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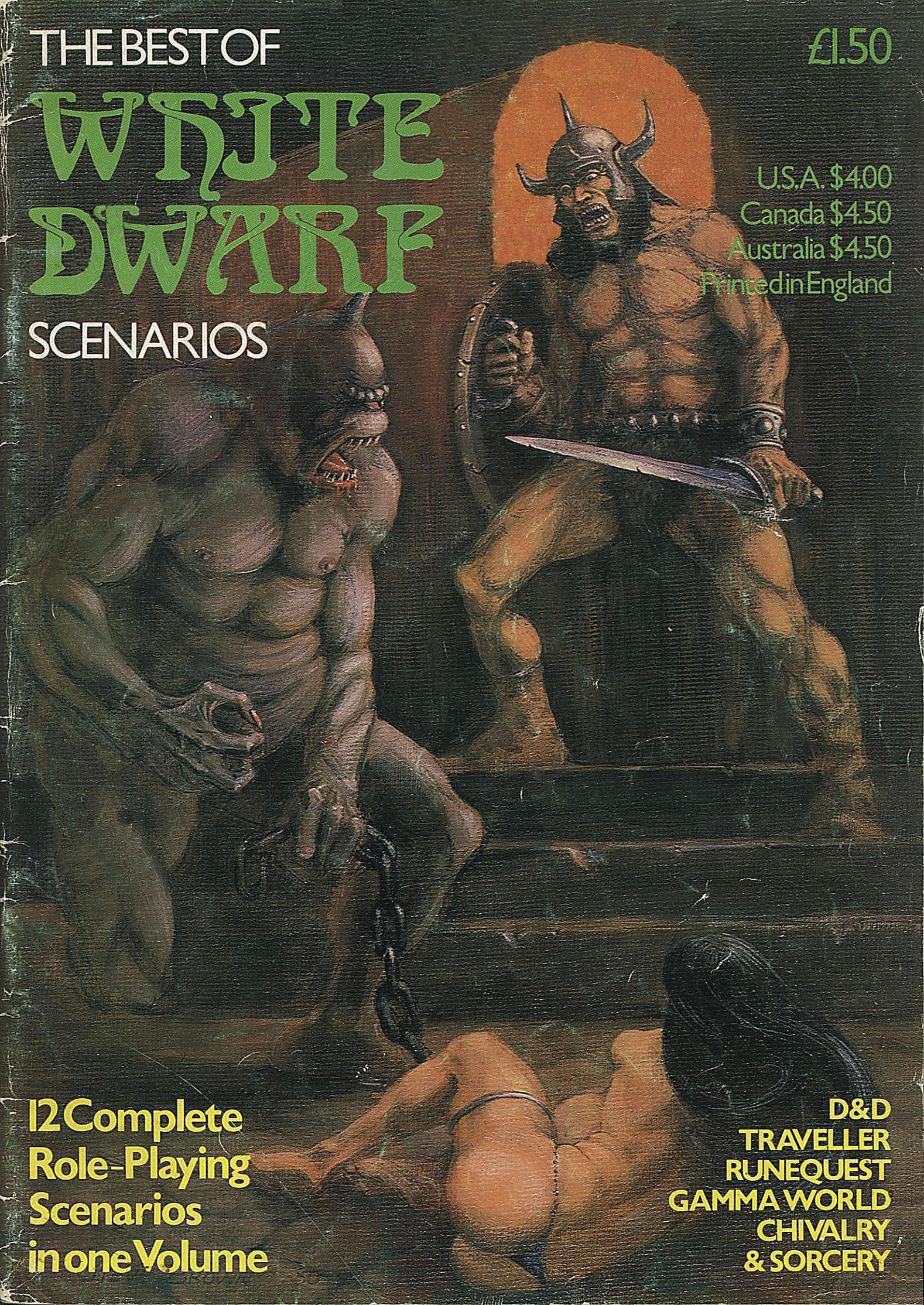
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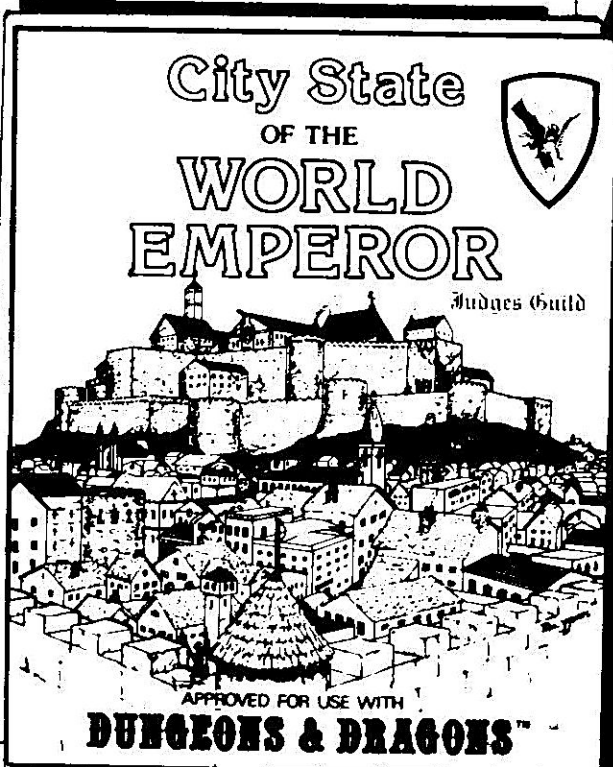
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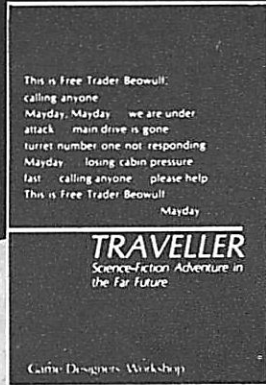
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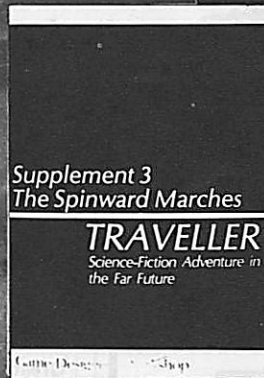


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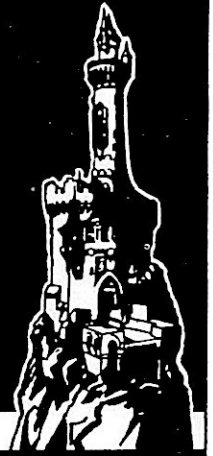
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FF49

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FS57



FS59



FTG10

A choice of paths is resolved by crossing the palm of a little old man with silver...



FF53



FS28

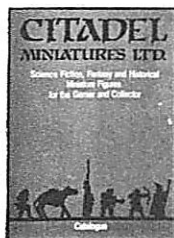


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THE BEST OF WHITE DWARF



SCENARIOS

Welcome to the Best of White Dwarf Scenarios.

Here you will find under one cover some of the best mini-modules ever printed in a gaming magazine; some DMs have structured entire campaigns around some of these, others have been held up as examples of how to design an adventure. We have tried to select this kind of scenario, one which will be useful to a DM for the ideas it contains even after his players have explored it.

Readers should also bear in mind that with a little thought, these adventures can be used in games systems other than the ones for which they were designed; the Pool of the Standing Stones, for example has been successfully converted to C&S.

Any article on any system could hold ideas useful for you campaign — and that applies to other publications than this one.

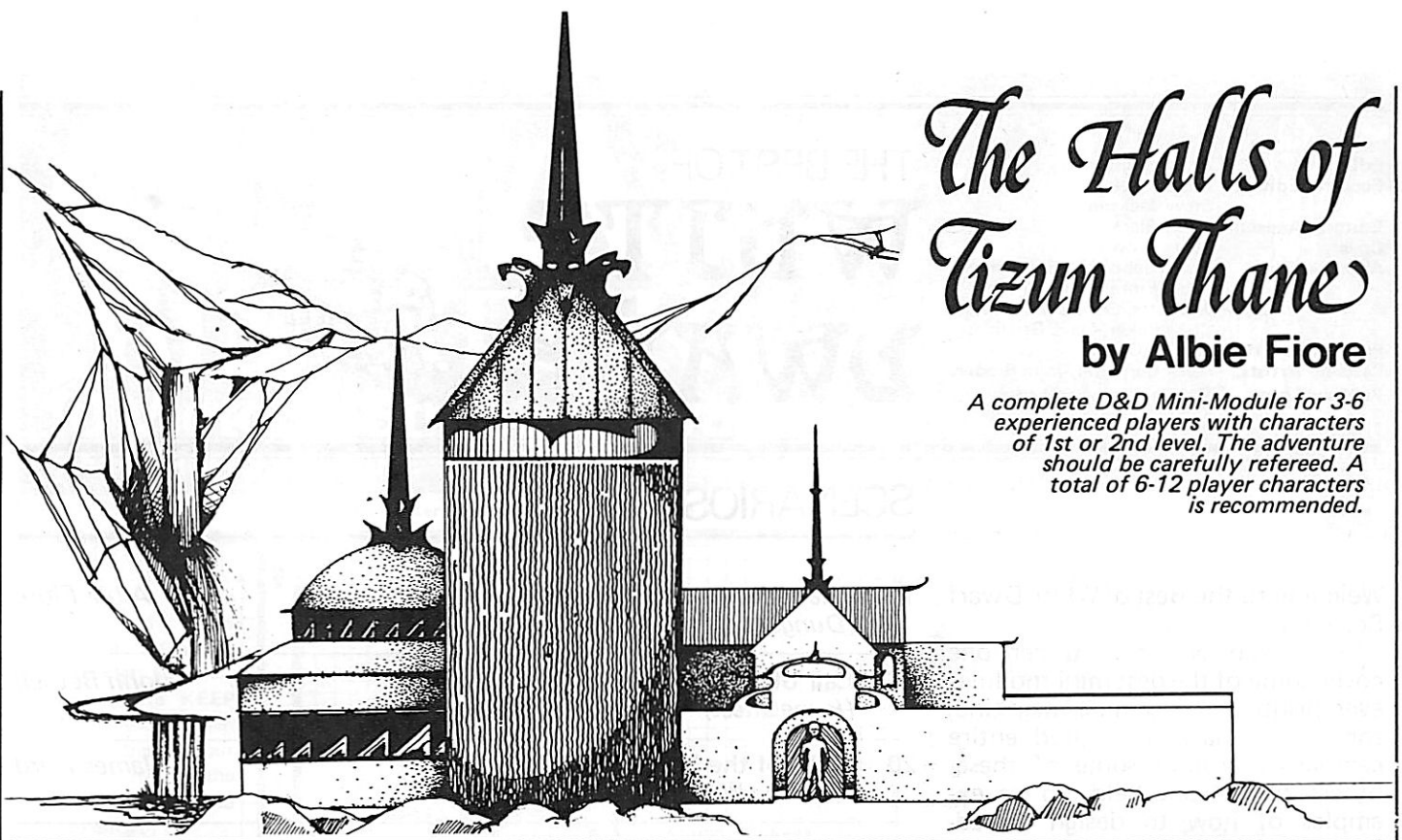
Ian Livingstone

- | | | |
|----|--|---|
| 10 | The Halls of Tizun Thane
(Dungeons & Dragons) | Albie Fiore |
| 16 | Lair of the White Wyrn
(RuneQuest) | John Bethell |
| 20 | Paths of the Lil
(Gamma World) | James Ward |
| 22 | Jorthan's Rescue
(Runequest) | Stephen R. Marsh &
John T. Sapienza, Jr. |
| 26 | A Bar-Room Brawl — D&D Style
(Dungeons & Dragons) | Lew Pulsipher |
| 31 | A Place in the Wilderness
(Dungeons & Dragons) | Lew Pulsipher |
| 32 | Lair of the Demon Queen
(Dungeons & Dragons) | Don Turnbull |
| 34 | The Sable Rose Affair
(Traveller) | Bob McWilliams |
| 39 | Grakt's Crag
(Dungeons & Dragons) | Will Stephenson |
| 42 | Ogre Hunt
(Chivalry & Sorcery) | Tom Keenes |
| 44 | The Lichway
(Dungeons & Dragons) | Albie Fiore |
| 48 | Pool of the Standing Stones
(Dungeons & Dragons) | Bill Howard |

The Halls of Tizun Thane

by Albie Fiore

A complete D&D Mini-Module for 3-6 experienced players with characters of 1st or 2nd level. The adventure should be carefully refereed. A total of 6-12 player characters is recommended.



Background (for DM only)

Tizun Thane was a high level evil magic user, who was as cruel as he was cunning. Also sharing Tizun's palace were his brother, Diker, and his half-brother, Sega, though they are nowhere near as powerful as Tizun. However, they had no brotherly love for him and were constantly plotting to overthrow him. Tizun tolerated this with condescending amusement, confident that his powerful and constant bodyguard, Thraaak — a gu'en-deeko (64), could prevent any threat from them. Sega devised a plan to use the bodyguard against Tizun. An assassin was hired to slay Tizun, he was told that Tizun intended to slay them both and Thraaak, whom he had tired of. The assassin was also informed that Tizun was at his weakest, when transporting through one of the magic mirrors (23). Diker and Sega knew that the assassin would never get past Thraaak, but this was intended. Thraaak killed the assassin and in his normal manner, (64), devoured the brain of his prey. He then knew what the assassin had been told, but not how the assassin had come to know it. Believing Tizun was about to betray him, Thraaak decided to kill Tizun with his newly acquired assassin's skills.

As they returned through a mirror from an adventure, Thraaak struck silently from behind, killing Tizun outright. He then devoured Tizun's brain. But now Sega's plan went awry. Thraaak absorbed Tizun's great knowledge and it drove him insane. Thraaak now believed himself to be Tizun Thane. Since then he has roamed the palace, dressed in Tizun's ill-fitting robes, insane with power and grief, as he now knows that Tizun had no intention of killing him. He has proved too powerful for Sega and Diker, so they lure adventurers to the palace, hoping that the will do battle with Thraaak, and so deplete his spells, to weaken him for them. It is Diker who places the scrolls in the backpack of the body in the ravine. The two half-brothers now no longer trust each other, and each would aid in destroying the other, after Thraaak has been dealt with.

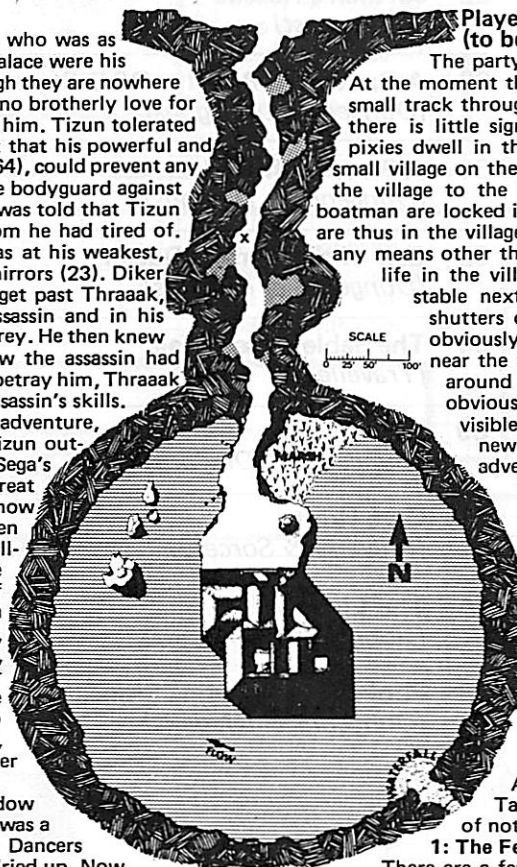
Also in the palace is the Temple of the Shadow Dancers (39). Tizun always ensured that there was a live human sacrifice to keep the Shadow Dancers appeased, but since his demise, the supply has dried up. Now, during the night, the Shadow Dancers roam free, terrorising the local population, especially in the nearest village, Cahli, where Diker sometimes sends men for supplies.

DM's Notes

1. The level or number of Hit Dice along with ability scores of monsters are given for the DM to roll hits and award bonuses depending on whether Advanced D&D or Basic Rules are being used.
2. MM denotes the monster is described in TSR's *Advanced Dungeons & Dragons Monster Manual*.
3. Important points are noted, it is left to the DM to complete the descriptions of rooms, other travellers, villagers, etc. Numbers in brackets are cross-references to other rooms.
4. The walls of the palace are of smooth stonework.
5. Remember, not all monsters are hostile. The main characters must be played with care, remembering the storyline, above.

Players' Introduction (to be related by the DM)

The party have been travelling east in search of adventure. At the moment they are riding (they all have light horses) along a small track through a thick forest. The forest is unnaturally quiet, there is little sign of wildlife, though there are indications that pixies dwell in the forest. It is approaching dusk as they reach a small village on the banks of the river Asro. The party ride through the village to the ferry landing, only to find that the boat and boatman are locked in the boathouse, having closed for the day. They are thus in the village by the river (which is too dangerous to cross by any means other than the ferry); the sun is setting. The only sign of life in the village comes from the Ferryboat Tavern and the stable next to it. A few villagers can be seen closing the shutters on their houses. The main trade of the village is obviously timber from the forest, as there is a woodyard near the river, and wood carvings, pieces of bark, etc. lie around most houses, which are curiously built of stone, obviously carried at great pains from the mountains visible to the south. The houses are all comparatively new and have strong doors and metal shutters. The adventure is now ready to start.



DESCRIPTIONS FOR THE DM

The Village of Cahli

The village is shown on the map opposite. The buildings are all made of stone with metal shutters as the old wooden buildings proved no defence against what the villagers call the Night Things which have been marauding in the woods for the last six months (the Shadow Dancers, see 39). Many villagers have been slain, and now at nightfall the frightened villagers lock and shutter themselves in their homes. Any villager will advise the party to stay in the Tavern overnight and not venture out. The buildings of note in the village are:

1: The Ferryboat Tavern

There are a few villagers in the tavern, quietly finishing drinks whereupon they will scuttle home. There are also a few travellers, who like the players, have been forced to stay overnight. Rooms are cheap. As the sun sets, the landlord will lock and bolt the doors and pull the shutters closed and fix them with heavy iron bars. He is quite genial and will tell the players the following:

That the players should retire to their rooms and not, on pain of death, open their shuttered windows because of the Night Things. (This should be stressed, as the party could well be killed if they do. Should they be foolish enough to ignore this advice, it is 100% certain that they will see dark shapes in the woods and that one will come to the tavern and climb up to their open window.)

A magic user named Tizun Thane lives to the south. The path that runs south out of the village leads there. Tizun used to come regularly to the village, but hasn't been seen for six months. The Night Things first appeared shortly after, and also come up from the south.

Tizun Thane's brother, Diker, has sometimes sent men to the village for the supplies in the last six months. Nothing has been said, but the indications are that something has happened to Tizun Thane.

The Halls of Tizun Thane are rumoured to be littered with treasure.

The daughter of a merchant in a nearby town has been missing, presumed dead for over a year; but the merchant is still offering a reward to anyone who recovers her.

The villagers would reward anyone who could put a stop to the marauding of the Night Things. They could muster 2000g.p. towards this.

When the party retire to their room, the landlord will lock them in. He explains that he has done this because, if they do open their window, the Night Things will not be able to get beyond their room.

2: The Stables

These are run by a deformed cripple, the victim of an accident while tree felling. He will gladly stable the party's horse for a small fee, but will tell them that they can't get the horses back before daylight as he will be locking up because of the Night Things. He will recommend that they stay overnight in the Tavern. Once the horses are stabled, he will lock up and bed down in the stable.

3: The Ferry

The boat and boatman are locked up for the night. The boatman will refuse to take anyone across until daybreak. He says this from behind a locked door.

4: The Timber Yard

A large building with a stockade round it. Piles of seasoning timber lay in the yard.

There is also a trading store in the village, where the party can buy supplies in the morning.

The path that the villagers say leads to the Halls of Tizun Thane, is a small, overgrown track running south from Cahli.

The forest is dense. Any encounters in the forest will be with pixies, who may give advice to the party, depending on alignments and whether there are elves present. After two hours ride (it is very important to keep track of the time in this scenario) the party have reached hill-lands at the foot of a cliff. The track leads through a narrow ravine shown on the larger map on the opposite page. Any encounters in the ravine will be either physical projections of berbalangs (44) or nandies (4) who will attack from high ledges by hurling rocks. At the point marked 'x' is the dead body of a man in armour who has obviously been killed by a rock from above. He still has some weapons and in his back pack is a roll of parchment bearing a wax seal in which the words 'Tizun Thane' are barely legible. Written on the parchment is "To gain entrance, say to the guard 'Take us to your master.'" There is nothing else of interest on the body. The small shaded areas in the ravine are caves in which men and horses can shelter. The ravine is wide enough for single file only.

The ravine leads into an old volcanic crater filled with water. A waterfall cascades down in the south east, the water flows west quite fast indicating a subterranean exit. The path leads out onto a rocky peninsular with sheer sides dropping 20' to water level. To the east is a stagnant marshy area in which can be seen some giant frogs (MM) and wheeling over some rocky islets to the west can be seen some large birds (bloodhawks). At the end of the peninsular stands an impressive building, now looking a little unkempt. Nandies (4) can be seen clambering about on the roof. Through the entrance arch can be seen a large figure, apparently a guard of some sort.

BLOODHAWK

No. Appearing: 4-15
 Armour Class: 7
 Movement: 24"
 Hit Dice: 1D8 + 1
 Treasure: Q X 2 in nest
 Attack: 2 claws (1-4)
 plus bite (1-6)
 Alignment: Neutral
 Intelligence: Semi
 Monstermark: 5,8 (level 1 in 12 levels)

Bloodhawks resemble normal hawks in size alone, as their breaks are razor-sharp and their talons exceptionally strong. Their wings are similar to those of an eagle, making them fast and manoeuvrable in flight. They swoop swiftly and silently onto their victims before attacking with claws and beak. They are fond of human flesh and will continue to attack humans even if the melee is going against them.

They will pick at the dead bodies of their prey, not only for food but also for gems with which they line their nests as an allurement for the female of the species. All other types of treasure will be ignored.

In colour they are a uniform medium grey.

THE HALLS OF TIZUN THANE

Wandering Monsters

For any chance encounters in the Halls of Tizun Thane roll on the following table:

D10 ROLL OF:		5-7		8-9		10	
Monster	% die	Monster	% die	Monster	% die	Monster	% die
Kobolds	1-4	Gnolls	1-6	Nandie-Bear(4)	1-3	Thraak(63)	1-2
Orcs	5-8	Troglodytes	7-16	Mule	4-9	Evil Adept*	3-6
Skeletons	9-12	Zombies	17-22	Ghoul	10-15	Wight	7-12
Giant Flats	13-16	Fire Beetles	23-28	Huge Spider	16-21	Gargoyle	13-18
Bandits	17-25	Lizard Men	29-34	Neutral Evoker*	22-27	Shadow	19-24
Striges	26-30	Giant Ants	35-40	Giri**	28-32	Mites (trap)	25-30
Centipedes	31-33	Bug Bear	41-46	Nandies(4)	33-48	Evil Conjurer*	31-36
Goblins	34-36	Hobgoblins	47-49	Berbalangst	49-64	Giri**	37-40
Swarts	37-40	Giant Bat(17)	50-55	Ogre	65-70	Nandies(4)	41-70
Pixies	41-45	Evil Warrior*	56-61	Rust Monster	71-76	Nandie-Bear(4)	71-76
Mites (trap)	46-50	Giri**	62-66	Giant Tick	77-82	Cutpurse*	77-82
Neutral Warrior*	51-54	Nandies(4)	67-79	Wild Dogs	83-88	Troglodytes	83-88
Berbalangst	55-65	Berbalangst	80-93	Striges	89-94	Harpies	89-94
Nandies(4)	66-79	Bandits	94-100	Bandits	95-100	Giant Scorpion	95-100
Zombies	80-84						
Giant Ants	90-94						
Fire Beetles	95-100						

Determine number appearing according to strength of party.
 * Plus 1st level associates. May be friendly depending on alignments.
 ** Ex-harem (24-29) giri. 5% chance a houri (WD13). Roll alignment.
 † Physical projection only.

Bandits encountered are 80% likely to be former guards. They will only know that: Tizun was slain by Thraak; of Sega (38) and Diker (59) and that they plotted against Tizun (but not how) and have no love for one another; of the Shadow Dancers (39); and the lay-out and former use of rooms 1-5 and 49, 49a & 49b.

General

The ceiling height of single storey rooms is 15', and 30' in double height rooms. The upper section of a double height room is denoted by the number on the plan being underlined>. The courtyards are all open. Walls are of smooth stone. Doors with a short bar through the centre have a heavy metal bar that can be used to bar the door shut from the room side. The only time that they are barred is at nightfall to prevent the Shadow Dancers (39) from gaining access. Only human occupants of a room will bar the door shut. In most rooms, the sound of Nandies (4) running and chattering on the roof will be heard. All windows, other than those in the tower (61-65), patios, and the high level ones in the various halls, have protective iron bar grids on the outside. The windows in the tower all have heavy metal shutters which can be barred shut.

The titles of the rooms denote their use when Tizun Thane was alive. Brief overall descriptions are given, it is left to the DM to complete room descriptions, describe the appearance of the occupants and to value trinkets, necklaces, silver boxes, etc. according to taste.

1: The Entry Courtyard

A few decorative clay urns lie around in this gravel yard, some are cracked and overgrown with weeds. An iron golem (AC3; 80HP; Att 4-40 + poison breath; can only be struck by +3 magic weapons or better; only affected by magic of electrical nature)(MM) stands guard in front of the main doors. It is instructed to *peaceably* repel intruders, unless the visitors say 'Take us to your master', whereupon it will gesture them to stable their horses in 2, and lead them via 3, 5, 18b, to the corpse in 23 where it will leave them and return to its post. It will restrain any who attempt to wander off en route. These were the last instructions to it from Tizun Thane and it is impossible for anyone to countermand them. Any other attempt to gain access to the palace will be peaceably ward-off.

2: The Stable

Lined with wooden stalls. Hay on floor, etc.

3: Banquet/Entry Hall

Musty decadence. Dust on every surface, though many footmarks. Large table and many seats. Walls bedecked with tapestries and pennants. At the north end, high on the wall, is a large painting of a wizard (Tizun Thane) dressed in purple robes. The eyes are peepholes through which Thraak (64) will be watching if alerted by any commotion on arrival or in the building (30% chance). He will not attack unless the painting is fired upon or some other attack is launched. The painting is also a secret door (49).

3a: A small room with narrow secret panels for firing arrows through. Once used to ambush guests. Only access is by a ladder on N. wall leading up to trapdoor in 49. In the room is the long-dead body of an assassin. The skull has been smashed and the brain chewed out. The victim of Thraak (see Background). On the body: a phial of poison, a +1 sword and 500 g.p.

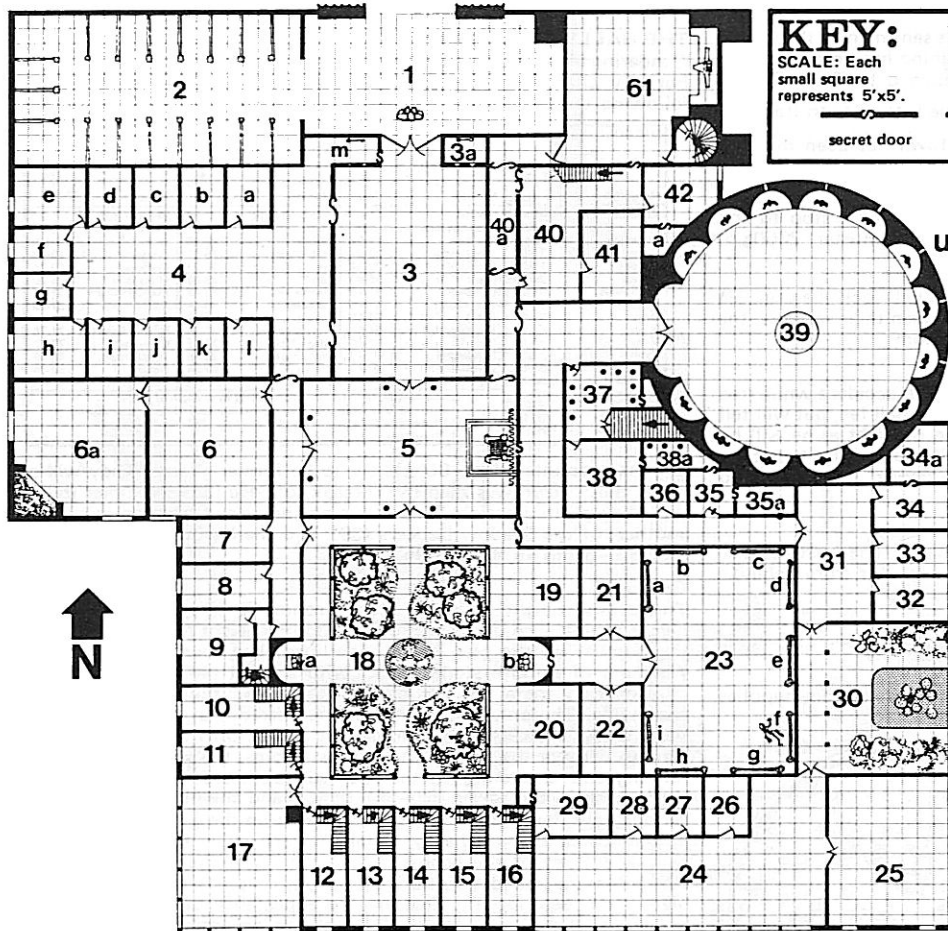
4: Barracks

Chairs, tables etc. A colony of nandies has torn holes in the roof and set up residence. There are 10-80 present at any time. The colony is headed by a nandie-bear which will be in one of the rooms a - I. The floor is littered with bits of roofing; beams hang down at crazy angles on which the nandies climb and leap; the whole place is a mess.

