explain this.

However, there are a number of holes in your hypothesis.

1) You contend that the Rebellion is not as well armed as the Empire, hence no armor. Up to a point you are correct. The crew aboard Leia Organa's diplomatic ship were indeed without armor. However this may be explained by the very fact that it was a Consular Ship. There was no reason for the crew to be equipped with combat gear. On the strategic level, the Rebellion obviously could not field units fit to compete with the Empire's Star Fleet Heavy Cruisers. They were, however, able to put in the air a large number of X-Wing and Y-Wings Fighters which in my estimation could fly rings around the short range tactical Support Ships carried by the Death Star.

One other problem with your projected disparity in the weapons levels of the two sides arises out of the fact that throughout the movie both sides and even civilians were armed with energy weapons (I draw your attention to the entire sequence in the bar).

2) You hypothesize screen generators small enough to be carried on the person. That deflector screens did exist, there is no question. Solo on two occasions makes reference to them. Also during the attack on the Death Star several references are made to the deflectors mounted both on the Fighters, and the Death Star itself. I do not think that the generators required to create a personal force-field are within the realm of the film's technological level.

3) Granting that such generators were indeed possible, it is unlikely that the Storm Troopers who are the Empire's Elite Infantry would not be equipped with them. The military habitually fights for every penny (or credit) it can get, with the lion's share going to the crack units or arm. Thus even if a bureaucrat was cutting corners, the Empire, who is dependant on Military suppression, would not let its primary coercive force be slighted. After all, the Empire needs taxes, not the burned out husks that massive Star Fleet intervention would leave in its wake. Taxes require collectors who need protection. This requires some sort of on the ground forces. In this case the Infantry (S.T.s).

Now that I've attacked your proposition, let me make one in its stead.

Firstly, none of the protagonists had screens. The generators required are too big and bulky. Secondly, the Storm Troopers are indeed as accurate as your quote indicates. Therefore, the variance in casualty rates must be attributable to some other factor. I believe that this factor was simply tactical errors combined with variable levels of the participants' weapons expertise.

Aboard the Princess's ship we are dealing with the combination of poor tactics on the part of her crew and a higher level of proficiency on the part of the Storm Troopers. The Princess's men made the mistake of trying to hold the airlock corridor. They were crouching, but with very little other cover. For the Troopers, it was like shooting fish in a barrel. All they had to do was maintain a sufficient volume of fire to keep the crew's heads down and rush to point-blank range. Now the crew was fairly proficient as the S.T.s **did** have some casualties in the corridor when Darth Vader boarded. They were not however the equal of trained and disciplined combat troops. The crew would have been better off to have taken up a position at the first intersection of the airlock hallway, using the turn as a barricade.

Aboard the Death Star, it was a different situation. The personalities involved are all **very** good shots. The Princess was good from training (member of a noble house, as well as Senator; possible kidnap or assassination victim, etc.). Han Solo and Chewie were excellent shots due to the nature of their profession (after all, smuggling is not exactly the safest job in the world!). Luke was a good shot partially from the training he got growing up on an isolated farm on a frontier world. I contend that he was also unconsciously using the Force in the heat of battle.

Even given their greater expertise, the group would have been hard pressed to survive if it weren't for two things. They knew how to use cover and during the majority of the firefights they dug in and made the Troopers come to them. Both sides were using line-of-sight energy weapons. It is very hard to hit a target while on the run, therefore, even Solo's high accuracy didn't help him when he was chasing those S. T.s down the hall. When the Fellowship (to borrow a term) was inflicting the most casualties was either when standing still and aiming or when behind cover using a rest to aim from at very short range.

This is my explanation as to why the Good Guys won. Feel free to reply as I'd like your feedback on my idea.

Sincerely,  
Tom Jones

# MONSTER MATRIX



## Swamp Giants by M. Stollery

No. Appearing . . . 3 - 12  
Frequency . . . . . Rare  
AC . . . . . 6  
Move . . . . . 18"  
Hit Dice . . . . . 6 + 3  
% in Lair . . . . . 40  
Treasure Type . . . . . B  
Damage/Attack . . . 5 - 20  
Special Attacks . . . Touch  
Special Defenses . . . Nil  
Intelligence . . . . Average  
Align . . . . . CE  
Size . . . . . 8 - 9 ft.  
Psionic Ability . . . . Nil  
Attack/Defense Mode Nil

Swamp Giants, as their name suggests, abide in gloomy, abandoned swamps. They appear as 8 foot or more tall humanoids, with a yellow-green skin, with crawling maggots all over them, looking as if they have just had a bath in green slime. They are immune to Paralysis and any type of slime, mold or jelly. They shun the wearing of Armor, their

skin providing adequate protection. They possess power in their fingers to turn anything into green slime. To achieve this, they must continually touch the object for six full turns. With this, they line their lairs. When encountered in lair, sometimes (10%) 10 - 60 will be found, with quadruple treasure. They exist in a warrior-like society, armor is shunned, and wounded are eaten, captives are not taken. When in lair, they may have some guards (60%), Gelatinous Cubes, 1 - 2, being their favorites (70%) or 2 - 12 normal-size poisonous snakes (30%). When larger numbers are encountered, they will always have guards, triple the number. There is no difference between male and female in Fighting Ability, and young may be found, but they are insignificant. They usually attack with a large club, which probably has not been cleaned of the mangled brains of their last victims. As a Storm Giant, they will cause a light rain when attacking. A favorite ploy of Swamp Giants, due to their immunity, is to seize great chunks of green slime, gray ooze, yellow mold, etc. and hurl it at their adversaries. Being very independent, Swamp Giants will never be led (by Evil Wizards, etc) except under the influence of Charm.



...Where Wise Men Fear to Tread



### Vouivre by Kurt Smeby

Frequency.....Rare  
No. Appearing.....1 - 2  
AC.....1  
Hit Dice.....8 + 3  
Movement...12"/30"fly  
Damage.....4 - 40

Fire Breath (10" cone)

Usuable at will

Saving throw ½ Damage

Alignment.....CE

Magic Resistance...85%

Special Attacks..Breath

weapon + 1 - 4

1 - 4 Claws

if in close range

Special Defenses...Wall

of Fire

1 - 4 pts. damage per

melee round inside

Sleeping.....15%

Talking.....50%

Magic Use..All 1st level

Spells (twice daily)

Treasure.....Special

Intelligence.....Genius

The Vouivre appears beside fountains as a firey serpent with a "huge" diamond in his forehead. The only time the Vouivre's prized diamond is removed is during bathing or drinking time (1% chance of either upon encountering). The Jewel is not only worth a fortune, but it raises the first one touching it after stealing or capturing it a level, permanently. If robbed of its treasure, the Vouivre will pine away, dying of loneliness. Vouivre speak the Common tongue, Elven, Dwarven and Orcish.

### Tsmok by Kurt Smeby

Frequency....Very Rare  
No. Appearing....1 - 2  
AC.....2  
Hit Dice.....3  
Movement.....12"  
Damage.....2 - 24

Lightning Bolt

from mouth

½ Damage if

Saving Throw made

Magic Resistance...25%

Special Attacks. Lightning

Special Defense...None

Treasure.....C x 2

(Lair only)

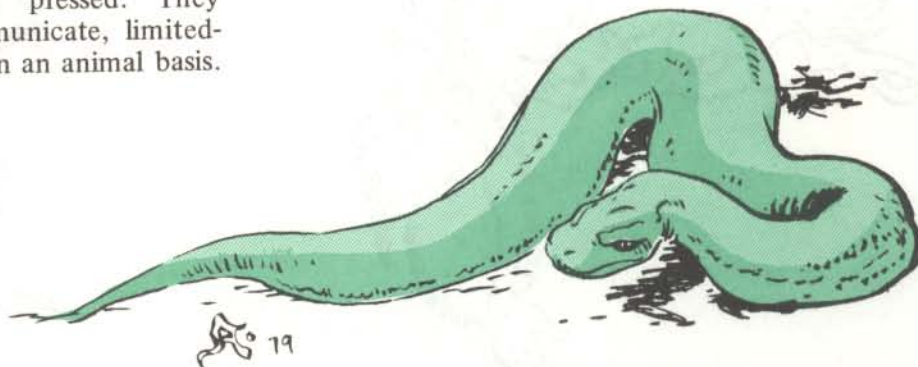
Intelligence...Animal

Sleeping.....5%

Talking.....None

Magic Use...None

Tsmok are seen rarely in mountains or subterranean areas. They are nothing more than large snakes (3 feet to 5 feet in length) that breathe lightning when pressed. They communicate, limitedly, on an animal basis.



## Snark by John Clark

Frequency.....Rare  
No. Appearing.....1  
AC.....7  
Move.....9"  
Hit Dice.....1 + 1  
% in Lair.....Day 80%  
.....Night 60%  
Treasure Type...Bathing  
Machine  
No. of Attacks...1 Bite  
Damage/Attack...1 - 4  
Special Attacks...None  
Special Defenses...None  
Magic Resistance..Normal  
Intelligence.....Human  
Alignment.....N  
Size.....5½'  
Psionic Ability.....Nil  
Attack/Defense Modes  
.....Nil

Snarks used to roam the Sinha Mountains for ages in various tribes, never building a large civilization nor wanting one. Snarks flourished, but then something happened - none knew why (though it was rumored a plague had brought it about). The numbers of these bird-like people suddenly dropped drastically, in fact, so quickly had their numbers dropped that it was thought they had died out but adventurers had found them hiding near the oceans and

some, those who had known the language of the Snarks, had found that they had been set upon by something overpoweringly evil and deceptive. They would never talk if they could run, but if talked to they would usually become the captor's servant willingly to their death. Soon they were worth thousands of Gold Pieces and every rich man wanted such a servant if just to be the only one. Going price upwards of 15,000 GP.

Now any Judge is going to say, "Wait a minute, this is a give-away creature, 15,000 GP for cornering a Snark and convincing him to become a servant?" but read further O Unenlightened One of the great deceiving evil - The Boojum.



## The Boojum by John Clark

Frequency.....Rare  
No. Appearing.....1  
AC.....2  
Move.....11"  
Hit Dice.....7  
% in Lair.....Day 80%  
.....Night 40%  
Treasure Type.....A  
No. of Attacks.....2  
Damage.....1 - 8  
Special Attacks...-2 Life  
Energy levels per Hit  
Special Defenses...See  
Below for  
Weapon Type  
Magic Resistance...25%  
Intelligence.....Human  
Alignment.....CE  
Size.....5½'  
Psionic Ability.....Nil  
Attack/Defense Modes  
.....Nil

The great plague effected those it touched. Soon those effected began to hate the vegetation they would normally eat and soon began to change physically, ever so slightly. They grew claws which acted as Tiger claws when not in use and whiskers much like a cat which they plucked incessantly. They grew hated and feared for if they but touched a fellow Snark, they would pull away his life force and he would "slowly and softly vanish away". Soon the Boojum found that that was what they were

meant to feed upon—Life Force. Chaos and murder reigned - They would not die and only multi-pronged weapons (such as forks) did full damage, thrusting weapons did half, slashing and chopping weapons did half -1, and impact had no effect whatsoever. The Snarks fled to the oceans, hiding and only coming out at night to scrounge up food. The Boojum hunted them and their Snark fire (for Snarks have the talent of being able to light fires almost anywhere with almost anything). Their numbers dwindled even more and the cruel Boojum completely indistinguishable from Snarks waited for foolish fortune hunters to come their way...



## Sidhe by Kurt Smeby



Frequency . . . Common  
No. Appearing . . . 5 - 30  
AC . . . . . 5  
Hit Dice . . . . . 1  
Movement . . 12"/24" fly  
Alignment . . . . . N  
Damage . . . . 1 - 4 arrows  
Must save vs Paralysis  
Magic Resistance . . . 50%  
Special Attacks . . Touch  
and Arrows  
Special Defense . . Invisi-  
bility  
Treasure . . . . . G  
(Lair only)  
Intelligence . . . . . High

Sidhe are found in the dark forests; closely attuned to nature. Sidhe live a very peaceful life if left alone. However, if angered, their touch can cause sickness or madness and the Sidhe arrows can paralyze. Sidhe live on the Ethereal plane and are often invisible until they attack and when they do so, they take the dead into their world to insure against resurrection. The most effective

protection against an angered Sidhe is iron, but salt and a religious symbol turns them (saving throw vs spells applicable). Sidhe are thin, up to 6 feet in height, handsome and young-looking despite their great age. Their forms are shadowy, and they only materialize in the presence of a human or when attacking. Their beauty is that of another world, long flowing hair and clothes blindingly white. Sidhe speak their own language, Common and that of Fairies.

## Elfor by Kurt Smeby

Frequency . . . . . Rare  
No. Appearing . . . 5 - 30  
AC . . . . . 4  
Hit Dice . . . . . 1  
Movement . . . . . 12"/  
12"swim/24" fly  
Alignment . . . . . N  
Magic Resistance . . . 50%  
Special Attacks . . Special  
Special Defense . . Charm  
Saving Throw applicable  
Treasure . . . . . C  
Intelligence . . . . . High

Elfor love the forests and are masters of the dance. Anyone hearing so much as a single note from their instruments must save vs spells or become enchanted. Elfor delight in capturing the unwary in this manner. When so pressed, Elfor can breathe a 3" cone of Death Ray (saving throw applicable and if

successful, sick for 2 - 8 days). The female Elfor are young and beautiful and very seductive, their breasts long and drooping, their hair loose and blonde. Their height is a little above four feet. The male Elfor are shorter than the females and usually wear broad hats. They speak their own language, Common and Elven.



## Red Caps by Kurt Smeby

|                      |                   |                         |
|----------------------|-------------------|-------------------------|
| Frequency.....       | Rare              | Red Caps, or Powries,   |
| No. Appearing....    | 3 - 18            | live in castles with a  |
| AC.....              | 3                 | history of violence or  |
| Hit Dice.....        | 2                 | outside guarding a dun- |
| Movement.....        | 12"               | geon entrance. The Red  |
| Damage....           | 1 - 8 Boulder     | Caps main occupation    |
|                      | Throw (or by wpn) | is coloring their red   |
| Magic Resistance.... | 70%               | caps red with the blood |
| Special Attacks..    | Boulder           | of passers-by whom      |
|                      | Throw             | they smash with boul-   |
| Special Defense....  | None              | ders. The Red Caps are  |
| Treasure .....       | E                 | short, of sturdy build, |
| Intelligence....     | Average           | have long gray hair     |
|                      |                   | and hats red with dried |

blood. They speak their own language.



## Knockers by Kurt Smeby

|                          |                          |
|--------------------------|--------------------------|
| Frequency....            | Rare                     |
| No. Appearing....        | 6 - 36                   |
| AC.....                  | 6                        |
| Hit Dice.....            | 2                        |
| Movement.....            | 12"                      |
| Alignment.....           | N                        |
| Magic Resistance....     | 60%                      |
| Damage... 1 - 6 pickaxes |                          |
|                          | and may twist one's      |
|                          | head off after hitting   |
|                          | on a roll of 20          |
| Treasure .....           | 80%                      |
|                          | only in Vacinity         |
|                          | (at discretion of Judge) |
|                          | Usually quite rich       |
| Intelligence .....       | High                     |

Knockers inhabit dungeons and mines. They usually have the greatest knowledge of treasure and/or ore deposits in the area. It is, therefore, good luck to hear the clankety-clank of Knocker pickaxes at work in an area; for by following them treasure or rich ore deposits are 80% likely to be in the vicinity. In return for advice, Knockers may be given a doughnut or hotcake. The

two things knockers despise most are whistling and swearing. They also dislike Dwarves. These things, unless outnumbered, result in an attack. Knockers range in size from 1½ to 3 feet tall, dress in miner's clothes and leather aprons. They have darkish skin and pointed heads and always carry 1 - 6 damage pickaxes.

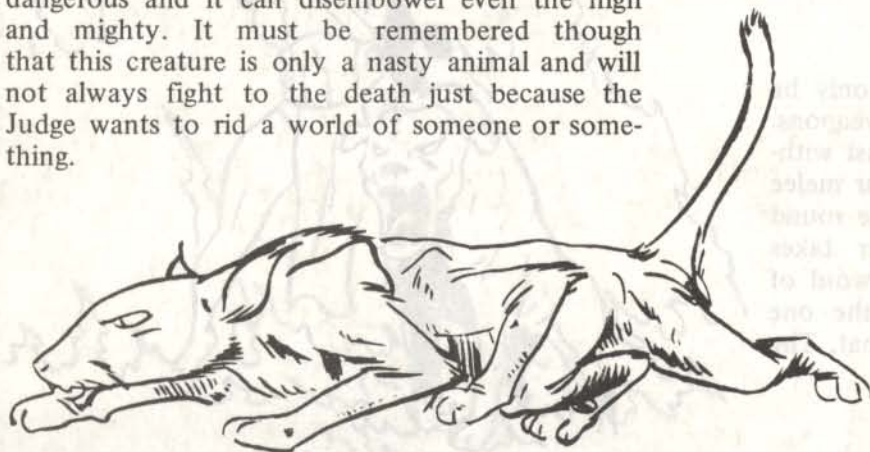




**The Leem**  
by Erick A. Vincent

No. Appearing..... 1 - 8  
AC..... 6  
Move..... 15"  
Hit Dice..... 5 + 1  
% in Lair..... 10  
Treasure..... None  
Attacks.... 1 Bite/4 Claws  
Special Attacks... Rakes  
..... 4 Claws  
Damage..... Bite 1 - 10  
..... Claw 1 - 4  
..... Rake (claw) 2 - 7  
Special Defense. Surprise  
..... on roll of 1  
Alignment..... N

hearts for one thing). The wedge-shaped head has fangs that can strike through thick oak. This beast can leap up to 25 feet ahead and if it attacks in this leap, the lower four legs can rake the victim if two or more upper claws have hit the victim. Roll for each raking lower claw to see if it hits the victim. The Leem has no treasure of its own but there is a 20% chance that in the lair there will be the treasure of a victim. This creature is very dangerous and it can disembowel even the high and mighty. It must be remembered though that this creature is only a nasty animal and will not always fight to the death just because the Judge wants to rid a world of someone or something.

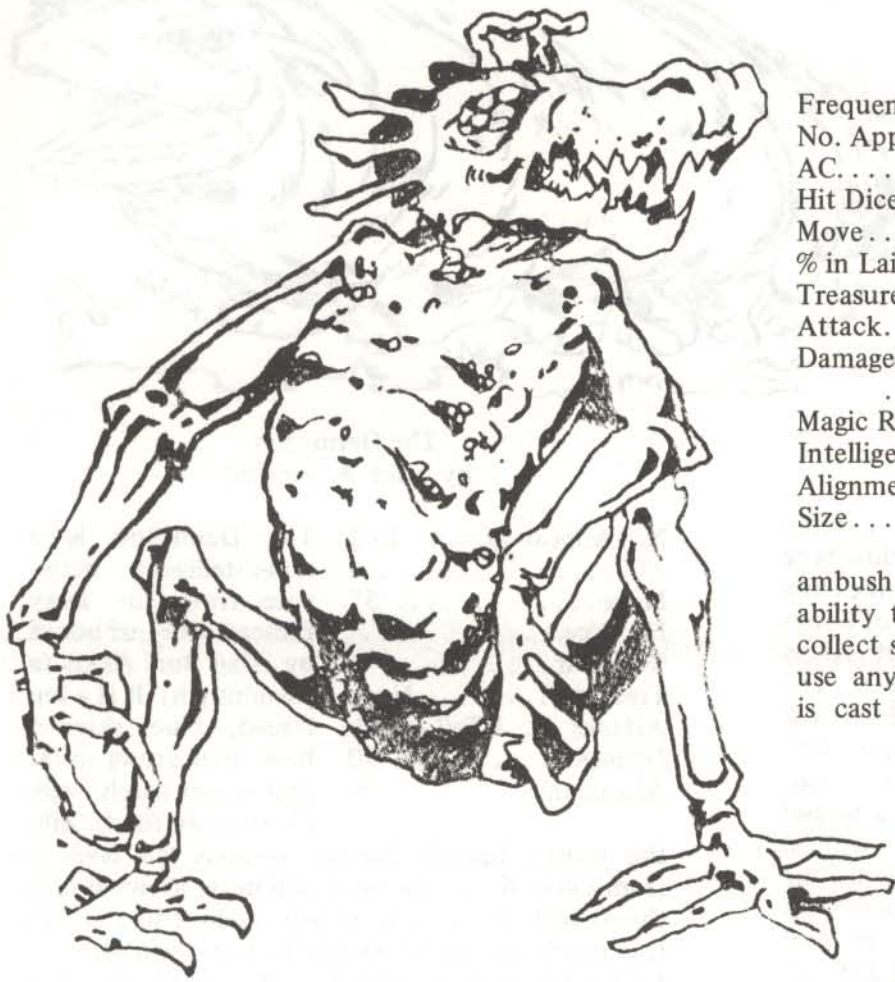


**The Dermiflon**  
by Erick A. Vincent

No. Appearing..... 1 - 2  
AC..... 4  
Move..... 5"  
Hit Dice..... 8  
% in Lair..... 5  
Treasure..... None  
Attacks.... 1 Tail Smash  
Damage..... 3 - 30  
Alignment..... N

The Dermiflon is a non-intelligent herbivore from the Dray Prescott series of books by Alan Burt Akers (a pseudonym). It is a ten legged, blue skinned beast that grows so fat that it can barely waddle to more food. Only

the beast's heavily barbed, sinuous tail saves it from extinction. This beast will never attack unless threatened or attacked. It will attempt to flee but it is much too fat to go very fast so it will attempt to defend itself somewhat as it tries to flee. The Dermiflon is a somewhat large beast and its best use may be in placing it in places with little extra room that someone is trying to get through quickly. The beast grows in a roughly half sphere shape that stands on the larger beasts up to five feet off the ground. I would doubt that one would be found wandering in a dungeon but a wise person might place one in a long narrow room.



