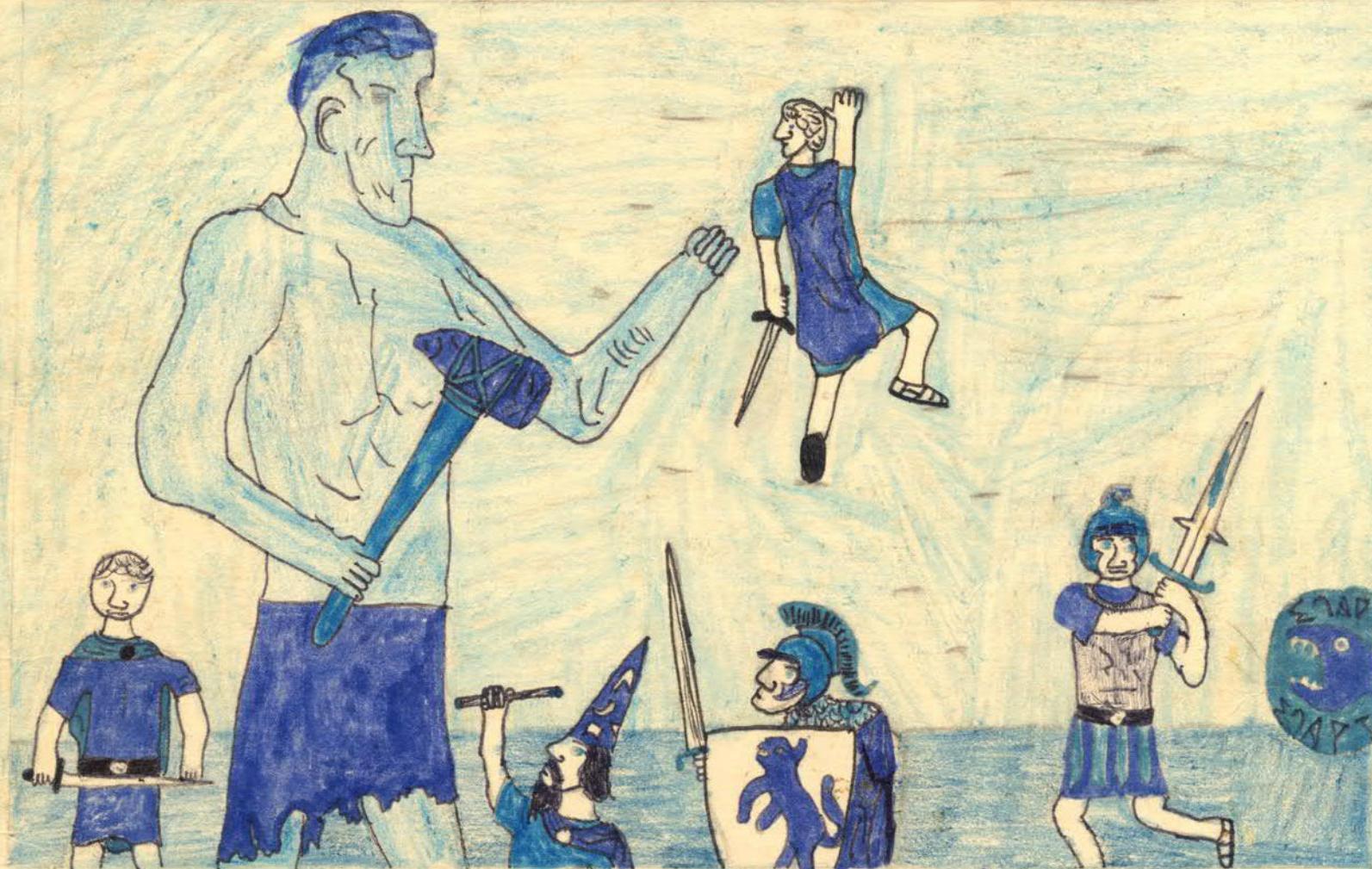


The Hutchinsonian Presents

The Habitition of the Stone Giant Lord

and other adventures from our shared youth



Dungeon Module G2²

Habitition of the Stone Giant Lord

by G.J. Caesar

This module contains background information, referee's notes, three level maps, and exploration matrix keys. It provides a complete module for play of ACDVENAD DEONUNGS & DONGRAS, and it can be played alone, or part of a continuing series.

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Introduction

Jon Peterson

When *Dungeons & Dragons* first appeared early in 1974, it contained an extraordinary invitation: it asked us all to participate in the creation of fantastic worlds. No longer would we merely passively read about fantasies someone else had conceived, or watch them in films—now we would be participants and protagonists, authors and architects of fantasy. This is perhaps best captured by a line in the final pages of the original rules, which asks, “why have us do any more of your imagining for you?” Everywhere there are opportunities for us to add incrementally to the game, to incorporate new monsters or magic items, to playtest new rules, and most importantly to devise spaces for adventurers to explore, to build our own dungeons.

The first edition of *D&D* stipulates that a dungeon must be created before starting the game: specifically, the referee must “sit down with pencil in hand and draw these labyrinths on paper.” Few games in existence at the time required such elaborate preparation, let alone that it be kept secret from the players. It required far more work than surreptitiously placing boats on a board before a game of *Battleship*, say, which was perhaps the closest analog at the time. Don Lowry cited the difficulty of creating a dungeon as a key reason why Guidon Games rejected *D&D*, ultimately forcing Gary Gygax to form his own publishing company, Tactical Studies Rules (TSR), to deliver the game to the public.

D&D did ship with an example dungeon level, a simple map showing referees how to populate a dungeon with monsters, treasure, and traps. It also briefly mentions some curious features of Gygax’s own Greyhawk Castle dungeon, including a bowling alley for giants, a museum, and an underground lake. With just these scant hints, enthusiasts around the world were left to design their own underworlds. As the game spread, passionate fans stepped up to be dungeon masters, architecting their own subterranean funhouses of perils and rewards. Today, we can read about these early dungeons by browsing through the first issues of fanzines like *Alarums & Excursions* (1975)—but no one back then published their dungeons for public consumption. Referees jealously guarded their documentation to prevent players from learning their secrets and spoiling future adventures.

Thus, there was little thought at first that dungeons should be made into commercial products.

By the middle of 1975, demand for dungeons at conventions began to chip away at this secrecy. When Gary Gygax operated a tournament dungeon for the first Origins Game Fair in July, there was sufficient demand to play that he scheduled two groups to explore instances of the dungeon simultaneously: one under Gygax’s own supervision, the other refereed by his son, Ernie. It was therefore necessary for fairness that the father and son have identical copies of the dungeon so that each party would explore the same environment and face the same threats. This of course required only two copies of the dungeon, but the following year at Origins, demand had risen to the point where eight referees were now needed to run the tournament. As published copies of that dungeon circulated beforehand, the secret must have been harder to maintain.

Meanwhile, towards the end of 1975, commercial products began offering aid and inspiration for dungeon design. The *Character Archaic*, an early distribution of character sheets, also included a single-level dungeon map, “The Wizard’s Tomb,” with a blank worksheet that a referee could fill out to personalize the contents of each room. TSR began distributing the *Character Archaic* themselves at around the time that Dave Arneson’s *Blackmoor* pamphlet went to the printers. *Blackmoor* famously reprints selections from the pre-*D&D* Loch Gloom scenario of the Blackmoor campaign, focusing on the “Temple of the Frog.” The Temple itself is less a dungeon than a heavily-fortified town garrisoned by thousands of troops led by an god-like extra-terrestrial. While the design of the “Temple of the Frog” was misaligned with the scope of adventuring in *D&D*, its description occupied around a third of the *Blackmoor* pamphlet and thus demonstrated the commercial prospects of publishing scenarios.

In 1976, the first stand-alone dungeon scenarios hit the market, though none published by TSR. The developers of the *Character Archaic*, Pete and Judy Kerestan, released the *Palace of the Vampire Queen* late in the spring. It sported five mapped levels, and rather than leaving the contents of the rooms to the discretion of referees, a reference key packaged with

the dungeon populated the environment with fiends and rewards. Although the internal descriptions are merely cursory, *Vampire Queen* included an introductory passage of text that set the stage and gave players some notion of their motivation and objective. Although TSR became the exclusive distributor of the *Vampire Queen*, they did little to promote it before the end of the year. The premiere of the *Dungeoneer* magazine in June brought with it a new fan-designed dungeon with each issue, beginning with the eleven-room "F'Chelrak's Tomb." Bob Blake organized the Gen Con tournament for the summer of 1976 around a structure that required ten referees; shortly after Gen Con, Blake advertised in the *Dragon* #3 his willingness to sell paper copies of the Gen Con IX tournament dungeon by mail for the sum of five dollars. He promised it would contain "everything you need to spring this on your own D&D group!" After a friendly July meeting with TSR, the newly-founded Judges Guild began publishing adventures scenarios connected to Bob Bledsaw's massive *City State of the Invincible Emperor*. This cascade of published dungeons was not limited to *D&D*, either: 1976 also saw the publication of the early gamebook *Buffalo Castle* for the *Tunnels & Trolls* system.

At the very end of 1976, Gygax ran a tournament at the fifth incarnation of WinterCon, an event managed by the Metro Detroit Gamers group. This tournament involved a two-level underworld that a party of six pre-generated characters invaded in the hopes of retrieving an artifact called Daoud's Wonderous Lanthorn. After the tournament, the Metro Detroit Gamers struck an agreement with TSR to publish Gygax's dungeon maps, encounter charts, character sheets and related instructions as a sixteen-page loose leaf product in a zip lock bag, which they called the *Lost Caverns of Tsojconth* (1977). *Tsojconth* sold mostly by mail order, for three dollars, directly from Metro Detroit Gamers or through intermediaries like Flying Buffalo. It was the first standalone dungeon designed by Gygax to hit the market, and its positive reception indicated that there might be an untapped market for dungeon scenarios. Dave Arneson, who had left TSR at the end of 1976, quickly turned to the Judges Guild to publish the current incarnation of his own Blackmoor dungeon scenario as the centerpiece of his *First Fantasy Campaign* (1977). The market was seeded, and it was time for TSR to act.

In July 1978, the Origins summer convention was held in Ann Arbor, Michigan, under the administration of the Metro Detroit Gamers. The two hundred and seventy-five participants in its *D&D* tournament faced two grueling days of play spread across three four-

hour rounds, all based on scenarios by Gygax. In the first round, a party of nine assaulted the stronghold of a hill giant chieftain. Surviving parties advanced to the second round, clearing an icy maze of caves that housed the frost giants. Only the most stalwart would advance to confront King Snurre the fire giant in his hall. Directly after the convention, TSR released these scenarios, with significant expansions, as three separate but concurrent commercial products, which it called *modules*. It assigned a number-and-letter designating to each of them: the *Steading of the Hill Giant Chief* (G1), the *Glacial Rift of the Frost Giant Jarl* (G2) and the *Hall of the Fire Giant King* (G3). The first two sold for \$4.49; the third cost fifty cents more. The initial advertising copy for these three modules (in *Dragon* #19) promised that, "By using them, a Dungeon Master can moderate a pre-developed game situation with a minimum of preparation – and players can use new or existing characters for adventuring." While the three modules were designed "to provide an ordered progression of successive adventures," they could of course be played, and purchased, separately. Best of all, a further set of three more modules was slated for release directly after Gen Con in 1978, which expanded on the tournament played there, one that required a shocking twenty dungeon masters to administer. These modules continued the progressive

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Dungeon modules G1, G2 and G3 are designed to provide an ordered progression of successive adventures as marked, or to function as individual modules if purchased separately.

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narrative of module G3 below ground as *Descent Into the Depths of the Earth* (D1), *Shrine of the Kuo-Toa* (D2), and *Vault of the Drow* (D3). As this six-installment adventure progressed, the price crept steadily upwards; the third installment sold for \$5.98.

TSR had barely coined the term “module” before it entered the market in force, in that summer of 1978, with six module releases, averaging at around a five dollar price-point each. The modules were designed to work with the *Advanced Dungeons & Dragons* system, which was at this juncture incomplete: the first module releases coincided with the publication of the *Players Handbook* (1978), but it would not be until the following year that the *Dungeon Masters Guide* would see print. That however presented no impediment to TSR’s own efforts, nor did it quell enthusiasm for third-party module products. The Judges Guild, for example, secured the rights to distribute Bob Blake’s *Gen Con IX Dungeons* (1978) almost simultaneously with the original TSR module releases.

TSR continued to rely on tournaments to inspire new modules. They quickly resurrected Gygax’s 1975 Origins I tournament as the *Tomb of Horrors* (1978) (S1). TSR’s Origins 1979 tournament circulated among players and referees there in a limited release as *Lost Tamoachan* (1979), and was later repackaged for mass release as the *Hidden Shrine of Tamoachan* (1980) (C1). As time went on, the back catalog was thoroughly exploited: Gygax’s 1976 Origins tournament became the *Expedition to the Barrier Peaks* (1980) (S3), and even *Tsojconth* returned as the *Lost Caverns of Tsojcanth* [sic] (1982) (S4). Other early modules came from outside the tournament circuit, like Lawrence Schick’s *White Plume Mountain* (1979) (S2) and Gygax’s own introductory scenario the *Village of Hommlet* (1979) (T1). Nor were these releases limited to *Advanced Dungeons & Dragons*: by the end of 1978, *In Search of the Unknown* (B1) shipped with the Holmes Basic Set; the first *Expert Set* boxes arrived with the *Isle of Doom* (1980) (X1). Modules did brisk trade and became a major source of TSR’s revenue.

But how did these rapidly proliferating commercial scenarios jibe with the seminal invitation of *D&D*, that we imagine and invent fantastic worlds ourselves? When we purchase and rely on a module, are we letting TSR do our imagining for us? Should it be up to us to make our own creatures, treasures and labyrinths? Fans eagerly bought these modules, but an undercurrent of resentment had long been voiced by those who felt TSR spoon-fed the community material that anyone could have produced. The introduction to *Eldritch Wizardry* (1976) expressed TSR’s side of the

story, noting that “as originally conceived, *D&D* was limited in scope only by the imagination and devotion of Dungeon Masters everywhere,” yet “somewhere along the line, *D&D* lost some of its flavor, and began to get predictable.” Because “all the players had all the rules in front of them, it became next to impossible to beguile them into danger or mischief.” In other words, players knew all the secrets, all the properties of monsters and magic items, so the only solution was for TSR constantly to publish more: more classes, more magic system, more adversaries, and more rewards, just so referees could stay one step ahead of players. But that assumes fans couldn’t just invent all this themselves. In reaction to *Eldritch Wizardry*, Hartley Patterson wrote at the time: “The introduction is somewhat puzzling; it looks as though TSR thinks everyone is adopting all their rules and not devising any of their own.... Odd.”

Armed with this history and perspective, we can approach the eight fascinating works collected in the present volume. Though many are incomplete, or at least missing elements as their manuscripts survive today, they all show us how fans participated in the construction of the fantastic world of *D&D*. Each of them, in its own way, illustrates the tension between the commercialization of adventure scenarios and the original invitation of *D&D* to invent and collaborate and share.

The *Habitition of the Stone Giant Lord* (1981) positions itself as an incremental addition to the 1978 “Against the Giants” modules: its cover calls it “G2²”, presumably a second iteration of G2. It is however focused on stone giants rather than the frost giants of G2, and it moreover introduces a new type of giant, the “rock giant.” From studying the text, we learn that the author had previously produced a second iteration of “G1,” the chief antagonists of which were hill giants named Bardol and Gagamelos (see level 2, room 16), though unfortunately that work does not seem to have survived.

There are many overt respects in which the *Habitition* closely follows the precedent of the G series modules. It blends itself into the narrative of the giants by involving Snurre, the fire giant king of G3, whose name appears in several places, and whose likeness even graces a dart board in one of the rooms of the *Habitition*. On its first page, the *Habitition* provides a “Giant’s Bag Contents” table which only slightly modifies the corresponding table in G1–G3: the *Habitition* rewords all entries slightly, combines a couple, and

removes sandals in favor of a “metal idol, magic,” but otherwise the list is identical. Where each TSR giants module concludes with a postgraph of the form “This Ends the Expedition to the Glacial Rift of the Jarl,” the *Habitition*’s final line is “This Ends the Raid on the Habitation of the Stone Giant Lord.” Overall, the *Habitition* follows the pattern of G3: it is a three-level dungeon with living quarters, kitchens, smithies, nurseries, emissaries from other giant strongholds, jails, treasure rooms, and so on. Interspersed in the text are periodic illustrations of different sizes that recall David C. Sutherland III’s incidental images in TSR’s modules.

While the *Habitition* challenges TSR’s authority by inserting itself into one of the company’s signature narratives, it simultaneously embraces all of the trappings of that authority. It codes itself into the G series. The cover is clearly, if crudely, drawn to the model of the monochrome design of TSR’s pre-1980 modules. It asserts a copyright in the name of “GJC Modules,” a presumably fictitious company. It disguises itself as a product you might find in your local gaming store, granting it a quaint and disarming appearance thirty years later.

The cover of *Stone Death* takes this one step farther: it actually represents itself as a TSR product. The TSR logo and the font of the “*Dungeons & Dragons*” title date the project a few years later than the *Habitition*, to the era of Frank Mentzer’s revisions of *Basic* and *Expert Dungeons & Dragons*. From the presence of the “Rogues, Regents and Rascals” section and other textual clues, we would probably shelve *Stone Death* after Dave Arneson’s module *Adventures in Blackmoor* (1986) (DA1). Hand-written on three-hole-punched graph paper, with a table of contents and plenty of atmospheric backstory for the players, *Stone Death* provides an area map showing the path to Castle Stone as well as detailed internal maps of the ground floor, higher levels, and catacombs. What *Stone Death* lacks are keyed maps: there is no room-by-room guide to the contents of Castle Stone. A monster table lists the ten foes that might be found within, though the apparent source of the evil of Castle Stone, “The Count,” receives little by way of description. Should the players defeat him, they are instantly teleported back to town to retrieve their bounty.

The *Crack at Garn’s Canyon* makes no attempt to disguise itself as a commercial product: its cover is a hastily-written underlined titled with little by way of accompanying illustration. The pages on which the adventure is scribbled have been torn out of a ruled notebook, and they begin listing the contents

of rooms without preamble or any clear sense of an objective. The denizens of the tomb in *Garn’s Canyon* derive largely from the *Fiend Folio* (1981), including the sons of Kyuss, the lizard king, doombats, blood worms and the mephit. The adventure also references many religions and devotional acts, spanning references to Pan, Odin, the Lovecraftian Hastur, and the lizardmen’s own deity, Semuanya—this last god in particular shows how *Garn’s Canyon* relies on *Deities & Demigods* (1980). A brief note at the end offers a cursory explanation for how this tomb came to be, but as it is preserved today, the adventure has no climactic encounter or recognizable conclusion.

The *Ring of Gaxx* takes its name from a magical artifact long enshrined in the canon of *D&D*. The Ring was first introduced in *Eldritch Wizardry* (1976) as the “Ring of Gax” (surely a shortening of “Gygax”), though the *Ring of Gaxx* follows the spelling of the artifact entry in the *Dungeon Masters Guide*. In fact, the *DMG* text for the “Ring of Gaxx” appears, only slightly abridged, on the third page of the module. The nine powers assigned to the Ring exactly follow the configuration slots prescribed in the *DMG* (per the six tables, the powers of the Ring are configured as I: H, V, SS; II: G, S; III: S; IV: B; V: G; VI: F). In this adventure, the party seeks out the Ring as it may provide protection from the evil wizard Mordenkainen, a name belonging to one of Gygax’s own earliest *D&D* characters. Adventurers fortunate enough to find the cave alongside the river Ebb will explore a simple eight-room compound, two rooms of which are left undescribed. At the end is the dragon’s lair where, mixed into a stupendous hoard, the Ring resides. Written in blue ink on a notepad, the *Ring of Gaxx* may strike the reader as a scenario intended to deliver the eponymous artifact into the hands of a lucky adventurer as quickly and painlessly as possible.

The *Golden Scepter of the Trollfens* is the most thoroughly-illustrated of these modules, containing several full-color maps along with depictions of creatures, items, and situations from the adventure. Many of the images have clear models in earlier published works: the profile of the green troll is obviously a study after the troll that appears in the lower left-hand corner of the cover of the original *Monster Manual*, and the headshot of the gnome is modeled after the corresponding entry in that same volume. The author urges future dungeon masters to show these pictures, along with the introductory text, to players. From the background we learn that the adventure is situated in the *World of Greyhawk* (1980), as the only clue to the whereabouts of the Golden Scepter is found in the

hands of a dead dwarf who has just returned from the Barrier Peaks, presumably the same ones northwest of the Grand Duchy of Geoff featured in the *Expedition to the Barrier Peaks* module. For the system, the text defers to the *Expert Dungeons & Dragons* rules. The adventure comprises several distinct areas; the largest of the maps shows eleven hundred miles worth of road that players might cross. The Golden Scepter itself lies below the Mountain of Ankour, in a four-level dungeon, but adventurers may also explore the gnome camp, the tower of the evil wizard Saur, a troll watch post or nearby castles. All are thoroughly illustrated and described, though sadly only one page of the Ankour dungeon key survives.

The *Tomb of Areopagus the Cloaked and Japeth of the Mighty Staff* is more of a puzzle than a dungeon. It begins with an enigmatic stanza of calligraphy left behind by the “Brothers of Righteousness” Areopagus and Japeth in which the adventurers may find some clues to assist them through the underworld that follows. Characters navigating the *Tomb* will find many traps and confusing teleporters, but little by way of opposition, apart from a single room with six wights and the anti-paladin boss at the end. What they will encounter, however, is a roller coaster ride in a mine cart that spans much of the second level map: after successfully steering the cart, the adventurers are hurled through the air (“they’ll think they’re dead for sure,” the author affirms) only to land safely in a pond. Much of the top level consists of a long and laborious maze. Several of the traps and perils result in dramatic falls, dealing out certain death rather arbitrarily. The hand-written room keys are full of errors and corrections, with phrases often crossed out and additions crammed into the margins of the text. So little information related to the system is provided that it’s difficult to gauge which version of *D&D* the *Tomb* targeted.

The *Lair of Turgon* (1986) presents another adaptation of the canon of *D&D*. It begins with the history of Turgon, whom it proclaims to be the second death knight. Per the *Fiend Folio*, there are only twelve death knights, and the story that Turgon was made into a death knight by Saint Kargoth builds on a 1983 article in the *Dragon* (#79) which identifies Kargoth as the first death knight. Once Turgon’s pedigree has been established, the description of the one-level *Lair* can begin. Adventurers must wade through legions of the undead before reaching Turgon’s final resting place, taking on groups of twenty-five skeletons or ten wights at a time. Defeating Turgon and his cleric yields chests, coffers and urns of treasure, as well as the substantial loot on Turgon’s person. The *Lair* is unique among the modules collected here in that it was printed with the aid of a personal computer, as the title page especially shows.

Finally, the *Maze of Death* (1981) closes out this collection with another entry that codes itself into TSR’s product lines, assigning itself the designation “M1.” It would not be for another four years that TSR would release its own M1, *Into the Maelstrom*, the first in a series of modules set in the Mystara campaign world. From the diagonal ribbon at the upper left hand corner of the cover, we learn this module (the *Maze* does explicitly call itself a “mini module”) is intended for use with the *Basic Set*. All of the monsters within appear in Holmes, with the exception of the “plant monster,” though the author details a system for a giant crab that differs from the one sketched in Holmes. The *Maze* chooses a very modest scope, advertising that it will take only “a short time,” no more than ninety minutes, and that it is ideally suited for just a single player. The threats in the nine-room dungeon are scaled to a solitary novice adventurer, who might confront two orcs at a time, or towards the end an ogre. The treasure room finale of the *Maze* contains a generous prize for overcoming these minor perils and finding the lone secret door: no less than ten magic items.

These eight adventures demonstrate how the creative impulses inherent in *D&D* proved to be irrepressible. Players were not content to have TSR do their imagining for them, and when the production of pre-packaged modules began, players responded by positioning themselves as creators of modules and thus as peers of TSR, rather than mere consumers. All of these modules draw on the prior work of TSR to varying degrees, but they appropriate selectively, and only in service of the idiosyncratic vision of the designers. Though they are amateurish and unpolished, the works collected here inspire us to create on our own terms, to make the sorts of adventures that we find compelling, rather than settling for someone else’s fantasy.

The publication of these adventures, thirty or so years after they were conceived, is furthermore a triumphant realization of the original ambition of the authors, to share their creations with the world. Now, for the first time, gaming groups everywhere have the opportunity to run these modules, in whole or in part, or to borrow any elements that might resonate with a reader. Perhaps your dungeon really needs its own mine cart roller coaster ride. Where there are pieces missing, just imagine for yourself what should fill them. There’s no better way to honor the spirit in which these modules were created, or the extraordinary promise that *D&D* first made to us all.

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Editor's Notes

I was introduced to the *Habitition of the Stone Giant Lord* in 2012 when the manuscript was donated to the archive by a game collector who goes by the pseudonym Scribe of New York City. The illustrations are raw and clumsy, and you can practically feel the typewriter keys beating every typo into the page, but the youthful energy and dedication that it took to produce The Habitition still astonish.

I managed to track down the author, G.J. Caesar, whose real name is Gaius Stern; he teaches at the University of California - Berkeley. Gaius wrote and illustrated this adventure when he was fourteen years old in 1982, and he wants me to make sure to state that fact loudly and clearly so we all know that the grammar and spelling errors of young Gaius are not those of contemporary Gaius.

Gaius was surprised that this manuscript survived: "I had assumed that my mother thrown these things away in a garbage can circa 1987. There was a lot more but they will never be seen again, I suspect."

Which is heartbreaking. So much work and effort created these fantastic things, now lost. Situations like this are why I created the Play Generated Map and Document Archive. PlaGMArDA collects and preserves gaming ephemera created for or during actual game play. Used character sheets, game maps, manuscripts, notes and scribbles: any mark made on paper is fair game. The conceit of the archive is that game ephemera are a sort of folk art, and have a value both aesthetic and academic. Such items usually wind up in trash bins, but PlaGMArDA aims to interrupt that process and preserve these items for the future.

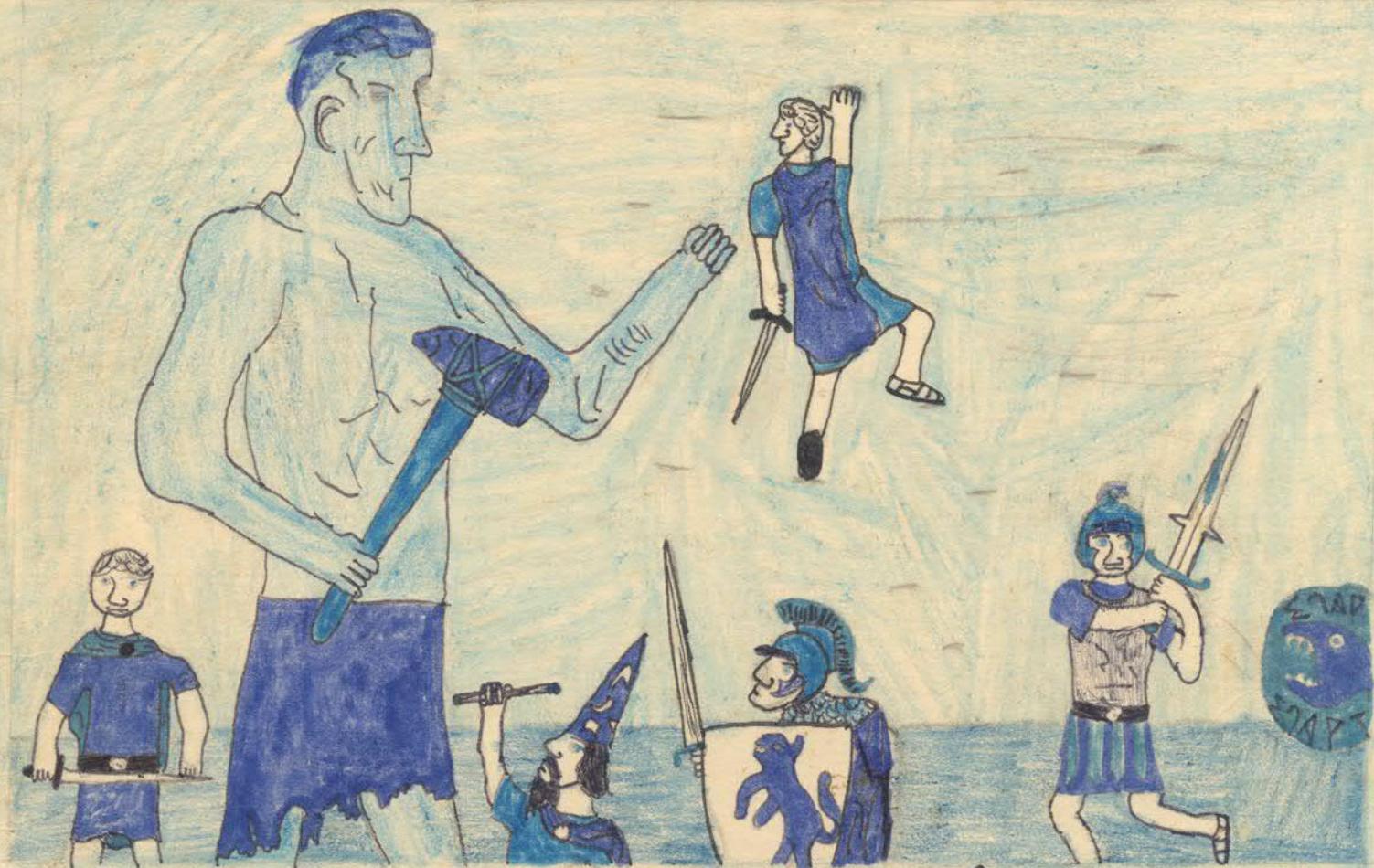
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And if you like *The Habitition of the Stone Giant Lord and Other Adventures of our Shared Youth*, please dig around and find your own adventures to contribute to future editions. Contact us at collections@plagmada.org.

Also, some words in this book have been modified or scrambled to avoid trademark infringement. I've done my best to make these scramblings blend in as seamlessly as possible and hope that they don't detract from the authenticity of the manuscripts presented.

Tim Hutchings
The Hutchingsonian Institution
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Dungeon Module G2² Habitition of the Stone Giant Lord

by G.J. Caesar

This module contains background information, referee's notes, three level maps, and exploration matrix keys. It provides a complete module for play of AEDVNCAD DECGNNUS & DONGRAS, and it can be played alone, or part of a continuing series.