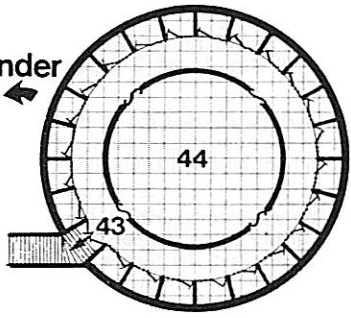
NANDIE

No. Appearing: 2-12; 10-150 in colony
 Armour Class: 6
 Movement: 6"
 Hit Dice: 1D8
 Treasure: J,K,L,M,Q all in lair
 Attack: 2 claws (1-2 each)
 and 1-3 bite.
 Alignment: Chaotic neutral
 Intelligence: Semi
 Monstermark: 2,9 (Level I in 12 levels)

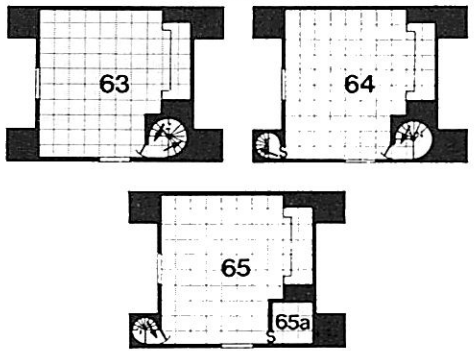




KEY:
 SCALE: Each small square represents 5'x5'.
 water (stippled pattern)
 stairs up (diagonal lines)
 drapes (wavy lines)
 secret door (dashed line)
 door (solid line with arc)
 door with bar (solid line with bar)
 rooftop (tiled) (cross-hatched pattern)



Upper Levels of Tower



Ground Floor

These simian carnivores are found in rocky hill-country or thick forest/jungle, where they can swing through trees, or leap from rock to rock, doubling their normal ground speed. They live in colonies, usually (75%) headed by a mated pair (both with 3D8 and doing 1-4/1-4/1-6 hit points of damage) or a nandie-bear (25%). The colony will have its lair in ruins or a cave complex where there will be an additional 80% of young (1 hit point, 1 attack for 1 point of hit damage). In a secluded corner of the colony will be their 'treasure' hoard, which is a vast pile of glittering shards and objects plus that detailed above.

Outside the colony they are encountered in groups of 2-12. They are rarely encountered more than 1 mile from their colony. If unmolested, there is a 40% chance/3 turns that they will ignore anyone encountering them; a 30% chance/3 turns that they will attack and a 30% chance that they will follow inquisitively. In any of these instances there is a 30% chance/turn that they will screech and chatter to summon other nandies who will arrive at the rate of 1-4/melee round until all the colony are there—the leader(s) are always the last to arrive. They only arrive while the summoning screech is issued. However, nandies will always go to the summons of their leader once the leader has summoned them and there is a 5% chance/turn that they will be summoned away (if a nandie-bear see below for *fear*) if the leader is not on the scene. If encountered in their lair, those present will always screech to summon those that are elsewhere.

Nandies frequently attack by throwing rocks, lumps of wood, large nuts, etc. down from a vantage point if possible.

They make loyal pets if captured and suitably trained by one skilled in animal training. However, tamed ones lose the natural impulse to summon others.

A nandie is a 5' tall, black-brown, tailless simian. It can walk and fight on two legs or scamper on all fours. It is an extremely agile climber performing in this aspect as a 10th level thief. Nandies have their own primitive tongue which consists of screeches and chatters—they do this almost incessantly. Their screech to summon others is indistinguishable to all save druids and rangers of at least 4th level who can recognise it as such, even if they have never encountered nandies before.

NANDIE-BEAR

- No. Appearing: 1
- Armour Class: 5
- Movement: 12"
- Hit Dice: 5D8+5
- Treasure: See below
- Attack: 2 claws (1-6 each) and 1-8 bite plus rending
- Alignment: Chaotic evil
- Intelligence: Low
- Monstermark: 86.7 (level V in 12 levels)



The nandie-bear is a loathsome, 8' tall ape-like creature of great power. It appears semi-neanderthal in facial features with baleful eyes, large teeth and shaggy black hair. It can move silently in its natural habitat of rocky hills or forest/jungle, surprising 5/6 of the time. It is a carnivore with a natural preference for human flesh.

A nandie-bear invariably (95%) heads a colony of nandies, where it will laze while the nandies hunt and scavenge for it. The few occasions it ventures from the colony are always in the dead of night. It conducts such forays alone. The only other occasion it will leave the colony is if summoned by the nandies, though it is always the last to answer.

The nandie-bear fights with two claws and a bite with an additional 1-6 rending damage if both claws hit.

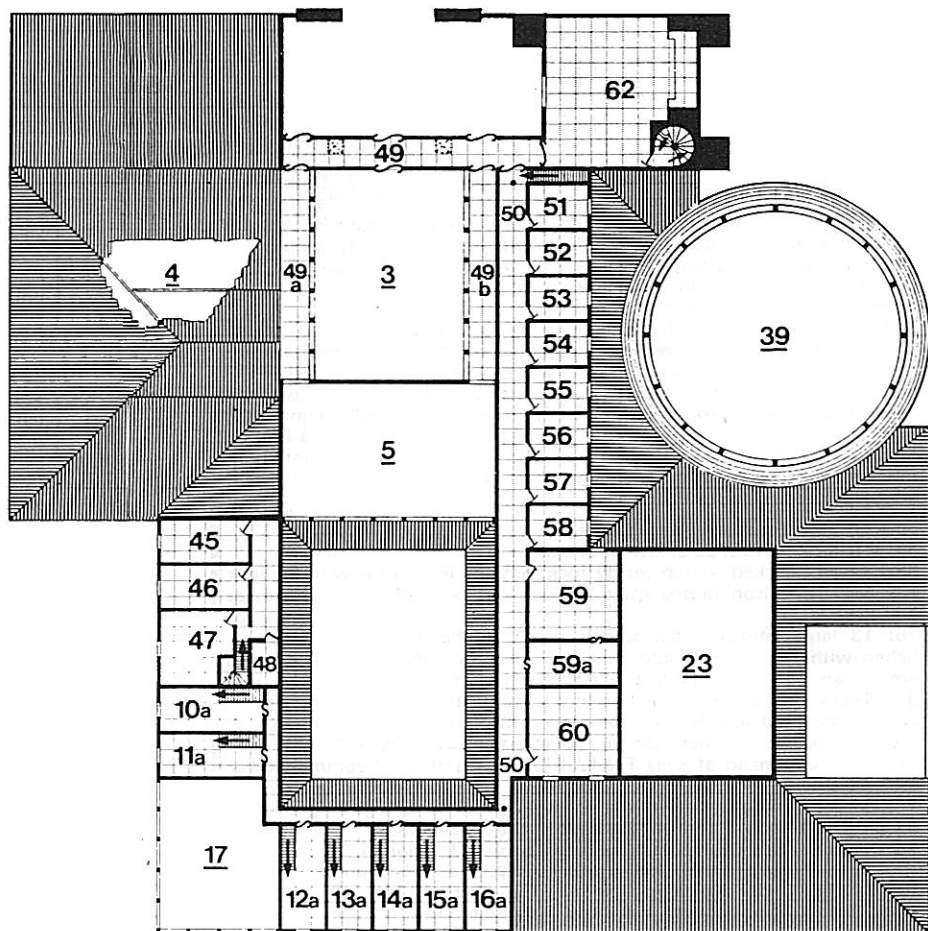
Whether encountered in its nandie colony or outside (unless it is not the leader of a colony), the nandie-bear will always issue a terrifying haunting cry to summon any absent nandies which will arrive at the rate of 1-4/melee round. Apart from this summoning cry, the beast is totally silent. The cry can be heard for a radius of 1 mile and is one of the most frightening sounds of the wilderness; dogs, pack horses, mules etc. will panic on hearing it, while all (with the exception of rangers) and their steeds (a ranger's steed gets +1 on save) must save versus spells or be filled with *fear* for 1 turn. Any who fail to save will have the sound indelibly etched on their memory and will automatically be filled with *fear* whenever they hear the cry in the future unless a saving roll of 20 is made. Those who save must still save again in any future encounter.

The beast also emits a powerful aura of evil (detectable by magic), that will cause horses, dogs, mules, etc. to skitter and start if it is approaching (within 400' radius) even if it is concealed.

It has no interest in treasure, but if heading a colony there will be the nandies' treasure as detailed above.

4a-1: Bunkrooms: Scattered in each is an amazing amount of debris, broken beds, tables, twigs, leaves, etc. items of interest to be found: morning star; quiver + 20 arrows; large sack; heavy crossbow; 2 flasks oil; pouch of powdered kobold horn; hand-axe; 7 iron spikes; 2-handed sword; military pick; giant insect legs; small sack; small empty earthenware pot; short bow. Plus, in one of the rooms, the nandies' treasure: everything that glitters and gleams in any way (highly burnished weapons, bits of mirror; shards of glass etc.); silver necklet; 2 gems; 97 mint copper pieces; silver dagger; 168 gold pieces; a gold dragon scale; 4 silver pieces; a silver phial (contains potion of *heroism*); silver hookah; small silver box; small stoppered glass phial (empty).
 4m: as 3b but no body.

5: Hall of Audience
 Richly decorated, though dusty. Marble floor with sweeping patterns and strange symbols. Heavy purple drapes against E. wall behind a throne on a dais. Throne is of ebony carved with writhing vines and flowers; buds of flowers are carved eyes, inlaid with a light coloured wood. The dots either side of each door mark the positions of standing figures clad completely in plate armour, with shields and swords. They are nothing but suits of armour containing solid stuffing.



First Floor

6: Servant's Dining Room

Wooden chairs and table all bearing scratch marks; shelving with broken plates etc. on; brooms etc. scattered on floor along with rubbish. The unsavoury smell of putrid food lingers in the room. Amongst the rubbish on floor: garlic; marrow-bone; 27 e.p.; 15 s.p.; wooden club; sword; 3' length of pole obviously broken from a longer one; gold wristband; 50' rope; 3 silver tipped arrows; silver mirror.

Also: 1-6 giant rats (AC7; 1D4; Att 1-3 + disease) (MM)

6a: Kitchen: 2-6 giant rats as 6. Strewed with cooking utensils, split sacks and broken barrels leaking flour etc., rotten food, etc. Whole place smells foul. In rubbish: 9 iron spikes; composite bow; 2 empty water skins; 62 c.p.; 1 wooden stake and mallet; light crossbow; 5 e.p.; 49 g.p. Large stone cooking hearth in SW corner, filled with ashes and half burnt logs. Secret compartment in side of fire place contains wooden box in which are 569 g.p. and 2 gems.

7-9 & 45-48: Servants Quarters

All were bedrooms, except 9 - a lounge area - and 48 - a storeroom. Most furnishings are now wrecked. Rooms are now occupied by a tribe of troglodytes (AC5; 2D8; Att 1-3/1-3/2-5 + revulsion odour) (MM) and their pets, who have tunnelled up to the surface world. In each room:

7: 1-3 troglodytes; 216 g.p.

8: 1-3 giant ants (AC3; 2D8; Att 1-6) (MM)

9: 1-6 troglodytes; 315 g.p. Part of the floor is missing. A tunnel leads down following a fissure in the rocks below. This leads deep below to the *Troglodyte Caverns*, a scenario for the DM to develop, if it is desired to extend the adventure.

45: 1-3 giant ants.

46: 1-4 troglodytes, one is a leader type with 3D8 hits; 527 g.p.

47: 1-4 fire beetles (AC4; 1D8+1; Att 2-8) (MM). Under a loose floor-board is the old head servant's savings of 1,258 g.p.

48: Bedding stores relatively unscathed. Piles of blankets, sheets etc. infested with human fleas.

10-16a: Guest Wing

All are guest bedrooms, the lower were for aides, the upper (a) chambers for their masters. The lower rooms all have wooden beds, horsehair mattresses, plain wash stands and bowls etc. The upper chambers have the same except plusher. There is a secret steel shutter in the wall above each window capable of sliding down to seal the window (see 50). The only trace of these are a hairline crack in the upper surface of the each window opening and a faint groove in the sill where they land. There is also a small secret compartment in the ceiling of all-rooms (see 50). In each compartment are two small fragile bubbles containing a sleep gas as the spell. The bubbles are so fragile that they shatter on impact with any surface. If a compartment is forced open the bubbles still fall enough to shatter. They may possibly be caught unbroken by someone with 18 dexterity, but even then there is only a 15% chance of success. In the upper rooms there are floor to ceiling mirrors - the secret doors. The mirrors are one way, viewing into the

rooms from 50. Any adventurers holing up in one of these rooms for the night will probably fall prey to Diker Thane (59).

In the rooms at the moment:

10-10a: 11 goblins (AC6; 1D8-1; Att by weapon) armed with sword, mace or hammer. They have on them 389 g.p., 125 s.p., 89 c.p. a small gold ring, and a parchment as found in ravine. They are emissaries come to meet with Tizun Thane and are at the moment debating what they should do having found him slain.

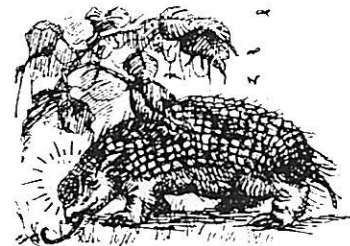
11-11a: Empty

12-12a: The barred grids are missing from the windows. 1-6 stirges (AC8; 1D8+1; Att 1-3 plus drain blood, attack as 4 hit dice monster) (MM). 2 dead bodies on floor, both have possessions; one has sword; 50' rope; hammer; spear; 32 c.p.; 108 g.p. the other has: belladonna; pot of honey; steel mirror; *crystal ball* with *clairaudience* only (half normal values, including E.P.); 112 g.p.

13-13a: In the corner of 13a, nestling on a ripped up mattress is Tizun Thane's pet carbuncle, a fine specimen worth 200 g.p. (Play wisely - it only attracts wandering monsters as a last resort - to test the morale and loyalty of the party to the limit). It will never portray events contrary to the nature of the subjects in the telepathed pictures; due to its empathy it knows their alignments. It knows every nook and cranny of the palace, including the main treasure but is unlikely to reveal this.

CARBUNCLE

No. Appearing:	1
Armour Class:	2
Movement:	2"
Hit Dice:	1D8
Treasure:	Nil
Attack:	Nil
Alignment:	Neutral evil
Monstermark:	None



This is a small armadillo-like creature which feeds exclusively on leaves and small insects. Its segmented armour is starkly and attractively patterned in shades of brown, but its immediate peculiarity is what appears to be a large ruby set in its head just above the eyes. This is a living part of the animal, and the carbuncle alive is worth twice the apparent value of the gem to anyone who can *charm animals*. If slain, or if it wills itself to die (which it can do, and will under duress, for it has no conception of death or fear) the gem deflates to a worthless soggy red pulp.

The creature has powers of *empathy* and *telepathy* (both 6" range) and slight powers of prophecy concerning the immediate future (it can only communicate telepathically). Empathy enables it to understand the character of each person in a party and to know what they know.

It is easily captured and puts up no resistance. It desires to join parties in fact, and will frequently approach them in a friendly manner and communicate its worth to them. Once it has joined a party, it will use its powers first to gain their confidence, and then to cause disruption and fights within the party by selective *telepathy* or false prophecies, sometimes even enraging nearby monsters into attacking them. It is fascinated by combat and death, and will do its utmost to cause such events at maximum frequency. At some opportune moment, having achieved its aim, it will slip quietly away.

14-14a: Empty, but still inside the partly ripped mattress downstairs is a small pouch containing 5 g.p.

15-15a: Empty

16-16a: Empty

17: Guest Patio

Embroidered cushions, tapestries, small rosewood tables, etc. Two silver hookahs on tables with a small silver box (empty) and a small onyx box containing dried Cagayan Sable black lotus leaves. Anyone smoking this will go into a catatonic trance for 2 turns during which an ethereal ghost like image will separate from their body. This 'ghost' is in full mental communication with the smoker at all times and is controlled by him. It can fly at 24" and can ooze through small openings. It cannot pass through solid material including water; be affected by magic; be harmed; or carry anything; it merely observes. Towards the end of the 2nd turn it will be drawn inexorably back to the smoker, who, on its return, awakens. Should it be prevented from returning (e.g. imprisoned in an airtight cell) the smoker will remain in a catatonic trance until it does, withering at the rate of one ability level per month until 0 is reached. He is then dead. A *wish* only will revive him but he is then compelled to liberate and then unite with his 'ghost' (he is aware of its location) scorning any other actions, apart from food and rest, until this is accomplished when he will return to normal. There is enough in the box for 2 smokers.

Roosting in the shadows under the roof are 2-12 giant bats (AC8; 1D4; Att 1-2, highly manoeuvrable fliers - anyone of dexterity less than 13 who fires a missile at a flying bat does so at -3). On the floor are 4 bodies: A) chainmail; 63 g.p., battle-axe; short bow; animal pelt worth 1-50 g.p.; B) 61 s.p., steel mirror; C) chainmail and shield, 67 g.p., composite bow, 2 arrows; D) chainmail and shield, 80 s.p., morning star, 24 e.p., hand-axe.

18: Cloistered Courtyard

Overgrown, shrubs and trees. Fountain in centre fed by natural spring, and drains back down to crater. Water is warm and pure. There is a 50% chance there will be 2-12 nandies screeching in the trees. 'a' is a statue of a warrior with sword aloft. 'b' is as 'a' except that pulling the sword arm down opens the secret door behind. The iron golem (1) will do this when ushering the party in.

19 & 20: Open Lounges

Both have embroidered cushions, low tables and brass hookahs. A small wooden box beside the hookah in 20 contains dried leaves of Umrissian 2nd grade black lotus which will enable the smoker to fight at +1 to hit and +1 damage for 1 turn. There is enough for two smokes.

21 & 22: Meditation Rooms

Last used as junk rooms. Walls have mystic murals on but rooms are full of old, cobwebby bits and pieces.

23: The Hall of Mirrors

8 huge mirrors (a-i) adorn the walls. Each is in an elaborately carved frame. 'f' is shattered. In front of it lies the long-dead corpse of Tizun Thane, now just a skeleton, still clad in purple robes, and lying face down, feet towards the mirror. The skull is caved in; there is no trace of the brain. One hand is concealed beneath the body, on this is a ring (see below). Stitched in to the lining of the robe is a scroll with two *levitation* spells on it. It is old — even Tizun had forgotten it was there. There is solid wall behind all the mirrors, the mirrors reflect as normal unless the viewer is wearing the ring from the body. The ring is gold with a zig-zag bright green line running round it. It enables the wearer to view, and transport through the mirrors. The wearer will see no reflections, but instead will see a scene from another scenario (e.g. in 'a': a deserted, ruined wharf in an underground cavern — the *Lichway* in *W/D9*; in 'b': a ring of standing stones around a tranquil pool — *Pool of the Standing Stones* in *W/D12*; etc. It is left to the DM to fit the scenes to the scenarios he has available. The scene need not be of the entrance, it may even be of one inside a dungeon.) Anyone wearing the ring can step through the mirror into the scene viewed in it. The point of return to the mirror will be visible to the wearer as a shimmering silvery area from that side through which he can return to the Hall of Mirrors — emerging from the mirror. The ring can pass through on its own i.e. it may be thrown through.

24-29: The Harem

Lavishly furnished but now dingy. All but one of the girls (29) has fled. The girls on the wandering monster tables are ex-harem girls — none of them is the merchant's daughter. While in this area there is a 10% chance/turn that Diker and 1-6 men (51-60) will come.

24: Patio: large silk cushions, empty wine jugs, etc. The door to 29 is heavily padlocked on outside. (Key in 59).

25: Master Bedroom: 3-6 bandits (working down list from top) ex-members of Tizun Thane's guard, now thrown in with Diker Thane (59), wearing chainmail and shield, all armed with swords. They are there to guard the girl in 29. The bandits are:

Name	AI	Level	S	I	W	D	C	Ch	Carries:
Brazuro	C.N.	2	15	12	8	12	14	13	116 g.p.
Atama	C.N.	1	14	8	10	9	9	9	24 g.p.
Ignall	C.N.	1	11	9	10	10	14	13	32 g.p.
Jude	C.N.	1	14	12	5	7	9	12	18 g.p.
Karmell	C.N.	1	12	14	11	10	11	11	12 g.p.
Margen	C.N.	1	14	13	13	15	8	8	49 g.p.

They know nothing of what transpired with Tizun Thane, but they know of Thraak (64).

In the corner of the room are some bamboo flutes and a lute type instrument.

26 & 27: Bed/Chambers: Empty

28: Bed Chamber: Ogre eunuch (AC5; 4D8+1; Att 1-10) (MM). Former harem guard who has stayed voluntarily to protect girl in 29 for whom he has a dog-like devotion and loyalty. Will berserk should anyone cause her physical injury. Diker Thane allows him to stay to ensure that none of his men injure her. He has 562 g.p. buried under loose stone slab in floor.

29: Bed Chambers: Harem girl named Izis, 18 charisma, still dressed in harem clothes though she is a 2nd level thief — dexterity 15. Diker has kept her here against her will (though the ogre in 28 doesn't know this, to him she is still doing her job) to consort with his men. She is Neutral and would be grateful to any who aid her to escape. She knows that the merchant's daughter was killed in the forest by the Shadow Dancers (39) which she also knows about. The merchant will give half the reward for the news of his daughter. In the secret compartment in the W. wall, Izis has concealed items she has stolen from Tizun Thane, and Diker's men. They are all tied up in a bundle of silk: 207 g.p.; a scroll with the spells of *magic missile*, *hold portal* and *invisibility* (3rd level); 7 arrows of *berbalang* slaying which will kill the *berbalang* if they hit either the *berbalang* or its projection. They are +1 to hit either. Izis knows what the arrows are. She may give some or all of her possessions if a party need persuading to rescue her.

30: Open Courtyard

A covered walkway runs along the W. side. There is a pool, almost completely covered with large water lily leaves. The shrubs and flowers are overgrown with weeds. In the 15' deep pool are two lizard men (AC5; 2D8+1; Att 1-2/1-2/1-8). Their treasure is concealed in large clutches of bubbles adhered to the underside of four large lily pads in the centre of the pool. It consists of: 429 g.p.; a +1 sword; a blue-gold, streaked ring (*ring of free action*). The lizard men will generally (70%) avoid contact unless their treasure is located.

31: Guard Hall

Deserted. N. wall decorated with various weapons, crossed swords & halberds etc.

32-34 Eunuch's Rooms

Contain bed, table etc. all plain.

32: Empty

33: On the floor are five bodies carrying: A) chainmail; shield; 78 s.p.; short bow; 7 arrows; sword; wolvesbane; B) chainmail, wine skin; lantern, large sack, sword; C) plate mail; hammer, 32 e.p., 73 c.p., fur pelt worth 1-100 g.p.; sword; D) plate mail, 2-handed sword, mace, small sack, 100 g.p.; E) chainmail, shield, torch, 42 copper pieces, garlic bud, gem, sword. They were dumped there by Sega Thane to be activated at a later date.

34: Some pets of Sega Thane: 1-6 green gremlins (AC7; 1D8; Move 9"); Att 1-3/1-3/1-6 plus *fear* — save as versus spell or flee for one turn) which are impish, long limbed green, leathery creatures that are equally at home climbing across walls and ceilings as they are on the ground. They have a horrible visage with vampire like fangs and drooling lips. Their bite only can instil *fear*, their other attacks are with claws. They collect all sorts of odds and ends.

34a: The green gremlins 'treasure': the most amazing collection of bric-a-bric the party will have ever seen including: mummified human legs and arms; 2 dragon eggs; door handles, a 1'6" long wooden tube of 1" diameter; door handles; assorted weapons; 2 picture frames; wooden cross; a shepherd's crook; etc. (have fun dreaming up odd items) plus *ring of thievery* (10% to anybody wearing it to pickpocket); 145 g.p.; gem; 31 c.p.; 87 s.p.; gold necklet; 2 *rust arrows* (have red flights with runes on, will rust any armour they strike — except magic armour — as if affected by a rust monster).

35-38: Sega Thane and his Minions.

35: 4 zombies (AC8; 2D8; Att 1-8) (MM)

35a: Chest. Locked — trap set by lock, anyone interfering with the lock will cause a poison tipped spike to flick out beside it. Sega Thane has key (38).

36: 13 large animal bones spread about on floor. A green, harmless lichen with tiny pink mould spots is growing on the bones. The bones are of varying sorts — skull, forelegs; vertebra etc.

37: Sega's Guardroom: The dots mark the position of standing figures with swords and shields, clad completely in plate mail with visors down (as in 5), except that these contain skeletons (AC21!; 1D8; Att 1-6) (MM) under the command of Sega Thane (38). They activate if commanded or interfered with. The large double doors to the E. are elaborately carved. The secret compartment in the E. wall contains a large ring of keys hanging on a hook. These are the keys to the cells in 43.

38: Sega Thane's Chamber: Macabrely furnished. Door to 37 has secret spy hole. Tizun Thane's half-brother Sega is a tall figure swathed in black robes under which can be seen the glint of black plate mail. A large black hood covers his head and shadows his face — in the shadow only two gleaming eyes are visible. The clasp of his cape is a small gold skull. He wields a black 2-handed sword with a gem in the hilt. He is a 2nd level *Necromancer* (a sub-class developed by Lew Pulsipher and as yet unpublished). However, he has the following powers (usable once per week):

Control Undead — the 1-8 skeletons in 37.

Speak with Undead — as *Speak with Dead* but only with animated undead.

Animate Dead — as cleric spell (but must not exceed 8 already controlled). Cannot re-animate undead slain.

Evil Eye — victim must save versus paralysis or become paralysed for 6 turns.

Curse — on dying he may curse his killer. His curse is "may you never refuse combat and always fight to the death!"

He is chaotic evil, has 8 hit points, fights & saves as 2nd level fighter and has characteristics of: S15; I17; W14; D10; C12; Ch 17. In a side pouch he carries the key to the chest in 35a, 52 p.p. and a gem. In a secret compartment in the floor is a chest containing 2,679 g.p. 3 gems and a book — the *Tome of Leadership and Influence* (+1 to charisma on reading). Sega is considered by many to be mentally unstable, he is a loner.

38a: Trap: The dots mark the positions of 3 armoured figures as in 37 but these contain solid stuffing. If any of them is knocked over (they are delicately balanced) the southernmost 5' wide strip of flooring of the entire length of the room swings down dropping any on it down a chute, which ramps slightly to the south of east and comes out 10' below water level (the last 10' of the ramp is water filled) in the part of the lake outside room 33.

39: Hall of the Shadow Dancers

Each niche contains a 12' tall, elegantly slim, black ebony statue. The statues are in various poses, but all look as though they are performing some kind of ritual dance. They are made of a magical stone and cannot be defaced or broken in any manner. In the centre of the hall is a circular blood-stained altar with chains and manacles set into the stone.

At night, as the moonlight shafts in through the upper openings, the statues come alive as the moonlight hits them. Obviously not all will activate at the same time, and on cloudy nights only some may come alive. The DM should use whatever method he desires, but it is important to determine weather for the night. This is also the reason why the DM should keep careful track of the time and make sure that the players are aware of the time as well, with little reminders in the description of other rooms (e.g. the room is partly in shadow as the sun is low in the sky behind the lip of the crater).

The Shadow Dancers, when alive move at the rate of 18" in a curious, elegant skipping gate, hence their name. They are the 'Night Things' that have terrorised the villagers of Cahli. They can climb as a 10th level thief. When alive they are AC -5, 3D8, two 1-6 claws and a 1-8 bite, being creatures of magical origins they are immune to all magical attacks other than magic weapons. They 'live' only to shed human blood in the service of some dark lord of the lower planes.

40-42: Personal Servant's Quarters

40: Lounge: tables, chairs etc. A trap is set on the stairs — a weighted net

is concealed above and can be released by the guard at N. end of 50.

41: **Bedroom:** Bed etc. empty

42: **Bedroom:** Bedroom now used as storeroom by Diker Thane's men (51-60). As well as beds etc. there are: large kegs of wine and water, large sacks of flour, beans etc., keg of oil, 3 swords.

42a: Empty, but there is a trapdoor in the floor under which steps lead down under 42 to the boathouse which is the same size as, and directly under, 61. There is a large rowing boat (seats 12) in a water filled channel leading to the E. wall. There is a large secret door in that wall to allow the boat out into the lake. There are oars, fishing nets etc. stored around the room.

43: **Cellblock**

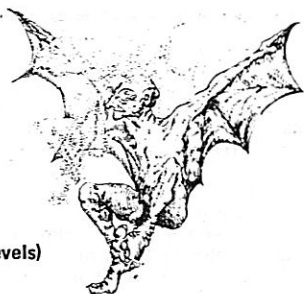
All cells are empty. But there is a 50% chance there will be 1-6 berbalangs (projections) (see 44) in the area.

44: **Torture Chamber**

Torture implements, braziers, etc. There are 22 berbalangs of which 1D6 + 4 are in a trance. They are allies of Sega (38).