## Erudrin by David Matsu

Frequency....Very Rare  
No. Appearing.....1  
AC.....4  
Hit Dice.....4  
Move.....16"  
% in Lair.....35  
Treasure.....A, B, C  
Attack... 2 Claws/1 Bite  
Damage..... 1 - 6 Claws  
              ..... 2 - 8 Bite  
Magic Resistance... 21%  
Intelligence..... Low  
Alignment..... LE  
Size..... M

The Erudrin was the result of an evil Magic User's experiments. The spell to create these horrid monsters was passed down through the family for many generations until it was lost in a great battle many centuries ago. With their tremendous lifespan, the Erudrin have survived until this day. They prefer dark places where they can ambush and retreat to safety. Erudrin have the ability to cast *Detect Magic* at will. They like to collect shiny and magical objects. But they will not use any magic items they find. If *Detect Magic* is cast upon them, they will glow a light blue.

## Fire God by Scott Zeppa

No. Appearing.....1  
AC.....2  
Hit Dice.....3 + 1  
Align..... CE  
HP.....20

Fire God can only be hit by Magic weapons. Attacker(s) must withdraw after four melee rounds for one round unless attacker takes

Potion of Fire Resistance or wields a Sword of Cold. If not, the attacker must wait the one round before he/she may return to combat. The Fire God has a pet Hellhound.



**Peterosar**  
by Paul Jaquays

No. Appearing. . . . 1 - 20  
AC. . . . . 7  
Hit Dice. . . . . 2  
Movement. . . . . 6"  
No. of Attacks. . . 2 Tentacles  
Damage. . . . . 1 - 3  
Special Defenses . . . Nil  
Special Attacks . . . A Hit scored by a tentacle injects an enzyme that dissolves flesh at 2 pts. per round until cured by Neutralize Poison  
Saving Throw vs. Poison  
Magic Resistant..Standard  
Intelligence. . . . . Non  
Alignment. . . . . N  
Size. . . . . M  
Psionic Ability. . . . Nil  
Treasure . . . . . Type O  
% in Lair . . . . . 80

activities will not support the weight of any very large creature, such as Giants, Dragons, Hydrae, Gorgons, Large Parties, etc.

Description: Pterosaurs have segmented, scaly worm-like bodies, flat heads and small bead-like eyes. Long, flexible tentacles are their striking weapons. The color of a Pterosaur is a green-tinged yellow ocher. Eyes are a deep glassy black.



**The Headsman Class**  
by Terry Tout  
Created from an Idea by Guy Taylor

The Prime Requisites are: Strength: 13+; Intelligence: 9+; Wisdom: 9+; Constitution: 15+; and Dexterity: 14+.

| Level          | Hit Dice | Experience Points |
|----------------|----------|-------------------|
| 1) Novice      | 3        | 0                 |
| 2) Cutter      | 4        | 2500              |
| 3) Slicer      | 5        | 5000              |
| 4) Hacker      | 6        | 10000             |
| 5) Chopper     | 7        | 20000             |
| 6) Butcher     | 8        | 40000             |
| 7) Executioner | 9        | 80000             |
| 8) Axeman      | 10       | 160000            |
| 9) Headsman    | 11       | 320000            |
| 10) +          | +3       | 160000+           |

The Headsman may use any weapon but while using Axes and all of their derivatives, he is at a +3 on his basic Hit Probability. While using all other types of weapons, the Headsman is at a -3 to hit. The Headsman may only wear Leather Armor. Headsmen are able to throw Hand Axes at a range of 12" as a Heavy Crossbow. They may also get double swings with Double-Bladed Axes as the form of a back swing (-1 on Hit Probability, and 1 - 6 points of damage), to do this he must have ample room to swing the Axe in the first place. Note: The Headsman Class uses d8 for HP.

The Headsman Class is designed around the idea of itinerant Fighters with the profession of Public Executioner. The original idea was taken from the British Medieval profession and converted to a Fantasy Milieux.



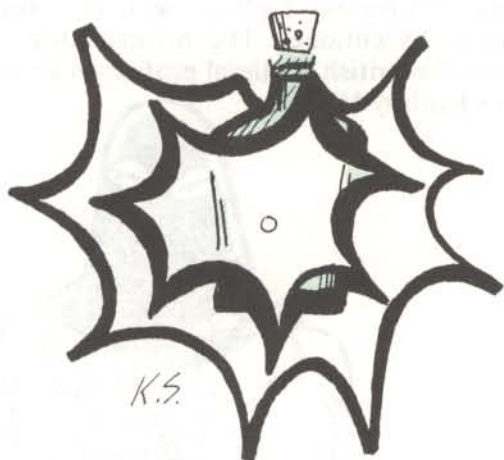
# The BOOTY BAG



K.S.

Mosquito

A "wonderous figurine", which, when tossed into the air, becomes a 100' long super-giant mosquito, which always attacks the largest animal in view. MOVE: 3"/18", AC: 9, HD: 15 for attack purposes only, HP: 1 (that's right, just one), Attacks: Special only - Blood Drain, no damage on hit, but 2d12 points blood drain each round after round in which victim hit. Reusable until killed, after which it reverts to a 100 GP value platinum figurine, no longer magic. (Suggested value 10,000 GP while still enchanted.)



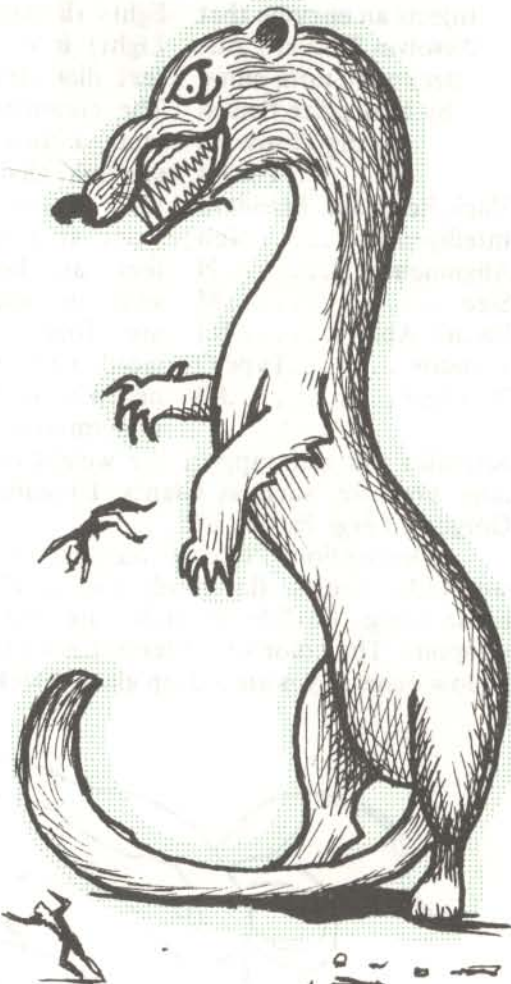
K.S.

Ray

A Drop of Golden Sun, which if left in the bottle, is neither more nor less than an unfailing magic lantern. If drunk as a potion, the drop warms the belly and restores both hit points and levels lost to life draining monsters, such as Succubi, Shadows, Vampires, Wights, Wraiths, and any type of chilling attack. It is not usable if the victim of such an attack is dead. (Suggested value, 100,000 GP.)

## Miscellaneous Marvels

by Thomas McCloud



K.S.

Ferret

A "wonderous figurine", which when tossed anywhere, becomes a Giant Ferret: AC: 5, HD: 5, HP: 29, MOVE: 24", Attacks: 1 Bite each 1d8. Ferret is totally terrifying to Giant Rats, Giant Rabbits, etc. He is usable but once per month, and fights for no more than 1d12 melee rounds, then reverts to figurine. However, he heals all wounds between uses. (Suggested value, 45,000 GP.)

# STRIEK HOLLOUS



## DUNGEON SITE

by Jeremy Fowler

The ancient City of Fanus is no longer in existence, but its location is still known to the world. The village outside the site of the ancient city is called Lendow's Berkshire. The people of the city will tolerate Lawful Good characters, but they will also keep their distance from them.

Upon entering Lendow's Berkshire the travelers will be met by the city watchman, (Phinel Cromwell: Fighter 9th Level, AC:8, STR:16, HP:51, Bastard Sword +1, Dagger +2, Chaotic Good), who will let them in the gate. They will be immediately in the center of town with shops all around them: Tavern, (cut-purse and rhinewine), Bakery (run by Elves), Blacksmith's (Blacksmith STR:18 (00), Jail, Armory, and whatever else the Judge sees needed to equip the travelers.

Inspecting the stores, the travelers will find that the economy of the city is different from the outside world: Armor 120%, Weapons 122%, Magical and Clerical items 76%, Boats 80%, Clothing 45%, Tools 170%, Other, normal.

When entering the tavern the travelers will be met by a friendly Berserker (Ipnus Marblem: Fighter 3rd Level +2, AC:10, STR:17, HP:17, Two-Handed Sword, Bastard Sword), with the same Alignment as the traveler with the highest Charisma. He is looking for a good quest. Sitting at the bar is the Sheriff, white hair and dark eyes, (Morgan Trapnul: Fighter 12th Level, AC:4, STR:17/20, HP:100, Footman's Mace, Studded Leather Gloves(1-6 each), Lawful Good with a bad temper, wearing a Ring of +3 HP/Level, a Ring of +3 STR, and a Ring of +1 AC). The inn-keeper, (shor on help), is tending bar (Tredwater Lindwell: STR: 11, AC:10, HP:10, +25% Brawling, Chaotic Good).

Anyone Lawful Good entering the bar will immediately be the target of an Assassin's poisoned dart, (the Assassin will not be found; Level 3), and a random traveler will be approached by a seller of rings. He will be selling a Ring of +1 Defense(500GP), a Ring of Invisibility(500GP), and a Ring of +1 Regeneration, (worthless Ring with Magical Aura; 500GP).

The Judge may use this as an outline for the equipping of the characters.



### Players Information

It is common knowledge that the 8th Blue Wizard was the ruler of the small Kingdom of Fanus. Although small, the Kingdom carried great weight in foreign matters because of its ruling Wizard's power. The City of Fanus is gone now, but not lost. The surrounding cities still tell of the Great Might of Fanus, the 8th Blue Wizard.

You have been asked to explore the Labyrinth leading to Fanus' Tomb by the Magic-User Penot Tezler. On your journey you are to locate and return to him a piece of magical tablet. For this service he offers you 1,000GP each, all the treasure you find, and your lives! The piece of tablet is said to be 7" x 9" x 4" with magical writing on four of its six sides. (Oh, about your lives. It's no joke! Rumor has it that Tezler roasts Storm Giants).

The Labyrinth you will explore, is the "Maze of Wizard Fanus." (That's Burial Maze). The name of Fanus' tomb, Striek Hollous, strikes terror into the heart of any sane man; no one has ever returned from it except Penot Tezler and his guard. The guard is now mad and Tezler will not enter it again. There are also rumors that the 8th Blue Wizard is not truly dead, and still wanders about the Labyrinth waiting to take the life of any foolish traveler in sport.

### Judges Information

Fanus is indeed dead. Because of his own fear of Thieves raiding his tomb he created a rumor that he would not die. He has a few rooms in the Labyrinth set up to look like they have been inhabited recently, hoping to scare off intruders by making them believe he is still alive.

During his life he saved the life of a Unicorn who was mildly grateful at the time, but after his death the Unicorn returned with many others to guard the tomb of the great Wizard.

The Unicorns of the Labyrinth will not attack anyone unless it is known that the travelers mean to travel past the 2nd Level. If the travelers tell a Unicorn of their mission the beast will fight them to the death. If the travelers manage to escape a Unicorn who knows their plight, there is an 80% chance that each Unicorn encountered later knows of their plight. Any Unicorn below the 2nd Level will attack.

Throughout the Labyrinth, Gargoyles, Trolls, Griffons, and Minotaurs will be found. These creatures are also guards and are subordinate to the Unicorns. They will, however, attack if a friendly Unicorn is not accompanying the travelers. Rats, Rot Grubs, and various insects are in the Maze because it's the kind of place that attracts them. Dragons and minor Demons have entered under their own unnatural means.

Penot Tezler is a 36th Level Magic-User who invented a spell of Everlasting Torment which causes immobilizing pain. He also created an anti-dote, a magic tablet, which he meant to use to torment his Arch enemy, Jaesea the Uncountable, (34th Level Fighter), after inflicting him with the spell. Anticipating victory, Penot broke a corner off of the tablet and hid it in the Labyrinth of the 8th Blue Wizard's tomb; however, Tezler fell under his own spell, (Jaesea used the old mirror trick), and now he needs that missing piece of tablet to rid himself of pain. The travelers know nothing of the above and should consider Tezler's reluctance to enter the Maze pure fear.

(P.S.: Penot may suggest that the travelers take boats with them).

# THE DUNGEON

The ceilings are about 15' high in the 1st Level rooms except Room 3, (it is open to the sky). On the other levels the ceilings are about 20' high unless otherwise noted. All rooms with unsquared walls have cave-like walls and dirt floors. All other rooms have stone floors except where otherwise noted. All corridors and rooms have Illusionary Torches along the walls 10' in the air. These torches shed light but will not emit heat or start fires.

Wandering Monsters on the 1st through 3rd Levels appear on a 1 in 8 chance, and on the 5th level they occur on a 1 in 4 chance. (There are no Wandering Monsters on the 6th and 7th Levels).

TABLE 1

Roll for Wandering Monsters on the 1st and 2nd Levels on this table.

|                            |      |
|----------------------------|------|
| 1. Unicorn (HP:23)         | 1    |
| 2. Shriker (HP:15, 11, 9)  | 1-3  |
| 3. Fire Beetles (HP:5)x4   | 1-4  |
| 4. Giant Rats (HP:2, 4)x6  | 1-12 |
| 5. Hobgoblins (HP:5, 7)x2  | 1-4  |
| 6. Giant Centipedes (HP:3) | 2-12 |

TABLE 2

Roll for Wandering Monsters on the 3rd through 5th Levels.

|                                                                                                                                         |     |
|-----------------------------------------------------------------------------------------------------------------------------------------|-----|
| 1. Unicorn (HP:21, 23)                                                                                                                  | 1-2 |
| 2. Gargoyles (HP:26, 27, 28)                                                                                                            | 1-3 |
| 3. Trolls (HP:37, 30)                                                                                                                   | 1-2 |
| 4. Bugbears (HP:21, 25)                                                                                                                 | 1-2 |
| 5. Minotaur (HP:30)                                                                                                                     | 1   |
| 6. Fire Flood (an Illusion of Fire Flowing down a corridor or through a door).                                                          |     |
| 7. Illusionary Storm Giant (HP:55)                                                                                                      |     |
| 8. Manes (HP:6, 4)                                                                                                                      | 1-2 |
| 9. Rot Grubs (HP:1, 1, 1)                                                                                                               | 1-3 |
| 10. Illusionary Gargoyles (non-solid)                                                                                                   | 1-3 |
| 11. Illusionary Iron Gate appears in the corridor about 10' behind last character in group of in random door of room which is occupied. |     |
| 12. A terrible unearthly laughter is heard in hall.                                                                                     |     |

When a room is left with any dead body in it, roll for changes:

|                                      |      |
|--------------------------------------|------|
| 1-4. No change                       |      |
| 5. Giant Rats (HP:3)                 | 5-30 |
| 6. Rot Grubs (HP:1)                  | 1-4  |
| 7. Giant Centipedes (HP:4)           | 3-18 |
| 8. Bodies are gone (roll on Table 2) |      |

# MONSTER LIST

(Use Beetle as guide)

Beetle, Giant Boring: AC:3, #AT:1, Dam:5-20, To Hit: AC:0=15, XP:90+5/HP.

Bugbears: AC:5, #AT:1, Dam:2-8 or by weapon, To Hit AC 0 roll 16, XP:135+4/HP.

Centaur: AC:5, #AT:2, Dam:1-6/1-6 or by weapon, To Hit AC 0 roll 15, XP:85+4/HP.

Centipede Giant: AC:9, #AT:1, Dam:Poison, to Hit AC 0 roll 20, XP:30+1/HP.

Demon Type 1: AC:0, #AT:5, Dam:1-4/1-4/1-8/1-8/1-6, To Hit AC 0 roll 12, XP:1275+10/HP, Magic Resistance 50%.

Manes: AC:7, #AT:3, Dam:1-2/1-2/1-4, To Hit AC 0 roll 19, XP:18+1/HP, Hit only by Magic Weapons.

Dragon, Black: AC:3, #AT:3, Dam:1-4/1-4/3-18, To Hit AC 0 roll 12, XP:1100, Breath Weapon.

Dragon, White: AC:3, #AT:3, Dam:1-4/1-4/2-16, To Hit AC 0 roll 15, XP:1000, Breath Weapon.

Gargoule: AC:5, #AT:4, Dam:1-3/1-3/1-6/1-4, To Hit AC 0 roll 15, XP:165+5/HP. Hit only by Magic Weapons.

Giant, Storm: AC:1, #AT:1, Dam:7-42, To Hit AC 0 roll 8, XP:5850+20/HP.

Hobgoblin: AC:5, #AT:1, Dam:1-8 or by weapon, To Hit AC 0 roll 18, XP:20+2/HP.

Minotaur: AC:6, #AT:2, Dam:2-8 or by weapon, To Hit AC 0 roll 13, XP:400+8/HP. Surprised only on a 1.

Rot Grubs: AC:9, #AT:0, Will kill within 3 turns if not destroyed by Fire or Cure Disease.

Rats, Giant: AC:7, #AT:1, Dam:1-3 and 5% chance of disease, To Hit AC 0 roll 20, XP:7+1/HP.

Shrieker: AC:7, #AT:0, XP:5+1/HP, Will make noise until dead, (roll for Wandering Monsters every melee round).

Snake, Poisonous: AC:5, #AT:1, Dam:1-3 and Poison (2-12 even if Save), To Hit AC 0 roll 20, XP:78+5/HP.

Troll: AC:4, #AT:3, Dam:5-8/5-8/2-12, To Hit AC 0 roll 13, XP:525+8/HP. Surprised on a 1 only. Will Regenreate 3HP/round starting the 3rd melee round.

Unicorn: AC:2, #AT:3, Dam:1-6/1-6/1-12, To Hit AC 0 roll 15, XP:400+5/HP. Immune to Poison. Teleport 36' once per day. Saves as an 11th Level Magic-User. May charge (#AT:1, Dam:2-24). Surprise on 1-5.

For Room 52

Clay Golem: AC:7, #AT:1, Dam:3-30, To Hit AC 0 roll 10, XP:3600. Able to Haste. Immune to Sharp and most Magic Weapons.

Griffon: AC:3, #AT:3, Dam:1-4/1-4/2-16, To Hit AC 0 roll 13, XP:375+10/HP.

Gynosphinx: AC:1, #AT:2, Dam:2-8/2-8, To Hit AC 0 roll 12, XP:1550+10/HP.

Hydra (8 Heads): AC:5, #AT:8, Dam:1-8, To Hit AC 0 roll 12, XP:650+10/HP.

Red Dragon: AC:1, #AT:3, Dam:1-8/1-8/3-30, To Hit AC 0 roll 11, XP:1740, Breath Weapon.

Stone Giant: AC:0, #AT:1, Dam:3-18, To Hit AC 0 roll 12, XP:1800+14/HP.



She will force all Clerics to change their Alignment to Chaotic Good, and to worship only her. All Paladins will gain one in Charisma. All Fighters without Magic Weapons will gain +2 Broadwords. The lowest level character will gain 1 Level, and one dead person will be brought back to life.

She favors Thieves in all cases and will disfavor all Clerics of Level 6 or lower. Any Thief offering her homage of his own free will, will be raised 4 Levels and be given a Psionic Strength of 50 with the Power of Psionic Blast. The lowest level Cleric of the group will be given the job of protecting all Chaotic Good creatures from attack by any Humanoid creature.

She will bestow these gifts upon the travelers and then give them a secondary quest to perform within the Dungeon. She will give them the quest in riddle form:

To not believe is all it needs,

The candle will go out.

An extinguished flame on waxen stick,

Whick blows no smoke about.

What I wish will be readily at hand, and

Around a box of Regal Blue it will most patient stand.

What she wants is a candle from the tomb (#54). If she is called again before the candle is in their possession, she will give the characters -4 to one type of Savings Throw, (the most harmful one for each player). After that she will not appear again until the candles are found.

When the candle is given to her, she will take it and vanish taking all of her gifts with her. All characters who gained Swords will lose them. All Clerics will lose one Level. All Paladins will lose the extra Charisma Point, but they will gain 1 Strength Point. All Thieves will retain their gifts and gain +2 Daggers.

