

Back to BasiX



A quarterly Fanzine dedicated to the simpler time of RPGs—
covering the Basic and Expert editions of Dungeons & Dragons.

The End? — A Note from the Fanzine Creator

For those that haven't followed the course of this fanzine over the last several months, know that this issue is the "final" issue—or the final issue for now. I know that's a bit vague but that's the best I can say at this time.

Why is it ending? Well, there are several reasons. Primarily, I'm ending the run of quarterly 'zines so that I can begin on work on other, more demanding projects. I'm a single creator already working on several projects, all in my free time. My bandwidth has shrunk over the last few months and instead of missing deadlines, I'd rather put a long hold on developing further issues.

I've had many emails and messages from fans of the fanzine asking to continue it and to seek assistance from other contributors. I appreciate the offers and ideas but in my experience, it's easier to herd a few cats than a dozen. Reminding contributors to get their submissions in on time and

having to edit their work several times doesn't fit my schedule constraints. I'd rather be the sole contributor, working toward my own deadlines without having to worry about others getting their parts done.

Although issue #10 is the final issue, I'm leaving the door open for a return to the series once I've completed several large projects over the next several months. I'm not guaranteeing a return but hinting to the possibility of restarting the series once my plate clears.

I've enjoyed the run over the last three years and am proud to have kept fairly close to meeting the quarterly deadlines I've set for myself. I've had the chance to interview industry legends and work with talented artists throughout the series. It has been one of my favorite things to create for you and I appreciate all the positive feedback you've had for the series. Thank you! - *Thom Wilson*

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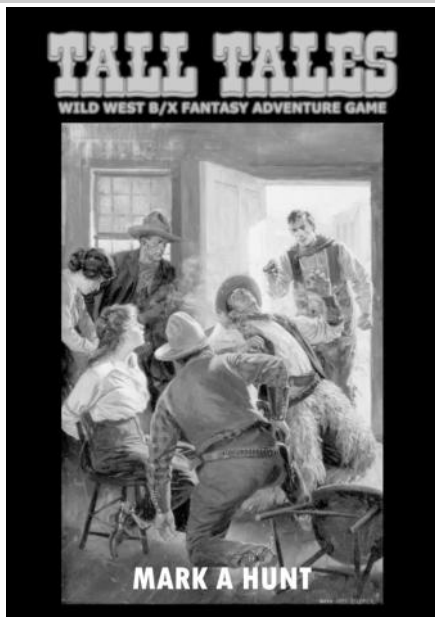
None—See **Note** above for details.

In the first nine issues of this fanzine, I've highlighted third-party and independent publisher's work that fell squarely in the B/X fantasy domain. In this final issue, I'll switch it up a little and take a look at a B/X system set in the old west: **Tall Tales BX Wild West RPG.**

Mark Hunt's western roleplaying game is an interesting and enjoyable take on the genre, using the simplistic rules of a tried and true system with classic professions common to fans. Six base classes are available for players, from Gunslinger to Snake-Oil Salesman. Each class has one or more special abilities that more than make up for the lack of arcane and divine spells.

Trying to bend B/X rules into a western game does present several challenges. First, armor class without real armor is interesting. The creator does use clothing variants to decrease AC, extending heavier clothing to a plate mail equivalent. However, adding a hat or a badge to decrease armor class seems a bit quirky. It works but just seems like a stretch. If the creator stretched the rules a little, using Dexterity or even Charisma (for law-abiding or dishonest characters) bonuses for armor class, it may have worked the same as hat and badge additions to the "armor" lists.

Additionally, money in *Tall Tales* matches that of the fantasy genre—copper through platinum pieces. This is definitely something I'd change if I ran this version of the game with my players.



Tall Tales cover

My last quibble with the system is with weapon damage. Pistol damage deals 1d6, the same as a spear. While this seems okay, I wonder if distance and body location for pistols, rifles, and shotguns could have been factored into damage a little better. Keeping with B/X (which doesn't care as much about distance and body location), it works but I can see Gunslingers at higher levels getting riddled with bullets without missing a step.

Otherwise, the book is quite good. Loads of interesting tables with name and background generation, plot ideas, and town-building make this a really good game and resource. Even the included character sheet matches up with the traditional B/X sheet. This book is definitely worth getting. Downloaded in PDF from DriveThruRPG for \$7.99 (on sale for \$1.99).

Interview with a Legendary Author—Douglas Niles

One of the great RPG authors of the 1980s was **Douglas Niles** who produced adventures for different systems and levels for TSR. He is likely best known for producing the AD&D gem, “Against the Cult of the Reptile God,” and the Basic D&D novice-friendly, “Horror on the Hill”. I recently had the opportunity to ask him a few questions about his work at TSR and writing in general.

[Thom] When did you begin working at TSR and what was your first published work there?

[Doug] I started working at TSR in January of 1982. I began my post-college career in fall 1977, as a high school speech/English teacher in Clinton WI. That was where Gary Gygax moved with his family, and his daughter Heidi introduced me to D&D when I told her I had heard about it but never seen it. She gave me a copy of the Basic Set on a Wednesday, I think it was, and that Friday night I had some friends over and started my first campaign. Over the next couple of years (80/81) I progressed through the Expert rules and moved on to AD&D. I also was inspired enough by the game to rediscover my love of writing adventure fiction and began writing a fantasy novel set in a Celtic/Britannic type world.

My first published work was an AD&D introductory level module called “Against the Cult of the Reptile God.” I’m still rather proud of it and it got a lot of nice feedback.

[T] How did you find writing for three different levels of D&D to be? Was it challenging? [note: Douglas wrote adventures for Basic, Expert, and Companions.]

[D] I didn’t find the different level game rules to be very challenging, except for having to flip back and forth between the rulebooks when I couldn’t remember where a certain spell, monster, magic item, etc. were described. (There was no rules compendium in existence during the 80s!)

The most complicated part of my involvement with D&D was creating the “War Machine” rules for mass combat. Frank Mentzer, who was writing the Companion rulebook, asked for me specifically to do that, which was flattering. I had done some fun and fast-moving war-games by that time, and also the AD&D BATTLESYSTEM rules, which allowed for tactical miniatures play of large scale battles. But War Machine was supposed to be a streamlined version for battle resolution—instead of lining up miniatures and playing out the battle, you factor in a whole ton of factors, such as troop numbers, various armor classes, movement, cavalry, and artillery (like catapults, not gunpowder) as well as heroic leaders. Then you make one dice roll to determine the outcome of the whole battle! I actually can’t remember many details about it, but I still hear from people who use it in not just D&D but other RPGs as well.

[T] Were there any other adventures (or supplements) you wrote or pitched for Basic/Expert D&D that either moved to AD&D or never made it into the product catalog at all?

[D] When TSR acquired SPI in the early 80s I hoped to have a chance to design a game for a Civil War battle in the “Great Battles of the Civil War” rules system, but I never had a chance to do that. As I gained experience, I spent more time designing rules for RPGs and board games and less time working on adventures, which was fine with me—I really liked game system design. I began writing novels for TSR in about 1985 and tried for a long time to get the book department to approve a series of epic historical novels about World War 2. I pitched the idea that they could come out on the 50th anniversary of many important dates (Pearl Harbor, Dec 1991; D-Day June 1994) but could never get the go-ahead. The head of the department decided, logically enough, that the TSR brand was about fantasy, and so I made my way through the Forgotten Realms and Dragonlance book lines, which were a lot of fun to write. After I began my freelance career in 1990, I did write some WW2 alternate history novels with a friend and former TSR colleague, Michael Dobson.

[T] Any memories of playtesting, writing, or your time in general at TSR that you'd like to share? E.g. your first D&D character, or an event at a playtesting session of one of your books that was surprising or unexpected?

[D] My most vivid memory of a playtesting incident actually occurred during the design of a board game, World War 2—European Theater of Operations. The game had a fairly detailed (for a strategic game) naval combat system, including ship-to-ship combat based on 2d6 rolls. Ships had gunnery and armor ratings. A roll high enough to “hit” usually had to be something like 7-11. If the hit was rolled as doubles, the target was immediately sunk instead of damaged. During a playtest, a naval engagement occurred as the German BISMARCK encountered several British battleships. The German player immediately rolled a “12” for the BISMARCK, which would sink any target in the game. The hapless British victim? (You already guessed it if you know your WW2 history.) The HOOD, of course—historically, she was quickly hit by the German ship and torn apart by a massive explosion. There were only 3 Royal Navy survivors if I recall correctly.