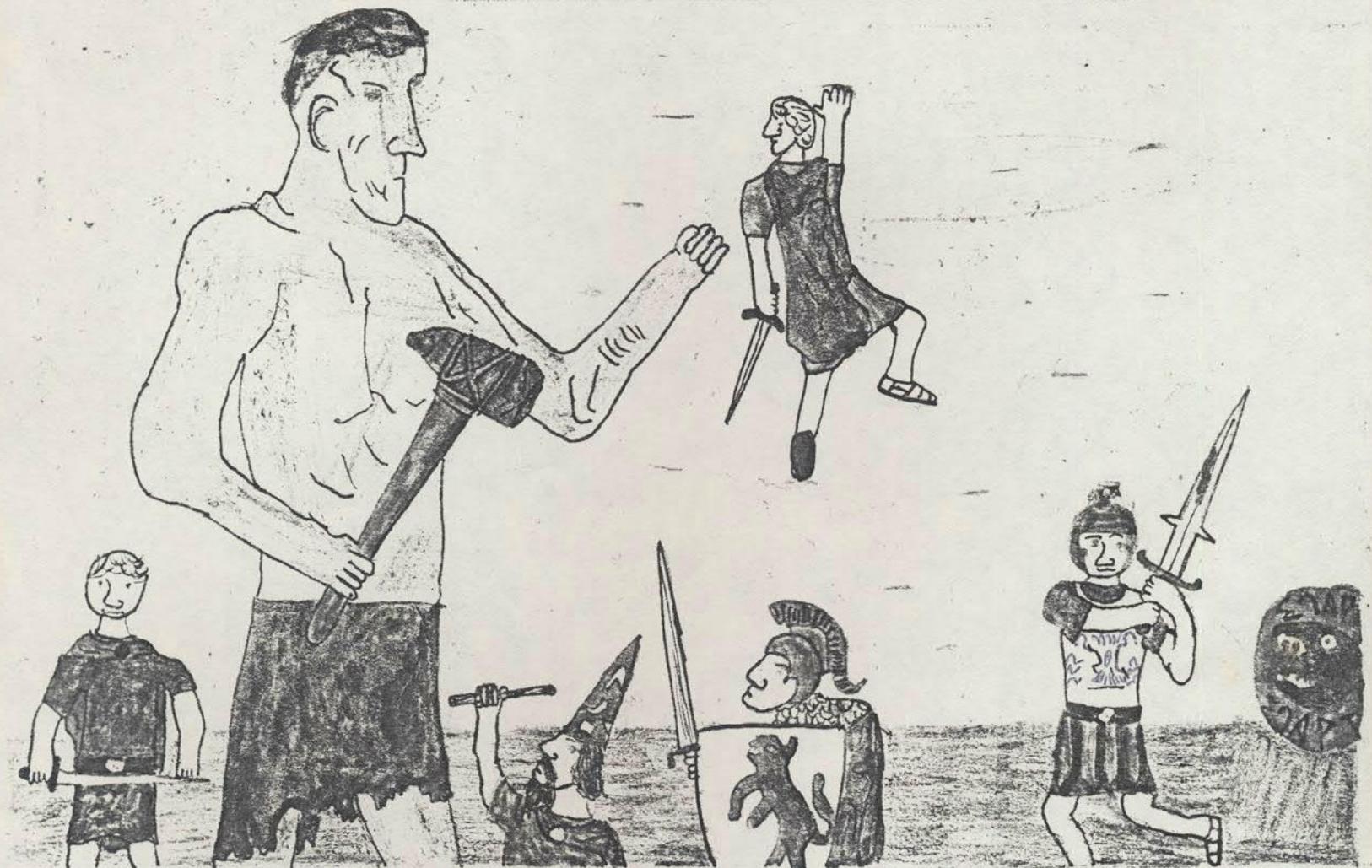
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ACDVE AND DGEONUNS & DNRA GOS



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Dungeon Module G2²

Habitation of the Stone

Giant Lord

Background: Pinpointed on maps is the dwelling of the fearsome and terrible Stone Giants. It is known that these giants carry a map to other giant locations.

These giants like bears, and they have an alliance with the fearsome Rock Giants. If the adventurers return without sufficient evidence of kills, they may be hanged or similarly executed...

Caution: At least five characters should embark on this mission as the Stone Giants are stronger than Hill Giants. No characters under 6th level should take part in this adventure.

Start: After a few words of advice from the only survivor of a raid made 15 years ago (who is a cripple, as he got hit by a rock by a Giant), the party sets out. The inn in a near-by town will provide room and board, as this is a spot the giants raid every once in a while, provisions are free. A final word, says an elder, the giants have spies all around. Trust no one!

The villagers all pitched in to buy(rent) a room in the best inn around town, The Steaming Whale.

Notes for The Dungeon Master

There are spies everywhere, even in the Whale. A pretty bar maid who will question the party about where they are going. She is

really a Stone Giantess with a polymorph cast on her. After she pumps as much information as she can she will mysteriously disappear. The head bar maid will announce she quit and left. In reality she left for the north to tell the other Giants of the plans of the party.

Almost all of the Stone Giants have pets, bears. These are stronger and bigger giants than the Hill Giants, and their leader is better.

If the party leaves the habitation, traps, newly equipped outposts, and more Giants will be waiting for the party on their return. The Stone (and the Rock) Giants were the last to join in and sign Snurre's pact, so if ultimate destruction is brought on them, they will pull out of the plan to destroy the humans.

Contrary to reports, the Stone Giants only participated in the raids. Even then they didn't do as much destruction as the Hill Giants. No Stone Giant led any attacks as is believed by most.

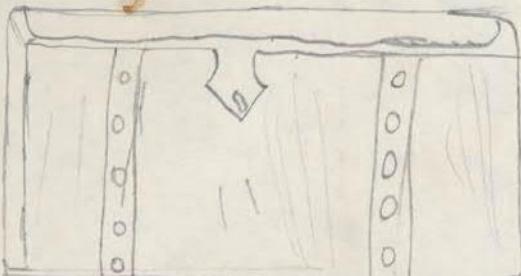
Nevertheless, if they see armed invaders, they won't stand around. They will fight.

Giant's bag Contents Table:

roll for 2-5 items.
1-3 old axe blade, hand chopper
4-20 1-4 small rocks and a horn
21-22 bowl and tin spoon
23-24 various bent brass items
25-26 1-6 caltrops (roll again)
27-28 hard moldy cheese, stinking
29-33 shabby wool or fur cloak
34-35 bone comb and hair pins
36-43 iron cooking pot (reroll)
44-47 knife and sandals
48-53 linens, soiled, patched
54-60 1-2 meat haunches
61-64 100-400 copper pieces
65-67 20-80 silver pieces
68-69 10-40 gold pieces (reroll)
70-76 pelt, fur, worthless, mangy
77-83 10-120' rope, coil, strong
84-85 bag or box of salt
86-94 skin, water or wine (reroll)
95-98 metal idol, magic
99-00 teeth or tusks, no value

Out post Blacter

1. 1 Stone giant, and his pet cave bear are standing as guards. (H.P.:60,48) The bear will try to wake his master by growling.
2. An ancient Green dragon, (H.P.: 72) uses magic, talks, and is Wide awake. Spells: Shock G. Sleep Enlargex2 Comp. lang. Sleep Mirror Images, Cont. light Dis. magic, tongues Fumble. He does have a statue, of a powereful looking dragon. It is silver, and worth 9,000 G.P.
3. 6 Stone Giants live here, 5 are home the sixth is at 1. (H.P.: 55 each) No pets, Each giant wears a necklace with a jewel in it. Jewels are worth 100 G.P. each.
4. Food and Wine are kept here in this sort of store room.
5. Helmets, shields, and armor are kept here. There are 10 helms, 11 real helmets, One of which gives a +1 on initititive if on solid land. 26 sheilds, and 29 suits of various armor.
6. A wide asortment of giant weapons lie here.
7. The corridor eventually leads to a trap. A (42 H. P.) Succubus who can't be surprised, and has used a Clair audience, and has shape changed into the wife of a member of the party.
8. 4 Trolls,(51 H.P. each) who live here as retainers.
9. 5 Gnomes live here. 1 is cleric (12 Wis, L. 5) 7 H.P. Spells: C.L.W. , light, and Detect evil, Resist Fire, detect charm, Know alignment, Animate dead. 5% chance of fail. There are three gnome fighters, 15 Dex, 15 Co. L4s 25 H.P. each. And a L6 Healer, 15 I, 16 W, and 17 D. Spells: C.K.W.x2, Neut. Pos, Slow Animate Dead, Hold person Cure Lycanthropy, Teleport, Talk to plants. Each has a bed, a chest of clothes, and a chair. H.P.:38
10. 2 Giants live here (H.P.: 46 each) with their bears, who are home. The room has 2 beds, a big straw pile for the bears, 2 ches- ts, and 2 chairs. Each bear has a copper colar, with 2 jeweles on each. Each ~~color~~ col- lar is worth 850 G.P.
11. A large table, a deck of few things, as well as 4 other decks of cards, 7 foldable chairs, and about 6 balls, 10" in diameter.
12. The home of 5 Stone Giants, all (H.P.:61 each) and the head of the out post is here visiting. (H.P.:64)
13. 5 Stone Giants live here, 1 is home (H.P.:63) With him is a bear (46). Around the room lie 6 made beds, 7 ch-



airs, and 7 chests. Each chest contains 2 bag items, and 1,600 S.P. In the 5th bed there is a Treasure Finding potion. A pile of hides is in 1 corner. A pile of clothes in another. In the pile of clothes are a pair of Gauntlets of Ogre Power. Under the hides is a Sling of seeking +2.

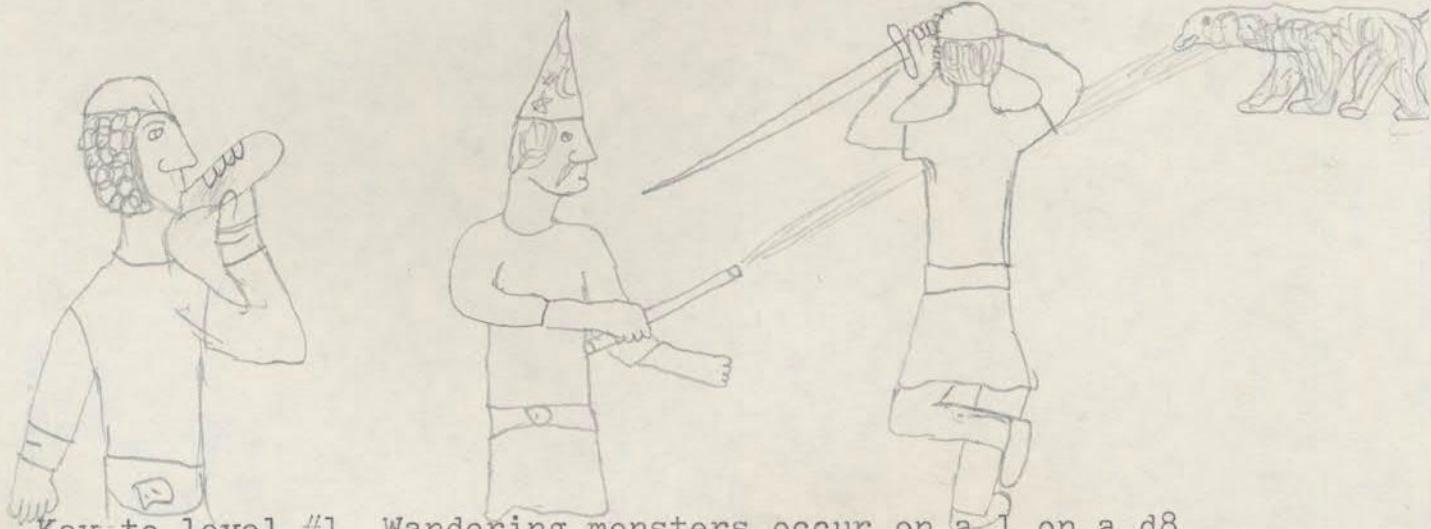
14. The leader of the out post lives here, with his pet, a Chimera (68 H.P.). He has received the following furnishings: a large bed, four chairs, and 2 chests. Also there are 2 piles of hides, a chest of drawers, and a hamper. His great sword is on the peg up on the walls, his sword confers Fire resistance on it's wielder. To a giant it is a short sword, to a human it is a bastard. The Chimera wears a collar under its lion mane studded with 7 gems worth 8,000 G.P. each. Invisible behind the first pile of hides there is a pile of 10,020 G.P. A scroll of 5 MU scrolls is in his top drawer. The spells can be from 1-8 level. A dagger x2

on all hits, and +2 on all demons or devils again. It is in the second pile of hides. In the chest of drawers second from the top drawer there is a pair of Elven boots, and a Ring of Invisibility. All of the drawers contain clothes. In each chest there are 2 bag items.

15. Here two Stone giants are playing a game of darts. (H.P.: 61 each) This is a sort of recreation room. A pool table is in the room, so is a deck of cards scattered on the floor. Also the target for the dart game is a wooden dummy of Antipar! On the wall there are 4 pictures. #1 is of the two giants Nosra and Bardol, the second is of Tregis and Lastri. The third is of the Frost Giant Jarl, and the last is of Snurre making a chart of the northern Greek cities.

16. This is a trophy room. $\frac{1}{2}$ a dozen tables are littered with pieces of humanoids.

17. Identical to 10, but no pets.



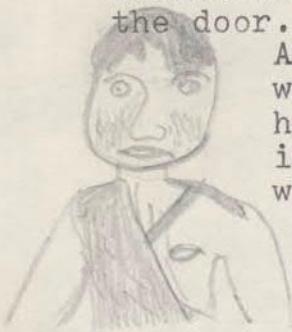
Key to level #1 Wandering monsters occur on a 1 on a d8

1. 2-5 kids walking a bear

3. 2-4 Stone giantesses

2. 1-4 Stone giants, 4 is a Rock. 4. 2 patrolling S. Giants/Ettin

1. A Stone Giant and two Ogres act as guards (H.P.: 51, 24 each) these are guards, and won't attack, unless attacked first. The Ogres have 1 item in their bags.
2. A Stone Giant is standing at the second door, with an axe in his hand. He has a button gismo which releases a concealed pit 20' ahead of the door. (Giant 6 h.p.) Again, this giant won't attack, unless he is attacked. But if he is charged, he will press his button and pit his assailant. There is a 4 in 6 chance of falling in. He carries 74 and 00. He is fat as an ox. He is also ugly.
3. A 52 H.P. Stone Giant who was sleeping. there is a 42% chance that the fight at 2 will wake him up. If so, there is a 5% chance he will rush in to help.



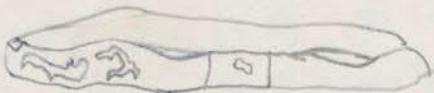
4. The Lord and his Wife sleep and live here. Any one with H.p. between 66 and 74 H.P. lying on his bed will fall asleep. On a shelf is a marble ankalosaurus which springs to life (57 H.P.) Also is a pair of Troglodytes, a Harpy (18 H.P.), a Gargoyal, a Flesh Golem (40 H.P. takes $\frac{1}{2}$ damage from Fireball.), and a group of 6 (4 H.P.) Goblins. When touched, all spring to life, except the Gargoyal. Physical blows will destroy the marble, fire will melt it. (the trogs are 15 H.P. each) The furniture consists of his sleep bed, 2 benches, a file cabinet, 2 large chests of drawers, a 4 drawer desk, 7 chairs and stools, 12 hides, mostly tiger. Under the bed is a barrel. In the barrel, $\frac{1}{4}$ gone, is lots of mead. In his file cabinet are various

maps and charts. In the second drawer they have stored a rotten fish, and many papers, amongst them, Snurre's pact, which Tregis signed only a short time in the past. The third drawer contains a bear control potion under Tregis' birth certificate. In the chests of drawers, Clatus placed clothes, and in the bottom drawer is a Frost Brand. Amongst the clothes is a robe of blending. In the first drawer of the desk, there is a pure silver horn, a cubit long, worth 1,084 G.P. as well as 2 rocks, and a ivory tusk, worth 1-4 hundred G.P. The second drawer is full of elf, and $\frac{1}{2}$ elf feet and toes. Also at the bottom is a ring of mammal control. There is no blood. The third drawer is empty, except a 2-5 G.P. gem. The fourth drawer has about a dozen bone scroll cases. All but the 5th are empty. The fifth has a Protection/Lycanthropes. There are 5 daggers, all will radiate magic, but all are normal, a sixth dagger which is invisible is also unmagic. However, the fourth dagger is really a Dagger of Venom. There are two different hides, an unicorn and an Irish Deer.

5. 8 Stone Giants live here. Only one is here, as his duty for the day has been served. He is strong (58 H.P.) but not too smart. The room contains 8 beds, 4 stools, 5 chairs, a poker table, and deck of cards. In the seventh bed mattress is 3,751 C.P.



6. This is the Visitor's Room. At present, the chief Rock Giant, Lasri and his guard live here. The guard Juger is here (65 H.P.), and wide awake. Anyone entering in Lasri's room is to be attacked. Lasri's furnishings are: A large bed for him, a cot for Juger, three chairs and benches, a stool, an old clock, a table, and a three drawer desk. In the first drawer is a bunch of papers and a 7' belt with the word Ylik (Yie lick was Lasri's father) on it in Neutral. Any touching it who pronounce the word will be transported to Lasri's home.



In the second drawer many things lie. Roll 5 times on the Giant bag contents chart omitting 61-69, any food will be unedible to humans. The third drawer contains about a dozen small throwing rocks. Only one has any significance. The sixth has a Feign Death spell written on it. Juger isn't surprised.

7. Two Stone Giants (H.P.:61, and 68) stand guard. The latter is Tregis' nephew. Both are assigned to attack anyone, as only authorized Giants are allowed here.

8. Five Stone Giants live here, and four are home (the fifth at 10). These Giants have a sound proof door, so Hear Noise will register nothing. All four Giants (H.P.:60, 49, 44, 45) are on their beds lying. There is an unplayed poker game on the table, five unmade beds (with blankets on the floor), six stools and chairs, a desk, and a clothes hamper.

In the second bed, there is a 1,000 G.P. gem. One of the stools is an illusioned box of treasures: an extra healing potion, a Wand of Magic Missles, and a Giant Slayer Short Sword. The desk contains 10 E.P. in the first drawer, and a spring dart trap in the second. The Giants will use the secret door as escape.

9. The secret door from eight leads to a closet. In the closet, hanging from a rod are various Giant garments, mostly torn. Also is a wood statue of a Hill Giant, used as a dart target. Behind the concealed door is a corridor to ten.

10. A Stone Giant (63 H.P.) acts as guard of the main hall. He will charge out if there is a fight, surprising on a 1-4 on a d6. He has a shield (A.C.:1) and will attempt to blow a horn, and then flee to eight. His Giant bag is in nine.

11.  A pair of Stone Giant guards are here to see that no one can get in to see the Lord as he is in a conference with Tregis. The two Giants will not try to flee, for fear of being called cowards. Though they will blow horns. These Giants wear chain mail and shields, and helms (A.C.-2, H.P.:62, 53).

12. Tregis (75 H.P.), and two Stone Giants (58, 59 H.P.), Lasri (77 H.P.), and an advisor (62 H.P.). If there is a fight, there is a 45% chance they won't be surprised, but will instead surprise their enemies, ie they have a 45% chance of



hearing the fight at 11, and surprising the party. Lasri brought four of his Dire Wolves along (H.P.: 24 each). If these giants don't hear the fight at 11, or the party entered from 7, or 13, Tregis will be sitting on a ivory throne, with a Gold Crown with 4 gems on his head and a silver scepter, and a electrum orb. (crown worth 6,000 G.P. Scepter worth 2,500 G.P. orb worth 2,000 G.P.) Lasri will be sitting on a big oak chair, covered with pelts, with his four wolves around him. Lasri has a huge mace which strikes at +2 to hit, +4 on damage and does a total of 7-20! He fights as a Fire Giant, +2. Tregis uses a Battle axe +3, and also fights as a Fire Giant +2 doing 6-21 H.P.! The Giants have a 60% chance of hearing a fight at 13, and a 15% chance of hearing a fight at 7. Tregis is a big, grey skinned fellow, with fangs, and no hair. Lastri has green eyes, black hair, and light brown hide. No one has any bags or money, but on a table there is a bag of 888 G.P. as payment for Lastri's services.

13. This is the kitchen, and six Stone Giantesses work here,

doing the normal kitchen chores. If attacked, they will react violently. The first will throw pots and pans (1-6 each) before attacking in hand to hand. The second will attack with a rolling pin, the third and fourth will throw glasses (1-6 each, throw 2 a round) and the fifth and sixth will use anything possible. (most likely, cutting knives) The Giantesses fight as hill Giants, and each have 10 E.P. (Giantesses: H.P. 50 each) 8 Gnolls are servants (12 H.P. per Gnoll)

14. 7 Stone gaints live here. Three (H.P.: 55, 57, 62) are present with cave (H.P. 46) bear. Around the room there is: 7 bunks, 9 stools and benches (2 broken), 4 chairs, 2 chests, 4 dressers, and various clothes and hides on the floor. Chest #1 contains marbles, in them is a pearl of Wisdom. In the second chest, is a Broadsword +2, under a pile of candles, 64 to be exact. The 37th candle is really a Healing potion.

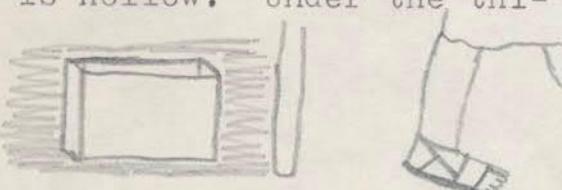
15. An Ettin (73 H.P.) and a Stone Giant (59 H.P.) guard Tregis' treasure room. The

room has 2 chests, 4 coffers, and 4 trunks. Each chest is 2' by 3' by 1', each coffer is $.75 \times 1 \times \frac{1}{2}$, and each trunk is $2 \times 1 \times 1$. Together the two chests hold 12,422 S.P. with a Subterainian lizard (H.P.:40) in the second chest. The coffers hold 2 100 G.P. pearls each, wrapped in silk. (5 sq. feet, worth 50 G.P.) Each trunk has 1619 worthless Lead pieces (unless in Sparta). Under that lie 864 G.P. per trunk. A 150 G.P. dark green gem which is Alexandrite. The Ettin has a button which will alert 2 Rock Giants and 4 Stone Giants with a 45% chance of an Ettin appearing as well.

16. The Kids live here. Noise can be heard easily, shouts, laughter, and so forth. 4 Stone Giantesses (56 H.P. each) and presently 12 kids (6 H.D., 47 H.P. each) who are 75% mature. Each kid has 2-8 G.P. and the Giantesses each have 1-4 P.P.
17. The way to the second level is in this room. A Stone Giant and a Rock Giant are here chatting about the good old days. They have 58 and 61 H.P. each and are slightly tipsy as well as mournful.
18. 8 male Rock Giants live here. Four (H.P.: 64, 62, 57, and 54) are home, at this guest room. The first carries 9 gems, as his own. a chest of bones is really an illusion of a pile of 2,442 G.P., and The pillow on the 6th bed is really a heroism potion. The furnishings consist of 10 bunks, 2 are made, a illusion chest, a pair of clothes hampers, about a dozen articals of clothing, and a trunk. In this trunk there are 12 torches. Number 9 is a Giant slayer

2 hand sword, and a +3 long-sword is number 11.

19. 10 Stone Giantesses live here, but only a Stone Giant and Giantess are here. (H.P. 50, 47) They are making love and will be surprised on a 50% chance. The room furnishings are: 10 beds, 5 chests of drawers, 8 chairs and stools, and a table. 1,768 G.P. are on the table. 8,776 E.P. are under the eighth matress. 5,742 G.P. are in the top drawer of the first chest of drawer. All other drawers are filled with clothes. Note, the door is locked, and the top drawer is 8 feet off the ground.
20. Two Ogres and Five Stone Giants live here. None are home, but their pet cave bear is home. (H.P.:44) There are six made beds, a pile of clothes, 4 chairs, 2 stools, 2 tables, and a chest of drawers. in the 6th matress there is a bag of 4 500 G.P. gems. 6 500 G.P. gems are on the cave bear's collar. There are two 1,200 G.P. jewels in the 2nd bed's frame which is hollow. Under the thi-



rd bed is a wood box of potions. There are: 2 healings, an extra healing, ESP, an invisability, Climbing, oil of Ethereal, Clairvoyance, and Water breathing. A (34 H.P.) Giant Skunk inhabits the box. A pet to the Ogres. Though no one is home, the bear will make noise. A Giant

21. Clatus' serving maids live here, six in all. (H.P.: 55 each). Three are home. These are very clean Giantesses, and there is nothing on the floor. Six beds, 2 chairs, 5 stools and benches, six chests of drawers, a lamp, and a silver mirror are around. Each present wears a necklace, with a 50 G.P. gem in it. 8,991 C.P. are in a secret panel in the wall. Treat as a secret door for Elves. Three Cave Bears (H.P.: 47 each) act as pets. Like all the rooms, there are hides on the bed, and there is a Boar hide on the floor as a rug.

22. This room has a staircase which leads to the second Guard's room, and station. There is a 50% chance that an Ettin will stand as a Guard (71 H.P.). He will make enough noise, so there is a 40% chance of the Giant at Twenty Three coming down to help.

23. A Stone Giant, his wife, and his child live/work up here as Guards. He (H.P. 62) will fight at +2 to hit doing 15-18 H.P. per hit, if she is attacked. He will



give, nor accept any quarter, but he will be willing to be kept here as hostage, and have his wife and son set free. Of course, they will run off and tell Tregis that an invasion is under-way.

23. The guard and his wife and child live in this room. A double bed, and a small bed are neatly made. A chest of drawers, a hamper, a table, and 2 chairs, a cupboard, a lamp, and a pair of stools, provide the furnishings. A Giantess (60 H.P. she fights as a male) If she is threatened, she will cover for her child, and take as many blows, as not to let the child (66% mature, 6 H. D. 41 H.P.) get hurt. If at all possible, the child will bolt, and scream for help. If the child is attacked, the female will fight at +2 to hit, and do 11-18 H.P. of damage. If the young Giant is killed, she will strike at +3 to hit, doing full damage every hit. If the child is given a mortal hit he will give a scream, which has a 60% chance of being heard. There is a 20% chance an Ettin will answer, 40% chance of 1-4 Stone Giants with a Rock Giant coming in, a 15% chance of 2-3 Rock Giants entering, a 20% chance of 1-4 Stone Giantesses and a Giant coming in, and a 5% chance of 1-3 Hill Giants answering the scream. 1-6 bags are in the double bed's mattress. These bags contain 5,988 G.P. which have an illusion cast on them to make the gold appear as copper until removed from the room. She wears a necklace with 6 Gems and a Jewle, worth 4,00 altogether. The necklace, being Electrum is worth 500 G.P. alone. Altogether worth 1,500 if damage -d. 4 100 G.P. jewels are in the cupboard, behind some plates. They break as soon as they go down stairs. (worth $\frac{1}{4}$ original value) She won't ever surrender if her child is killed.

KEY TO LEVEL #2

Wandering Monsters:

Encounter occurs 1 in 6

1. 1 Ettin with 1-4 Giants
2. 1-4 Rock Giants
3. 2 visiting Fire Giants
4. 2-5 S. Giantesses and a Stone or Rock Giant
5. A stone Giant walking a cave bear
6. 2-4 Stone Giant guards

Encounter areas

1. There are 2 Stone Giants and one Rock Giant here as (57 each, and 62 H.P.) the two Stone Giants act as guards. The entrance from the first level (from 17) is in this room. Each Giant has 5 items in his bag. All three giants are armed with a throwing hammer (5-20 H.P.) and a battle axe.
2. 7 Ettins live here. 4 at the present are out. The three remaining can only be surprised on a one on a d6. (Check for each individual Ettin) Each Ettin is on a bed, there are a total of 9 beds. (Ettin's H.P.: 68, 65, 62) Around the room, there are 4 benches, 5 chairs, a set of desks, a few papers on the floor, a dozen hides, 4 chests and trunks, and a table. On the table there are three items a hunk of moldy cheese, a horn of water, and a haunch of meat, which has spoiled. In this haunch there are 2 500 G.P. gems which the Ettin forgot about.
3. The general jail, the jail keeper, a rusty old Frost Giant (74 H.P.) is enroll-



ed in an argument with another Frost Giant, his assistant (77 H.P.) who is saying he is stronger. A number of cells are here.

i. An $\frac{1}{2}$ elf Fighter-Theif is polymorphed into a centipede. (STR:16, DEX:15 CON:15) Also is an invisible Rust Monster (32 H.P.) who will charge out in a fury.

ii. A gem is in the far side of the cell. An Ocre Jelly (42 H.P.) is on the ceiling about to drop on a victim. The gem is only a 50 G.P. gem.

iii. empty. An old bone is here. Otherwise, bone dry.

iv. An enraged Earth Elemental (56 H.P.) with only one thought on his mind, revenge!

v. An equally enraged Umber Hulk (68 H.P.) who is furious at anyone even resembling a Stone Giant.

4. 8 Rock giants are staying here. 2 are here, visited by a Stone Giant. (H.P.: 74, 69, 67) There are 10 beds, 6 chairs, 4 stools, 5 benches, a chest under each bed, and a pile of rocks in a corner. There is a pile of gold (which is really a pile of dung) in a different corner as well. In each chest there are clothes, and 450 E.P. In the 9th chest there are 900 E.P. In the 10th chest, a Kobald (Really a polymorphed level 10 Geased(to fight who opens the chest) Human, 18,68 Str, a 17 Co and a 16 Dex. 98 H.P.) He uses a Bastard+4, shield+3, and a speed potion is in the chest along with some sawdust. He wears normal plate mail, so his A.C. is -1/-3.
5. 4 Stone Giants stand guard here (70 H.P. each). Each has three items in his bag.

6. 2 guards stand watch at either end of the hall. If there is a fight, the second will run to help the first. (Two Giants, H.P.: 61, 68) These two Stone Giants only carry 1 gem, and 4-16 G.P. each.

7. 11 Fire Giants are staying here, (84 H.P. each) they may be out, as they have arrived yesterday they want to inspect the habitation. At least 2 are out. (the encounter table). 4 are home. The Fire Giants were provided with a dozen cots, 6 chests of drawers, a large table, 6 stools, 4 chairs, and 2 benches. Under each bed is a locked small locker. In each locker is a 50 base value gem, which has increased to 100 G.P. Number 6 has a false bottom. A 1 spell scroll (Wizard Lock) is in a false bottom. In the 11th bed, under the pillow, wrapped under the sheets is an arrow of Golem Slaying. The bottom drawer of the 4th chest of drawers has a scorpion (38 H.P.) and a Web scroll. There is a Broadsword, Dragon Slayer in a hollowed out part of the table. Three (44 H.P. 7 H.D.) Hell Hounds are here as well.

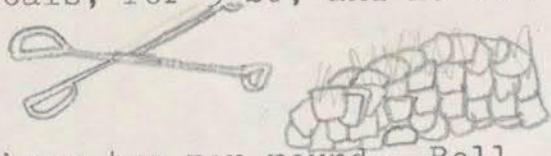
8. The Advisor to Tregis lives here. Int: 15, Co: 15. He is a level 11 M.U. He has 2 Stone Giants as Guards to him. (H.P.: 58, 66) There are 2 Frost Giants (H.P.: 71 and 65) seeking advice from the respected small M.U. The M.U. (Nartis) has 55 H.P. and these spells: Pro/Good, Magic Missile, Shocking Grasp, Identify, Locate Object, Web, ESP, Ray of Enfeeblement, Slow, Haste, Fireball, Hold Person, Wall/Fire, Extension I, Polymorph Other, Cone of Cold, Conjure Elemental, and Bigby's Interposing Hand. If necessary, he will Fire Ball everyone, even his Giants. Nartis wears a cloak of displacement, he has a Extra-Healing Potion, a 5 spell scroll, a ring of Spell Turning, a Staff of the Magi, and Boots of Levitation. Nartis is overconfident.

9. There is a Rock Giant heading up from the third level (59 H.P.). The stairway to level three. He has 6 items in his bag.

10. 12 Adult Cave Bears are here, (8 male, 6 female) and 6 of the young as well. The adult Cave Bears have 46 H.P. each, the young having 18 H.P. per bear (2+2, 33% maturity). Three Stone Giant Keepers are here to watch the young and old bears. (56 H.P. each) None of the Giants have bags, but each have 4-16 P.P. and 3- 18 G.P. The males fight at +1 to hit if the females are attacked. The females strike at +2 to hit, and do full damage if the young are attacked, or harmed.

11. 8 Stone Giants live here, 3 are here. They are sitting around boasting (H.P.: 65, 66, and 52), and have no idea of the invasion under-way. Two tables, a big chest, 8 beds, 5 chairs, 4 benches, and 1 stool decorate this room. About a dozen pelts, and a idol of a Yeti cast in Bronze on a table. The chest has only clothes in it. The chest is in front of the secret door. Elves only notice it on a 1 on a d6, anyone else (excluding Half Elves who find it on a 1 on a d8) finds it on a 1 on a d10. A. Nothing in here, except more clothes.

12. This is the Smithy. 3 Fire Giants (H.P.: 85, 79, 84) work here, making the weapons. The head Giant was making a platinum dagger (treat as a short sword for humans, long sword for dwarves, etc.). The dagger had a problem, it has a quirk. It makes its owner's eyes glow in the dark so he will melt it down. If he surprises the party he will throw it (still 5-30). Being worth 400 G.P., if he doesn't have initiative, he has a 20% per round of throwing it into the fire, he can still attack if he does this. The second smith will throw coals, for 5-20, and he can



throw two per round. Roll separate initiative dice for the second throw. The 84 H.P. Giant has a +1 to hit, +2 on damage, but he is 50% likely to try to throw the strongest looking party member into the fire. This requires 2 "to hit" rolls, the first on the victim's A.C., the second on A.C. 2 for the fire. During the 2nd round of combat, there is a 50% chance of 1-4 Stone Giants walking in, with an order from the Lord. This chance rises 15% per round thereafter. Note: A. only one character can fit in the fire at a time. B. That player is prone to attacks from the 2nd Fire Giant who will attack as: C. A character in the fire will cover up the coals, so he can't throw any. The second giant will pull out a club, and hit the player with it. Per round in the fire, a player will take 6-36 H.P. Armor has a 20% chance of staying intact per + (2 has a 60% chance of melting). These giants have no bags.