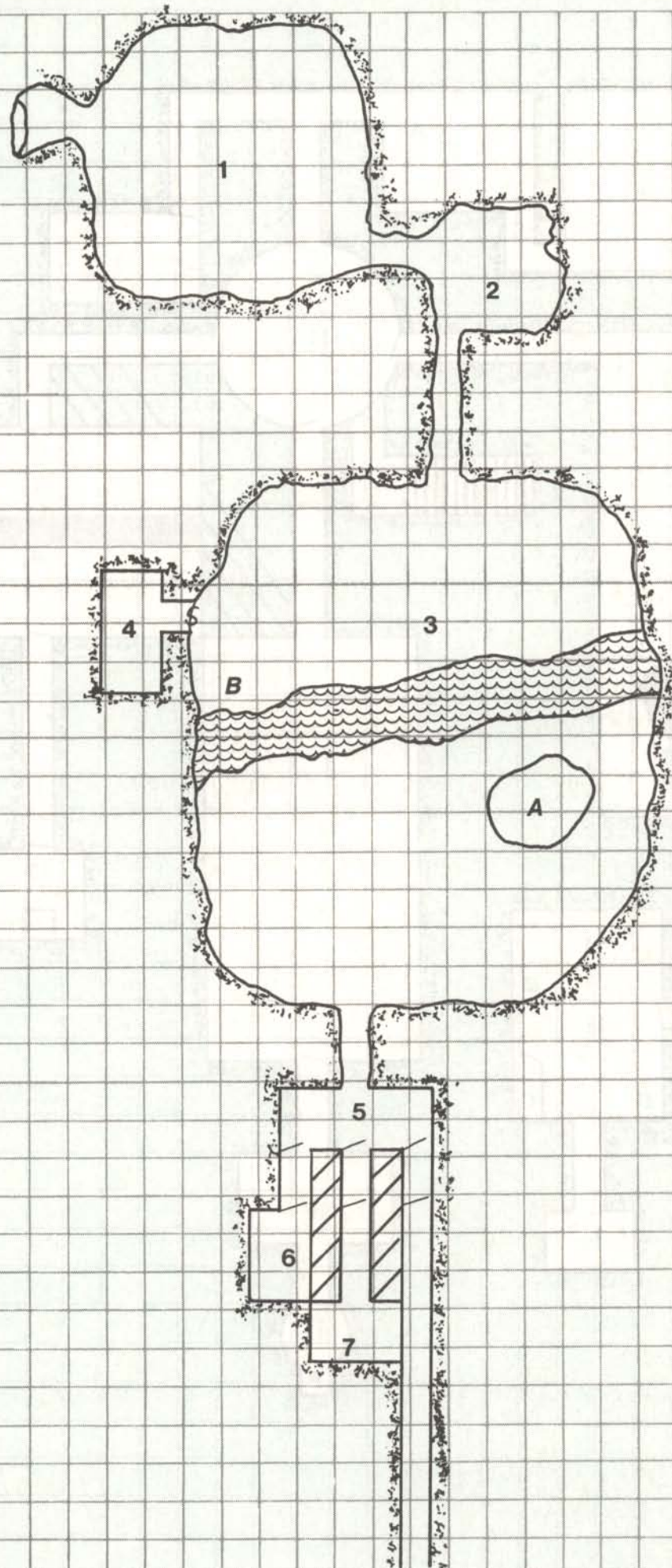
If anyone in the party prays for any God to come, their prayers will be answered by the resident ruling Goddess: Dartila, Goddess of the Dawn and what its shadows. AC:-2, HP:190, Magic Ability:15th Level Magic-User and 18th Level Cleric, Fighting Ability:Lord 20th Level, Align:Chaotic Good.

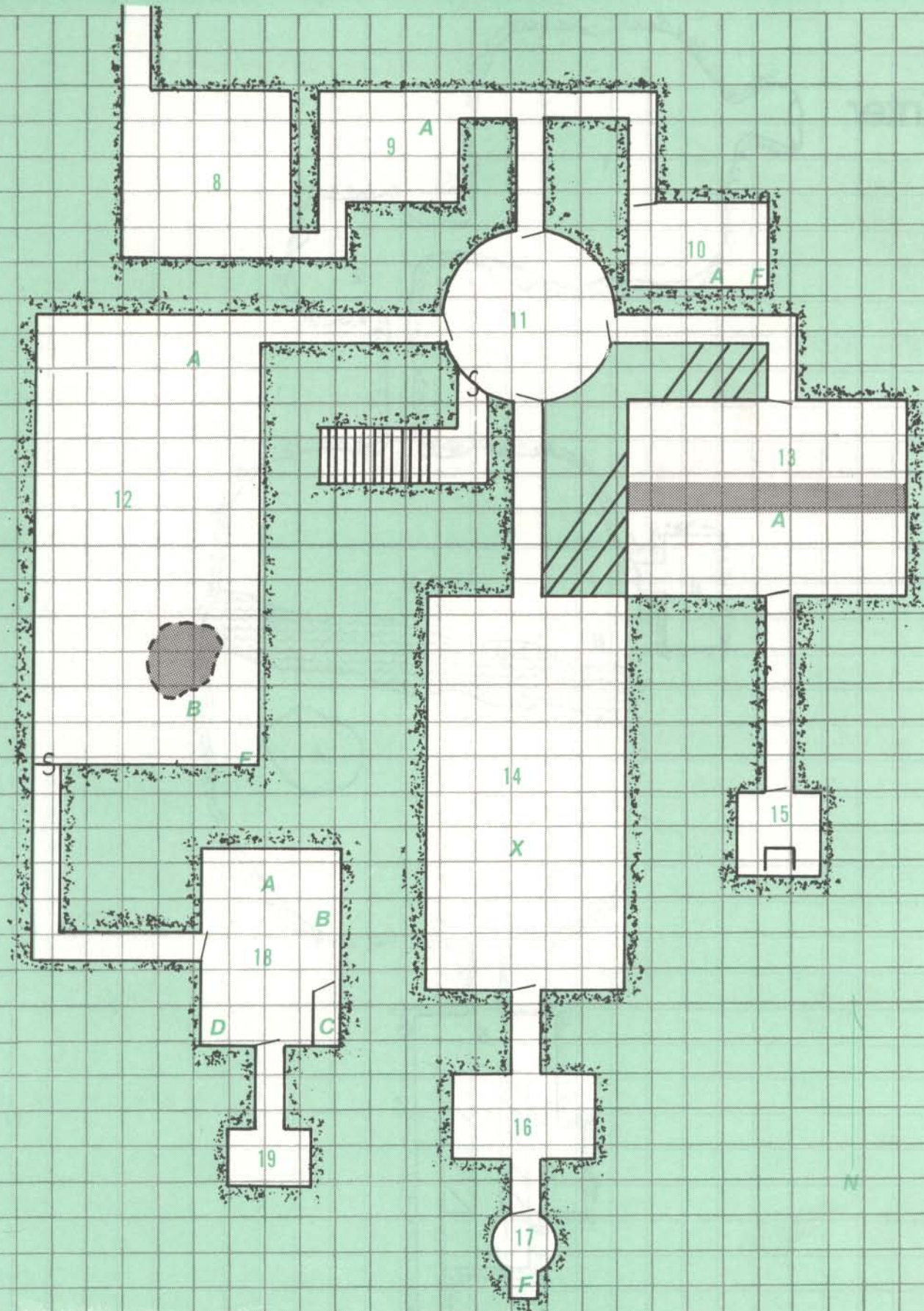
She appears as a beautiful woman in rosy red leather Armor waving a Sword about. The Sword can detect any Alignment, Magic, Secret Doors, and Shifting Rooms. It also has an Intelligence of 16.



- 1) This is a large empty cavernous room with moss growing all over the entrance tunnel.
- 2) This is the secondary entrance cave. Here the travelers, (hereafter to be known as Tunnel Grubbers or TGs), meet a Hobgoblin (HP:6), who attacks them with a small Axe.
- 3) This room has its ceiling open to the sky and grass growing all around. A Unicorn (B), (HP:22), asks the TGs what their purpose is for being here. The stream's current is very fast and TGs trying to wade across may get caught in the current, (70% chance with a -10% for every Strength point over 15). The room also contains a small pond (A), with crystal clear liquid in it, (Mild Acid:1-4 hits if ingested).
- 4) Boat Room: Contains (1) 2 man boat, and (2) 1 man rafts.
- 5) The Room of Choice: The TGs encounter 10 Giant Rats HP:5, 4, 4, 4, 3, 3, 2, 2, 2, 1).
- 6) There is a body in the NE corner of the room. It is human and covered with little teeth marks, (Rodent teeth). In its hand is a map of rooms 1-6.
- 7) Ten more Rats attack, (HP: as #5), while hundreds of others run and hide in the walls. The room is filled with rat nests and 4 human corpses stripped to the bone of everything.
- 8) The TGs encounter a friendly Centaur, (HP:27), who will join their party for an equal cut of the treasure. He will let them pass unharmed if they do not want him to join them. He will not talk about his past but if he sees any rats he will panic and run away.
- 9) At "A" a Gargoyle is seen munching on a Dwarf corpse. It will not notice the TGs and if any of them try to touch it they will pass through it. It is an Illusion without substance.
- 10) This room contains a Hill Giant (A), (HP:40), with his own supply of 10 rocks. If the travelers engage him in combat he will try to hit the wall above the door with a rock. A hit on this wall will cause a cave-in that will require 1 day to dig out. After hitting the wall he will vaporise as the Illusion disperses.
- 11) Empty.
- 12) Before entering this room the TGs will hear angry screams coming from behind the door. 2 Gargoyles (HP:16, 20), are having a Gargoyle argument when the TGs enter the room. They are both completely surprised by the TGs. They were arguing over a human corpse that has a +1 Sword and a purse with 18GP in it. Area "B" will cave-in under 100 pounds of pressure to reveal a pit 2' deep with quicksand at the bottom.

Enter





13) This room looks empty, but from 10' inside the room one can see rats running across some rafters in the ceiling. When TGs cross shaded line "A" 4 Gargoyles will attack from the ceiling (HP:16, 15, 13, 9).

14) This room is bare except for a statue of a Griffon near the center. When TGs come within 20' of the statue it will spring to life and attack (HP:40). The Griffon's feathers are golden (600GP).

15) This room contains an altar upon which is a Sword(+4), on a pillow. Inscribed on the altar, (in common tongue), is: "HERALDIS SWORD OF BLUE." This was the Sword which Fanus gave to his greatest heroes to win battles with. When the Sword is touched it speaks, (complainingly). It tells the TGs that it wants to be taken out of the Labyrinth and it threatens them, (blowing up:3-36), if they do not do so immediately. It also tells them that Room 13 has about 20 Gargoyles in it, (a lie). The Judge may answer players' questions through the Sword; however, the Sword will lie 75% of the time.

16) A Unicorn Guard (HP:21), asks the TGs not to pass through the room, but will not tell them why.

17) When TGs pass point "A" iron bars fall from ceiling at "A".

18) This room appears to be a sleeping chamber with a large bed (A), a dressing stand (B), a walk-in closet (C), and a wash stand with water running from a fountain (D). The room appears to be lived in. There are clothes in the closet and night clothes on the dressing stand, (nothing of great value), and the sheets on the bed are still unmade. This is one of the rooms that Fanus has set to scare travelers.

19) In the middle of this room is a wooden chest that is double locked with a Poison Pin in each lock. Inside the chest is a Robe of Blending and a Ring of Blending negation, (whoever wears the Ring is unaffected by the distorting abilities of a Robe of Blending, and if the person wearing the ring also wears a Robe of Blending the ring will render the Robe powerless for as long as the ring is worn).

20) 2nd Level entry: Empty.

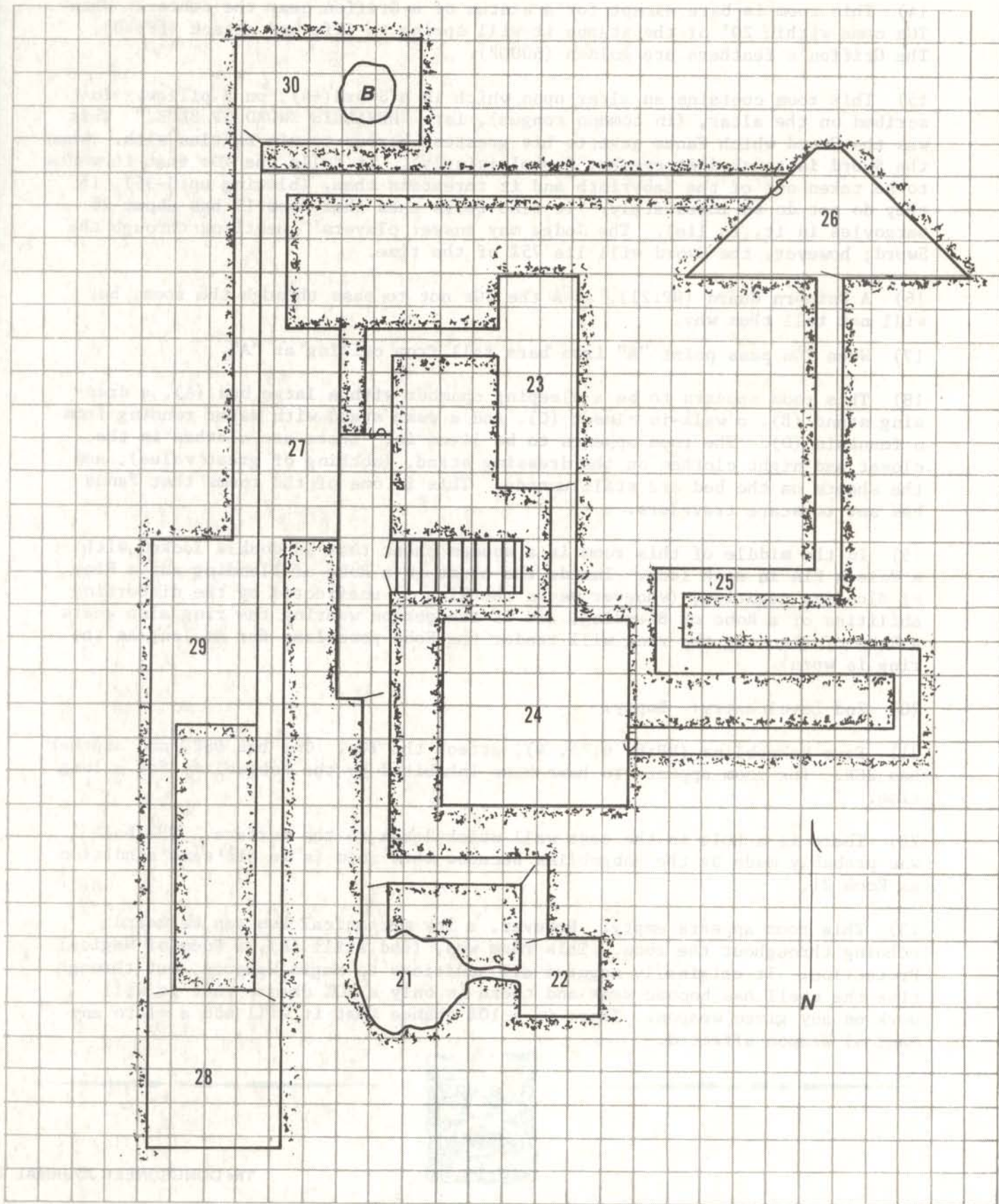
21) Four Hobgoblins (HP:8, 6, 5, 4), attack the TGs. One has 9SP, and another has 2GP. The room appears to have been inhabited by the Hobgoblins for a long time.

22) There is a hole in the east wall which leads to the surface. The hole was probably made by the Hobgoblins because this room is in the same condition as Room 21.

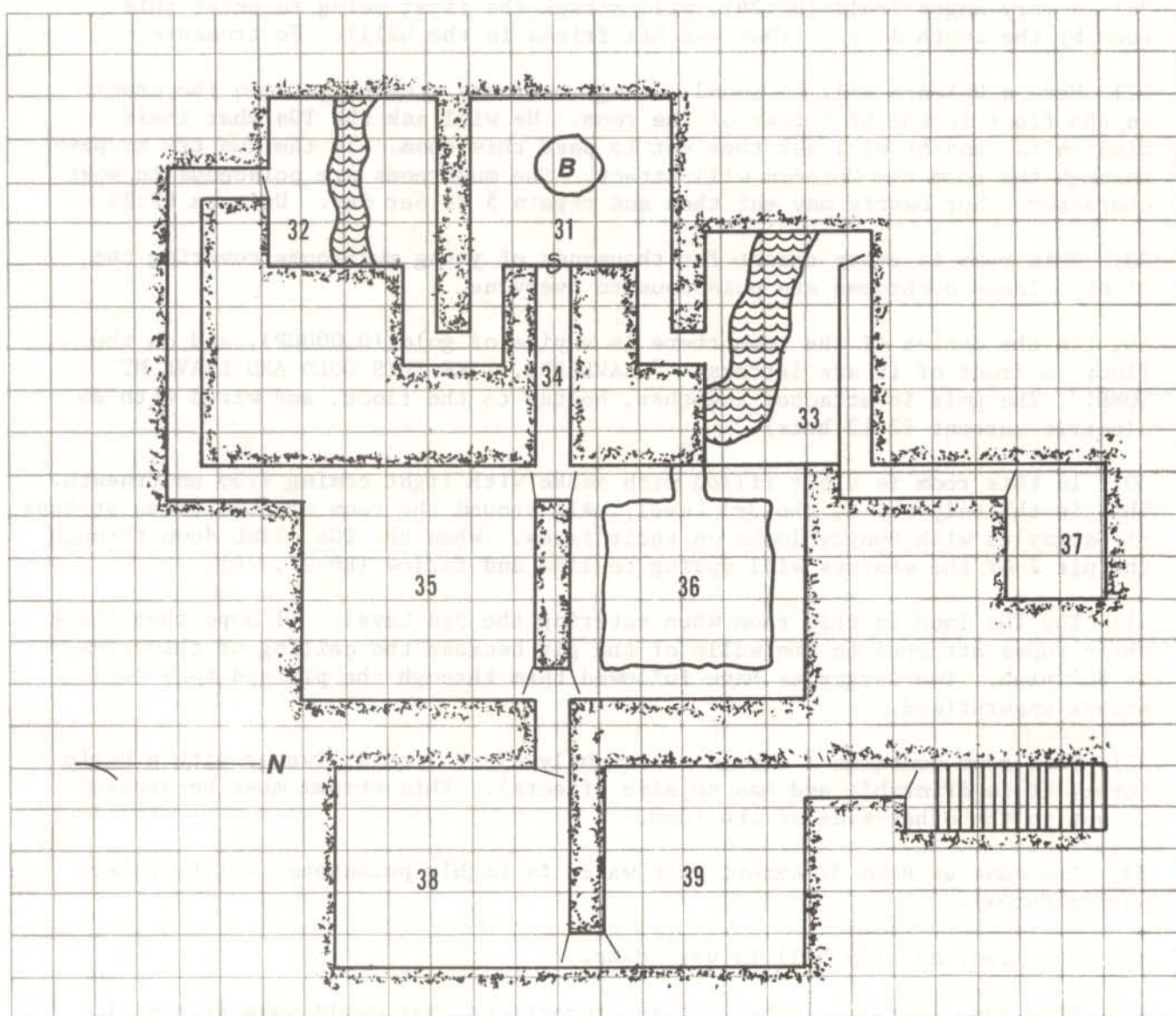
23) This room appears empty. However, a low mechanical hum can be heard echoing throughout the room. This room was, (and still is), a Room of Magical Protection. It originally negated all additions to Magic Weapons, but through time the spell has become weak and there is only a 50% chance that it will work on any given weapon. There is a 10% chance that it will add a +1 to any Magical Weapon affected.



24) This is the dwelling of a White Dragon (HP:40), which is hiding in the shadows along the south wall, (this room has no torches to shed light). It will attack when light hits it. If killed and its stomach is split open, the partially digested remains of a Cleric will be found, (the Pig Dragon ate him weapons and all), clutching a +2 Flial and wearing a Ring of Mammal Control.



- 25) Here the TGs encounter an unfriendly Troll (HP:31), and after the second melee round they hear the echo of a door slamming. The Troll has no treasure.
- 26) A very angry Troll (HP:29), will attack the first being to enter this room by the south door. (That was his friend in the hall). No treasure.
- 27) Here a Unicorn will be found eating mushrooms growing between the cracks in the floor in the SE corner of the room. He will ask the TGs what their mission is, and he will ask them not to pass this room. If the TGs try to pass through the room the Unicorn will attack. The mushrooms are poisonous to most characters, but Dwarfs may eat them and regain 5 HP per day. Unicorn HP:25.
- 28) This room is empty except for thousands of young mushrooms covering the floor. These mushrooms are poisonous to everyone.
- 29) In the center of the room there is a pile of gold(10,000GP), and on the floor in front of it are letters: "TRAVELERS, TAKE THIS GOLD AND LEAVE MY TOMB!" The gold is attached together, bolted to the floor, and wired with an electric current (2-12 htis).
- 30) In this room is a pit filled with smoke with light coming from underneath. This is the only way to the 3rd Level. All around the room are Grotesque Statues of Gargoyles with hungry looks on their faces. When the TGs climb down through the pit 2 of the statues will spring to life and follow (HP:27, 24).
- 31) The TGs land in this room when entering the 3rd Level. (I hope they leave their ropes attached to the walls of the pit because the ceiling of this room is 80' high. Two Gargoyles have followed them through the pit and they will attack unsurprised.
- 32) This room contains a stream of brightly clear liquid, (water with a Magic Aura: It is drinkable and has no side effects). This stream must be crossed to get to the other side of the room.
- 33) The same as Room 32 except this water is highly poisonous, (-1 to poison Saving Throw).
- 34) The floor of this hall is very damp.
- 35) This room contains lumber cut to proportions that would make it easy to build a bridge in Room 32 but not in Room 33. There are also 3 Giant Boring Beetles (HP:25, 25, 13). The 13 HP Beetle has a golden ring around one of its legs. If this ring is removed nothing will happen to the beetle, but if an Elf puts it on he will turn into a Giant Boring Beetle until 4 hours after it is removed.
- 36) This room contains a large pool of Poisonous Water, (-1 to poison Saving Throw), which drains into the east wall. The bottom of the pool is so deep that no creature can touch it.
- 37) The boat room of the 3rd Level with (4) 2 man boats in it.
- 38) 2 Boring Beetles are encountered (HP:30, 28), in this large treasure/armory. 14 Golden Swords (-2), are displayed on the walls along with 12 Golden Daggers (-2), and 3 Silver Bows (-1). Around the room are 3 Suits of Golden Chain (AC:6/-2), each with a Leather Quiver containing 10 Silver Arrows. Golden Swords = 200GP each, Golden Daggers = 75GP each, Silver Bows = 200SP each, and Golden Chain = 1,000GP each.



