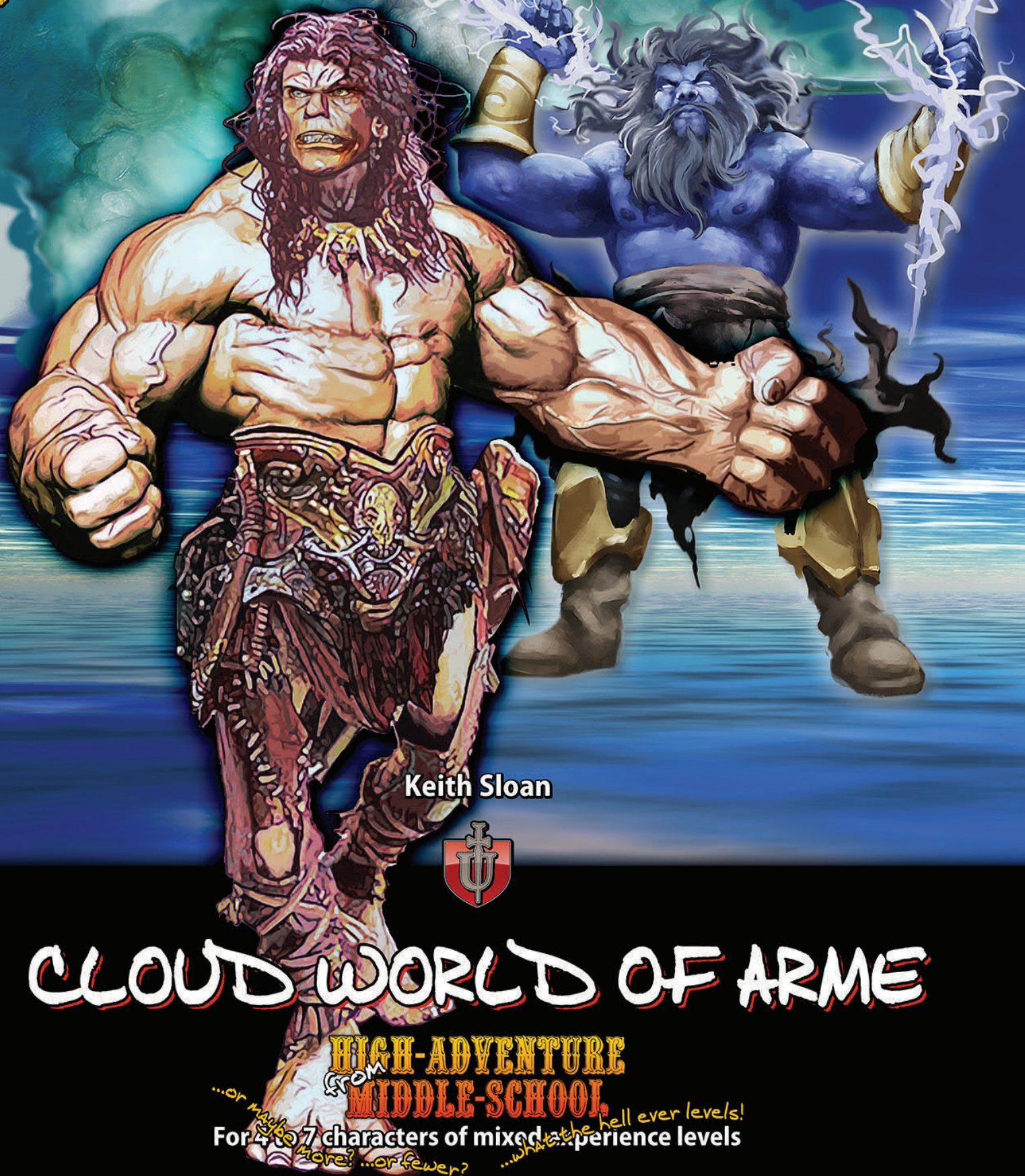


"Designed" for
1st ED. & OSRIC™

A stand-alone Usherwood Adventure
for very good reason



Keith Sloan



CLOUD WORLD OF ARME

HIGH-ADVENTURE
from
MIDDLE-SCHOOL.

For 4 to 7 characters of mixed experience levels
...or more? ...or fewer? ...what the hell ever levels!

PUBLISHER'S NOTE

If you were anything like me, when you first became involved as a DM in the world of roleplaying D&D, the notion of an intelligently written module was kind of an alien concept. I mean, isn't the idea of just kicking the stuffing out of your players the main thing anyway? Who wants to get involved in complex story lines, plot development, logical progression of events, and level-appropriate NPC's? Am I right, or am I right?

The series of HIGH-ADVENTURE from MIDDLE-SCHOOL modules seeks to faithfully reproduce those gems of adventure concepts directly from the mind of the 13-year old DM that still exists somewhere deep inside all of us Old-School gamers. Unedited, and when possible, scanned directly from the original hand-written notes, these adventures may seem unintelligible at times, and patently ludicrous at others.

In retrospect, it seems impossible that we actually played these games at times. But we did. And those of us who kept at it, (hopefully) got much better at it.

So, raise your soda cans high, and give thanks for the large pepperoni (extra cheese), and let's recall those by-gone days sittin' 'round the gaming table, and pay homage to HIGH-ADVENTURES from MIDDLE SCHOOL!

Good Gaming!

KRAMER

Usherwood DM
Columbus Junior High School
Canoga Park, CA
1976 - 1979

Got your own High-Adventure from Middle School? Want to submit it for so called 'publication'? Shoot me an email, and let's talk about it; kramer@usherwoodadventures.com.