My memories of working at TSR are more social than actually work-related. I made great friends there. When I started, it had a very college-like atmosphere—we were more concerned with creating games that were fun. Those of us on the creative staff did not really concern ourselves with marketing and economics. In the first two years I worked there, the design staff grew from 5 (I was the fifth hired) to 12. Then, abruptly and shockingly to us, hard times hit and 8 of the game designers were laid off. After that, it became clear it was more like a

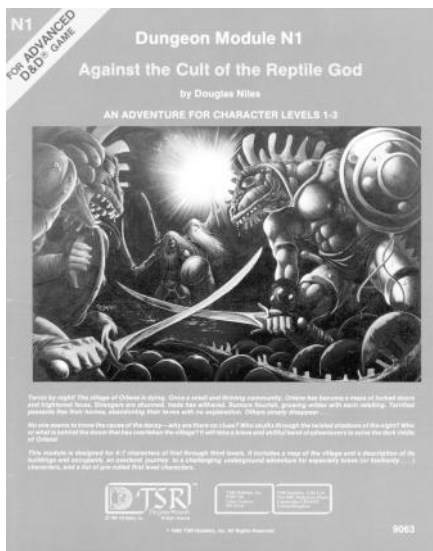
job than a college course. In time, the company began to grow and we hired more people, several of whom became great friends. But it wasn't quite the same as during my first two years with the company.

By 1990, I had established enough of a name and reputation as both a novelist and game designer that, with my wife's blessing, I decided to take a chance on a freelance career. I resigned from TSR in January 1990. My last project was to fly to California and help the TSR West staff (about 4 people in a small office) design a game, in a hurry based on Saddam Hussein's conquest of Kuwait, and the upcoming campaign to drive the Iraqis back. That game, called *A LINE IN THE SAND*, used a game system I had designed for a game about a hypothetical modern war in Germany, based on Tom Clancy's book: *RED STORM RISING*.

During the 90s and 00s, I did a lot of work for TSR—both game design and fiction—as a freelancer. The company was bought, first by Wizards of the Coast, and then WotC was bought by Hasbro. In about 2008, Hasbro decided they wanted to get out of the novel business and that ended my association with TSR—not by my choice, this time.

[T] *What are you working on these days?*

[D] I have just signed a contract with the American branch of a German roleplaying game



N1—*Against the Cult of the Reptile God*, Doug Niles

company, *Ulisses*. They have been publishing, since the 80s, a very successful RPG called the *Dark Eye*. They have decided they wanted a series of novels to bring that game world to life, and (based in part because of my work on the shared world of *DRAGONLANCE*) they have hired me to write 7 novels for them! So after a stretch of slow years, I am going to be busy, again, for a while.

Thanks to Douglas Niles for taking a moment to answer my questions and shedding a little light on his work in those early TSR days.

A review of Horror on the Hill can be found on the next page!

Product Spotlight

Horror on the Hill by Douglas Niles may be one of the most overlooked gems of the original B Series. It may even be one of the top few of the series. Why do I think so? Read on to find out!

It's rare for Basic adventures to have wilderness exploration and scenarios, but we find plenty in this adventure. An entire hill is filled with outdoor and small cave encounters, ranging from killer bees and ants to ogres, Neanderthals, and even ghouls. A nearby fort gives the adventurers a base to work from, making it easy for the group to return for supplies and healing as needed. A mysterious cottage on the hill is home to helpful sisters who are willing to assist characters for a fee. Beware, they are expert negotiators!

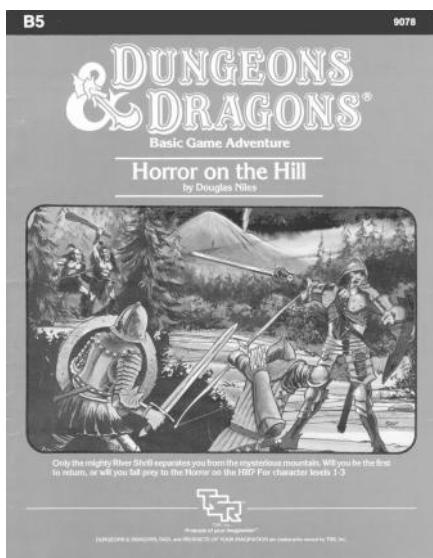
After exploring the hill, characters should find a ruined monastery that is home to all manner of deadly foes. Although surface and building encounters seem simple enough, the dungeons below the monastery are filled with merciless and challenging creatures: a gelatinous cube, giant centipedes, venomous snakes, piranha birds and lava lizards (new monsters), and finally a young red dragon! The sheer number of foes is daunting, making its design akin to many of these early TSR adventures.

Treasure abounds throughout the hill and dungeons of the ruined monastery. Characters should easily find enough gold and silver to fund their lifestyle for many months afterward.

The entire adventure is very much an open sandbox. Characters can explore the whole hill or parts of it, in any order they wish. A section in the beginning of the book suggests that characters use the Fort as a base, frequently returning to it to resupply, find work, and to gain new information if needed.

James Holloway provided most of the interior art for the book, using his iconic style to illustrate key NPCs and foul creatures. Jim Roslof created the color cover in a way that hints at some of the interior content—a wilderness adventure and a mountain with some volcanic activity. Like many of the early Basic books, there is loads of great art and cartography within.

***B5, Horror on the Hill**, written by Douglas Niles. 1983. ISBN: 0-88038-046-2; #9078, \$6.00; 32 pages; trifold cover; for characters of 1st to 3rd level.*



The Magic Shop

In this issue, we have a couple of magical items submitted by Evan Dembskey added in with a few of mine.

Coin of Transmutation

Resembling a coin of a particular type, the Coin of Transmutation transmutes all of the coins carried with it into a lesser metal. For example, a gold Coin of Transmutation will transform all gold coins into silver coins. These coins were made by students of a great alchemist Galdorleoth from long ago. Some of them actually work as intended; they transmute lesser coins into coins of greater value. These are exceedingly rare.

Value: 500 GP.

Submitted by Evan Dembskey

Dean Spencer



Sword of Nihtfaren

The Sword of Nihtfaren was created a long time ago to protect travelers against the undead. It is not as powerful as it once was, having been buried for a long time. But even now, it is a +1 sword, +2 versus vampires.

When the sword is struck, it glows brightly. The harder the sword hits, the longer and brighter it glows. If a vampire is struck, the light has the same effect as sunlight. Conversely, any creatures that draw strength from light will be rejuvenated.

The Sword of Nihtfaren is both a boon and a curse; it brings light to the dark and terror to a foe's heart, but it betrays those who would hide.

In combat situations, the sword glows for a number of rounds equal to the wielder's strength + 1D10. The wielder can of course tap or hit the sword softly for the purposes of making it glow; the DM can choose a reasonable base figure that is less than the wielder's strength, +1D10.

Value: 15,000 GP.

Submitted by Evan Dembskey

Harp of the Deep

A magical instrument forged by merfolk, the Harp of the Deep enables a musician to charm and control water-breathing creatures. When played by a skilled musician for at least one turn, 1d6 HD of underwater creatures may be charmed or controlled for one full day (no saving throw allowed). The harp can only be used to charm once per day.

However, when played by merfolk, this instrument can charm land-dwelling creatures in the same manner.

Usable by Bards or characters with musical skill.

Value: 7,500 GP.



Dean Spencer

All-Seeing Eye Necklace

This strange artifact provides no benefit for the wearer but allows its true owner sight from great distances. Once the command words are spoken, the necklace can be placed upon the neck of any humanoid or forest creature by its owner. The necklace provides sight to the owner from the wearer's point of view from any distance.

The true owner must concentrate for at least one round to see through the necklace's lone eye. Any effects relying on vision (spells, etc.) work through the eye as if the owner was present. If the necklace's eye is covered, the owner cannot see through it.

Value: 10,000 GP.



Dean Spencer

Boots of the Forest

These magical boots were made by elven craftsmen from a forgotten time. When worn, they allow the wearer to pass through forests without leaving tracks or markings of any kind. Alternatively, the boots can leave animal tracks instead. Once per day, the Boots of the Forest can be used to walk over running water for short distances (one foot per point of Dexterity).

Value: 7,500 GP.



Dean Spencer

Water Bubble Flask

When opened in deep water, the Water Bubble Flask draws in 1,000 cubic feet (10'x10'x10') of water, creating an air pocket in its place. The air bubble lasts for 5d6 minutes before returning the water back into the open space.

If the flask is opened outside of water, 1,000 cubic feet of water pour into the 10'x10'x10' space, creating a bubble of water for the same length of time.

The flask may be used three times per day.

Value: 5,000 GP.

Mythicology

In this issue, we offer three new monsters for you to use in your adventures. All three of them are found in this issue's adventures.

Blisterpixy

These small (1½' tall) pudgy blue humanoids live in moderate forests. They exist in relative peace amongst the low-lying shrubs on the forest floor, burrowing much as moles do. They love to collect the flowers of the shrubbery that grow above their homes and feed on these as a delicacy. While they are small and look fairly harmless, their initial appearance belies their ability to defend themselves well.