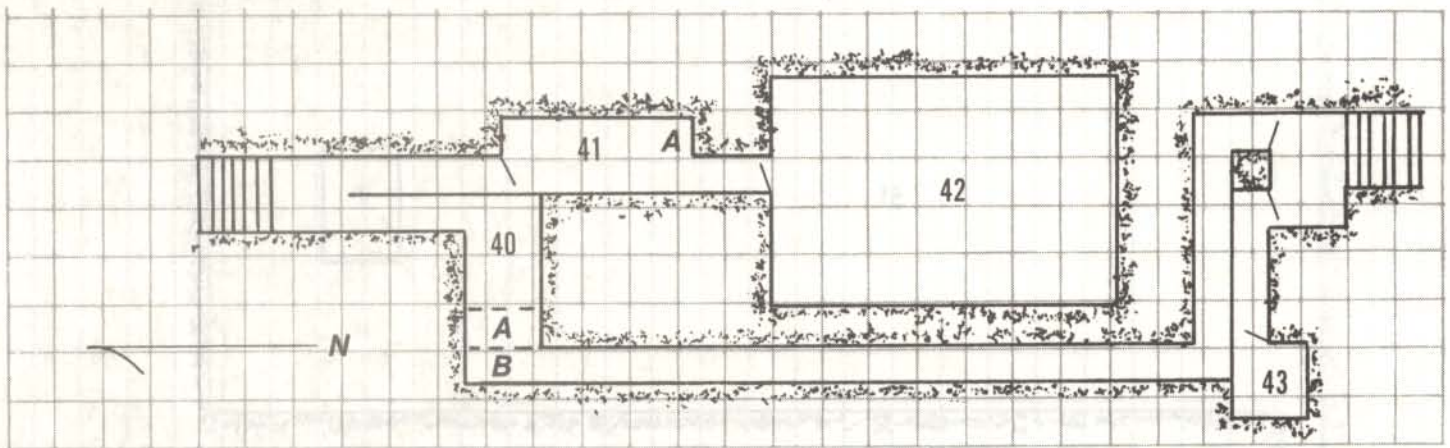
39) Empty room.

40) This room contains a hidden snake pit (A) that is 10' deep. In the pit are 5 Poisonous Snakes (HP:5, 5, 4, 3, 2). At "B" there are 3 Gems (500GP each).

41) In this room there is a Sleeping Troll at "A", (unsolid Illusion). If the TGs come within 10' of the Troll it will evaporate and one character will be attacked by 4 Rot Grubs. Where the Troll was seen there is now a large green rock, (if it is placed in a quiet spot for 3 hours the Troll Illusion will re-appear).

42) This room is empty but there is a strong odor of Dragon in it.

43) This room appears to be a drawing room which has been recently occupied. There is a pen on the desk with fresh ink in its nib, and a piece of paper with writing on it on the desk. The paper reads: "YOU HAVE TWICE BEEN WARNED. WILL YOU DARE THE THIRD?"



44) Mildly acidic liquid drips from the ceiling of this room. This is the acid from Room 3 mixed with the water of Room 32. (2 Hits if ingested only).

45) The floor of this room is mud. The stream is poisonous. On the east bank there is a large stone tablet half buried in the ground. The tablet is engraved with the Common Tongue, and tells of the story of a Minor Demon that is under a terrible curse. His physical self is unstable and he may blow up at any time.

46) The TGs encounter a Minor Demon (Type I: HP:50), who will attack only if attacked. This is the Demon from the tablet in Room 45. If a TG hits the Demon with a blow stronger than 10, then the Demon will blow up doing 1-12 hits to everyone with 10' of the explosion. Everyone else is covered with Demon guts. There is no treasure in the room, but if the TGs successfully kill the Demon without it blowing up by all means tell them to save its skin intact. (Demon skins are in short supply in the outside world, and many people would pay 8,000GP for one).

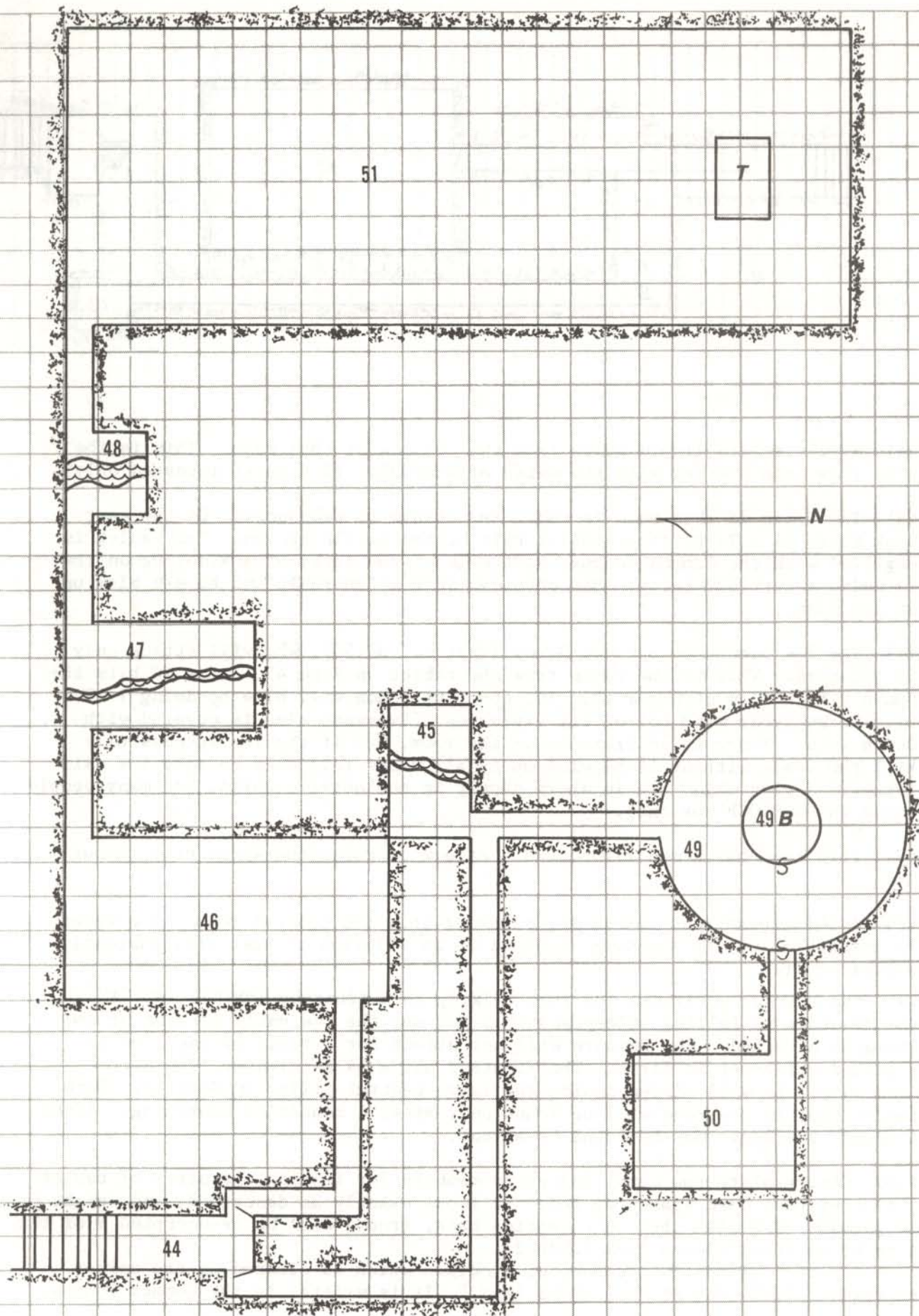
47) This room has a mud floor, and a stream of Poisonous Water cuts through it.

48) A 1½' stream runs across the floor of this mud floored room. The water is drinkable, but if any metal touches it an Illusion of Rust will instantly appear on it.

49) The TGs see a Unicorn (HP:28), talking to a Minotaur (HP:47), at "A". The Minotaur is falling asleep and does not see the TGs until someone or something is attacked. The Unicorn will not attack for 2 turns or until he is attacked whichever is first. The Minotaur has a +4 Battleaxe. The Secret Room (49B), is will hidden inside the large central pillar in Room 49. Each Secret Door in the room will be found only after 4 rounds of searching. After 4 rounds the doors may be found by anyone.

49B) Congratulate the surviving party members for finding the piece of tablet that they have been searching for. It looks exactly as described, and weighs 30 pounds. Now wish them luck getting back, (rooms will be re-occupied ¼ of the time by monsters/events from Table 2).

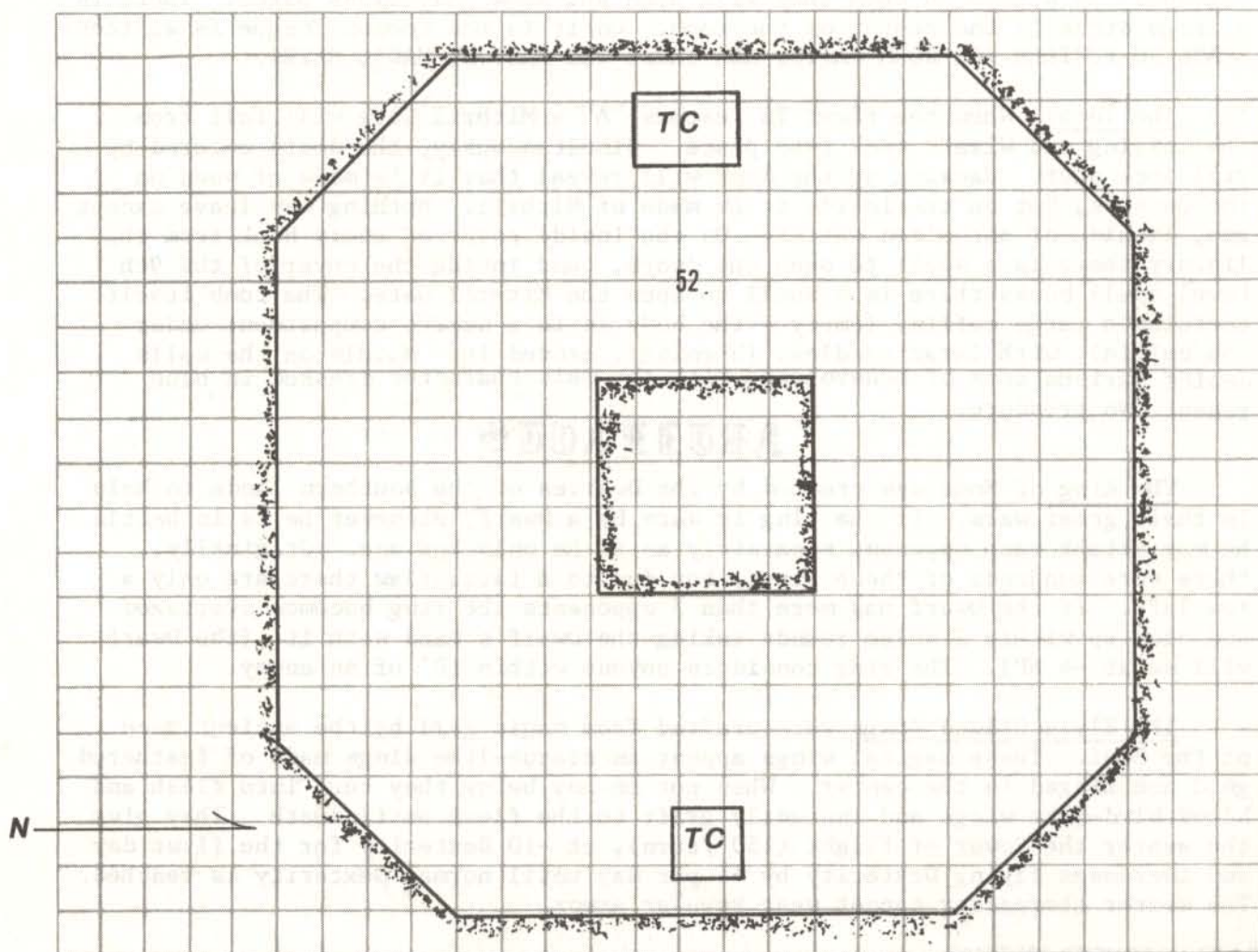
A note is found in the hand of a corpse which is slumped in the corner. It reads: "THE TOMB BE TWO FLOORS AWAY." It is written in the Common Tongue.

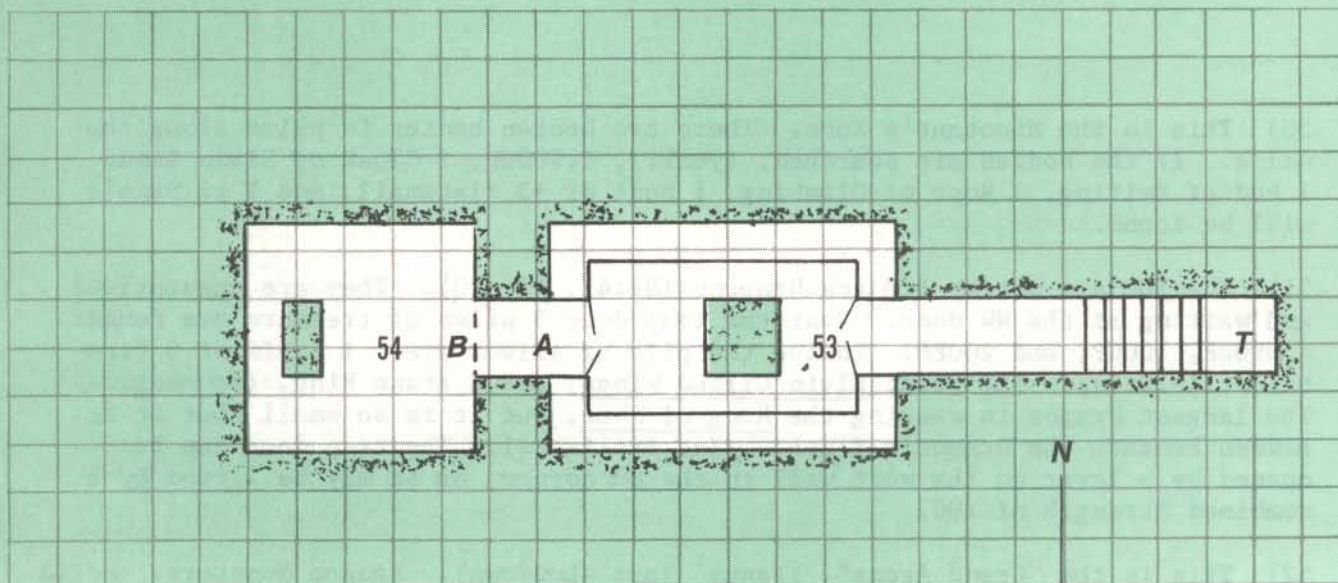


50) This is the Minotaur's Room. There are broken bodies in piles along the walls. If the bodies are searched, (yuck!), 2,000GP, 1 Cloak of Elvin Kind, 1 Rod of Smiting, 1 Rope of Climbing, 1 Suit of +3 Platemail, and 1 +1 Shield will be found.

51) The TGs are met by 3 Black Dragons (HP:47, 42, 20). They are unsurprised and waiting at the NW door. Near the trap door 3 piles of treasure are found: 4,000SP, 700GP, and 200PP. Inside the pile of silver are: 1 Staff of 3 Fireballs (1-10ths). The great Elvin Gilded Wings, and a Brass Ring, (non-magical). The largest Dragon is wearing the Ring of None, but it is so small that it is hidden beneath the Dragon's flesh. (See Artifacts). The trap door can be opened by a lever on the west wall in the SW corner, or it may be lifted by a combined Strength of 100.

52) This is the "Grand Arena", (Fanus' last showdown). Random Monsters, (solid Illusions), exit from the pillar in the center of the room to fight the TGs, (they exit one at a time). As soon as one is dead another takes its place. 1) Griffon (HP:39), 2) Red Dragon (HP:58), 3) Stone Giant (HP:44), 4) Hydra (8 heads/HP:36), 5) Clay Golem (HP:50), 6) Gynosphinx (HP:43). There is no treasure in the room. The ceiling is 40' high. The trap door to the 7th Level will open when touched. It opens down and anyone in its way must roll his/her Dexterity or less on D20 to not fall to the ground (3-30 HP).





53) The Library of the 8th Blue Wizard. The books are stacked neatly on the shelves all around the room. Fanus kept a complete library. It contains a copy of every level spell book and several untitled books. The untitled books are closed tightly and cannot be opened by any physical means. If any type of opening spell is placed on them they will open and show only blank pages. There is a large stone in the center of the room. On it in the Common Tongue is written: "PASS NO FURTHER FOR DOOM WAITS, ALL THOSE WHO PASS MY MAGIC GATES.

54) The Tomb: When the first TG reaches "A" a Mithril Gate will fall from the ceiling and Wizard Lock into place. Simultaneously, the doors entered by will lock shut. Hacking at the door will reveal that it is made of wood on the outside, but on the inside it is made of Mithril. Nothing may leave except gas, liquid, or ant-sized matter. On the inside cover of every book from the library there is a spell to open the doors, and inside the cover of the 9th Level spell books there is a spell to open the Mithril Gate. The tomb itself contains a large coffin, (empty - the body is in a secret compartment under the coffin), with large candles, (burning), around it. Murals on the walls depict various acts of benevolence with the main character dressed in blue robes. No treasure.

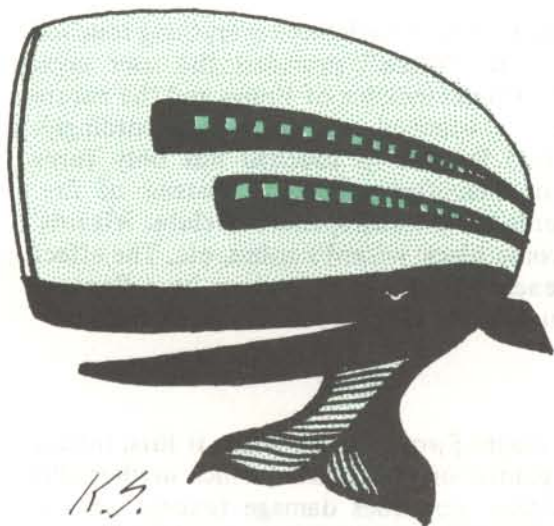
## ARTIFACTS

The Ring of None was created by the Dwarves of the southern lands to help in their great wars. If the ring is worn by a Dwarf, whenever he is in battle he may attack each opponent separately as if he only had one. Originally, there were hundreds of these rings, but due to a fatal flaw there are only a few left. If the Dwarf has more than 7 opponents the ring becomes overtaxed and blow up within 2 melee rounds taking the Dwarf's hand with it, (the Dwarf will be at -4 HP). The ring considers anyone within 10' of an enemy.

The Elvin Gilded Wings were crafted from magic gold by the ancient race of the Elvi. These magical wings appear as statue-like wings made of feathered gold and hinged in the center. When put on any being they turn into flesh and blood bird-like wings and instantly graft to the flesh until death. They give the wearer the Power of Flight (150'/turn), at -10 Dexterity for the first day and increases flying Dexterity by +1 per day until normal Dexterity is reached. The wearer thereafter cannot wear regular armor.

### Sperm Whale

A "wonderous figurine" which becomes a 63' long Magic Whale when placed in water. Up to twelve Human-sized characters may climb into the whale and be carried safely on a journey of up to forty days duration. The whale provides air, warmth, and waste disposal. Characters must provide their own food and water. This whale will not fight. It speaks the languages of whales only. It can speak with those it carries, and it obeys its owner's commands, all in whalish, of course. MOVE: 0"/12", AC: 9, HD: 12, HP: 59. (Suggested value, 10,000 GP).



Dragonfly

A "wonderous figurine" which, when tossed into the air, becomes a 10' long magic Dragonfly, which proceeds to the nearest boat, grabs its stern, and pushes - acting as an airborne outboard motor (those who think they know where I got the idea for this one are probably quite right). MOVE: 0"/15" (pushing 500 pounds boat load), AC: 8, HD: 3, HP: 6. (Suggested value, 3000 GP).

### Earthworm

An ultrahigh technology toy which digs holes or trenches in dirt or sand (not solid rock) at a rate of ten cubic feet per minute. Weighs 50 lbs. It is powered by T.M.C. (total mass conversion) and will run for fifty years of continuous use. It comes with a radio control unit, which must be programmed in PASCAL. Instructions as to how to use the device are internal to the radio control unit (which is in a separate box, 20 lbs), and must be elicited by talking with the radio control unit, which has oral/audio interfaces. This thing can only be used by a technologist who has mastered PASCAL, which may be assumed for any who have mastered computers.

# THE BOOTY BAG



Chameleon

An intelligent magic cloak, which triples its wearer's chances of hiding in shadows by blending to match the color scheme of any background. Chameleon has INT: 16, EGO: 9, and speaks only the Thieves argot. She whispers so quietly that only her wearer can hear. She has eight pockets, four inside and four outside, each 8" x 8" x 3". Nothing can be put into, or taken out of, her without her noticing. (Suggested value, 4500 GP.)



Boots of Comfort

A pair of magic boots which fit absolutely anyone, and which are so comfortable that whoever wears them will never willingly wear any other pair of boots. (Suggested value, 1000 GP.)

### Kangaroo

A magic Ring which allows its wearer to jump up to 15' straight up and/or 30' straight forward from a standing start. The maximum forward jump requires a minimum height of 5' above ground (measured ground to feet) at the center (highest point) in the arc of the jump. No charges are involved, and there is no limit on usage — except that the user is employing his own energy and will obviously get tired eventually. (Suggested value, 1000 GP.)

### Scratch

A very special magic Dagger, Scratch is a dagger which always hits (no roll needed) and always does exactly one (1) point of damage, never more, never less — except on those very very rare creatures who simply do not have hit points. Scratch can be thrown, but does not fly. Scratch actually doesn't like hurting people, and will always call upon its foe to surrender. It will not attack a foe who has yielded. INT: 13, EGO: 99. Scratch speaks every alignment language, and is obviously Lawful Good. (Suggested value, 30,000 GP.)