13. 4 Fire Giants live here. A Fire Giant is present. He is asleep, even though he is supposed to be helping in the Smithery. He is sleeping on one of four beds. The room also contains: 2 chairs, one bench, and 2 stools, a large chest, a locker under each bed, a table, seven pelts, and a large (8' tall) wardrobe. Standing Guard are 4 (37 H.P. 5 H.D.) Hell Hounds. Very alert, and hungry, as the giants forgot to feed them all day. Roll 10 Giant bag contents to determine what is in the chest. In each locker there is a 1000 G.P. jewel. Also in each is 846 G.P. and 50 C.P. (locker that is). The Hell Hounds can wake the Giant up easily enough.

14. 10 Stone Giants live here. Only 2 are home. The two are playing with the five cave bears (45 H.P. each). The 2 Giants (H.P.: 72 each) are on the floor. Around the room are 10 beds, 2 wardrobes, a pile of 8 pelts, three chests, two tables, and a pile of torches. Under the torches is a pile of 5,224 E.P. Invisible pair of coffers is under each bed. In each one there is: 139 G.P. and 504 C.P. Also in the second, 4th and 8th there is a 12 G.P. gem in each. Under the pile of pelts is a potion of Silver Dragon control. In the Cave Bear's basket is a little pin with a turtle on it. It is a Scarab of Protection (not cursed). In the chest of drawers, 1st one, 2nd drawer is a +1 dagger, +2 vs. all winged creatures. (G.P. sale price: 850, EXP: 150).

15. This is Tregis' private map and military plans room. A (59 H.P.) Stone Giant. There

are maps and charts spread across the three tables. 6 chairs are around the tables, as well as 2 benches. The Stone Giant here is ordered not to let anyone but the Cheif and his kind read these tables of the amount of giants and the like that can be rounded up to fight mankind. If the battle goes against him, he will set fire to all the papers.

16. This room houses 6 Hill Giants (H.P.: 55, 57, 57, 56, 54, and 55) or alternately, if they survived Gl², Bardol and Gagamelos (60 H.P.). With them is their favorite pets, 4 Wolves, dire that is (H.P.: 26 each). These two Hill Giants have brought 2 Boulders on their table, and a raw $\frac{1}{2}$ beaten leg of mutton. A chest of drawers is filled with clothes, and an invisibility potion.

A. A foldable table is here collecting dust. Also there are 4 stone maces. and an invisible suit of plate mail of Vulnerability. Also in the bed mattrses is a dagger +2, +3 vs. Spell users.

Note: If the Hill Giants are here, no treasure but the plate mail will be here.

KEY TO LEVEL #3
Areas 1, and 1-12

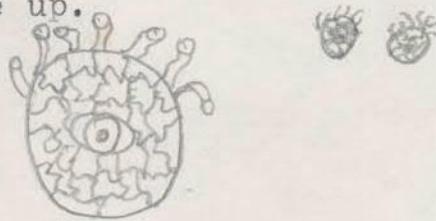
1 2-5 Stone Giants walking
2. 1-4 Rock Giants with 1-2 cave bears
3. A chimera
4. 2-12 Ogres/or 2 Ettins as always encounter occurs on a 1 in 6.

1. 2 Rock Giants are waiting impatiently for their comrade to return. Both do have bags. H.P.: 58, 60.
2. A very old Red dragon, (H.

P.: 70) who uses magic, talks, and is usually asleep. The giants tend to leave this entire portion of the level alone. His spells are: Magic missile, Shocking Grasp, Charm Person, Affect normal fires Esp, Mirror images, Detect Good, Haste, Slow, and Confusion. The treasure that he has is at the secret door at Three.

• There is an illusionary wall that blocks the second secret door. From the inside it is fairly easy to tell there is a secret door. Three Fire Lizards are here, 90% chance of being recognized as Red dragons. (H.P.: 72, 70, 71) Invisibly hidden there ly 900 PP and 2,250 G.P. from the dragon, and 900 P.P. and 6,750 E.P. in an invisible urn.

4. A boleedhr and 2 Gas spores, H.P.: 58. and 1 each. There is no escape from this guy. He'll fight and he won't give up.



5. As soon as the secret door is spotted and entered. The door passed, and the real every day entered, the corridor gets filled up by rocks. In the small room is a Type(Razizs) three demon (H.P.: 72 H.P.) He will be glad to Gate another demon. There are Giant bones, as well as Gnoll, and other types of beings. It is of little wonder the Giants avoid this area.

6. Unoccupied guest room, here is furnished with 6 cots, 8 chairs and stools, 6 chests, and a sort of model of the first Giant to form a community of similar Giants. Also 4-16 G.P.

7. Tregis' throne room, With his old throne, an iron chair with pelts over it. Now this is his trophy room and he goes here every now and then to admire himself. His first kill, a cave bear, 4 pairs of ivory tusks, a pair of silver boxes (worth 200 G.P. each, weighs 500 G.P. each) Also is a +2 Bill-Guisarme, and various useless items. He has in here 5 small oak chests. 4 Giant bag items in each.

8. This is a kind of library. There are 59 Scrolls, and 62 books, and 5 Stone Giants and 2 Rock Giants (H.P.: 62 each and 67 each) The 4th book is a Book of Exalted deeds, The first scroll is on the history of Giants. The 42 book is a manual of Gainful Excercise. The Giant in charge is unaware of the magical items.

9. This is where the 'librarian' works, and lives. Everything is kept in neat order. He has: a bed, 2 chests, 2 chairs, and a small table, usable by humans. Each chest has 4 Bag contents.

10. This is an uninhabited guest room. There are 7 beds, 10 chests, 5 Giant bag contents,

8 chairs, and a table.

11. The Frost Giant Jailers live here. They have 2 beds, a bag content under the first pillow, a teddy bear, 4 chests, a set of 6 worthless keys, 4 pairs of boots (man, sized), 5 chairs, a broken door, and an empty bookshelf. Clothes are in metal lockers under each bed. In the second locker lie 146 lead P. A. A broken ping pong table with a fist sized hole in it. behind that, covered with dust is a 41 G.P. Jewel. Also there is a pile of rags, 6 Goblin skulls, and 4 broken shields. And a bear.

12. A respected (72 H.P.) Cloud Giant, who is oddly Neutral (pure). He is a sort of old wise man (Giant). He has put a bed, 8 pictures, 5 chairs, 4 chests, and a large chest of drawers in his room. Any interruptions will annoy him to the extent, which he will scream (40% of attracting 144 other Giants) and strike as a furious Giant, doing 17-36 H.P. (d20+16) He is accompanied by 2 spotted lions (H.P.: 44 each)

1. Main hall. Here is a Rock Giant wondering why he is here. (H.P.: 70) He'll yell.

This Ends The Raid On The
Habitation Of The Stone Giant Lord

Key to level #3
Wandering monsters Areas 2-5
1. 1 Lamia 2. 2-4 Xorns

3. 2-7 Trolls

Rock Giant

Frequency: Rare
No. Appearing: 1-4 (1-8)

Move: 12" A.C.: 0

Hit Dice: 9 + 2-5

% in Lair: 20%

Treasures Type: D

No. of Attacks: 1

Damage/Attack: 7-18 3-20

Special Attacks: See below

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Average

Alignment: Neutral (evil)

Size: L (11 $\frac{1}{2}$ ' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil

2200/14perh.p.

Rock Giants usually live in mountains, if they live anywhere. As not many are together at once normally, few are found in a small area, unless there for a reason. Rock Giants like pets, and will be 45% likely to have them. 75% of all pets will be Mountain Lions, 10% will be Lizards, of the Giant sort, and 15% will be Dire Wolves who are raised from birth.

If encountered in their lair, numbers 6 and 8 will be giantesses and number 7 will be a young giant (dice for size)

Rock Giants can hurl rocks from 1" to 20" distances, inflicting 2-18 hit points of damage. They are also able to catch rocks, or other similar missiles 40% of the time.

Rock Giants make excellent spies, as they are nearly impossible to detect. (1 in 12 chance) They have very good camouflage. Due to camouflage, Rock Giants surprise on a 1-3 on a d6, if outdoors that is. Rock Giants have a very good armor class, 0, due to their tough skin.

If in a dangerous situation, the Rock Giant can transform

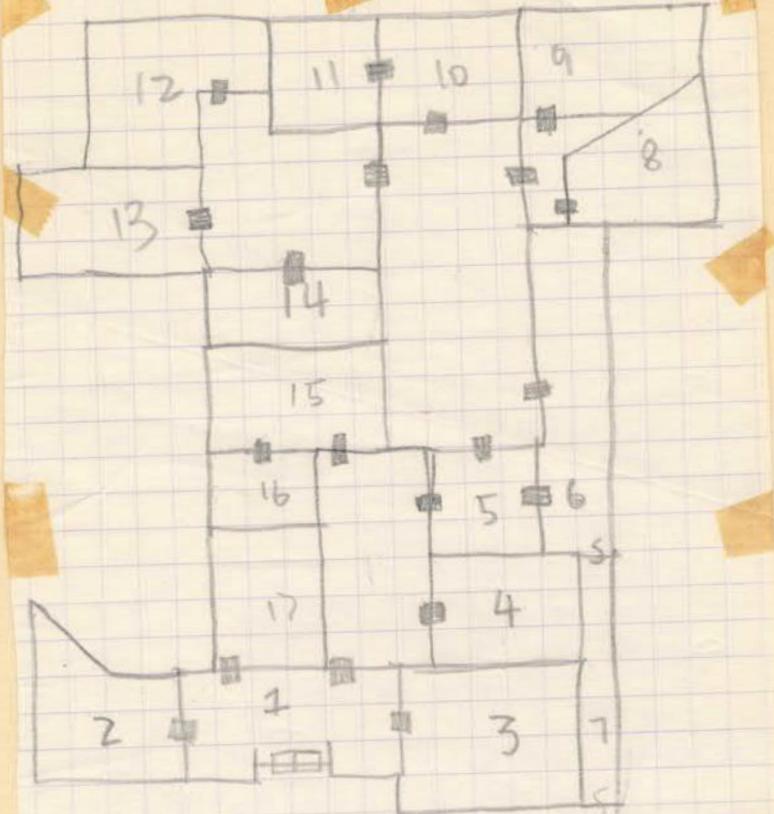


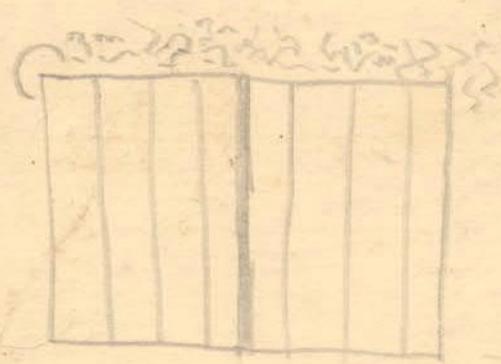
him or herself into a rock. Most Giants won't do this, unless in a life or death situation. Turning into a rock gives the Giant A.C.-2, but also inflicts 1-6 H.P. As long as they are in rock form, they can only attack once every two melee rounds, for 4-16 H.P.

If encountered, there is a 10% chance, per Giant that a Stone Giant will be present, ie two Rock Giants have a 20% chance of being accompanied by a Stone Giant. In the Lair there is only a 5% chance per Rock Giant of Stone Giant presence.

Rock to Mud spells, cast on a Rock Giant will turn him or her into a Mud Giant with 6 H.D. (reroll H.P. and subtract previously taken damage), an acting A.C. of 2, and attacks at the end of every round, for 4-16. Stone to Flesh spells will turn Rock Giants into Hill Giants (reroll and subtract H.P. damage) with A.C. 5.

Description: Rock Giants tend to have grayish brown skins, light brown to black hair, red or green eyes, and black teeth. Their skin can be from light gray to black, but is usually just a dirty brown. They typically use stone maces.





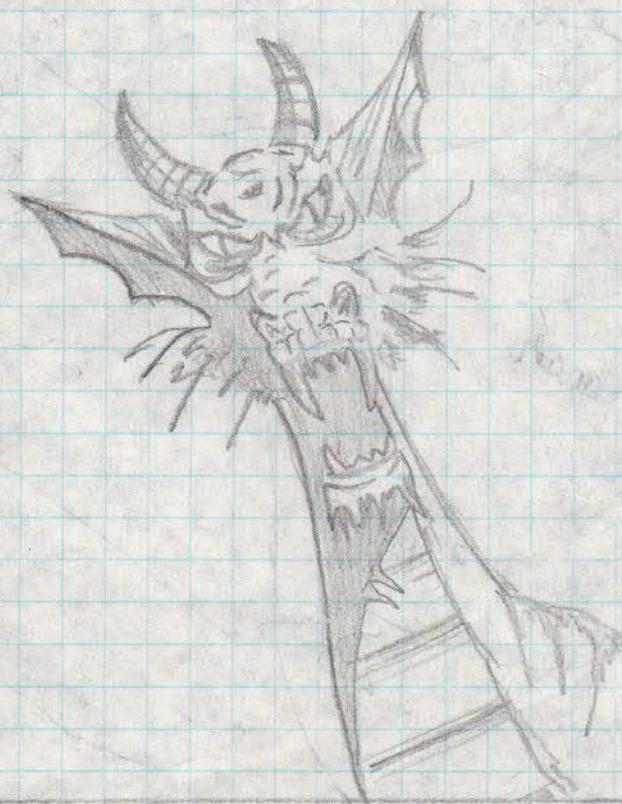
SA1 A mishandlin Adventure for characters level 7-11

DENONGUS & DAGNORS

Expert Game Adventure

Stone Death

by Richard C. Benson





Map One: The Boundaries

Stone Death

by Richard G. Benson

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100s (100s)

100s - 100s

100s to 100s

5
5
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-17
-18
-19
-20

100s

BEGINNING THE ADVENTURE

Your greatness in fighting is now known throughout the empire. By the light of your torch you have seen the sparkle of coins and gems. You have pried magical swords from their aged, old resting places. Now you have traveled to a place called Mithandir in the Afrai Mountains. You enter the town through a portcullis bordered by two towers. The wall runs farther along your left and right. The guards ask your name and purpose. When you enter you see that the community is struggling and plagued with poverty. Beggars wander at your heels tramping through the muddy road. Farther ahead there is a wide open square with a well in the middle. You apply for boarding at an inn called the Golden Dragon. The fat old woman gives your key to you and a bowl of soup. As you eat the soup a silent figure in a black cloak strides into the room and finds a seat at your table.

"Information?" he inquires. You place five gold coins into his palm and he begins: A long time ago a wizard named Mirkit lived in this valley. He warded off all evil and the people were happy. Then one night a young couple were strolling along when suddenly two giant stone-like bird monsters came swooping out of the sky. The people were sore afraid and Mirkit came to battle them and lost. The gargoyles killed most of the people and then returned to the Stone Castle, an old abandoned castle of long ago. Ever since that dark day our people have lived in the great fear of them returning. Now I will hire you to go to destroy the evil for 10,000 gp, most of this from the town treasury. Suddenly a loud clangy sound comes from outside the inn. The old man jumps up sheathes a giant sword and rushes outside. You follow him and discover that the town

RECAPITULATION

is being attacked by 4 giant gargoyles who are inciting the town. People are running back and forth in total disorder screaming, "They're back! They're back!" Suddenly they dive and attack you.

After the Battle....

After killing the gargoyles you see among the dead bodies the old man groaning. Going over to him he mutters to you, "Avenger me... ahhh!" Intestine poops from his side and his eyes roll and his head falls limp.

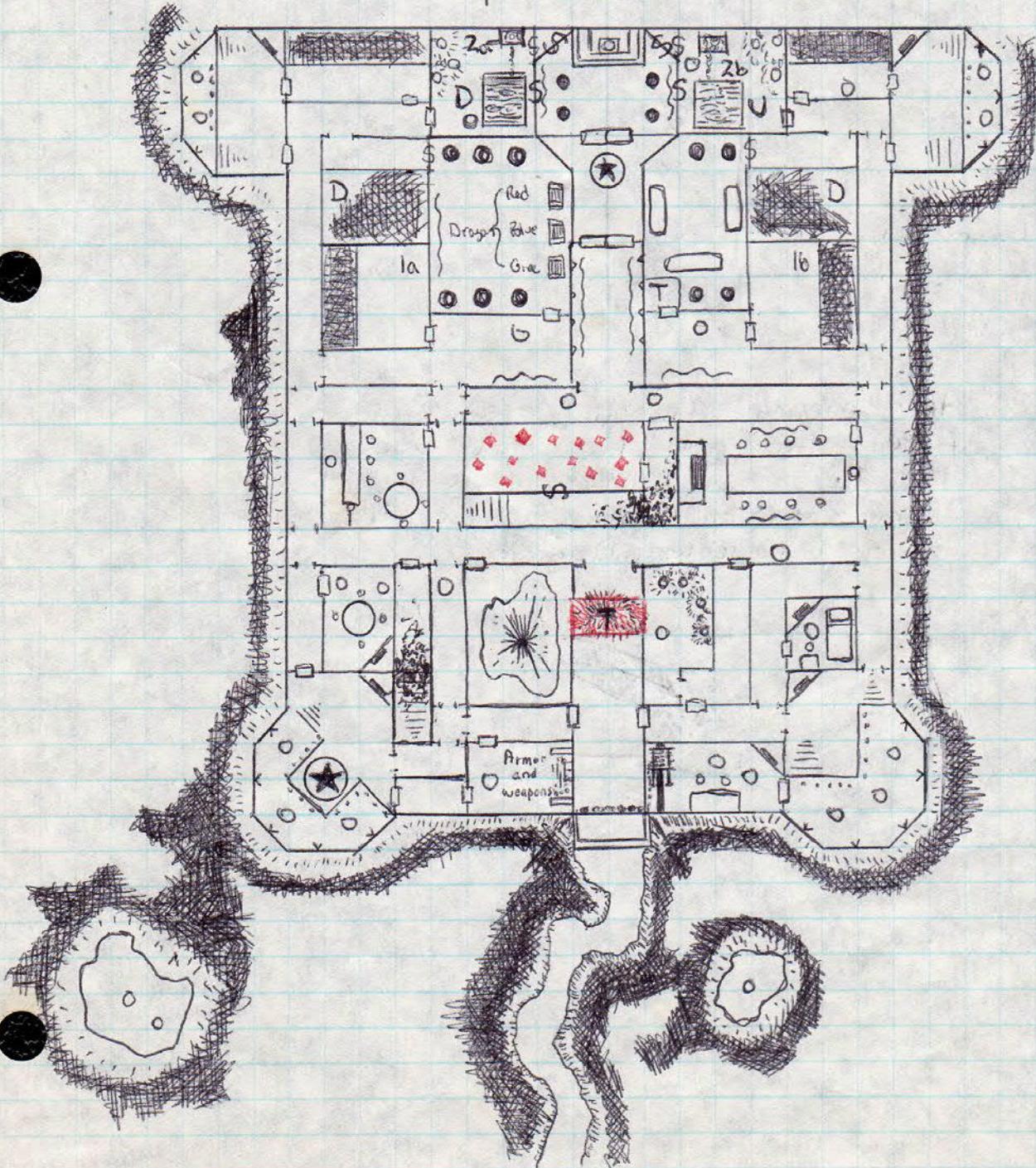
Tips on Map 2: Castle Stone

On 2a and 2b the lever ~~must~~ ^{must} be turned in order to go up or down.

BEGINNING THE ADVENTURE

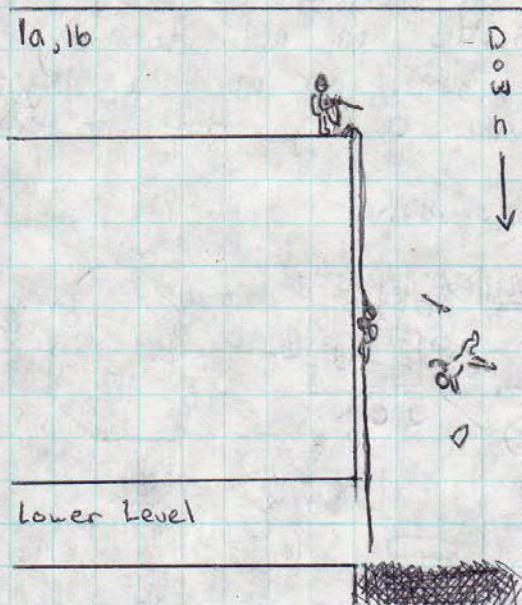
The way to Stone Castle is harsh and very cold. As you approach the castle on the winding path it gets darker and darker. A faint wailing comes from the wind. The front of the castle is very dark but you can make out the portcullis on the doorway. Suddenly the portcullis goes up and a hysterical laughter fills the air daring you to enter.

Map 2: Castle Stone

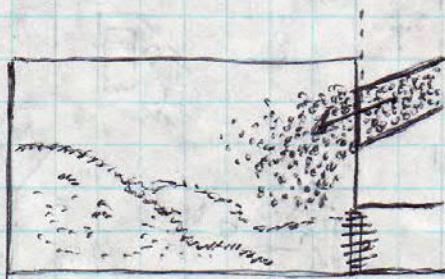


DIAGRAMS FOR SOME ROOMS

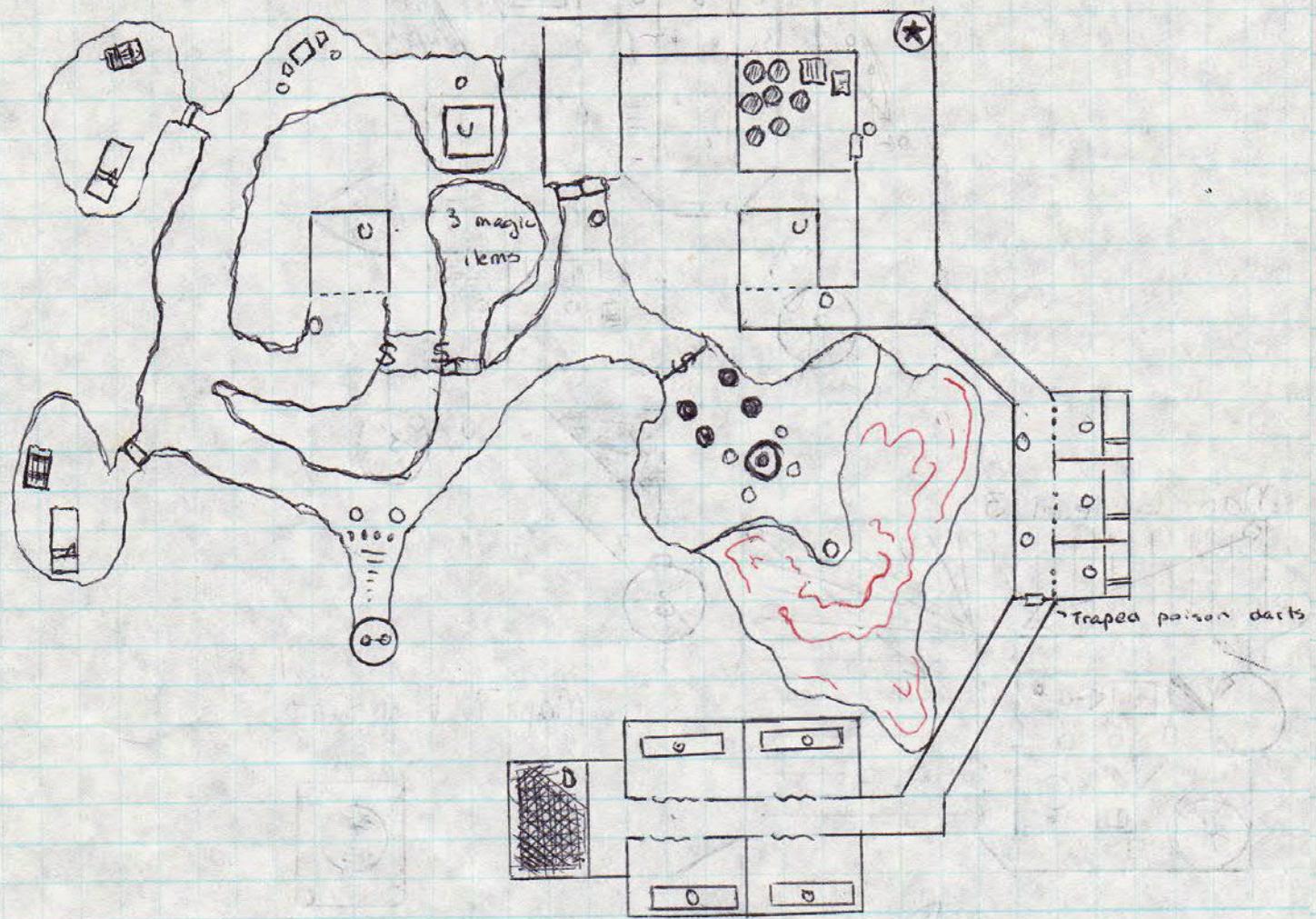
Rooms 1a and 1b are marked "D" because it means the pit goes down. A grappling hook or fly spell should be used to descend to the lower levels. Diagram:



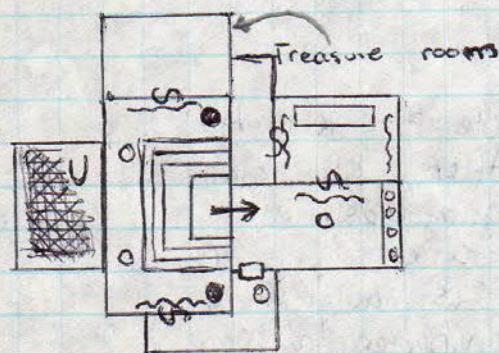
After entering the trap treasure room filled with gold the trap goes off. The door slides down behind them and an opening above the door is revealed. Diagram:



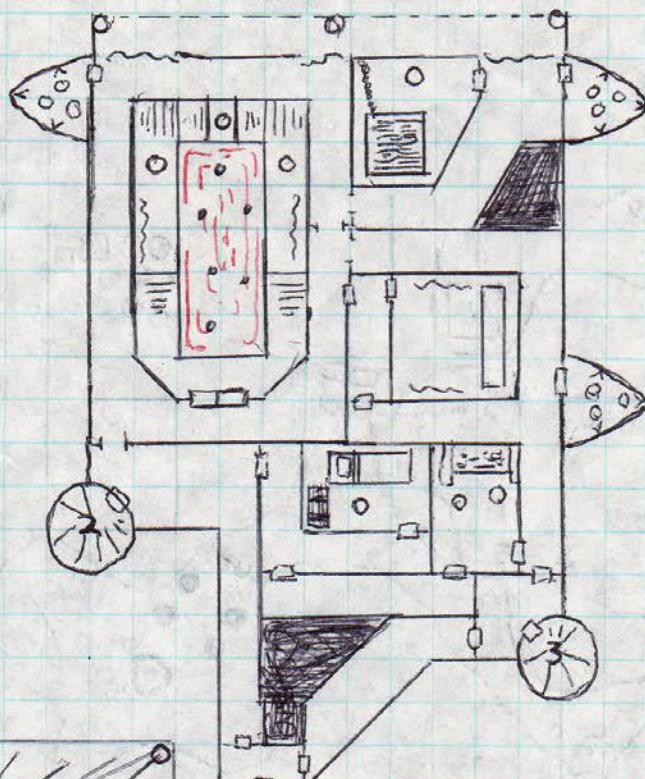
Map: 3 The Lower Levels



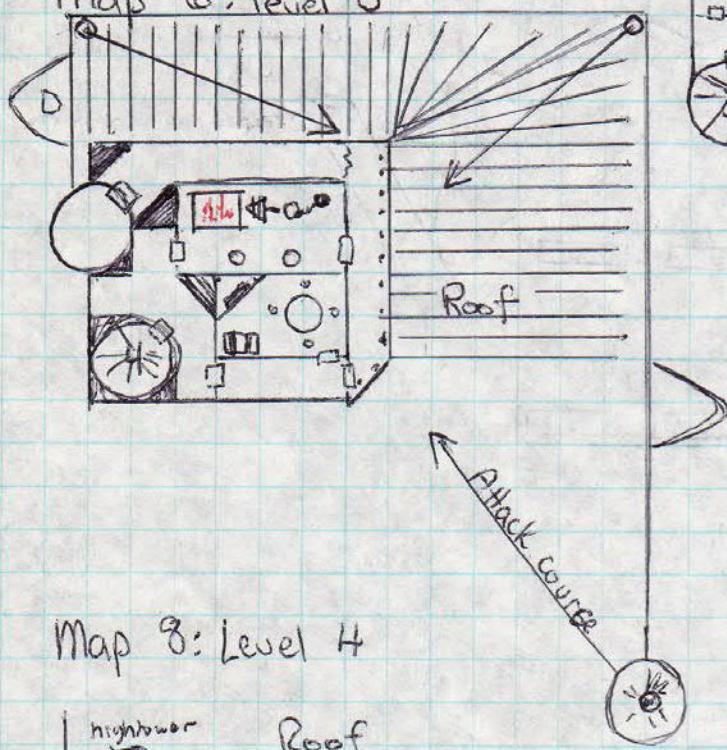
Map 4: The Catacombs



Map 5: The Higher levels



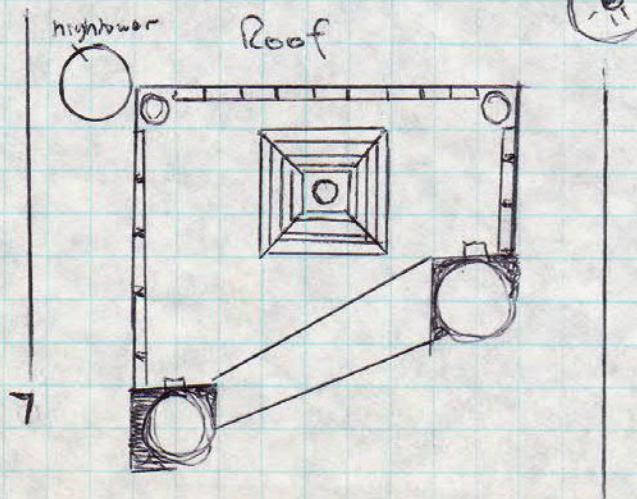
Map 6: level 3



Map 7: Hightower



Map 8: Level 4



Note for level 4:
After all giant
gargoyles are
killed person(s)
is automatically
transported to Map
3.