Whenever a blisterpixy is harmed or becomes angry, it will erupt into a rage and undergo a physical metamorphosis. The blue skin of the blisterpixy changes to a deep red and its body more than doubles in size to about 6'. This transformation takes a mere round to complete. Any weapons (usually daggers) are discarded and the creature begins to attack with its fists, causing 1d8 points of damage per fist. They may attack with both fists each round. The blistering rage lasts for 5 rounds after combat has finished and generally any surviving blisterpixies will pat each other gently in order to calm themselves down. It is believed that these creatures are responsible for the euphemism "seeing red" in anger as scores of them transform at one as a tribe. *Monster Submission* by Michael J. Gross, III

Armor Class:	5 or 0
Hit Dice:	1/2 (1-4 hp)
Move:	30' (10')
Attacks:	1 or 2
Damage:	By weapon or 1-8/1-8
Special:	Hard to spot
No. Appearing:	2-12
Save As:	Halfling: 1
Morale:	7
Treasure Type:	Q (C)
Alignment:	Lawful



Illustration by Jeff Madding

Optional Ruling: When a Blisterpixy enlarges while enraged, its hit dice and hit points quadruple—they become an HD 2+2 creature with the appropriate hit point value (averaging 12 hp).

Damage taken while enlarged is discarded when the Blisterpixy returns to normal size unless the damage received would kill the creature in its larger state.



Wereshark

Pirates who are bitten by sharks during a full moon occasionally develop a rare form of lycanthropy that transforms them into a wereshark. Driven to hunt the seas in shark form, weresharks are called to deep water each full moon.

Weresharks may use traditional pirate weapons or may rely on their fierce bite when attacking. They can swim at incredible speeds (sometimes faster than actual sharks) and are also affected by blood frenzy (adds +1 to-hit when blood is detected in the water).

Armor Class: 4
 Hit Dice: 2+2*
 Move: 30' (10'); swim
 45' (15')

Attacks: 1
 Damage: By weapon or
 2d6 bite

Special: Breathe water,
 blood frenzy

No. Appearing: 1
 Save As: Fighter: 2
 Morale: 11
 Treasure Type: None
 Alignment: Neutral

Gargoblin

A cross between a gargoyle and a goblin, the Gargoblin hunts for prey in old graveyards, abandoned churches, and fallen castles. The four-armed and four-winged creature is quite agile and deadly. Luckily for adventurers, they are a bit fragile.

Gargoblins swoop down on unsuspecting prey, attacking twice when airborne or four times from the ground. From the air, they can perform a fast dive attack, gaining a +1 to-hit.

Armor Class: 2
 Hit Dice: 1**
 Move: 30' (10'); fly
 45' (15')

Attacks: 2 or 4
 Damage: 1-4 each

Special: Flight; dive at-
 tack (+1 to-hit)

No. Appearing: 2-8
 Save As: Fighter: 1
 Morale: 10
 Treasure Type: I (group)
 Alignment: Chaotic



Quarterly Dungeon Crawl #1

Craghorn Hills

by Thom Wilson. An adventure for 4-6 characters of 2nd to 3rd level.

Background: Historians have said that long ago, an evil king was cursed by a reptilian god for his mistreatment of a local tribe of lizardmen. The king first saw signs of scaly skin and a forked tongue. Within a fortnight, his eyes changed and his lower limbs began to shrivel and weaken. His people cast him out of his own citadel, forcing him underground and away from the painful light of the sun. Now, only stories remain of the outcast king of Craghorn Hills.

Detailed Background: Not only was King Fjorndal turned reptilian by the curse but has suffered a painful and lengthy life in this form. He took refuge in an ancient crypt close to his former citadel, presiding over dark-dwelling creatures and foul beasts of the underground.

Recently, the king has learned of an old tree growing under the earth that may have bark with magical properties. He hopes that the bark can reverse his condition. Unfortunately, his minions are unable to reach the tree which is guarded by spirits and the dead.

King Fjorndal's belief that the magical tree's bark can help him is partially correct. The bark will reverse the curse but will also undo the slow-aging effects of his condition. Death will come to him quickly once he consumes the magical skin.

Characters can choose to assist the reptilian king in finding the magical tree or they can do what most characters do best—rampage through the cavern system, acquiring loot and experience.

1. Ledge Path

A narrow ledge along a deep ravine winds toward the open entrance of the Craghorn Hills crypts. Careful characters will have little problem moving along the edge.

2. Crypt Opening

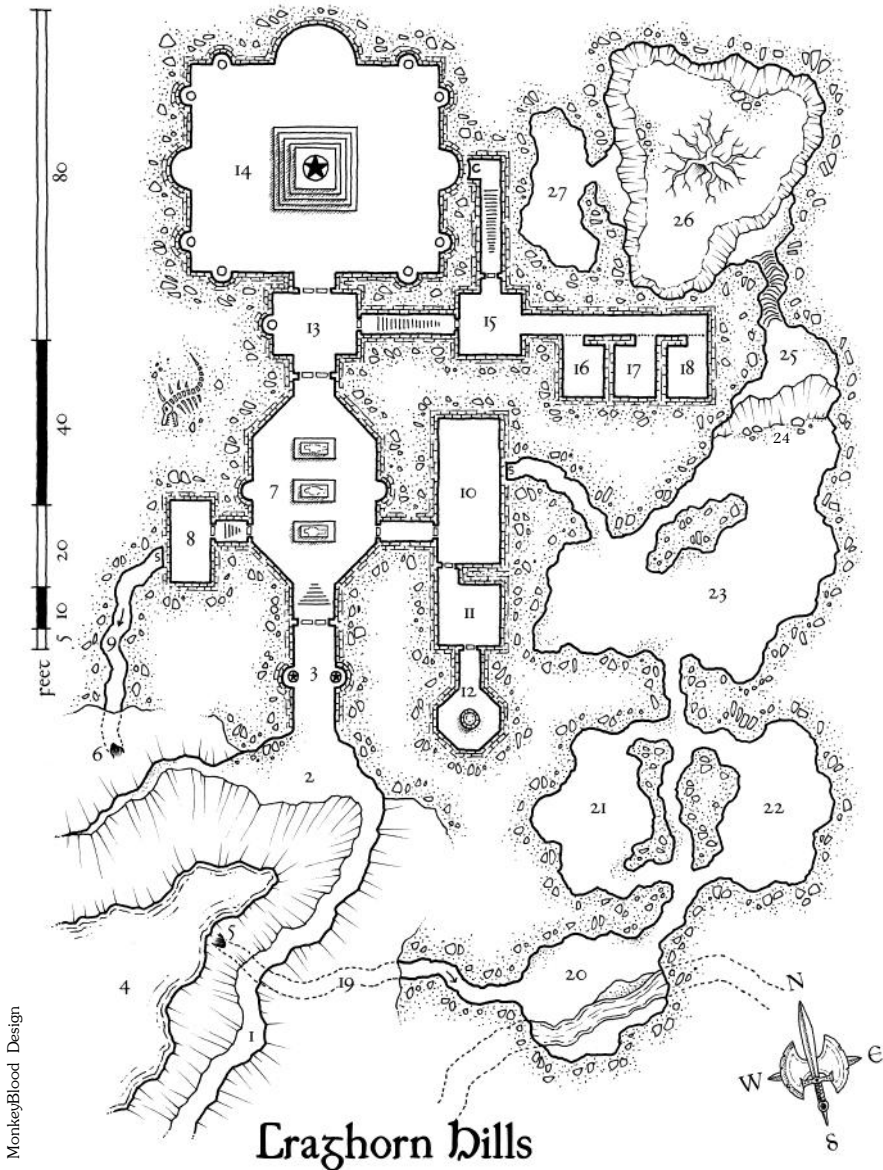
A wide ledge terminates the path and provides access to the crypt complex entrance. There is a 50% chance that kobolds or goblins will be here in the evening hours.

3. Crypt Entrance Hall

A long hall leads to double doors at the north end of the entrance. Two black pillars are found midway in the hall. Each is engraved with ancient runes that indicate that the dead beyond never rest.

Each pillar is covered in a black, oily substance that when applied to skin, suppresses the heat signature of living beings. This suppression makes it possible for characters to pass through Area 7 without waking the dead.

If the characters secretly observe kobolds or goblins entering this area, they may see the small creatures applying the oily substance to their skin.



MonkeyBlood Design

4. Watery Ravine

Deep water at the bottom of the ravine hides the remains of many victims who have fallen from the ledge above. There is a 25% chance to find **1d100 sp** or a 10% chance to find a simple magic item after two hours of searching the watery grave.

5. Minion Entrance

Kobolds and goblin serving King Fjordnal use this concealed entrance to gain access to their living quarters (Areas 21 and 22). Rocks and bushes cover up the entrance but searching characters will spot the small hole with a roll of 1-3 on a d6.

6. Forgotten Entrance

Unknown to those residing in the crypts, this entrance provides a secret way into the crypts. The hole is behind a crack in the ravine wall and is difficult to spot (a roll of 1 on a d10, or a roll of 1-2 on a d10 for dwarves).

7. Three Dead Princes

The Craghorn Hills crypt has been mostly forgotten by locals and is avoided by those with a faint memory of its existence. Used by royalty in a time before King Fjorndal's reign, those buried here were corrupted by the dark magic of the evil tree (in Area 26). The dead perpetually await the arrival of the living, to continue their hateful and destructive ways.

The sarcophagi hold three brother princes, slumbering until the next time they awaken to combat intruders. The skeletal warriors will rise when the living enter unless they are protected by the oily substance from Area 3 or are accompanying King Fjorndal.