### Potion of Ebullition

One drop of this potion will boil up to 8,000 cubic feet of water. If one drop is tasted, 1d6 damage is done to the mouth by boiling saliva. If the potion is drunk, stomach fluids boil, and the drinker takes his level of d12's in damage. The boiling water itself is in no way magic or more than usually dangerous — the potion was invented as a fast way to cook soup. The bottle has 20 drops. (Suggested value, 25,000 GP.)

### Bee

A Magic Figurine, known as the Fumble Bee, this tiny figurine looks like a gold pin, but when the wearer is attacked by a monster which can be stung, then Bee flies out and stings, causing the monster to fumble (roll until something appropriate is found). Bee then flies away to find a new owner. Bee will never work more than once for any owner (obviously this Bee only operates in adventures where the Judge uses some kind of fumble system). (Suggested value, 5000 GP.)

### Cow

A magic bottle, which whenever grass and water in roughly equal proportions are placed into it, turns its contents into milk. The process takes ten minutes, and the maximum amount per use is one quart. (Suggested value, 250 GP.)

### Goblet of Chilling

Any liquid put into this goblet becomes ice cold. The goblet has no other powers. (Suggested value, 200 GP.)

### Crocodile

A "wonderous figurine" which sheds tears when its owner is about to be eaten. The figurine has no other powers. Note that this figurine does not enlarge. (Suggested value, 100 GP.)

### Seal of Darkness

A magic signet Ring which turns everything touched by its seal to "black" provided the user says: "Mor val". Characteristics of things and the nature of things so touched are changed accordingly. Thus a Red Dragon so touched not only turns black, but thereafter spits acid instead of fire. Playing cards becomes all spades and clubs. Wizards' robes become black wizard's robes, etc. The effect is "permanent", but can be undone by a Remove Curse. (Suggested value, 1500 GP.)

### Wasp

A +0/+0 Magic Sword, which when it hits, injects a special painful organic poison, which neither kills nor paralyzes, nor does damage (except normal sword damage), but which reduces the effective combat level of the victim by one Hit Die. Note that Hit Points are not lost (except normal sword damage). Wasp is not life draining. The effect of the poison wears off in one hour. Wasp has no intelligence, no ego, and no other special powers. (Suggested value, 1500 GP.)

### Turkey of Feathers

A "wonderous figurine", which when tossed into the air, releases an obscuring cloud of hundreds of thousands of turkey feathers. Turkey is usable but once per owner, even if recovered. (Suggested value, 1000 GP.)

### Crab of Pinching

A "wonderous figurine", which is actually a 12th level thief. It brings its user anything it can find which is smaller than 6" long, and less than one pound. It takes the form of a normal sized (6", 1 pound) crab when used. MOVE: 12"/12", HD: 1, HP: 2, Attacks: 2 Pinches at 1D4, AC: 2, Magic Resistance: Standard. This crab can surprise its foe 4/6 of the time, but it rarely attacks, preferring to run and hide, which it has a 20% chance of doing. (Suggested value, 7000 GP.)

### Cricket

A "wonderous figurine", life sized, that stays a silver figurine, but which chirps according to the proximity of danger. The nearer it is to danger, the faster it chirps. (Suggested value, 1000 GP.)

### Eagle

A magic Broach through the front of which may be seen the constellation Aquila (the Eagle) as if the broach were a hole into space. The broach has no particular utility, it is merely decorative. (Suggested value, 1000 GP.)

### Rabbit

A magic +1/+0 Broadsword, INT: 0, EGO: 0. Alone, Rabbit is no more than an ordinary magic sword. But if left for one hour with any other magic item named "Rabbit", "Hare", "Bunny", etc., the result is 3 - 18 little "Rabbits" of appropriate cross-bred form. Exact results and growth rates of the rabbit kits are left to the Judge's discretion. (Suggested value, 5000 GP.)

### Centipede

A magic Measuring Device, which, when put on a surface and told to do so, crawls along any desired line or curve, crawls back, and tells its user the distance (one way) in centimeters. It is non-living, and thus need not be fed. (Suggested value, 500 GP.)

### Pigeon

A magic Silver Egg, which has no direct powers. However, it causes anyone to whom it is shown to be so impressed that they will pay half of their money and half of their magic to buy it (Judge selects magic). On the other hand, it will not work if the buyer knows of the Egg's power, or if the seller has any idea of the buyer's wealth and magic. Once offered, except when it doesn't work in the cases just described, it will be sold - neither party is able to break out of the deal. No saving throws are allowed. This works better as a card item, that is: Copy this description onto a 3 x 5 card and hand the card to the appropriate player at the appropriate moment. (Suggested value as implied by transaction described.)

### Duck of Swimming

A "wonderous figurine", which when put into a body of water, turns into a full sized duck and swims away, doing its user no good whatever. (Suggested value, 100 GP.)

### Dog

A magic figurine, which can be called into three forms:

- 1) Bloodhound, which has a 98% chance of following any plausible trail.
- 2) Mastiff, AC: 6, MOVE: 12", HD: 2+3, Attacks: 1 Bite at 1D8+1, HP: 12, man-sized in this form, HP: 12. Damage suffered by Mastiff heals before next use of Dog.
- 3) Retriever, which has a 98% chance of finding and fetching any lost item which is not too big for it to carry. It magically retrieves the item in 12 seconds.

Forms 1 and 3 turn into Form 2 if attacked. Dog is usable once per week in any form (i.e. once used, Dog cannot be used again until seven days have passed). (Suggested value, 50,000 GP.)

### Flea of Itching

Given to an unfriend, this "wonderous figurine" will cause them to itch intolerably until they take a bath. Such itching causes 1d6 points of distress. (Subtract the 1d6 from Hit Points, but never reducing Hit Points to zero, and also subtract the same roll from Strength, Intelligence, Wisdom, etc., but never reducing a characteristic to zero, and also subtract that same roll from every roll to hit, and also subtract that same roll from every saving throw.) The Flea of Itching works equally well on those who steal it, or pick it up on an adventure. It appears to be a jeweled figurine worth 12,000 GP. (Suggested value, 17,000 GP; if disenchanting somehow, then 12,000 GP.)

### Cat of Meowing

If this "wonderous figurine" is set out as the one and only guard of a campsite, it will precognate any pending attack and arouse everyone in time to get into their armor. This cat, however, can be defeated by spells of level six or higher. (Suggested value, 20,000 GP.)

### Cockroach

A "wonderous figurine", which when put down, scurries very quickly (MOVE: 18") by the shortest route to the nearest food. There are no limits on Cockroach's range or frequency of use. The Cockroach reverts to a figurine when picked up. (Suggested value, 200 GP.)

## Butterfly

A magic Broach which enhances the beauty of any non-fighting, non-clerical, humanoid female who wears it. Charisma may be considered to be raised by three (+3) points for such aspects of Charisma as relate to appearance rather than leadership. (Suggested value, 1000 GP).

## Hare

A magic Handsel, which when given to a character, gives that character three days of good luck. The meaning of "good luck" is left to the Judge's discretion (if you like, +1 on all rolls makes it easy). Hare cannot be used twice for the same player's characters, and must be given away, not sold or traded, in order to work. Hare looks just like a rabbit's foot, but is actually made out of silk. (Suggested value, 6000 GP).

## Ox

A "wonderous figurine" which turns into a live ox. HD: 5, HP: 15, MOVE: 9", Attacks: 2 horns each 1d4, AC: 8. Ox will carry, pull, or push as if five Humans of Strength 18(00) (No Strength Bonus is to be added to its attacks). Ox is placid and obedient, but will not fight unless absolutely compelled to do so. (Suggested value, 1500 GP.)

## Hog

A Magic Barrel, which when commanded "Expand" in Common, grows to a size of 22" in diameter by 30" deep. When commanded "Contract" in Common, it contracts to 22mm x 30mm. In expanded form only, Hog has an unlimited capacity. But Hog does not reduce the weight of things placed inside. (Suggested value, 1000 GP.)

## Electric Eel of Shocking

A "wonderous figurine", which when tossed into a body of water, turns into an 18' long salt-water electric eel. AC: 9, MOVE: 12", HD: 2, HP: 10, Bite each 1d3, Jolt: Creature within 5' takes 6d8 damage; creature within 10' takes 4d8 damage; creature within 15' takes 2d8 damage. This electric eel is usable but once. No way is provided for turning it back into a figurine. (Suggested value, 12,000 GP.)

## Camel

A magic +1/-1 Sword (subtract one point from damage -- may do 0 (zero) damage on a hit), which has INT: 7, EGO: 6, speaks Arabic and able to drink up to 30 gallons of water each day through the blade. The water so drunk is not recoverable. Only H2O molecules will pass into the blade. The blade is solid, not hollow (Suggested value, 2000 GP).

## Note

Any detail not specified is left to the discretion of the Judge who runs the adventure on which the detail is called into question. For that matter, so is any detail which is specified.

## The Belt of Traveling

by James Maslanka

This is a silver mesh belt with a purple stone buckle. If the character side steps to the left, he goes into the future, to the right, into the past. For every step, move one minute ahead or back. You can move this for 20 steps, then move a day for each step up to 40. After 40, move 2 months. After 55 steps, move a year. You can move up to 100 steps before collapsing from exhaustion which lasts for 8 turns before you can do anything. You, also, for every step over 20, have to rest one segment. While moving, all sorts of different colored lights move around you. You can't see anything but the colors while moving. When stopped, you come ahead in time or behind depending on which way you move.

## Shadow Clock

by James Maslanka

This clock has to be wound up when clock strikes twelve. This causes 1 - 4 Shadows to come out. If taken apart, you can find 5000 GP Gem.

## Intoxication (Enchantment/Charm)

by David Matsui

|                         |                           |
|-------------------------|---------------------------|
| Class: Magic User       | Area of Effect: 30' x 30' |
| Level: 2                | Components: V, S, M       |
| Range: 20'              | Casting Time: 2 Segments  |
| Duration: 1 Round/Level | Saving Throw: Negative    |

This spell causes the target creature(s) to in effect become drunk. It effects up to 1 HD + 1 HD/Level of creatures within the area of effect. It causes them to stumble and be less coordinated, slowing their movement by 25%, causing To Hit, Saving Throw, and Damage rolls to be at -2. It raises their Armor Class by 2, thus making AC: 2 = AC: 4. If this spell is cast on a creature or creatures twice during the spell duration, the effects are cumulative. If it is cast three times on a creature it will once again make a saving throw or pass out for the remainder of the spell. This spell causes no "hang over" effects. The material component for this spell is at least one ounce of any alcoholic beverage.



**The Music Box**  
by James Maslanka

The Music Box is a small black box, 6 inches long, 6 inches wide and 4 inches high. It is made of metal. When the lid is opened, a voice will say, "What would Master like to hear". It can play any song and even make up some. When going into battle, it will play music.

**The Cross of Vanork**  
by James Maslanka

The Cross of Vanork is a bright red cross 4 feet long, 3 feet wide. It has two gems at the top - one Red and one Purple. When the Red is pushed, a hole opens at the top big enough for a Crossbow Bolt. The Purple turns it off. When Crossbow Bolt is put in hole, it will shoot out on command. Two can be shot each melee round. You can use this for up to 800 shots. If taken apart, it is totally destroyed.



**The Mithril Goblet**  
by James Maslanka

The Mithril Goblet has runes on the side which can only be read by a *Comprehend Languages*. It says "When you want, say Wine". If Wine is said, Goblet fills to brim with Wine.

**Joke Book**  
by Scott Johnson

Reading this book will raise Jesters by 1 level. Anyone reading this book other than Jesters will lose one level.

**Silver Balls**  
by Earl Bless

When this ball is touched, it will/or can do the following things: (roll)

1. Teleport - 100 miles.
2. Instant Death - Person touching it.
3. Ball Disappears.
4. Gives 200,000 GP, then disappears.
5. Explodes 1 - 20 HPs damage.
6. Person holding, could make 1 wish, then it would disappear.



**Medallion and Sword of Rakas the Safe One**  
by James Maslanka

A Rune Long Sword which is +3, Flaming, it has a green Gem in the hilt. The Runes on the Sword say "For the Doomed Warrior". It always comes along with a Medallion with a green Gem. On the back says "Rakas the Safe One". Anyone wearing the Medallion can control anyone using the Sword.

**The Gauntlet From the Swamp**  
by James Maslanka

This is a green scaly Gauntlet made out of the hand of a Swamp Beast. When put on it goes up to the elbow. The Gauntlet can only be cut by magical weapons. When the classes below put on the Gauntlet they get certain abilities:

**Fighter:** Gets an extra 1 - 6 HP while wearing the Gauntlet. If taken off, lose those Hit Points. Also gives +2 Hit and +4 Damage, plus, Nature Strength.

**Clerics and Druids:** Get an extra 1 - 8 HP, 1 spell above their level, plus, an extra 1 - 20 spell points.

**Thief:** Gets extra 1 - 10 HP, +4 Hit and +1 Damage. They also add +5 to climbing walls and 10% for Picking Locks. They can go invisible for one round a day and can breathe underwater.

**Magic Users and Illusionists:** Lose one point of Intelligence but gain a Level. They also gain 1 - 4 HP. Armor Class is 4. They can also shoot double the amount of Magic Missiles.

### Ring of Army Ant Summoning

by Robert Henry

This ring allows the wearer to summon from 100,000 to 800,000 Army Ants. The ants would be bigger than Normal Ants but smaller than Giant Ants. The Ants would be AC: 7, because there were so many of them and have one Hit a piece. The Queen would be AC: 5, and have 6 Hits. The Ants would do one point of damage per attack from pinching. The Queen would do three points of damage per attack for pinching.

For every point of damage the Queen receives, the Ants will attack with an additional +1 on Hit. If the Queen is killed, the Ants will turn berserk and attack the wearer of the Ring with +4 on Hit. The attack will continue until the wearer is killed. The +4 on Hit remains for the rest of the time that the Ants are summoned. Summoning of the Ants will last for ten full turns. If the Summoner takes off the Ring or is killed, the Ants will immediately attack the nearest character or group of characters, which ever is a bigger threat potential to the Ants in terms of physical attack. Also, when the Queen is killed and the Ants turn berserk, the first person they attack is the wearer of the Ring provided there is a wearer alive at the time.

The combat engagement of the Ants must last a full ten turns or as soon as the original engagement is over, the Ants will attack character and the full ten turns will start over again. This will happen a maximum of three times not including the original engagement that was the result of the summoning.

Attacks with Edged weapons have a 1% chance of hitting the Queen per attack. Attacks with large blunt objects have a 5% chance of hitting the Queen per attack. Edged Missile-type weapons are ineffectual simply because of the number of Ants. The Ants can cross bodies of liquids such as water provided it is calm. Movement for the Ants is 9" per turn. Individually, the Ants have below average Intelligence but have an above average collective Intelligence.

The Ring is a plain copper ring with a round stone of Black Onyx set in it. Do to its magic enchantments, all Detect spells have opposite results when used on it. The Legend Lore spell works normally on it. The other oddity about the Ring is that any Detect Treasure spell used in the Ring's presense will indicate treasure strongly in all directions regardless of the circumstances the party is in. The Ring is also Fire Resistent from damage and will protect itself only as a Ring of Fire Resistance +2. 25% of the time, the Ring will not work.

If the Ring is sold to someone in any circumstances where the buyer is getting ripped-off,

it will turn the buyer's hair red and green and cause the seller to be found by the buyer.

### Uncontrolled Teleport Ring

by Brian Wagner

When a character puts this ring on he is instantly teleported 1 - 100 feet in a random direction if he is in a dungeon, or 1 - 100 miles if he is outdoors. It will not teleport character into a solid object but will put him into the nearest open space.



### Dragon Intensity Ring

by Jim Ward

This magical device looks like a coiled green dragon biting its tail. It increases or decreases the powers of the wearer with the emotion in that person. When a being seeks revenge the ring will raise the person's level by one. If the being shows fear or runs away from a fight, the ring gives the wearer a plus one for his dexterity, but subtracts 2 hit points per level. If the wearer is fighting a brave action (Judges Option) it gives a plus one to his strength and damaging power. In defending his home or true friends, a plus 2 is given to all his catagories (Intelligence, Wisdom, etc.). In an attempting to convince someone or thing of a fact there is a 10% greater chance of doing so.

### The Ring of Slime

by M. Stollery

This is a copper colored, worthless looking ring, flecked with color of green, gray, orange, yellow and brown. It is a beneficial magical item with these effects: Once a day, for varying amounts of time, the wearer can allow temporarily, his/her hand to become slime, which he/she can hit with, or fire a jet for 20 ft. maximum. Durations:

Brown Mold lasts for one full Turn  
Yellow Mold lasts for two full Turns  
Green Slime lasts for three full Turns  
Gray Ooze lasts for four full Turns  
Black Pudding lasts for four full Turns  
Ochre Jelly lasts for five full Turns  
Gelatinous Cube lasts for six Turns

The Judge may allow other slimes effects to be used, with the duration smaller the deadlier the slime is (for example, the Mud Creature in *The Dungeoneer* 3). Only one type can be used per day. Also, while the hand is 'changed', the wearer is completely immune to any type of slime, and normally while wearing the ring the user saves against any slime at +4, and damage is halved. A few were made by a Master Mage and lost.

### **Ranger Blade**

by Ken King

When wielded by a Ranger, this sword has a basic Hit Probability of +2, and a +5 bonus when used against any member of the Giant Class. It also acts as a permanent *Animal Friendship* spell (1st level Druid spell) within a 20' radius.

### **Sword of Cowardice**

by Ken King

In times of danger, if this sword is used, there is a 50% chance that the user will faint for 2 - 5 melee rounds. Note that the sword must be used to cause this effect.



### **Shadow Sword**

by Ken King

Forged long ago by Dwarven Artificers, this sword appears as a hilt with a faint shadow where the blade should be. The blade is ethereal, and has a +4 to hit all ethereal creatures.

### **Fire Spear**

by Ken King

As soon as this Spear leaves the throwers hand (if it is thrown), it will be immediately engulfed in flames, which do 3 dice of damage when it hits, but only in a 10' radius from the point of impact.

### **Stone of Deafening**

by Ken King

If this stone hits anything, with sufficient force, it will produce a very loud sound that deafens everyone within a radius of 50' (saving throw applicable). Deafness lasts for 2 - 8 turns. In addition, there is a 30% chance of being stunned for two turns, regardless if you made the previous saving throw.

### **Clay of Reality**

by Ken King

Any object created with this clay, has a 50% chance of turning real. If the object is living, then its Align will always be Chaotic Evil.

### **Arrow of Light**

by Steve Marsh

An arrow of slaying. It does 3D6 to undead and 4D8 to Demons. +4 to hit, and good for 1D4 uses before it loses its luster.

### **Handaxe of Cleaving**

by Brian Wagner

The is a plus two Handaxe with the ability to split wooden objects in twain if it strikes. It will cleave doors, small trees, small Treants, etc. in two if it hits and the thrower rolls a 1 - 3 on a D6.

### **Morning Star of Mangling**

by Brian Wagner

Seems to be a nice Morning Star but as soon as it is picked up the head falls off and grows up to 15' wide or can contract to 1' but will always attain the greatest size possible. It then begins to pursue characters, moving at a rate of 7" a turn. If it catches up with someone it rolls over them for 4 - 40 points of damage, then will pause a melee round to see if they show any signs of life and if they do roll over them again, and so on. As long as it can trace line of sight to quarry, it chases them, but if they take a different intersection or hop into a room, there is a 20% chance it goes on past them. If several quarries are presented, it chases one at random. Once it has lost its quarry, it will make its way back to where it was found to reattach to the shaft it was on. If there is no target in sight and one is presented, it will pursue it.

### **Rug of Tripping**

by Brian Wagner

A 2' x 3' rug with an attractive design on it. Any being stepping onto this rug has a 75% chance of tripping minus their Dexterity. Those who trip have a 10% chance to be knocked unconscious and will otherwise require 1 - 4 melee rounds to arise. Note that some creatures, for anatomical reasons (namely lack of feet) would be unaffected by the rug.

### **Potion Ugliness**

by Scott Johnson

Take charisma down 6 points.

### **Green Elixer**

by Scott Johnson

Turns drinker permanently green.