Monster Tables

Encounter

1. Dragons: Black

hp: 40
XP: 1250

Breath Type: Acid

Red

hp: 100
XP: 2500

Fire

Green

hp: 90
XP: 1900

Chlorine Gas

Blue

hp: 95
XP: 2500

Lightning

2. Gargoyle: Giant

hp: 90
XP: 2000

3. Ghoul:

Normal

hp: 10
XP: 25

4. Harpy

Normal

hp: 20
XP: 55

5. Living Statue

Rock

hp: 60
XP: 350

6. Medusa

Normal

hp: 30
XP: 175

7. Minotaur

Normal

hp: 50
XP: 275

8. Chimera

Normal

hp: 110
XP: 300

9. Vampire

Normal

hp: 90
XP: 1,750

Giant

hp: 140
XP: 9,600

10. H.O.D

Normal

hp: 25
XP: 900

Rogues, Regents, and ~~Regents~~ Rascals

Tor Kurram: lawful hp: 60 XP: 325

The Count: refer to Monster Table

Ending the Adventure

Escape from Castle Stone

DM Note: After the ~~Count~~ Count is killed the following will happen:

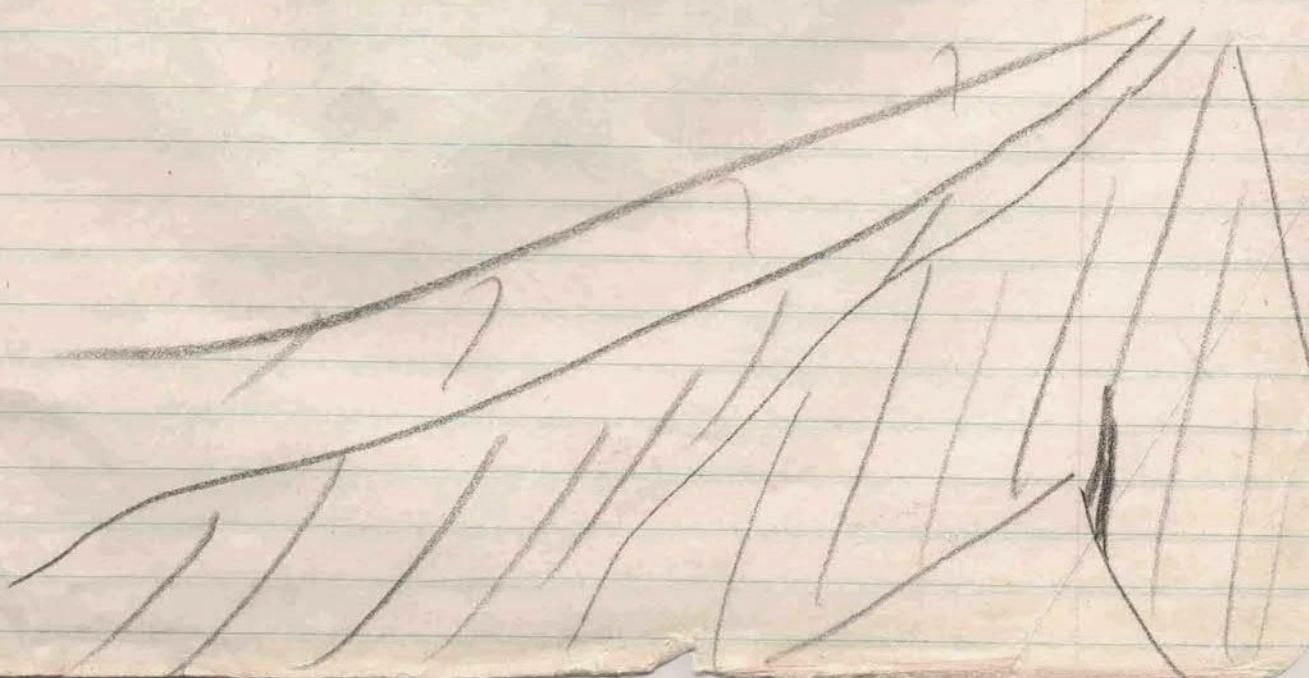
After the last strike hits the count crumples to the ground and runs into a glowing powder which sprays light all over you and you suddenly reappear in the town square. People gather round and shower you with gold pieces. You are lifted up and carried into the town hall. There you meet the sheriff and he gives you your 10,000gp reward.

Well done Adventurer(s)!

The Crack

at

Garn's Canyon



The Crack at Gorn's Canyon

- ① Magic Pool in center teleports to ⑯. If anything steps on the gold path it is stuck there for 1 day. An elder sign seals the large golden doors and any fool who breaks it causes everything in a 1 mile radius to be sucked to Hasteus's plane. ★ - Elder Sign (+2 better weapon)
- ② A Fire Elemental (8 H.D., 40 H.P.s, A.C. 2, Dam. 3-24(1)) may be controlled by using the 5ft. tubular horn.
- ③ 8 Doombats (6+3 H.D., 31, 44, 39, 36, 42, 44, 32, 53 H.P.s, A.C. 4, Dam. 16/1-4 (2+Sonar Shriek 2-5 confusion (-1))) will attack anyone on bridge 4 at a time. As soon as 200 lbs. weight is at the end of the bridge the center drops out.
- ④ Noise of the Doombats brings 3 Sons of Kyuss (4 H.D., 17, 12, 13 H.P.s, A.C. 10, Dam. 1-8 (1+25% Leprisy + 1 worm per. round))
- ⑤ 50 Giant Rats (1 H.D., 3 H.P.s each, A.C. 7, Dam. 1-3 (1+5% Disease)) will swarm over intruders. Treasure: 9,000 G.P.s.
- ⑥ 5 Sons of Kyuss (4 H.D. 22, 15, 21, 19, 17 H.P.s, A.C. 10, Dam. 1-8 (1+25% Leprisy + 1 worm per. round)) have developed from the corpses in these crypts. In the sealed crypt ⑦, lies a mummy (6+3 H.D., 33 H.P.s, A.C. 3, Dam. 1-12 (1+Fear + Disease)) whose treasure is: 1,000 G.P.s.
- ⑦ From this point one can see 30 lizard men standing around a pool and 1 large lizard man about to sacrifice a beautiful female. They can be seen through two small portals.
- ⑧ A lizard king (8 H.P., 32 H.P.s, A.C. 3, Dam. 5-20 (1 1/2 or more to hit = 2x Damage)) is about to sacrifice a beautiful, 1/2 Drow, female magic user (C/E, 5 Lvl., 15 H.P.s, A.C. 10, Dam. 1-4 (1+3 spells: F. Fall)) 30 lizard men (2+1 H.D., 10 H.P.s each, A.C. 4, Dam. 1-6 (Indents)) standing around the center pool ⑨, and 50 lizard men in each of the 3 pools (150 total) (2+1 H.D., 10 H.P.s each, A.C. 5, Dam. 1-2/1-2/1-8 (3)). Any intruders will be thrown into the pit in ⑩. The King has a +2 vorpal Dagger.

- ⑨ Pond of Lizard Man/squid (9 H.D., 40 H.P.s, A.C. 5, Dam. 1-6 (x8))
He is an unintelligent mutation, but the lizard men worship him.
- ⑩ Prisoners are dropped in this room with a ~~pool~~ pool at one end and a statue of the lizard men "God" at the other. The lizard men chant to draw the creature inside (1-10 turns).
- ⑪ This is the treasure horde of the lizard men. Within are 6000 G.P.s, a 500 G.P. medallion of an unknown swamp god, two 150 G.P. silver, jeweled bracelets, and
- ⑫ 25 Skeletons (1 H.D., 5 H.P.s each, A.C. 7, Dam. 1-6 (1)) lie here. They ~~can~~ can be animated by the whistle in ⑬
- ⑬ 50 skeletons (1 H.D., 5 H.P.s each, A.C. 7, Dam. 1-6 (1)) litter this small temple. Inside the temple is a huge statue of Pan. If it is knocked over and broken a whistle will fall out. The whistle will animate all dead in a 300 ft. radius.
- ⑭ Inside this refuse is a Otyugh (6 H.D., 23 H.P., A.C. 3, Dam. 1-8/1-8/2-5 (3+ Disease)). It guards a sacred key with a lizard's head. It unlocks a slot in the God's statue's ear, becoming a wand of lightning (100 charges, D.M.G. 135).
- ⑮ There is a knight ~~in~~ in golden armor (+5 ethereal plate) and a golden long sword (+5 Holy Avenger) in the arms of a huge statue of Odin. If anything comes within 1 ft. of the statue, the door will seal and all the ⑯ gargoyles (444 H.D., 25 H.P.s each, A.C. 5, Dam. 1-3/1-3/1-6/1-4 (4)) to animate. The only way out is ^{+1 or better weapons to hit} the magical pool of fire, a teleport to room ①.
- ⑯ A symbol of fear is on this door. The party gets an uneasy feeling about this area.

- (17) An eye of fear and flame (12 H.D., 50 H.P., A.C. 2, Dam. (2D Fire ball (1/2) + Fear (1)) will command trespassers to go and do evil deeds. If they refuse or try to get to the locked door, it will attack.
- (18) A bloodworm (6 H.D., 13 H.P.s, A.C. 4, Dam. 1-8 (1+Blood drain)) appears as a group of rocks in the center of this watery cavern.
- (19) Here is a rat sentry post. 10 Giant Rats (1 H.D., 1,2,1,8,7,5,4,8,6,2 H.P.s, A.C. 4, Dam. 1-3 (1+Disease)) will warn pack in 1-10 sec.s. They have +1 leather armor and will not leave their post.
- (20) 100 Giant rats (1 H.D., 3 H.P.s each, A.C. 7, Dam. 1-3 (1+Disease)) lounge about. In addition, there are 20 SENTRY Giant Rats (1 H.D., 5 H.P.s each, A.C. 2, Dam. 1-3 (1+Disease)) in +1 chain armor. In front of a gold statue is the fat rat king (3 H.D., 21 H.P.s, A.C. 0, Dam. 1-6 (1+Disease)) in +1 gold plate armor. The gold statue (1000 G.P.s) has deep blue diamond eyes (1500 each). The statue radiates mag.c. It will grant one wish to anyone speaking giant rat per month. The rats will try to escape through the secret door in (21) if battle is going against them.
- (21) 20 mother Giant Rats (1 H.D., 6 H.P.s each, A.C. 7, Dam. 1-3 (1+Disease)) will fight to the death for the 100 young rats (1/2 H.D., 1 H.P. each, A.C. 0, Dam. 1 (1+Disease)). The young rats can be trained to fight in 3 months.
- (22) A gold plaque has an inscription marking the entrance to the crypt (see Sheet A).
- (23) There is a carrion stench in this tomb. This is a Ghast (4 H.D., 14 H.P., A.C. 4, Dam. 1-4/1-4/1-8 (3)) with a ring of elemental control (P. 129 DMG). He has a controlled water elemental (16 H.D., 57 H.P.s, A.C. 2 (+2*), Dam. 5-3D (1)) + 500 P.P.s.

he party sees a small, winged figure running from
100' which is completely sacked. The figure is
the Mephit (P.S4FF., 3+1 H.D., 20 H.P., A.C. 5, Dam. 1-3+1 (2+ Jet (2-9)) or
anket (4) of flame 3/day.) who will lead the party
to the lava pool, floating over which is an Apparition
(R12 FF., 8 H.D., 44 H.P., A.C. 0 (tar silver), Dam. (Heart Attack: 3-18 v.s. I.R.,
3-18 v.s. Con.)). His treasure all has contact poison on it,
It is in a chest at the top of the stairs. 1,000 G.P., 3-50 G.P.
Diamonds.

(25)

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S S S S S
T T T T

A A A A A

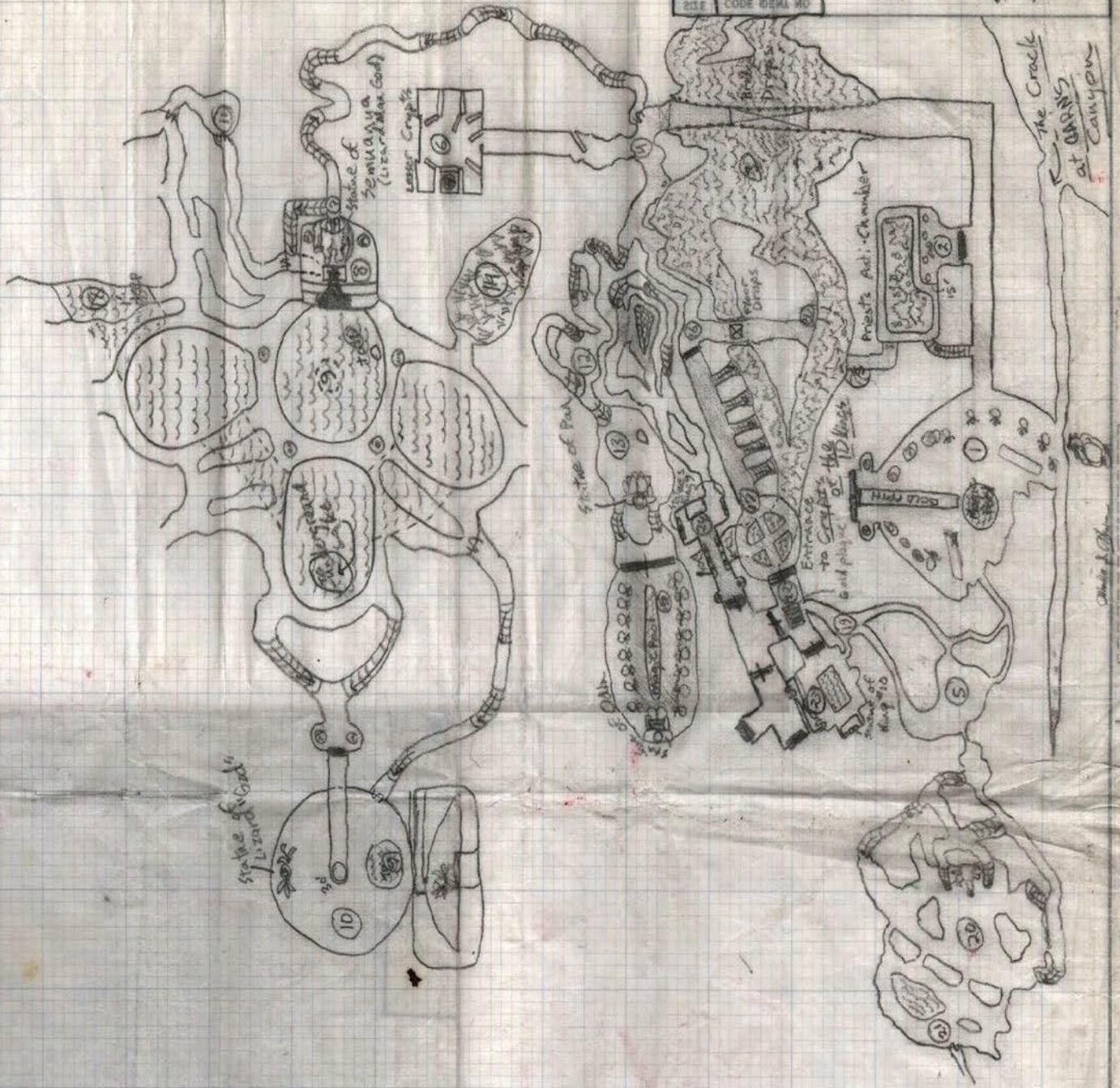
-run-
-run-



111

Notes to Sheet A at ② Written in Magic

1st Great King — Zirontogue of Bratask (Kingdom of black magic)
— Had vision just before he died that and evil Bratask would survive 10 Kings. The 11th King would cause its downfall.
Zirontogue built a tomb for the 10 Kings.
This is the tomb.



It is said that long, long ago along the River Ebb, there ^{lived} ~~was~~ a red dragon by the name of Flame. No one knows the true name of this dragon, but word is that if it was ever discovered & spoken to the dragon - it would be vanquished. Now Flame lives in a cave where it spends most of its time only coming out to eat rarely. Its favorite food is usually live stock that roam the valley & the people that live there have lived in peace for a long time. However, it is rumored that vast wealth has been accumulated over the yrs & that Flame nears death. Included in the wealth is the Gabled Ring of Gaxx. The ring is stated to have certain powers & was made by the dwarf Joramy in the time of ore wars.

Now once again an evil is spreading over the land. Coming out of the west are hordes of trolls, goblins, hobgoblins & other vile creatures. The leader behind them is a mage Mordenkainen whose consorts are demons & demigods. No one has been able to get close to him they all die!

It is believed that the Ring of Gaxx can
be some protection & could possibly destroy the
mage. It is this quest that you must go on
to save the race of man & to bring good back
into the land.

Ring of Gaxx

This piece of jewelry is of elvish origin, while its loop appears as platinum & its stone a very fine spinel. The ring must be placed upon the finger to discover its powers. Its wearer can turn the nine faceted gem & each facet gives a different power/effect when it faces toward the top. The ring will turn itself whenever it is taken off, put on, or its wearer is asleep. Once all powers/effects are known, knowledge of a single facet should enable the user of the other facets & make desired settings. It is impossible to mark the ring or stone so random determination & discovery is totally unavoidable.

The ring's powers are:

1. Comprehend languages (when worn)
2. Invisibility improved 3 times/day
3. Wearer immune to charm & hold spells
4. Cone of cold (9-12 dice) 2 times/day
5. Fireball (9-12 dice) 2 times/day
6. User's sex changes
7. Alignment changes each time a primary power is used
8. Death spell 110% - 200% affecting w/ respect to level 1/day
9. Lycanthropy inflicted upon possessors, 50% when attacked

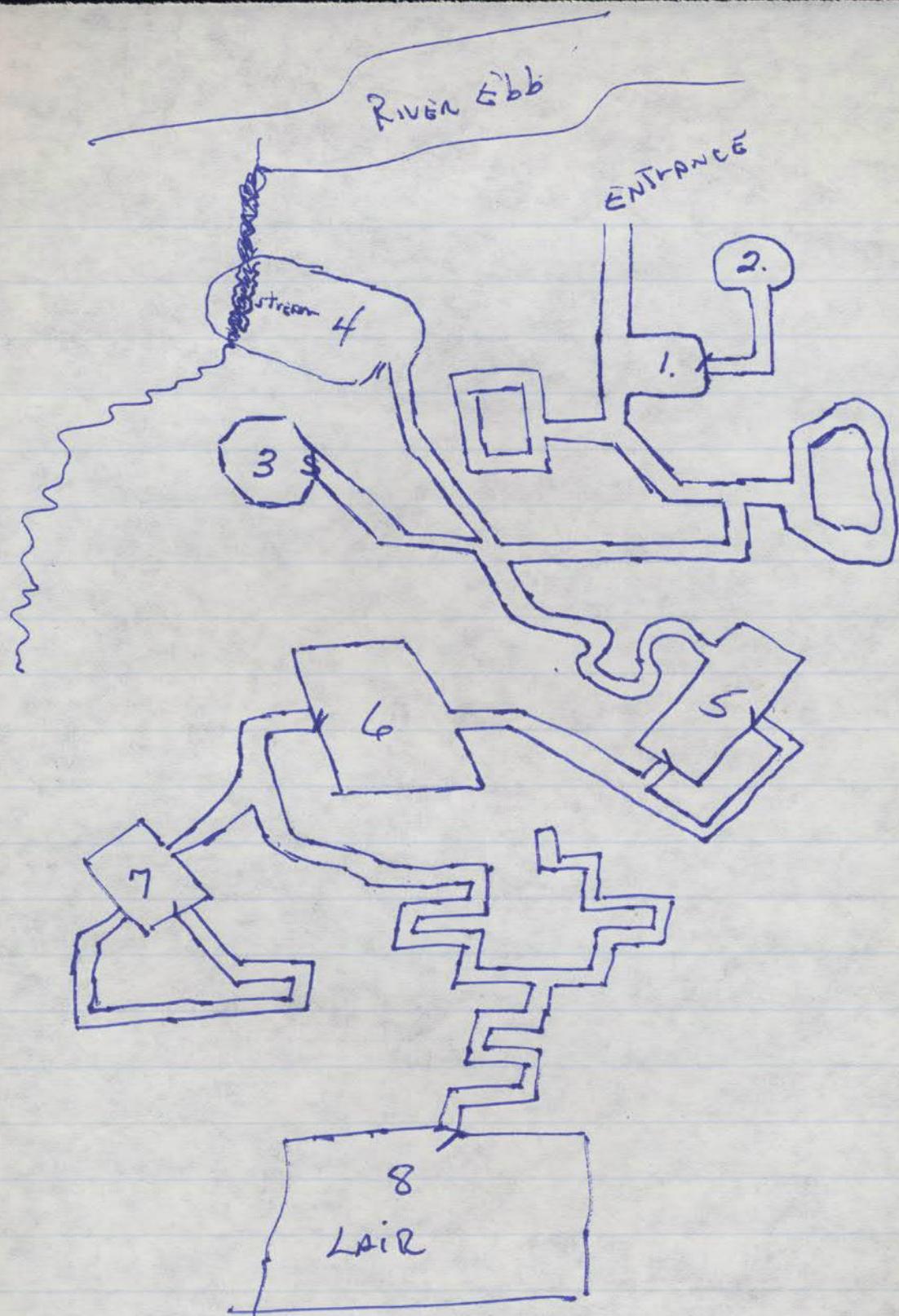
The Journey to the River Ebb

must get horses from the stables

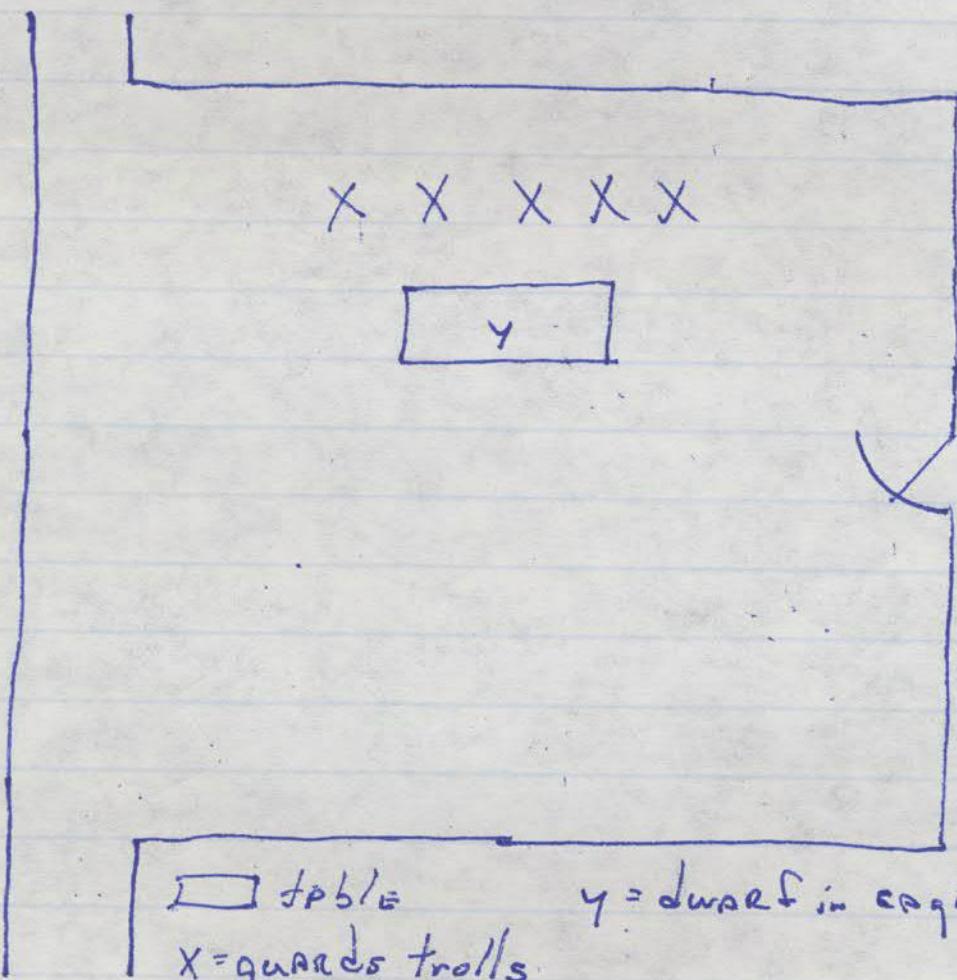
1. get jumped by kobolds
2. on trail will be followed by acid bats
3. lone ^{hawk} in tree completely magic resistant & all ~~weapons~~ will miss will fly off with human daughter
4. attk by band of hobgoblins
5. attk by insect swarms
6. village will resupply & heal wounds
7. attk by acid bats & #3.
8. ~~Red River Ebb~~ spot red dragon fasting
9. find River Ebb
10. attk by acid bats & find cave entrance

The CAVE

1. 15' inside lays a scroll - scroll has command word on it → In the faith of mankind sing - all not with good or neutral align. will sing 30' dia.
2. see diagram of cave next page:

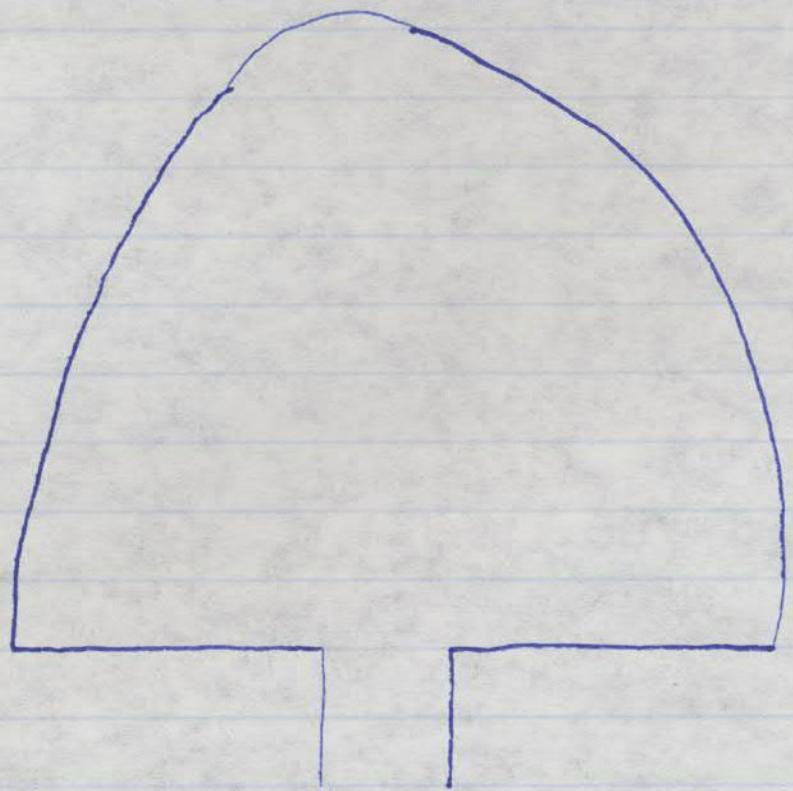


#1. Cul-de-Sac



Trolls are gaming at a table, drinking cheap wine
on the table is a dwarf in a cage. The trolls are
trying to win him. When one ~~wins~~ a fight breaks out
among them. Trolls armed with clubs

#2 Storage



3. Temple

Room size 15' a side

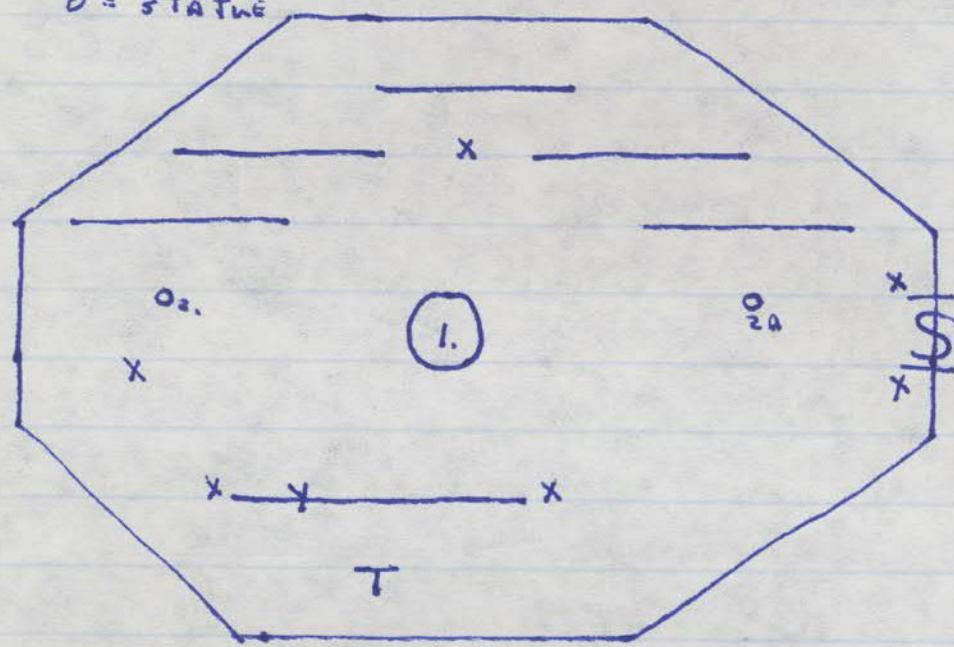
— = seats

X = brazier

O = statue

X = alter

T = throne



1. statue has jewels for eyes stands 30' high

smaller statues are bronze

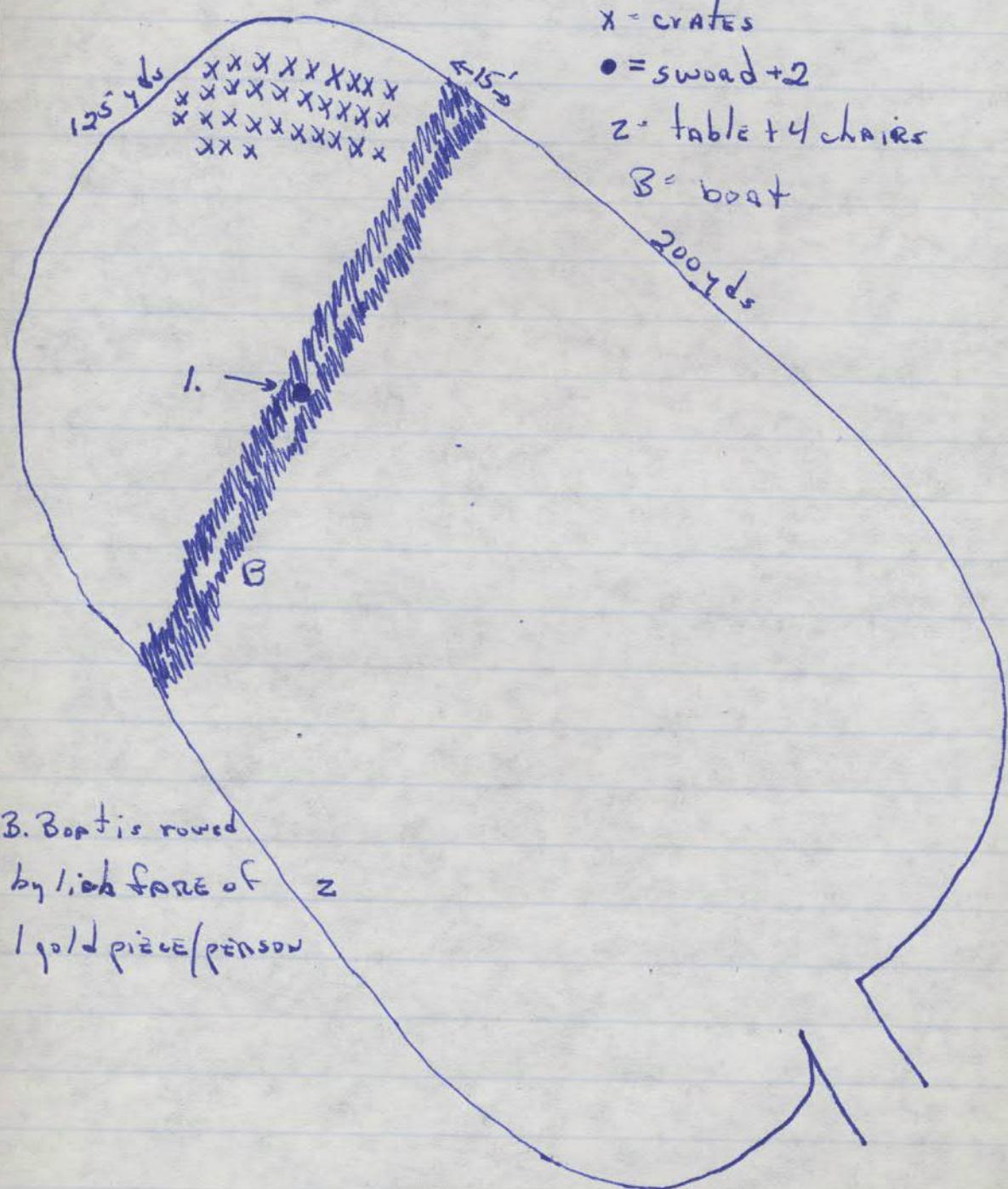
alter has 3 goblets 1 in gold 2 brass

gold goblet has wine in it 2 brass has water in them

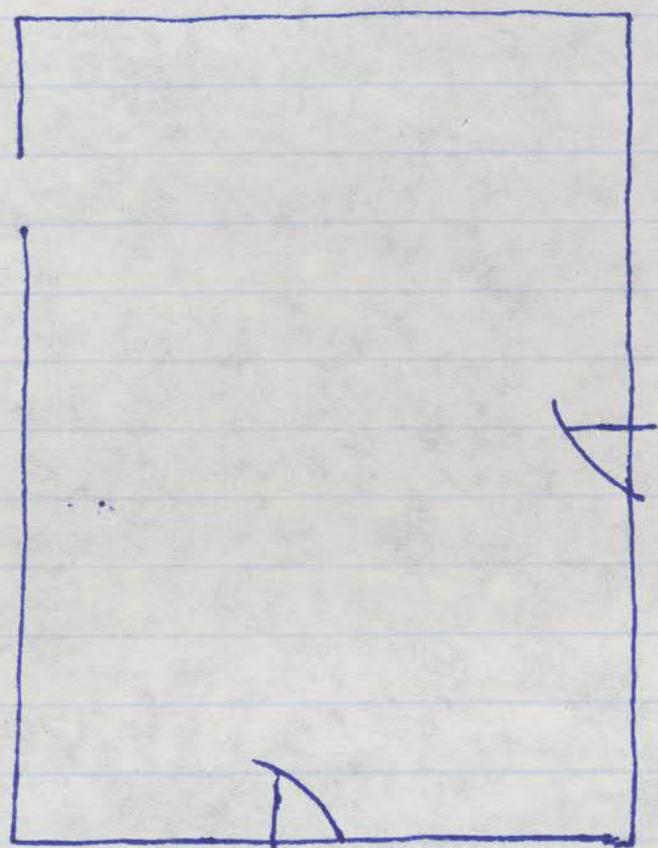
under statue 2 is pouch in base contains dagger + 1,

10 gold. Pick up statue 2a dart fires across from room.