BERBALANG

No. appearing: 1-24
 Armour class: 6
 Movement: 6"/24"
 Hit Dice: 1D8
 Treasure: D
 Attack: 1-4/1-4/1-6
 Alignment: Chaotic evil
 Intelligence: Very
 Monstermark: 18 (level 2 in 12 levels)



The Berbalang is a tribal humanoid with leathery skin and bat-like wings. Its eyes are white and watery and its powers of infravision are twice as effective as elves' (120' range). In a Berbalang lair - an underground cavern far from well-trodden paths - there may be as many as 50 of the beasts, male and female.

Once a day each Berbalang has the power to create a self-induced trance in which state it may send forth a physical projection of itself, in order to acquire food - a freshly killed human corpse. This projection will leave the lair, but the Berbalang itself will never do so except under extreme duress. The lair is therefore always fully populated, with no more than 50% of the Berbalangs in a trance state at any one time.

The Berbalang's 'projection' is physical in the sense that it can attack and deliver damage - in this respect it is a duplicate of its 'host'. In its trance state, the host Berbalang can use all the senses of its projection and will command the projection in its quest for food to a maximum range of 500' from the lair. If the projection is hit and suffers damage it immediately takes flight and rejoins the host body, the host remaining in its trance for a further three turns due to the mental shock. If the damage incurred by the projection is sufficient to reduce its hits to zero or below, there is a 75% chance that the host body will also die as a result of *system shock*.

If the projection kills a human it will pick up the body and fly immediately back to the host which will emerge without delay from its trance if the projection was not hit.

In a typical Berbalang lair there will be a protected area to the rear of the cavern where Berbalangs retire to go into trance, for in this state they are inert and incapable of any physical activity.

The unique ability of the Berbalang may be the product of psionic powers in which case the beast may also have others; the facts are as yet not proven either way.



45-48: **Servant's Quarters** (see 7-9)

49: **Secret Passage**

A passage that opens for attack on lower rooms. The central secret door in the S side is the painting in 3. The eyes are peepholes to look out. It is from this vantage that Thraaak (64) will watch arrivals and departures, only revealing himself to attack if molested in some manner e.g. someone fires an arrow at the painting and hits it, the arrow going through the canvas. The two trapdoors marked open to iron ladders leading down to 3a or 4m.

49a & 49b: These are areas of flat roof from which Tizun Thane's guards fired arrows when ambushing guests in 3.

50: **Corridor**

The two dots mark the position of guards of Diker Thane. They will be two of the men from 51-58 (roll die to determine who is on guard at any time). The 5' wide section running to the south and then west, then north, is directly under the sloped roofing running down over the cloisters. Chinks of daylight are visible and nandies (4) can be heard scampering across the roof. The secret doors to 10a-16a are all one way mirrors viewing into the rooms. Beside each is a silver button. If this is pushed the gas bubbles (see 10-16a) are released in both the upper and lower chambers corresponding to that button, the secret shutters to the windows also slide down. (This is how Tizun acquired sacrifices for the Shadow Dancers.) Pushing the button a second time, lifts the shutters and closes the ceiling compartment. Diker will use this method to capture any party that stays the night in these rooms, otherwise he will not bother.

51-60 **Diker Thane and his men**

All contain bunk, table, chair etc. except Diker's room - 59. The inhabitants are:

Room	Name	AI	Lvl	S	I	W	C	D	Ch	AC	Armed with
51	Churk	C.N.	1	13	14	10	13	10	12	2	Sword
52	Amnor	C.N.	1	15	9	12	9	8	14	5	Mace
53	Vado	C.N.	1	15	9	13	11	11	12	4	Hammer
54	Roker	C.N.	1	11	10	12	12	6	12	4	Mace
55	Duval	C.N.	1	13	9	13	13	7	9	5	Sword
56	Ulgon	C.E.	1	13	11	9	8	7	11	3	Hammer
57	Viga	C.N.	1	14	11	8	11	10	5	5	Hammer
58	Sprago	C.N.	1	13	7	9	16	8	8	3	Mace
60	Beza	C.N.	1	12	17	12	6	12	12	5	Hammer
60	Toku	C.N.	1	12	13	11	11	8	16	5	Sword
60	Agapor	C.N.	2	12	6	12	5	16	13	1	Sword (AC includes +1 shield)

Each will have 1-50 g.p. in their room. Those in 60 will have from 50-100 g.p. each.

59: **Diker Thane's Chamber**

Plush furnishings etc. Diker Thane would prefer to make a deal with a party even if they initially attack. If he captures them either with net or by sleep bubbles during night, he will tie them up and then make a deal with them. Basically he wants Thraaak attacked and weakened and will free the party to do this, he may even pay them after. Should a party be attacking Thraaak anywhere other than in the tower (61-65a) and he thinks he and his men will turn the tide against Thraaak, he will come to the aid of the party. If the party are on the verge of defeat, (e.g. have all been *sleep*) he will rescue them to prevent Thraaak gaining more power. If Thraaak is successfully dealt with he may enlist their aid against Sega if an opportunity presents itself. He is cunning and machiavellian, he may attack the party if he feels it will benefit him, but it is unlikely. He would prefer to leave them in the hope that they battle with and weaken Thraaak for him. He places the parchment on the body in the ravine to allow adventurers in. There are many parchment rolls and Tizun Thane's seal in his room.

Diker is a 4th level cleric, chaotic neutral, wears plate armour and has a black shield (AC2), 20 hit points, and characteristics of: S 13; I 15; W 15; C 13; D 11; Ch 15. He wields a +1 (to hit and damage) mace. He wears a dark green cape and in a side pouch has the key to 29. He wears a ring identical in appearance and powers to the one on the body in 23. He knows everything about the palace except the location of Tizun Thane's treasure, though he suspects it is in the tower somewhere. His spells are:

2nd level: *Hold Person*

1st level: *Cause Light Wounds, Protection from Good.*

If AD&D rules are being used, the DM should decide which additional spells to use. Hidden in the room is the key to the chest in 59a.

59a: **Diker's Treasure:** The door to 50 is wired and rings a bell in 59 if opened. In the room against the E. wall is a large chest. It contains 3,539 g.p. and 4 gems. It is locked. The key is in 59.

61-65: **Tower of Tizun Thane**

All the windows have heavy metal shutters, which are all closed. All rooms are lavishly and ornately furnished. Within the tower, lurking in solitary silence is Thraaak, a gu'en-deeko, insane since he slew his master. He ventures from the tower on rare occasions. He will observe without attacking, unless attacked. He is wracked with guilt and sorrow and believes himself to be Tizun Thane, though lacking Tizun's confidence. If he is not observing from 49, which he will be doing if there has been any commotion, roll a D10: 1 he is in 61, 2 in 62, 3 in 63, 4-10 in 64.

61: **Dining Room:** Plushly furnished, large fireplace in E wall. A small gold statue of Tizun Thane stands on the mantelpiece.

62: **Lounge:** Fireplace in E. wall.

63: **Library:** Tomes on arcane arts etc. none magical. Fireplace in E. wall.

64: **Bed Chamber:** This is where Thraaak (5D8+12) spends most of his time. He is wearing Tizun Thane's purple robes which have ripped on being forced over his massive frame and a black cape (see below). He appears both fearsome and comic in the ill-fitting garments. He is a gu'en-deeko:

THE HALLS OF TIZUN THANE

GU'EN-DEEKO

No. Appearing: 1
 Armour Class: 4
 Movement: 12"
 Hit Dice: 5D8 + special
 Treasure: Nil
 Attack: 1-8/1-8 plus special
 Alignment: Chaotic neutral
 Intelligence: Low (but knowledge varies)
 Monstermark: Varies



The gu'en-deeko is believed, falsely, by the northern tribes to be a human who has been cursed by the gods and turned into a giant ape-like creature for partaking in cannibalism. It is similar in appearance to a yeti, but is a light grey in colour. It attacks with two powerful hands doing 1-8 damage each. Though it eats most things, its preference is for human flesh, particularly the brain. On devouring a human brain, it gains the knowledge of that person plus one hit point for each level its victim had. It also gains any spells or abilities that the victim had. Skills and knowledge fade after 1 year but not the spells, although once used, a spell is gone, and cannot be relearned in the normal fashion. The hit points gained become permanent additions and are regained on resting etc. if the creature is wounded.

Thraak is wearing a *Cloak of Displacement* (first attack automatically miss, +2 protection thereafter and +2 on saves versus magic and other attacks) and a larger version of the ring in 23.

He has the following skills at the moment: detect traps etc. as a dwarf and the skills of a 2nd level thief. His assassin's skills have faded.

He has the following spells left:

3rd level: *Fireball, Hold person*

2nd level: *Mirror Image, Phantasmal Forces*

1st level: *Charm, Sleep, Shield, Protection from Good*

When casting a spell he utters a strange laugh — his version of Tizun's laugh when bettering a foe. He knows where Tizun's treasure is though he is unable to reach it — but he will protect it.

65: **Workroom:** Magical tomes abound, including a *Tome of Clear Thought*. The room is packed with ingredients for potions, phials, pestle and mortars etc. In one phial is a *potion of polymorph self* in another is a *potion of healing*.

65a: **Minor Treasure Room:** A large chest contains 2,390 g.p. 114 p.p. and 2 gems.

This treasure is a dupe should any ever invade Tizun's Tower. The real treasure is in the roof space above 65, accessible only through a secret trapdoor in the centre of the ceiling 20' above. The ceiling is shaped to follow the lines of the roof above and has beams, rafters etc., as though it were the underside of the roof. In this concealed space is a huge hoard of treasure, gems, jewels and 2 magic items. This treasure is left to the DM's discretion. Also in the space is the final guardian, a Necrophidius.

NECROPHIDIUS

No. Appearing: 1
 Armour Class: 2
 Movement: 9"
 Hit Dice: 2D8
 Treasure: Nil
 Attack: Bite (1-8 plus paralysis) plus special
 Alignment: Neutral
 Monstermark: 33.8 (level 3 in 12 levels)



This fearsome addition to the ranks of the undead was first created by that most imaginative of experimenters, Karalkan (who was later to 'see the dark' and build the temple of the archdemon Kong). The animation spell is 6th level, optionally available as a 5th level anti-cleric spell, and produces one necrophidius (or death worm) per level of the Wizard casting it above 11th (so a 15th level magic-user could create four worms). Each requires the intact vertebrae of a giant snake and a man-sized humanoid skull.

The worm is immune to *charm, sleep, ESP, telepathy* and poison and never checks morale. It achieves surprise on a roll of 1-3 on a D6 and if it is not itself surprised it will execute the "Dance of Death", a hypnotic semi-magical swaying which rivets the attention and allows the worm to advance and attack without opposition. Save vs. magic required; failure is treated as inability to act, as if hypnotised.

The necrophidius is created for one specific purpose and is therefore seldom encountered except as a guardian or assassin.

Its bite causes paralysis unless the victim makes a saving throw vs. magic; it is treated as a wight on the 'Clerics vs. Undead' matrix.

LAIR OF THE WHITE WYRM

History

It is rumoured that a party of Dragonewts, many years ago, harboured a young Wyrm which had been injured while escaping from a party of Morokanths. The Wyrm is said to have made good its escape bearing scrolls and treasures that the Morokanths would pay well to recover. One scroll in particular is of inestimable value to them.

However, the Dragonewt colony either died out, or moved on, as few traces of them now exist in this particular area. That the Dragonewts did at one time roam the area is almost certain, since runic carvings, said to be of Dragonewt origin, can still be found on the walls of a small cave and in the bark of an old hollow tree situated about 100 yards from the cave.

1. Oak Tree

This has been struck by lightning and is hollow with a triangular hole in the trunk. The hole is 3' high and 2' 6" wide at the base. It will need to be widened if any character or creature over SIZ 15 should wish to use this entrance. Those of SIZ 15 must throw vs. DEX to avoid becoming stuck for 1D10 turns. The internal diameter is 10' and is one-third filled with rotting leaves, small branches and twigs. Carved in the bark above the hole are barely legible signs. If any members of the party can read Dragonewt, throw Basic Perception x 3 or less on percentile dice to decipher: the carvings read "Mind the step!". Beneath the leaves and twigs is a 3' by 3' metal grille which appears to seal off a pit. The distance from the grille to the first firm footing below it is 10' — the step to be 'minded'. From this platform, stairs, cut into the earth, wind down. Roots force their way through the walls presenting ample handholds. The passage is 5' high at this point, rising to 10' at the bottom where it terminates with a locked, rotting wooden door.

2. Corridor

Chained to the east wall is a Scorpion Man:

STR 17; INT 4; POW 11;
 CON 12; DEX 6; CHA 3; SIZ 17
 Sting (1D6 + 1D6) 40%
 Sting SR7
 Defence 0% Move 8
 Explodes on dying doing 3D6 damage to anyone within 15' radius.

	L	3/5	R
	3/4	3/6	3/4
	3/3	3/5	3/3
	3/3		3/3
	3/3	3/5	3/3
	TOTAL HPS:14		

Although chained up, he is hostile and eager to pick a fight with anyone. He cannot reach anyone squeezing past against the W wall but he will hurl abuse and challenges, and, as far as the chains will allow, make threatening gestures, lunge against his chains, and infer that he has slept with the wife/girlfriend/boyfriend/daughter/son/mother/father/etc. of everyone in the party in an attempt to start a fight. If he is slain, the explosion will not only seal off the passage but alert the occupants of 3, 4, 5, 6, 9, 10 and 11 who can't thereafter be surprised. Both doors are locked.

3. Old Entry Hall

Whichever way the party enters, around the corner, strutting towards them comes a Duck, wearing composite, horned helmet, and loincloth:

QUINCY (Superhero, barbarian Duck)

STR 12; INT 18; POW 12;
 CON 14; DEX 13; CHA 9; SIZ 5
 Short Sword (1D6 + 2-1D4) 80% Parry 80% Points 20
 Short Sword SR5 Spell SR2
 "Master of Quack Fu" — two attacks per melee turn or one attack, one parry per melee turn or two parries.

	L	3/5	R
	-/4	-/6	-/4
		1/5	
	-/5		-/5
	TOTAL HPS: 13		

First at SR 5, second at SR 10.

Fist (1D4) 100% Parry 100%

Kick (1D6) 100% Parry 100%

Butt (1D4+4) 100% Parry 10% Points -/3

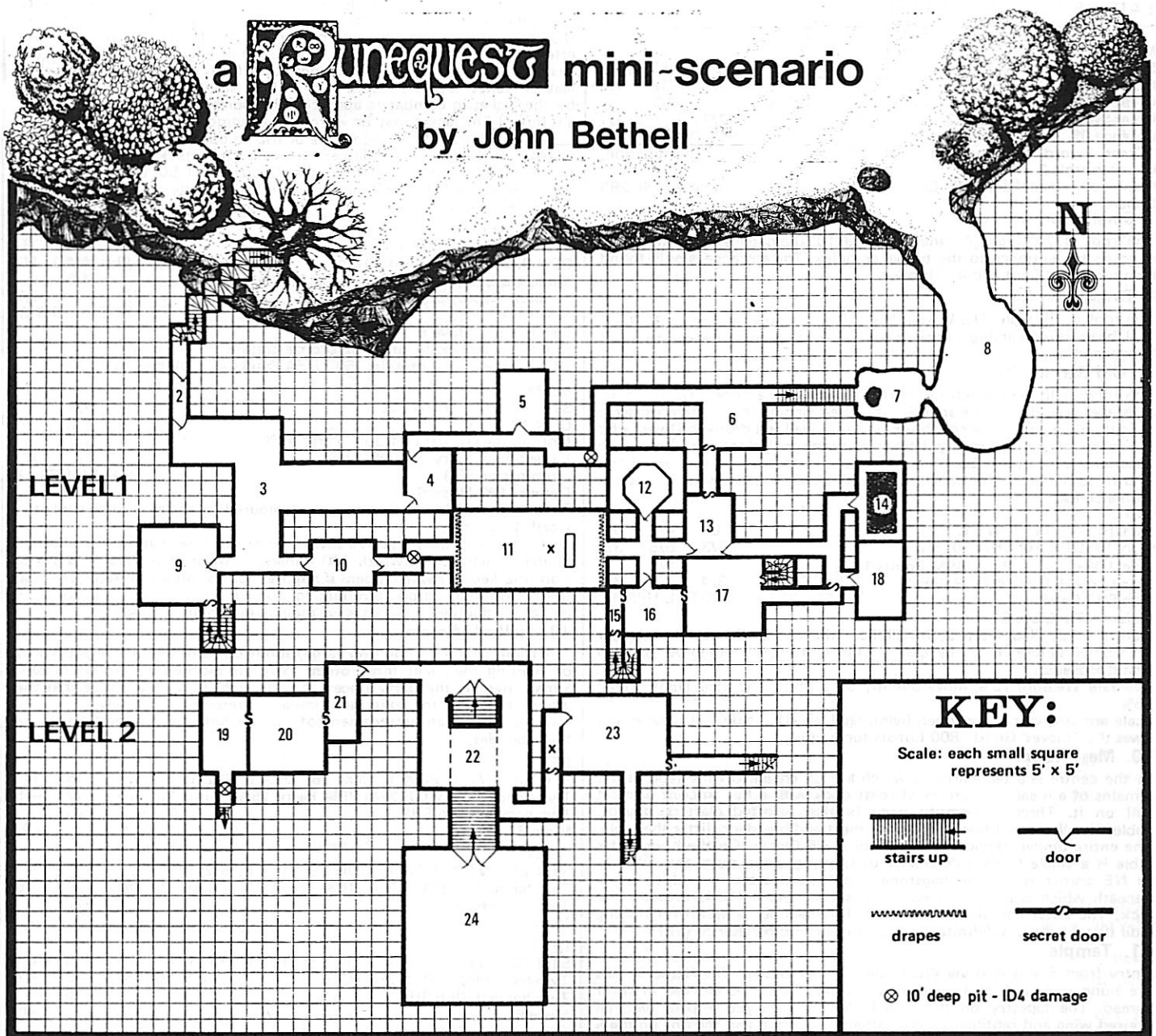
Butt gets +4 if Quincy is wearing horned helmet. In dire situations he may try to parry with helmeted head, but chance of parrying is reduced by his natural reluctance to put his head where his opponent's weapon is likely to be! Note that the loincloth gives 1 point of protection.

Defence 15% Move 5

Healing 4, Bladesharp 2, Ironhand 4, Protection 4, Countermagic 3.

a Runequest mini-scenario

by John Bethell



If greeted in a friendly manner, Quincy will act bashful but will join the party until they leave the dungeon. He is searching for a red-headed girl named Valda. If approached in a neutral manner, roll on Response Chart.

4. Old Guard Room

Three Trollkin corpses lie on the floor (Quincy has been this way) along with 2 short maces, a one-handed spear, 1 open helm, 1 large shield, a scattering of white feathers, and a small leather purse containing 3 Clacks.

5. Old Store Room

Room lit by lamps hanging from ceiling 15' above. The lamps consist of wicks floating in animal fat. Four Trollkin:

BELBOD

STR 9; INT 7; POW 6;
CON 12; DEX 18; CHA 4; SIZ 9
Broad Sword(1D8+1) 35% Parry 35% Points 20
Dagger(1D6) 30% Parry 20% Points 10
Medium Shield Parry 35% Points 12
Broad Sword SR5 Dagger SR6
Defence 5% Move 6
Leather armour, cap. 10 Lunars in purse, 48 Lunars in bedroll.

L	3/4	R
3/3	3/5	3/3
3/4	3/4	3/4
TOTAL HPS:12		

Twin brother:

DANVER

STR9; INT 7; POW 6;
CON 12; DEX 18; CHA 4; SIZ 9
Broad Sword(1D8 +1) 35% Parry 35% Points 20
Dagger(1D6) 30% Parry 20% Points 10
Medium Shield Parry 35% Points 12
Broad Sword SR5 Dagger SR6
Defence 5% Move 6
Leather armour, cap. 12 Lunars in purse, 53 Lunars, 208 Clacks in bedroll.

L	3/4	R
3/3	3/5	3/3
3/4	3/4	3/4
TOTAL HPS:12		

POTMAW

STR 11; INT 13; POW 10;
CON 12; DEX 9; CHA 2; SIZ 8
Broad Sword(1D8+1) 40% Parry 40% Points 20
Dagger(1D6)35% Parry 30% Points 10
Broad Sword SR6 Dagger SR7 Spell SR 3
Defence 5% Move 6
Disruption
120 Clacks in purse, plus several buttons and washers that have been palmed off on him as 'foreign coins'.

L	3/4	R
1/3	1/5	1/3
	1/4	
1/4	1/4	1/4
TOTAL HPS:12		

DENZELM

STR 13; INT 14; POW 3;
CON 8; DEX 15; CHA 2; SIZ 9
Sling(1D8) 35%
Spear(2H)(1D10) 30% Parry 25% Points 15
Light Mace(1D6) 30% Parry 25% Points 20
Small Shield Parry 25% Points 8
Sling SR2 Spear(2H) Lt Mace SR7 Spell SR2
Defence 5% Move 6
Disruption, Healing 2.
Leather armour and cap. 153 Lunars in purse.

L	3/3	R
3/2	3/4	3/2
	3/3	
3/3	3/3	3/3
TOTAL HPS:7		

On N wall is a shelf on which rests an ornate metal head-dress with wires attached. If worn it reduces the INT of the wearer to 4 for 1D10 turns. On hook behind the door is a bag containing 2 Wheels and 483 Lunars.

6. Old Guard Room

Lit by 4 flambeaux in holders, 2 on N wall, 2 on S. The flambeau nearest the secret door opens it if twisted; should the flambeau be pulled then a trap opens beneath the puller. Throw vs. DEX x 5 to avoid falling 15' onto spikes for 1D12 damage. In the room is a Great Troll:

LAIR OF THE WHITE WYRM

MOON

STR 26; INT 4; POW 10; L 6/7 R
 CON 16; DEX 10; CHA 2; SIZ 26. 7/6 7/8 7/6
 Great Sword(3D8+2D6) 40% Parry 25% Points*30 7/7 7/7
 Great Sword SR4 Spell SR3
 Defence 0% Move 7 TOTAL HPS:21
 *Great Sword is iron, and is also Magic Matrix for Coordination, Countermagic 2.
 Chainmail, open helm. 77 Clacks, 69 Lunars and an opal worth 295 Lunars.

7. Small Cave

The roof is 20' high. At the rear is a 10' diameter stalagmite which conceals the entrance to the tunnel complex. The entrance is only found by a successful Spot Hidden throw.

8. Dragonewt Cave

The roof is 25' high. The W wall has a 3' x 4' crack leading to 7. The E wall bears runic carvings, ancient and worn, that some believe to be of Dragonewt origin.

9. Old Barrack Room

The room is lit by a torch rammed in a crack in the floor. From outside, a listener would hear the sound of muffled singing in an unrecognisable tongue. Hanging from a coat hook on the N wall is a drunken Dwarf who is waving an almost empty bottle. Between swigging and singing, he occasionally holds his breath until his ears turn blue, gets annoyed and returns to his bottle for comfort. He will be an instant friend of anyone with alcohol:

ODIL
 STR 14; INT 11; POW 11; L 4/4 R
 CON 13; DEX 10; CHA 10; SIZ 7 3/3 5/5 3/3
 Axet(1D8+2) 45% Parry 45% Points 15 5/4
 Small Shield Parry 40% Points 8 3/4 3/4
 Axe SR7 Spell SR3 TOTAL HPS:12
 Defence 0% Move 6

Detect Gold, Bladesharp 2, Invisibility (thow vs. INT x 3 to remember Invisibility before it can be cast — Odil is trying to remember it when first discovered).

Evaluate Treasure 75%, Move Silently 50%, Spot Trap 65%, Disarm Trap 65%.

Scale armour, cuir limbs, open helm. Odil has 41 Clacks to his name and owes the Thieves' Guild 1800 Lunars for training.

10. Mess Room

In the centre is a table around which are six chairs. On the table is the remains of a meal — a carcass of roast duck with a fair amount of meat still on it. Three half-empty wine bottles, assorted platters, gourds, goblets, well chewed bones, scraps of meat and bread etc. litter the table. The entire dinner 'service' is worth about 25 Clacks. On the floor under table is a single Clack (5% change of spotting) amid reeds and rubbish. In NE corner is a loose flagstone — only noticeable if trodden on — beneath which is a small chest. A poisoned needle (1D4) protects the lock. The chest contains 130 Lunars. (The alcohol is useful for bribing Odil (9); the duck is definitely not useful for bribing Quincy (3).)

11. Temple

Entry from E and W is via slits in heavy black drapes. The N and S walls are hung with old, and exceedingly dusty, tapestries worked in silver thread. The tapestry on the N wall depicts a winged serpent with an injured wing and reptilian bipeds gathered round it, and the one on the S wall shows a winged serpent seemingly asleep on a pile of discs, again with reptilians in attendance.

On entry into the room a Blinding spell is automatically cast lasting 10 melee turns. During this period the adventurers have all of their abilities, both combat and otherwise, reduced to a basic 5% whilst they remain in the room. The spell will not be recast for 10 full turns, so that re-entry of the room after the first 10 melee turns will be as normal.

If, after the first melee turn during which the spell is cast, all or any of the party remains in the temple, the Priest and three Trollkin henchmen will enter and attack. Their attacks and abilities are unaffected by the spell, except that no visually aimed spells can be cast during the period:

GROPER (Dark Troll Priest of the Kyger Litor Cult)
 STR 24; INT 12; POW 14; L 6/6 R
 CON 15; DEX 15; CHA 14; SIZ 15 6/5 6/7 6/5
 Broad Sword(1D10+1D6*) 60% Parry 50% Points 20 6/6 6/6
 Dagger(1D6+1D6*) 40% Parry 35% Points 10
 Large Shield Parry 55% Points 16 TOTAL HPS:12
 Broad Sword SR5 Dagger SR7 Spell SR2
 Defence 5% Move 8

Bladesharp 3, Fanaticism 2, Healing 6, Blinding.
 Full chain mail with closed helm. Gold ring with large pink crystal on right hand (Power Storing 12 points).

*Potency 12 blade venom on sword and dagger.

ITCHY

STR 9; INT 7; POW 6; L 1/4 R
 CON 12; DEX 18; CHA 4; SIZ 9 1/3 1/5 1/3
 Bastard Sword(1D10) 40% Parry 40% Points 20 1/4 1/4
 Dagger(1D6) 100% Parry 90% Points 10
 Bullwhip(1D4) 75% Parry 65% Points 10 TOTAL HPS:12
 Bastard Sword SR5 Dagger SR6
 Bullwhip SR2 Spell SR1
 Defence 5% Move 6
 Healing 2, Protection (cost 4 POW points).

N.B. Itchy has a Wyvern-hide jacket which gives him 5 pts armour to chest and abdomen. (1 pt has been lost in the tanning process) but there is a 50% chance that he will have taken it off. In this event he will attempt to put it on, provided that he is not engaged in combat in the first two melee turns. It is unrecognisable from any other old sleeveless leather jacket. (Players would have to have seen the protection afforded by the jacket in combat to appreciate its worth. They should not be told anything.) The jacket may be worn over or under armour.

Itchy will use the whip to snare or trip an opponent so that he can get to close quarters with his dagger, delaying that attack to SR10, in order to aim his blow. Itchy has a less than average INT but a terrific sense of self preservation! If, therefore, his side is losing badly, and all other Trollkin are wounded, Itchy will exit without delay.

SCRATCHY

STR 5; INT 10; POW 9; L 7/3 R
 CON 9; DEX 15; CHA 3; SIZ 5 1/2 4/4 1/2
 Small Mace(1D6) 45% Parry 45% Points 20 4/3
 Medium Shield Parry 30% Points 8 7/3 7/3
 Small Mace SR8 TOTAL HPS:8
 Defence 5% Move 6
 Full helm, cuir body, arms nil, bronze greaves.
 Silver bracelet on left wrist (50 L), 54 Clacks and 1 Wheel in purse.

BURKE

STR 15; INT 5; POW 12; L 7/7 R
 CON 18; DEX 6; CHA 2; SIZ 12 7/6 7/8 7/6
 Morningstar(1D10+1D4)35% Parry 45% Points 12 7/7 7/7
 Large Shield Parry 75% Points 12
 Morningstar SR8 TOTAL HPS:18
 Defence 0% Move 6
 Plate mail, full helm. Wears a gold (coloured) bracelet — junk trinket — worth 11 Clacks.

On black draped altar is a silver chalice and three battered candlestick holders. Each item is worth 200 Lunars. In front of the altar is a 5' x 5' trap (marked 'x') which opens if any item on the altar is moved. The trap opens to a 20' drop, terminating outside 23 (marked 'x'), for 1D8 damage — doubled if victim is wearing plate armour on body.

12. Hall of Mirrors

The room appears to be very large, about 60' x 60' with a large number of fighting men and three other exits, all blocked by groups of well armed men. If the party lingers long enough, they may notice that the groups blocking the exits are similarly dressed to themselves... The room is in fact an arrangement of mirrors and the only occupants are four zombies:

EEN

STR 18; INT 0; POW 1; CON 16; DEX 5; SIZ 12 L -/6 R
 Two-handed Club(1D12+4) 25% Parry 15% Points 15 -/5 -/7 -/5
 Two-handed Club SR9 -/6 -/6
 Move 6 -/6 -/6

TWEE

STR 13; INT 0; POW 1; CON 18; DEX 8; SIZ 17 L -/7 R
 Two-handed Club(1D12+4) 40% Parry 20% Points 15 -/6 -/8 -/6
 Two-handed Club SR9 -/7 -/7
 Move 6 -/7 -/7

DRIE

STR 13; INT 0; POW 1; CON 13; DEX 8; SIZ 17 L -/5 R
 Two-handed Club(1D12+4) 40% Parry 15% Points 15 -/4 -/6 -/4
 Two-handed Club SR9 -/5 -/5
 Move 6 -/5 -/5

VIER

STR 12; INT 0; POW 1; CON 13; DEX 7; SIZ 7 L -/4 R
 Two-handed Club(1D12+4) 35% Parry 15% Points 15 -/3 -/5 -/3
 Two-handed Club SR9 -/4 -/4
 Move 6 -/4 -/4

In the centre of the room is a chest containing 200 Lunars and 7 Wheels.