HIGH-ADVENTURE from MIDDLE-SCHOOL

A stand-alone Usherwood Adventure
"Designed" for 1st Edition & OSRIC™

CLOUD WORLD OF ARME

by KEITH SLOAN

Cover art by Malcom McClinton,
Eric Quigley, and James D. Kramer
Design & layout by James D. Kramer



<http://www.usherwoodadventures.com>

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NOTES FROM THE 13-YEAR OLD DM

Most young DMs in the early 80s had their G-4 sequels to the G-series of TSR modules. However, where most used Stone Giants as the "logical follow-on" to G-3, I went for the gold and wrote this early magnum opus using Cloud Giants. As I dimly recall, there was some sort of setting envisioned that spread beyond this adventure, though I never ended up developing it or even writing any notes down. Still, it was my most ambitious project up to that time, and I have fond memories of playing through it sometime around 1981-2.

In true old school fashion, my players cleared out the Cloud World and made it theirs. It eventually became known as the Kingdom of Stratos, the realm of my brother's PC Condor the Conqueror. Sadly, Condor was lost in the Tomb of Horrors less than a year later. In a fit of pique, my brother crashed the cloud world into a mountain, destroying it in his anger. Too bad, it might still be floating around up there, somewhere above the World of Greyhawk...



Keith Sloan
Hesperia Junior High School
Hesperia, California
1981-1984

CLOUD WORLD OF ARME

CLOUD A

1. Is 2 Type 1 Demons (DX8 AC0 HD8 HP40 #ATS DAM 1-4/1-4/1-6/1-8/1-8). These creatures can cause darkness in a 5 foot radius, detect invisible objects, telekenese 2,000 gold peice weight, and gate in (10% chance for success) 1 type one demon. They will attempt to fly first in for an attack. Then before they get there they will use there telekenesis on a single person and attempt to drop him off the cloud.
2. Is an Areil servant (DX12 AC3 HD16 HP100 #AT2 DAM 6-36). This insane monster can only be hit by magic weapons. Since it is insane it will always fight to the death. If losing badly it will become astral and escape only to return later at a crucial battle with 10 points restored/ At this phase he will fight to the death no matter how bad things go. He has no treasure.
3. Is 4 Shedus (DX14 AC4 HD9+9 HP80 #AT2 DAM 1-6/1-6). They have 85 psionic points and several disciplines. If approached by good creatures they will befriend them and 45% of the time they will help them on there journey. If approached by rude or evil people they will violently attack to the death. There treasure is sitting next to them in a small foot locker. It is 2,000 silver, 1,000 gold, 2 gems worth from 100 to 1,000 gold peices and a potion of flying.
4. Is a hole in the cloud. If looked into there is a 35% chance of seeing a small alcove in it. If gotten to the party will find a secret door wich opens to reveal a room with 2,000 of all coins, 4 gems, 2 jewels, 6 potions, 2 scrolls, and 2 other magic item. When opened the door

gives a weakness gas which lowers strength by 1-6 to everyone within 10 feet. There is no save.

CLOUD B

When entered the visibility is reduced to 10 feet until the light line is shown on the map. When reached the party will see a young adult red dragon (DX13 AC-1 HD11 HP44 #AT3 DAM 1-8/1-8/4-24). This dragon does not speak nor is he sleeping. He will always use his breath until he has used it his maximum of 3 times per day. He will then meelee normally. Note he is immune to cold because he told a magic user he better permanency & resist cold or he would kill him. His treasure is 35,000 silver, 40,000 gold, 1 gem worth 1,000 gold pieces, 10 jewels, and 3 magic items determined randomly.

CLOUD C

1. Is an Air Elemental (DX12 AC2 HD12 HP96 #AT1 DAM 2-20). They can only be hit by +2 or better weapons. It can also start a whirlwind when necessary to cause 2-16 hit points of damage. It has no treasure.
2. Is a Djinni (DX12 AC4 HD7+3 HP35 #AT1 DAM 2-16). His abilities are create nutritious food water or wine all for 2-12 people, create soft goods or wooden items, create metal, become invisible, gaseous form, wind walk, or cause a whirlwind that does 2-12 HP of damage. He will be friendly with all good creature and with neutral creatures 50% of the time.
3. Is a huge Efreeti (DX11 AC2 HD10 HP70 #AT2 DAM 3-24). When spotted he will be hurriedly looking for something. When approached he will demand to know where the Djinni is. If a negative answer is given he will become

very angry and attempt to kill the characters. His abilities are, grants 3 wishes, invisibility, gaseous form, detect magic, create illusion, wall of fire, produce flame, and pyrotechnics. There is absolutely no way to capture him unless he is cut down to 10 hit points or less. He has no treasure.

4. Is 4 LAMMASU (DX14 ACS HD7+7 HP62 #AT2 DAM 1-6/1-6). They have a 30% magic resistance and have a permanent protection from evil in a 10' radius around them which works at double strength. They can also become invisible or dimension door. If approached by good creatures they will use heal spells to heal 4-14 HP and 8 to 28. They will ignore neutrals and attack evil creatures. They have 3,000 gold and 5 gems.