Skeletal Princes (3): AC 5, HD 4, HP: 20 each, #AT 1 claw/1 weapon, D 1-4/1-8, MV 30' (10'), Save F3, ML 12, Special: edged weapons deal half damage, AL C, XP 75 each

Each skeletal warrior wears rusty chainmail and wields chipped yet effective long swords.

A thorough search of the room will reveal a hidden drawer in the base of the center sarcophagus filled with gold and silver coins (**144 gp, 369 sp**).



8. Empty Tomb?

If the room is viewed from either door, it will appear that the room is empty. However, walking through the area's center will cause characters to bump into an invisible sarcophagus. Once revealed, the illusionary walls will dissipate—an ornate, engraved stone tomb on a gilded dais will be in full view of all within the area.

Bone dust and small pieces of linen are all that remain of the king once buried here. If characters choose to search for any further illusions, they will be pleased to reveal a chest firmly attached to the ceiling above the sarcophagus, hidden by another illusion. Removing the chest requires one character with a 15 or higher Strength or two characters, each with a 13 or higher Strength.

A trap in the chest lid fires three sharp darts at any who attempt to open its lid (hit AC, dealing 1d2 damage each). Inside, characters will find a **Scroll of Healing**, a bag of 20 emeralds each worth 10 gp, and a **Shortsword +1**.

9. Slippery Tunnel

A wet, narrow tunnel descends to an opening in the ravine (Area 6). Less dexterous characters may have trouble keeping their footing in the tunnel and may slide out and down into the water at the bottom of the ravine fifty feet below.

10. Tomb of the Protectors

A dozen faithful guards gave their lives for their wizard patron the day he died so that they would be buried with him. Hoping to accompany the wizard into the afterlife, these guards never got their chance, their bodies corrupted by the evil tree's influence. Now, they stand guard in undeath, prepared to slaughter any who dare to disturb their slumbering patron.

Skeletal Guards (12): AC 5, HD 1+1, HP: 6 each, #AT 1 weapon, D 1-6, MV 30' (10'), Save F1, ML 12, Special: edged weapons deal half damage, AL C, XP 15 each

Each guard carries a rusty shortsword and wears dirty chainmail. A gold medallion hangs from each guards' bony neck (valued at 50 gp each).

11. Wizard's Burial Chamber

A shriveled wizard, clearly dead, floats in mid-air, his body suspended by an unseen magical force. If any living being moves within five feet of the wizard's body, his eyes open and his skeletal head detaches from his bony neck. The head will speak in an unknown language (asking why he has been awakened) and will have little patience for intruders. Within one round, the head reattaches and he attacks.

Dead Wizard: AC 7, HD 4*, HP: 20, #AT 1 claw or spell, D 1-4, MV 30' (10'), Save MU4, ML 12, Special: spells, AL C, XP 125

Although dead, the wizard can still cast spells as a 3rd level magic-user:

First level: *Charm Person*, *Magic Missile*.

Second level: *Mirror Image*

A spellbook and a wand are found in his rotting robes. The spellbook contains the above-listed spells plus *Light*, *Shield*, and *ESP*. The **Wand of Paralyzation** has but 2 charges left and cannot be recharged due to its age.

12. Chamber of the Eye

A pedestal in the center of this octagonal-shaped room holds a magic item once owned and used by the wizard in area 11. Under protective glass, the **All-Seeing Eye Necklace** resting upon the pedestal is protected by a lightning rune. If the glass case is touched without removing the rune (for example, with a *Dispel Magic* spell or a Rod of Cancellation), four streaks of lightning from the rune find their way toward four random, living targets in the room. Each lightning bolt deals 1d4 damage. The rune resets after 10 minutes (unless dispelled, of course).

A bag of topaz gems have been hidden in the base of the pedestal. The 20 gems are worth 50 gp each.

The statistics for the **All-Seeing Eye Necklace** are found in the Magic Shop section of this issue on page 8.

13. King's Antechamber

Goblins and kobolds take turns guarding the king's chamber (Area 14) against intruders. Either eight goblins or ten kobolds will be found here, each group serving as sentries for twelve-hour shifts.

Goblins (8): AC 6, HD 1-1, HP: 4 each, #AT 1 weapon, D 1-6 (arrows or shortsword), MV 60' (20'), Save NM, ML 9, Special: n/a, AL C, XP 5 each

Kobolds (10): AC 7, HD 1/2, HP: 2 each, #AT 1 weapon, D 1-4 (darts or dagger), MV 60' (20'), Save NM, ML 8, Special: n/a, AL C, XP 5 each

GMs may reduce the number of goblins or kobolds in areas 21 or 22 accordingly. Each sentry carries 1d6 cp and 1d4 sp.

A statue in an alcove on the west wall depicts a male human in intense agony and pain. This is a representation of King Fjorndal's reptilian transformation.

14. Prison of the King

King Fjorndal is unable to leave this room for more than an hour, his essence bound to the reptilian god statue on a raised dais at the center of the area. Leaving the room will kill the king after aging him hundreds of years in mere hours.

The king presides over the minions of the cavern system, providing leadership and protection from the outside world. The goblins and kobolds that serve him are devoted and will not abandon their faithful leader.

Characters arriving in the chamber have the chance to speak to the king who is most often found lounging at the base of the statue in the center. The king will first see the characters as an opportunity—they may be able to assist him where his minions have failed previously. He will ask them to acquire bark from a magical tree in area 26. In exchange for the bark, he will provide the characters with a chest of gold and two magical items. If the characters refuse, the king will summon goblin guards who are hiding in the alcoves around the room.

Goblin Warriors (8): AC 6, HD 1+1, HP: 6 each, #AT 1 weapon, D 1-6 (shortsword), MV 60' (20'), Save NM, ML 11, Special: n/a, AL C, XP 15 each

King Fjorndal: AC 3, HD 5*, HP: 25, #AT 1 weapon, D 1-8+1 (**Sword of Nihtfaren**), MV 60' (20'), Save F5, ML 12, Special: use **Potion of Healing**, AL N, XP 300



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Note that the king has a serpentine lower half and moves as a snake would. His arms and hands, besides scaled, work like a normal man's.

The king wields the **Sword of Nihtfaren**, a +1 weapon. He will give this sword and the **Boots of the Forest** (found in a hidden niche in the dais) in exchange for the bark of the evil tree. A chest of **500 gold coins** is also found in the hidden niche.

Both the sword and boots are detailed in the Magic Shop section of this issue on page 8.

15. Cells of the Captured

A lone hobgoblin watches over the prisoner in the cells to the east. Two prisoners are awaiting their fate—an elf and a thieving kobold.

The hobgoblin has been ordered to remain here at all times. He is especially cruel, enjoying violence and misery more than most.

Hobgoblin Warden: AC 6, HD 1+1, HP: 6 each, #AT 1 weapon, D 1-4 (whip), MV 90' (30'), Save F1, ML 10, Special: knock down opponents with whip, AL C, XP 15

The hobgoblin warden carries the keys to the three locked cells nearby.

16. A Desperate Elf

A trespassing elf was captured by goblins and brought here. He is eager to be free from his cell, knowing that his fate is likely death. He will join a group that frees him and may be persuaded to stay with them after they leave the caves.

Elf, "Nimborni": AC 7, E2, HP: 6, #AT 1 weapon or spell, D by weapon, MV 90' (30'), Save E2, ML 9, Special: can cast *Detect Magic* and *Light*, AL N

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17. Empty Cell

Bloodstained straw and dried viscera only hint to the tale of what previously transpired in this cell. A careful search of the filthy area will reveal a single uncut emerald (worth 100 gp).

18. Disloyal Kobold

After being caught stealing from his tribe, Gix the Stunted was brought here to await judgment by his king. The kobold is a masterful liar and a slightly above-average thief. He will promise to help any who free him, only to attempt to rob or murder one of the characters before escaping the caves.

Kobold, Gix the Stunted: AC 7, HD 1/2*, HP: 2, #AT 1 weapon, D by weapon, MV 60' (20'), Save NM, ML 6, Special: Thieves abilities (1st level), speaks Common, AL C, XP 6

Gix can assist characters with the location of hidden doors, the cave system layout, and the evil tree area (and foes there).

19. Minion Tunnel

Goblins and kobolds use this tunnel to return to their lairs when not on duty serving their king. There is a 50% chance of encountering 1d4 goblins or kobolds in this tunnel. Note that characters accompanied by minions will be allowed passage.

20. Common Area

Both races of minions use this area to get water, exchange information, and occasionally (infrequently) allow their offspring to interact. There is almost always 1d4 each of goblins and kobolds here.

21. Goblin Lair

Dozens of goblins use this area as their lair. Females and children intermix with a handful of sturdy goblin warriors, each serving the king of the caves as needed. 2d4+4 fighting goblins will be found here, taking care of their families (4d6+4 females and children).