### **Germ Drink**

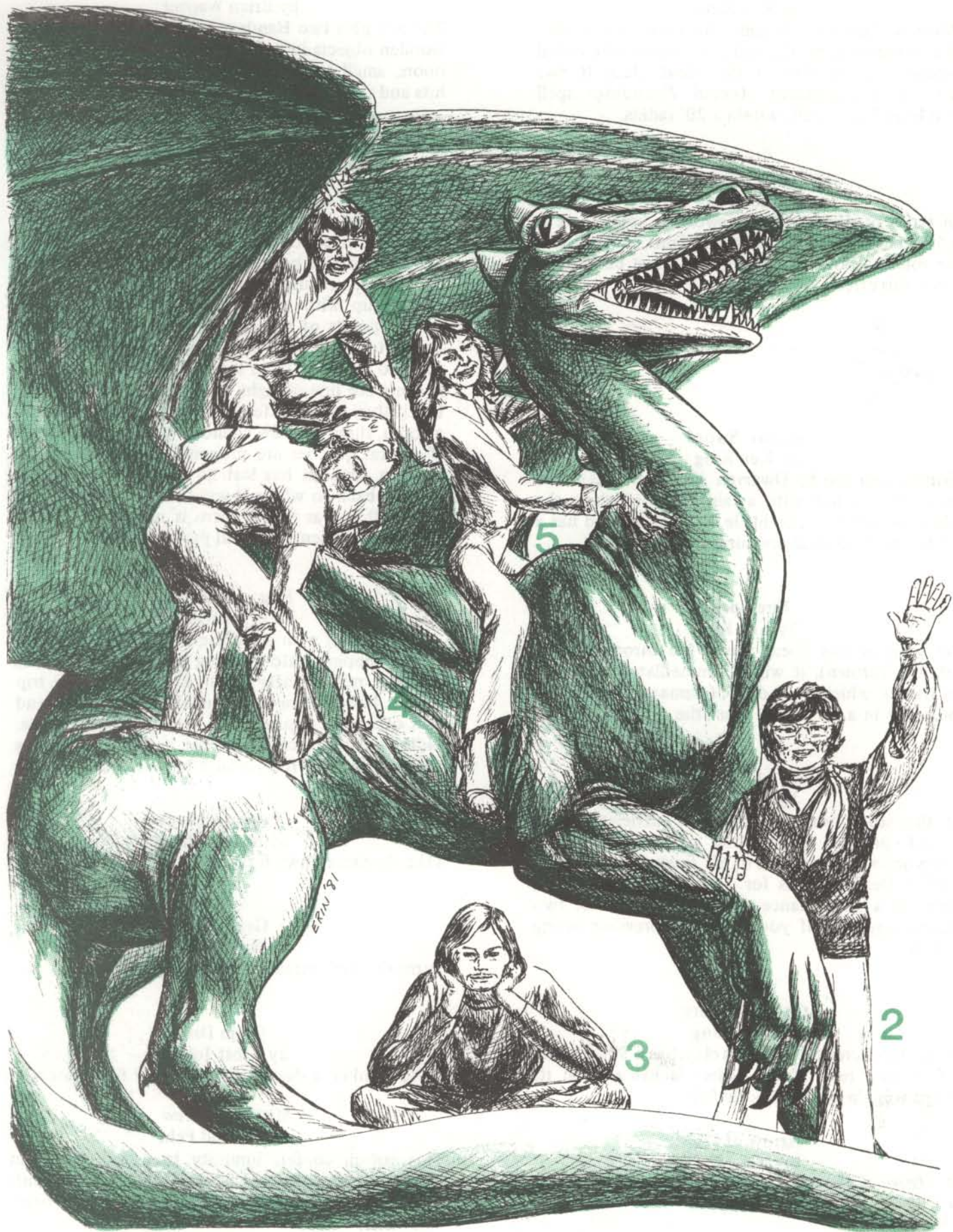
by Scott Johnson

Gives drinker a disease (out of play for a few weeks)

### **Mistletoe Brew**

by Ronald Pehr

This potion confers immunity to poison for a set number of turns known only to the DM. It prevents poisoning, it does not cure it if taken after being poisoned.



# MAGICAL STAFF



Erin McKee is 26, single, works at Judges Guild as an artist, and likes playing fantasy role-playing games. She also moonlights as a fantasy illustrator, and hopes to someday do paperback book covers. She is not to be trusted in Diplomacy, and has a cat that does tricks (really!). She has been seen frequenting Science Fiction Cons with said cat (the cat alone has been to 12 Cons, and before she was 10 months old), and SCA events. Not the type of person you'd take home to Mother to impress her with your nice, normal friends, but she does have a good time and enjoys life.

1



Lindsay Smith was born in Decatur, IL. but raised in Illinois, California and Florida. She now resides in Mt. Zion, IL., and is one of our typist. She came to work for Judges Guild in November of 1980.

She has never played the games, but is trying to learn them. She enjoys jogging her mile every morning, before going to work.

Her hobbies also include photography, plants, reading, stamp collecting, bird watching, flying and sky diving.

5

Hazel Maddox was born and raised in Decatur, IL. She had five brothers, no sisters, and was one of the world's greatest tom-boys. She was the only girl allowed on a boys baseball team. She learned to sew at 9 years old. Hazel married and had five children, divorced and raised them alone. Her hobbies are men, red and yellow candy, sewing, painting her house, taking care of her two dogs, writing poetry and stories. Two songs are published and she is in the process of writing the true story of her life. Oh yes, and she loves to do Taxes (Income Taxes that is!).

2

Ken Simpson is one of our staff artists. He produces pen and ink illustrations for covers, new products, and **The Dungeons Journal**. Ken grew up in the east African country of Mozambique and attended schools in Rhodesia (now Zimbabwe), and Swaziland where he received much of his art training. His specialties are graphite or oils but for most of his work at the Guild, he uses pen and ink.

4

Ron Lagerstrom is in charge of editing both the ICD Newsletter (a local gaming newsletter for avid and interested gamers), and Wailing Woody (our company's own employee newsletter here at Judges Guild). He is 20 years old, and has been gaming ever since he was ten years old (he started with **Avalon Hill's Stalingrad**). He knew then that his life long dream had been fulfilled, and that he could change history! He attended school in Minnesota, then went to Carl Sandberg Jr. College in Galesburg, IL. There he received a general Associate in Arts. He is now going to Millikin University here in Decatur, hoping to get an educational Degree so that he can teach secondary level history.

6

Born, raised, and educated in Buffalo, New York, Clayton J. Miner decided it was time to broaden his view of the world, to strike out on his own, and to go somewhere the authorities had not yet heard of him. So after his senior year at college ended, and his reputation finally caught up with him, he made his fateful move out to Decatur, IL., where he went to work for the Judges Guild. His chosen profession is a writer, and specialized in rules systems, character descriptions and game reviews. Possessed by a warped sense of humour, Clayton spends much of his free time in a sealed room with others of his kind reveling in bizarre jokes and stories, which is a great relief (how do **you** spell relief?) to the other 'normal' people in Decatur. A one-time addict of pinball games, he now has fallen into the clutches of the video game habit and is teetering on the edge of becoming lost to computer programming.

3



# DRAGON PASS DRAGON PASS DRAGON PASS

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# The Pilgrims

## By Bill Paley

Since Pilgrims may be of any Alignment or Worship, I will list this group as being Neutral, allowing the individual Judge to actually choose their Alignment and god.

This particular group will contain not merely Clerics, but well-to-do Burgher, and Warriors on their way to doing penance.

Brother Michael: Class: Cleric, Alignment: N, Level: 3, HP: 15, AC: 5, Social Level: 6, STR: 10, INT: 11, WIS: 16, CON: 13, DEX: 12, CHAR: 14, Weapon: Mace. A humble sort, Michael will be wearing a heavy brown robe (over his chainmail) and he will have sandals rather than travelling boots on his feet.

Billy: Class: Cleric, Alignment: N, Level: 1, HP: 3, AC: 10, Social

Level: 3, STR: 11, INT: 11, WIS: 15, CON: 10, DEX: 8, CHAR: 13, Weapon: Cudgel. This youth is servant to the older priest, and sees to his comfort, be it by the campfire, or in an abbey. He has mastered the lowest level of spells, and he practices prayer each day.

There are two Fighters as well, seeking cleansing from some blemish: Kurt: Class: Fighter, Alignment: N, Level: 3, HP: 17, AC: 5, Social Level: 4, STR: 15, INT: 10, WIS: 8, CON: 13, DEX: 14, CHAR: 10, Weapon: Longsword. Angry at his loss of "godly" favor, this Warrior seldom speaks except to Brother Michael, and that usually is private.

Gut the Vonn: Class: Fighter, Alignment: N, Level: 1, HP: 6, AC: 6,

Social Level: 3, STR: 17, INT: 11, WIS: 10, CON: 6, DEX: 12, CHAR: 10, Weapon: Warhammer. A plump, though sickly fellow, he goes to the shrine, "for health reasons."

Finally, there will be 1 - 6 Merchants who go to pay their respects (and gold) to insure godly favor (or to stave off godly disfavor) in this year's transactions. Peripherally (i.e. not invited to the campfire) will be 2 - 12 Peasants who go for the chance to have an excuse to travel. They will give preserved foods to the shrine/temple. If attacked, the Peasants are 75% likely to run. . . if they stay, they will attempt to grapple and drag down the enemy. The Merchants are armed (1 - 4 with Daggers), 5 - 6 with Swords, on a D6).





# ASTROLOGY and ASTROLOGERS

by Edward R. G. Mortimer

First of all, Astrologers are not "Fortune Tellers" (they will be dealt with in another article), they do not use Crystal Balls, Tarot Cards, etc., they construct Star Charts and attempt to interpret the movements of the heavenly bodies.

The basic concept behind Astrology is the concept of **Sympathy**. According to Astrologers, there are Sympathetic Bonds between things celestial and things terrestrial. From this stems a system of **Correspondences**. The most famous Correspondences are those between the signs of the Zodiac and the Human body (the **Zodiacal Man**). Sympathy is that power "which circulates through all living nature, pervading all; disquieting all; . . . this universal sympathy or instinct (for all instinct is sympathy) is neither more or less than the secret but powerful influences of the heavenly bodies."\* For example, "Saturn is by universal experience acknowledged to be the most powerful, evil, and malignant of all the planets." Among persons he represents (among others) grandfathers, paupers, monks, and grave-diggers; among animals, cats and dogs," and all creatures delighting in filth and breeding from putrefaction"; among plants, hemlock, hellebore, poppy, mandrake, nightshade and moss; among trees willow, pine, yew and cypress; among birds, the crow, owl and cuckoo; among places, deserts, churchyards and all" muddy dirty stinking places, wells and nuisances of all description". His wind is the east wind and his favorite mineral is lead."\*\*

Further, this concept is also extended to towns and countries, historical periods and the hours of the day. For example, New York is assigned to Cancer, and the U.S.A. is assigned to Gemini.

The days of the week are assigned to certain planets: Sunday is the Sun's Day; Monday is the Moon's Day; Tuesday is Mar's Day (in French - Mardi); Wednesday is Mercury's Day (in French - Mercredi); Thursday is Jupiter's Day (an educated assumption by this author); Friday is Venus' Day (in French - Venerdi); Saturday is Saturn's Day.

Traditionally Astrology is divided into many different forms:

**Natural Astrology:** Foretelling the motions of the heavenly bodies, this has become the science of Astronomy.

**Judicial Astrology:** Interpreting the motions of the celestial bodies in relation to terrestrial life as a whole.

**Mundane Astrology:** The art of composing and interpreting horoscopes for Countries, Leaders of Countries and to predict natural disasters.

**Genethiacal Astrology:** The art of composing and interpreting horoscopes on an individual basis.

**Horary Astrology:** Consists of answering questions by making horoscopic calculations according to the moment at which related events take place.

**Medical Astrology:** Consists of medical analysis and treatments involving the twelve bio-chemical cell slats of the body, according to the influences of the twelve aspects of the Zodiac.

**Electional Astrology:** Using horoscope charts to choose exactly the right moment for any type of undertaking, such as: Laying a Foundation Stone; Christening a new Ship; Starting on an Adventure or Quest; etc.

**Physiognomical Astrology:** Concerned with facial characteristics that relate to the influence of the stars.

**Talismanic Astrology:** Is the system of the **Quadruple Relationship** of Star, Stone, Plant and Talisman.

Among many other less notable forms.

I hope this gives you some idea of the complexities of Astrology. It would take dozens of articles to relate every important aspect of Astrology, but the above should be able to suffice as an introduction to the **Non-player** character class of **Astrologers**.

Astrologers are 0 Level, they don't carry weapons and have never been trained to fight (-3 to hit). They get 1d4 Hit Points.

Anybody can hire an Astrologer. For long term employment, they must be supplied with an observatory, a library and living quarters, each of at least 200 square feet. There is also a minimum initial material expenditure of 5,000 GP for research materials, 10,000 GP for telescopes and other instruments, and 1,000 GP for miscellaneous material (such as ink, quills, star charts, etc.). They also must receive 100 GP per Level (see below) per month as salary, all food and clothing must be provided for, and they must get a research grant of at least 200 GP per month. For each 200 GP extra given for research, add 1% (up to 20%) to the table - Interpreting the Stars or Constructing a Talisman.

Hiring for short term employment costs 200 GP per Level (see below) per day. Length of employment depends on the difficulty of the questions asked and the length of time needed to study them. This is detailed below, in the Length of Research Table. Astrologers employed for a short term will **not** make Talismans (long term = at least 5 years). Level of Astrologer is directly associated with how many

Major fields of Astrological Knowledge he/she possesses. It does **not** increase Hit Points or Fighting Ability. A 1st Level Astrologer will have one Major Field of Astrological Knowledge. In order to advance a level, and gain another Major Field (from his/her Minors), the Astrologer must spend one year in study, and receive 20,000 GP for expenses from his/her employer. Nothing else may be done during that year of study. Generally only 1st and 2nd level Astrologers are available for hire, short or long term.

The Fields of Astrological Knowledge are (more can be added as this is not a comprehensive listing): Natural Astrology; Judicial Astrology; Mundane Astrology; Gene-thiical Astrology; Horary Astrology; Medical Astrology; Electional Astrology; Physiognomical Astrology; Talismanic Astrology.

#### Interpreting the Stars or Constructing a Talisman

| Question Asked Is | Question Asked Is |          |          |
|-------------------|-------------------|----------|----------|
|                   | General           | Specific | Exacting |
| In Major Field    | 73 - 100%         | 33 - 60% | 13 - 40% |
| In Minor Field    | 51 - 60%          | 21 - 30% | 11 - 20% |

To use the above table each time a question is asked, roll 3d10 or 1d10 (as needed), to determine the base chance of being able to interpret the stars correctly. Medical queries are considered a General question, general remedies are considered Specific, and specific remedies are considered Exacting. What kind of Talisman is required is considered a General question, constructing a Talisman is considered Specific. Talismans are detailed below.

#### Length of Research

| Question Asked Is | Question Asked Is |            |            |
|-------------------|-------------------|------------|------------|
|                   | General           | Specific   | Exacting   |
| In Major Field    | 1- 4 days         | 5-12 days  | 13-32 days |
| In Minor Field    | 5-12 days         | 13-32 days | 33-60 days |

**Talismans:** Talismans can be created to perform a certain magical function, depending on the material components of the Talisman. Talismans operate 7 times, automatically or upon command, before crumbling into dust. The Talisman consists of the proper Star sign engraved on the proper Stone with the proper Plant placed **within** the Stone. Examples of related Stars, Stones and Plants are:

Aldebaron - Ruby - Spurge  
 Alhaioth (Rigel) - Sapphire - Horehound  
 Alhabor (Sirius) - Beryl - Juniper  
 Regulas - Garnet - Celandine  
 Alchimeh Abrameth (Arcturus) - Jasper - Plaintain

For example, the Alhaioth - Sapphire - Horehound Talisman, can be enchanted by an Astrologer to perform one of the following powers:

Add +1 to Intelligence and Wisdom for one day  
 Add +1 to Hit and Damage versus Spiders  
 Add 10% to duration or area of effect of one spell

If White Horehound is used:

Add +1 to Saving Throw versus Venoms (or entitles another Saving Throw)  
 Add +1 to Saving Throw against Pulmonary Diseases (or entitles another Saving Throw)  
 Cures Coughs

If Black Horehound is used:

Add +1 to Movement for one day (also ages person one year)  
 Stops Hemorrhaging  
 Effective Wormer

To attribute powers to the Talisman, see pages 26 - 27, 220 - 221 of the **Dungeon Masters Guide**. Talismans cost 12,000 GP each, plus material cost (e.g. a sapphire costs 1,000 GP). It takes 12 days to construct, after all materials have been obtained.

Astrologers are able to cast one random *Divination* type spell per level, as determined at each level. Astrologers have a +20% chance to be Psionic, but their disciplines will be of the Divination type (in fact, most (70%) Astrologers are Psionic - Astrologers are not that common). Humans, Half-Elves, Elves and Halflings may be Astrologers (in the case of Elven and Half-Elven Astrologers, they will also be a 1st Level Magic User but **incapable** of progressing).

Astrologers have the following minimum and maximum ability scores: STR: 3 - 12; INT: 13 - 18; WIS: 13 - 18; CON: 3 - 12; DEX: 6 - 15; CHA: 7 - 16. These do not override the Racial Minimums of Maximums detailed on page 15 of the **Players Handbook**.

\* Quote from **Raphael**, the 19th century English Astrologer (real name was R. C. Smith).

\*\* The whole quote is from the book entitled **Astrology** by Louis MacNeice, published first in 1964 by **Aldus Books Limited London**, distributed in the U.S.A. by **Doubleday & Company, Inc.**, Library of Congress Catalog Card No. 64-18633, the inner quote is by **Raphael** - Note that the first footnote also came from the book **Astrology**.

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# CONVENTION

## WATCH

ALL THE CONS WE KNOW OF

*As a part of our function as a National Convention Clearing House in conjunction with MGA and MDG, and as a service to our readers, we provide a listing of upcoming Conventions. Due to space limitations we can only list the name and date of each Convention, and an address to write for more information. Convention planners are asked to contact Mike Reagan with all available information so that we may print it and inform Dealers of it.*

**GENCON SOUTH Feb. 6 - 8.** Carl Smith, 5333 Santa Monica Blvd. N., Jacksonville, FL. 32207, Phone: (904) 733-3796.

**WERECON '81 Feb. 7.** Detroit, MI. c/o Wayne Weregamers, Box 69, SCB WSU, Detroit, MI. 48202.

**AQUACON I (SF) Feb. 12 - 15.** Disneyland Hotel, Anaheim, CA. Paul Abelkis, P.O. 815, Brea, CA. 92621.

**DUNDRACON VI Feb. 14 - 16.** Lemington Hotel. DundraCon VI, 386 Alcatraz Ave., Oakland, CA. 94618.

**EMPERORS BIRTHDAY 10 Feb. 21.** Robert Hagerty, 525 Middlebury 302, Elkhart, IN. 46516.

**TIPPECON II Feb. 27 - March 1.** Perdue Gamers, c/o Flash Ocker, 116 Stewart Center/Conference Drive, Perdue University, West Lafayette, IN. 47907.

**COASTCON '81 March 13 - 15.** CoastCon '81, P.O. Box 6025, Biloxi, MS. 39532.

**MARCON XVI March 13 - 15.** Marcon, Mark Evans, P. O. Box 2583, Columbus, Ohio 43216, Phone: (614) 497-9953.

**SIMCON III March 20 - 21.** University of Rochester. SimCon III, P.O. Box 5142 River Station, Rochester, N.Y. 14627.

**CWA SPRING GAME FEST April 3 - 5.** CWA, 3605 Bobolink Lane, Rolling Meadows, IL. 60008.

**U. N. H. SPRING GAME FEST April 4 - 5.** c/o U. N. H. Simulations Club, Memorial Building, University of New Hampshire, Durham, N.H. 03824.

**EQUICON FILMCON Easter Weekend.** John and Bjo Trimble, P.O. Box 23127, Los Angeles, CA. 90023.

**CAN-GAMES '81 May 15 - 18.** c/o Bruce Knight, 2011 B St. Laurent Blvd., Ottawa, Ontario, K1G 1A3.

**GRIMM CON III May 22 - 25.** Oakland Hyatt House, Oakland, CA. Grimm Con III, P.O. Box 4153, Berkley, CA. 94704.

**MIGS '81 May 31.** Waterloo Regional Police Association Recreational Center, R. R. 2, Cambridge, Ontario, Canada. A Free Day of Open Wargaming and Socializing. Les Scanlan, Pres. MIGS, 473 Upper Wentworth, Hamilton, Ontario, Canada, L8M 2M1.

**MICHICON 10** June 12 - 14. Oakland University, Rochester, MI. Metro Detroit Gamers, P.O. Box 787, Troy, MI. 48099.

**WESTERCON 34** July 2 - 4. Red Lion Inn. WesterCon 34, Box 161719, Sacramento, CA. 95816.

**ORIGINS '81** July 3 - 5. Dunfey Hotel, San Mateo, CA. Pacific Origins, P.O. Box 5548, San Jose, CA. 95150.

**NANCON** July 3 - 5. Houston, Texas. Nan's Toys & Games, 1385 Gralleria Mall, 5015 W. Heimer, Houston, TX. 77056.

**ODYSSEY '81** July 17 - 19. c/o R. Bradford Chase, U. N. H. Simulations Game Club, Memorial Union Building, University of New Hampshire, Durham, N. H. 03824.

**GENCON EAST '81** July 23 - 26. Cherry Hill Inn, Cherry Hill, New Jersey. Chris Parker, 20 Unicorn St., Newburyport, MA. 01950.

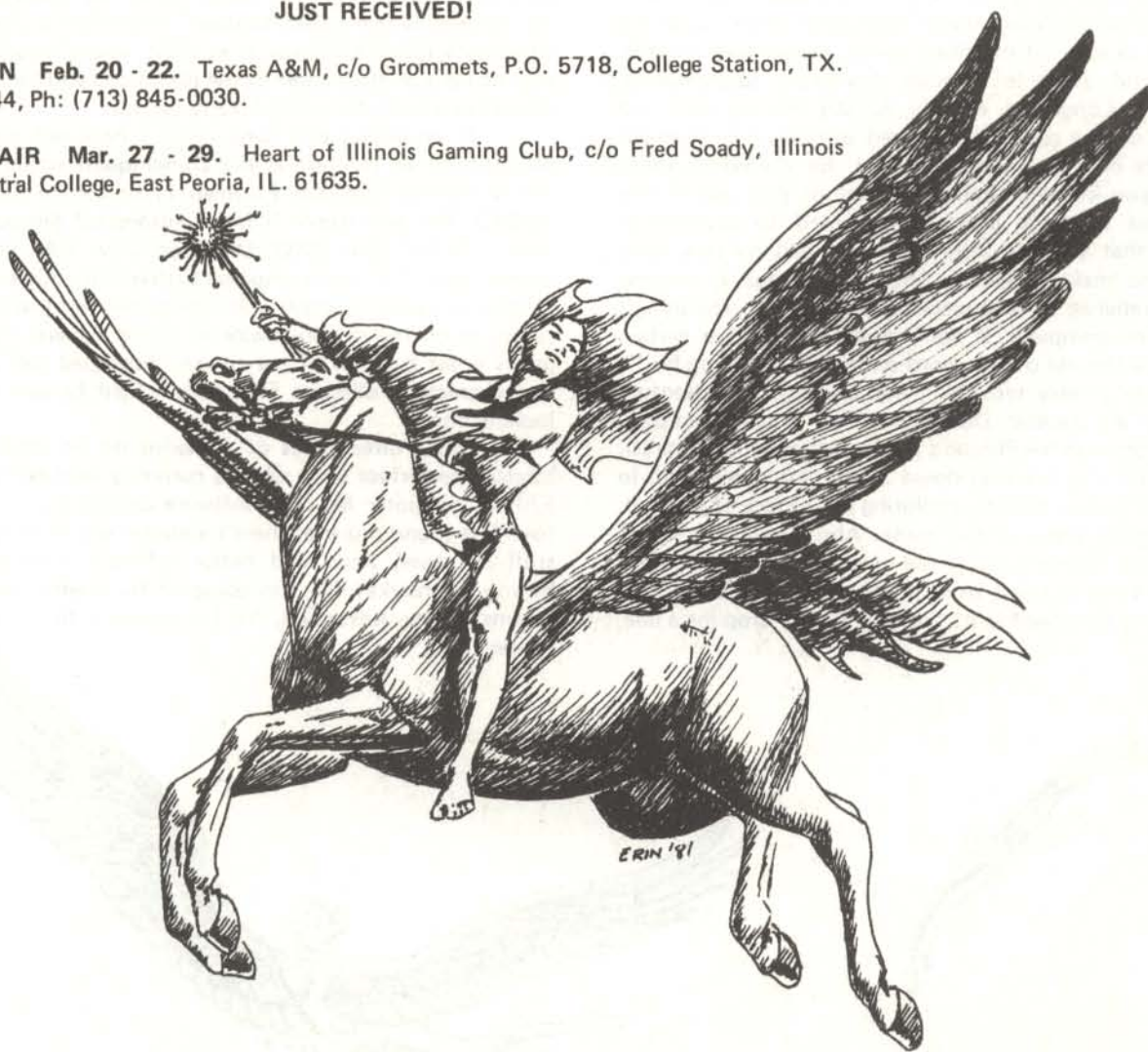
**ATLANTA CON '81** July 24 - 26. Baltimore, Maryland. Atlanta Con, P.O. Box 15405, Baltimore, MD. 21220.