CLOUD D

1. Is a MANTICORE (DX14 AC4 HD6+3 HP26 #AT3 DAM 1-3/1-3/1-8). It can shoot six tail spikes that do 1-6 hit points of damage. It can fire four volleys. If approached he will viciously attack and call for area five which will arrive in 3 rounds. If losing badly they will fly away never to return. They have 3,000 Electrum, 3,000 gold, 6 gems worth 1,000 gold pieces each, and magic items which are a scroll of 5 spells level 1-6, leather armor +1, and a potion of invulnerability.
2. Is the same as Cloud A area 1.
3. Is 100 skeletons (DX4 AC7 HD1 HP2 #AT1 DAM 1-6). They have been ordered by someone to stay here until someone is seen and attack him to the death. At the edge of the cloud is a statue of a huge monster. It is ceramic with gold inlay. The total value is 5,000 gold pieces.

4. Is 50 zombies (DX4 AC8 HD2 HP2 #AT1 DAM 1-8).

They were ordered by the same one who ordered the skeletons at 3 so they will immediately attack. Near the edge of the cloud is a chest. It is unlocked so when opened it is easy. It has 5,000 Silver, 4,000 Electrum, and a pendant worth 2,000 gold peices.

5. Is 4 Manticores (DX17 AC4 HD6+3 HP25 #AT3 DAM 1-3/1-3/1-8). They will call for 2 if he hasn't already called them. They can launch a volley of 6 spikes that do 1-6 points of damage each. They can launch four such volleys. If badly losing they will fly to Sri Lanka to warn the emperor of the invasion. He will then send 25 Knights (DX 16 AC2 Levels HP40 #AT1 DAM 1-10 or 3-18). They will hunt down the party and try to take them peacefully to Arme so he can decide what to do. They have 4,000 Silver, 8,000 gold and 6 gems of unknown value.

CLOUD E

1. Is the same as Cloud A Area 4.

2. Is the same as Cloud D Area 5.





3. Is a hole in the cloud. There is no way of seeing it. Magic detects it 3 in 6.

4. Is a portal of 5 Knights (DX16 AC2 Levels HP40 #AT1 DAM two handed sword). They are going to collect revenues for the governor Arme. They will attack if not given a revenue of 20 gold peices per person. If that is done they will walk away. They each personally carry 20 gold peices and one carries a bag with 1,000 Copper, 2,000 Silver, 8,000 Electrum, 2,000 Gold, 12 gems, 7 jewels, and a potion of healing.

SPECIAL ENCOUNTERS

51. Is a small garrison of 20 troops (DX10 ACS Level1 HP6 #ATI DAM 2-8). They are showing Baltar around (DX10 AC4 HD10+4 HP54 #ATI DAM 4-24). He is a frost giant emissary from Jarl to check out his new ally. Baltar's bag has 100 to 1,000 of all coins, 1-4 gems and jewels, all used as gifts and misc., and 3 rocks which he can hurl to do 2-20 hit points of damage. Each troop carries 10 gold pieces.
52. Is a small garrison of 20 troops (DX9 AC4 Level1 HP6 #ATI DAM 2-8). They are escorting the stone giant Zarkov (DX14 AC0 HD9+1 HP46 #ATI DAM 3-18). He is another emissary but from the Jotens where many other stone giants have gotten together in an alliance which pledges allegiance with Lolth. Zarkov's bag which he is carrying is filled as Baltar's above. The troops carry the same also.

NOTES ON THE PALACE

-  = Ballista. Each ballista has 6 shots and 4 normal men manning it. A hit causes 2-16 hit points of damage. It hits on an 8 or better.
-  = Fire Ballista. It is the same as a normal one but causes 2-20 hit points of damage.
-  = Troop Placement. Each consists of 10 men (DX10 AC4 Level2 HP6 #ATI DAM 2-8). 5 men are armed with light crossbows, which cause 1-6 hit points of damage. Each man has 10 gold pieces.
-  = Catapult. Will hit anyone on an 11 or better doing 4-24 hit points of damage. They have 8 shots.

Visibility: 30 ft.

Random Encounters

Occur 2 in 8 with a check each turn

Die Result

1-3 1-4 Cloud Giants (DX11 AC2 HP72 DAM 6-36

Rocks 2-24 100-1,000 gp each

4-8 2-8 Gaurds (DX12 AC4 HP7 DAM 1-8) 10 Gold

9-10 2-5 Knights* (DX16 AC2 HP40 DAM 1-10) 50 Gold

THE GOVERNOR ARME'S PALACE

Level 1

1. Is the entryhall. The walls are painted with scenes of everyday cloud giant. In the corner is a statue of Rahl, the king of Sri Lanka. He is the leader of Arme himself because Arme is his governor of this provincial district. The statue wears a necklace with 1,000 gold peices.
2. Is the chamber of columns. Right now there is a patrol of 5 Knights (DX16 HP40 DAM 1-10 Level 6). They will viciously attack anyone. If very quiet there is a 50% chance to hide between the columns when they approach they can be attacked at +3 to hit and for damage. Each has 20 gold peices.
3. Is a barracks. There is 4 Cloud Giants here now (DX13 AC2 HD12+6 HP90 #ATI DAM 6-36). Each has 3 spears dam 2-16, and 4 boulders, damage 2-24 which they will use if attacked. There is 3 chests in the room. The first is trapped with sleeping gas, save at -2, and paralyzing gas, save at -3. First check sleep gas and if it effects no check is made for the paralyzation gas. Each lasts for 2-7 turns. The second has 15 poisoned darts. Each person within 6 will be hit 2-5 darts. They will take full hit points of damage per hit plus a saving throw

* Also called secret police.

must be made at -2 for each dart that hits. There is no treasure in here. The third has 4,000 gold peices, 4 gems worth 100 gold peices each, and a jewel worth 5,000 gold peices.