13. Room of Breezes

Whichever door is used for entry, the other door will always be open and a sudden gust of wind will douse all torches.

14. Snake Pit

Around the edge of the room is a 3' wide walkway surrounding a 20' deep pit. A bronze trapped ladder leads down into the pit where 9 snakes guard a 2' square trapdoor in the centre. Beneath the trapdoor is a chest containing 1000 Lunars, 31 Wheels and a coral necklace. The necklace is a:

CORAL SNAKE All Snakes
 STR 4; POW 9; CON 8; DEX 9; SIZ 1. TOTAL HPS: 6 -/5
 Bite(1D4+Systemic poison potency 12) 75% SR3 -/6
 Snakes in pit: -/5

WEAPON SNAKES

1) STR 4; POW 9; CON 15; DEX 9; SIZ 3. TOTAL HPS: 13
 2) STR 3; POW 11; CON 13; DEX 11; SIZ 3. TOTAL HPS: 11
 3) STR 6; POW 7; CON 11; DEX 10; SIZ 1. TOTAL HPS: 9
 All sword tailed(1D6+1) 25% Parry 25% Points 12 SR9.
 All move 4

STAKE SNAKES

4) STR 6; POW 11; CON 15; DEX 14; SIZ 1. TOTAL HPS: 13
 5) STR 4; POW 11; CON 14; DEX 8; SIZ 3. TOTAL HPS: 12
 6) STR 5; POW 12; CON 11; DEX 11; SIZ 6; TOTAL HPS: 9
 7) STR 1; POW 7; CON 8; DEX 3; SIZ 1. TOTAL HPS: 6
 All hard pointed snout, launch up to 10', (1D6+1) 25% SR6
 All move 4

SPIT SNAKES

8) Male

STR 3; POW 11; CON 13; DEX 13; SIZ 3. TOTAL HPS:11
Acid(1D6 potency) 25%
Bite(1D4) 25% Move 4

9) Female

STR 6; POW 11; CON 15; DEX 14; SIZ 1. TOTAL HPS:13
Oil(*) 35%
Bite(1D4) 25% Move 4

*Foul smelling — eliminates all chance of secrecy for one week.

15. Cupboard

Old secret cupboard, the floor of which is littered with debris plus an ancient skeleton with the skull stoved in.

16. Old Store Room

In amongst hay and rubbish is a mouldy bag containing 62 Clacks and a necklace with a huge paste diamond worth 20 Lunars. Among this mess are 6 rat-shaped, armadillo-like creatures — Rubble Runners:

- 1) STR 3; POW 7; CON 10; DEX 13; SIZ 2. TOTAL HPS:8
 - 2) STR 1; POW 8; CON 15; DEX 15; SIZ 3. TOTAL HPS:13
 - 3) STR 5; POW 11; CON 10; DEX 13; SIZ 3. TOTAL HPS:8
 - 4) STR 2; POW 12; CON 9; DEX 15; SIZ 1. TOTAL HPS:7
 - 5) STR 3; POW 10; CON 7; DEX 10; SIZ 4. TOTAL HPS:5
 - 6) STR 2; POW 12; CON 3; DEX 8; SIZ 1. TOTAL HPS:1
- All bite (1D6) 25% SR10
Defence 10% Move 6

All Rubble Runners

L	2/5	R
2/4	2/6	2/4
2/4	2/6	2/4

17. Old Bandit Lair

The room is cobwebby, dusty and rubbish strewn. The secret door in the E wall is a loose slab 6' above floor level. Amid the rubble in the SE corner is a broadsword(1D8+1) 15 points left. Also two daggers(1D6) 10 points each. Hanging from a hook on the N wall is a composite bow, quiver and 12 arrows. In bottom of quiver, wrapped in rags are 2 Wheels. (Roll 1D12 — 1-10:amount of damage taken by bow, 11 or 12:bow undamaged).

18. Ceremonial Chambers

In the room are two Dwarf thieves, a captain and lieutenant, who are looking for a Dwarf who has gone off on a drunken spree (Odil, see 9):

YURIK

STR 16; INT 15; POW 14;
CON 17; DEX 9; CHA 14; SIZ 7
Warhammer(1D6+2) 55% Parry 50% points 15
Small Shield Parry 35% Points 8
Warhammer SR8
Defence 5% Move 6
Scale body, greaves, open helm.
45 Lunars and 103 Clacks in purse, 3 flasks of wine, one of water on belt.

L	4/6	R
-/5	5/7	-/5
6/6	5/6	6/6
TOTAL HPS:16		

GARESH

STR 20; INT 18; POW 17;
CON 18; DEX 12; CHA 12; SIZ 8
Morningstar(1D10) 80% Parry 70% Points 12
Shortsword(1D6+1) 70% Parry 60% Points 20
Small Shield Parry 45% Points 8
Morningstar SR7 Shortsword SR8
Defence 15% Move 6
Full chainmail, closed helm. 50 Lunars, 98 Clacks and 1 Wheel in purse, 2 flasks of wine, 2 flasks of water on belt.

L	5/7	R
5/6	5/8	5/6
5/7	5/7	5/7
TOTAL HPS:18		

The wine is to be used to lure Odil (see 9) back to camp. If the party are friendly, the Dwarves will warn of the snakes in 14.

19. Lower Sentry Outpost

The secret door to 20 is guarded by a goat-headed humanoid — a Broo. He is immune to all poison and disease, but carries Wasting disease:

PUKEL

STR 16; INT 8; POW 5;
CON 14; DEX 12; CHA 2; SIZ 18
Spear*(2H)(1D6+1+1D4) 35% Parry 35% Points 15
Butt(1D4) 15% Parry 10%
Spear(2H) SR4 Butt SR8
Defence 0% Move 9
Cuir, leather limbs, head natural.
*Spear is a sharpened stick with a fire-hardened point.

L	3/6	R
2/5	3/7	2/5
2/6	3/6	2/6
TOTAL HPS:16		

20. Lair of the Wolf

In the room is the Wolfbrother, Wulf, who is immune to bronze weapons and only vulnerable to Runic (pure) metals or magic:

WULF

As Wolf: STR 22; INT 5; POW 11;
CON 11; DEX 9; CHA 10; SIZ 7
Bite(1D8+1D4) 35%
Bite SR9
Defence 10% Move 12

L	1/4	R
1/3	1/5	1/3
1/4	1/4	1/4
TOTAL HPS:10		

As Man: STR 11; INT 9; POW 11; CON 11; DEX; CHA 10; SIZ 7

Large Axe (1D8+2) 30% Parry 30% Points 15

Large Axe SR7

Defence 0% Move 8

Track by Smell 60% Hide 60% Move Silently 50% Sense Ambush 50%

Being Chaotic, Wulf would recognise Francher (see 23) for what he is and would not attack him. In death, Wulf reverts to human form. There is a 50% chance that he will be in human form when first encountered. He has 45 Clacks, 21 Lunars and 5 Wheels in a purse.

21. Old Food Store

Scattered on the floor of this small store room are 3 human corpses, 4 dead Trollkin, 4 shortswords(1D6+1); roll 1D20 for each to determine points left, 1 rapier(1D6+1) with 15 points left, 2 daggers(1D6) with 10 points each, a small shield, 2 closed helms, 1 open helm and a full suit of chainmail. Also lurking in the room:

SHADOW CAT

STR 7; POW 19; CON 13; DEX 19; SIZ 4
Bite(1D6) 40% Rip(2D6) 80%
Bite SR8 Rip SR8
Defence 20% Move 10
Move Silently 60% Ambush 50% Hide 80%

L	-/5	R
-/4	-/6	-/4
-/4	-/6	-/4
TOTAL HPS:11		

22. The Shelled Guards

In the room is a 5' high stone wall roofed with a metal grille and closed off by two locked gates along the N side. The key to the gates hangs on a hook on the N wall. Illumination is provided by wicks floating in oil lamps. In the room are two Dragon Snail guards:

SKYNE (One Headed)

STR 25; POW 16; CON 10; DEX 6; SIZ 23
Bite (1D6+2D6) 40%
Bite SR8
Defence 0% Move 3

L	4/6	Head
4/6	4/6	Body
8/7	8/7	Shell
TOTAL HPS:13		

CALLOB & GRYPMP (Two Headed)

STR 33; POW 16; CON 15; DEX 4; SIZ 28
Bite(1D6+2D6) 40%
Bite SR8
Defence 20%* Move 3

L	4/6	4/6	Head
4/6	4/6	4/6	Body
8/7	8/7	8/7	Shell
TOTAL HPS:19			

Callob and Grymp will each attack different targets.

*Their appearance is so confusing that it acts as a natural defence.

23. The Keeper

Chained to the E wall is a man (Ogre):

FRANCHER

STR 22; INT 15; POW 12;
CON 16; DEX 13; CHA 18; SIZ 14
Weapon(Damage +1D4) 35% Parry 30%
Weapon SR4+ weapon length Spell SR2
Defence 10% Move 8
Healing 4
Disguise 60% Move Silently 45%
Leather armour and open helm.

L	4/6	R
2/5	2/7	2/5
2/6	2/6	2/6
TOTAL HPS:16		

Francher can spit Acid of 2D10 potency 4 times a day, 6 yard range, SR2. If attacked he will spit at attacker. This is why he has not been killed yet, although he was 'spat' out when captured.

He is very hungry and hasn't eaten for 4 days. He likes human flesh but would not eat the flesh of friends... a friend being anyone who helps him.

On the table in the middle of the room is a bastard sword(1D10) with 20 points, main gauche(1D6) with 20 points, two keys on a ring (one to the Ogre's chains, the other to the lower gates of 24), a now-empty purse and a leather bag containing a half-eaten human arm and a half-eaten French loaf. There is also a skin of water: the Ogre is very thirsty.

The secret door in the SE corner is 6' above floor level

24. Lair of the White Wyrn

The gates are locked. Opening them automatically closes and locks the gates at the top of the stairs (22). The key is needed to re-open them. In room is a legless, winged serpent of a pale grey colour. It will take to the air to attack but owing to a badly healed wing and lack of space to really exercise it will land and fight on the ground after 10 melee turns. It is the White Wyrn:

AURON

STR 34; INT 12; POW 22;
CON 15; DEX 13; CHA 13; SIZ 44
Bite(1D10+4D6) 50%
Bite SR7
Defence 20%* Move 10
Disruption, Dullblade, Healing 6.
Around its neck is a ruby in a gold chain setting worth 5400 Lunars.

L	8/6	R
8/5	8/7	8/5
8/6	8/6	8/6
TOTAL HPS:25.		

In a niche, 10' up on the S wall, is a small wooden box containing 2 potions of double strength healing, 1 of blade venom potency 9, and 4 scrolls:

Scroll 1: increases constitution of reader by 1 point. It takes 16 weeks to work; each time the scroll is read, throw 1D6. 1-4 the scroll disintegrates. The scroll will disintegrate after the fourth person reads it anyway.

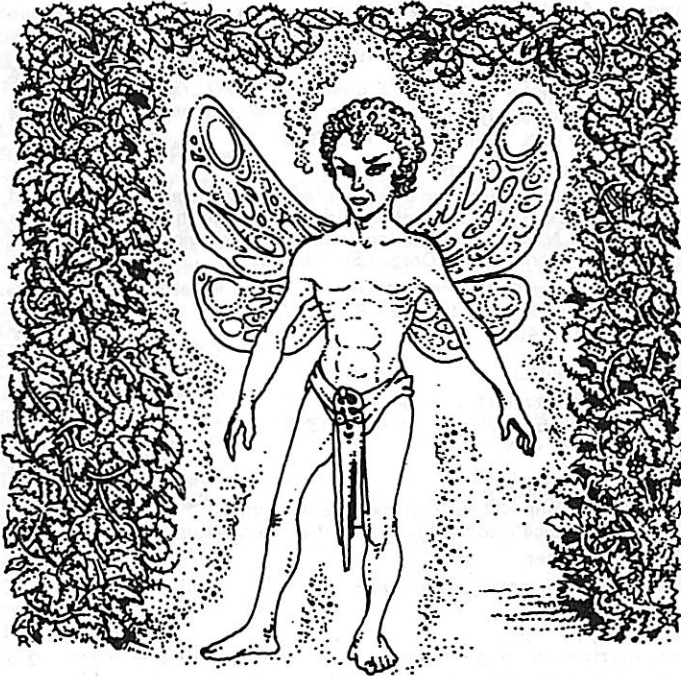
Scroll 2: secret technique scroll giving 10% increase in Broadsword attack and parry immediately. It can only be read twice and then it disintegrates. It can be read twice by the same person for double benefit.

Scroll 3: unreadable due to old age. It requires very careful handling or else it disintegrates. Handler must roll vs. DEX each time scroll is touched. This scroll is the one which is of value to the Morokanth.

Scroll 4: spell of Coordination.

paths of the lil

by James Ward



James Ward is the co-inventor of Gamma World, and who better person to design a mini-scenario.



The Lil had to survive, it was as simple as that. These creatures had evolved as diminutive beings constantly on the run from larger life forms. From earliest times, these beings had been forced to hide in brambles and tall vegetation of one type or another. As generation after generation progressed and mutated, their hiding places were developed and nurtured into what the Lil wanted.

THE LIL

Hit Dice: 6

Armour Class: 8 (6 when fighting human-sized creatures and 4 when fighting creatures over 2.5 metres tall)

Movement: 3/10

Mental Strength (species average): 14

Intelligence (species average): 17

Dexterity (species average): 18

Charisma (species average): 17

Constitution (species average): 8

Physical Strength (species average): 5

Physical Mutations (as a species):

1. Dual Brain
2. Light Generation
3. Physical Reflection (radiation)
4. Shorter (20 centimetres tall)
5. Wings
6. One variable mutation per being to the good

Mental Mutations (as a species):

1. Empathy
2. Force Field Generation
3. Illusion Generation
4. Mass Mind
5. Telepathy
6. Total Healing
7. Total Resistance to Life Leech

The Lil are beautiful symmetrical human creatures with wings of incredible toughness. They are always found in areas of high vegetation and have only one harmful mutation. They glow brightly in the dark. Whenever the area light intensity falls below a certain candle power, these beings light up illuminating a 90 centimetre area. Because of this mutation, these beings are always most active in the dark period of any day. They often use and develop technology, but are forced to have several members of their race work any given item from the past because of their small size and low strength factor.

The Bramble Paths Of The Lil

This vegetation is always the same from Lil group to Lil group because they take seeds with them from old paths as they are forced to migrate. The brambles are always trimmed to be 6 metres tall and the Lil mould paths out of them that are totally covered by a roof of these brambles that reveals nothing from the air. The paths are always 10 metres wide with the bramble vegetation barriers, for the most part, 36 metres wide. The thin parts of all the barriers are areas where the Lil can quickly pass from one section to another because of the unusual nature of these spots. The Lil Brambles have huge thorns that are razor sharp and will rip all things except metal and hard plastic. Every thin area is exactly like the other patches in appearance, but the thorns are dulled so that they do not cut.

While the brambles have no intelligence, they do have the following traits: when touched by anything but a Lil, these plants raise up and cluster against the pressure so that as the movement into them increases so does the grabbing action of the vines. Every melee turn of forceful contact does 1-10 points of damage to the toucher; amongst the brambles of the roof cover (hidden from view from below or above) are berries in clusters of 10 every 25 metres that restore 1 hit point of damage per berry; every vine in the path wall grows 2-12 metres a day.

The Lil Path depicted is the oldest of all brambles and the Lil living here are the most advanced of all the groups. Every night, they travel about the patch pruning the growth away from areas where they do not wish vines and forcing new growth where they do. All chopped vines are mulched up and placed around the plant bases.

SECTION A: 5 Lil: HP: 35, 33, 32, 28, 25; AC: 8*; M: 3/10, all abilities and mutations are as the species plus all of these guards have electrical generation (3-18 points of damage with a touch). One member in each group has a stun whip (weapon class 6) that has been cut down so that it seems to be a long pole in the hands of the Lil holder.

These groups, in every case, are there to frighten or otherwise chase away beings, creatures, or things that try to enter the area. They attack by casting illusions of hundreds of their number flying all over and touching or diving at the intruders. Those that do not believe the illusions are identified and taken care of by the stun whip. When stunned, all items of technology are carried into the thin part of any path and the throat of the stunned creature is torn out by the teeth of the Lil. If these attacks all fail, the Lil will attack with electrical charges until one group or the other is dead (hoping to do as much damage as possible so that the next set of guards can have an easier time taking care of the strangers).

SECTION B: 1 Blaash: HP: 60; AC: 8; M: 6/15; MS: 6; this giant moth emits 18 intensity radiation with a range of 5 metres. The Lil have hatched this creature here and it cannot move from the small interconnecting path it is on for fear of damaging its wing membranes. It has been conditioned to attack nothing accompanying a Lil.

SECTION C: 1 Horl Choo: HP: 72; AC: 5; M: None; this one fires 1-6 spear fronds every melee turn for 3-18 points of damage each (18 die creature for attack) and each frond has intensity 9 poison tips. The creature has been altered so its senses can detect nothing smaller than a metre. The plant is capable of firing down the long path it is near and up the short path it views.

SECTION D: This is a storage area for the Lil and the section facing the path is designed to move away when pulled. Inside are the following: 56 one kilogram sacks of instant plant defoliant, 32 one kilogram sacks of intensified plant fertilizer, 12 vibro daggers (weapon class 4) doing 10 points of damage per strike, 3 small damage packs doing 6-36 points of damage per explosion, 21 solar energy cells, 64 two metre by 3 metre sheets of duralloy.

SECTION E: 8 Lil: HP: 28, 27, 27, 23, 21, 21, 19, 11; AC: 8*; M: 3/10; all abilities and mutations are as the species. This group uses 2 Laser Rifles (weapon class 13) doing 6-36 points of damage per strike. It takes 4 Lil to use one weapon and they guard the long path they are near. They will each take 2 shots at whatever comes around the corner at either end and then they will scuttle into the brambles in tunnels they have made until whatever creatures they shot at are either back at the corner of the path they guarded or half way along the other path where they will shoot the rest of their energy beams and hide again (to put fresh power cells in the rifles that they have stored under the brambles and begin the process all over again).

SECTION F: 1 Kai Lin: HP: 60; AC: 6; M: 10; this plant will attack with radiated eyes (intensity 12) and if that doesn't kill the being it is attacking (or at least damage it) the creature will use electrical generation for 3-18 points per touch. This creature hides in the ceiling cover and moves with its prey. It only comes down to attack with electricity or feed. The Lil allow it only one seed (destroying all others). They have conditioned it to attack any beings travelling down the middle of the path, but to leave alone beings that walk down the sides.

SECTION G: This is another storage area and it opens towards the village of the Lil. It has the following: 3 wilderness ecology bots programmed to prune plants for the Lil; a wicker chest with 400 healing berries; and a wicker chest with 30 of each type of energy cell.

SECTION I: This is the village of the Lil. There are 39 males (not counting the guards), 43 females, and 14 young. These beings all live in wicker huts all over the area. Every hut has the following: a bramble supplied water fountain, a set of poisoned arrows, 3 bows (weapon class 9) doing one point per strike plus the 18 intensity poison damage, a wicker chest of dried fruits, and a wicker chest of clothing (made of spun spider silk).

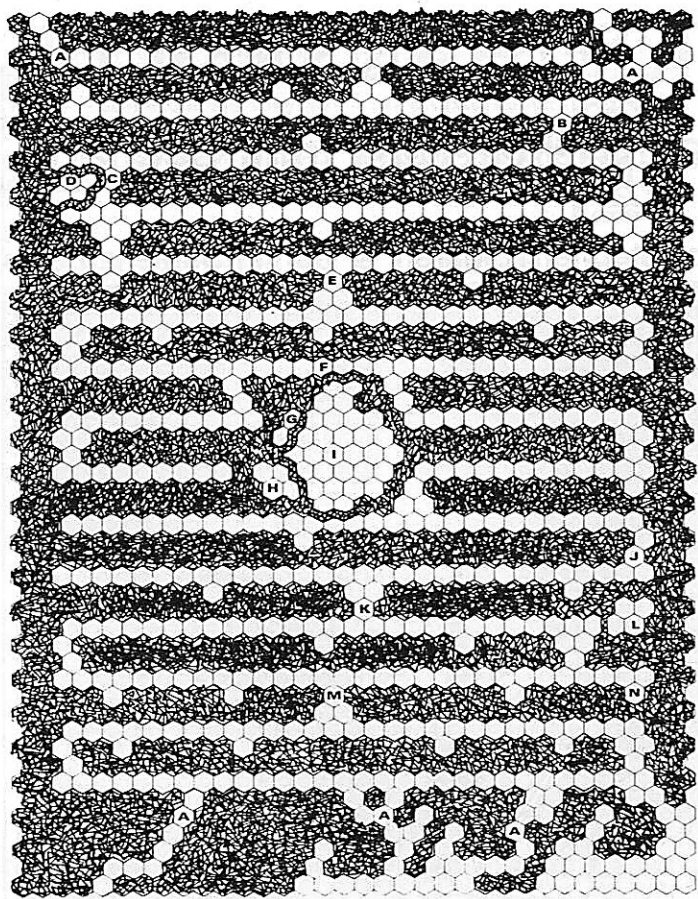
If the area is entered, the males all create illusions of hundreds of flying Lil while the females and young walk to safety. The thin areas are easily moved by two Lil.

SECTION J: 1 Perth Plant: HP: 10; AC: 4; M: None; it emits random intensity radiation (3-18) for a 15 metre range at all that are taller than 1 metre who come near the plant.

SECTION K: 6 Lil: HP: 33, 32, 30, 29, 20, 15; AC: 8*; M: 3/10; all abilities and mutations are as the species. These are using 3 Mark V Blasters with 2 creatures to a pistol (weapon class 14) and each shot does 7-42 points of damage. These Lil will fire 2 shots per melee turn until all weapons are expended and then they will run to small tunnels in the sharp bramble cover to the sides and reload energy cells. They will shoot again after 7 melee turns.

SECTION L: Another storage area with the following: 9 saws, 13 hand axes, 23 solar energy cells, 5 laser torches, 3 torc grenades (doing disintegration damage in a 15 metre range), and 5 fifteen centimetre tall mirrors.

SECTION H: This is another larger storage area with the following: a defense/attack borg (programmed to protect the village in case of surprise); 5 medi-kits, 6 laser pistols (weapon class 13) doing 5-30 points per shot; 3 four litre pots of 18 intensity poison; 2 one litre pots of universal antidote; 3 modified stun whips (weapon class 6); and 99 bows with 20 arrows each geared to the size of the Lil)



SECTION M: a Zeeth patch is planted here. (HP: 100 total, growing in a 10 metre area, it teleports 2-20 seeds for 2-12 points of damage per seed when successfully teleported (20% chance of this happening per seed); it has sensing range up to 19 metres and will not attack anything less than 1 metre tall.

SECTION N: There is a pond filling these 3 hexes and a Keeshin dens here. (HP: 49; AC: 7; M: telekinetic flight; all abilities are at 18, its mental mutations include: telekinesis, telekinetic arm, force field generation, life leech, de-evolution, mental blast, cryokinesis, and reflection). It will demand a piece of technology from any strangers that come near and attack if not given something. It will gladly talk about the whole patch if given a powered device. The Lil let it live there because it tells stories to their young. It has the following in an underwater cave down in the middle of the pond: 2 laser rifles, 3 stun whips, 1 mark VII blaster rifle, 4 photon grenades, and 32 metal swords. It always attacks with its life leeching power for as long as possible.

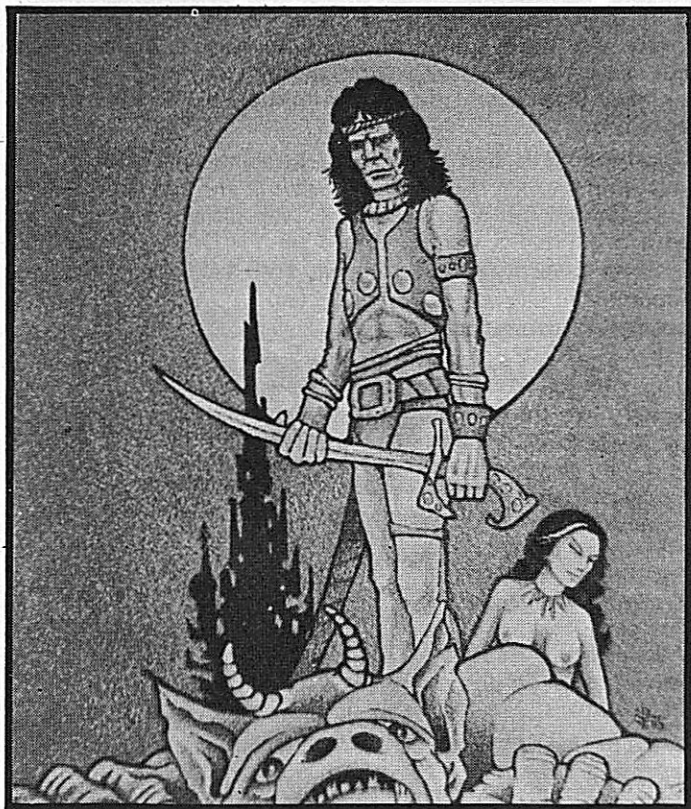
Notes For The World Master

1. All items that are taken off of players are placed in the H storage area by the Lil.
2. People that want to "force" their way through the metres thick brambles should be told instantly of the problems involved (damage, resistance, increasing amount of vines, lack of view as brambles cut off vision, etc.).
3. Don't let people in power armour or cars tell you they should be able to force their way through (these vines are tough!!!).
4. Burning is made extremely difficult by the high moisture content in all vines, leaves, and roots.
5. Little points of light are visible at night from through the outside of the brambles, prompting stories around mutie and barbarian campfires about vast treasure from ancient times behind the plant walls and also awesome instant death.
6. While the paths are all covered, the leaves of the ceiling area reflect enough light so that all the areas underneath are well lit during the daylight and strong moonlight hours.
7. When the Lil retreat into the briars, their wings mould themselves to their bodies and they always enter the patch from the ground. They are intimately familiar with their patch and they know every thin area for escape purposes.

JORTHAN'S RESCUE

a **Runequest** mini-scenario

by Stephen R. Marsh & John T. Sapienza, Jr.



INTRODUCTION

This adventure takes place somewhere in the hills off the trail between Boldhome and Pavis Rubble. The rich noble Jorthan was captured by trollkin, who demand a ransom of 5,000 lunars. His wife, Ilessa, has hired the party to rescue him. She will pay 2,000 lunars for his safe return, or 1,000 lunars for his body.