**GENCON XIV** Aug. 20 - 23. University of Wisconsin - Parkside, Kenosha, WI. GenCon XIV, P. O. Box 756, Lake Geneva, WI. 53147.

**JUST RECEIVED!**

**WARCON** Feb. 20 - 22. Texas A&M, c/o Grommets, P.O. 5718, College Station, TX. 77844, Ph: (713) 845-0030.

**GAMEFAIR** Mar. 27 - 29. Heart of Illinois Gaming Club, c/o Fred Soady, Illinois Central College, East Peoria, IL. 61635.



# ROLE PLAYING WITH YOUR COMPUTER

by Ree Moorhead Pruehs

It's 3:00 am, and you have got to have a fix. Nobody in their right mind (including your husband, who is snoring peacefully on his side of the bed) is going to get up and play FRP games with you at **this** time of the night, no matter **how** much he loves you. So you get up, creep quietly to the computer, and five minutes later are lost on a pirate adventure (complete with bottles of rum, hungry crocodiles, and a parrot!), exploring a planet far-off in deep space, or exploring a dungeon labyrinth.

What! You don't own a computer? We didn't either, until about three months ago. Nor did we realize that we were cheating ourselves of some of the most fun--and unusual--FRP opportunities you can experience!

First on the list of the FRP "computer experience" is the original and Scott Adams' **Adventure** series--acclaimed by many as some of the finest computer software available today (and available through **Adventure International**, Box 3435, Longwood, Florida, 32750). Playing any or all of these can be roughly compared to playing tournament **D&D**--lots of deep thought needed, for the wrong move can get you killed--or impair the rest of your game! The advantages to these games as opposed to tournament **D&D** is that you can start over again and try new ideas when you make mistakes. The disadvantage is keeping enough patience to keep working at it and try new things!

The computer is commanded to perform certain actions by the use of two-word sentences--i.e. "drop bird", "chop tree", "play recorder", etc. Many of the adventure scenarios are typical **D&D** (exploring a cave complex, trekking through the Pharaoh's tomb, dealing with vampires); others have you tracking down a saboteur who intends to blow up a nuclear facility, exploring the surface of a planet, or wandering about a fun house. Absorbing? Yes. Gratifying? Yes! It gives a deep sense of satisfaction just to solve some of those puzzles! (And if any of you out there have figured out the meaning of "dragon sting", drop me a line, huh?)

Incidentally, the **Adventure** series is available for the TRS-80, the Exidy Sorcerer, and the Apple II.

A popular favorite among the group of FRPers who drop over--ostensibly to see us--and head straight for the 'puter is the **Space** series by Steven W. Pederson and Sherwin A. Steffin, of which two disks--for 48K Apple II only--are available (from **Edu-Ware Services, Inc.**, 22305 Burbank Blvd. No. 223, Woodland Hills, CA., 91367). These programs are obviously drawn heavily from the popular **Traveller** FRP space game by **GDW**. The scenarios on the disks range from risking your money (and your life!) in the world of High Finance to ritualized combat to exploring worlds to getting high--and learning new truths about your characters--on a pleasure planet called Zintar. Of all the **Space** games, my favorite is one called **Shaman**, in which the character traverses a planet's surface in an ATV, trying to bring the way of light to the people of the planet and win for herself an audience with the Lord of Many Worlds.

A promising new series that I have not had the opportunity to playtest is the **Dunjonquest** scenarios by Jim Connelley and Jim Freeman (available for Level II TRS-80, Pet, and Apple II from **Automated Simulations**, Dept. K3, P.O. Box 4232, Mountain View, CA., 94040), whose quality has been compared to that of the **Adventures**. Despite a rather questionable advertising campaign that cashes in on the disappearance of Dallas Egbert, the programs boast graphics of the rooms, illustrated rule books and characters rolled-up FRP style. Might be well worth looking into.

These three types of scenarios do no more than scratch the surface as to what is currently available for the FRPing computer fan. The software companies, it seems, have just found out that there's a market out there for this stuff--so more, new, and **better** software is constantly hitting the market. Me, I'm going off for another crack at Adams' **Pirate Adventure**. Yo ho ho and a bottle of Dr. Pepper. . . .



# Descent into Darkness



by Michael Mayeau

## Designer's Notes

Being a D&D (TSR Style) enthusiast for the last four years, and recently acquiring a Home Computer for a hobby, I've been disappointed that with all the computer games available; none are really D&D. So I decided to make my own. This is a big project for someone who is still learning to program, but fortunately, one of my close friends, and a fellow D&D player, programs computers (professionally) for a living. With a bit of help from Jim, I finished my program, and now have available to all D&D (or AD&D) players a true D&D program.

I do not believe a computer will ever take the place of the Judge, for reasons I've already mentioned in *Survival of the Fittest*, but if you have a computer, and nobody to play D&D with, now your computer can fill in.

In order to add as much variety as possible, there are no memory-filling graphics. I made the decision, for better or worse, that a good dungeon would be better than a pretty one. Besides, I believe that mapping is just as much of the game as combat. There are 27 different monsters, from Kobolds to Cockatrices, a variety of treasures, some magical, secret doors, wandering monsters, etc. and all are randomly set by the computer, and all are different with every run thru. This is a true dungeon, not just an obstacle course for you to follow along.

## Instructions

### General

This dungeon is for Fighter Characters only; every character that runs through will be operated as a straight Fighter. If you run your Cleric or Magic User thru, they will have to leave their spells behind. The only magic that operates are magic items like weapons, magic that adds to your Armor Class, or some of what you find.

This program is set-up to roll up a 1st level Fighter for you, or, to allow you to input a Fighter of your own, up thru 6th level.

### Treasure and Experience Points

With regards to giving your characters the Experience Points and any Treasure found; I would say that if you **tear-up** your character sheets when they are killed in this dungeon, then give them the Experience Points and the Treasure if they survive. If you don't tear them up when they get killed, then don't give them the Treasure or Experience Points. Remember, you should not go up more than one level (if you get that lucky); if you get too many Experience Points, you lose the excess. I'm usually liberal with Treasure and Experience Points, because I'm also liberal making things tough, so player-characters have a good chance to get killed. I give Treasure in relation to the characters and the monsters they have to combat. 500 GP (or Experience Points) means quite a bit to a 1st level, but not so much to a 6th level. However, a Hobgoblin is a definite threat to a 1st level, while it's considerably less to a 6th level. So I save the Hobgoblins, etc. for the 1st levels, and give the 6th level Owlbears, etc. But if the 6th level survives, he will get appropriately more Treasure.

As for running the same character thru more than once: sure, why not! The dungeon will be different each time. I don't know why you would want to though. If you have that few characters, then let the computer roll some new ones up for you.

### Saving Throws

All you need enter is your final saving throw vs. poison; all other saving throws are computed from that. The lowest you should ever enter for a saving throw is "2", and that is quite unlikely!!!

## Commands

When giving commands, most of the time it is merely necessary to press the 1st letter of the command. An example is:

"Do you want to search for secret doors (Y/N)?"

All you need to press is a "Y" or an "N". In some cases, however, you must input your commands (or data), and press 'ENTER'. These will occur mainly when you are loading in a character of your own. Whenever this is necessary, the statement (question) the computer prints will be followed by three dots (or periods). An example is:

What is your Strength (3 - 18). . .?"

Here you would enter your numerical Strength (3 - 18), (do not enter a percentage here if you have an 18 Strength, that will be asked later) and press 'ENTER'.

## Memory

This program uses a full 16K of memory. This includes about 3450 locations of memory to be used in the program for data storage and Strings. If you modify the program and reduce this number, you may get an "out of memory" error.

## Loading the Program

Load the tape with a CLOAD'S' command, then type 'RUN' and press 'ENTER'. This program was written on a TRS-80 \* computer, with Level II Basic and 16K memory. It should be compatible with any computer system that can normally accept those programs.

\* Registered trademarks of TANDY (Radio Shack) Corp.

## Introduction

You are casually strolling across a pasture, when you see an old man sitting on a stump, crying. Being a bit curious by this, you go over and question him. He tells you that he is a local farmer, and that his 17-year-old daughter has been kidnapped and carried off by a monster to a near-by ruin.

Having nothing better to do, you offer to go and rescue his daughter (and possibly, to rescue some of the monsters' treasure too). He is delighted at your offer, and shows you the way to the ruin.

When you arrive there, you find an old demolished stone structure. In looking around, the only thing you find is a set of stairs going down to some underground complex, possibly an old wine cellar or something. Seeing nothing better to investigate, you go down. . .

```
10 CLEAR:C8=0:C9=0
20 CLS:PRINT"SOLITAIRE A D & D ADVENTURE":PRINT"FOR FIGHTERS UP THRU 6TH LEVEL":PRINT"BY M. MAYEAU"
25 PRINT:PRINT"YOU ARE OUT TO RESCUE A FARMERS DAUGHTER":PRINT
30 T$(1)="STRENGTH":T$(2)="INTELLIGENCE":T$(3)="WISDOM":T$(4)="CONSTITUTION":T$(5)="DEXTERITY":T$(6)="CHARISMA"
40 PRINT"DO YOU HAVE A CHARACTER OF YOUR OWN TO USE (Y/N) ?"
50 A$=INKEY$:IFA$="Y"THEN200
60 IFA$<>"N"THEN50
70 CLS:PRINT:PRINT"THEN I'LL GENERATE A MALE HUMAN FIGHTER FOR YOU !":PRINT:GOSUB800
80 IFA>11THEN110
90 GOSUB800
100 GOTO80
110 FORX=1TO6
120 C(X)=A
130 GOSUB800
140 NEXTX
150 IFC(1)=18THENC7=RND(100)ELSEC7=0
160 PRINT"YOUR EQUIPMENT IS CHAINMAIL W/SHIELD, A LONG SWORD, A BACKPACK, & A TORCH"
170 D1=0:D2=1:D3=10:D4=4:D5=0:D6=8:D7=12:D8=14:SX=0:PR=1
180 A=C(4)-14:IFA>0THEND3=D3+A
190 A=14-C(5):IFA<0THEND4=D4+A
195 GOTO 400
```

```

200 CLS:INPUT"IS YOUR CHARACTER AN ELF (Y/N)...";A$
210 IFA$="Y"THEND1=1ELSE1=0
220 E$(2)="LEVEL (1-6)":E$(3)="HIT POINTS":E$(4)="ARMOR CLASS":
E$(5)="PLUSSES ON YOUR WEAPON (IF ANY)":E$(6)="WEAPONS MAXIMUM DAMAGE VS MANSIZED":
E$(7)="WEAPONS MAXIMUM DAMAGE VS LARGER":E$(8)="SAVING THROW VS PETRIFICATION"
230 FORX=2TO8
240 PRINT"WHAT IS YOUR ";E$(X);
245 INPUT "...";A
250 D(X)=A
260 NEXTX
265 D2=D(2):D3=D(3):D4=D(4):D5=D(5):D6=D(6):D7=D(7):D8=D(8)
270 FORX=1TO6
280 PRINT"WHAT IS YOUR ";T$(X);
285 INPUT "(3-18)...";A
290 IFA>18THEN280ELSEC(X)=A
300 NEXTX
310 IFC(1)<18THENC7=0:GOTO350
320 INPUT"WHAT PERCENTAGE IS YOUR STRENGTH (1-100)...";C7
330 IFC7<1THEN320
340 IFC7>100THEN320
350 PRINT"MALE OR FEMALE (M/F) ?":PR=0
360 A$=INKEY$:IFA$="M"THENSX=0:GOTO400
370 IFA$="F"THENSX=1:GOTO400
380 GOTO360
400 IFC7>0THENP=1
410 FORX=1TO6
420 PRINT"YOUR ";T$(X); " = ";C(X);
430 IFP=1THENPRINT" (";C7;"%)"ELSEPRINT
440 P=0
450 NEXTX
460 A=C(1)-15:IFA<1THEN580
470 IFA=1THENC9=1:GOTO580
480 IFA=2THENC8=1:C9=1:GOTO580
490 IFC7>50THEN510
500 C8=1:C9=3:GOTO580
510 IFC7>75THEN530
520 C8=2:C9=3:GOTO580
530 IFC7>90THEN550
540 C8=2:C9=4:GOTO580
550 IFC7>99THEN570
560 C8=2:C9=5:GOTO580
570 C8=3:C9=6
580 IFD1=1THENC8=C8+1:C9=C9+1
590 IFD5>0THENC8=C8+D5:C9=C9+D5
600 IFC8>0PRINT"YOU ARE +";C8;" TO HIT"
610 IFC9>0PRINT"YOU ARE +";C9;" TO DAMAGE"
620 IFD2>2THENC8=C8+3ELSEC8=C8+1
630 IFD2>4THENC8=C8+2
640 PRINT"YOUR ARMOR CLASS IS ";D4
650 PRINT"YOUR HIT POINTS ARE ";D3
660 DP=D3
670 IFPR=1THEN950
680 IFSX=0PRINT"YOUR CHARACTER IS A MALE":GOTO700
690 PRINT"YOUR CHARACTER IS A FEMALE"
700 PRINT"IS THIS INFORMATION CORRECT (Y/N) ?"
710 A$=INKEY$:IFA$="Y"THEN960
720 IFA$="N"THEN10
730 GOTO710
800 RANDOM:J=RND(6):K=RND(6):L=RND(6):M=RND(6)
810 IFJ>KTHEN850
820 IFJ>LTHEN880
830 IFJ>MTHEN900
840 A=K+L+M:RETURN
850 IFK>LTHEN880
860 IFK>MTHEN900
870 A=J+L+M:RETURN
880 IFL>MTHEN900
890 A=J+K+M:RETURN
900 A=J+K+L:RETURN
950 INPUT"PRESS ENTER WHEN YOU ARE READY TO CONTINUE...";A$
960 CLS:PRINT:PRINT
970 PRINT"EXCUSE ME FOR 15 SECONDS WHILE I SET UP YOUR DUNGEON"
1000 DIMM(29,15),M$(29),G(11)
1010 DIMRL(20,6),RD$(20),D$(5)
1020 FORX=1TO20
1030 FORY=1TO6
1040 READRL(X,Y)
1050 NEXTY
1060 NEXTX
1080 FORX=1TO20
1090 READRD$(X)
1100 NEXTX
1120 FORX=1TO11
1130 G(X)=0
1140 NEXTX
1160 FORX=1TO5
1170 READD$(X)
1180 NEXTX

```



```

1200 FORX=1TO11
1210 RANDOM:R=RND(10)
1220 IFR>9ANDX<>11THENNEXTX
1230 IFX=11ANDR<4THENR=R+6
1240 IFX=11ANDR<7THENR=R+3
1250 IFD2<3THENRL(X,6)=R:GOTO1280
1260 IFD2<5THEN RL(X,6)=R+10:GOTO1280
1270 RL(X,6)=R+20
1280 NEXTX
1370 LC=21:LP=22
1390 FORX=1TO29
1400 READM$(X)
1410 FORY=1TO15
1420 READM(X,Y)
1430 NEXTY
1440 NEXTX
1460 GV=0:JV=0:FD=0:LD=0
1480 R=RND(3)
1490 RL(R,3)=11:RL(11,3)=R
1500 R=RND(3)+2
1510 RL(R,5)=11:RL(11,4)=R
1520 R=RND(3)+4
1530 RL(R,2)=11:RL(11,2)=R
2000 IFLC<21THEN2070
2010 PRINT"YOU SEE A DOOR TO THE WEST, AND STAIRS LEADING OUT"
2020 PRINT"PRESS 'D' TO GO THRU THE DOOR, OR 'S' TO CLIMB THE STAIRS ?"
2030 A$=INKEY$:IFA$="S"THEN8000
2040 IFA$="D"THEN2050ELSE2030
2050 LP=LC:LC=10
2070 IFLC<>11THEN2100
2080 PRINT:PRINT"YOU ARE GOING DOWN A DARK, NARROW, TWISTING CORRIDOR"
2100 PRINT:PRINT"YOU ARE IN A ";RD$(LC)
2110 IFRL(LC,6)=0THEN3200
2120 FL=0:HP=0
2130 PRINT"YOU SEE A ";M$(RL(LC,6));" IN FRONT OF YOU"
2140 PRINT"PRESS 'F' IF YOU WANT TO FIGHT, OR 'R' IF YOU WANT TO FLEE ?"
2150 A$=INKEY$:IFA$="F"THEN10000
2160 IFA$="R"THEN2170ELSE2150
2170 R=RND(2)
2180 IFR=2THEN2200
2190 R=LC:LC=LP:LP=R:GOTO2000
2200 FL=1:A=RL(LC,6)
2260 GOSUB11000
2270 IFD3>0THEN2190ELSE9500
2500 PRINT"YOUR CURRENT HIT POINTS ARE ";D3
2510 PRINT"YOUR MAXIMUM HIT POINTS ARE ";DP
2520 IFG(5)<1THEN3000
2530 PRINT "YOU HAVE ";G(5);" POTIONS OF HEALING"
2540 PRINT"DO YOU WANT TO USE ONE (Y/N) ?"
2550 A$=INKEY$:IFA$="N"THEN3000
2560 IFA$<>"Y"THEN2550
2570 D3=D3+RND(8)
2580 IFD3>DPTHEND3=DP
2590 G(5)=G(5)-1:GOTO2500
3000 GOSUB13000
3010 IFRL(LC,6)>0THEN2120ELSEPRINT"YOU CAN GO ";
3020 IFRL(LC,2)>0THENPRINT" NORTH ";

```

```

3020 IFRL(LC,2)>0THENPRINT" NORTH ";
3030 IFRL(LC,3)>0THENPRINT" SOUTH ";
3040 IFRL(LC,4)>0THENPRINT" EAST ";
3050 IFRL(LC,5)>0THENPRINT" WEST ";
3060 PRINT:PRINT"ENTER CHOICE .(N/S/E/W) ?"
3070 A$=INKEY$:IFA$="N"ANDRL(LC,2)>0THENZ=2:GOTO3150
3080 IFA$="S"ANDRL(LC,3)>0THENZ=3:GOTO3150
3090 IFA$="E"ANDRL(LC,4)>0THENZ=4:GOTO3150
3100 IFA$="W"ANDRL(LC,5)>0THENZ=5:GOTO3150
3110 GOTO3070
3120 GOTO3010
3150 LP=LC
3160 LC=RL(LC,Z)
3170 GOTO2000
3200 IFLC>11THEN2500
3210 R=RND(6)
3220 IFR>1THEN3000
3230 R=RND(6)
3240 IFD2<3THENRL(LC,6)=R:GOTO2120
3250 IFD2<5THENRL(LC,6)=R+10:GOTO2120
3260 RL(LC,6)=R+20:GOTO2120

```



```

4000 IFLC<>11THEN2500
4010 GOSUB14020
4020 FL=1
4030 GOTO5380
4040 FL=0:PRINT
4050 PRINT"YOU ALSO FOUND THE FARMERS DAUGHTER !":FD=1
4060 PRINT"NOW YOU MUST GET HER SAFELY BACK":PRINT
4070 EP=EP+(100*D2)
4080 GOTO2500
5000 PRINT"YOU KILLED THE ";M$(RL(LC,6)):FL=0
5010 RL(LC,6)=0
5020 EP=EP+PE
5030 A=RND(10)
5040 IFLC=11THENA=A-2
5050 IFA>9PRINT"HE HAD NO TREASURE":GOTO2500
5070 IFA>5THEN5120
5080 R=RND(100)*D2
5090 PRINT"YOU FOUND ";R;" GOLD PIECES"