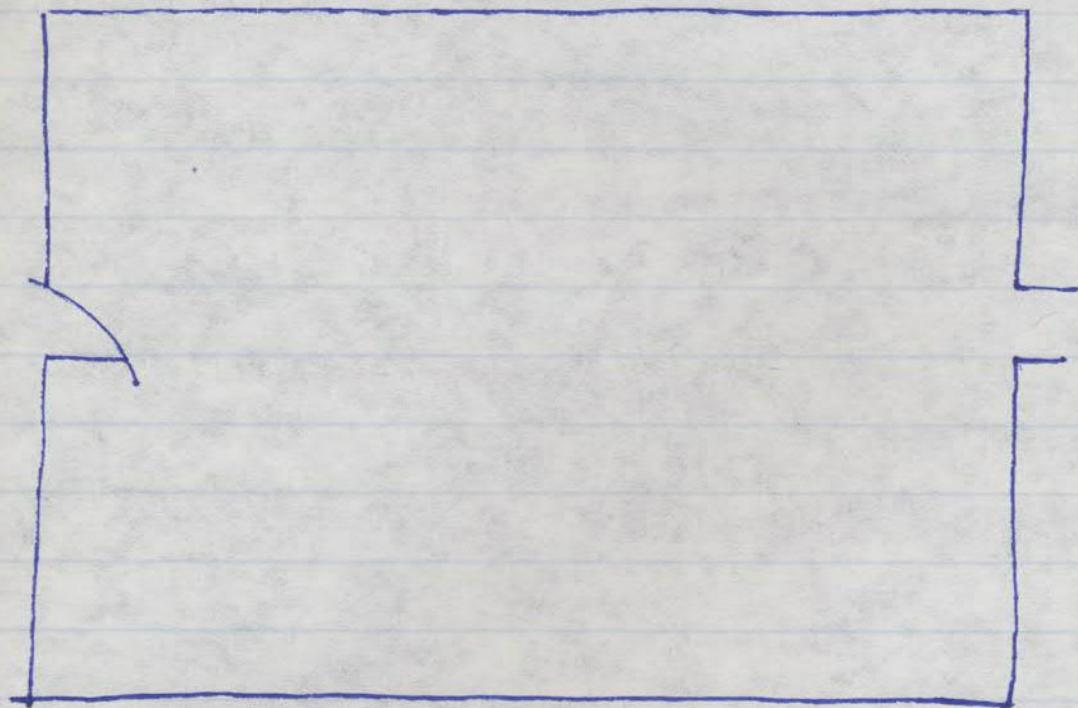
#4 Stream & Storage



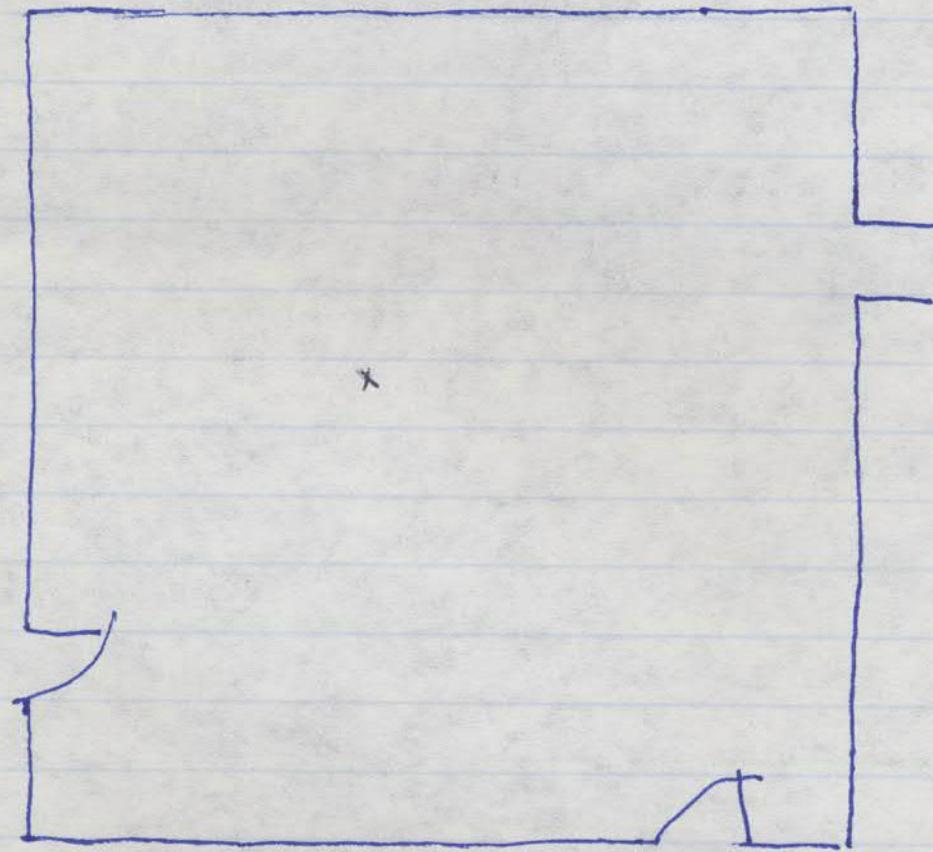
#5



#6



#7



x = 6" cylinder, metallic, rusty, flat top no visible openings. If can is punctured green gas escapes forming a jinni with magic spells of Hold person, striking cloud, & teleport, if not punctured & packed by someone strange things happen to him. ex pants fall down, kn. be fall out of scabex, etc. also canister move to different people & same thing happens

#8 Dragons Lair

600' x 200' x 30' Flame takes up half of the room
the treasure is 10,000 gold, 350 silver, 60,000 platinum
15 gold goblets, 5000 diamonds, 10,000 pearls, 250 opals
750 rubies, 1250 emeralds, 90 bracelets studded with
jewels, 1 +1 sword, 3 +2 swords, +2 mace, 12 +1 arrows
25 swords, 100 daggers, 150 ARROWS, 2000 rings, Rings
of GAXX, 12,000 Assorted jewelry, 7,500 assorted weapons

THE GOLDEN SCEPTER
OF THE
TROLLFENS

By
Mike Walters

INTRODUCTION

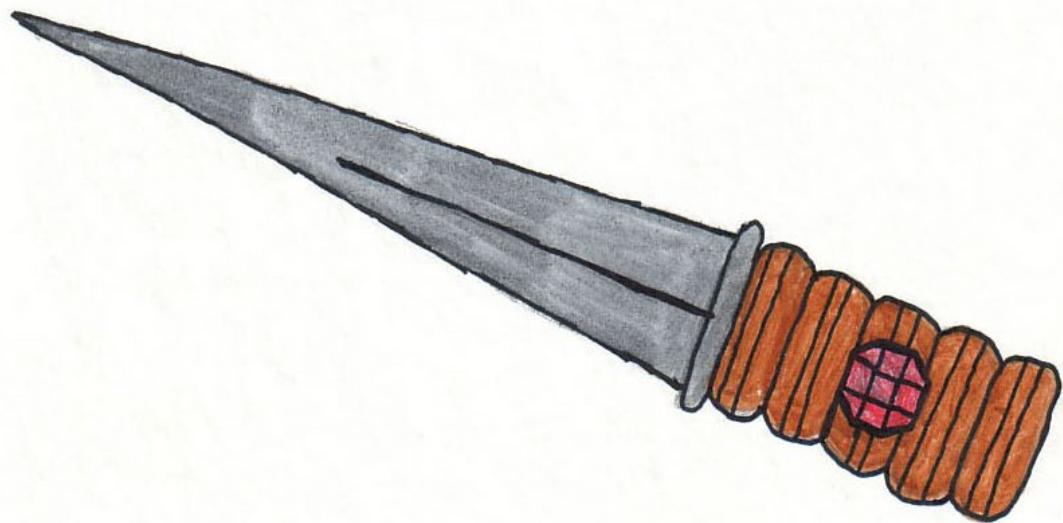
This is a ready made scenario including maps and all descriptions needed to play a basic game of Dugenons and Dgonras with a minimum of preparations. Everything is right here and ready for you to play. Remember that even though all things are layed out for you, your authority as Dungeon Master gives you the right to make any changes you wish. Enjoy this module, have fun playing, and advance in experience as player and Dungeon Master. Good luck.

PREPARATION FOR USE OF THIS MODULE

First, read the entire module and get familiar with it. After you and your players are together and their characters are rolled and prepared, read to them the section of this module entitled BACKGROUND. Read to them the entire section including the history of the scepter and show them the pictures. Then read the section entitled START. After that the rest is up to you as Dungeon Master. Use the appropriate maps and descriptions to guide your characters through an exciting adventure. Pay attention to the DM NOTES section, and have as much fun as the characters themselves are having. You are now ready to begin.



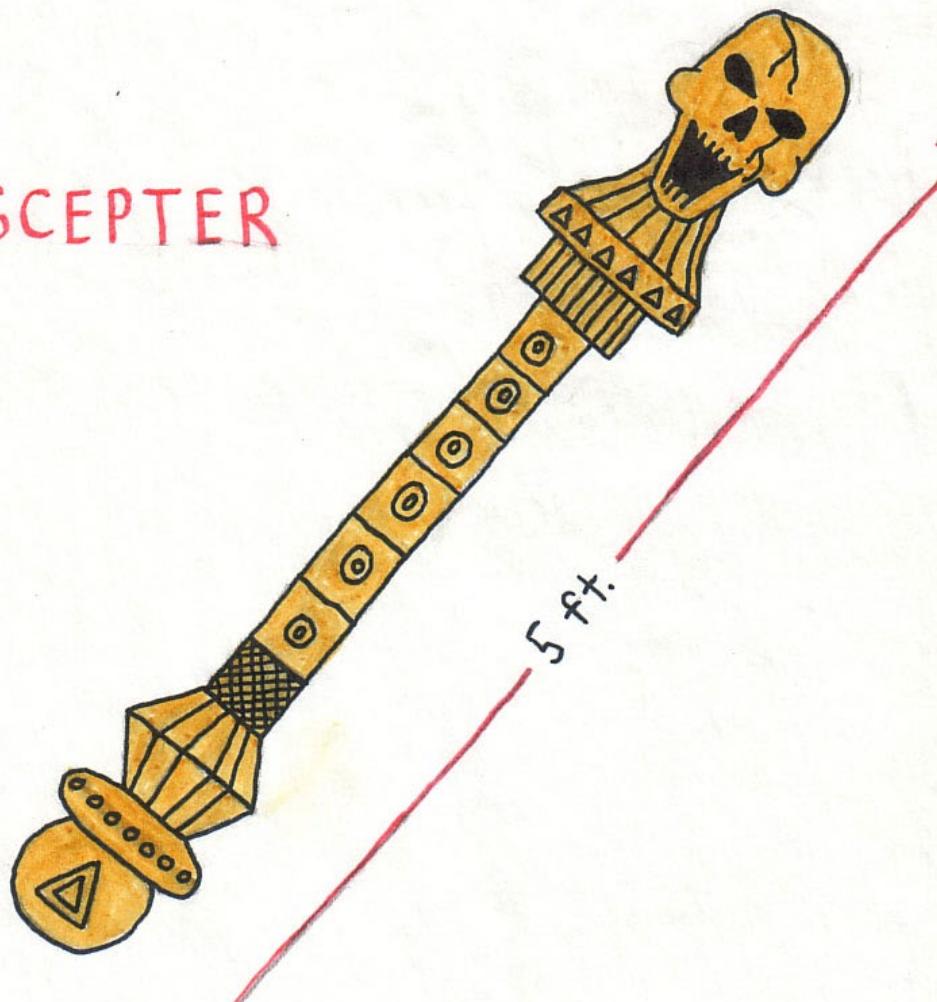
You are sent to find the magical golden scepter in the Troll Fens. The Kingdom of Kala where you live needs the scepter because of it's great powers at causing Orcs to do your will. The Kingdom is at war with the Orcs because of their previous advances into Orc territory. It takes no physical strain to use the scepter, and anyone can use it, but you are told not to use the scepter for defense on your journey back after you find it. You are of no special importance to the Kingdom; you are chosen for the mission because you are loyal to the Kingdom and expendable. Your only clue to the whereabouts of the scepter is a piece of parchment found clutched in a dead Dwarf's hand. It seems that he was heading back to the Barrier Peaks from somewhere, when he collapsed from exhaustion or something else. He was found in the Valley of the Mage, 20 miles east of the Peaks. The parchment was written in Troll, it was an agreement signing the payment from the Trolls to an evil god who made the scepter for the Trolls. It stated that the scepter was to be hidden in Ankour, one of the Griff Mountains on the border of the Troll Fens, whenever it was not being used. You are to travel to the Troll Fens, which is 575 miles from your Kingdom by the main road, 250 miles as the bird flies, with a group of five people, three fighters and two clerics, who will be payed for their services by the Kingdom.



THE HISTORY OF THE SCEPTER

The magical golden scepter of the Troll Fens was made by an evil god to help the Trolls in their war against the Orcs. Anyone who holds the scepter can cause Orcs to do any task, including suicide. It is hidden in one of the Griff Mountains next to the Troll Fens, where the Trolls still guard it preciously. It is forged from pure gold, but only weighs five pounds. It glows brightly always. Nothing known can harm it; so far no matter what happened to it the scepter remained intact.

THE SCEPTER



START

You now know about the mission that you are about to partake in. The Royal Messenger of the King has just left your room at the inn where you are now in the Kingdom of Kala. You were told to go to King Alof's private chambers for your final briefing and to meet your fellow adventurers.

(DM Note)

When the characters arrive at the King's chambers they will first meet the five NPCs and then be told by a knight to enter the Private Chambers of King Alof. Once they enter, they will sit down around a large table and the King will brief them. Read the following passage to the characters:

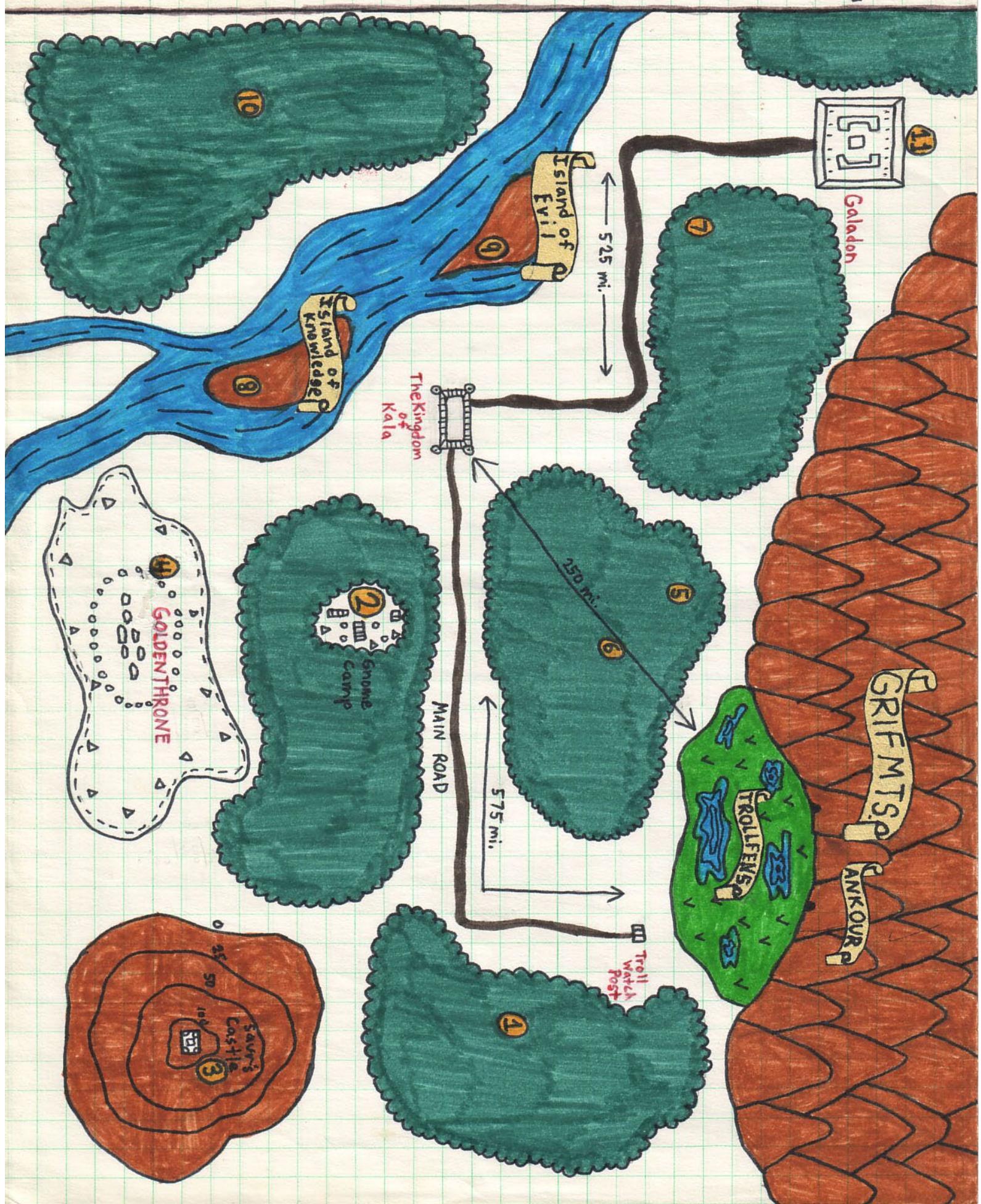
"Greetings, my followers. Listen with care for what I speak shall consider the fate of your very existance. As you know, you are about to travel to the Troll Fens where many score fell creatures lie in wait. To travel there as you are would be the certain end of your lives. Therefore, my great Royal Magic User, Haslon, shall summon upon you a disguise, a second skin identical to that of a Troll. Haslon?" Haslon then speaks. "In this vial is enough potion for all of you to become that of a Troll for two days. Use it sparsely, my friends." Alof says, "May you return alive, and with the scepter. Good luck."

They will then leave the King and a guard will tell them that they are to leave tommarrow. He tells them that they may hire others, but if they do they will not be offered more potion. If the characters don't have horses the Kingdom will provide them but will not give them any barding.

Wide Range Map of Kingdom of Kala and Trollfens

Square = 25 miles.

W
S + N
E



WIDE RANGE AREAS

Area 1- In this area are six large spiders who live in the trees overhead. On a six on 1d6 the character in the lead will be caught in a falling web. Treat as a web spell. The spiders will always attack first due to surprise.

Area 2- See GNOME CAMP

Area 3- See SAUR'S CASTLE

Area 4- See GOLDENTHRONE

2 Area 5- A group of seven bandits are in this area. They each have 4d4 gold pieces on them and the leader has a necklace worth 50 gold pieces. They have chain mail and their only weapons are crossbows.

3 Area 6- This is an abandoned area where someone has camped and left for an unknown reason leaving everything behind. In the area are a draft horse, a keg of wine, plate mail, a quiver of 12 silver tipped arrows, a battle axe, and four weeks iron rations. Hidden in a loaf of bread is a scroll with a charm spell and dancing lights spell on it.

4 Area 7- This is a giant hole covered by bushes that is 25 by 25 feet. Elves on a roll of one on 1d6 will see it, otherwise the first two characters in the lead will fall in doing no damage. Four giant rats are in the hole and will always attack first.

Area 8- The Island of Knowledge is known about only by members of Galadon. The Island is occupied by 12 wise men who will answer one question and the answer will always be true unless the question is about the location of the scepter.

Area 9- The Island of Evil is invisible unless stepped on or touched in any way. On the Island are two skeletons, three ghouls, and four stirges. Once characters set foot on the Island the stirges will attack first, the skeletons second and the ghouls third.

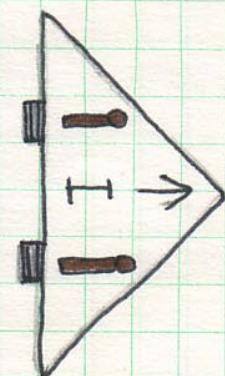
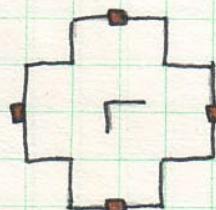
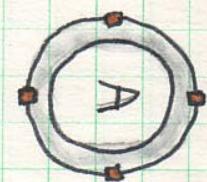
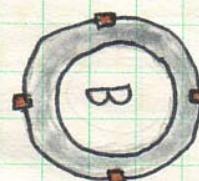
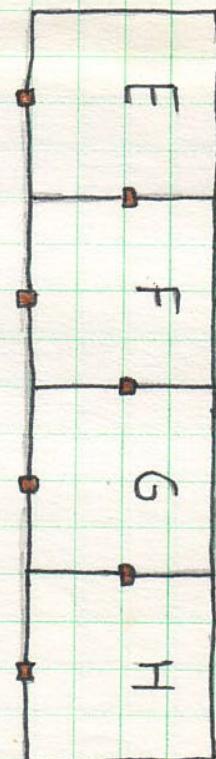
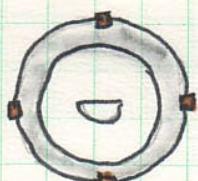
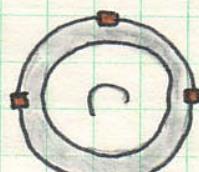
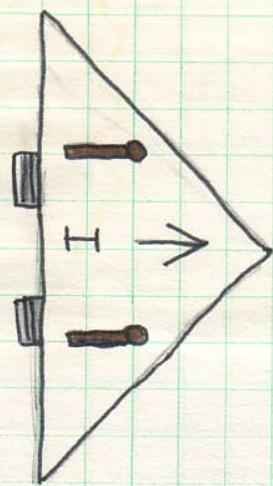
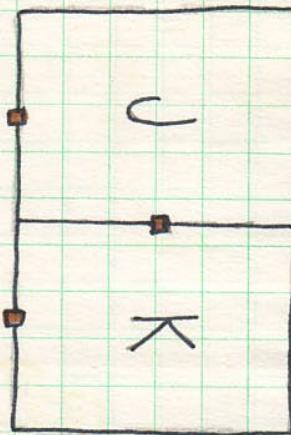
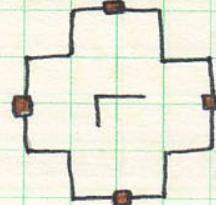
Area 10- In this small clearing is a group of old men willing to help characters on their adventure. They look very old and like a burden, but if they are refused they will attack in anger for they are berserkers. There are four of them

Area 11- See GALADON

Gnome Camp

Square = 10feet

W
S + N
E



GNOME CAMP

Room A- This is a 25 foot tall tower and 30 feet in diameter. In it are 5 Gnomes with crossbows. They are 4 brothers and their father. They are seated at a large table. A staircase is in the rear that leads to the top floor which contains 5 beds. Under one pillow are 200 silver pieces in a small pouch.

Room B- This is the same as Room A except for the family living here. It is a male and female and their son. They each have 2d6 gold pieces on them.

Room C- Same as Room A but is empty. Can be rented from Room K.

Room D- Same as Room A but has seven females living in it. They are defenceless except for their high charisma and one of them is a magic user with a charm spell. They each have 2d6 gold pieces and will only use the charm spell if someone tries to harm them.

Rooms E-These are approx. 40 feet square rooms. They are part of the entertainment complexes. These rooms are minstrel rooms where there is music and dancing. They each have a door connecting to Rooms F.

Rooms F-Same as Rooms E but contain taverns. They each have doors connecting to Rooms E and G. The prices are as follows:

Small Beer-1sp	Wine-4sp
Honey Mead-2sp	Roast Fowl-2gp
Pie-3ep	Slice of Bread-2ep
Fruit-1sp	Pudding-1sp

Rooms G-Same as Rooms E and F but contain gambling tables. If characters decide to gamble there is a 50% chance of losing their money or doubleing it. The gambling scenes are not acted out. They have doors connecting to Rooms F and H.

Rooms H-Same as Rooms E, F, and G but are small shops which deal in mostly pranks. Nothing costs over 20 gold pieces, and no supplies can be bought here. They have doors connecting to Rooms H.

Rooms I-These are approx. 45 feet on each side triangles which serve as protection to the camp. On the south sides are 2 flights of 3 stairs. The triangles are only 3 feet tall. On each is a balista and 2 catapults with 12 arrows and 5 rocks.

Room J- This is a 40 feet W-E and 60 feet N-S room which is a large dining room for the group sleeping arrangement. The room contains 5 large tables and many chairs.

Room K- This is identical to Room J but is the group sleeping arrangement. There are 100 beds in the room, many are bunk beds. In the rear of the room is a desk where Rooms A through D can be rented when empty. The price is 10 gold pieces per night. The price for group sleeping is 2 silver pieces per night.

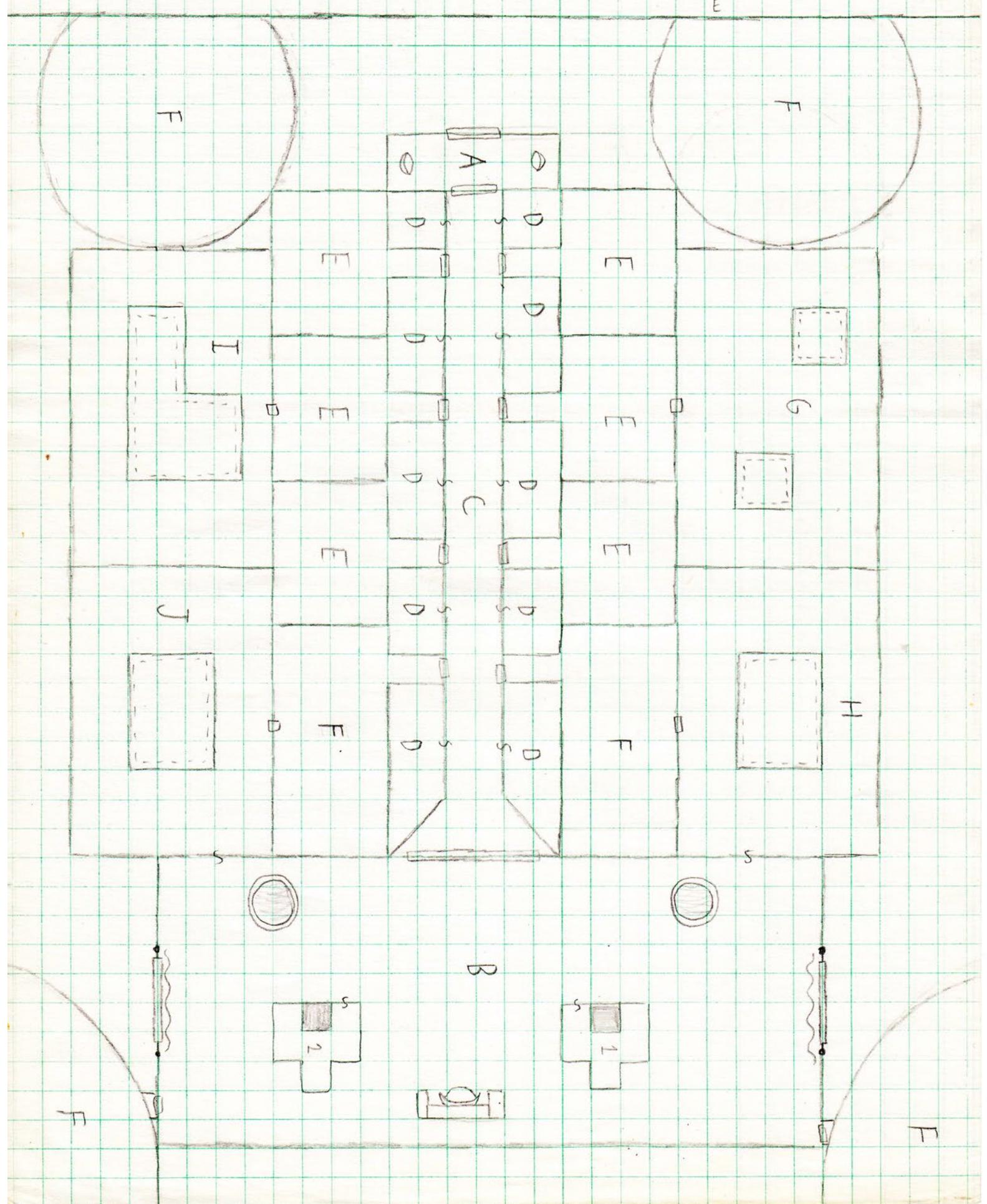
Rooms L-In these x shaped rooms, 20 feet at each end, are the Gnomes treasure. The rooms are guarded by 25 Gnomes at each room. In the rooms are 2 chairs and a vault. Inside are enough gold pieces to raise characters a level.



Saur's Castle

Square = 10 feet

W
S + N
E



SAUR'S CASTLE

(explanation)

80 years ago, a great 14th level magic user known as Saur constructed a great castle on top of a 100 foot tall mountain. Saur was a power hungry wizard, and made people with weak minds join his evil ways. They served Saur faultlessly, mostly from hypnosis and other methods, but also because he tricked them into thinking that he was a god, and some say he thinks that he is. Saur never leaves his castle, but his followers make raids on the Gnome camp and sometimes the Troll watch post. Saur owns several magic items and he hides them in various places throughout the castle. His prize weapon is an intelligent sword, which he keeps with him at all times.* In the castle are the entrances to 2 dungeons, places where Saur keeps the bulk of his magic items and followers. All in all there are approx. 100 followers, but only 12 of them stay in upstairs quarters. Saur is very rich, mostly because of a powerful wish ring he used to wish unlimited wealth. The wish didn't backfire as it normally would because Saur made the ring himself. It took him 70 years of his life. Saur is over 200 years old now, but a longevity spell keeps him young. Saur is a powerful man, and although great treasure lies waiting, characters should be warned by a magic mouth on the front door not to enter. This information about Saur is available only from members of Galadon.