4. Is a gaurd room. There a 4 Cloud Giants here at the moment (DX13 AC2 HD12+6 HP60 #AT1 DAM 6-36). They will use there 6 boulders each first which cause 2-24 hit points of damage if they hit. If losing badly an alarm will ring calling 3-6 more giants to help (as above). There will also be brought ballistas from rooms 10 and 11 and be put at 8, 9, 14, and 15. Each has 6 shots that cause 2-16 hit points of damage. They will be manned by 2 men like those above. There is 5,000 gold peices, 600 platinum peices, and 3 potions and 1 scroll determined randomly on the tables in the DM guide. There will be no delusion or treasure finding.
5. Its the same as above in almost every way but there is contact poison on the treasure.
6. Contains a gaurd room. There is 6 giant gaurds (DX13 AC2 HD12+6 HP60 #AT1 DAM 6-36). They will always attack all non-giant creatures. They will also attack good giants such as storm giants and 50% of other cloud giants. There is 2 chests in here. The first is trapped with poison gas and fear gas. If the fear gas effects the party will run at top speed for 2-7 turns. They will go to anywhere away from the palace. There is nothing of value in here. The second is trapped with hopelessness gas. If it effects anyone affected will notice on the wall in common a sign that says surrender. They will then ring it and await 6 troops from 8. There 12 12,000 gold in the chest.

7. Is the same as above.

8. If the alarm has been sounded, and it should be, there will be 4 Cloud Giants (DX13 AC2 HD12+6 HP60, SB, ST, and SS #AT1 DAM 6-36). They will also have 4 human guards (DX12 AC4 Level2 HP7 #AT1 DAM 1-8). The humans will fire the ballistas 12 shots first, each hit does 2-16 hit points of damage, then the giants will attack any survivors while the humans go into room 10 for 4 more shots. Each giant carries 250 gold pieces and the humans carry 10 gold pieces each. There is no other treasure in here.

9. Same as 8 above.

10. Is a storage room. The floor is littered with all kinds of things. There are numerous crates of foodstuffs and supplies in here. There is also another ballista and 40 shots, 44 if the humans did not get anymore. There is also 8,000 gold pieces in a chest.

11. Is the same as 10 above.

12. Is a barracks and a guard room. There is 24 guards here (DX12 AC4 Level2 HP7 #AT2 DAM 1-8). Each is armed with a heavy crossbow and 30 heavy bolts. They will have 5 firing at anyone trying to break into the palace. They fire at +2 and enemies fire at -4. There are also several beds, tables, chairs, etc. scattered throughout the room. They will fight to the death. There is also 2,500 gold pieces locked in a trunk for their party fund. There is also 4 gems worth 500 gold pieces and 1 jewel worth 1,000 gold pieces in it. Each personally carries 10 gold pieces on his person.

13. Same as above.

14. Is the same as 8 but the humans will not go and get more shots.

15. SAME AS ABOVE.

16. Is the lieutenants chamber. He is a Cloud Giant (DX14 ACO HD12+7 HP90 #AT1 DAM 12-36). He is busy "balancing the budget," to see how much Arme can afford to pay his troops. If the room is entered he will grab his sword to see who it is. If it is not one of the soldiers he will attack and try to kill the invader. If losing badly he will read a special scroll that will summon a type 3 demon (DX16 AC-4 HD10 HP50 #ATS DAM 1-3/1-3/2-5/2-12/2-12). It's major abilities are darkness 10' radius, fear, pyrotechnics, polymorph self, or gate in a type 1-3 demon with a 30% chance of success. While the demon fights he will take a key, open a vault in the floor, and take out a giant battle axe +3 which he does normal damage with +3. He will lock the vault and stick the key in his pocket. The lieutenant wears a chain and pendant (both worth 3,000 gold peices). The key is gold with platinum inlay and it is worth 5,000 gold peices. In the vault is 10,000 Copper peices, 60,000 Electrum peices, 10,000 gold peices, 12 gems worth 1,000 to 4,000 gold peices each, 3 potions of healing, and 1 other magic item. It is sword +2 giant slayer in a scabbard worth 1,000 gold peices.

17. CONTAINS A BARRACKS. There is currently 5 Cloud Giants here that are off duty (DX13 AC2 HD12+5 HP60 #AT1 DAM 6-36). They are fairly tired so they attack at -2 for 3 rounds when they are then normal. If losing badly they will call room 18 for help. Those giants will arrive in 6 rounds and will be at full strength then. There is 3,000 Silver and 3,000 gold peices in a large sack. In addition to that each giant carries 2,000 gold peices and a gem worth 100 to 1,000 gold peices each.

18. SAME AS ABOVE.

PALACE OF ARME, LEVEL 2

1. Is the second entry hall. There is 4 Cloud Giant gaurds (dx13 AC2 HD12+6 HP60 #AT1 DAM 6-36) and 8 humans (DX12 AC4 HP7 Level1 #AT1 DAM 1-8). The giants each carry 2 rocks in there sacks and the humans each have 2 spears. The rocks cause 2-24 hit points of damage. In each of the giant's sacks is a smaller one with 3,000 of Silver peices and of gold peices. The humans carry 10 gold peices each.
2. Is the "airforce" crew barracks. There is currently 70 humans here (DX12 AC4 Level1 HP7 #AT1 DAM 1-8). They all will be sleeping when the unlocked door is opened. They will attack if the door is forced open. Each carrys 10 gold peices. A is a parapet where they launch from.
3. Is the same as above but there is only 30 troops in here.
4. Is the storage room where the flying equipment os kept. Stacked in the corners and other places are 15 flying carpets, 10 carpets of welcome, 5 rings of flying, 10 wings of flying, and 10 scrolls of flying that have a duration of 10 turns each. The reason for all the flying equipment is that at times the castle is attacked from the air and the "force" takes care of the threat. Also in the room is 5,000 gold peices.
5. Has 4 human gaurds standing by the door (DX12 AC4 Level1 HP7 #AT1 DAM 1-8). They will ask what business the party has. If it is something positive sounding the door will be opened and the party will introduced by the guards and then the door will close. If not they will be attacked and possibly killed. Each carrys 10 gold peices.