START

Approach to the trollkin lair is through rolling hills from the east. To the right is a burnt out ruin, about a month old, another burnt out ruin to the left, both partway up their respective hills, and between them is a spikewall of pointed logs about a decimeter in diameter, two meters tall, and with 3 decimeter spacing between the logs. There is a two meter gap in this wall, on the left side. The trollkin main house is barely visible through the wall. Unless the party detect hidden object successfully, they will not see the trollkin guardposts (A & B) on the two hills. If they go through this wall, both will attack at once. If they go round to either side, the guards on that side will attack at once, followed ten rounds later by the others. Roll 1D6; on a roll of 1 someone was smart enough to run to the main house for help. The occupants of the guardposts are:

POST A:

TEENY

RACE: Trollkin	SEX: Male	L	2/4	R
STR: 8; INT: 12; POW: 15;		2/3	2/5	2/3
CON: 10; DEX: 14; CHA: 10; SIZ: 6			2/4	
MOVE: 5		2/4		2/4
DEFENSE BONUS: 20%		TOTAL HPS 10		

WEAPONS:

DH Spear: SR3; Dam: 1D10; Att: 25%; Par: 25%; HP: 15
Sling: SR1; Dam: 1D8; Att: 15%

SPELLS: Disruption; Healing 1

ABILITY: Hear Noise 35%

TINY

RACE: Trollkin	SEX: Male	L	2/3	R
STR: 12; INT: 8; POW: 8;		2/2	2/4	2/2
CON: 8; DEX: 12; CHA: 10; SIZ: 7			2/3	
MOVE: 5		2/3		2/3
DEFENSE BONUS: 5%		TOTAL HPS 8		

WEAPONS:

DH Spear: SR3; Dam: 1D10+BV2; Att: 30%; Par: 30%; HP: 15

1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 25%; HP 15

SHIELD:

Small: Par: 20%; Arm Pts: 8

ABILITY:

Hear Noise 30%

POST B:

UGLY

RACE: Trollkin	SEX: Male	L	1/4	R
STR: 16; INT: 13; POW: 13		1/3	1/5	1/3
CON: 10; DEX: 13; CHA: 3; SIZ: 9			1/4	
MOVE: 5		1/4		1/4
DEFENSE BONUS: 10%		TOTAL HPS 10		

WEAPON:

1H Spear: SR5; Dam: 1D6+1; Att: 35%; HP 15

SHIELD: Medium; Par: 40%

SPELLS: Fireblade (4)

ABILITY: Hear Noise 40%

NERFLE

RACE: Trollkin	SEX: Male	L	2/4	R
STR: 10; INT: 9; POW: 12		2/3	2/5	2/3
CON: 11; DEX: 10; CHA: 12; SIZ: 10			2/4	
MOVE: 5		2/4		2/4
WEAPONS:		TOTAL HPS 11		

Short Sword: SR6; Dam: 1D6+1

Main Gauche: SR7; Dam: 1D4+1

DH Spear: SR3; Dam: 1D10; Att: 35%; Par: 30%; HP15

ABILITY: Hear Noise 30%

POST C:

SNERD

RACE: Trollkin	SEX: Male	L	3/5	R
STR: 10; INT: 10; POW: 4		3/4	3/6	3/4
CON: 15; DEX: 14; CHA: 9; SIZ: 9			3/5	
MOVE: 5		3/5		3/5
WEAPONS:		TOTAL HPS 11		

DH Spear: SR5; Dam: 1D10; Att: 15%;

Par: 20%; HP: 15

Light Mace: SR8; Dam: 1D6; Att: 15%; HP10

Sling: SR2; Dam: 1D8; Att: 25%

SHIELD: Small; Par: 25%; Arm Pts: 8

SPELL: Countermagic 1

ABILITY: Hear Noise 25%

SNOFF

RACE: Trollkin	SEX: Male	L	3/5	R
STR: 11; INT: 11; POW: 7;		3/4	3/6	3/4
CON: 13; DEX: 14; CHA: 8; SIZ: 10			3/5	
MOVE: 5		3/5		3/5
DEFENSE BONUS: 5%		TOTAL HPS 13		

WEAPONS:

DH Spear: SR4; Dam: 1D10; Att: 25%; Par: 25%; HP: 15

Light Mace: SR7; Dam: 1D6; Att: 30%; HP: 10

Sling: SR1; Dam: 1D8; Att: 30%

SHIELD: Small; Par: 30%; Arm Pts: 8

SPELL: Disruption

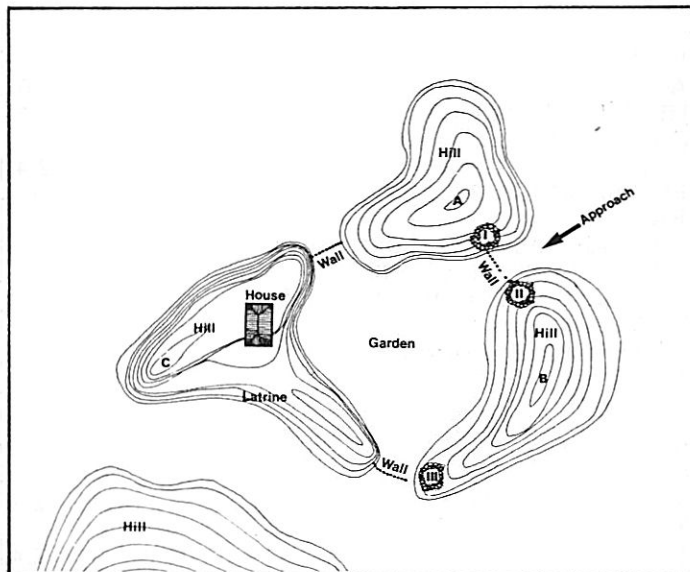
ABILITY: Hear Noise 30%

The trollkin main house is a two storey, greenwood building partially set into the hillside. It has only one door, and its

only windows are arrowslits. It has a roof of sunhardened clay tile.

Jellessa's party (see Room 7) raided the trollkin bandits a month ago, and all but she were killed. In ruin I lurks her once-bound 10 point, INT 7 spirit waiting to possess a body. It knows *mobility* and *xenoheal 2*.

All three ruins (I, II, and III) contain burned bones of both humans and trollkin.



TROLLKIN MAIN HOUSE

Room 1: Only entrance to house. There are stairs going up and down, and two obvious doors, one on N wall and one on W wall. The door is wood bound in bronze, and can be barred, but isn't. It contains Sleepy the trollkin guard, whose spear is leaning on the door. It will fall and wake him if door is opened. Also, any noise in this room will travel up and down stairs, alerting the others. The trollkin upstairs will wait for arrow shots before charging down (they're on guard duty upstairs), but the ones downstairs will come running. Also in this room are Angry and Balky, the mules, with 4 saddlebags and 15m of rope.

SLEEPY

RACE: Trollkin SEX: Male L 2/6 R
 STR: 12; INT: 12; POW: 16; 2/5 2/7 2/5
 CON: 16; DEX: 16; CHA: 12; SIZ: 9 2/6
 MOVE: 5 2/6 2/6
 DEFENCE BONUS: 5% TOTAL HPS 16
 WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 35%; Par: 30%
 1H Spear: SR5; Dam: 1D6+1+BV2; Att: 35%; Par: 30%

SPELL:

Countermagic 1

ANGRY

RACE: Mule L -/4 R
 MOVE: 12 -/4 -/5 -/4
 DEFENCE BONUS: 10% -/4
 WEAPON:: -/4 -/4
 Kick: SR7; Dam: 2D6; Att: 25%; TOTAL HPS 12

NOTES:

Will kick only if approached rapidly.

BALKY

RACE: Mule L -/4 R
 MOVE: 12 -/4 -/5 -/4
 DEFENCE BONUS: 10% -/4
 WEAPON: -/4 -/4
 Kick: SR7; Dam: 2D6; Att: 25% TOTAL HPS 12

NOTES:

Will kick only if approached rapidly.

Room 2: The eating room. Contains the dark troll Shamus, leader of the trollkin, and Clumsy and Thinker, both trollkin.

Shamus and Thinker are talking, and Clumsy is cooking. There are several tables and a stove with a meal started. There are two heavy crossbows at the arrowslits in this room, detachable. There is some chance they will hear a disturbance in the other room; they notice on a roll of 1 on a D6 when the party first enter, and on a roll of 1-3 when the trollkin run up from the basement.

SHAMUS

RACE: Dark Troll SEX: Male L 4/6 R
 SOCIAL CLASS: Bandit Chief 6/5 6/7 6/5
 STR: 15; INT: 15; POW: 18; 6/6
 CON: 15; DEX: 14; CHA: 16; SIZ: 15 6/6 6/6
 HANDEDNESS: Right TOTAL HPS 17
 MOVE: 6
 STRIKE RANK BASE: 3(1 SIZ + 2 DEX)
 DEFENCE BONUS: 0%

WEAPONS:

Maul: SR4; Dam: 2D8+1D4; Att: 50%; Crit: 2%; Par: 40%;
 HP: 15; Fum: 98+%
 Heavy Mace: SR6; Dam: 1D8+1D4; Att: 30%; Crit: 1%;
 Par: 20%; HP: 20; Fum: 97+%
 Heavy Crossbow: SR2; Dam: 1D12; Att: 30%; Crit: 1%;
 Fum: 7%

SHIELD:

Medium; Par: 30%; Arm Pts: 12

SPELLS:

Bludgeon 2; Countermagic 2; Detect Gold 1; Glamour 2;
 Multimissile 2; Speedart 2; Healing 2

ABILITIES:

Sense Ambush 50%; Set Ambush 65%; Eval. Treas. 50%;
 Oratory 50%

NOTES:

Speaks Sartar 30%; Lunar 30%; Pavis Trade 50%

EQUIPMENT:

Has a 2pt power crystal and 4 wheels in his pocket; wearing scalemail and padding and an open helm.

THINKER

RACE: Trollkin SEX: Male L 1/4 R
 STR: 11; INT: 16; POW: 12 1/3 1/5 1/3
 CON: 11; DEX: 12; CHA: 14; SIZ: 10 1/4
 MOVE: 5 1/4 1/4
 WEAPONS: TOTAL HPS 11

Carving Knife: SR7; Dam: 1D6; Att: 25%
 HP: 10

Club: SR6; Dam: 1D6; Att: 30%; HP: 20
 Thrown Plate: SR3; Dam: 1D2; Att: 20%

SHIELD:

Small (Chair): Par: 15%; Arm Pts: 5

SPELLS:

Healing 4; Darkwall; Disruption

NOTES:

Speaks Pavis Trade 60%; Storm Tongue 40%

CLUMSY

RACE: Trollkin SEX: Male L 1/4 R
 STR: 12; INT: 12; POW: 8 1/4 1/5 1/3
 CON: 11; DEX: 3; CHA: 15; SIZ: 8 1/4
 MOVE: 5 1/4 1/4
 WEAPONS: TOTAL HPS 10

Meat Cleaver: SR6; Dam: 1D8; Att: 15%;
 HP: 15

Pot Full of Stew: SR3; Dam: 1D6; Att: 20%;
 Thrown Pan: SR3; Dam: 1D6; Att: 15%

SHIELD:

Small (Pot): Par: 15%; Arm Pts: 5

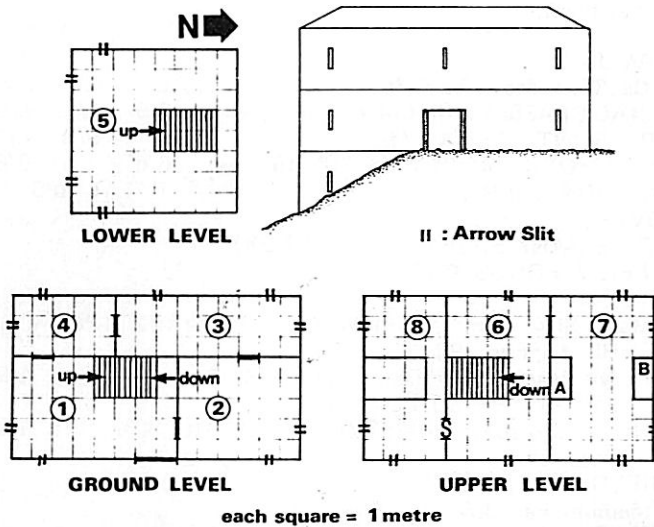
SPELL:

Glamour

Room 3: Storeroom. Its arrowslits are fastened shut. It contains weak beer and mouldy bread and cheese. Half a goat is also here. There are some half-fledged arrows at the south end, and at the middle of the west wall is a sack, half empty, of seed grain worth 10 lunars a kilo. There are 20 kilos salvageable.

JORTHAN'S RESCUE

TROLLKIN MAIN HOUSE



Room 4: Strawroom for mules. A dark, dank room with a pile of loose straw and some horseshoes. A very small gorp hides in the straw: 10 hit points, 9 power points, does 1D6/hit.

Room 5: Common sleeping room for the trollkin. Contains Winner, Loser, and Fool, who are gambling with dice worth 5 lunars, and have 50 lunars in piles on the middle of the floor. There are 3 selfbows and 60 arrows racked on the walls, but no armour. It is a semi-basement to house.

WINNER

RACE: Trollkin SEX: Male L 1/4 R
 STR: 13; INT: 14; POW: 9 1/3 2/5 1/3
 CON: 12; DEX: 12; CHA: 10; SIZ: 13 2/4
 MOVE: 5 1/4 1/4
 DEFENSE BONUS: 5% TOTAL HPS 12

WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 15%; Par: 20%; HP: 15
 Shortsword: SR7; Dam: 1D6+1; Att: 30%
 Selfbow: SR3; Dam: 1D6+1; Att: 25%

SHIELD:

Medium; Par: 20%; Arm Pts: 12

SPELLS:

Healing 1; Padding (2)

LOSER

RACE: Trollkin SEX: Male L 1/4 R
 STR: 10; INT: 6; POW: 15 1/3 2/5 1/3
 CON: 11; DEX: 13; CHA: 12; SIZ: 10 2/4
 MOVE: 5 1/4 1/4
 DEFENSE BONUS: 5% TOTAL HPS 11

WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 25%; Par: 20%; HP: 15
 Shortsword: SR7; Dam: 1D6+1; Att: 15%
 Selfbow: SR2; Dam: 1D6+1; Att: 20%

SHIELD:

Medium; Par: 20%; Arm Pts: 12

SPELLS:

Countermagic 1

FOOL

RACE: Trollkin SEX: Male L 1/4 R
 STR: 11; INT: 4; POW: 11 1/3 2/5 1/3
 CON: 11; DEX: 11; CHA: 11; SIZ: 11 2/4
 MOVE: 5 1/4 1/4
 DEFENSE BONUS: -10% TOTAL HPS 11

WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 20%; HP: 15
 Shortsword: SR7; Dam: 1D6+1; Att: 20%;

Selfbow: SR3; 1D6+1; Att: 10%

SHIELD:

Medium; Par: 30%; Arm Pts: 12

Room 6: Guardroom upstairs in middle of upper floor. Contains Grumpy, Nasty, and Wimpy, all trollkin, with selfbows. They are on guard duty, and occasionally look out the arrowslits on each side. They will stay upstairs guarding the prisoners unless things get bad downstairs.

GRUMPY

RACE: Trollkin SEX: Male L 2/4 R
 STR: 9; INT: 10; POW: 9 2/3 2/5 2/3
 CON: 12; DEX: 16; CHA: 10; SIZ: 10 2/4
 MOVE: 5 2/4 2/4
 DEFENSE BONUS: 5% TOTAL HPS 12

WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 30%;
 Light Mace: SR6; Dam: 1D6
 Selfbow: SR1; Dam: 1D6+1; Att: 20%

SHIELD:

Medium; Par: 25%; Arm Pts: 12

SPELLS:

Healing 2

NASTY

RACE: Trollkin SEX: Male L 2/4 R
 STR: 9; INT: 9; POW: 4 2/3 2/5 2/3
 CON: 11; DEX: 15; CHA: 11; SIZ: 10 2/4
 MOVE: 5 2/4 2/4
 WEAPONS: TOTAL HPS 11

WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 30%
 Light Mace: SR6; Dam: 1D6
 Selfbow: SR2; Dam: 1D6+1; Att: 25%

SHIELD:

Medium; Par: 20%; Arm Pts: 12

SPELLS:

Countermagic 1

WIMPY

RACE: Trollkin SEX: Male L 2/4 R
 STR: 7; INT: 7; POW: 4 2/3 2/5 2/3
 CON: 12; DEX: 12; CHA: 9; SIZ: 9 2/4
 MOVE: 5 2/4 2/4
 WEAPONS: TOTAL HPS 12

1H Spear; SR5; Dam: 1D6+1; Att: 30%; Par: 25%

Light Mace: SR6; Dam: 1D6

Selfbow: SR3; Dam: 1D6+1; Att: 20%

SHIELD:

Medium; Par: 25%; Arm Pts: 12

SPELLS:

Countermagic 1

Room 7: Prisoner room. Door is trapped with deadfall with spikes, 40% chance of hit @2D4. Hits first one through; if party open door and wait a bit, it will fall without hitting anyone. Location %: D10: 1-2 L Arm, 3-5 Head, 6-7 R Arm, 8 Chest, 9 L Leg, 10 R Leg. Jorthan is tied to bed A. His flail and other property are in a pile next to it. Jellessa is on bed B; she is drugged and will sleep for 12 hours. She will teach +5% riding free to party if escorted to the pure horse (bastard) tribe. Hidden under bed A is a flask of 3 doses of blade venom 2, and under bed B a sack with 40 wheels, under a flagstone in floor. Jellessa's broadsword and other property are in a pile next to bed B.

JELLESSA TIGERBANE

RACE: Human SEX: Female L -/6 R
 SOCIAL CLASS: Barbarian -/5 -/7 -/5
 NATION & CULTS: Pure Horse Tribe; -/6 -/6
 Rune Priestess of Ernalda
 STR: 16; INT: 14; POW: 19; TOTAL HPS 16
 CON: 16; DEX: 17; CHA: 17; SIZ: 8

HANDEDNESS: Right

STRIKE RANK BASE: 3(2 SIZ + 1 DEX)

DEFENSE BONUS: 20%

WEAPONS:

Lance: SR4; Dam: 1D10; Att: 70%; Crit: 3%; Imp: 17%
HP: 15; Fum: 99+%

Halberd: SR3; Dam: 3D6; Att 50%; Crit: 2%; Imp: 12%
Par: 50%; HP: 12; Fum: 98+%

Broadsword: SR5; Dam: 1D8+1; Att: 60%; Crit: 3%;
Par: 30%; Fum: 98+%

Selfbow: SR1/7; Dam: 1D6+1; Att: 60%; Crit: 3%;
Imp: 15%; Par: 5%; HP: 6; Fum: 98+%

SHIELD:

Small: Par: 60%; Arm Pts: 8

SPELLS:

Healing 6; Dispel Magic; Dispel Spirit; Demoralize; Disruption; Harmonize; Glamour; Spirit Binding; 1Pt Small Water Elemental; 1Pt Small Salamander (from Oakfed); 3Pt Divination; 3Pt Modify Moon (Makes it equal to dark of moon; returns weres to human form.)

ABILITIES:

Sense Ambush 50%; Set Ambush 50%; Climbing 30%;
Oratory 60%; Riding 85%; Tracking 50%;

NOTES:

Follow Trail 50%; Read Pavis Trade 90%; Sartar 60% - Spoken Only; Lunar 15% - Spoken Only; Spirit Tongue 60% - Spoken Only; Dark Tongue 10% - Spoken Only

EQUIPMENT:

Her armour, if she gets it put on, is cuirbolli with one point of padding: Armour 4.

JORTHAN

RACE: Human SEX: Male L -/5 R
SOCIAL CLASS: Lunar Noble -/4 -/6 -/4
STR: 14; INT: 16; POW: 12 -/5
CON: 14; DEX: 12; CHA: 12; SIZ: 14 -/5 -/5
HANDEDNESS: Right TOTAL HPS 15
STRIKE RANK BASE: 5(2 SIZ + 3 DEX)

WEAPONS:

Greatsword: SR6; Dam: 2D8+1D4; Att: 50%; Crit: 2%;
Par: 50%; HP: 15; Fum: 98+%

1H Spear: SR6; Dam: 1D6+1+1D4; Att: 50%; Crit: 2%;
Imp: 12%; Par: 20%; HP: 15; Fum: 98+%

Curved Flail: SR8; Dam: 1D8+1D4; Att: 50%; Crit: 2%;
Par: 20%; HP: 12; Fum: 96+%

SHIELD:

Medium: Par: 50%; Arm Pts: 12

SPELLS:

Healing 4; Countermagic 3; Glamour; Disruption; Blade-sharp 2

ABILITIES:

Eval. Treas. 80%

NOTES:

Speaks Lunar 95%; Dark 40%; Pavis Trade 60%;
Alchemist Associate; Guild Member. Is member of a trade family — they have a royal franchise.

EQUIPMENT:

His armour, if he gets it put on, is ringmail with one point of padding: Armour 5.

Room 8: Shamus's private quarters. The door is concealed, but poorly; +15% on detect hidden object. It contains a large bed, a decorative club, an extra coat of scale armour, a small brazier with warm coals, clothing, etc. It also contains Stilletto, the ogre who is Shamus's lover, and the brains of the outfit. She is wearing a necklace worth 600 lunars, and has a 2-point power crystal.

Hidden under loose flagstones in the floor are a flask with a sleeping drug (for mixing with victim's food), 2D4 doses good for 12 hours each, and a chest containing a snake (12 HP, 30% bite 1D4+1D6 blade venom, SR10, 30% defense) guarding 68 wheels and 3,200 lunars.

STILLETTO

RACE: Ogre SEX: Female L 5/6 R
STR: 15; INT: 17; POW: 18; 5/4 5/7 5/4
CON: 14; DEX: 16; CHA: 16; SIZ: 13 5/6
HANDEDNESS: Right 5/6 5/6
MOVE: 7 TOTAL HPS 16

STRIKE RANK BASE: 3(2 SIZ + 1 DEX)

DEFENSE BONUS: 0%

WEAPONS:

DH Club: SR5; Dam: 1D12+1D4; Att: 30%; Crit: 1%;
Par: 30%; HP: 20; Fum: 97+%

Long Dagger: SR6; Dam: 1D6+1D4+BV2; Att: 50%; Crit: 2%
Imp: 12%; Par: 30%; HP: 15; Fum: 98+%

SHIELD:

Small: Par: 30%; Arm Pts: 8

SPELLS:

Bladesharp 2; Detect Enemies 1; Disruption 1; Healing 5; Shimmer 2

NOTES:

Speaks Sartar 10%; Lunar 30%; Pavis Trade 60%; Alchemist Skill is blade venom 2; natural skin armour 5 is her chaotic power, plus dismiss elementals.

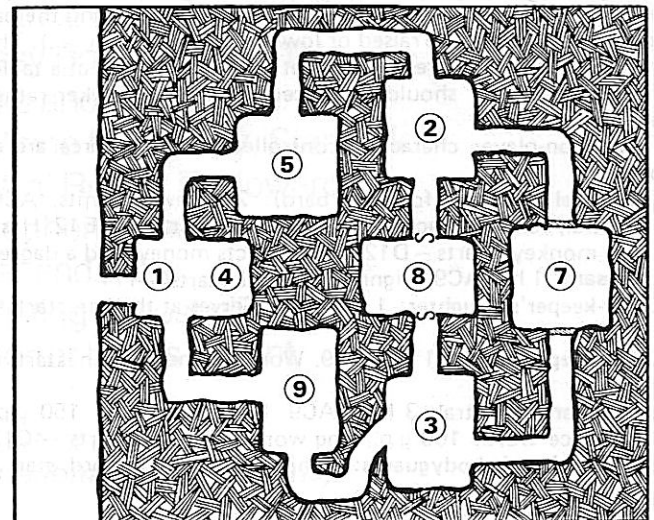
EQUIPMENT:

Has a 2 point power crystal, a necklace worth 600 lunars and a wheel and 50 lunars.
Wants to join cacodemon cult.
Has a vial of 3 doses of blade venom 2.
She wears no armour, and looks harmlessly unprotected (aside from her weapon).

ALTERNATIVE MAP FOR JORTHAN'S RESCUE SCENARIO

Or, 'How to run the same scenario twice with some of the same people and get away with it.'

This is set up to eliminate the initial fight with the trollkin guards in the first version, but to provide for two fights, one going in and one going out. The party gets a chance to sneak in and overcome Sleepy, the guard in the first cavern (Room 1 in the scenario key). If they fail, he'll flee in either direction (choose randomly), and the party can either chase him and take on the trollkin on that side only, or go the other way and get trapped between the trollkin on the side they went to and those on the other side, returning with Sleepy to deal with the invaders. Assuming the party is smart and chase Sleepy, they will fight their way into the first cave (5 or 9), which are trollkin sleeping rooms, each of which has three trollkin in (5 as described in the scenario, 9 with the first three from the guardposts). When the fight starts there, the inhabitants of the next room will come in (2 as described in the scenario, 3 as in the scenario, except it contains Stilletto and the remaining three trollkin from the guardposts). Note that rooms 2 and 3 have secret doors leading to room 8, which is Shamus's sleeping room as described in the scenario. Room 7 is the prisoners' room, as described in the scenario, with a door on each end that the party can open with the keys that Shamus and Stilletto have, or must force open. After the party has rescued the prisoners, they can go out the other door, or back the way they came (which is more likely). If they keep going, they will run right into the other half of the bandits. If they go back out the way they came, they will have to fight their way out of room 1, which will then have the rest of the bandits in it, trying to figure out what happened to Sleepy.



A BAR-ROOM BRAWL

~D&D STYLE

by Lew Pulsipher



At *Games Day III* Nick Slope entertained me with an account of a bar-room brawl he had refereed using some western gunfight rules. It occurred to me that a similar "adventure" based on *Dungeons & Dragons* rules could be devised, and *Dragonmeet 1* in August 1978 gave me a chance to try it. I borrowed from Nick the idea of giving each ready-made character a special objective to add to the usual experience point goals, and the game proved rather popular! For those of you who would like to stage your own D&D bar-room brawl, here is a description of the game. (The board, tokens and character cards are provided in the centre spread which can be pulled out, mounted on card, and cut into individual components. The game can be visually enhanced by using miniature figures for all the characters instead of the tokens.)

Preparation

The referee should place the accessory markers on the board in the following positions (* indicates hex or part of hex on the balcony):

Tables: C3-4; C15-16; D7; D10; D13; G9; G12; G15; H19; J8.

Chairs: C2-3; C6; C7; C9; C10; C12; C13; C16-17; D6; D8; D9; D11; D12; D14; E7; E8; E10; E11; E13; E14; F8; F9; F11; F12; F14; F15; G8; G10; G11; G13; G14; G16; H9; H10; H12; H13; H15; H16; I19-20; J7.

Beds: A1-2; A15-16; E3-4; E17-18; G4-5; G18-19; I5-6; K20-21.

Water Buckets: A3*. A12; I7*; K10; K18.

Potted Plants: B11; C5; G6*; J17 (on bar); J18*.

Torches: B8; B13; E6; I17; K10.

Sand Buckets: B8; E15; F7; J18*; K18.

Small Cauldrons of Hot Stew: both on K6 (hanging over log fire).

Setting the Scene

First, the referee describes the scene to the players and gives each of them one of the 15 character cards (with all the information concerning personality, movement, AC, etc.) and the correspondingly numbered play token (see centre spread).

The board is a hex-grid plan of a tavern in a relatively shunned area, but could be in a city (beware the watch!) or elsewhere. The ground floor is stone-built; the upper floor is of timber, including the bedrooms which open off the balcony. The balcony itself runs around three sides, going above the doorway (the only place where tokens can move under the balcony). Its floor is 8 feet above ground level. The chandeliers, 10 feet high, are connected via rope and hooks to a fastening behind the bar from which they can be raised or lowered (or cut down . . .). The players place their figures standing at the bar or seated at a table. A seated character should be placed on a chair marker rather than beside it.

The non-player characters controlled by the referee are as follows:

1. **Minstrel** (a weak form of bard): 2nd level; 6 hits, AC6, neutral, female, bracers of defence AC6, starts - E12. Has a pet monkey (starts - D12) who collects money, and a dagger.
2. **Peasant:** 1 hit, AC9, alignment scared, starts - I14.
3. **Bar-keeper's daughter:** 1 hit, AC9. Serves at the bar, starts - K12.
4. **Bar-keeper's wife:** 1 hit, AC9. Works in the kitchen, starts - K7.
5. **Merchant:** Neutral, 3 hits, AC9. Has pouch with 150 g.p., necklace worth 100 g.p., ring worth 500 g.p., starts - C13.
- 6, 7. **Merchant's bodyguards:** 5 hits each, AC7, sword, start - C12 and D14.
8. **Ogre:** 19 hits, AC5, size L, club for 1-10, 3 hexes.

The giant rats summoned by the wererat have 1, 2, 3, and 4

hits, damage 1-3, AC7, 4 hexes. All the non-player characters except the ogre move 4 hexes per round.

The appearance of each figure is described to the group and then order writing begins.

How To Play

The referee should keep a separate list of the important factors such as speed, AC, hit bonus, and alignment, using the number identification. Players write their orders on separate sheets with the identification at the top. The referee writes the orders for all non-player characters. The orders are read in numerical order each turn, though all actions are considered to be simultaneous. A move of one square is indicated by writing the grid reference. Facing is indicated by a circled grid reference. Players can also write simple orders such as "follow the elf". There are two order sessions each melee round, one for movement and a second for combat. Only one figure is allowed in a hex in most circumstances.

Otherwise standard D&D rules and common sense are used. If an unusual event like a falling chandelier or thrown chair occurs, the result should be figured as seems logical in the circumstances. This applies to movement of non-player characters as well. The ogre listed last among the characters was designed to appear at the door if things slow down too much.

Previous Incidents

The *Dragonmeet* games lasted three hours and were quite tiring to referee. With fewer players, or with first level characters or more forceful magic, the game would last a shorter time. Anyone who wants to run a game can make up his own characters and objectives if any of the players have read this.

I ran the brawl twice, the first a playtest with only five players including myself (3 characters each). It would be too much to describe an entire brawl, but some incidents are worth describing. For example, to begin the first brawl the monk leaped over the bar and killed the bar-keeper's daughter. At the same time the female barbarian walked over to the elf MU and asked why he was ruining her dinner. She then drew her sword but hit only air, and the elf managed to charm her. He told her to give him the sword; when she complied he grabbed it and died, having received 6 hits owing to the difference in alignments!

Later the same lass, now recovered, levitated and cut down a chandelier right on top of the druid. But he managed to get out alive despite being in a melee at the time. No one tried to swing on a chandelier, unfortunately.

In the second brawl our female friend began by grabbing her chair while levitating. She climbed over the balcony rail, threw the chair at someone, threw a plant at someone else, and then shot her bow at anyone in sight for the rest of the game.

The evil cleric and man-hating female MU began in adjacent chairs in the first brawl. Naturally, considering his objective, he propositioned her; she set her dog on him. The cleric was luckier the second time. He propositioned the female assassin, who offered to "do it" for 100 g.p. They went into the kitchen and after a time she tried to stab him as he pushed her out the door and blocked it.

The gnoll was a prime target for the dwarf's hammer. But the dwarf died, and the gnoll's armour began to heat up (nasty druid); so he climbed over the bar and poured a bucket of water over himself before returning to the fray.

Oh, well, at least nobody ordered a glass of milk. Now *that's* the way to start a bar-room brawl!