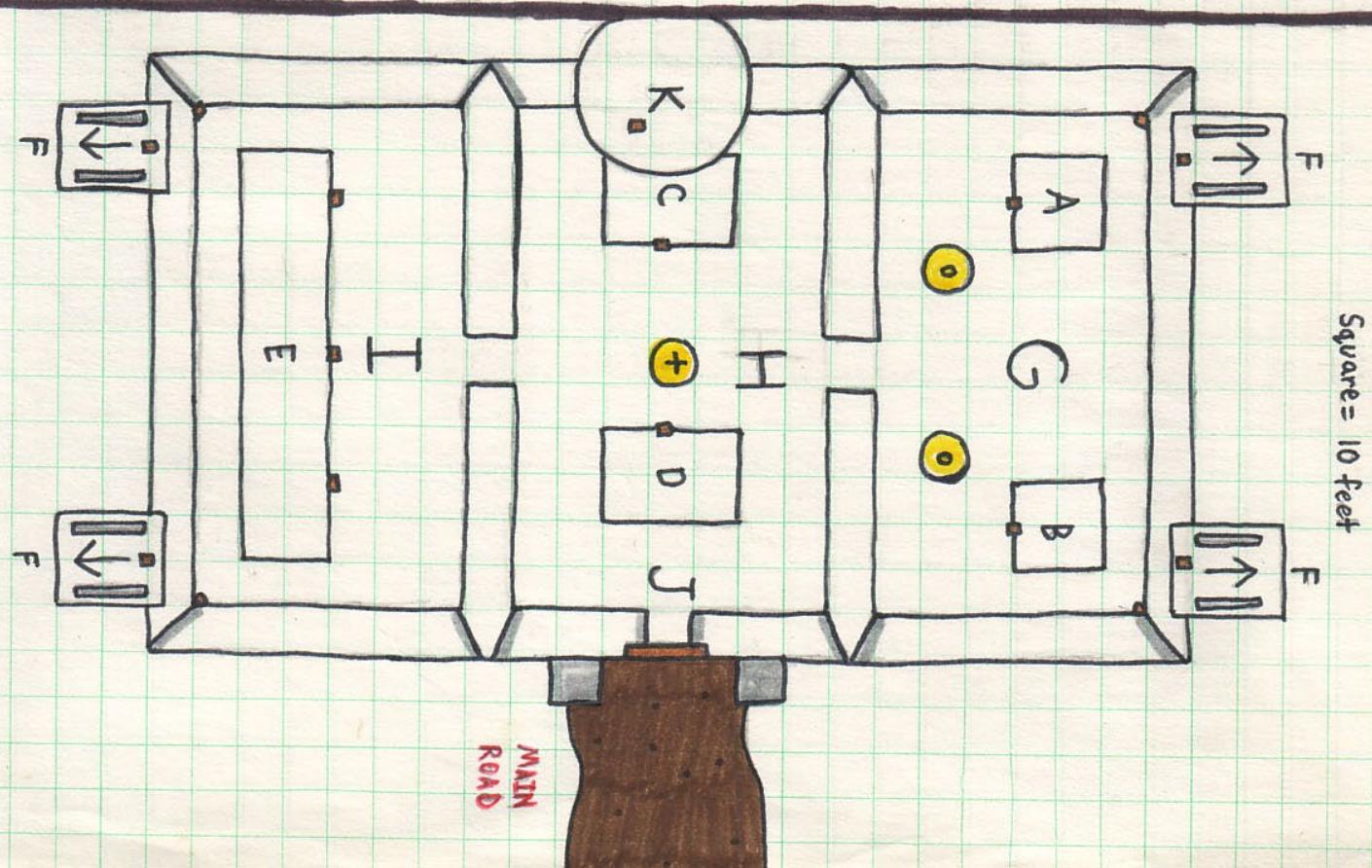
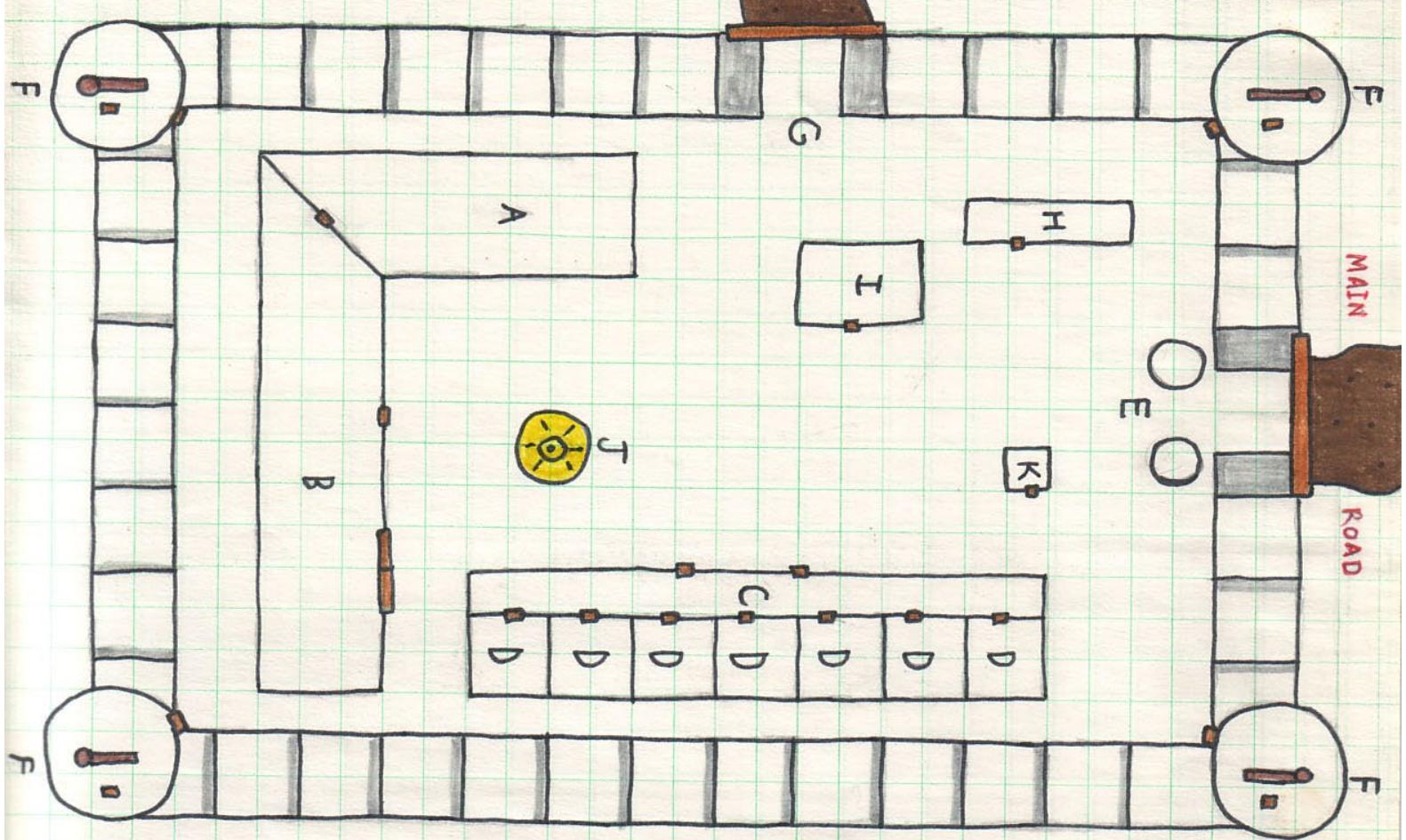
*DM Note: Consult expert rules to roll an intelligent sword. It's alignment will be chaotic evil.



The Kingdom of Kala and Troll Watch post

Square = 20 feet

N
W + E
S



THE KINGDOM OF KALA

Room A- This building is 140 feet W-E and 60 feet N-S. In this building are the shops that sell every thing from horses to armor. The storekeep is a friendly man that has a son that helps run the shops. The horses are kept in Room B and the storekeep will take the money and give the character a slip to show the stablekeep that he or she has purchased a horse. The prices are the same as in the instruction booklet.

Room B- These stables are well kept and are 200 feet N-S and 60 feet W-E. The stablekeep will go on for hours telling customers about each horse and can be annoying.

Room C- This building is 280 feet W-E and 60 feet N-S including the inn rooms. Room C is actually the lobby of the inn which has tables and chairs, a minstrel for entertainment, and a small bar to buy food and drink at. You cannot get food for expiditions here, as the food is already cooked. 7 doors line the S wall.

Rooms D- These are small 40 feet square rooms that people rent from the inn. They cost 2 gold pieces a night because of their size and privacy. They each contain 2 beds, a chest, a closet, a table, and 2 chairs.

Room E- This is the entry area all people usually travel through to go in and out of the kingdom. The area has a gate 80 feet N-S and is flanked by 2 25 feet in diameter and 40 feet tall. 2 men-at-arms are in each tower and will ask will ask why they should let the character(s) in the kingdom. If the answer is not suitable the King Alof will be called from Room I to further question the characters.

Rooms F- These are 60 feet in diameter and 100 feet tall towers on all corners of the kingdom. In each corner is a door that leads to a spiral staircase to the top of the tower where there is a trap door. On each tower there is a giant catapult with 5 rocks for ammunition. The catapults can swivel.

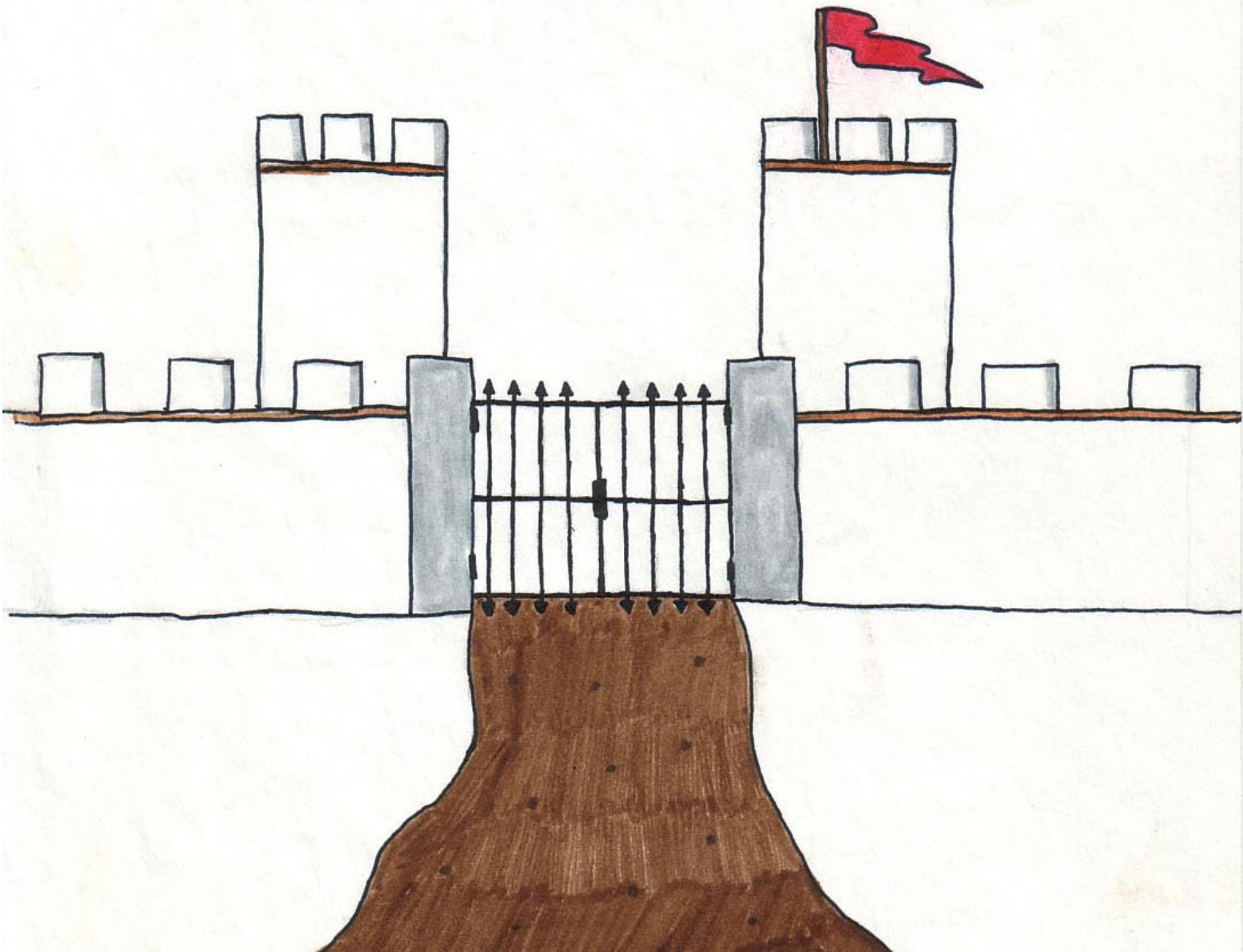
Room G- This is a second gate where people can only exit and not enter. It is identical to Room E except for the 2 towers.

Room H- This is a building 80 feet W-E and 20 feet N-S. In this building you can buy all food for expeditions including large sides of meat. Prices are the same as in instruction booklet.

Room I- This building is 40 feet N-S and 60 feet W-E. The King Alof stays in this room with 5 men-at-arms guarding him. He has many weapons including a +1 sword (+2 against Lycanthropes), 10 +1 magic arrows, and a +1 axe. He also has a +1 shield. He is a 9th level fighter.

Room J- This is an 8 foot tall fountain of 2 women pouring water out of large bottles. It was built by King Alof. The water is actually holy water but only the King knows it.

Room K- This is a 20 foot square building and is an information booth. There are no guarantees about the information and questions about the scepter will not be answered. Information is 5 gold pieces for 2 rumors.



TROLL WATCH POST

Room A- In this 20 feet square building are all the weapons that are distributed to the watch post's residents during a Troll attack. The door can only be opened by those with a strength of 15 or above. In the room are 12 crossbows, 14 quivers of 12 arrows, 7 swords, 20 axes, 5 pole arms, 6 maces, and 2 daggers. The room is guarded by 2 men-at-arms.

Room B- In this 20 feet square room is all the armor that is distributed to the watch post's residents during a Troll attack. In the room are 6 Elf sized suits of plate mail, 6 Dwarf sized suits of chain mail, 8 man sized suits of leather armor, 20 shields, and one suit of man sized 2 plate mail.

Room C- This room is 20 feet N-S and 30 feet W-E. It contains a table and chairs with 5 men-at-arms playing cards and drinking honey mead. In the back of the room is the start of a spiral staircase that leads to the observation port J.

Room D- This 20 feet N-S and 30 feet W-E building is the place all the residents sleep at night. In the room are 22 beds and hardly any room to walk around. On a roll of a 6 on a d6 two people will be taking naps there.

Room E- This room is 20 feet W-E and 90 feet N-S. It is the stables of the Troll watch post and contains 22 war horses.

Rooms F-These are 4 30 feet W-E and 20 feet N-S and 50 feet tall towers on all 4 corners of the watch post. On each corner there is a door that leads to a spiral staircase that leads to a trap door on the top of each tower. On each tower are battlements and ballistas that can be swiveled. Each ballista has 20 large arrows.

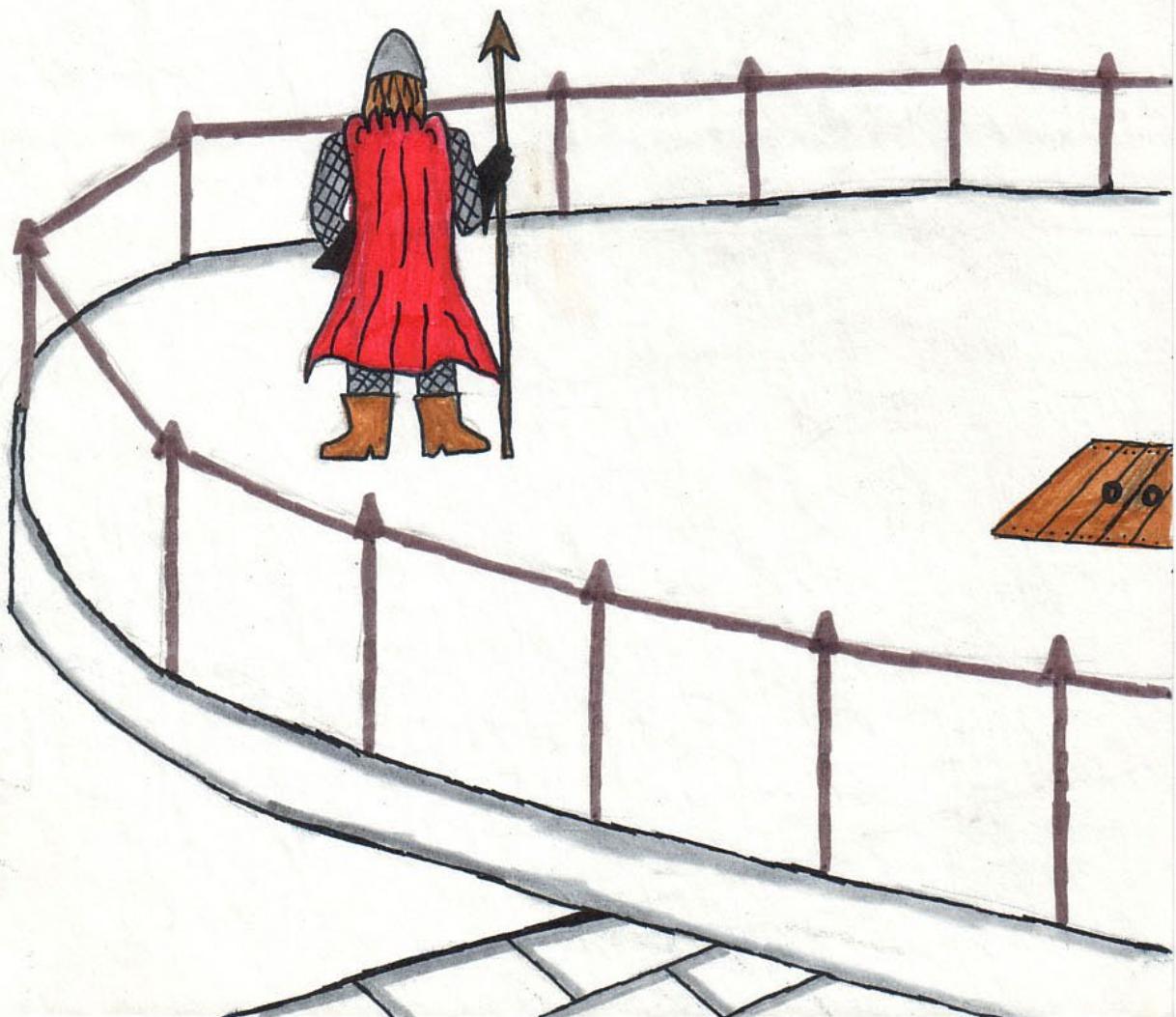
Room G- This is known as the Battle Bailey. It is 60 feet W-E and 110 feet N-S and contains Rooms A and B and 2 fountains.

Room H- This is known as the Lookout Bailey. It is 70 feet W-E and 110 feet N-S. It contains Rooms C,D, and K, as well as Gate J and a center fountain.

Room I- This is known as the Travel Bailey. It is 60 feet W-E and 110 feet N-S. It contains Room E.

Room J- This is the entry gate to the Troll watch post. It is a 15 foot W-E and 25 foot tall gate flanked by 2 towers each containing 2 men-at-arms. This is the only entrance an exit to the Troll watch post.

Room K- This is a 40 foot diameter observation port positioned on the N wall of the watch post. It is entered through Room C and is 30 feet tall. 10 men-at-arms are here at all times.



Area Map of the Trollfens

Square = 7 Miles

W
S + N
E

TROLL
FENS

GRIFF

WITS

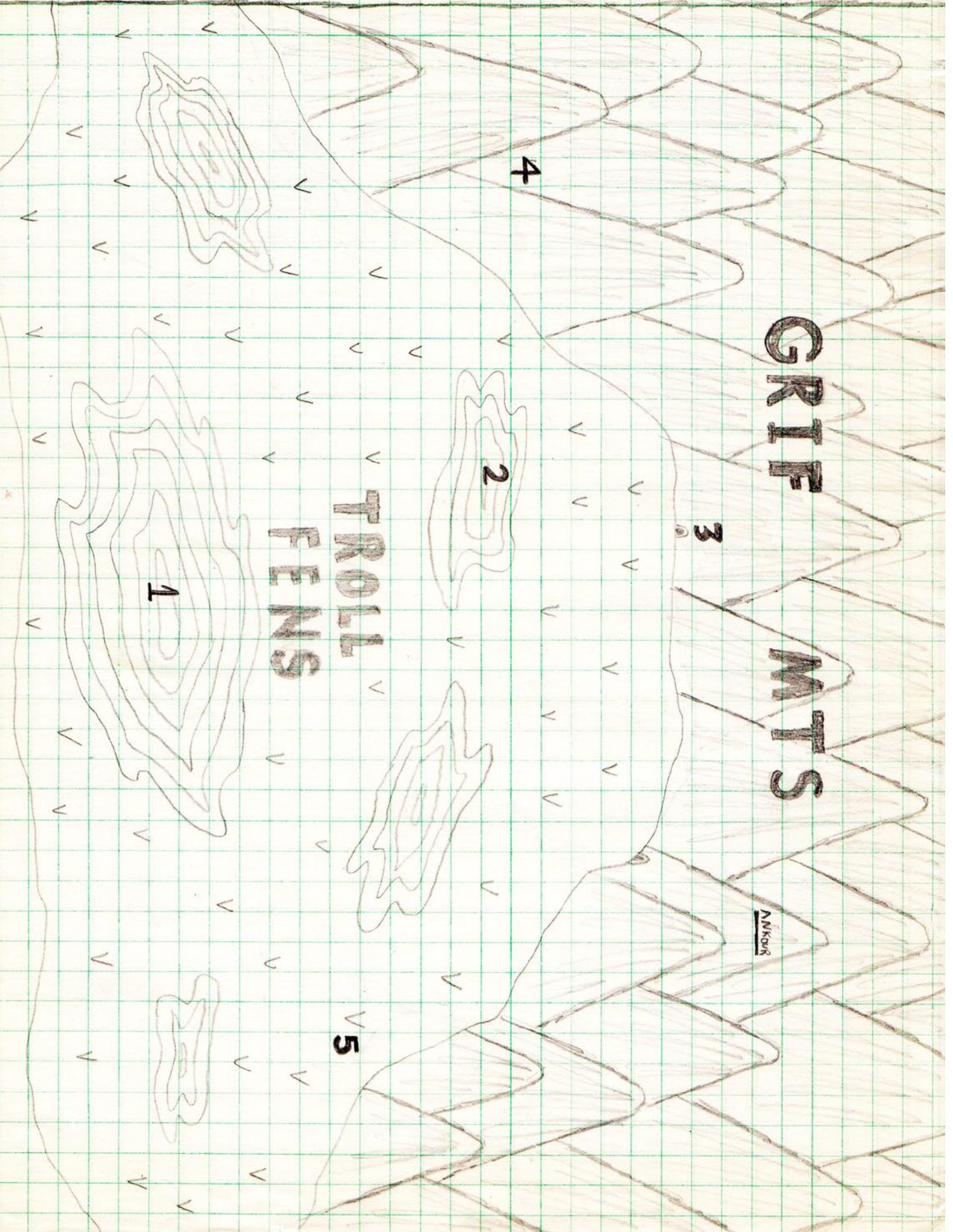
5

1

2

3

ANKORS



THE GRIF MTS AND THE TROLLFENS

Area 1- This is a 119 mile long huge lake in the E end of the Trollfens. The lake is filled with Lizard Men living in a cave underneath the lake. The water is good to drink and if anyone comes within 3 squares of it there is a 50% chance that the Lizard Men will attack. 5 males, 3 females, 2 young, and 4 unhatched eggs are living in the lake. The largest male has a necklace worth 100 gold pieces. In the cave is nothing of value except for 20 electrum pieces in a sack. Young do not attack but will have to be killed as they guard the electrum.

Area 2- This is a 49 mile long lake close to the Grif Mts. This lake has a swift undercurrent even though the surface is calm. In the bottom of the lake are 3 chests. 2 chests contain 200 gold pieces, the 3rd contains 5 50 gold piece gems. If characters strength is 10 or above, he will escape the current easily. If below 10, lose 1 hit point for water in lungs.

Area 3- Area is a cavern in the Grif Mts. that looks identical to Ankour. If character enters roll 1d6. 1-3, character is attacked by an Ogre. 4-6, character discovers that this is not Ankour.

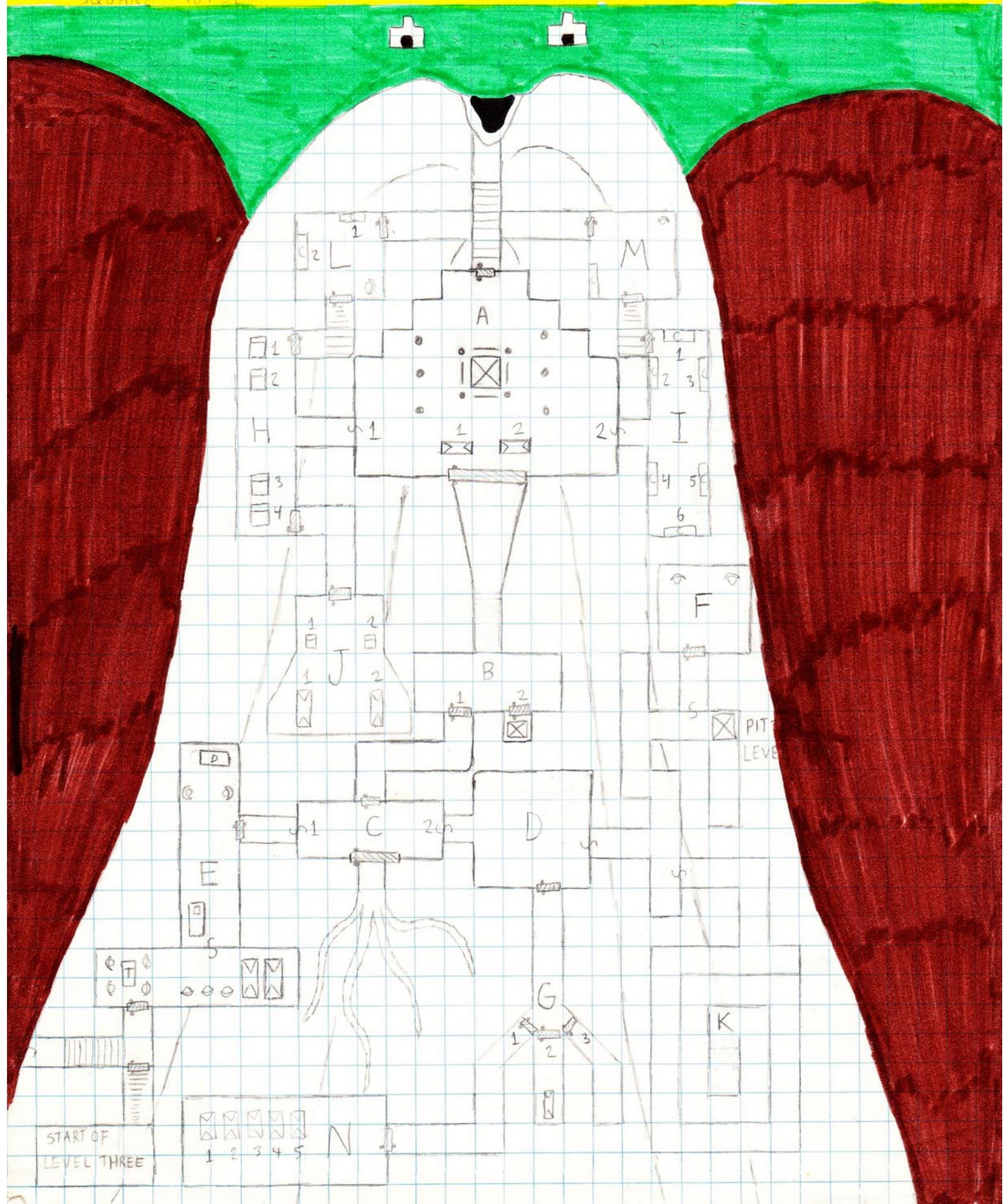
Area 4- Area is a niche between 2 mountains with a small hut lodged in it. In the hut is a very out man known as Rolfin. He is a 5th level magic user and has a scroll with magic mouth, enlargemant, web, and diminuation spells on it. He is chaotic good and will help adventurers going to Ankour for 10% of the profits.

Area 5- Area is a hidden trap door invisible to humans but dwarfs can see it on a roll of a 6 on 1d6. If character falls in he will take 1d4 of damage and be deposited on the fourth level of Ankour in Room W.

$$m + s$$

ANKOOR LEVELS ONE AND TWO

N SQUARE = 10 FEET



ANKOUR LEVELS THREE AND FOUR

E + W

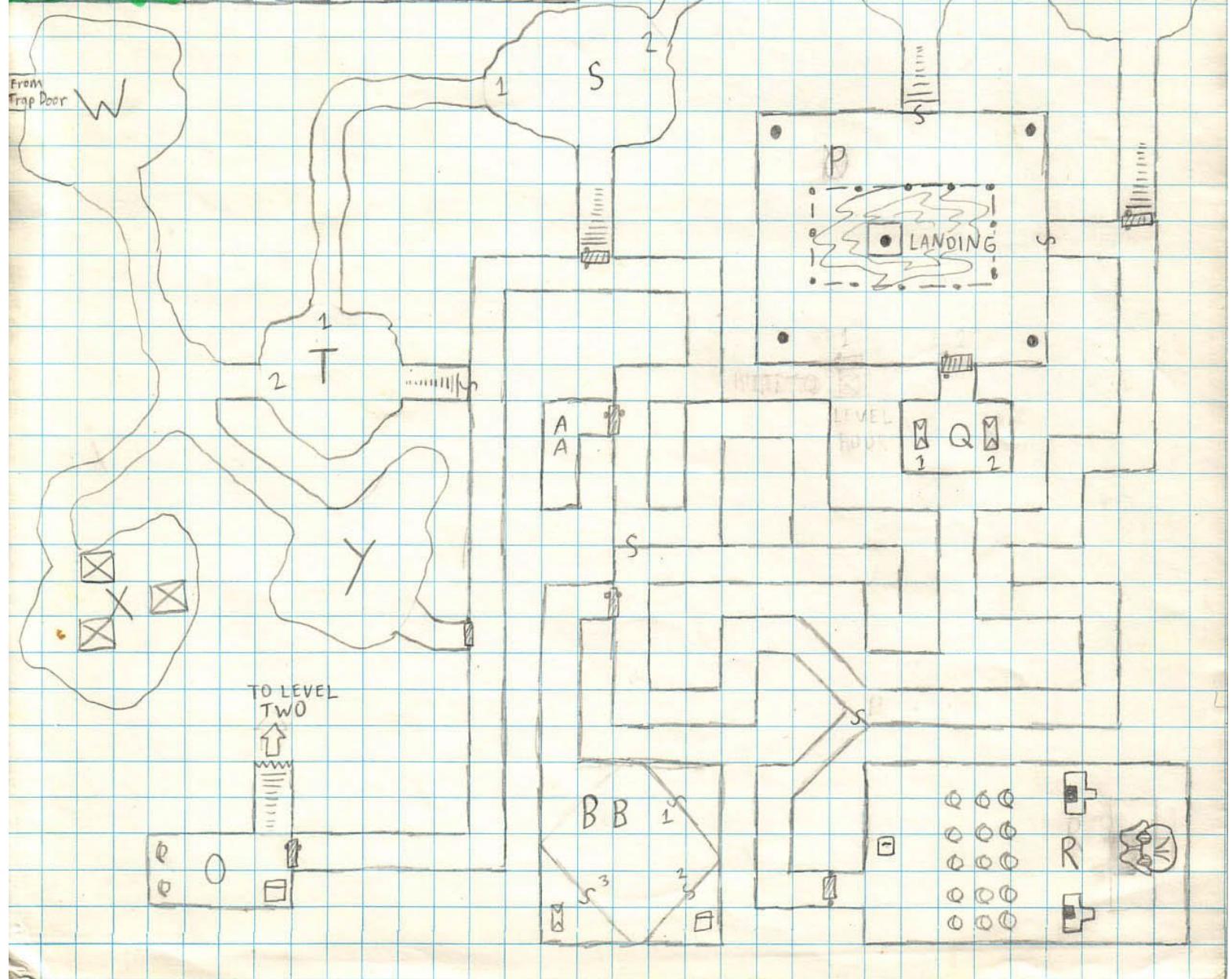
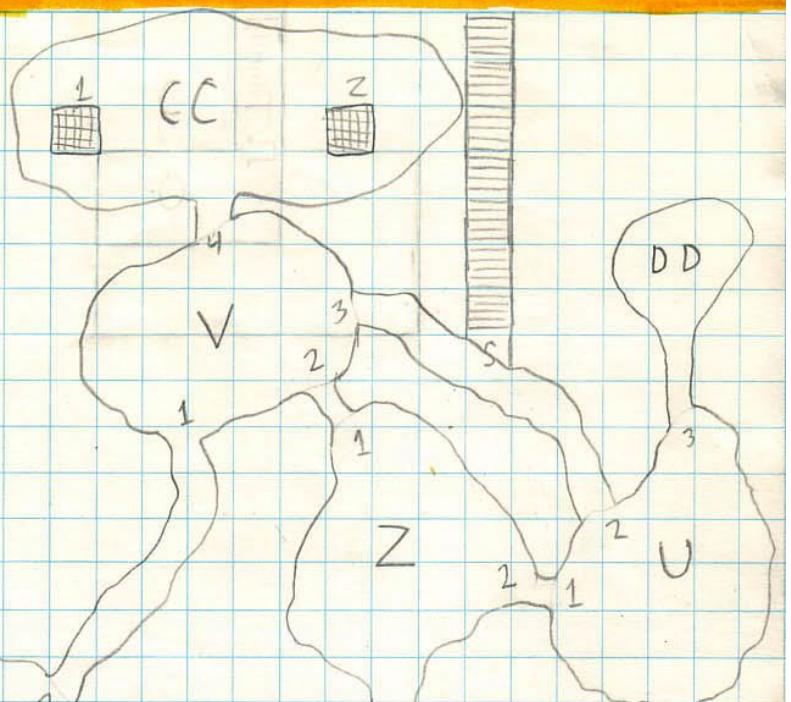
N SQUARE = 10 FEET

Level One (A, B, C, D, E, G, N, K, F, I, H)

Level Two (L, M)

Level Three (D, P, Q, R, AA, BB)

Level Four (S, T, U, V, W, X, Y, Z, CC, DD)



THE MOUNTAIN OF ANKOUR

Dungeon Level I

Room A- Enter through large stone door. Room is 70 feet N-S, and 90 feet W-E. In the center of the room is a pit surrounded by railing. Near the rear of the room are two 5 foot long chests. Chest 11 contains 2 Hellhounds. Chest 2 contains 200 silver pieces. In the rear of the room is a 15 foot wide and 20 foot tall stone gate. There is a secret door on each side of the room.