6. Is a small barracks. There is currently 4 human gaurds in here sleeping (DX12 AC4 Level1 HP7 #ATI DAM 1-8). They are the ones who relieve those gaurds in room number 5. There is 4,000 Silver peices and 3,000 gold peices. Also there is 4 gems worth from 100 to 100 gold peices each. Each carrys 10 gold peices.
7. Contains 5 secret police, also known as knights (DX16 AC2 Level5 HP40 #ATI DAM 1-10). They will burst out if the governor is attacked and try to save him. There are about 25 beds for the other knights out gaurding the governor. Each knight carrys 50 gold peices. Also in the room is 5,000 Copper, 4,000 Silver, 3,000 Electrum, 2,000 Gold, 1,000 Platinum, and 4 gems worth 1,000 gold peices each.
8. Same as above.
9. Is the kings grand chamber. With the king are the following gaurds; 20 Cloud Giants (DX11 AC2 HP12+6 HP60 #ATI DAM 6-36). They will not throw rocks but will instead meelee with the intruders. 32 Knights (DX16 AC2 Level5 HP40 #ATI DAM 1-10). They will also meelee but first will toss a spear. Also in here is the governor himself, Arme (DX15 AC-4 HD12+7 HP102 #ATI DAM 7-32). He has a +3 battle axe nearby him and also he carrys a +3 spear which he will use. If attacked the gaurds will close in on the intruders and attempt to kill them while the governor is gotten to safety in room 8. If there is almost no one left a bribe of 25,000 gold peices will be made. If accepted the intruders will be promised free passage. When they get outside though 1/2 of all the troops encircling the palace will attack to the finish. Each giant has 1,000 gold peices and each knight has 50 gold peices. The king carrys 5,000 gold peices, wears a crown

worth 15,000 gold peices, carrys a sceptre which is worth 10,000 gold peices, and wears a belt and cloak worth together 20,000 gold peices.

'A' & 'B' is a 4th level magic user (DX14 AC7 HP15 DAM 3-6). His spells are charm person, magic missile, sleep, pyrotechnics, and strength. They wear rings of protection +3. Carrys 1,000 g.p.

'C' is the envoy from Sri Lanka. It consists of a Cloud Giant (DX12 AC2 HD12+4 HP100 #AT1 DAM 6-36). He carrys a +2 sword and his 3 consorts, they are human (DX15 AC1 Level8 HP64 #AT2 DAM 2-11). They each wear platemail and carry +1 swords. Each carrys 1,000 gold peices.

'D' is an envoy from Lolth. It is 10 Ogres (DX9 ACS HD4+1 HP25 DAM 1-10). They also have 3 human slaves with no offensive attack. The first carrys 2 carpets of welcome and so does the second. The third carrys a golden chest worth 8,000 gold peices that contains 5,000 platinum peices that was a gift from the giants. Each ogre has 100 gold peices.

'E' is a hole that leads threw the cloud where people are publicly executed.

PALACE OF ARME, LEVEL 3

1. Contains 5 Knights (DX16 AC2 Level5 HP40 #AT1 DAM 1-10). They will always fight to the death for they fear Arme more than anything else. Each carrys 200 gold peices with him.

2. Is Arme's personnel chamber. There are huge beds, chairs, tables, etc. in here. There are heaps of worthless firs that litter the room. The total value of everything in the room is 50,000 gold peices. There is also 8 potions and 3 other magic items.
3. Is the main treasure room of the palace. The reason for it being here is Arme does not trust anyone but himself. The contents of the room are 50,000 Copper and Silver peices, 45,000 Electrum peices, 70,000 gold peices, 12,000 platinum peices, 25 gems worth 100 to 1,000, 10 jewels worth 2,000 to 5,000 gold peices each, 8 potions, 6 scrolls, and 3 other magic items. One is a sword.

PALACE OF ARME; UNDERGROUND LEVEL 1

1. Is a gaurd room. There is 12 human gaurds in here (DX12 ACA Level1 HP7 #ATI DAM 1-8). They will attempt to take all intruders prisoner and out them in one of the cells if at all possible. They each have 10 gold peices.
2. Has 60,000 Electrum peices.
3. Is the hallway that leads to the cells. The keys to all the cells sit near the entry door to this hallway.
4. 8 human gaurds that were caught stealing and killing a cloud giant.
5. 3 elven skeletons.
6. Empty cell.