Goblins (2d4+4): AC 6, HD 1-1, HP: 4 each, #AT 1 weapon, D 1-6 (arrows or shortsword), MV 60' (20'), Save NM, ML 9, Special: n/a, AL C, XP 5 each

22. Kobold Lair

This area mirrors the goblin lair with respect to numbers. However, the lair entrances are both trapped with spring-loaded spiked bars that inflict 1d4 damage to surprised victims.

Kobolds (2d4+4): AC 7, HD 1/2, HP: 2 each, #AT 1 weapon, D 1-4 (darts or dagger), MV 60' (20'), Save NM, ML 8, Special: n/a, AL C, XP 5 each

Special Note: Neither the goblins or kobolds will travel beyond area 23 in the direction of the evil tree and the warped creatures beyond.

23. Training Grounds

The king's minions use this area to train their combat skills and to protect their lairs from the creatures beyond. There is a 50% chance that characters will encounter one or both races of minions practicing combat and stealth maneuvers here.

24. Northern Sentries

There is always one guard of each race watching the northern passage for Gargoblins who stray from the evil tree (in area 26).

25. Deadly Lichen

A faint glow from the walls and ceiling here provides just enough light to see the area and the tunnel beyond. However, touching the lichen can be quite deadly. Any character who comes in contact with the phosphorescent vegetation will have to make a successful saving throw versus *Death Ray or Poison* to avoid falling into a deep sleep for twenty-four hours. During this period, the organs of the characters will begin to shut down, resulting in death. If any healing is applied during this time, the character survives.

26. Evil Tree

A petrified tree stands in the middle of this tall chamber, its bare branches reach up toward the ceiling. A dozen Gargoblings roost on its branches, feeding off its evil essence. Any noise or movement in the area will disturb the foul creatures, stirring them into flying attacks.

Gargoblings (12): AC 2, HD 1**, HP: 5 each, #AT 2 or 4, D 1-4 each attack, MV 30' (10') ground, 45' (15') flying, Save F1, ML 10, Special: dive attack +1 to-hit, AL C, XP 16 each—see page 10.

The Gargoblings will protect their tree at any cost.

The skeletal remains of goblins and kobolds are found throughout the area, hinting to their failed attempts to acquire the bark from the tree.

Moving within 5' of the tree requires a successful saving throw versus *Paralysis or Turn to Stone* to avoid its evil influence. Those that fail their saving throw react in different ways (see the table below).

Evil Influence	
Failed By	Effect
10+	Alignment change*
6-9	Fall unconscious
4-5	Attack nearest creature
2-3	Run away 1 round
1	Confused 1 round

*Lawful to Neutral, Neutral to Chaotic

Gargoblings will target their attacks on confused and unconscious characters first. Chaotic characters may choose to abandon their fellow party members.

Characters must deal at least 10 points of damage to the petrified tree to obtain one piece of bark. If 100 points of damage are dealt to the tree, its evil essence dissipates, also freeing the gargoblings from serving it.

Eating the bark from the tree will remove evil curses or magical afflictions. This can only be used once per individual. Bark cultivated from the tree after its destruction loses its magical properties.

Amidst the remains of fallen goblins and kobolds are the remnants of two human explorers that also succumbed to the area's deadly inhabitants. Their rotting backpacks contain spoiled food and wine, but also a few valuable items. A set of thieves tools, a holy symbol, a **Scroll of Healing**, and two bags of silver coins (a total of **188 sp**) can be found after searching the backpacks.

27. Lost Shrine

A forgotten goddess was once worshipped here. The head priestess's spirit was trapped in the evil tree in area 26 long ago—freeing her by destroying the tree will reactivate the shrine. Water will begin to flow magically in the basin in the shrine, healing any who drink from it as a *Cure Lights Wounds* spell (once per day use only).

A mace rests on the shrine, left here when the high priestess was “killed” by the tree. It is a **mace +1** and adds an extra 1d4 damage to evil creatures.

Spellbound

In this last issue of *Back to BasiX*, we will suggest several spells useful for sages, alchemists, and artificers. These spells can be used by magic-users and elves to reveal an artifact's secrets or to create magical items.

First Level Spells

Know Properties

When cast upon a magical item, this spell reveals the item's properties, including charges, command words, and origin.

Bind Item

When cast upon a singular item, this spell binds the object to the caster for 24 hours. This binding effect prevents accidental drop or loss and includes protection from thievery. Additionally, if the item is separated from the caster during the time of effect, the caster automatically knows its location as long as it is within the same plane as the caster.

Instant Knowledge

Casting this spell upon a book or scroll instantly reveals all information as if the writing had been studied numerous times and memorized. The effects of the spell last one day per level of the caster. The writing must be in a language known by the caster for the spell to work.

Convert to Food (reversible)

Any non-magical item that can fit in the hand of the caster may be turned into an edible food item with this spell. The type of food can be chosen before the spell is cast. Note that the effects are permanent.

Second Level Spells

Detect Ingredient

Any desired material or ingredient (for spells or alchemy) can be instantly detected when this spell is cast. The range of detection is equal to 100' per level of the caster. This spell cannot be used to find specific items or people. It can detect non-magical stone, paper, etc.

Fools Gold

When cast upon a singular item, this spell "turns" the item into solid gold. However, the effect is a mere illusion and only appears to others as gold. For each level of the caster, saving throws made to disbelieve the illusion are penalized by one (e.g. a third level caster would make the saving throw of a first level fighter 19 instead of 16).

Note that the maximum size of the item must be no larger than the caster.

Third Level Spell

Imbue Item

For every five levels of the caster, a weapon or armor can be given a semipermanent magical bonus when this spell is cast. Only a singular item can be affected. The bonus lasts one day per level of the caster. Only non-magical items can be affected by this spell.

Imbue Item Effects

Bonus	Caster Level
+1	5th level
+2	10th level
+3	15th level

Bonus continues until maximum allowed

Quarterly Dungeon Crawl #2

The Sea God's Halls

by Thom Wilson. An adventure for 4-6 characters of 3rd to 5th level.

Background: The sea is not known for kindness, nor does it show favoritism to travelers. The Sea God judges those who travel upon his waters to see if they are worthy of his favor. A lone temple, forgotten by all but the most devout, stands on a small island not found on any known map. Visiting the temple to pay respect to the old god can either be fruitful...or deadly.

Detailed Background: The Sea God's temple is now overrun with water beasts, from giant crabs and eels to weresharks. These creatures help eliminate unworthy visitors to the temple, ensuring that only the truest of champions and heroes reach the temple of the god's halls.

If the characters are trying to reach the lost temple, this may be a short adventure—just a few rooms separate the sea from the temple itself. However, if the characters are exploring the Halls as a recently discovered area, they are bound to find several challenging and rewarding encounters.

The Sea God

In this adventure, the Sea God only manifests his aspect in two places—area 24 as a giant snake or area 26 as a demon.

The GM should substitute the “Sea God” with whichever god name they wish for their campaign.

1. Northern Hall Entrance

The northern entrance was used by merchants, arriving to pay their respects to the Sea God while their crew unloaded supplies in area 4.

2. Eastern Hall Entrance

Worshippers from the surrounding islands attended weekly services at the temple, using this main entrance to enter the Sea God's halls.

3. Southern Hall Entrance

The little-used southern entrance was reserved primarily for priests and special guest arrivals. A secret tunnel from the temple to the hall just inside this entrance provided priests with a secret way in and out of the Halls.