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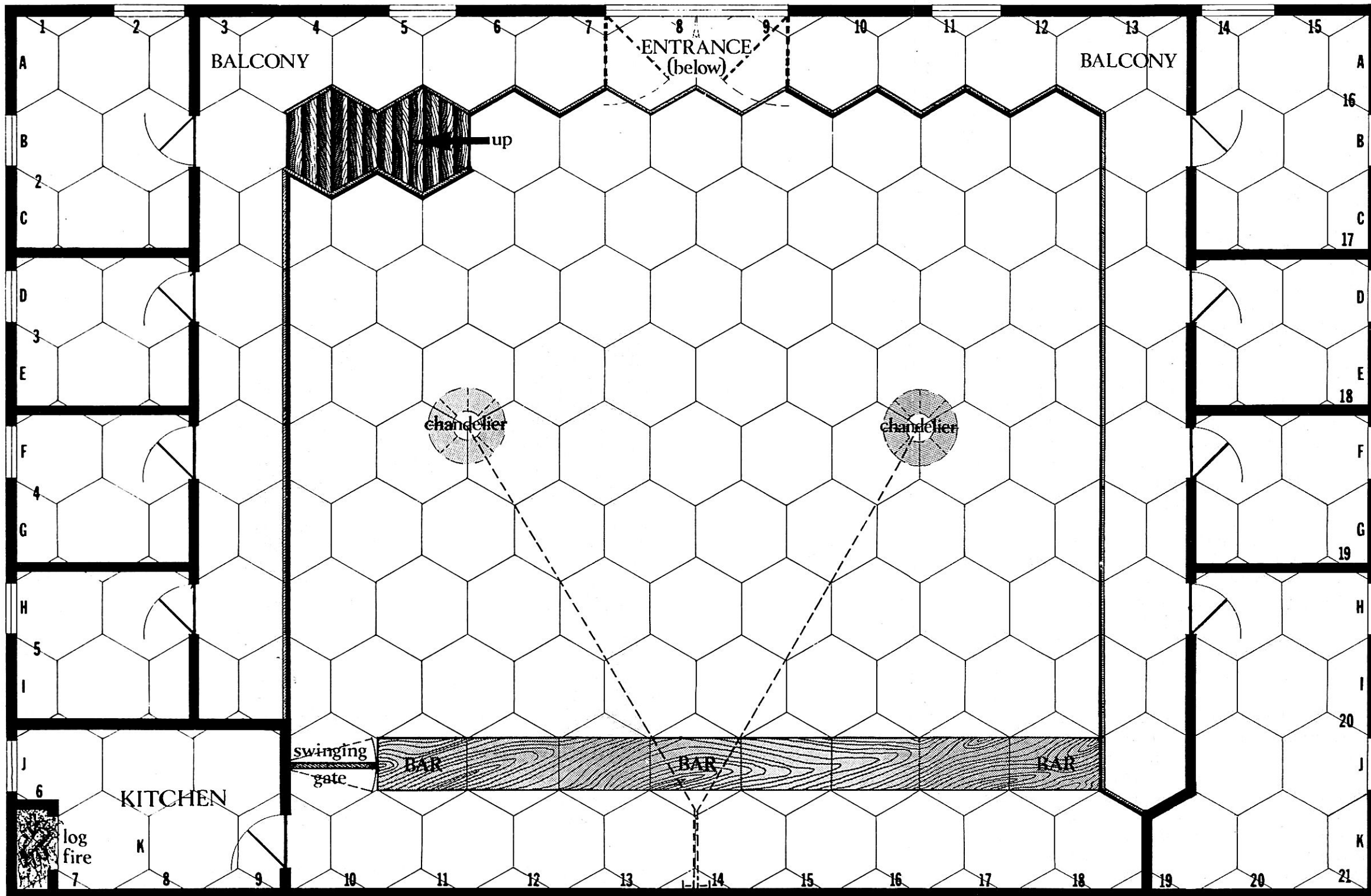
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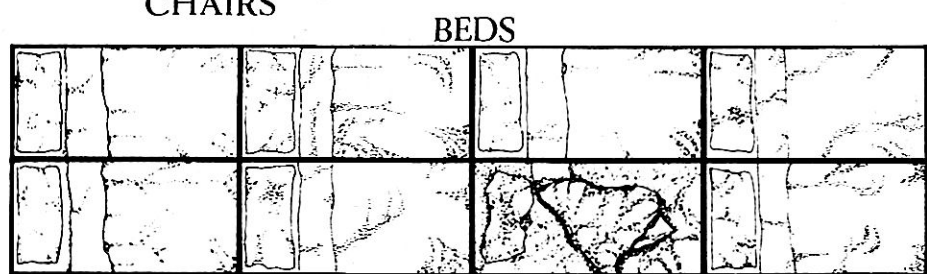
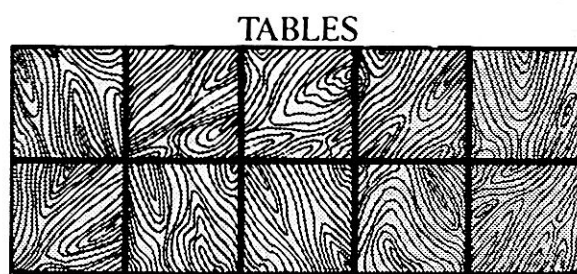
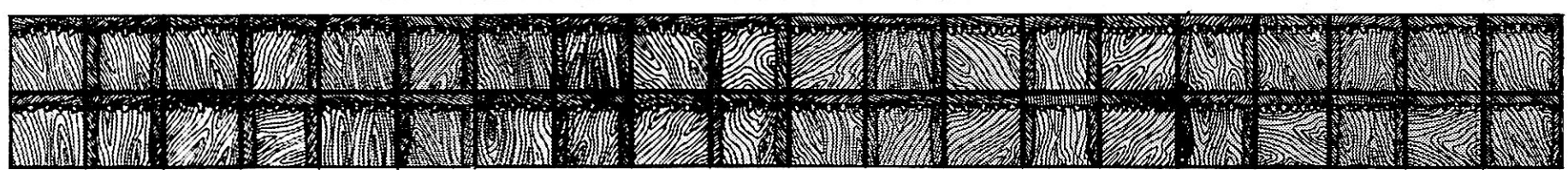
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9. Wererat: evil, 9 hits, AC6, 4 hexes. 50 g.p., concealed dagger. When in rat form you can call 1-4 giant rats. You hate clerics of all sorts and alignments because of what happened to your brothers. Kill them. You are in human form, looking like a typical peasant. It takes one round to change form. Remember wererats attack by weapon type, not with teeth or claws.
10. Elf Magic-User: 3rd level, neutral, 6 hits, AC4, 2 hexes. +1 chainmail, dagger, silver tipped throwing knife, 300 g.p. You want magic items. Spells: detect magic, charm person, ventriloquism, levitate.
11. Female Assassin: 2nd level, neutral, 10 hits, AC9, 4 hexes. 100 g.p. +1 dagger (concealed), vial containing poison. No money (it's buried outside). You appear to be a typical saloon woman available for a price. You have been hired to assassinate some good types, among them a paladin and a cleric. You think they're here but don't know them by sight.
12. Ranger: 1st level, good, 12 hits, AC4, 3 hexes. Sword +1, +2 vs. lycanthropes, chainmail, shield, dagger, composite bow and 20 silver tipped arrows. You are broke. You are on the trail of a wererat. You think he's here but don't know his human appearance. You look pretty disreputable after your long wilderness trek.
13. Female Magic-User: 2nd level, evil, 5 hits, AC6, 4 hexes. Bracers of defence AC6, dagger. A trained war dog is your bodyguard and only companion. You have 10 g.p. Spells: protection/good, magic missile. You are the illegitimate daughter of the bar-keeper, who raped your mother. You want to burn down the inn, but you don't want your father to die - he must live to suffer. You hate all men and will punish any who touch you. (The dog growls at anyone who gets near you unless you tell it to be quiet.)
14. Hobbit Thief: 3rd level, neutral, 7 hits, AC6, 4 hexes. 100 g.p., leather armour +1, sword, sling. You need money to pay off an evil landowner who is gouging your village.
15. Cleric: 3rd level, good, 9 hits, AC4, 2 hexes. War hammer, shield, chainmail, sling, staff of healing. Large moneybags holding 600 electrum clink at your side. This is an offering from your church to the "Pope" and must be protected. Do good deeds. Spells: detect evil, remove fear.
16. Dwarf Fighter: 2nd level, neutral, 8 hits, AC4, 2 hexes. +3 war hammer! (range 5 squares), dagger, chainmail, shield. Small mithril statuette, worth 500 g.p., concealed. You desire, naturally, to kill all "giant class" - kobolds, orcs, hobgoblins, goblins, gnolls, bugbears, ogres, etc. The hammer does 1-6 damage and returns to the thrower, if a dwarf!
17. Paladin: 3rd level, good, 12 hits, AC3, 3 hexes. Sword, +1 chainmail, shield, silver-tipped dagger. You have given away all but 10 g.p. You wish to destroy all evil, of course, and protect those who are good and/or innocent.
18. Female Fighter: 3rd level, evil, 12 hits, AC6, 3 hexes. Leather armour, shield, dagger, +1 sword levitates, composite bow and 20 arrows (including 5 silver tipped). You're broke after the long trip from the west. You are a barbarian from there and hate all non-humans. You are appalled to find so many in the inn. Go get 'em.
19. Gnoll: Evil, 12 hits, AC5, 3 hexes. No money. Hired temporarily as "bouncer". Kill anyone who initiates an attack. You use a two-handed sword.
20. Bar-keeper: Neutral, 8 hits, AC9, 4 squares. You are a retired 3rd level magic-user. You have a very old fear wand with one charge left, which is behind the bar along with a dagger, loaded light crossbow, and a rock. Spells: detect magic, shield, hold portal. You want to protect your wife and daughter, and your 1,500 g.p. (buried in the kitchen). The "till" contains 50 g.p.
21. Monk: 2nd level, evil, 8 hits, AC8, 4 hexes. 50 g.p., composite bow with three +2 arrows, plus normal arrows, sword, dagger. Kill good creatures, especially clerics, paladins, and rangers: be nasty.
22. Anticleric: 3rd level, evil, 11 hits, AC4, 2 hexes. 200 g.p., chainmail, shield, war hammer, sling, snake staff. Spells: cause light wounds, cause fear. You want a woman, either voluntarily or by rape. (Time required for the act is at least two rounds, not including the time necessary to remove your armour.)
23. Druid: 2nd level, neutral, 9 hits, AC6, 3 hexes. Scimitar, wooden shield, leather armour, dagger with silver tip. Ring of animal control, 100 g.p. Spells: faerie fire, predict weather, heat metal. Punish those who destroy animals or plants. Never kill either if you can avoid it. The ring controls only natural beasts, not giant animals or monsters.

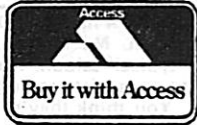
BAR-ROOM BRAWL



WATER	WATER	PLANT	PLANT	TORCH	SAND	SAND	STEW	MONKEY	DOG	3	6	9	12	15	18	21	
WATER	WATER	PLANT	TORCH	TORCH	SAND	SAND	RAT 1	RAT 2	FEMALE	MALE	MALE	MALE	MALE	MALE	MALE	MALE	
WATER	PLANT	PLANT	TORCH	TORCH	SAND	STEW	RAT 3	RAT 4	MALE	MALE	OGRE	FEMALE	HOBBIT	MALE	MALE	MALE	
										1	4	7	10	13	16	19	22
										FEMALE	FEMALE	MALE	ELF MALE	FEMALE	DWARF MALE	GNOLL	MALE
										2	5	8	11	14	17	20	23
										MALE	MALE	OGRE	FEMALE	HOBBIT	MALE	MALE	MALE

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A Place in the Wilderness

by Lew Pulsipher

This set-up, which is based on Jack Vance's excellent (Hugo-winning) novel *The Dragon Masters*, may be incorporated into your wilderness. It is not, obviously, a place to be encountered by low-level adventurers, but what level the party ought to be depends on how powerful magic is in your world.

Briefly, the descendants of human survivors of a lost space war on a barren planet have managed to capture some members of the lizard-like race which apparently won, and have bred the lizards into creatures which fight for them — the dragons of the title. (I have reduced the abilities of the dragons slightly while reducing the numbers tenfold.) The lizard race return to the planet looking for slaves, and they have specially bred humans who fight for them. The aliens' spaceship is not included because it would be too powerful. I would not use the pellets and beams in my campaign because highly sophisticated scientific weapons are not allowed, but the characteristics are included for those with different views.

This is a human settlement, alignment as referee desires but accustomed to fighting, in a fairly rocky area with just enough arable land around to support the population of 50 rabble at arms, 10 various specialists (including dragon trainers and breeders), 8 heavy armoured horsemen (who ride "spiders" or move on foot), one sixth level fighter chieftain, 80 women, and 160 children and old people. The people live in caves and tunnels in a cliff, somewhat like American Pueblo Indians. The dragons live in caves lower down, including breeding areas and outdoor corrals. They become nervous at night and are usually put inside.

The primary treasure is dragon females and, if they aren't killed, the men who know how to handle and breed dragons. There is also a cache of precious metal and stones as the referee thinks appropriate.

In the book there are roughly five male dragons per female. Given the reduction in numbers here, assume one female of each type except termagants, two. Females normally do not fight but are capable of it. Life span of a dragon is about 35 years, maturing after, say, 5 years. The last column of the characteristics chart gives the number of viable eggs per clutch. Females clutch once per year. To determine what young

dragons are present, consider what viable eggs were clutched in the past five years, with 20% chance that an egg will be female.

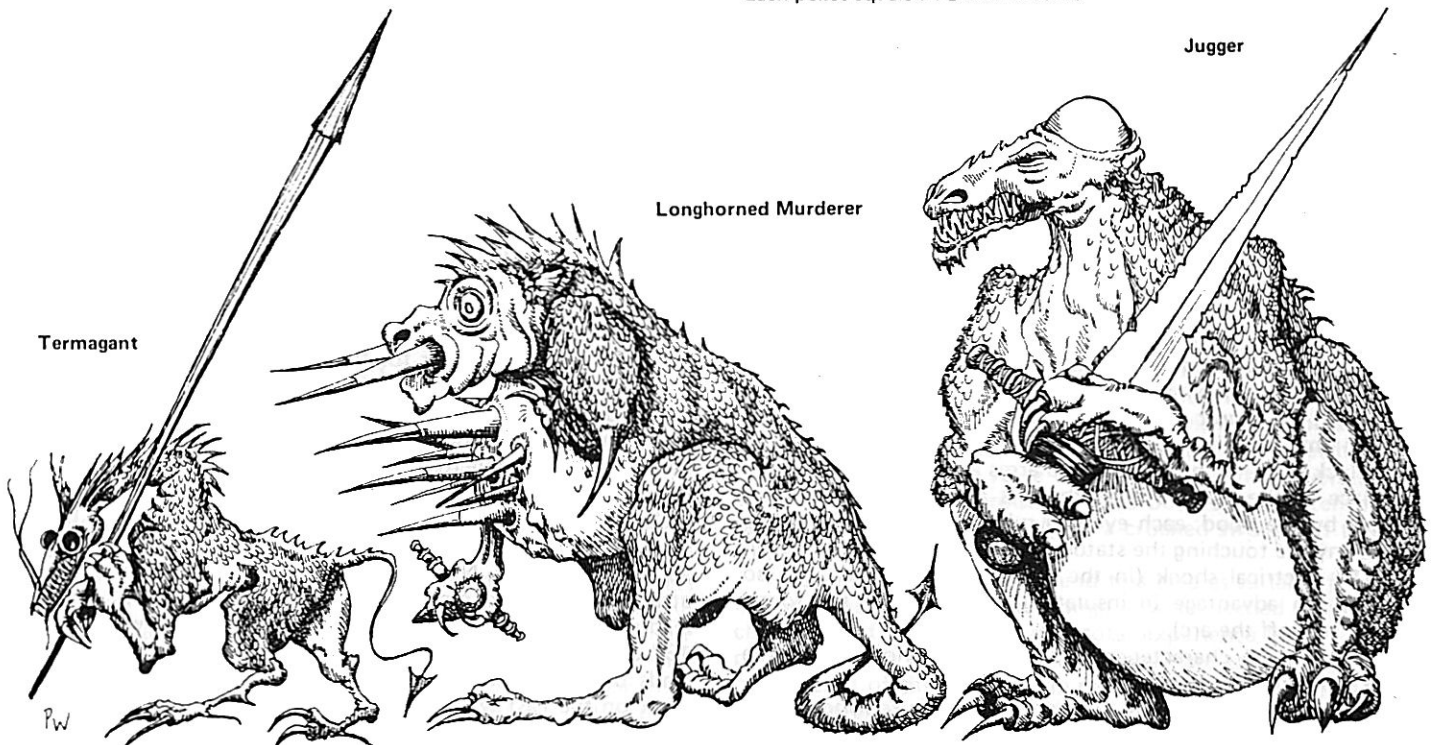
Dragon eyes (and perhaps tails) slowly regenerate (like a lizard's). They generally are not intelligent. All have soft bellies, AC8; it is difficult to tell from the books, but the bellies seem to be hard to get at whether the dragon is on two feet or four. A *spider* is a substitute for a horse. *Termagants* are rather smaller than men, active and fairly intelligent. *Blue Horrors* are larger, quick, fairly intelligent, furious. *Murderers* are not intelligent; striders are tall, longhorned ones heavier and lower to the ground. *Fiends* are immensely strong and low to the ground, low enough to run underneath *Juggers*, which are ponderous and huge. The different breeds were developed more or less in the order listed, each breed being the 'answer' to the one before.

The referee can, of course, increase the number of dragons while maintaining the same proportions. In the book there were about five communities of this type within 10-20 miles of each other. For more background information I suggest you read the book, available in paperback.

Number appearing		Name	Hit Dice	AC	Attacks	Move	Viable Eggs
5	Spider		1+1	4		21	1
12	Termagant		1+1	0	Fang 1-6 & 2 Claws 1-3 each or 2 by weapon (attacks as 3 dice monster)	9	1+50%
4	Blue Horror		2	0	2 pincers 1-6 each or 2 by weapon	12	1
3	Striding Murderer		3	0	2 by weapon (usually sword and mace)	15	1
3	Longhorned Murderer		3+2	0	spike or lance or 2 by weapon	12	1
2	Jugger		7	0	by weapon (usually two-handed sword)	4	50%1
2	Fiend		5	1	tail hits as mace but for 3-18, plus 1 weapon overrun/crush for 5-30 plus one weapon double damage	6	50%1

Name		Hit Dice	AC	Attack	Move
Tracker		1	2	by weapon	9
Heavy Trooper		2	2	by weapon	9
Weaponeer		As normal man			
Giant		As hill giant wearing AC2			

The heat beam is a hand weapon — roll for a hit as against AC9 regardless of target's armour class. At range 6/9/12 inches does 3-18/2-12/1-6 damage. Explosive pellet guns are manned by weaponees. Each pellet equals an 8 dice fireball.



Lair of the DEMON QUEEN



A difficult but rewarding section of the Greenlands Dungeon

by Don Turnbull

The entrances to the Lair are marked A on the diagram below. Not far from the entrances to the section, the passages straddle four identical rooms. These are marked B. Each has no door but has an arrow slit at each end through which missile weapons and the like may be fired at passers-by. These rooms may be inhabited by guardians of the Queen's lair — say evil elves which fire arrows at an intruding party. My choice of occupant, however, was the Disenchanter (one in each room). This is one of Roger Musson's creations and has the purpose of keeping magic low while not injuring player-characters. It is AC5, 5D8, 12" move, 1-2 appearing and its attack is special. It is able to drain magic from magical items by using its long snout rather like a vacuum cleaner attachment which, in this setting, it sticks out through the arrow slits. Dead Disenchancers are teleported out and replaced by whatever power it is that runs this section.

The passages then go their separate ways, leading finally into opposite ends of the same large hall of white marble, marked C. This hall has a high (30') ceiling and is illuminated by five magical torches in stands, as shown on the diagram. These torches have unusual properties; they will not light anything else (so oil thrown at them would not burn, for instance) and will extinguish if removed from their holders (which are 6' high, fixed to the floor and made of stone), relighting automatically when replaced. Two of the stone stands are hollow and contain treasure. In my case the treasure was in the form of scrolls, but gems would fit comfortably, as indeed would any small guardians like poisonous spiders, DNA monster etc.

There is an altar of black marble in the centre of the hall; fixed to its top surface are two wooden candlesticks (no candles) in the positions shown. Black drapes cover the west wall. Behind them, steel plates initially close the four 5' openings.

A large statue dominates the hall from its position at the centre of the east wall and immediately over-standing the altar. Behind it, the secret door is concealed by its bulk and cannot be seen unless the statue is moved. The statue is a clerical figure in a black robe, with outstretched arms and standing 20' high. In place of the statue's head there is a large skull, partially hidden by the hood; each eye is a ruby worth 400GP. At this stage, anyone touching the statue, including the rubies, is given a 2D10 electrical shock (in the form of an electrical arc, so there is no advantage in insulating one's hand — the touch merely sets off the arc).

As soon as any character crosses either threshold, the statue speaks in benign tones:—

"Come in — come in — you are quite safe so long as you don't touch me. Gather here, in front of the altar where I can

see you and I will tell you some of my little secrets. Do not be afraid — I mean no harm".

The Magic Mouth spell which causes the statue to speak has a repetition device so that the statue repeats this message from time to time until there are six characters standing in the shaded area to the west of the altar; the weight of these people shuts off the first Magic Mouth spell and starts a second, after a short pause:—

"Good. Now let me tell you something you will find useful and interesting. I know why you are here, and I do sympathise, but there is a lot of treasure to be found and I must not make it too easy for you. I will say what I have say once, and once only. Listen to it carefully, for afterwards I will be silent."

The second Magic Mouth spell comes to an end and a third takes over. The statue speaks the following lines slowly and clearly:—

*"In pause of time beyond these words I speak to thee
Ponder them clear, for short is time to be
Ere meeting with the coiled ones on another plane.
But though ye may abhor this meeting I arrange,
Vantage must lie in that encounter strange
Lest gold and silver treasure which ye seek would fain
Be far beyond thy might combined to me displace.
Rotate the wheel near that which spits thy face
And then the power is thine to move my bulk aside."*

A short pause, then the statue continues with the second verse:—

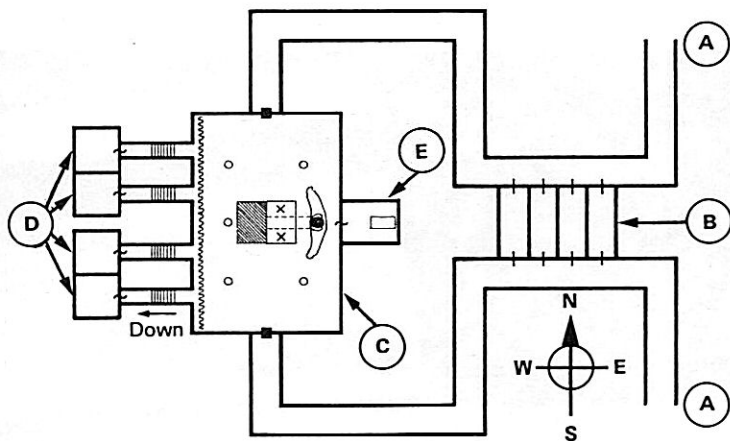
*"Pursuit of jewel treasure drives thee on to take
My seeing means, but shocks thee will awake
Lest dexter member occident approach. Prefer
Ye steel which bars the way behind removed? Then take
Sinister member in like way, but quake
For feeding off man's soul the guardian slaves deter.
Beyond these wretches hide the forms of mortal man
Living in death, but guarded from them can
The reader of parchment neath the southern hide."*

(I hope the reader will discover the meaning of this doggerel from the description which follows! It is — if they can remember it and sort out what it means, an accurate series of clues as to the actions the party should take. Incidentally, the reference in the last line, referring to the "hide" in one of the southern torch-holders, accounts for my inclusion in that location of a Scroll of Protection against Undead. Pretty obvious, really, when you sort out the deliberately flowery language, but you have time to read it — they could only listen).

Despite what the statue said in the second Magic Mouth spell, the statue repeats the verses after a short pause; then another pause, then another repetition of the whole thing. However on the last line of the third reading the floor in the hatched area in front of the altar turns instantaneously to dust and anyone standing on that part of the floor falls a short distance (no risk of damage) into a shallow pool a few feet below. The floor will also turn to dust at an earlier time if, at any time after the beginning of the first reading, fewer than six characters are standing on that part of the floor; the collapsing of the floor will coincide with the ending of the third Magic Mouth spell. So if anyone takes fright (perhaps at the mention of "coiled ones?") the rest of the party are put in additional danger since they not only get a premature meeting with whatever is in the pool but also lose the advantage of the repetition of the verses.

My choice of monster for the under-floor pool was a Water Naga, but a Giant Snake would do if a Naga was felt to be too powerful. Water Nagas are AC5, 7-8D8, move 9"/18", 1-4 appearing and in addition to their poisonous bite doing 1-4 damage, they are able to employ magic spells of 5th level ability (except fire). I ruled that the Naga got surprise in the first melee round, though it would not be able to use a spell. In the second melee round after the characters have arrived from above, the Water Naga was reinforced by a second which attacked from the mouth of a narrow tunnel (3'6" square) leading under the altar. This tunnel is dark and has water about 18" deep along it (the same depth as the water in the pool); it leads under the statue where it widens out into a small cave. High on the east wall of the cave, just under the floor of the main hall, is a dial, and below it a control wheel. The dial is

graduated from 120 to 400 in intervals of 20 and turning the control wheel will move the pointer, initially at 400. This indicates the number of strength points required to move the statue aside — the only way of revealing the secret door in the east wall of the hall.



Key:

- = arrow slit
- = torches on stands
- = door
- = candlesticks
- = secret door
- = drapes

So, to return to the poem, a short time after the statue ends the verses, the party is due to meet *'the coiled ones on another plane'* — below. But if they are to get into the room marked E (and let's for a moment assume there are riches in there) they must shove the statue aside and to do so must bring its bulk down in some magical way — by the control wheel. 120 strength points should not be beyond the combined resources of any party getting into this sort of dangerous spot.

As an added incentive, of course, some treasure can be put in the small cave under the statue — I didn't, but then there was a great deal to be gained elsewhere in the area. Anyway, the verse becomes clear — to get at the treasure the wheel had to be turned near *'that which spits thy face'* (so it has to be a snake of some kind) in order that the statue can be pushed aside. Let's hope they realise the meaning of the numbers of the dial, and their relation to the last line of the first verse.

And so to the second verse. If they want the jewels (in the eyes) they must somehow avoid the *'shocks'* by doing something peculiar with the *'dexter member'*, whatever that is. If they touch the candlesticks (before and after the statue recites the verse, for preference, though after will do) they will realise that the candlesticks were firmly fixed to the alter surface before the floor collapsed but are free to move, rather like beer pump handles, afterwards. Thus *'dexter member'* (the right hand of the two candlesticks as they face the statue) must approach the occident, i.e. be pulled towards the west, or towards a character as he stands facing the statue. There is the slight problem that there is now no floor on which he can stand to do this, but to create a platform of some sort over the pit which has opened up should not be beyond the resourcefulness of the party.

So that part is all clear — they can move the statue to gain access to the secret door, and they can get at the rubies in safety, for pulling the right candlestick towards the west of the hall *'switches off'* the statue. Both candlesticks have two positions — the initial vertical position and the displaced (beer pump handle) position, and both effects are reversible.

The party could ignore the left (north) candlestick, but let's assume they don't before leaving this room. The verse says, in effect:— *'Do you want to remove the steel shutters on the west wall? Very well, you do this by pulling the left candlestick in the same way as you pulled the right. But be careful — there are guardians of that sector which feed off mens' souls, and beyond them lie some Undead creatures. You can deal with the latter with the Scroll which you will find in a hiding place in the southern part of the hall.'*

If the left candlestick is pulled, the steel shutters slide up into the ceiling, revealing (when the drapes are pulled aside) four narrow passages each of which goes down a few steps to tombs behind secret doors beyond. When the shutters slide up, the guardians of the tombs emerge from the passages and attack. I chose Soul Feeds (invented by Nicolai Shapero) as the guardians — one in each passage. These are non-corporeal beasts which, when they hit, drain one point from each characteristic of the victim except charisma, the effect lasting 2–12 days. They are 3D8+1, AC6, move 12" and 2D12 appear. If constitution is reduced to zero, the victim dies and cannot be revived; if strength is reduced to zero, the victim dies but can be revived by Raise Dead Fully (which only has the effect of Raise Dead); if intelligence is reduced below 3 the victim cannot attack or defend, and if reduced to zero the victim suffers amnesia for 11–20 days; if dexterity is reduced below 3 missile weapons may not be used, and if reduced to zero victim has 50% chance of hitting himself during melee: if wisdom is reduced to zero, it simply remains at zero. They are affected only by magical weapons and attack once per round.

Clearly, other guardians — less or more powerful — could be used, though thought will have to be given to 'balance' — balancing these beasts with the Undead and the treasure in the tombs beyond.