7. A type 1 demon who has been drugged to him from teleporting.
8. Is 8 ogres sent from Lolth. Arme got so mad he had them locked up. They will help all rescuers.
9. Is a cloud giant. He is being punished for insubordination. He will not help anyone.
10. Is 4 merchants that are being "readied" for dinner. They cannot give rewards.
11. A knight to be used for spear practice at a later date. If freed he will simply run away.
12. Empty cell.
13. Is a gnome. He is very noble and will send rescuers 10,000 gold pieces, 20 bolts +2, and a potion of extra healing.
14. Empty cell.
15. Empty cell.
- B1. This building has part of the transportation here. There is 6 lackeys. If attacked they will run away only to warn of intruders. To see who comes roll for wandering encounters using the palace table. There are 35 Hippogriffs and 35 Griffons in here in stalls. They are quite tame and will allow anyone to ride them. There is 30 gold pieces on a shelf in here.

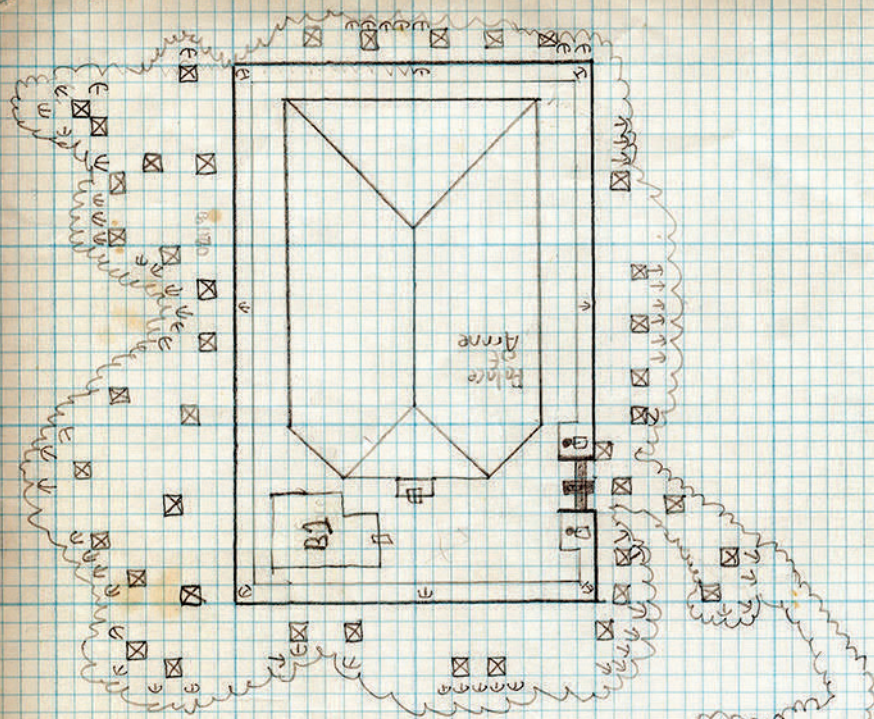
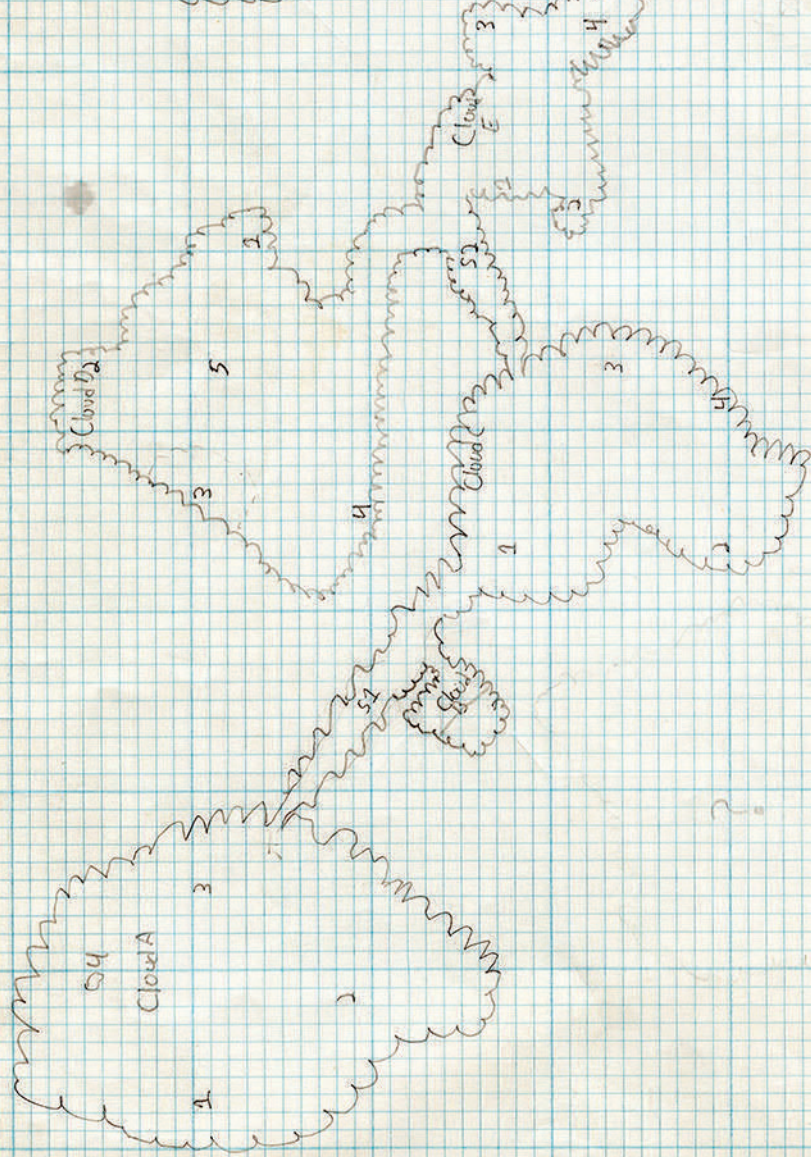
Random Encounters; Check Every 2 turns 1 in 10 chance