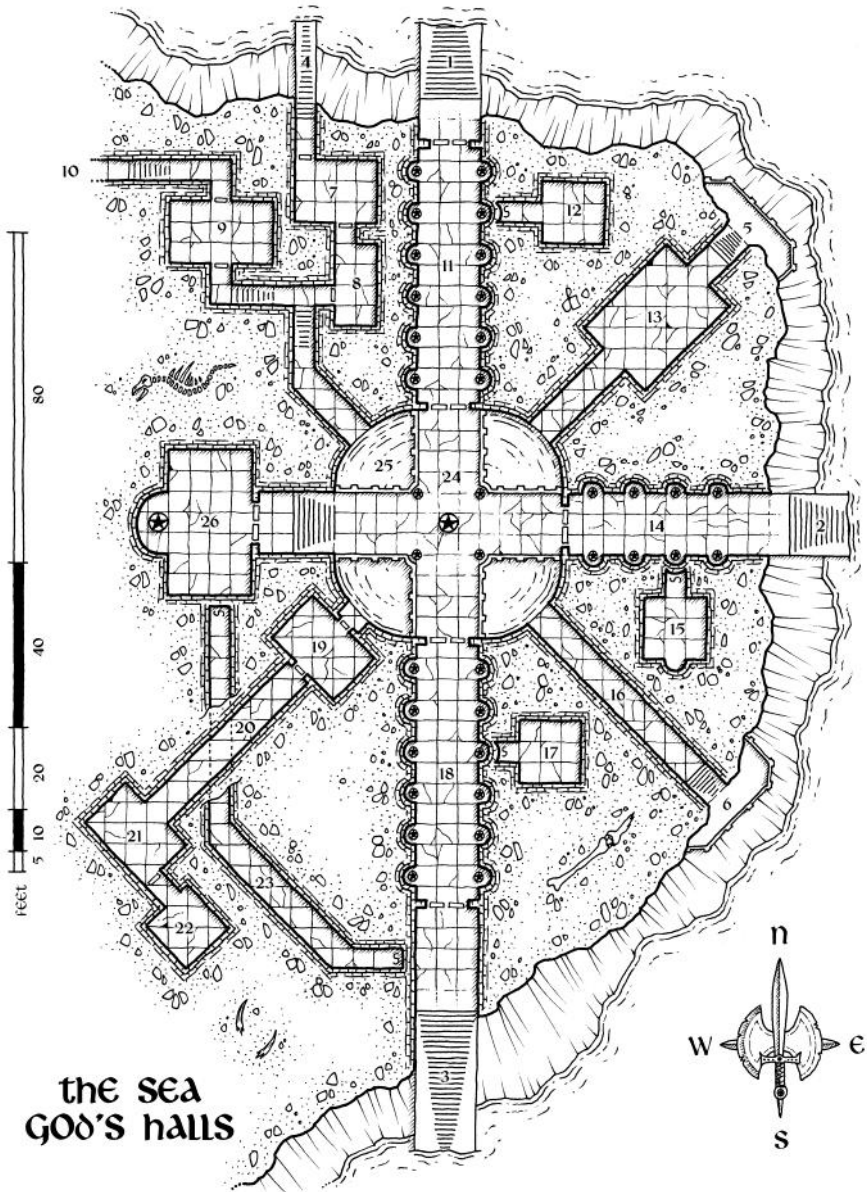
4. Supply Entrance

Supplies were loaded into the kitchen and supply closets through this smaller entrance on the north side of the temple. The door to area 7 is locked.

5. and 6. Watch Platforms

In the days of regular temple activity, these platforms were used by temple guards to watch arriving worshippers and to signal that a special service was planned when large urns were lit with magical fire.

These days, the watch platforms remain unused except when the occasional temple inhabitant wanders out to the area to look at the sea. There is a 25% chance that a wereshark from areas 9, 13 or 25 will be here.



7. Unused Kitchen

Kitchen workers once prepared meals for temple acolytes and priests, pulling food and wine from the supply closet (area 8) as needed. The kitchen has been abandoned, unused after workers and priests abandoned

the temple centuries ago. Currently, the area is home to Giant Rats, who feed on rotting supplies and lost explorers searching the temple.

Giant Rats (6): AC 7, HD 1/2, HP: 3 each, #AT 1 bite, D 1-3 + disease, MV 120' (40'), Save F1, ML 8, Special: disease, AL N, XP 5 each



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8. Empty Supply Closet

Besides a few hardened or rotting scraps of old food, the supply closet is empty of anything useful. However, a careful inspection behind the wooden shelves will reveal a Yellow Mold fungus on the south wall.

Yellow Mold: AC automatic, HD 2*, HP: 12, #AT spores, D 1-6 + special, MV 0', Save F2, ML n/a, Special: spores, AL N, XP 25

9. Servant's Quarters

Temple servants once used this area to rest when off duty.

This area is now home to two Weresharks who watch the western tunnel for intruders.

Weresharks (2): AC 4, HD 2+2*, HP: 12 each, #AT 1 bite or weapon, D 2d6 or weapon, MV 30' (10') or 45' (15') swim, Save F2, ML 11, Special: blood frenzy, AL N, XP 35 each—see page 10.

During their travels around the temple complex, the weresharks have found numerous stashes of treasure and valuables. A locked chest in the room holds a gem-encrusted silver pitcher (500 gp), six silver goblets (25 gp each), a gold ring (75 gp), three silver necklaces (10 gp each), **286 sp**, and **111 gp**.

10. Lost Passage

An old tunnel used by servants to travel to villages on the western portion of the island has not been used for centuries. A thick layer of dust covers the floor of the tunnel. The tunnel ends several hundred feet in the west, opening into a deserted island village.

11. North Hall

Statues of sea elementals and nymphs alternate along the hall, each with an expression that can be interpreted as laughter or cruelty, depending on the onlooker. The statue of an erotic nymph hides a secret door to area 12.

12. Northern Treasure Room

A small, magical treasure can be found within the midst of hundreds of empty boxes. A leather bag holding a single coin can be found after a half-hour of searching. This is the **Coin of Transmutation**, a cursed magical item. Details on the item can be found on page 7.

13. Guard Room

Temple guards once used this area when they were off-duty. Now, four Weresharks use this area to rest when not hunting in the temple or surrounding sea. [Use the same stat block from Room 9]

Note that the southwestern part of the tunnel ends 20' above the water line of the pool at the center of the complex (as do all the smaller tunnels shown on the map).

14. East Hall

Worn marble tiles hint to the numerous feet that traversed this hall over many centuries. Statues of the Sea God, found in alcoves along the hall in various poses, are awe-inspiring. A secret door behind one statue of the Sea God winking hides yet another of the god's treasures.

15. Eastern Treasure Room

A single golden harp with silver strings and the body of an octopus floats in mid-air. This mighty magical item is the **Harp of the Deep**. Details on the item can be found on pages 7-8.

16. Narrow Hall

The floor of this tunnel is unusually slick with moisture. Less dexterous characters may slide into the pool at the center of the temple, falling 20' into the water.

17. Southern Treasure Room

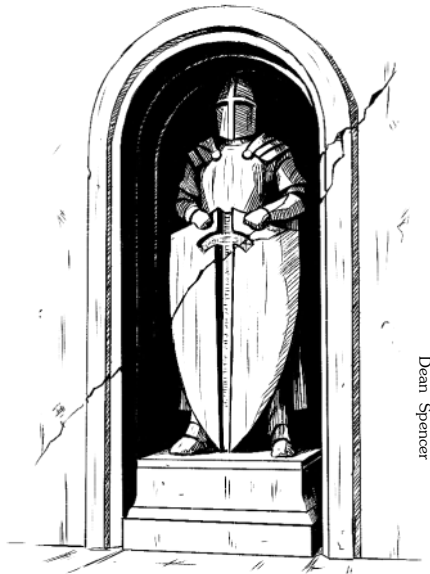
This room is filled with glass containers of all sizes on shelves, tables, and racks. All but one glass container are empty. This small flask is the **Water Bubble Flask**, a powerful magic item. Details on the item can be found on pages 8.

18. South Hall

Once a hallway reserved for priests and acolytes, this area is filled with the skeletal remains of explorers that failed to reach the exit. The twelve statues in the alcoves of this hall are aware of any unbelievers who traverse it. They animate if the area is dis-

urbed by any unfaithful. Each statue falls after a single point of damage, only to reform and attack again after five rounds.

Animated Statues (12): AC 2, HD 1*, HP: 1 each, #AT 1 weapon, D 1-8, MV 30' (10'), Save F1, ML 12, Special: reform, AL N, XP 13 each (one time only)



19. Acolyte Quarters

A disintegrated platform outside the room once provided acolytes and priests access to the worship pool (area 24) and temple (area 26) beyond. Access to this room is now a challenging climb down from area 24 to the platform over twenty feet below.

Acolytes studied and rested in this area when the temple was active. Giant Crabs have made this abandoned area their nest.

Giant Crabs (5): AC 4, HD 2+2, HP: 12 each, #AT 1 bite, D 1-6, MV 120' (40'), Save F1, ML 8, Special: swim, AL N, XP 25 each

Their centrally-located nest is filled with dozens of small trinkets and coins collected from various areas. A thorough search will uncover **66 sp**, **29 gp**, a silver ring (25 gp), a gold and ruby necklace (125 gp), and a dozen silver earrings (5 gp each).

Je Shields



20. Hall of Silence

No priest or acolyte was permitted to speak when traveling through this hall, following the commandments of their order. The hall's water runes are still active, burning noisy travelers with scalding hot water each time anyone speaks within. Each affected character suffers 1d4 boiling hot damage if they are unable to avoid the spurting water from the twelve runes.

21. Study Chamber

A vacant library and study chamber remains long after the temple complex was cleared. An illusion was cast upon the top shelf of one of the bookcases, still preventing weak-minded observers from seeing the scrolls many years after being left be-

hind. Five magical scrolls and one tome are present: scrolls of *Light*, *Detect Magic*, *Cure Light Wounds*, *Resist Cold*, and *Purify Food and Water* are stacked under a voluminous tome entitled, "The Sea God and his Flawed Water-Children". Thirty hours of continuous study of the magical tome will both reveal the history of the Sea God as well as increase a reader's Wisdom by one point (18 maximum). Note that only characters with a minimum of 9 in both Intelligence and Wisdom can read the tome. The tome loses its magic after one read.

22. High Priest Quarters

High priests of the Sea God served a single year in the island temple before returning to the mainland. The last high priest was killed by pirates before being replaced, causing the exodus of servants and acolytes.

The last high priest's chamber is still filled with many of his personal effects. A search of the area will uncover a chest filled with temple donations and a wardrobe with a few interesting items. The chest holds **1,452 sp** and **444 gp**. The unlocked wardrobe holds a **Robe of Armor** (acts like a Ring of Protection +1), a **Snake Staff**, and a **Rod of Cancellation**. Both the staff and rod have three charges left.