The tombs, marked D, can be designed to suit the taste of the DM. Each will contain a member of the Undead class and some treasure. In my case the Undead were pretty powerful but the treasure in the tombs was excellent and contained a number of useful magical items. In particular, I left a few scrolls around with Cure Serious Wounds spells — the least I could do in the circumstances. The richest pickings of the area, however are reserved for room E behind the secret door to the east and concealed by the statue. This room is furnished as a sumptuous feminine bedroom — the inner boudoire of the 'Queen' herself. The large bed by the east wall contained a sleeping woman who awakens slowly when the door is opened. She rises languorously, gets out of bed and screams as she approaches the party

The Demon Queen is in fact a Banshee — the creation of Tom Wright. It is AC5, 4D8, 9" move, 1 appearing. It attacks with a bite each round doing 1D8 damage if successful. It looks like a weird green woman with long hair, vacant eyes and a screaming mouth. It is 50% magic resistant, cannot be slept, charmed etc. (in this respect like Undead), cannot be turned and can only be hit by magical weapons. It can become invisible (though the one I made into the Queen couldn't). Its scream causes all those near it to save against fear (-2 on saving rolls) every melee round; if a character doesn't save, he doesn't flee but lies on the ground shrieking and generally incapacitated while it bites him. The creature also has one other dreadful characteristic — until it has killed someone, it cannot be harmed in any way (since it appears traditionally as a precursor of death — there's a time paradox resolved?). If it kills someone who regenerates, and is then killed itself, there is a chance it, too, will regenerate.

So whatever happens, at least one person in the party will die before the Banshee can be killed, and the necessity to save against fear every melee round probably means the death of a few others as well.

The treasure (in a box under the bed) was of course very rich. In my room there were coins, gems and jewellery worth a total of 8,300 GP and two very powerful magical items — a Ring of Three Wishes (full, untarnished wishes, of course) and a Rod of Rulership. When added to the treasure elsewhere in this area, the total GP value was 13,700 and there were three scrolls, a Potion of Heroism, a good book and a dozen other pretty good magical items (plus a crooked sword just to add spice).

I do not, of course, commend this area as suitable for low-level parties. I should have though a party needed around ten characters of mixed type with total experience level of 70 or above to tackle it. And if they are to make much sense of the poem, there need to be some quite intelligent players. However, if you never get to meet the Demon Queen, count yourself lucky



THE SABLE ROSE AFFAIR

By Bob McWilliams

A short *Traveller* scenario, easily adaptable for use with *Snapshot* or other sf rules.
Notes for the Referee:
 The action takes place in the same Imperial Subsector as is used in *The Kinunir* (*Traveller Adventure 1*), and this scenario could fit into the general course of events outlined in that volume.
 All the information which is essential to play the scenario is presented other than that already in *Traveller*, Books 1 to 4, 1001 *Characters* and less so *Animal Encounters* (Supplements 1 and 2) may prove useful.
NB The Information provided is divided into *Modules*; the referee should of course, study all *Modules* thoroughly to acquaint himself with the situation and likely course of play. It should then be decided which of two versions will be used:
 A) One group of players as the Imperial Security Task Force, and another as the club personnel;
 B) One only group of players as the Task Force, with the Referee moderating all other characters.
 The following *Modules* are available to players as starting information:
 Task Force players (both versions): *Modules 1, 2, 3, 4, 5, 6, 7;*
 Club players (version A only): *Modules 1, 4, 5, 6, 8, 9, 10.*
 The referee should photocopy the appropriate *Modules* and hand them to the players.

MODULE 2: Task Force and Mission Background

The briefing is conducted by Raoul Mentieth, Head of the Imperial Galactic Survey's Planetary Rescue Systems Inspectorate, Regina Subsector, and by various specialist officers in a nondescript underground room somewhere on Regina (0310). The PRSI, apart from being a legitimate branch of the IGS responsible for inspecting and making recommendations on reports of crash landings, is the 'cover' for an operational force which takes on all manner of awkward jobs the Imperium would rather not advertise.

Mentieth commences the briefing by describing the disappearance of the freighters, of the Imperium's suspicions and the subsequent investigations. He then presents their conclusions:

"We are now convinced beyond doubt that these crimes originate on the planet Alell. As you may know, the government as is the carrying of any weapon in public. All weapons and high-technology equipment imports are strictly controlled — all end victim ships arrive on Alell, and at first suspected that their destination was some sort of revolutionary organisation. However we now have proof that these items are ending up in government hands, and that they are giving covert protection to the operation, the organiser of this piracy receiving as payment any cargo not wanted by the government.
 We therefore have three objectives to this mission. The first,

obviously, is to stop any further piracy occurring. The second is to operate in such a way that the government of Alell will be in no doubt that we know of their involvement, and that we will apply more direct methods in any further event of this nature. That whole region of the Subsector is politically unstable — we believe that the crews of the stolen vessels are still alive in Alell hands, and as part of our price for maintaining the *quid pro quo*, we will be demanding their release.
 So, we have constructed an outline of the mission you are to carry out. As usual, it will be your own responsibility to define detailed methods and your requirements as regards equipment. This outline is now being passed round; please feel free to ask questions."

MODULE 3: Task Force Characters and Restrictions

The Task Force detailed to undertake the *Sable Rose* operation is a standard PRSI undercover suppression force. Organised as a loose version of the Marine squad, it consists of ten men (and/or women, in other teams), with a Force Leader and three teams of three, each of a Team Leader and two assistants. The force is flexibly trained and relies as much on each man's knowledge of the scope and limitations of the other members of the force as on operational doctrine. It could, for example, operate just as effectively split into two teams of eight and two men respectively. The first Team Leader is 'officially' second in command, but any Team Leader could take over as Force Leader in the event of casualties.

Recruits to the force are drawn from the Army or Marines (since the 'official' PRSI is essentially a ground rather than space force). Characters are generally well-experienced and of good physical retirement age. They thereupon receive four year's intensive training in commando, intelligence and specialist subjects, as well as learning their 'cover' jobs.
 The following character descriptions have been laid out in a standard format, including most of the information normally given in a Service Resume (see Book 4 *Merchantry*):

- DUNCAN TAKEI** A67ECA
Force Leader
Marine Infantry, Force Cmdr.
OCS, Command Coll x2
- FORDSON COLE** 9868C6
1st Team Leader
Marine Infantry, 1st Lt.
Intelligence Sch x3, Staff, Command Colls, Commando Sch.
- SAMSON MILLETT** 758677
1st Team Member
Army Infantry, 2nd Lt.
Intelligence Sch, OCS.
- GALETTAH R'HAL** CA8976
1st Team Member
Army Cavalry, L/Sgt.
None
- ANTIGONIUS FLETCHER** A769B7
2nd Team Leader
Army Cavalry, Major.
Intelligence and Commando Schs.
- GERARD MONTJOIE** 56A765
2nd Team Member
Army Infantry and Commandos, Sgt. Maj.
X-Training Cavalry, Commando Sch.
- YAROSLAV KAZAN** 838BD7
2nd Team Member
Army Support, Corporal
Protected Forces, Commando Sch.
- DICCON MAGRITTE** 5C7797
3rd Team Leader
Army Infantry and Commandos, Capt.
X-Training Cavalry, Protected Forces, OCS, Commando Sch, Staff Coll x2.
- STANES DRUHEV** A57689
3rd Team Member
Marine Infantry and Cavalry, Ldg. Sgt.
X-Training Cavalry, Commando Sch.
- ARCHIE JORDAN** 879C78
3rd Team Member
Marine Infantry, L/Cpl.
None

Notes on Skills Table
 1. In this scenario, Brawling skill encompasses both the usual Hands, Club and Dagger and Blade weapons.
 2. Players may (after studying the Character Upp's) re-assign the total number of skill levels given. Skills may be re-assigned to Foil, Sword, Cutlass, Broadsword or Bayonet only (Example: character 7 could change Sword-2 to Broad-sword-1).
 3. All skills acquired by characters in the course of their service careers and agency training have been given. This does not of course mean they will all be useful in this scenario.

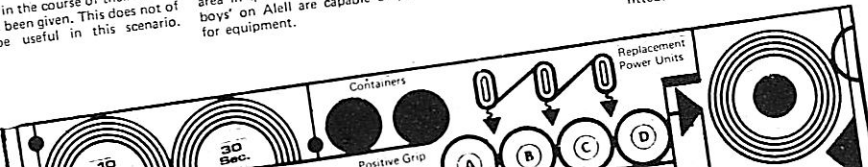
Name	UPP	Age — Terms in Military Service— Morale
Position in Task Force Service, Arm and Final Rank		
Special Assignments (not including agent training)		
* 'TAS' after the Morale rating indicates a member of the <i>Traveller's Aid Society</i> . Due to the comparatively large number of skills possessed by each character, these have been tabulated at the end of the character descriptions.		

CHARACTER SKILLS TABLE

Skill	Character Number									
	1	2	3	4	5	6	7	8	9	10
Brawling	1	1	1							
Blades	2				2		2			
Foil									1	1
Sword			1							
Bayonet								2	1	
Guns			1	2			1	2		
Auto Weapons			3	1					2	1
Combat Rifles	2		1			2				1
Energy Weapons					1	2				
Laser Weapons										
Pistols	1	2								
Zero G Weapons									2	
Heavy Weapons									2	
Auto Cannon										1
LAG					2				1	
RAM Gren Lohr									2	
VRF Gauss						1			1	1
Admin	1	2								
Battle Dress	1	1			1	2	1		1	2
Bribery										
Combat Engineering	1	3		1	1	1	2		1	1
Computer		1	1					2	1	1
Demolitions	1	1							1	1
Electronics	1	1	1		2	1				
Forgery	1									1
Forward Obs					1	1	1	1	2	1
Gambling	2				1	1			1	
Instruction	1	2			1	1			1	
Interrogation	2	1			2	1	1		1	
Leader										2
Mechanical										1
Medical	2	3	1	1	1	2			1	1
Recon	1	1								1
Recruiting	1	2			1				1	1
Streetwise										
Survival	2				1			1	2	2
Tactics	1	2	1						1	1
Vacc Suit										
Grav Vehicle									1	1
Track Vehicle									1	1
Wheel Vehicle										
Zero G Combat	1	2								

One area in which players are restricted is vehicles: Available for the Task Force's use, at the PRSI warehouse, are the following vehicles: Air/rafts — two normal air/rafts and one police patrol model in police colours; Ground cars — two four-seaters and one two-seater, and one van.
 Any or all may be used.
 Any of the van have been 'souped-up'. Additionally available is Air/raft A parked outside the Longshoreman's Hostel. All vehicles have been fitted with one fixed forward-firing weapon mount (choice of LAG, Auto-cannon or VRF Gauss) and one rearward-firing RAM Grenade Auto-launcher, except the van which has the rear RAM Grenade only. All weapons are suitably disguised into the bodywork, and no additional weapons may be fitted.

Equipment Choice and Restrictions
 Players may freely choose any weapons, armour or items of equipment that they can physically carry, though careful attention should be paid to the encumbrance rules. It is important to remember that the Law Level prohibits the carrying of any weapon in public, and players will need to exhibit ingenuity in concealing them. Some items are obviously ruled out — it is a little difficult to pass as a nonchalant civilian wearing Battle Dress with Fusion Gun attached. Remember the first rule of undercover operations — look and act as if you belong to the area in question. It may be assumed that the PRSI 'backroom boys' on Alell are capable of producing high quality disguises for equipment.



MODULE 4: Alell: General Information

ALELL/Regina 0106 - B/467899 - A=None-Rich=None
 R=2000mi G=0.66G M=0.2875S Standard K=1.32Standard
 Gravitic Bands: 0.25G=3250mi 0.50G=2298mi
 Safe Jump Distance=400000mi

General Physical Description

Alell is a pleasant world superficially similar to the Terran Standard type except for the relatively small size and low gravity. Its landmasses are concentrated in the equatorial band and the southern hemisphere in three large and numerous small islands. The population is spread throughout the land area, except for the few islands in the north, which are subject to regular tectonic movements ascribed to perturbations in orbit. There are about 1 million population; the planet as a whole has about 65% urban dwellers. Flora and fauna are mainly harmless and unlikely to worry anyone taking normal travel precautions. (X REF FILE: ALELL/Regina - Flora/Fauna)

Visitor Data

(X REF FILE: ALELL/Regina - Approach Procedures)

Navigational Hazards: Alell has two small moons and no other adjacent celestial bodies. Approach Procedures should be consulted for artificial satellite orbits and restricted areas, periodic

comets, etc. Alell is the second planet out from the sun. The main navigational problem is posed by perturbations in the planet's orbit, and reference to orbit tables is essential to an economic approach.

Customs and Excise: All visitors must report to either of the two orbital stations prior to landing, failure to report constitutes an unlawful planetfall. All weapons, items of Tech 9 or higher, and all gems and crystals are illegal imports unless declared and subsequently licensed by the Alell government. The authorities will normally issue a temporary license for ships and permanent fixtures thereof.

Transportation: Regular weekly frequency service to Efate (0105) and Uakye (0205), together with many contract and charter vessels. Less frequent departures for Whanga (0206). No direct route exists to Knorbes (0207) or Roup (0407), but occasional tramps or charters might be found to these destinations.

Port Facilities: The two orbital stations are at opposition in the same orbit (equatorial). Both are standard Imperium designs (Type JL-5a) capable of docking directly to the station any vessel of 1000 tons or less. Extending booms can cater for larger vessels. In all cases standard Imperium locking and electronic connectors are required. All usual planetary transfer services are available.

The starport is of standard type B, and is located 850mi S of the Equator on the main island, on the outskirts of the capital city Nanes. Good quality maintenance and repair facilities are available for ships and equipment of Tech 10 and below. Emergency repairs only are available through government agencies for higher Tech levels.

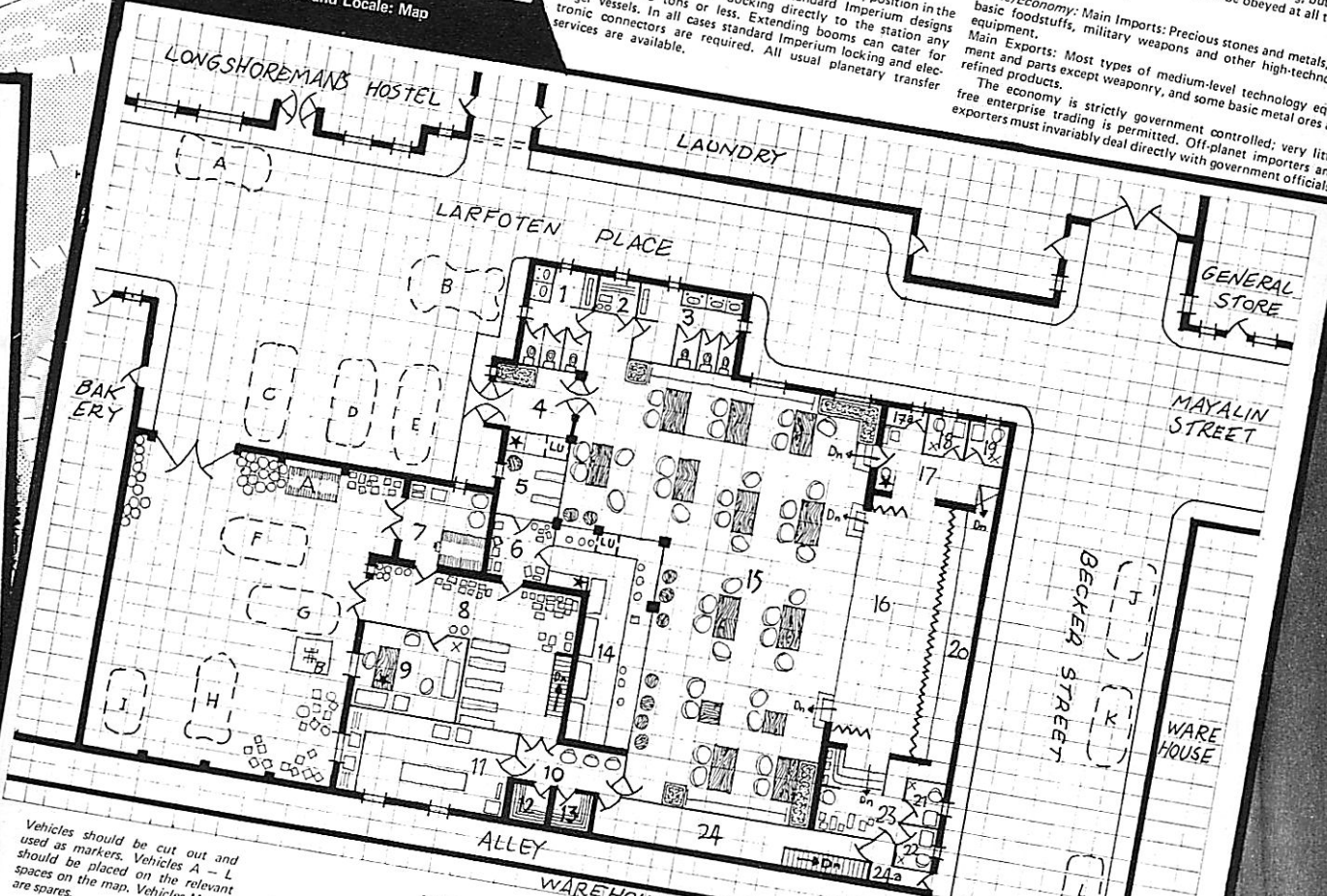
Politics and Mores: Alell is amongst the common category of communistic worlds. Government is carried out by a bureaucracy dedicated to the greater good; private enterprise and personal advancement is discouraged. The average citizen is shy of strangers, if not brusque, only relaxing when not in a public place. Conversation with strangers is generally limited to short answers to a request for directions. The police forces (of which there are many different levels) are more forthcoming, but should be approached respectfully, and should be obeyed at all times at the risk of incarceration.

Trade/Economy: Main Imports: Precious stones and metals, non-basic foodstuffs, military weapons and other high-technology equipment.

Main Exports: Most types of medium-level technology equipment and parts except weaponry, and some basic metal ores and refined products.

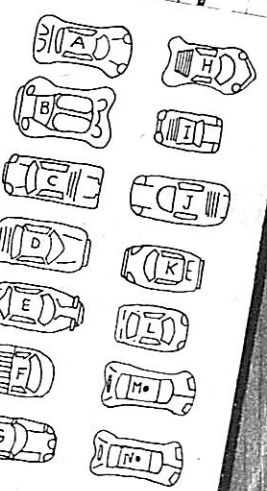
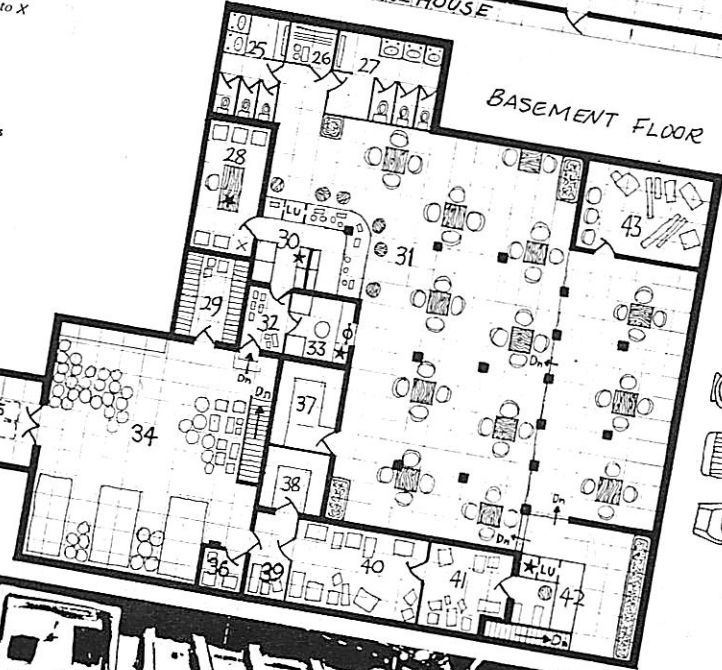
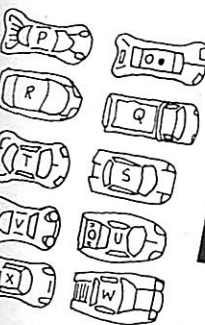
The economy is strictly government controlled; very little free enterprise trading is permitted. Off-planet importers and exporters must invariably deal directly with government officials.

MODULE 5: Objective and Locale: Map



Vehicles should be cut out and used as markers. Vehicles A - L should be placed on the relevant spaces on the map. Vehicles M to X are spares.

- Each grid square = 1.5m x 1.5m
- Structural Wall
- Partition Wall
- Door
- Door: Opens both ways
- Structural Column
- Plant Boxes
- Com-Console
- Lift-Up Flap



MODULE 6: Objective and Locale: Description

The Journeymans' Quarter

The Journeymans' Quarter of Naness — capital city of Alell — serves three requirements of a city possessing a starport. Firstly, it provides the transient workforce associated with any starport, and offworld visitors of all but the highest social standing, with accommodation. Secondly, it houses the primary stages of import distribution and export goods collection conveniently close to the starport terminal facilities. Thirdly, it contains the lower end of the Naness entertainments industry, including all the off-world temptations so frowned upon by Alellian morality and yet so alluring to Alellian curiosity.

It is in other words an archetypal low-rent district, and as such does not represent the pinnacle of urban environment. For this the visitor is led carefully away to see the Great Hall of Supreme Justice, the Place of Peace Cultural Centre, the Reformed Morganatic Cathedral, or the Water Palace, built under the old Royalists but still used by the ruling dignitaries.

Warehousing, subsistence-level hostels and apartments, and associated establishments — corner food bars, clubs, general stores — all jostle for a place; all present a rather run-down appearance. Most buildings are over a century old (Alell is quite kind to man-made structures), but some rebuilding has interrupted the original street plan.

Offworlders receive grudging acceptance in the Quarter, and short shrift outside of it (unless of the nobility or a trading magnate). Almost anything authorised for general sale (and a few things that aren't) can be bought here. Thus the streets — though nowhere near as crowded as, for example, the Artisan's Quarter — are well-used by native Alellians generally trying to draw as little attention as possible to themselves.

Traffic Regulations

In common with most of the more advanced worlds, a three-dimensional traffic system is operated. Ground cars, and other vehicles in ground mode, drive on the right. Air vehicles fly in a stacked directional system. As Naness and the starport are both on the coastal plain, there are standard altitude bands (also used over sea), but elsewhere on the planet, inland, a ground-following altitude system is employed. Changes of direction sector, and transition from ground to air and vice-versa, must be made in a directly vertical mode — penalties for oblique transfers (and indeed traffic infringements generally) are severe. Various visual and radar signals inform other fliers of vehicles changing bands.

Vehicles may not overfly a number of locations (such as the starport field area), but there are few of these in the city itself. In some particularly intensively-used corridors, specific ascending and descending columns of airspace are designated and in these corridors it is illegal to land/takeoff or change bands outside of the column.

The standard stacked directional system is:

- 0-79m Level flight is prohibited (the tallest buildings in Naness are approx 72m high).
- 80-99m This band is reserved for emergency vehicles only — civilian level flight is prohibited.
- 100-149m Southbound sector traffic band.
- 150-199m Westbound sector traffic band.
- 200-249m Eastbound sector traffic band.
- 250-299m Northbound sector traffic band.
- 300-349m Reserved for Police patrols and emergency services — civilian level flight prohibited.

350m plus Above this level are various military and inter-continental bands, as well as a duplicate set of directional bands for use when weather conditions require them.

Each of the four directional bands covers a 90° arc — that for the Northbound sector being 315° through 0° (true north) to 45°, for example. It is considered very bad flying manners to set a course very close (i.e. within one or two degrees) to the sector divisions. If such a direction is required it is usual to follow a dogleg course, making one change of heading and band transfer.

The higher degree course has right of way within sectors (courses west of north in the Northbound sector are usually referred to in minus degrees), thus superior traffic is from the left — i.e. in accord with ground traffic priorities.

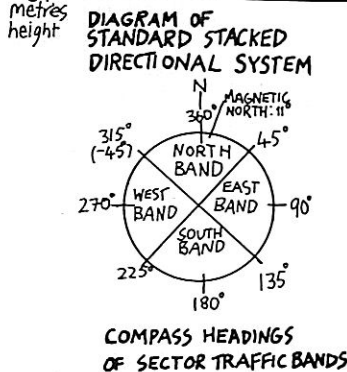
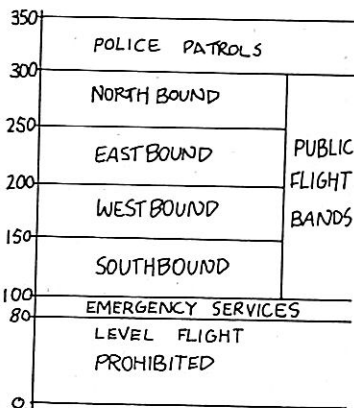
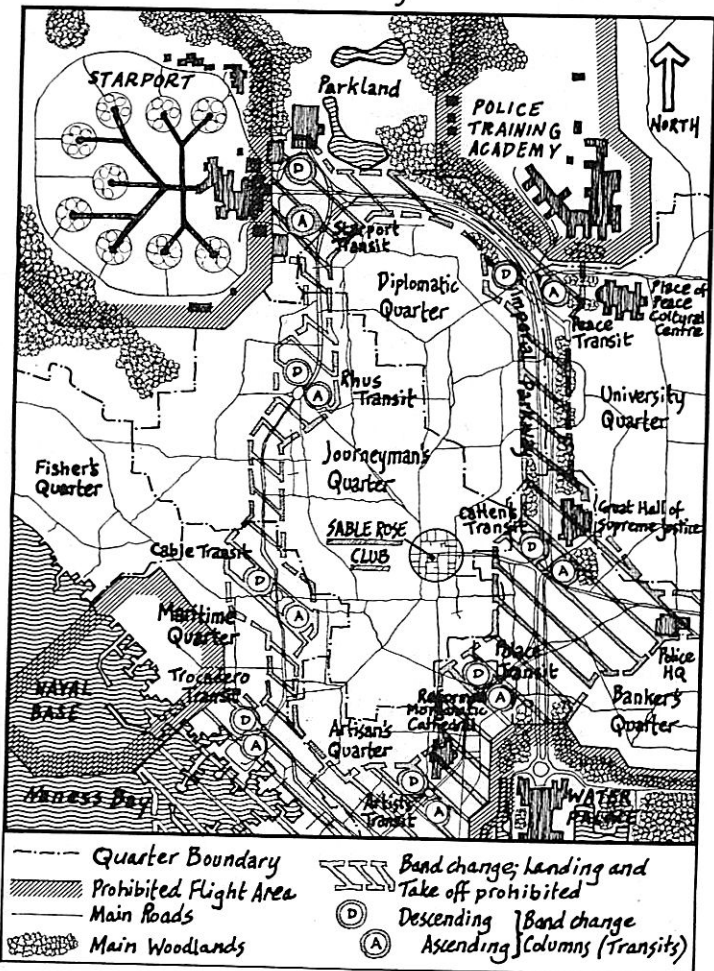
Immediate Environs

The *Sable Rose* club is a detached building, occupying a corner position on Becker Street and Larfoten Place. Becker Street leads toward the Artisans' Quarter, whilst to the east, Mayalin St. runs into the heart of the Bankers' Quarter and joins the Imperial Parkway (built along with the starport in the Royalist era by the Imperium, to provide a grand entry to the Water Palace). Larfoten Place runs west, deeper into the Journeymans' Quarter.

Some 120 years old, the club was originally a lapidary's workshop and emporium. It has been a club for the last 58 years, the present owner taking it over six years ago.

Adjacent to the club's yard is a Bakery. At the front is a shop for the purchase of wares — the side door is a fire exit. On the opposite side of Larfoten Place is the insalubrious Longshoremen's Hostel, occupied by starport freight loaders and a variety of unsavoury characters. Apart from the lobby, the other ground floor front rooms are a dining room to the left and a bar to the right. A side door from the bar opens onto the vehicle passage, which runs under the bedroom stories to a back yard. Next door to it, the Laundry has a relatively high reputation (including Diplomatic Quarter customers amongst its clientele). It is a rather blank building with twilight windows, and fire exits onto the Hostel's vehicle passage and onto Larfoten Place, and a reception office and large doors leading into an indoor loading bay. Next door to the Laundry, on Mayalin Street, is a small general store. Both the warehouse opposite the club on Becker Street, and the one south of the alley, are of newer construction and present windowless faces on these sides (they have roof-lights). The door onto the alley is a fire exit.

N.W. Sector, Naness City.



MODULE 7: Objective and Locale: Task Force Briefing

The scene is once again an underground room as described in Module 2, a short time later. By this time the Task Force players should have studied Modules 3, 4, 5 and 6. Mentieth continues with the briefing:

'The physical objectives of this operation are twofold — the Club owner, one Jurgen Cotterell, is also the man responsible for organising this piracy. He is preferably to be captured; if not, eliminated. Secondly, in Cotterell's office will be documents relating to transactions between Cotterell and the Alell government in pirated cargo, and these are to be brought back to me. You will also leave within the Club premises a letter from the Sub-sector Governor on Imperial Stationary addressed to the Alellian Minister of Outworld Affairs, setting out our terms.'

The PRSI have devoted considerable resources to discovering details of the Club layout and operation. Most of this information has been gained by agents posing as customers, delivery drivers and so on. Module 5 represents a summary of information gathered on the layout; no detailed room descriptions are available, but the Referee is to make available some information on the 'public' rooms, and the players should be able to make reasonable assumptions as to the other room's uses based on the furniture layout. The Referee will also provide some additional

information on club personnel, building protection systems, possible police intervention, communications and gambling at the club.

As a preliminary move, one or two members of the Task Force have been given cover jobs at the Starport and rooms at the Longshoremen's Hostel about a month before the actual raid attempt (Force Leader to decide whether one or two and which team member(s)). *Air/raft A* is their transport.