Die	Result	Number
01-06	Aerial Servant	1
07-15	Demon I	1-2
16-24	Demon II	1-2
25-29	Demon III	1-2
30-32	Devil, Horned	1-2
33-36	Dragon, Blue	1
37-40	Dragon, Black	1-2
41-42	Dragon, Green	1
43-44	Dragon, Gold/Silver	1/1
45-47	Dragon, Red	1
48-52	Air Elemental	1
53-55	Cloud Giant	1
56-60	Storm Giant	1
61-65	Griffon	1-2
66-70	Hippogriff	1-2
71-72	Kirin	1
73-74	Pseudo Dragon	1
75-82	Pegasus	1-8
83-91	Roc	1-2
93-00	Shedu	2-8

Gd Cloud World of Anne

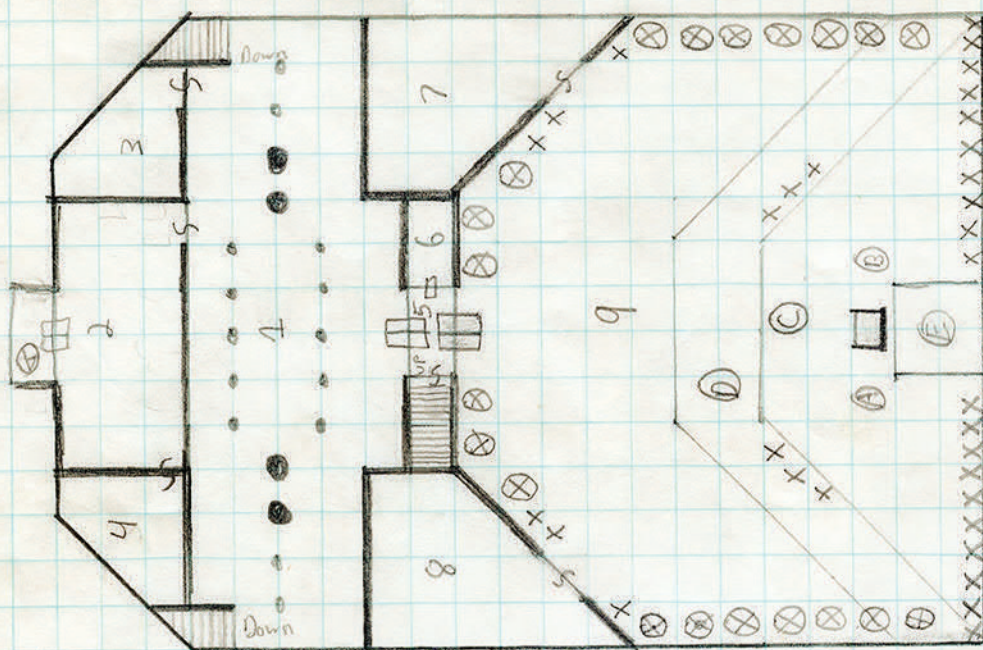
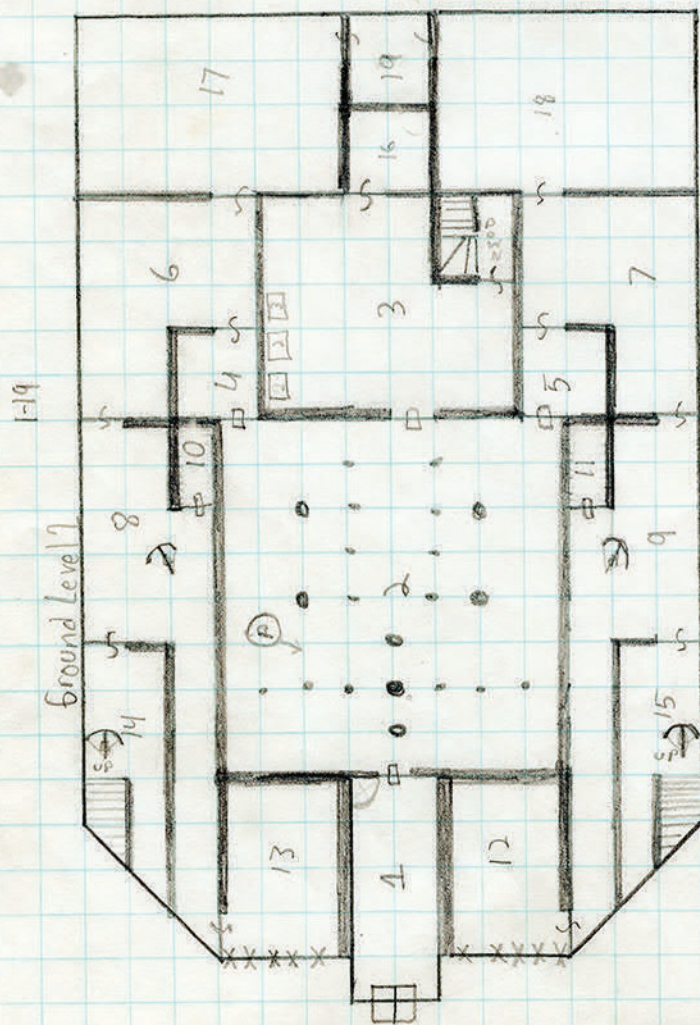
CA	1-4
CB	1-4
CC	1-4
CD	1-4
CE	1-4
CF	1-4
CG	1-4
CH	1-4
CI	1-4
CJ	1-4
CK	1-4
CL	1-4
CM	1-4
CN	1-4
CO	1-4
CP	1-4
CQ	1-4
CR	1-4
CS	1-4
CT	1-4
CU	1-4
CV	1-4
CW	1-4
CX	1-4
CY	1-4
CZ	1-4
CA	1-4