```

```

5100 G(1)=G(1)+R:GOTO4000
5120 IFA>6THEN5170
5130 R=RND(20)*D2
5140 PRINT"YOU FOUND ";R;" PLATINUM PIECES"
5150 G(2)=G(2)+R:GOTO4000
5170 IFA>7THEN5270
5180 A=D2:IFA<2THENA=2
5190 R=RND(A):A=0
5200 PRINT"YOU FOUND ";R;" GEMS"
5210 FORX=1TOR
5220 A=(RND(6)*50)+A
5230 NEXTX
5240 PRINT"WORTH ";A;" GOLD PIECES"
5250 G(3)=G(3)+R:GV=GV+A:GOTO4000
5270 IFA>8THEN5370
5280 A=D2:IFA<2THENA=2
5290 R=RND(A):A=0
5300 PRINT"YOU FOUND ";R;" ITEMS OF JEWELRY"
5320 FORX=1TOR
5330 A=(RND(6)*300)+A
5340 NEXTX
5350 PRINT"WORTH ";A;" GOLD PIECES"
5360 G(4)=G(4)+R:JV=JV+A:GOTO4000
5370 GOSUB14000
5380 A=RND(D2)
5390 PRINT"YOU FOUND ";A;" POTION";
5400 IFA>1PRINT"S";
5410 PRINT" OF HEALING"
5420 EP=EP+(A*100):G(5)=G(5)+A
5430 IFFL=1THEN4040
5440 GOTO4000
8000 CLS:PRINT"YOU MADE IT OUT ALIVE"
8020 IFFD>0PRINT"YOU SAVED THE FARMERS DAUGHTER !":EP=EP+(500*D2)
8030 IFLD>0PRINT"YOU LOST ";LD;" LEVEL(S)"ELSE8060
8040 PRINT"YOU CURRENT LEVEL IS";D2
8050 PRINT"YOUR MAXIMUM HIT POINTS ARE ";DP
8060 IFG(1)>0PRINT"YOU FOUND ";G(1);" GOLD PIECES":EP=EP+G(1)
8070 IFG(2)>0PRINT"YOU FOUND ";G(2);" PLATINUM PIECES":EP=EP+G(2)*5
8080 IFG(3)>0PRINT"YOU FOUND ";G(3);" GEMS":PRINT"THEIR VALUE IS ";GV;" GOLD PIECES":EP=EP+GV
8090 IFG(4)>0PRINT"YOU FOUND ";G(4);" ITEMS OF JEWELRY":PRINT"THEIR VALUE IS ";JV;" GOLD PIECES":EP=EP+JV
8100 IFG(5)>0PRINT"YOU HAVE ";G(5);" POTIONS OF HEALING LEFT"
8110 IFG(6)>0PRINT"YOU FOUND A +";G(6);" LONG SWORD"
8120 IFG(7)<1THEN8160
8130 PRINT"YOU FOUND A MAGIC BOOK, IT WILL INCREASE YOUR STRENGTH BY ";
8140 IFC(1)<18PRINT"1"
8150 IFC(1)=18PRINT"10%"
8160 IFG(8)>0PRINT"YOU FOUND A +";G(8);" SHIELD"
8170 IFG(9)>0PRINT"YOU FOUND A +";G(9);" RING OF PROTECTION"
8180 IFG(10)>0PRINT"YOU FOUND A BAG OF HOLDING"
8190 IFG(11)>0PRINT"YOU FOUND A SUIT OF +";G(11);" PLATEMAIL"
8200 PRINT"YOU EARNED ";EP;" EXPERIENCE POINTS"
8240 IFFD=0THEN9600
8250 IFSX=1THEN9600
8260 PRINT"THE FARMERS DAUGHTER IS VERY GREATFUL TO YOU FOR SAVING HER"
8270 PRINT"SHE WANTS TO MARRY YOU"
8280 PRINT"SHE IS VERY GOOD LOOKING--WILL YOU MARRY HER (Y/N) ?"
8290 A$=INKEY$:IFA$="Y"THEN8660
8300 IFA$="N"THEN8320ELSE8290
8320 PRINT"SHE CAN BE TRAINED (TO BE A PLAYER CHARACTER)"
8330 PRINT"SHE IS BEGGING YOU TO MARRY HER, WILL YOU (Y/N) ?"
8340 A$=INKEY$:IFA$="Y"THEN8660
8350 IFA$="N"THEN8370ELSE8340
8370 PRINT"OH WELL, SHE HAD BONEY KNEES ANYWAY"
8380 GOTO9600
8660 FORX=1TO5
8670 GOSUB800
8680 PRINT"HER ";T$(X);" = ";A
8690 NEXTX
8700 R=RND(3)+15
8710 PRINT"HER ";T$(6);" = ";R
8720 GOTO9600
9500 PRINT"HE KILLED YOU"
9600 PRINT:PRINT"DO YOU WANT TO PLAY AGAIN (Y/N) ?"
9610 A$=INKEY$:IFA$="Y"THEN10
9620 IFA$="N"THENENDELSE9610
10000 IFFL=2THEN10060
10005 HP=M(RL(LC,6),3)
10010 IFM(RL(LC,6),2)=0THEN10050
10020 FORX=1TOM(RL(LC,6),2)
10030 HP=HP+RND(8)
10040 NEXTX
10050 PE=HP*10
10060 RANDOM=R=RND(2)
10070 IFR=1THEN10130
10080 GOSUB11000
10090 IFD3<1THEN9500

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10100 GOSUB12000
10110 IFHP<1THEN5000
10120 GOTO10170
10130 GOSUB12000
10140 IFHP<1THEN5000
10150 GOSUB11000
10160 IFD3<1THEN9500
10170 FL=2
10180 GOTO2140
11000 A=11+(10-D4)-M(RL(LC,6),4):PRINT:IFFL=1THENA=A-4:FL=0
11010 IFA>20THENA=A-6:IFA<20THENA=20
11020 A$(1)="BITE":A$(2)="CLAW":A$(3)="HORN":A$(4)="SWORD"
11030 FORX=1TOM(RL(LC,6),5)
11040 DR=RND(20)
11050 IFDR<ATHEN11200
11060 PRINT"HE GOT YOU WITH A ";A$(M(RL(LC,6),(8+(X))))
11070 R=RND(M(RL(LC,6),(5+(X))))
11080 PRINT"HE GOT YOU FOR ";R;" POINTS OF DAMAGE"
11090 D3=D3-R:IFM(RL(LC,6),12)>0THEN11230
11100 IFM(RL(LC,6),14)>0THEN11140
11110 NEXTX
11120 RETURN
11140 D2=D2-1:PRINT"YOU LOST 1 LEVEL":LD=LD+1
11150 R=RND(10):D3=D3-R:DP=DP-R
11160 A=C(4)-14:IFA>0THEND3=D3-A:DP=DP-A
11170 NEXTX
11180 RETURN
11200 PRINT"HE MISSED YOU WITH A ";A$(M(RL(LC,6),(8+(X))))
11210 NEXTX
11220 RETURN
11230 PRINT"YOU NEED A SAVING THROW ";
11240 S=RND(20)+M(RL(LC,6),12)-1:PRINTS
11245 IFS<2THEN11255
11250 IFD8>STHEN11255ELSE11260
11255 PRINT"YOU BLEW IT":D3=-1:RETURN
11260 PRINT"YOU MADE IT":NEXTX
11270 RETURN
12000 A=11+(10-M(RL(LC,6),1))-C8:PRINT
12010 IFM(RL(LC,6),13)>D5THEN12200
12020 DR=RND(20)
12030 IFDR<APRINT"YOU MISSED HIM":RETURN
12040 A$(1)="YOU DELIVER A SLASHING BLOW TO HIS TUMMY"
12050 A$(2)="YOU HIT HIM ON THE HEAD"
12060 A$(3)="YOU GIVE HIM A MINOR CUT"
12070 A=RND(3)
12080 PRINTA$(A)
12090 A$(1)="HE SPITS BLOOD AT YOU"
12100 A$(2)="HE BELLOWS IN PAIN"
12110 A$(3)="HE DOESN'T SEEM FAZED BY YOUR BLOW"
12120 IFM(RL(LC,6),15)=0THENDR=RND(D6)+C9:GOTO12140
12130 DR=RND(D7)+C9
12140 PRINT"FOR ";DR;" POINTS IN DAMAGE"
12150 A=RND(3)
12160 PRINTA$(A)
12170 HP=HP-DR
12180 RETURN
13000 IFLC>10THENRETURN

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13010 PRINT"DO YOU WANT TO SEARCH FOR SECRET DOORS (Y/N) ?"
13020 A$=INKEY$:IFA$="N"THENRETURN
13030 IFA$="Y"THEN13050ELSE13020
13050 A=0
13060 FORX=2TO5
13070 IFRL(LC,X)<-1THENA=A+1
13080 NEXTX
13090 RANDOM:R=RND(6)

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13100 IFR=6THEN13200
13110 IFA<1PRINT"YOU DID NOT FIND ONE":GOTO13010
13120 IFD1=1THENR=R-1
13130 IFR>ATHENA=0:GOTO13110
13140 FORX=2TO5
13150 IFRL(LC,X)<-1THENA=X
13160 NEXTX
13170 RL(LC,A)=RL(LC,A)*-1
13180 PRINT"YOU FOUND ONE IN THE ";D$(A);" WALL"
13190 RETURN

```

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13200 PRINT"A WANDERING MONSTER":R=RND(9)
13210 IFD2<3THENRL(LC,6)=R:RETURN
13220 IFD2<5THENRL(LC,6)=R+10:RETURN
13230 RL(LC,6)=R+20:RETURN
14000 R=RND(100)-(D2*2)
14010 IFR>11THENRETURN
14020 R=RND(6)
14030 IFR>1THEN14160
14040 IFG(6)>0THENRETURN
14050 PRINT"YOU FOUND A MAGIC SWORD"
14060 GOSUB14450
14110 PRINT"DO YOU WANT TO USE IT(Y/N) ?"
14120 A$SGNINKEY$:IFA$="Y"THEND5=R:GOTO14140
14130 IFA$="N"THEN14140ELSE14120
14140 G(6)=R:EP=EP+(R*400):RETURN
14160 IFR>2THEN14210
14170 IFG(8)>0THENRETURN
14180 PRINT"YOU FOUND A MAGIC SHIELD":GOSUB14450
14190 G(8)=R:EP=EP+(R*250):RETURN
14210 IFR>3THEN14270
14220 IFG(9)>0THENRETURN
14230 GOSUB14450
14240 PRINT"YOU FOUND A ";R;" RING OF PROTECTION"
14250 D4=D4-R:D8=D8-R:G(9)=R:EP=EP+(R*1000):RETURN
14270 IFR>4THEN14330
14280 IFG(11)>0THENRETURN
14290 GOSUB14450

```

14300 PRINT"YOU FOUND SOME MAGIC PLATEMAIL"

14310 G(11)=R:EP=EP+(R\*800):RETURN

14330 IFR>5THEN14380

14340 IFG(7)>0THENRETURN

14350 PRINT"YOU FOUND A MAGIC BOOK"

14360 G(7)=1:EP=EP+1000:RETURN

14380 IFG(10)>0THENRETURN

14390 PRINT"YOU FOUND A BAG OF HOLDING"

14400 G(10)=1:EP=EP+500:RETURN

14450 R=RND(10)+D2

14460 IFR<8THENR=1:RETURN

14470 IFR<12THENR=2:RETURN

14480 IFR<16THENR=3:RETURN

14490 R=4:RETURN

20000 DATA 1,0,0,20,18,0

20010 DATA 2,0,0,18,15,0

20020 DATA 3,0,0,15,0,0

20030 DATA 4,0,0,14,0,0

20040 DATA 5,0,0,16,0,0

20050 DATA 6,0,0,17,16,0

20060 DATA 7,0,0,19,17,0

20070 DATA 8,0,0,12,13,0

20080 DATA 9,0,0,13,14,0

20090 DATA 10,0,0,21,12,0

20100 DATA 11,0,0,0,0,0

20110 DATA 12,19,20,10,8,0

20120 DATA 13,17,18,8,9,0

20130 DATA 14,16,15,9,4,0

20140 DATA 15,14,0,2,3,0

20150 DATA 16,0,14,6,5,0

20160 DATA 17,0,13,7,6,0

20170 DATA 18,13,0,1,2,0

20180 DATA 19,0,12,0,7,0

20190 DATA 20,12,0,0,1,0

20300 DATA "20X30 ROOM"

20310 DATA "30X30 ROOM"

20320 DATA "40X30 ROOM"

20330 DATA "30X30 ROOM"

20340 DATA "20X30 ROOM"

20350 DATA "40X30 ROOM"

20360 DATA "30X30 ROOM"

20370 DATA "40X30 ROOM"

20380 DATA "20X30 ROOM"

20390 DATA "40X40 ROOM"

20400 DATA "100X40 ROOM"

20410 DATA "4-WAY INTERSECTION"

20420 DATA "4-WAY INTERSECTION"

20430 DATA "4-WAY INTERSECTION"

20440 DATA "T-INTERSECTION"

20450 DATA "T-INTERSECTION"

20460 DATA "T-INTERSECTION"

20470 DATA "T-INTERSECTION"

20480 DATA "DOG LEG"

20490 DATA "DOG LEG"

20600 DATA " ", "NORTH", "SOUTH", "EAST", "WEST"

21010 DATA "KOBOLD", 7,0,4,0,1,6,0,0,4,0,0,0,0,0,0

21020 DATA "ORC", 6,1,0,2,1,6,0,0,4,0,0,0,0,0,0

21030 DATA "GOBLIN", 6,1,0,1,1,6,0,0,4,0,0,0,0,0,0

21040 DATA "GIANT CENTIPEDE", 9,0,2,0,1,1,0,0,1,0,0,6,0,0,0

21050 DATA "GIANT RAT", 7,0,4,0,1,4,0,0,1,0,0,0,0,0,0

21060 DATA "WILD DOG", 7,1,1,3,1,4,0,0,1,0,0,0,0,0,0

21070 DATA "FIRE BEETLE", 4,1,2,3,1,8,0,0,1,0,0,0,0,0,0

21080 DATA "LARGE SPIDER", 8,1,1,3,1,2,0,0,1,0,0,4,0,0,0

21090 DATA "HOBGOBLIN", 5,1,1,3,1,8,0,0,4,0,0,0,0,0,0

21100 DATA " ", 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

21110 DATA "ZOMBIE", 8,2,0,5,1,8,0,0,2,0,0,0,0,0,0

21120 DATA "GNOLL", 5,2,0,5,1,8,0,0,4,0,0,0,0,0,1

21130 DATA "LIZARDMAN", 5,2,1,5,3,2,2,8,2,2,1,0,0,0,0

21140 DATA "GIANT TOAD", 6,2,4,5,1,8,0,0,1,0,0,0,0,0,0

21150 DATA "WOLF", 7,2,2,5,1,5,0,0,1,0,0,0,0,0,0

21160 DATA "HUGE SPIDER", 6,2,2,5,1,6,0,0,1,0,0,3,0,0,0

21170 DATA "TROGLODYTE", 5,3,0,5,3,3,3,5,2,2,1,0,0,0,0

21180 DATA "BUG BEAR", 5,3,1,5,1,8,0,0,4,0,0,0,0,0,1

21190 DATA "WERERAT", 6,3,1,5,1,8,0,0,4,0,0,0,1,0,0

21200 DATA " ", 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0

21210 DATA "OGRE", 5,4,1,6,1,10,0,0,4,0,0,0,0,0,1

21220 DATA "WEREWOLF", 5,4,3,6,1,8,0,0,1,0,0,0,1,0,0

21230 DATA "DOPPLEGANGER", 5,4,0,6,1,12,0,0,2,0,0,0,0,0,0

21240 DATA "GIANT SPIDER", 4,4,4,6,1,8,0,0,1,0,0,2,0,0,1

21250 DATA "GARGOYLE", 5,4,4,6,3,3,4,6,2,3,1,0,1,0,0

21260 DATA "PERYTON", 7,4,0,8,1,16,0,0,3,0,0,0,1,0,0

21270 DATA "OWLBEAR", 5,5,2,6,3,6,6,12,2,2,1,0,0,0,1

21280 DATA "COCKATRICE", 6,5,0,6,1,3,0,0,2,0,0,1,0,0,0

21290 DATA "WRAITH", 4,5,3,6,1,6,0,0,2,0,0,0,0,1,0



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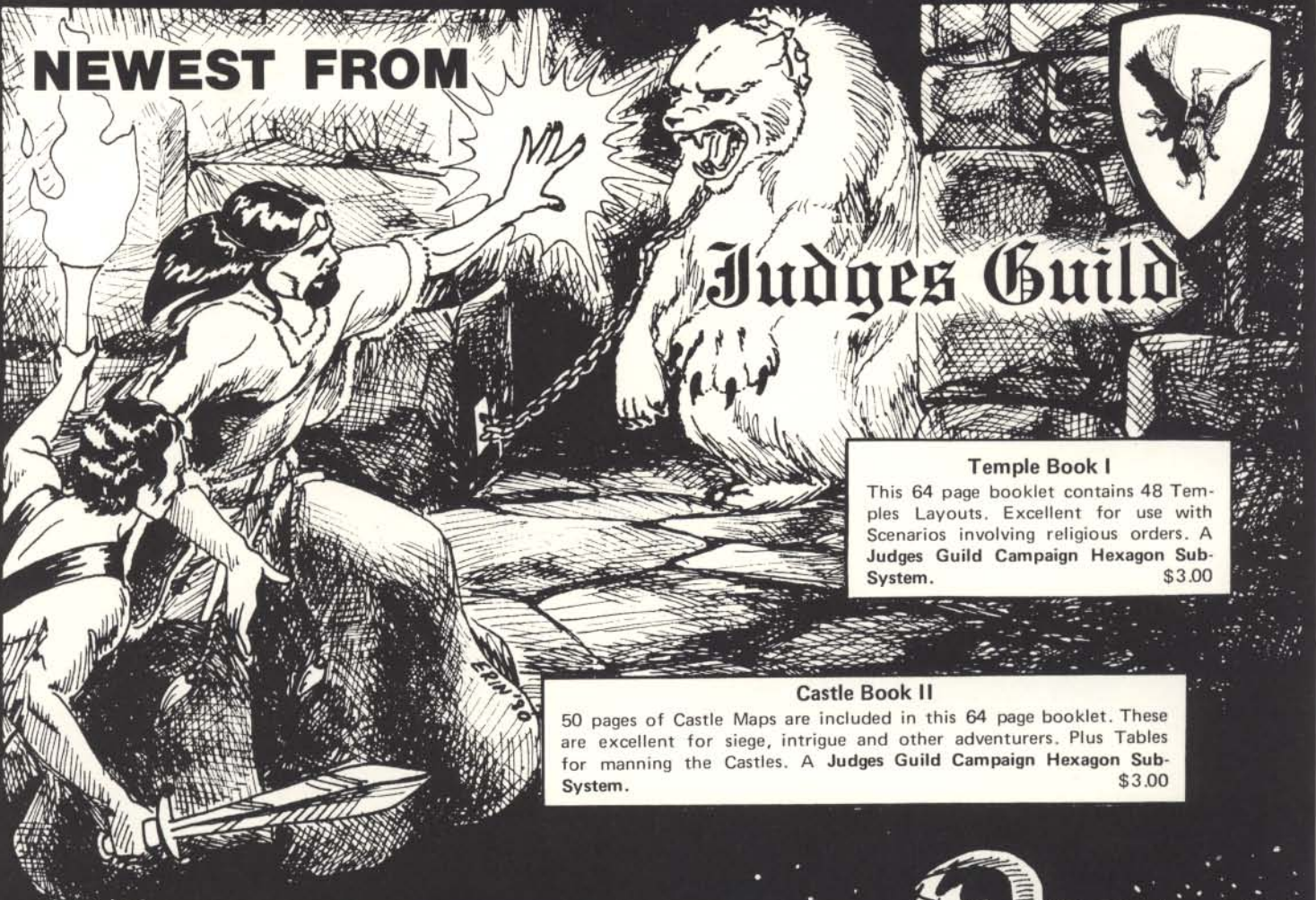
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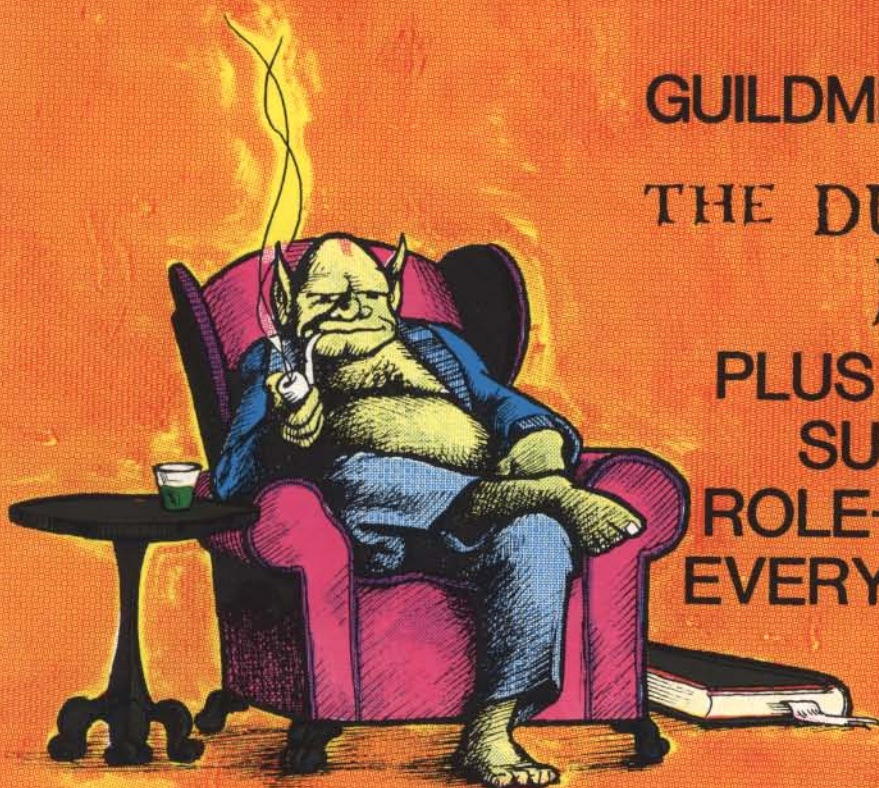


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