Room B- Enter through gate. Room is 20 feet N-S, and 50 feet W-E. In the rear of the room are 2 doors. Door 1 opens to a safe passage. Door 2 springs a pit trap for 1-6 HP of damage.

Room C- Enter through door. Room is same as Room B, except it only has 1 door in the rear. On the W wall is a message scrawled in Elfin: "Beware to all who enter!" Door opens to 4 narrow passages so small that only a Dwarf or Halfling could fit through. In the end of each passage is a Gelontious Cube. On each side of Room is a secret door. No treasure in this room.

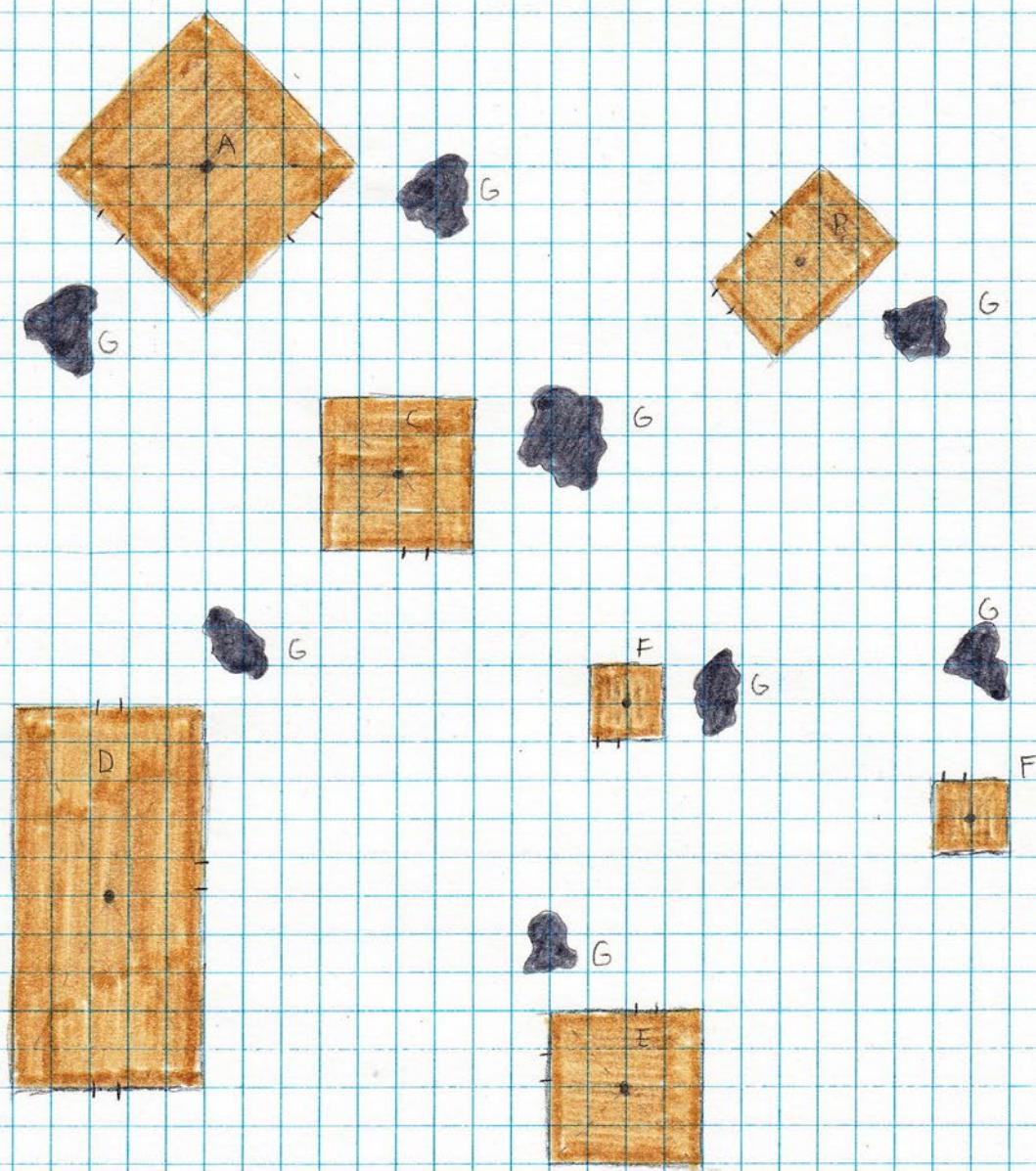
Room D- Enter through secret door 2. Room is 40 feet square. The room is filled with gold pieces, but a skeleton is in the room and attacks immediately. In reality the gold pieces are lead painted gold. This will be noticeable when the gold pieces are touched. On the W wall there is a secret door, and a normal door on the N wall.

Room E- Enter through door. Room is 20 feet E-W, and 70 feet N-S. There is a desk, 2 chairs, and a bed in the room. There are no doors visible, but in the N end on the room there is a secret door. It leads to a room the same size running W-E. There are 7 chairs, a table, and 2 chests in the room. In the rear of the room is a door. Trolls are in the room also. In each chest there are 150 gold pieces.

Troll Camp

Square = 5 feet

Used for Areas 7-10



RUMORS TABLE (use 1d20)

Rumors with an F before the number are false.

- 1) A knight is lost in Ankour.
- F2) The scepter is guarded by a dragon.
- 3) Wandering to other places is advisable before going to the Troll Fens.
- 4) A helpful magic user is in the Troll Fens.
- 5) The bottom level of Ankour is not finished.
- F6) A hydra lurks the chapel in Ankour.
- F7) People touching the scepter will become evil.
- F8) Your disguise wont fool the Trolls.
- 9) Five Trolls guard the scepter.
- 10) Beware of the greed within you.
- F11) The cave to the west is Ankour.
- F12) Trolls do not take prisoners.
- F13) Its O.K. if you use the scepter.
- 14) Magical weapons lie in wait in Ankour.
- F15) An army of Hobgoblins are in Ankour.
- 16) Beware of narrow passages.
- F17) Giant Rat carcasses will frighten Trolls.
- 18) A pit leads to the third level of Ankour.
- 19) Many rooms will go undiscovered unless you search for secret doors.
- F20) The Golden Man will help you.



NPCs OF IMPORTANCE

- 1) Elrin / fighter / Elf / 1st level / 20 gp. / HP: 4
Str 7 / Int 12 / Wis 11 / Dex 12 / Con 11 / Cha 11
- 2) Galan / fighter / human / 2nd level / 22 gp. / HP: 9
Str 13 / Int 10 / Wis 17 / Dex 8 / Con 7 / Cha 15
- 3) Rankon / fighter / Dwarf / 3rd level / 24 gp. / HP: 12
Str 8 / Int 15 / Wis 16 / Dex 5 / Con 9 / Cha 13
- 4) Halgor / cleric / human / 2nd level / 26 gp. / HP: 9
Str 9 / Int 7 / Wis 15 / Dex 11 / Con 7 / Cha 9
Spells: Cure light wounds
- 5) Shonar / cleric / human / 3rd level / 28 gp. / HP: 10
Str 10 / Int 7 / Wis 10 / Dex 11 / Con 11 / Cha 11
Spells: Detect evil, Resist cold
- 6) Onal / magic user / human / 1st level / 5 gp. / HP: 2
Str 12 / Int 10 / Wis 10 / Dex 13 / Con 10 / Cha 15
Spells: Tenser's floating disc
- 7) Acep / fighter / halfling / 1st level / 10 gp. / HP: 5
Str 10 / Int 7 / Wis 5 / Dex 12 / Con 9 / Cha 15
- 8) Tupli / cleric / human / 1st level / 15 gp. / HP: 3
Str 8 / Int 14 / Wis 11 / Dex 6 / Con 13 / Cha 4
No spells
- 9) Leat / fighter / Elf / 1st level / 20 gp. / HP: 6
Str 12 / Int 11 / Wis 8 / Dex 16 / Con 13 / Cha 15
- 10) Bolof / fighter / Elf / 1st level / 25 gp. / HP: 6
Str 11 / Int 12 / Wis 9 / Dex 12 / Con 10 / Cha 17

5
to go
with
char-
acters

extra
NPCs
if
needed

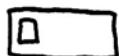
DM NOTES

- 1) The scepter will make Orcs do anything.
- 2) If a character uses the scepter on the way back, the King will banish him from the Kingdom of Kala no matter what the circumstances are.
- 3) At the most, a character can hire five extra people.
- 4) Characters already own rooms at the inn.
- 5) When on the main road no monsters will attack.
- 6) Remember to keep track of all turns and feet travled.
- 7) On the wide range map, a character can move one square per three hours, two squares on a horse.
- 8) For each square roll wandering monsters three times.
- 9) When sleeping overnight, roll wandering monsters one time. If the characters have a fire going, roll 1d6 to see if the monster was scared away unless the monster is undead.
- 10) If crossing the river in a boat, hitting the Island of Evil will not make it appear. It must be touched.
- 11) Be sure to keep track of food. When food runs out, characters have the option of hunting or going to the nearest place to buy food.
- 12) The three fighters and two clerics going with characters are outlined in the NPCs OF IMPORTANCE section.
- 13) The one thing that can destroy the scepter is fire. This is known by the hydroglyphics on the scepter's collar. If the scepter is subjected to fire, it will melt.
- 14) All NPCs will tell rumors for free except members of Galadon and the information booth at the Kingdom of Kala.
- 15) Do not give out all the rumors.
- 16) In the Griff Mountains, (but not inside Ankour) all wandering monsters will be Griffons.
- 17) In the Troll Fens all wandering monsters will be Trolls.
- 18) The fens cannot be travled on by horses.
- 19) The river is 7 feet deep and must be crossed on horseback or in a boat.

MAP SYMBOLS KEY



Contour Lines



Bed



Trees



Files



Cave Mouth



Chest



Pit



Secret Door



Pillars



Desk



Altar



Table



Water



Closet



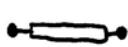
Door



Curtains



Stairs Up



window



Stairs Down



Fens



Railing



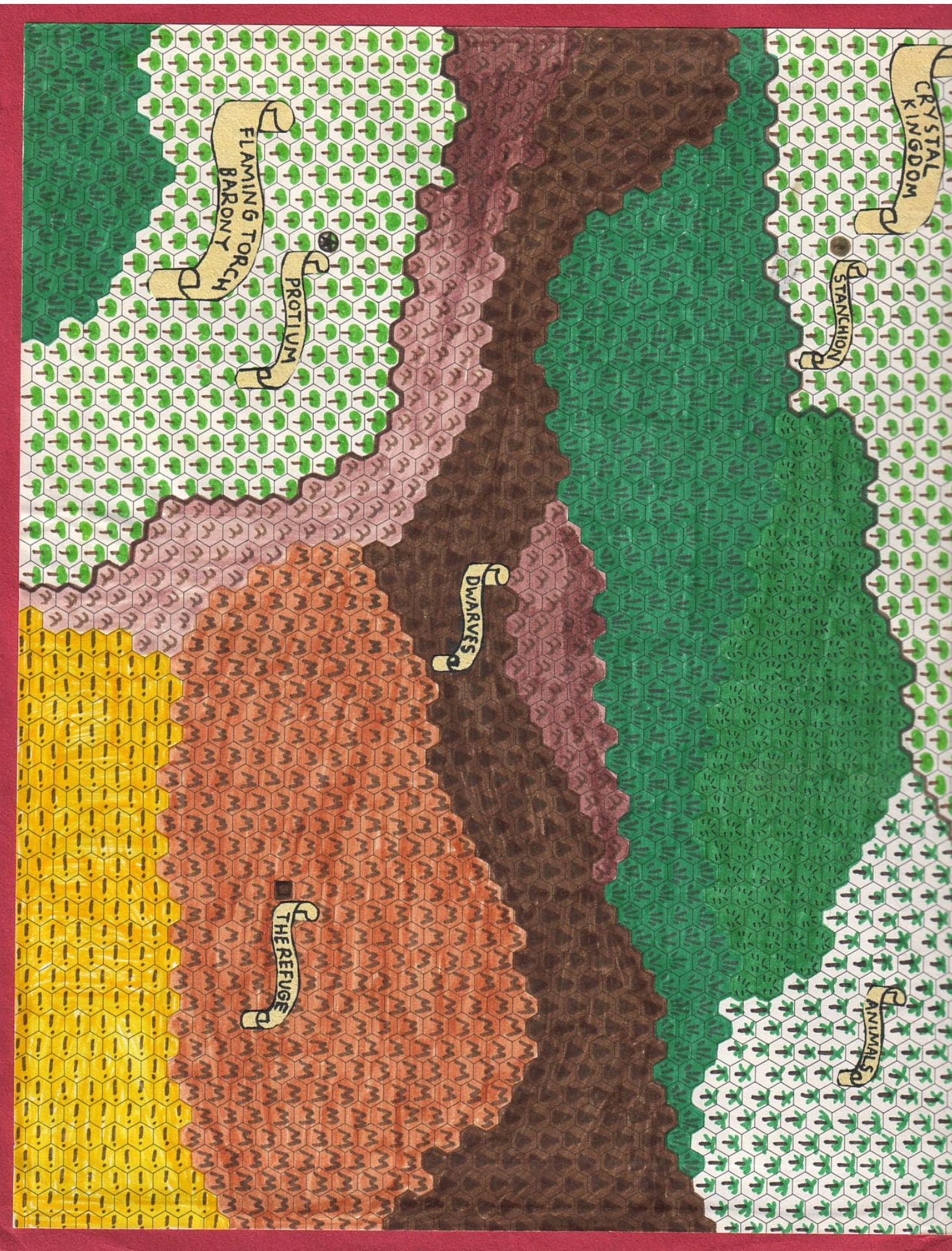
Balista



Chair



Catapult



Dear Brothers,

The Key of salvation is yours!

Follow the righteous path we have lain!

Bless You!

Japheth Areopagus



Down, down you go, into the depths,

Five means DEATH, the sixth means a beginning.

One of DEATH is fire, but not eternal...

Follow the way that is right, so-

The Holy Spirit of Japheth and Areopagus may join, touching G-

Infusing You with their powers }r{

Be not wary of the water, for

It is friend, wearing a mask of falsity

The many portals are friend, foe, friend and both

Goeth not, the twisted way to treachery

If leadeth not two the first

Fear lies across the rapids

{r} But we wish you well

As you go down for your meager treasure

Into the deep of dark

Don't fear falls, they aren't

The bridge, walk not

Carelessly, or many

The Cart of rocks will bear you
Right is not always right, nor is left left
All must occupy, no walking the way
Water can be, deadly, if they stray
But then again, it can be saving
Down, down, again
Be ready to fly, as a spider
On its web.

And that, my brothers, is the key to joy.



THE TOMB OF AREOPAGUS THE CLOAKED

about and various yd barbust in JAPHETH OR THE MIGHTY STAFF

AND

who set . If none or no such note, only regular flow to

- 1 This room, accessible by a secret door (1 in 10 of spotting) contains a pool of black liquid. If anyone touches this, it will inflict $3-30$ points of dmg.
- 2 Aha! See "The Dragon" (This is a goodie!!)
- 3 A pendulum ball trap, doing $3-30$ to anyone in its path. It smashes anyone opening the door + anybody behind them.
- 4 Long corridor with paintings of the 2 brothers in action on the walls. When the party turns to the right, a chute will open. There is a base chance of 3 in 10 of falling in for the first person, 2 in 10 for the second, etc... Anyone with a 17 or 18 dexterity has a 1 in 10 chance, regardless of position. Beneath this chute is a Fiery pit, which inflicts $2-8$ points of damage ^{per round} on those falling within. If they are not removed within 5 rounds, the chute will close up and the person in the pit will fall into a room below. This room is filled with water, and has a 1 way door leading out into the 2nd level.
- 5 This room, when entered, becomes filled with sleeping gas that issues from concealed vents. If save vs. Poison is not successful, those who are affected sleep soundly for 2-20 turns.
- 6 This room is seemingly empty, except for a secret door (1 in 6, if checking, or otherwise) leading into a dirt tunnel. When entering this tunnel, the persons inside are unknowingly transported to another similar tunnel via teleportation. If room 7B is entered, they will find that there is no door, but there is a large ball suspended in midair in the center of the room. If this ball is touched with any inanimate object, it will shoot a ray of Enfeeblement at the person doing so, with

10

no chance of a miss. If it is touched by someone's bare hands, it will teleport the ~~the~~ person doing so to room 11. The others will not know what has happened. If someone ~~touches the staff to~~ ^{touches the staff to} it, however, they will be ~~be~~ teleported to room 16.

8 This secret door can ~~be~~ only be opened with the KEY OF JAPHETH
~~or if a knock spell is used~~

9 This trap cannot be triggered by a prodding 10 footer. Anyone stepping on it will fall into it, doing 3-~~10~~³⁰ damage.

10 There are 3 statues in this room. The center is GOD, the right is Areopagus and the left is Japheth. They all have one ~~hand~~^{arm} stretched out, except for God who has ~~both~~ both of them spread. If they are turned so that their arms all touch someone else's, everyone in the room will be teleported to room 16.

11 An arch, beyond which is a short pier. Anyone passing through this arch is endowed with water breathing ^{of good alignment}. However, there are countless pirahna in the lake. The fish will not harm those of good alignment, however. (the players must not know this.) There is no other way to get across this lake but to swim.

12 A concealed door. There is a trap inside, identical to #9.

13 Another door concealed behind a large rock. This corridor leads to 14.

14. A large room, in the center of which is a group of six doors. If opened, the following events occur.

(A) DEATH (As in "Deck of Many Things") will emerge. He will fight until ~~50% of his hit points are lost~~^{the death}. He will then retreat, & the door will vanish.

- (B) Opener gets 1 misc. magic item.
- (C) Opener is polymorphed into a frog.
- (D) ~~Opener~~ ^{Frog} is changed back to human. If C was not yet opened, these doors will work in reverse.

- (E) Opener + ~~Partner~~ ^{his opposite} attack each other.

- (F) Voice from within answers 1 question true (1-3) or falsely (4-6)

15 This room is empty.

16. This room contains a large pool. There is a what seems to be a coin below. Normal means cannot get it. But if someone dives in, they will be sucked into a concealed vent and deposited (after some time) in 18, unharmed.

17 The pool itself.

18 A cave-like room, 6 wights (see ~~revised monster sheet~~)

19 A small room with 4 doors. All but one collapse on the opener, doing 1-10^{HD} dmg. The one that doesn't collapse opens to a 10' by 10' room with a small trapdoor on the floor. If opened, a light can be seen 50' down. However, if the KEY is held and those in the group are good; then the float (as in feather fall) to the bottom. Otherwise, it must be scaled by other means.

20 A glowing light (worthless) on a pedestal. It does nothing.

21 A very long rope bridge leading across a river of bubbling lava. There is a base 1 in 6 for ~~the bridge~~ ^{the bridge breaking}, +1 per every other person on it at the same time. Those falling in are absolutely DEAD, period. If the bridge breaks, everyone on it must save vs. Magic or fall to their deaths. It can then be climbed. However, those on the ^{beginning} 10' (near the beginning)

will be killed. ~~when~~

28 A mining cart sitting alongside a set of tracks. Inside is a mining pick, fastened to the bottom. If anyone tries to walk down the tracks, for every 10' they will lose 1 of their hit points. They cannot be walked under any circumstances. However, if all get into the cart (the will fit; it is big) it will suddenly jump onto the tracks and plummet at Rollercoaster speed down the tracks. Anyone jumping out will receive 2-20 damage and will be teleported right back into the cart. This happens every time. When there is a choice between 2 directions, turning the pick right will make the cart turn left; and turning it left will make the cart turn right. If a dead end is hit, all will take ~~30~~ 3-30 points of damage. If the cart rolls into the pond, those inside will be attacked by vicious pirahna, sustaining 10 points for every ^{round} they remain in. The cart will be ~~30~~ right back on the tracks. However, if those inside make it all the way, they will come into a clearing, bump into a wall. The cart will stop, they will fly 40 feet (they'll think they're dead for sure.) and land in a fish-free pond. There is a ladder that must be climbed to get out.

31 There is a post, on which is tied a long length of rope. There are 3 buttons on the rope. The other end of the rope is tied to a hook above a pit 60' across. The idea is to swing across on the rope (a la Luke Skywalker) If none of the buttons are pressed, the person holding on to the rope will

go swinging across and go "smack" right into the wall. ~~the sad place where the rope starts to persons end here. If~~
~~Save us. Magic or character lets go~~
~~the rope ends, the swing falls and falls to the~~
~~bottom, 800' below. He dies. If the save us. Magic~~
~~distance higher, he~~
is successful he does not let go. the rope then swings back by itself. If button 1 is pressed, the person swings safely to the other side. If 2 is pressed the person again "smackaroos." If ~~three~~ is pressed, the person is swung to the middle, where he stops. The rope then is pulled into a hole in the ceiling, along with the hook, knocking the person off to his death. Then the hook + rope appear, and swing back to the post.

32 Aha! the source of Evil! An Evil (lawful) Cleric of 7th level and an Anti-Paladin! (Along with 3 were-rats)

The Cleric: HP: 42 AC: 2 DMG: Footman's Mace 2-7

~~Spells: Cause serious wounds, bestow curse, cause blindness, know alignment, slow poison, speak w/animals, cause light wounds, detect good, cause fear.~~

The Anti-Paladin: HP: 45 AC: -2 DMG: Unholy Avenger, +5 (to hit and dmg.)

~~Has all regular Paladin abilities (but reversed)~~

The Were-taB HP: 8, 8/8 AC: 6 DMG: 1-8 (sword)

HIT DICE: 6
HIT POINTS: 47

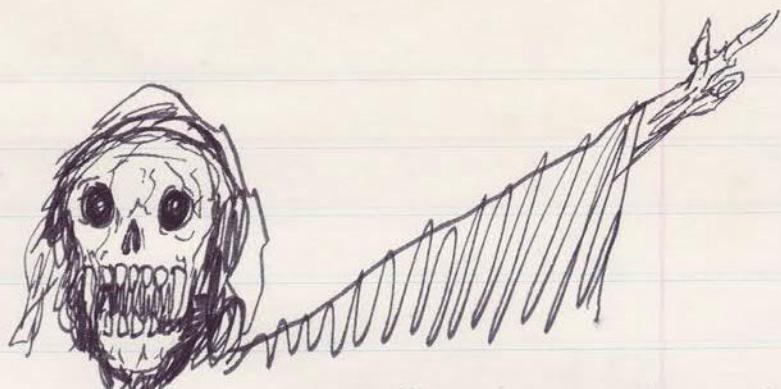
AC: 4

AT: 3

DMG: 1-4/1-4/2-12 (Claw, Claw, Bite)
Special Attack: See below

Abilities:

Stench, 10' radius causes choking + reching (Save vs. poison) causing -2 to hit (-1 with save). Causes paralysis, bite causes disease.



THE ANTI-PALADIN

Level: 9

ST: 18 (86)

+2 hit

HP: 60

IQ: 14

+4 dmg

AC: 1

WISDOM: 18

8-1 Charon (man + monster) as spell

DEX: 16

(saving throws applicable)

CO: 12

+4 magical attack adjustment

CH: 17

+1 reaction attacking

-2 defensive adj.

+2 on all Saving Throws

Immunity to Disease

Check morale when encountering Paladin or Good Cleric

Transmit Disease (2 per week)

Cause/Heal Wounds (18 hp's.)

Protection from Good (10')

Backstabbing Ability (+4 bonus to hit, double dmg.)

Affects undead as evil cleric (7th lvl.)

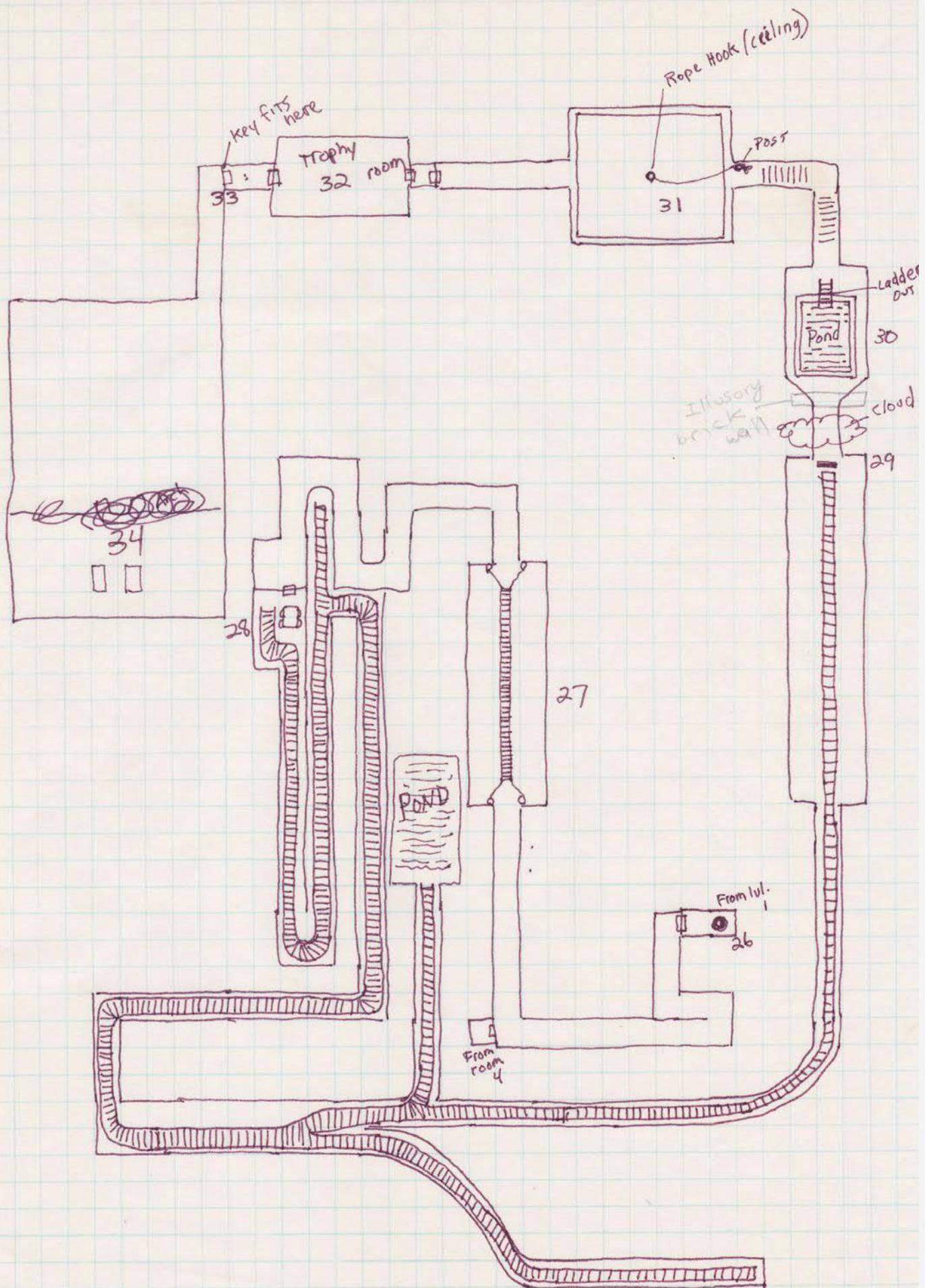
Retainers

4 Hobgoblins

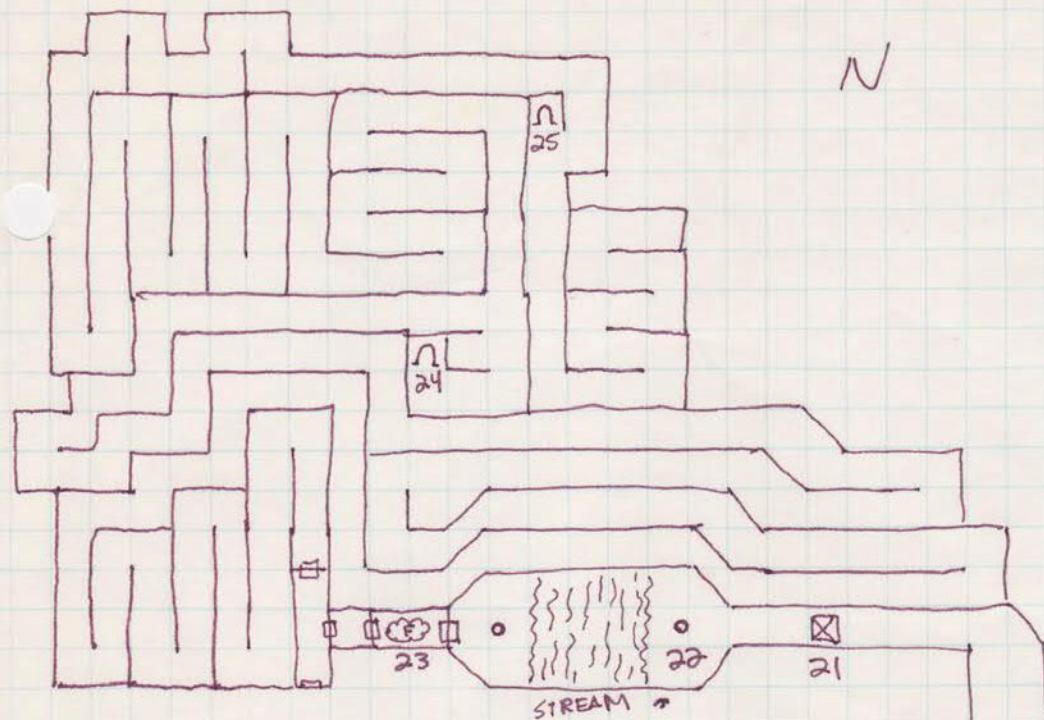
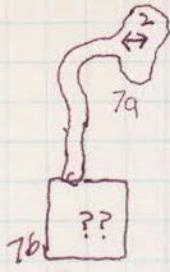
5 Orcs

Weapons:

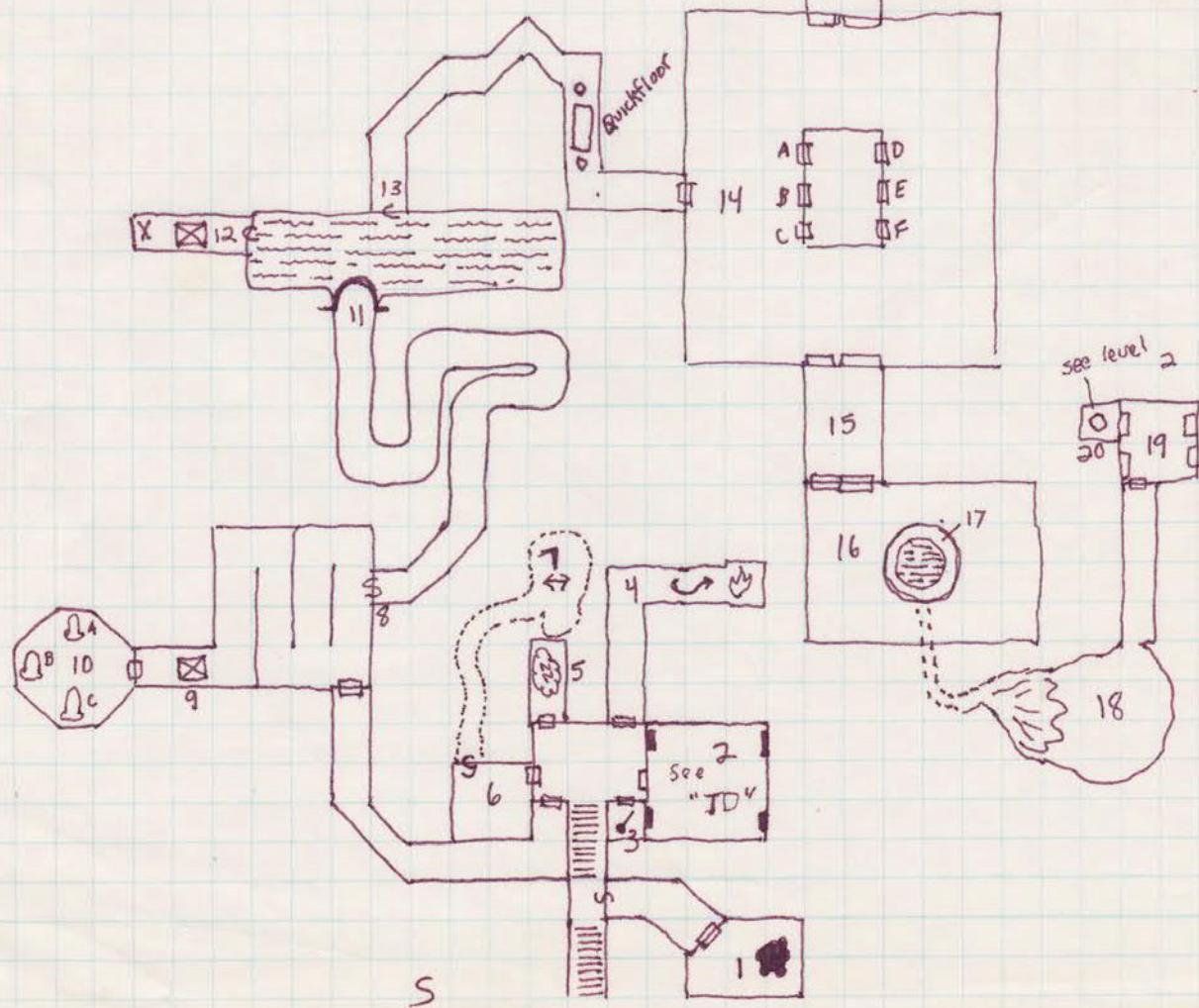
2 Handed Sword (1-10/3-18)



TOMB OF Areopagus the Cloaked
and Japheth of the Mighty Staff
the 2 first mortal
"Brothers of Righteousness"



N



W

E

S



THE SIEGE OF TUGOGA
BY
TODD NILSON

CORSAIRS INC., 1986



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Long, long ago Turgon the Bold was chieftan of the tribes controlling the northern chain of islands known today as the Lendore Isles. He was known and feared by the other, less powerful warlords of the area. But, he was happy only for a short time. He had riches, power, and yes, even women, but there was one prize which he sought above all others, the gift of immortality. Long and hard he searched until one day he met the evil anti-saint known only as... Kargoth. At this meeting, Turgon made a pact with the evil Kargoth: Turgon was to receive vast powers and immortality as long as he came when Kargoth called. Long did Turgon bemoan his transformation into the second Death Knight, for he was fair to look upon in life. Now, Turgon has returned from parts unknown to reclaim the land which was once his, using his tomb as a base of operations. Is the world now doomed?