Scale



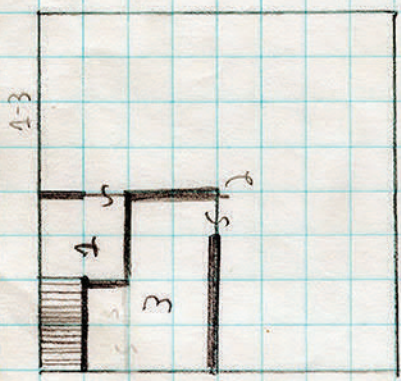
The Kingdom of
Sri Lanka





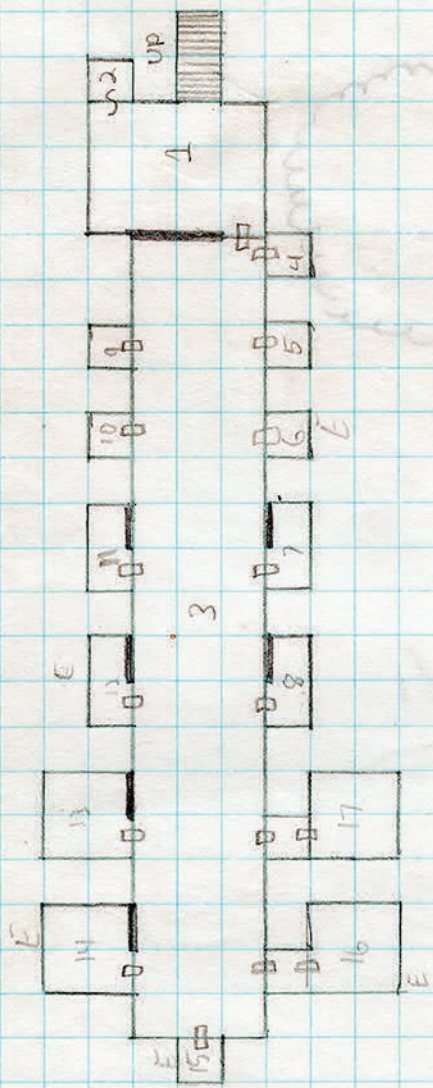
⊗ Cloud front Guard
 x Secret Police, or knights

Personal Quarters (level 3)



Prison (Underground 2)

1-17



Module Title

Comments

Mission Objective(s)

Mission Achievement(s)

Mission Notes

Summary Matrix (contd)

"To Hit" A.C.

ID	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	Player
01																						
02																						
03																						
04																						
05																						
06																						
07																						
08																						
09																						

Weapons Matrix (contd)

ID	Weapon Mods			Damage			Weapon Mods			Damage		
	Secondary Weapon	"To Hit"	Dam	S-M	L		Missile Weapon	"To Hit"	Dam	S-M	L	
01												
02												
03												
04												
05												
06												
07												
08												
09												

Spells Inventory

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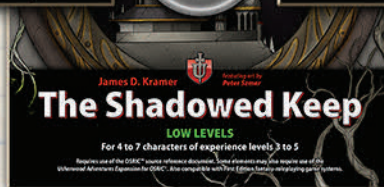
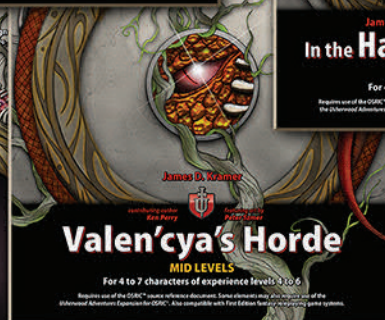
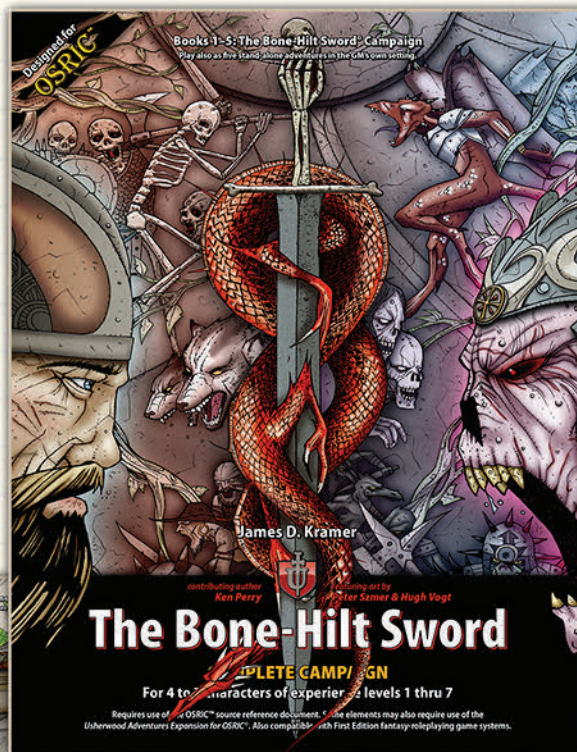
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