23. Secret Escape Tunnel

When threats emerged from the ocean around the small island, acolytes and priests could use this escape tunnel to flee to the southern part of the temple complex where small boats were often moored. Unfortunately, the last pirate raid overwhelmed the temple too quickly, resulting in much of the temple population perishing. Several acolytes and servants fled this tunnel but were unable to exit to safety. Eight skeletal remains are found at the southern end of the tunnel, clutching one another in their last breaths.

A rotting leather bag under a skeleton holds the temple's greatest treasure, a golden octopus idol worth 10,000 gp.

24. Test of the Devout

Worshippers and flawed acolytes could use this area to test their faith in the Sea God. Standing in the area's center for one minute summons an ageless Sea Snake who attacks only unbelievers. At its age, it may have forgotten its purpose and attacks any unfamiliar faces who enter here.



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Giant Sea Snake: AC 5, HD 6*, HP: 30, #AT 1 bite, D 2-12, MV 90' (30'), Save F5, ML 11, Special: constrict, AL N, XP 500

There is a 50% chance that 1d6 weresharks may be here, tending to the snake or guarding the area.

25. Watery Grave

The bottom of the pool (over 100' below) is littered with the remains of unfaithful and trespassers. **1d1000 sp**, **1d100 gp**, and **1d4 magic items** are found in the murky depths.

26. Sea God's Temple

Although abandoned for centuries, the Sea God's essence still lingers in the dusty temple. Those brave enough to utter the summoning words or to ask the Sea God to show himself have a small chance to have the angry god answer, manifesting himself as a trident-wielding demon before mortals. Additionally, removing any gems from the wave mural at the back of the temple may summon the furious god.

Aspect of the Sea God: AC 0, HD 6+6**, HP: 36, #AT 1 trident, D 1-10+2, MV 120' (40'), Save F7, ML 12, Special: spells, AL N, XP 750

The Sea God can cast the following spells: *Magic Missile*, *Sleep*, *Phantasmal Force*, *Web*, *Detect Evil*, and *Protection from Evil*. If the Sea God's aspect is defeated, he will be unable to reappear for 24 hours.

The temple has been cleared of valuables except for 5,000 gems in the wave mural behind the altar (each worth 1 gp).

Crimson Abbey of the Broken God — Part 10

The following part of the Crimson Abbey can only be reached from area A28, found in the previous issue. It is the author's intention to release the entire Crimson Abbey adventure, including its unfinished areas, as a separate adventure in the future. In order to wrap up the adventure with the final issue of *Back to BasiX*, we've moved the characters to the final area of the adventure where they face the Broken God once and for all.

Note that the ruby chamber (area A30) can be reached by touching the bloody, headless statue in area A28 from the previous issue.

A30. Ruby Chamber

Characters touching the headless statue from area 28 are instantly transported to this room, the chamber of the Broken God. Even if only one character touches the statue, all living beings within area 28 are teleported here.

Each wall of the square room is covered in ancient tapestries depicting various murderous and tragic scenes of crazed priests slaughtering unbelievers in the name of their god. All non-believers present in this chamber that witness the horrifying sights of the tapestries must successfully save against Fear (save versus Spells) or fight at a -1 penalty to-hit until they leave.

A giant uncut ruby floats above a short dais in the center of the room. A slow, rhythmic pulse, like a heartbeat, can be seen within the uncut gem.

As soon as any living being is transported into this chamber, the Broken God's mortal aspect begins to emerge from the ruby in the center of the room. He appears as a cross between a jinni and demon—small horns rip through his creased forehead, his wide shoulders and large arms are outstretched, and his lower half is completely hidden in a red mist.

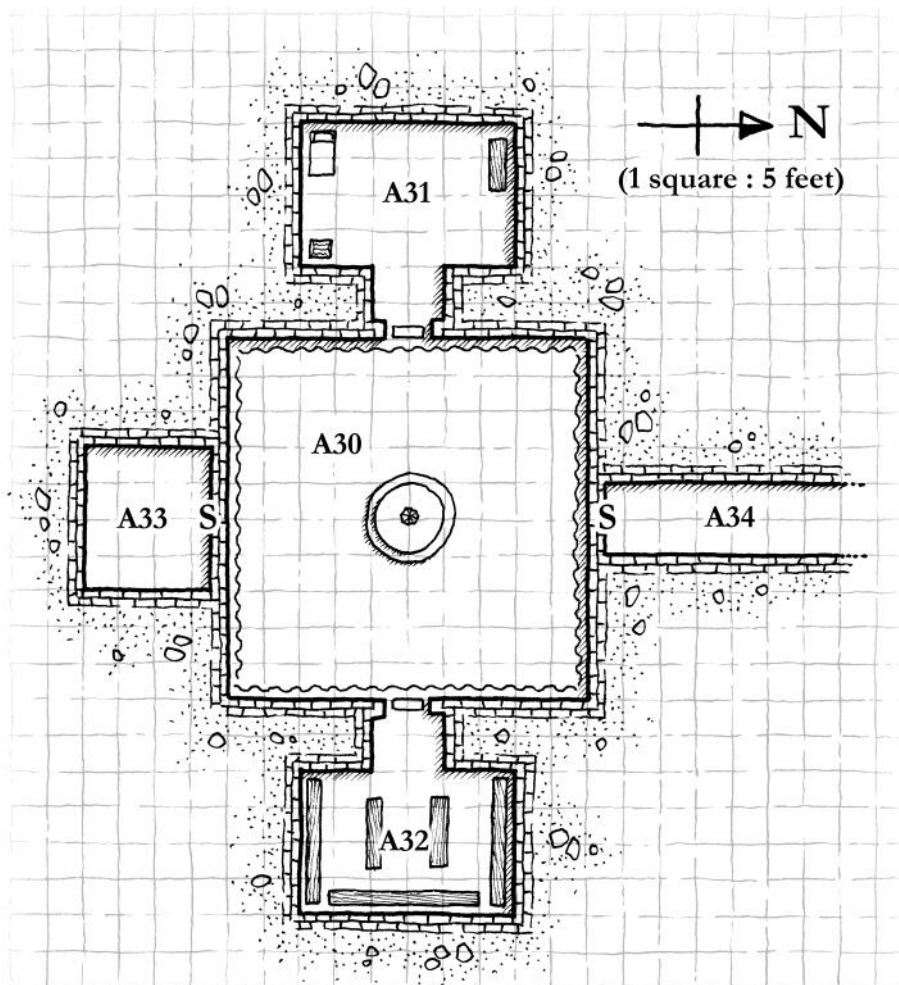
At first, the Broken God will toy with characters before becoming bored with the banter. He attacks unless the characters kneel and submit to his greatness.

The Broken God: AC -1, HD 8**, HP: 36, #AT 2 fists and spell, D 1-6+3, MV 30' (10'), Save F8, ML 12, Special: spells, AL C, XP 1,250

The Broken God may cast any spell from the Magic-User list, up to and including third level, once per day.

The ruby is impervious to all physical and magical attacks unless the attacker holds or uses a ruby headband. The ruby can withstand 50 points of damage before being utterly destroyed, trapping the Broken God in his home plane for all eternity. Broken bits of the uncut ruby are worth hundreds of gold pieces each. If the Broken God's aspect is slain (without the ruby being damaged), he returns to hibernation for one year.

The unbroken ruby cannot be moved from this chamber in any way—it is magically bound here. Of course, 1d100 pieces may be broken off.



Crimson Abbey of the Broken God Map 7

A31. High Priest's Chamber

Countless years of dust cover the furniture and floor of this room, hinting to its lengthy dis-use. A writing desk and small chest are items of particular interest in an otherwise plain area.

Two gold candlesticks sit on the writing desk (each worth 750

gp). Remnants of deteriorated books and scrolls are found as flakes of parchment upon the desk. A locked drawer holds a book and a scroll, each preserved within ivory cases. The scroll lists the instructions to summon the Broken God in the chamber beyond (area A30). Following these carefully has a 25% chance of returning the god on any ruby fragment in the area.

Additionally, a magical quill writes spoken words upon command in any language known to the item's user.

Two leather sacks and a small wooden box fill the chest. The box holds six **Potions of Healing**. One leather sack is filled with a dozen ruby headbands. The second sack holds **481 sp** and **223 gp**.

A32. Private Study

Only the most privileged priests were allowed access to the high priest's private study and library. Hundreds of valuable tomes and scrolls fill the shelves of sagging bookcases. Most of the books and scrolls are illegible due to improper storage throughout the years. However, a thin **spellbook** still maintains its magical and preserved state. Six magic-user spells are found within its pages. Three pages are currently blank. The spells are: *Floating Disc*, *Ventriloquism*, *Continual Light*, *Locate Object*, *Clairvoyance*, *Dispel Magic*, *Confusion*, and *Remove Curse*.

There is a 10% chance that a thorough search may uncover 1d4-1 additional useful and/or magical books or scrolls.