AN ADVENTURE FOR 1-4 CHARACTERS LEVELS 7-10

A- A pair of huge, bronze double doors enter into a great gothic-style arched entrance about 15' high at the top. There are cast iron, carved wall scones set every 5', but there are no torches in them. The room is very dusty and smells very old. The room is made of carved stone, and the floor is marble. Inset in gold letters in the marble is a curse on all of Turgon's enemies. Save vs. magic or be at a -2 to hit anyone under the control or protection of Turgon, including Turgon himself. Only a cleric or magic-user has a chance of knowing the curse (INT or WIS * 5= % chance to recognize the curse). The floor is designed in swirling patterns of marble and gold. When characters enter the bronze doors will close of their own accord.

B- This once magnificent room was Turgon's Hall of the Loyal. All of those servants who were loyal to him in life were buried with him in death. There are 25 beautifully carved stained wood caskets here, all are open and are riddled with holes. The servants were turned to undead followers of Maldros to become part of Turgon's new army. There are 25 skeletons in the halls adjoining the east and west of this room. There are 12 in the east hall, and 13 in the west hall. They will wait until characters have entered the hall, then they will rush them using a pincer formation.

25 Skeletons (AC:7, MV:12", HD:1, hp:6 each, AT:1, DM:1-6, SD:immune to sleep, charm, and cold-based spells; 1/2 dm from edged weapons; Note: holy water does 2-8 dm to them)

All of the skeletons are wearing tattered chain armor, have either sword, spear, or battle axe in despicable condition. They carry no treasure. Aside from the coffins, there are 5 brass urns here. The first two contained rare spices, but these have deteriorated so that only their remains. The third contains 300 copper coins, the fourth holds 300 silver coins, and the fourth holds 300 electrum coins.

The room is domed at the top. It once had beautiful murals painted upon it and the walls, but the paint has peeled away and the stone has crumbled somewhat. The air is musty and old, and the ceiling is partially obscured by cobwebs.

C- Scratched walls in this room make its wall designs illegible. Broken marble pillars and pieces of statues lie amidst carrion and rot. Several picture frames lie broken and fouled; the smell of death fills the air.

On the south wall is a ladder leading to a narrow walkway, encircling the room, ten yards off the ground. This was once used for maintenance of the ceiling murals, and for extra room to hang the paintings. Along this walkway are 6 ghouls and 1 ghast waiting to waylay adventurers. They wai

C- until characters are directly beneath them until they attack at a +4 with surprise. The ghouls and ghast wear amulets that protect them from being turned by a cleric or paladin.

6 Ghouls (AC:6, MV:9", HD:2, hp:16, 14, 12, 10, 9, 7, At:3, DM:1-3/1-3/1-6, SA: paralyze, SD: immune to sleep and charm spells)

1 Ghast (AC:4, MV:15", HD:4, hp:32, AT:3, DM: 1-4/1-4/1-8, SA: stench in a 10' radius -- save vs. poison or be at -2 to hit, paralyze, SD: immune to sleep and charm spells, Note:cold iron does double damage)

These creatures are personal servants of Maldros. Turgon as allowed them to stay here since he has no use for past glories. On the upper tier in this room is a secret door in the wall. It used to be behind a painting though, thus it is easily visible in torchlight. Inside is: a human hand wearing a silver ring (non-magical), a potion of invisibility, and 8 agates worth 10 g.p. each.

D- This room was evidently very ornate at one point in time. This was once Turgon's temple when he was a paladin. Neither he nor any other creature of this place ever comes here now because of the powerful forces of good held within. Near the north wall is a prayer booth, now crumbling with age. Along the south wall is an old, rotting bed, which was used for prayer vigils during his life. It was moved to his tomb after his death. The bed once had silk sheets, now in tatters, and had brass posts, now broken. In the middle of the west wall is an altar dedicated to Jupiter. Any one who touches the altar, and is not of lawful good alignment, is struck by a lightning bolt, doing 30 points of damage (15 if save is made). If a character of lawful good touches the altar, they will be immediately geased to kill Turgon. If said task is accomplished, the character receives a wish at any future time he/she chooses. If the altar is defaced from a distance or dishonored in any manner, a double strength lightning bolt is fired at the miscreant. Upon the marble altar is a gold cup: which fills with the finest wine, upon command of a lawful good character, an offering plate: if a character of lawful good places gold or any equivalent of it on the plate, he/she will be healed up to full strength, if any other character does, he/she receives a cure serious wounds spell; an enjewelled holy symbol lies upon the altar as well, it provides +2 protection to lawful good characters but acts as a lodestone to all other alignments. The cup is worth 2000 gp to LG characters and 1000 xp as well. To other characters, it can be sold for between 300 and 400 gp. The holy symbol is worth the same as a +2 ring of protection to LG characters, but is valueless to all other characters.

E- The doors, both into and out of this room are jet black with silver runes upon them. The runes are non-magical: they are an ancient form of cuneiform which relate the eulogy given at Turgon's burial. A seal of gold had welded the doors shut, but they have evidently been broken by some incredibly powerful force. The hall itself is of granite construction; depicted in bas-relief are scenes from Turgon's life, from early childhood until his death. This hallway is inhabited by six shadows: more servants of Maldros.

6 Shadows (AC:7, MV:12", HD:3+3, hp:27, 24, 24, 20, 16, 14, AT:1, DM:2-5, SA: Strength Drain, SD: +1 or better weapon to hit; immune to sleep, hold, and charm spells; 90% undetectable in dark; immune to cold attacks, Note: Strength lost returns within 2-8 turns)

The shadows have no personal treasure, nor is there anything of value in the area.

F- The double doors from "F" open to reveal a 120' long hallway. The construction here is entirely of black granite. The hall is twenty feet wide and twenty feet tall. The ceiling, however, is not in sight. Instead, where the wall should meet the ceiling there are gold railings with carvings on them. This would indeed be an excellent area for an ambush. At the end of the hall are steps (marble with swirls of gold). Immediately below the steps are two concealed pits (normal chances for detection). They are activated by a button on the throne at area "I". If the pit is activated, the characters have a chance of avoiding it (% chance = DEX * 2). The character, if he makes it, must state whether he jumped ahead or behind the pit. If he jumped ahead, he still falls in. If he jumped behind, he is safe. The pit itself is 30' deep and 10' wide. Characters falling in take 7d6 falling damage, and the pit will begin to fill with water. Characters must remove all equipment except for 80 GP worth of his choice in order to float. When the pits fill two doors open at the bottom, one releases a current and the other allows an outlet for it. This sweeps all disregarded equipment into an underground teleport area, where it is teleported into the coffin at area "K". Area "I", the throne, may be seen before the pit traps are activated, and any humanoids in that area may be seen as faint shadows outlined by a faint greenish glow.

Stairs turn a ramp

G- Here, near the opposite side of the room was the crypt of Turgon's bodyguard. They have become ten wights.

10 Wights (AC:5, MV:12", HD:4+3, hp:34, 34, 31, 30, 27, 22, 20, 19, 18, 10, AT:1, DM:1-4, SA:Energy Drain, SD:Silver or magic weapons to hit, immune to sleep, charm, hold, and cold-based spells; not affected by paralyzation, Note: They take 2-8 damage from each vial of holy water)

G- This entire area is scattered with the bones of the recent victims of these miscreants. At the present time, each of them is in his crypt. The crypts may be opened as standard dungeon doors. The creatures have no personal treasure beyond those weapons which they wore in life. The weapons and armor which they wore are now ruined, but are kept reverently, as a link which holds them to the prime material plane. If these objects are destroyed, they shall be destroyed as well. Each crypt is made of granite, has the name of the guard engraved upon it in cuneiform and a carving of how that guard looked in life upon the bronze-plated doors. The inside tomb has a stone coffin on a raised dias with the lid tightly sealed on (the weapons and armor are sealed inside). The wight lurks within the room itself. There are often several urns which were filled with spices, but the urns are broken, and the spices are gone.

H- This area was formerly the final repose of Turgon's closest family. They have become wraiths under his control. There are four wraiths here.

4 Wraiths (AC:4, MV:12"/24", HD:5+3, hp:43, 40, 37, 21, AT:1, DM:1-6, SA:Energy Drain, SD:Silver does 1/2 damage; magic does full damage; immune to sleep, charm, hold, and cold-based spells immune to poison and paralyzation)

Their tombs have been leveled, and only their foundations remain. In the middle of the ruins is a large chest, around which these beasts moan day and night. The chest holds the most valued of their possessions: they moan because they cannot get into it. The key lies in the north-east ruins but the wraiths cannot use it with their incorporeal bodies. If they see characters approaching, they automatically assume that they are after their treasure and will advance, howling to deal with the grave robbers! The chest holds, a gold crown worth 5000 GP, a ring of truth, and a pair of bracers of defense AC 5.

I- This is a great (15' tall) granite throne. Four gemstones are set into the seat here: they are rubies worth 500 GP each. A button on either arm of the throne controls the pit to either side at the bottom of the steps and collapses the staircase into a slide. Turgon is present here 60% of the time, and he will utilize the buttons to wreak havoc on the player characters. If he does not entrap them he will send down a fireball. In either case, after he is finished, he leaves by the secret door behind the throne. It is opened by pivoting the door around while stepping on a specific stone. The trap will automatically reset itself after 10 rounds. If anyone pries out the gemstones, he will be affected by a powerful curse (save at -4): no treasure will that character be able to keep for more than a day from that point on. The curse may only be removed by a cleric or wizard of at least 12th level of experience.

Room "J" has been omitted by accident in the process of this draft's creation. Since it is of little importance to the entire adventure it will remain omitted.

K- This room had gold inlays upon the walls depicting Turgon performing great and noble deeds. The walls have been blasted by numerous fireballs so that now, only fused murals and shimmmerings remain. A massive platinum-plated coffin lies attatched to a raised marble dias. The coffin's lid is open, but there is no one inside. The inside is silk-lined and holds any armor or weapons lost in the wet pits (F&K). The weapons are totally dry and undamaged. The bottom of the inside of the coffin has a secret catch hidden underneath a flap of silk. When activated, it opens the bottom of the coffin leading down a set of stairs, and eventually to area "M". Whoever enters this room must save against spells or be affected by a symbol of pain. The secret doors in the south walls are opened by pressing their own secret panels, then a section of the wall will slide up. The western passage leads to a series of wet pits that operate exactly as the ones at area "F", except that these are opened on a roll of 1-14 on a d20. The hall leads to a dead end.

L- The east-west branch of this hallway is trapped with a special pit. The pit is twenty feet long with a pivot point in the center. When characters walk over the first ten foot section, they cannot fall in, but as soon as the first ten feet are crossed, the entire floor pivots over and locks them in the 50' deep pit filled with spikes. They will take 15d6 falling damage, and will hit 2-12 spikes for 1-4 damage each. The only way out of the pit is to somehow destroy the stone by magic or some other means.

The room itself is the private quarters of Maldros. A makeshift altar to Demogorgon is by the west wall. Upon it is a sacrificial dagger and a basin of unholy water. The walls are painted a deep reptilian green, The altar is swirled green and black stone. There is a beaded curtain at the entrance to the room, and a faint smell of incense hangs in the air. There is a straw mattress by the northeast wall. A small hooded lantern sits beside it along with three full flasks of oil. By the north wall is a cabinet (locked, Maldros has the key hidden in the lantern) filled with 10 vials of unholy water, a footman's mace, a big black helm, a huge emerald worth 5000 GP, an extra sacrificial dagger, an extra basin, a set of thumbscrews, a bullwhip, a garrotte, a pouch of 30 10 GP agates, a necklace of prayer beads (non-magical), and a potion of undead control is hidden behind a secret panel. During the day, Maldros is here 30% of the time; during the night, he is here 90% of the time.

M- This secret room is the true burial room of Turgon. It has a 20 foot high ceiling, has black granite walls with swirls of white, and the walls are covered with new tapestries of Turgon's most recent victories as a death knight. The coffin has been removed from this room, and replaced with a high-backed throne of gold (2000 GP). The west has 2 huge chests, 8 urns, and a censer. The east side of the room has 3 embroidered armchairs, and a great table with a chessboard inlaid in gold and silver on it with ivory and ebony chess pieces (total value of all furniture and chess set is 1200 GP). Turgon is here 30% during the day, and 100% during the night. There are several maps of the area

M- surrounding the tomb. Several strategic notations have been made on them. The treasures are as follows according to the container which they are in.

Huge Chests: 1)* locked * poison darts *

Contents: 1 potion of sweet water, 5 extra poison darts,
3 long swords, 1 small shield +4, 5000 GP's

2)* locked * no trap *

Contents: 30,000 copper pieces with a wash of platinum,
they have contact poison on them. Save against
poison or take 35 hp damage.

Coffers: 1)* locked * scything blade (2d8 damage) *

Contents: 1 huge black opal (1000 GP), 5 blocks of incense
(30 GP each)

2)* locked * sleep gas (1-10 turns) *

Contents: necklace of thought projection, scroll--conjure animals, demi-shadow magic, mass suggestion, permanent illusion, shades, programmed illusion, true sight, 2 potions of extra-healing

3)* locked * poison gas (save or die) *

Contents: Any quest item the DM sees fit to place here, along with a scroll-- passwall, wall of stone, wall of iron, telekenesis

Urns: All urns hold 500 GP.

Urn #7 holds a jewel of flawlessness

Urn #4 holds a platinum ring of three wishes

The Censer is a Censer of Thaumaturgy.

THE LAIR OF TURGO

Turgon the Bold (Death Knight)

Armor Class:0
Move:24" (see below)
Hit Dice:9-d10
Hit Points:64 ✓
No. of Attacks:1
Damage/Attack:1-8+5 (+6 for Strength)
Magic Resistance:75% (Reflects back at caster on 11 or less.)
Alignment:Chaotic Evil
Size:Medium (6' tall)
X.P. Value:4724
Languages:Common, Chaotic Evil, Orc, Goblin, Gnoll, Troll, Hill Giant, Ogre

Powers/Abilities:

- 1) fear (5' radius) at will
- 2) wall of ice (Duration:20 turns, 20"*20"*20", 40 damage for passing through)
- 3) detect magic at will
- 4) detect invisibility at will
- 5) dispel magic (2) as level 20 wizard
- 6) gate (2) 75% chance of it opening
 - 1- 4 Type I demon
 - 5- 9 Type II demon
 - 10-15 Type III demon
 - 16-19 Type IV demon
 - 20 Type VI demon
- 7) power word (any) (1)
- 8) symbol (pain or fear) (1)
- 9) fireball (20-d6) (1)
- 10) cannot be turned or dispelled
- 11) 18/00 Strength (+3 to hit, +6 on damage)
- 12) able to control undead as a level 6 cleric

Magic Items:

- 1) +5 long sword of Defense:"Everkill"
Intelligence:13, Ego:8, Alignment: Chaotic Evil, Possesses Empathy
Detect Gems 5' radius, Detect Good 10' radius, Locate Object 120' radius
- 2) Long bow with 20 +1 arrows ✓
- 3) potion of healing ✓
- 4) wand of negation (57 charge) ✓
- 5) ring of invisibility (and inaudibility)
- 6) cloak of displacement +2
- 7) boots of speed (+2)

Note: Total of +4 on all saves

THE LAIR OF TURGON

Maldros (evil cleric)

Armor Class:-2

Move:12"

Hit Points:69

Level:10

Alignment:Chaotic Evil

Size:Medium (5'9")

X.P. Value:3816

Languages:Common, Chaotic Evil, Orc, Ogre, Troll

Deity(s):Demogorgon

S:17 I:13 W:18 D:10 C15 Ch:17

Spells Memorized

1st: command(2), cause light wounds, detect magic, resist cold, sanctuary

2nd: chant, hold person, know alignment, resist fire, silence 15' radius
augury

3rd: animate, cause blindness, dispel magic, curse

4th: cause serious wounds, poison, protection from good 10' radius, tongues

5th: flame strike, plane shift

Equipment Caarried:

1) Unholy Symbol

2) Mace, Footman's

3) Prayer Beads

4) Helm, Large, Black

Magic Items

1) +1 large shield

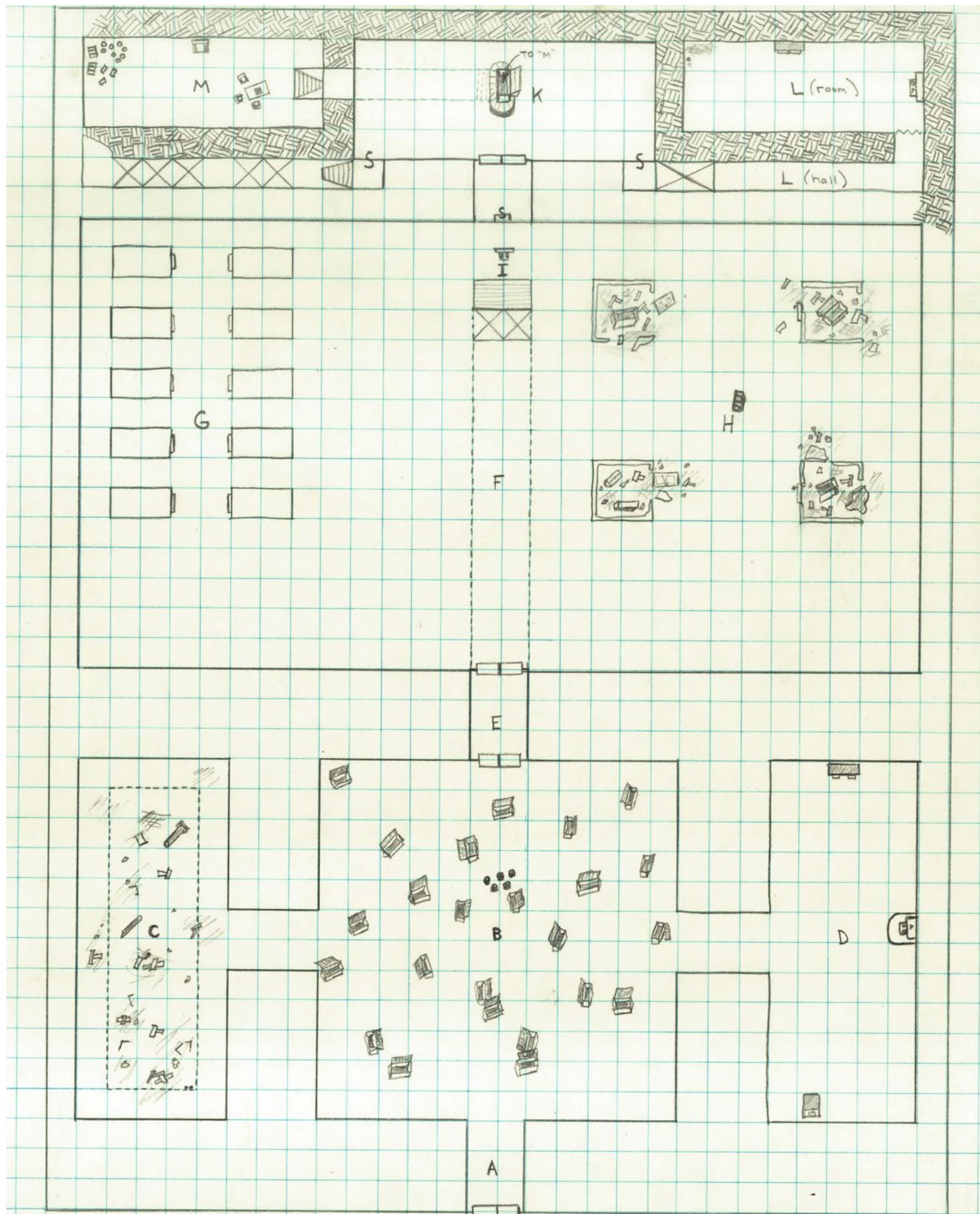
2) scroll (divination)

3) potion of invulnerability✓

4) 5 potions of nutrition

5) +4 splint mail, jet black

6) +3 ring of protection

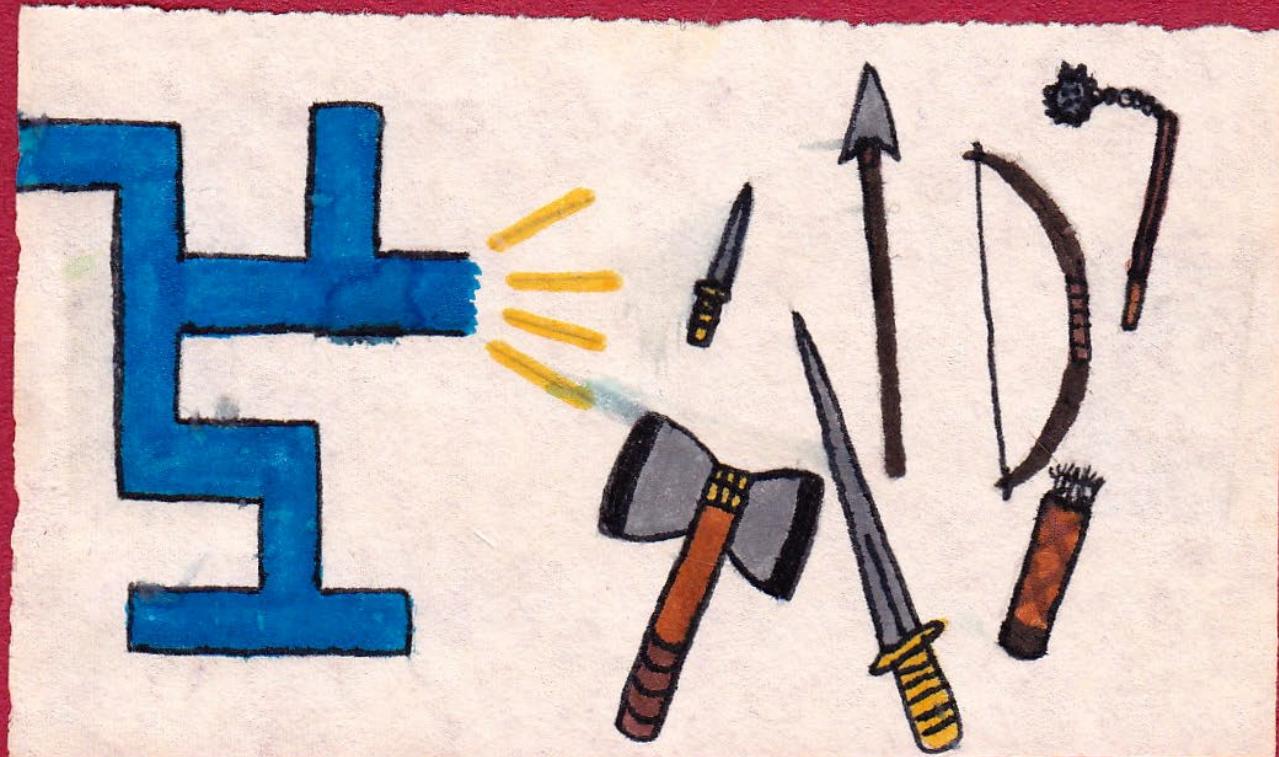


BASIC

Mini Module M1

"THE MAZE OF DEATH"

by
Mike Walters



This Module is exactly
what you need when you want to play
a game of D and D in a short time.

1981

Includes New Monsters!!!

Mini Module M1

"THE MAZE OF DEATH"

Playing time: Up to 1½ hours

For use with one player and DungeonMaster

DM notes

① Mini Modules are played exactly the same as regular modules except that there are no wandering monsters.

② The door will open easily to the maze.

③ The weapons may be sold for the same price

as in the book but add 10 gold pieces extra for every +1.

Background

500 years ago, a great warrior constructed a fantastic maze in the Gea Forest. He was said to have hidden his magical weapons somewhere in the maze and placed monsters under a charm spell inside to guard his weapons. The warrior is long since dead now, but the maze still exists. The treasure is very valuable, but no one has tried to take it for fear of the monsters lurking the corridors.

Start

You now stand in front of the golden door which is the entrance to the maze. It is 20 feet high and 5 feet wide and is covered with ancient markings. Do you dare enter?

The Maze of Death

Area 1 - In this area are 2 orcs. They each have 2d6 gold pieces on them and are armed with halberds.

Area 2 - In this area is a giant crab.
See special monster section.

Area 3- In this area is a giant spider.
No treasure.

Area 4- In this area are 2 plant monsters.
See special monster section.

Area 5- In this area is an animated skeleton
with a sword. No treasure.

Area 6- In this area is an Ogre. He carries
2d20 gold pieces.

Area 7- In this area is a stirge. No treasure.

Area 8- In this area is some green slime
the ceiling. It falls on the chara-
ter on anything but a 6 on a 1d

Area 9- This is the treasure compartment. It
contains: a +1 spear, +1 Magi-
bow, +2 dagger, +1 War ham-
mer, a +2 sword, +1 shield, +1 axe,
+1 flaming sword, 10 +1 magic
arrows, and a +1 sword.

Monsters

Grant Crab

Move: 60 feet/turn Alignment: Chaotic

Hit dice: 1 Evil

Armor Class: 3 Attacks: 1

Treasure Type: Nil Damage: 1-6 hit points

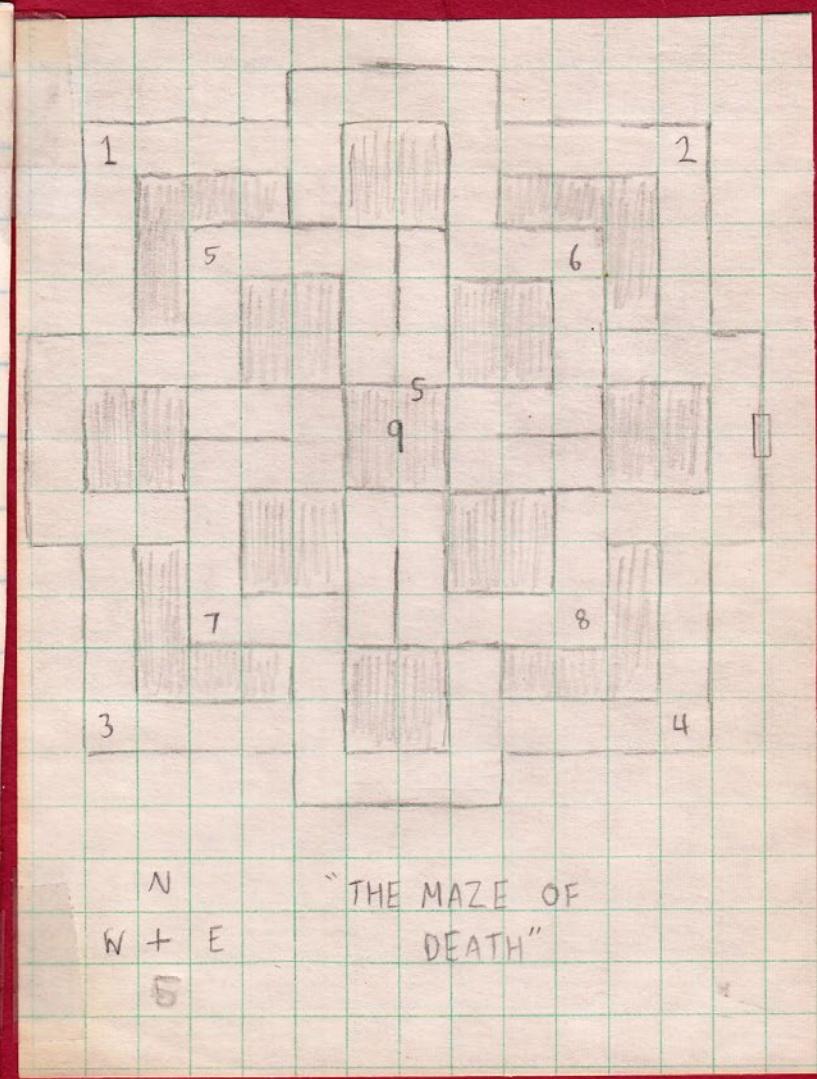
Plant Monster

Move: 40 feet/turn Alignment: Lawful

Hit Dice: 1 Evil

Armor Class: 9 Attacks: 1

Treasure Type: Nil Damage: 1-4 hit points



A compilation of eight adventures written by young people during the early days of tabletop fantasy gaming, presented as they were created in original form and format. Includes an interpretative essay by Jon Peterson of *Playing at the World*.

Part academic exercise, part nostalgic rush, it's a relic of the past you can play.