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A33. Treasure Chamber

A lone pillar of skulls and bones can be found at this secret room's center. Each grisly artifact is firmly affixed to the five-foot-tall stone pillar underneath. If a successful roll under Strength is made (by a character trying pull one of the bones or skulls off), there is a 10% chance that a random magical item appears at the feet of the character. Only 2d20 bones and skulls can be removed in this manner.

A34. Exit Hallway

A secret exit from the Ruby Chamber leads characters back to the main part of the abbey. There is presently no map that indicates where this hallway enters the main complex—GMs should connect the abbey to this area on their own.

The author intends to create a standalone adventure, filling in the missing areas and map to create a full-length book with additional encounters and background. Stay tuned to Throwi-Games on social media for the complete *Crimson Abbey of the Broken God* release!

BONUS Dungeon Crawl #3

Lair of the Bloody Fists

by Thom Wilson. An adventure for 2-4 characters of 1st to 2nd level.

Background: A group of Blisterpixies is fighting to retake their home from a band of ruthless goblins. Characters can assist either side, depending on their alignment.

Detailed Background: Blisterpixies and goblins have been battling over a valley and cave system for days, each side calling for reinforcements. This adventure is designed to work with either party alignment.

If the characters have come to help the Blisterpixies (Lawful alignment), they will find the remaining creatures trapped in the cave system. If the party is assisting the goblins, Blisterpixy reinforcements are heading into the valley from the east.

Use the following stat blocks for each side as needed.

Blisterpixy: AC 5 or 0, HD 1/2 or HD 2+2 (enraged), HP: 1d4 or 2d8+2, #AT 1 or 2 weapon or fists, D 1-8/1-8, MV 30' (10'), Save H1, ML 7 or 12, Special: enrage, AL L, XP 5 or 35 each—see page 9 for more details

Goblin: AC 6, HD 1-1, HP: 3, #AT 1 weapon, D 1-6, MV 60' (20'), Save NM, ML 7, Special: n/a, AL C, XP 5 each

1. Valley Entrance

Good parties will find 1d4+1 goblins camped here. Otherwise, 2d4 Blisterpixy reinforcements

are preparing to attack the goblins in the cave to rescue the trapped Blisterpixy villagers.

2. Defiled Woodland Altar

A stone and wood altar has been badly burned, and the surrounding area shows signs of a fierce battle that had occurred in the last 24 hours. Bodies of both goblins and blisterpixies are found around the altar.

One of the fallen blisterpixies clutches a **shortsword +1**.

3. Secret Entrance

A hidden entrance, known only by a few blisterpixies, leads to the village's sacred burial chamber (area 9).

4. Open Cave—Village

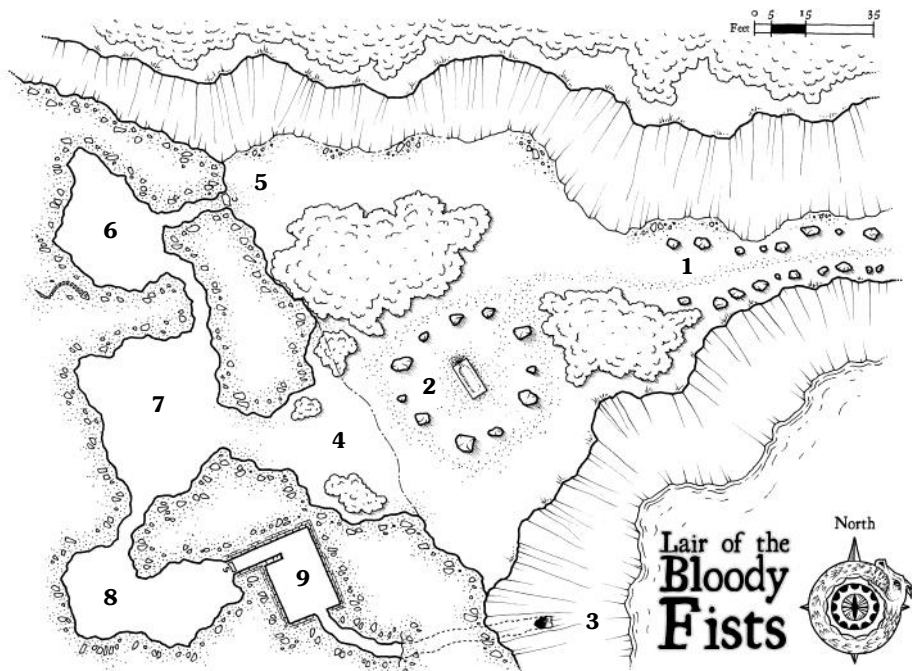
The Blisterpixies have created their village under an overhang of the hill above. Several small huts, many partially or fully burned, are found in this wide, open cave. Several blisterpixy bodies lie around the burned structures. 1d4 goblins linger in the area, waiting for reinforcements.

5. Blocked Exit

A normal stone door has been blocked from the outside, trapping the blisterpixies inside (area 6). At least four hours of time is needed to remove the debris from the door.

6. Trapped Villagers

3d6 blisterpixy men, women, and children have been trapped here. 1d4+1 males are guarding the southern exit, keeping goblins from advancing any further.



7. New Goblin Camp

This area was previously used by the blisterpixies to store harvests and supplies but is now the new goblin camp. The goblins have more supplies than they ever have had and are content to wait here for reinforcements or to let the blisterpixies starve to death. 2d6+2 goblins have made camp under their leader, Ggrulgub, an especially mean goblinoid. The scarred leader carries a magical **spear +1**.

Ggrulgub, goblin chieftain:
 AC 5, HD 2*, HP: 10, #AT 1
 weapon, D 1-6+1, MV 60' (20'),
 Save F1, ML 9, Special: **spear +1**,
 AL C, XP 25

The goblins have brought their full tribe treasure with them—an old, broken chest holds **232 sp** and **88 gp**.

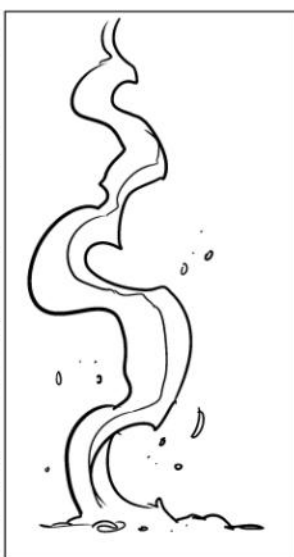
8. Remaining Blisterpixies

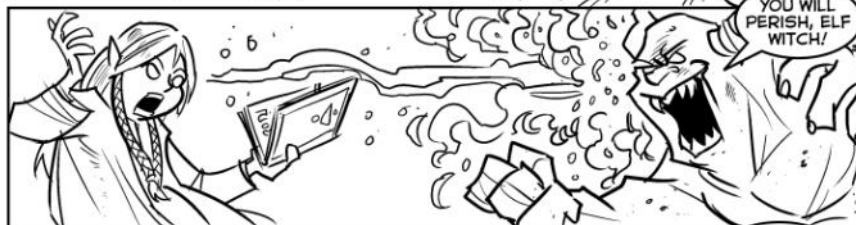
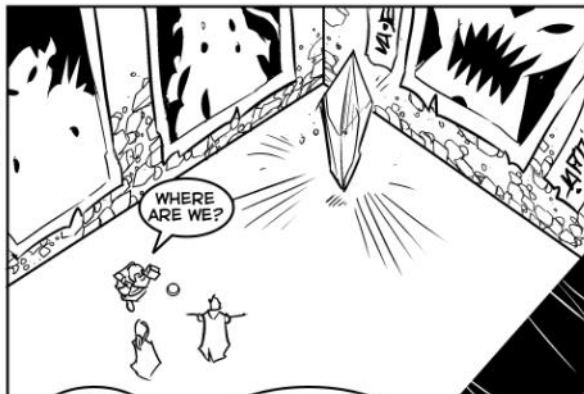
Separated from his village, the Blisterpixy village elder, Brindoo, waits in this area in secret. The blisterpixy leader is seriously injured and cannot move more than a slow crawl. Without aid, he perishes in 36 hours. He carries a **sling +1** and a **dagger +1**.

9. Secret Burial Chamber

Deceased blisterpixies are buried in this concealed chamber. The goblins are unaware of the area but will likely find it in the coming weeks if they prevail against the villagers.

Two dozen small wrapped bodies are found within wall niches. Each body has a treasure type of U (roll for each separately). Note that no blisterpixy will reveal the area's location.







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Additionally, very special thanks go to author Douglas Niles for taking time to answer my questions!

And thanks to YOU, the reader! Your dedication to this series has made this fanzine one of my most favorite creations!

Convention Calendar

Convention	Date(s), Location
GameHoleCon VII	Oct. 31st—Nov. 3rd Madison, WI
Gary Con XII	March 26th—29th Lake Geneva, WI
North Texas RPG Con 2020	June 3rd—8th DFW, TX
GenCon 2020	July 30th—Aug 2nd Indianapolis, IN

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