The PRSI HQ on Alell is a run-down warehouse and office some 200 metres due west of the Rhus Transit. At ground level this is a rather seedy import/export shipping business. Underground it is almost clinical, with high technology communications, workshops, firing ranges and rest facilities. All Task Force members (except of course those at the Longshoremen's Hostel) have adequate cover stories to get them onto the planet and to the warehouse. This is where they will equip themselves for the mission, and receive the vehicles they require.

In order to protect the PRSI's undercover operations on Alell, the Task Force must take standard precautions to disguise the point of departure, and will make their getaway from the Club directly to the Starport (thus claiming the sanctuary of Imperial territory) and board an Imperial Kinunir class Battle

Cruiser which is at the Starport for a 'courtesy visit', for the return trip to Regina.

In addition to concealing weaponry and equipment, the Task Force players must attempt to get as close as possible to the target without alerting Club personnel to their purpose.

This area of operational planning is obviously one which players should give much thought to. The following conditions for the night the scenario takes place may be relevant:

The attempt is to be made after the Club opens for the evening, after dusk. The Referee will provide weather details when the actual scenario starts.

The act at the Club, the Markku Beowight Synthesiser Trio, is playing its first ever night's performance on Alell (the Referee can provide further details of the group), and a party of foreign junior diplomats — all members of the Club's gambling section — are taking four guests not known at the Club for an evening on the tables. Both the group and the guests could be impersonated, although the Club personnel may well be particularly suspicious of these two parties.

This information may be used or not as the Task Force players wish.

MODULE 8: Club Detail Description

General

Club Yard/Parking Area: This is a dirty, rubbish-strewn area faced on the W. by the blank-walled Bakery, and on the N. and S. by 1.8m high brick walls with pillars. In the N. wall is a pair of 1.8m high lockable gates. Various piles of empty crates, barrels and debris are scattered about; item A is a large liquid fuel tank (inflammable), whilst B is the Cellar hatch referred to in Room 25. H is a souped-up air/raft — the Club owner's personal transport. F, G and I are the Lounge Bar steward's small van, and I is a small two-seater owned by the reception clerk.

Vehicles Outside the Premises: Air/raft A has been regularly parked outside the Longshoreman's Hostel over the past month or so. Air/raft B and Ground Cars C, D and E are all customer's vehicles. Ground Car K belongs to the club's Stage Manager/M.C., whilst Ground Cars J and L are often parked in Becker St.

Room Descriptions: Ground Floor

1. Male Toilets: Consists of urinal against E. wall, two sinks and dryer against W. wall, and three W.C. cubicles (bolting from inside). Windows high up and translucent.

2. Cleaner's Store: Shelves containing cleaning and indoor plant maintenance equipment, with hydrostatic cleaners under. The door is normally locked; window translucent.

3. Female Toilets: Three sinks against N. wall, two dryers against W. wall, and a mirror on the E. wall N. of window. Three W.C. cubicles (bolting from inside). Windows high up and translucent.

4. Foyer: Double plexiglass swinging doors open onto street and main lounge. Plant container next to window. 4 and 5 are the same room, divided by a counter with a lift-up flap. Both sets of double doors are lockable.

5. Reception/Cloakroom: Shelves with membership data, a dagger and odds and ends, under counter. Com-console on counter, Club Alert button under counter against W. wall. A stool and two coat racks complete the furniture.

6. Ante-Room One: Basically a bare room with an empty-bottle bin in the SE. corner, and a couple of stacks of boxes containing bar snacks. In the NE. corner are a few discarded pieces of bar equipment (pumps, bottle holders etc).

7. Boiler Room: In the SE. corner a large oil-powered boiler reaching nearly to the ceiling, whilst in the NE. corner are two generators; one for bar pump machinery and the cold store heat exchanger, the other a standby and not normally in operation. In exchange, it stands a bureau for fuel delivery and servicing the NW. corner stands a bureau for fuel delivery and servicing records, together with a panel over it containing heating controls and shut-off.

8. Main Store Room: Along the N. wall are various stacks of crates and casks. Along W. wall opposite stairs are four racks of shelves with bottled drinks (not spirits). Against E. wall a set of stairs down, with a barrier to W. and N. of stairwell.

9. Club Office: In NE. corner behind door, is a coat rack. Against E. wall a ceiling-high filing cabinet. Against S. wall in SW. corner a drinks/music centre, and E. of this a small safe. In

W. part of room a desk with three drawers to the left, below the com-console and privacy cone controls. The Club Alert button is com-console and right end of the desk. Behind the desk is an executive swivel-chair, the other two chairs in the room being non-executive swivel-chair, the other two chairs in the room being non-executive swivel-chair, the other two chairs in the room being non-executive swivel-chair, the other two chairs in the room being non-executive swivel-chair.

10. Ante-Room Two: This room is empty but for three stacks of chairs similar to those in the main lounge.

11. Kitchen: Or rather a food preparation room, since most food is pre-cooked, then either frozen or dehydrated. Along the N. wall are utensil cupboards with worktops over, and two microwave ovens. Along the W. wall are sinks and drains, with wave ovens. In the centre of the room is a large preparation dryers under. In the centre of the room is a control console and heat-table. In the SE. corner is the control console and heat-exchanger machinery for room 12.

12. Cold Store: A solidly built and insulated room for deep frozen food.

13. Dry Food Store: Shelving contains all manner of dehydrated food, spices and additives.

14. Bar One: Shelving along the back wall supporting all manner of intoxicants and soft drinks. On the shelf near to the door to 6 of intoxicants and soft drinks. On the shelf just south of the southernmost is a com-console. Under the bar just south of the southernmost structural column is the Club Alert button. On the bar at inter-structural column is the Club Alert button. The bar is open to vats are stands of pumps for draught brews. The bar is open to shutters to the front edge of the bar top.

15. Main Lounge: A large open room with chairs and tables regularly arranged for viewing the stage area. Along the flanking walls are bench seats, and several stools at the bar. Some exotic indoor plants fill odd corners.

16. Stage: One metre above lounge floor level. Two short flights of steps lead up on either flank of the stage from the lounge. Drapes cover the stage passage (20) and the wing exits (17 & 23).

17. Stage Wing: Contains a lighting/curtain control console, with a Club Alert button under it, and a few odd props. At the same level as the stage, with steps down to 20 and beyond the door to 15.

17a. Stage Wing: Small translucent window.

18/19/21/22. Dressing Rooms: Contain table, mirror, chair, coat-stand and a translucent window.

20. Stage Passage: Bare corridor behind stage backdrop — lower than stage.

23. Stage Wing: Steps down from stage, with odd junk in corners and one chair.

24. Corridor: Bare, with steps down to basement floor. Doors from 10 and 24a normally locked.

24a. Stage Door Vestibule: Short, bare corridor with stage door/ fire exit onto Becker St.

Basement Floor

25. Male Toilets/26. Cleaner's Store/27. Female Toilets: Identical to 1, 2 and 3 but without window.

28. Office: Along the N. wall are three safes, all identical (executive for locks). In the centre of the room is a desk and two drawers, in swivel-chair. In the left of the desk is a nest of four drawers, the right under the com-console is a nest of three drawers. The Club Alert button is under the centre of the desk. Along the S. wall is a coat stand, a locked filing cabinet, and a stereo/drinks cabinet. The com-console also incorporates privacy cone controls.

29. Wine Cellar: Along both walls are wine racks, with the lower half ordinary shelving — on these are bottles of spirits. A few un-packed cartons of Rouseau whisky stand at the N. end on the floor. The door is normally locked.

30. Bar Two: Shelving on both sides of the partition and Club Alert button wall. Com-console next to the partition, and Club Alert button under bar to W. side of structural column. Otherwise similar to 14, except that video 'one-armed bandits' face each of the bar stools.

31. Gambling Room: 12 card tables each with 4 seats are spaced about the room, the three at the E. end being one step higher. On the N. wall is a card table with two seats.

32. Ante-Room Three: Similar in layout and content to 6.

33. Teller's Room: A glass window with a swivel tray occupies the E. end of the room. There is a com-console on the counter, with a small cash float of Cr.50 and a cash on a shelf under it, along with a Club Alert button. In the NW. corner is a set of open shelves, containing trays of gambling chips. In the SW. corner is a safe (of simple type) with a cash float of approx. Cr.1000. For larger deposits or payouts access to the safes in 28 is required.

34. Main Cellar: On the S. wall, three tandem (one above the other) draught casks. On the N. wall, shelves of soft drinks. Elsewhere are numbers of empty and full barrels and boxes. The draught switch panel is mounted on the wall to 36. The stairs from 8 come out in this room.

35. Cellar Hatch: An empty room except for a large bran sack below the hatch (to drop barrels onto). The double hatch opens upwards and locks from the inside (both it and the double access doors are normally locked).

36. Pump Room: Machinery for operating the draught brew system occupies this room.

37/38. Store Rooms: Both these rooms are empty except for shelving around the walls.

39/40/41. Store Rooms: These three interconnecting rooms contain boxes of all sorts of items, being odd lots from captured ships. The door between 34 and 39, and that between 41 and 42, is normally locked.

42. Basement Reception: Situated at the bottom of the stairs from 24, this area has a reception counter with com-console, and a Club Alert button under it. There are two coat racks. This room and the stairs are separated by a partition.

43. Store Room: Contains three stacks of chairs similar to those in 31, and various building fitments and junk. The door is normally locked.

MODULE 9: Club Operational Background

The club's day starts during mid-morning, when the cleaning staff arrive to erase the ravages of the previous night. At this time also, the Club Manager (2) and Steward (3) are present to deal with paperwork and deliveries, and around noon the Basement Manager (15) and Steward (16) arrive to carry out similar tasks. By the early afternoon all these persons have left, but occasionally the Club Owner may turn up to do his own book-keeping, and from noon onwards one of the bar staff not on duty that evening is present as a caretaker/guard, until the duty staff start to arrive in the early evening. The two Managers (2 and 15), Ground Floor Steward (3) and stage staff (12-14) are usually first to turn up, and the main Door Clerk (11) and Basement staff (16-21) the latest. By mid-evening all the staff on the diagram (except the cleaning staff) are present. Occasionally, the Club Owner is absent on other business.

Building Protection System: The building is protected by both conventional mechanical locks on doors and windows (lock pick set and Mechanical skill apply to defeating locks), and an electronic detection net. Master switch to the net is in the Club Office (9) on the com-console.

Club Alert System: In strategic locations (see room descriptions, Module 8), a type of 'panic button' is available in the event of a disturbance. Pressing results in a light flashing on all com-panels other than the one in that location, and the system is also linked via the master com-console (i.e. this console must be operative to transmit the alert) to the local police station. The police would treat this as a routine disturbance call and dispatch a patrol as available. This would arrive outside the club in 4-9 minutes, either from a club com-console or police patrol vehicle, to HQ, either from a club com-console or police patrol vehicle, to trigger special police action, which arrives in 3-8 combat rounds and consists of two patrol vehicles with eight police. Proof on non-routine disturbance (use of firearms would be sufficient) is required in the call.

Com-Consoles: The club contains eight console locations (see room descriptions) of which three (those in 5, 9 and 28) are capable of direct outside contact. Other locations must call one of these for an outside line. Console 28 is the master console, and if this is inoperative — switched off or wrecked — then the entire system will not function. Each location may call any other internal location — the receiving location has a key light which identifies which console is calling, and this light is also the warning light flasher for the Club Alert (see above), pinpointing

which location requires aid. There is also a warning light which comes on if a portable communicator is operated within the club. Outside lines include the usual telephone facilities, the city computer library, and the Starport Info/booking computer. Customers may use the two reception consoles (5 and 42) for outside calls, paying for their use (Cr.1 per combat round).

The Gambling Room: Although gambling is not illegal on Alell, it is strictly regulated and consists mainly of various types of state lottery. However, within the Journeyman's Quarter are a number of establishments catering to the offworlders and the more adventurous Alellians. The government is not averse to this activity (indeed, they levy a hefty betting tax) provided that certain rules are obeyed concerning preventing the majority of native Alellians indulging in this form of activity.

Each member of the gambling section of the club is required to memorise the entry conditions. The procedure is to call the club from a public com-box a few minutes before reaching the club premises, giving name and membership number of any members in the party, and the name and occupations of any guests. The time lag enables the Basement Reception Clerk (21) to check any facts not known to him (i.e. membership status, guest's identity). On arrival at the club, the stage door (24a) has a bell push, voice box and vid-eye. The button is pressed, the Clerk asks for names and membership numbers (meanwhile checking visually). If satisfied, the party waits for the Clerk to

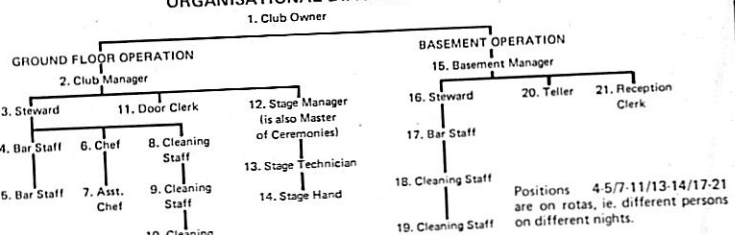
come and open the door. In the case of particularly valued clients, the Basement Manager may come up. If the person is for the stage section, the Clerk simply transfers the call to the Stage console (17).

The Night of the Scenario
This section highlights specific conditions on the night the Scenario takes place.

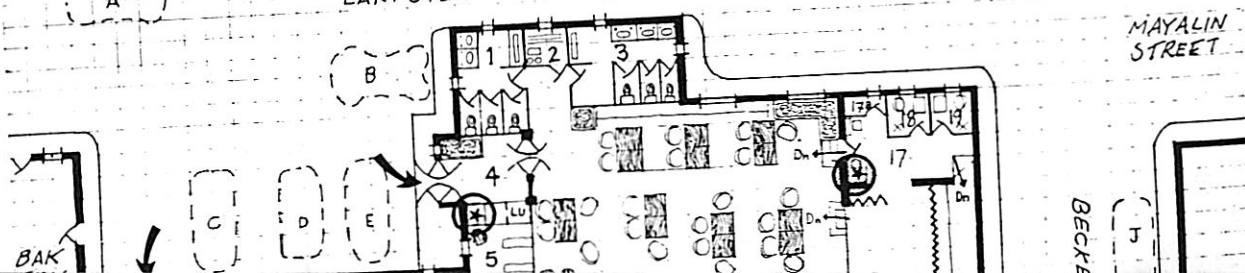
The Scenario commences mid-evening, after dusk. The club has opened — nine customers have so far entered the lounge (15). All staff are present. The weather is overcast but dry, with the hint of an offshore breeze perhaps bringing in a sea fog later. Expected shortly (via the stage door) is tonight's act — a synthesiser trio (keyboards — MARKKU BEOWIGHT; percussion — HERVIG GIANDELL; mixer/computer panel — ALAN JAMISON; road manager — ARKESH MARGANE) and have — ANGUS McFADDEN). The trio is from Ferri(0405) and have never performed on Alell before. They are not known to the management — the booking was handled by an agent, and are due for a week's booking. They should arrive in a ground car and van (for the equipment).

Also due a little later for a night on the gambling tables is a group of foreign diplomats (8 members and 4 guests), in addition to the normal influx of clientele both for the main club and the gambling room.

ORGANISATIONAL DIAGRAM



LARFOTEN PLACE



GRAKT'S CRAG

by Will Stephenson

An AD&D Mini-Module for experienced players with characters of 3rd level. A total of 7-8 player characters is recommended.

Background (for DM only)

Grakt's Crag contains the tomb of the long-dead King Grakt and his Queen. The tomb was hidden and betrapped to prevent defilement and theft by tomb-robbers, who might have been attracted by the King's treasure which was buried with him.

About a year ago the nearby village was visited by Taamus, a polymorphed ogre mage, and his companion Krub, an exceptionally stupid umber hulk, who had heard of the tomb.

Ascending the old path to the Crag, south of the village, Krub tunnelled the hole, mentioned below in the *Players' Introduction*, into the tomb (1). The two penetrated as far as the elevator complex (11-16) which Taamus deemed too dangerous to try. Exiting the Crag, they went around to the south face, where Krub dug another tunnel (26), this time reaching the tomb itself, at which point Taamus decided to kill Krub, but was maimed himself in the fight, losing some of his powers.

Taamus has a natural fear of other spellcasters, and has either imprisoned or killed any magic users or clerics who have ventured to the Crag, using the bodies to feed fighters or thieves, whom he prefers to enlist as additional guards, if they are evil and able.

DM's Notes

1. MM denotes the monster is described in TSR's *Monster Manual*; DMG denotes the item is described in TSR's *Dungeon Master's Guide*.
2. Numbers in brackets are cross-references to other rooms.
3. Taamus and Krub excavated features 1-8 and 21-28. The walls are rough and slippery, with the occasional claw-mark. A dank, mouldy smell prevails and the temperature is slightly warm.
4. Features 9-20 are original parts of the tomb. Walls are smooth but non-slippery and cracked; the temperature is moderate to cool, and there is a stale odour.

Players' Introduction (to be related by the DM)

The party have met at an inn in a small village to the north of Grakt's Crag, and are exchanging yarns of their adventures when the innkeeper overhears them, and in the course of the ensuing conversation he will tell them the following:

That in the days of the ancient and powerful Empire of Colos, Kings were buried with their treasure in hidden tombs to prevent defilement. One such tomb is rumoured to be Grakt's Crag. There is said to be a hidden entrance to it; an old disused path runs up the side of the Crag.

Last year a man named Taamus arrived with a strange and bewildering creature; he stayed for a short while at the inn, then left. He has not been seen since, nor has his beast. Shortly after he left, a hole appeared in the side of the Crag by the disused path.

Many adventurers have climbed the path, which is no longer safe, being prone to subsidence; none have returned, although occasionally pieces of rotting corpses or bones have been found nearby.

Occasionally, a goat-herd or similar person will disappear on the Crag; further, some months ago a merchant caravan disappeared near the Crag.

General

Unless otherwise specified, rooms and corridors are 10' high.

1. Just by a part of the old path which has crumbled in a landslide is a crude arch, with a passage leading into the Crag. As the last member of the party enters, a *magic mouth* activates, which says: "Die, foolish ones!" in Common, and laughs mockingly. The laughter slowly fades as the spell discharges.

2. In the centre of this room is a pit, 20' deep and stretching across the entire width of the room. The walls and floor of the pit are covered in patches of green slime (AC9; 2D8; Att flesh/wood/metal; only certain attack forms harm) (MM), about 20' of them. The pit is covered by a grille formed of 6" thick wooden beams, spaced 2' apart. Anyone touching the central 10' by 30' portion of this grille sets off a trap which fires a lightning bolt doing 3d6-2 damage. This bolt will come from either the north or south wall (50% chance of either) and traverse the room horizontally. It is not powerful enough to destroy magic items.

3. On the floor of this room is a faded mosaic depicting a devil hurling enemies about. The right eye is a 2'6" diameter fire inside a ring of dark stone. The ceiling appears to be 30' high, but this is an illusion; normal matter can easily pass through it, and players enquiring about the outlet for the smoke may notice that it goes straight through the "ceiling". The room is in fact 40' high, and above the illusory ceiling is a 5' ledge on which are 7 fighters (AC5; 2D10; Att 2-8 broadsword or 2-5 sling). These have orders to fire missiles at any unarmoured intruders, or those who appear to be magic users or clerics. When they are detected (5% chance per turn, cumulative), they will retreat through (4) into (5).

4. This passage has ten rough pillars down its length and an ebon drape at the west end. The retreating guards from (3), and those already in (5), will wait on the north side of the secret doors, each of which has a small spyhole. When the party reaches the curtain, they will spring out and attack, at least two going through each door. This will surprise the party on a roll of 1-4 on a d6.

Note that as the western door of (3) is false, the party can only gain entrance to the rest of the tomb by climbing up the walls and through the illusory ceiling onto the ledge.

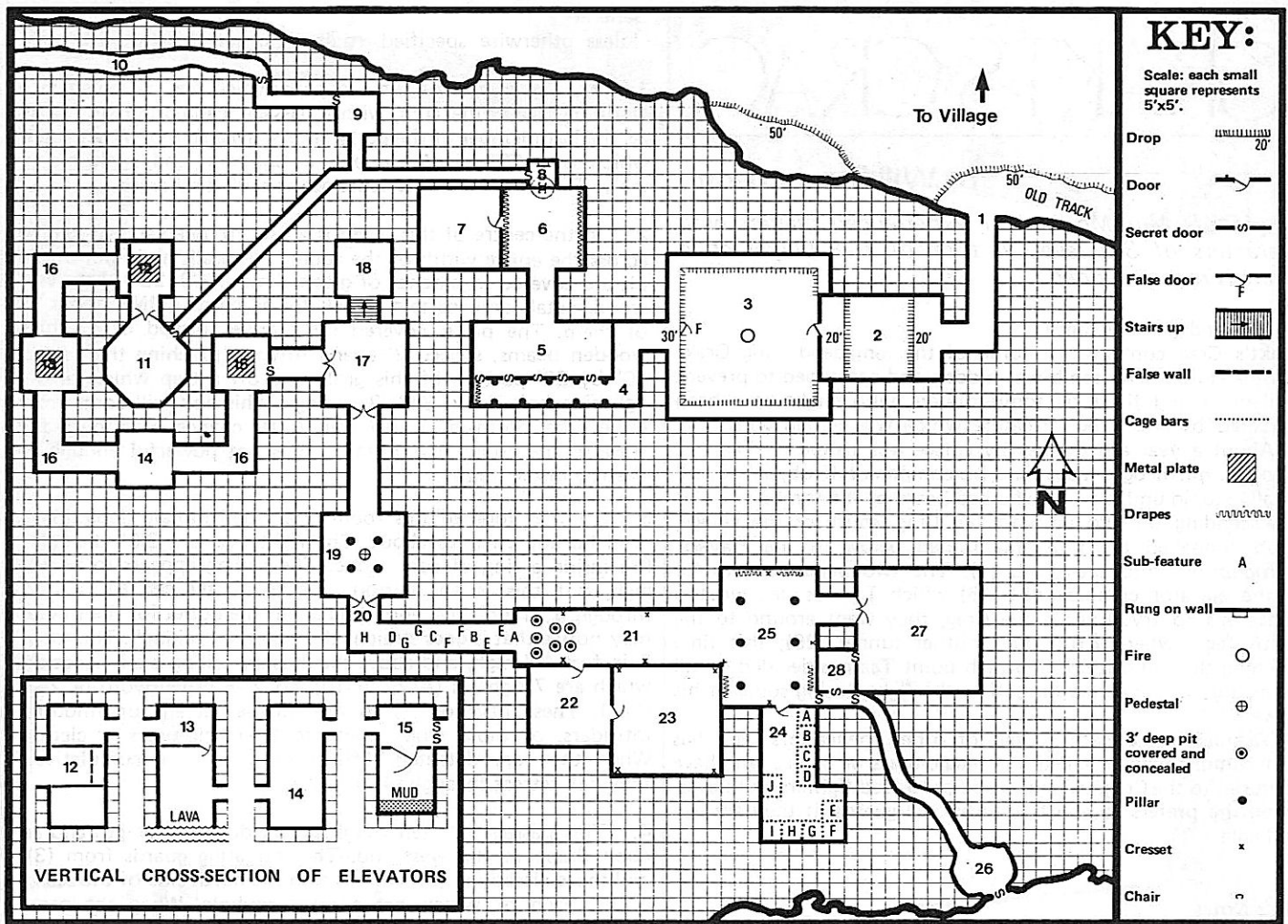
5. This room contains 7 two-tier bunk-beds, two stools and a privy bucket. By the north wall are two spits, on which are roast human flesh. The guards are either unaware of its origin or don't care. There is also a barrel of ale. There are 7 further guards in this room, identical to those in (3).

6. This room has violet drapes on the east and west walls, and on the floor is a design depicting a sacrifice to an evil god. On the north wall is a high-backed stone chair, studded with 10 gems of various types (these are valueless fakes), and raised on a 1' high semicircular stone dais. Under the chair seat is a button which, when pressed twice in quick succession, causes the chair and dais to rotate clockwise, changing places with the identical seat and dais on the other side of the wall. If the fight goes against the guards, the guard leader, Prenull (7), will attempt to escape by this means, leaving via (8), (9) and (10).

7. This room contains a large bed, a small table on which stands a water jug, and two trophies. On the north wall is a bear's head, which is worth 10gp itself, and has 5 gems hidden inside it, each worth 10gp. On the floor is a leopard-skin rug worth 35gp. The guard leader, Prenull, lives here:

Name	Al	Lvl	S	I	W	D	C	Ch	Ac	Armed with:
Prenull	C.N.	5	15	8	10	7	11	11	3	Two-handed sword

8. A 50' deep shaft. Opposite the chair is a series of projecting steel rungs descending into the shaft. At the bottom of the shaft is a black pudding (AC6; 10D8; Att 3-24 vs. wood/metal) (MM). There is a 10% chance that any given rung is loose and will give way when trodden on.



9. This room, originally the burial chamber of Grakt's Queen, contains a broken sarcophagus and four unopened barrels. The walls have a faded fresco depicting a procession. It has been looted by Taamus, and is now used as a storage area.

The Queen's spirit lives on, but cannot enter the material plane; if her sarcophagus is disturbed, she will try to frighten off the intruder by making his torch flicker and cast weird shadows, making noises of slithering and scratching etc. She can do no actual harm.

Two of the barrels contain water, one salt meat, and one bread. They are worth a total of 4gp if sold.

10. A natural underground fault which forms a crude passage. It is about half a mile long, getting gradually damper. Eventually it reaches the edge of the Crag, forming a 30' high crack in the south face which is covered by a waterfall from a stream. This is the "hidden entrance" referred to in the *Player's Introduction*, by which the original diggers and trap-setters left. It is now used by the guards (3-7) as an exit, from which they scout for victims and supplies. The hole (1) in the north face is little used except as a lure for adventurers, because it is clearly visible from the village, and contains a permanently set trap (2).

11. Hanging from the ceiling of this room on a chain is a human skeleton, whose spine has been broken in several places. The doors in the north wall are of stone, and quite thick; each requires 25 strength points to open it.

12. This room has bare walls, ceiling and floor; set into the floor by the west wall is a 10' square metal plate, on which are three stone cubes, each weighing about the same as a man. This is in fact an elevator; it is held in its present position by the cubes. For each cube removed from the plate, the floor and ceiling move 5' up; for each additional cube placed on the plate, they sink 5'. Anything of about the same weight will have the

same effect as a cube. The walls, being so bare, do not appear to move; thus it appears to the party as if the tunnel entrance is moving up and down. The side of the shaft on which the exit is situated is concealed by a false wall, apparently identical to the other walls. It is of thin plaster and could easily be smashed through with a mace or similar blunt instrument. This false wall is attached to the ceiling and floor, and so moves with them.

13. Similar to (12), but this elevator has no false wall and there are no cubes on the metal plate. There is a 5' square trapdoor in the south-west corner, which can only be opened by a concealed catch in the north-east corner. At the bottom of the shaft is a lava stream; immersion in this is fatal, and touching it causes 1d6 damage. If the elevator floor is brought within 10' of the lava, it heats up, causing 1d4 damage per segment to anyone standing on it so long as it is this close, or closer, to the lava.

14. Empty shaft. This can be negotiated with normal climbing techniques.

15. Similar to (13), but there are no cubes on the metal plate. It is not an elevator, but simply a trap; a weight of 100 lbs. or more on the plate causes it to open like a trapdoor, swinging on hinges along the north side. Anything on the plate falls 20' into a 5' deep mud pool, taking 1d4 on falling in; further, the victim rolls a d10, and if the number rolled exceeds his armour class, he sinks into the mud, taking a further d6 per turn. This damage is halved if he can grab a rope, pole etc. held by a companion.

16. 5' high exit tunnel.

17. On both sets of doors into this room, a neat inscription has been scratched in Common, which reads:

*Here lies the treasure of Grakt.
Take it, robber; but ask not to live.*

Scrawled beneath the message in dried blood is a grinning skull — drawn by Taamus to intimidate trespassers. The room is empty, having already been looted.

18. In the centre of the room is a sarcophagus with its lid smashed open. On the walls is a faded fresco showing a procession of warriors, nobles and a sarcophagus carried by bearers. This was Grakt's burial chamber, now looted by Taamus. Grakt's assassin was a spectre, which killed the Queen by normal means and the King by draining him below level 0. After his tomb was looted, Grakt reappeared as a lesser spectre. Since his assassin has not been killed, Grakt does not have the power to drain levels and retains half hit dice. Grakt (AC2; 4D8+3; Att 1-8; only certain attack forms harm) (MM) will attack any who enter his abode.

19. In the centre of this room is a 5' diameter, 3' high stone pedestal, on the top of which is a detailed painted design depicting a massive spider in a web. Around the side of the pedestal is written in Common:

*Drink inside will be a boon
If partaken in this room.*

The pedestal is in the centre of a square formed by four pillars, between each pair of which is a force-field from ceiling to floor, invisible and impenetrable. When any of the force-fields is first touched, a *magic mouth* will appear on each pillar saying:

*To pass through and gain the spider's hoard,
Learn my weakness: it is this,
Where I appear not disappeared, but repulse nevertheless,
I will yield to the minions of Loki.*

If a naked flame is touched to any of the pillars, it will retract into the ceiling leaving a gap in the force-field which may be passed through. At the same time, the spider design swings upwards revealing a hemispherical basin full of a clear liquid. There is one dose of this liquid per party member and if drunk in this room it will give the drinker the ability to *levitate* until he has passed over (20a).

On the south wall is the hastily scrawled message "*Die unless ye fly,*" in Common.

20a. An invisible ray projects north-south across the corridor at this point. If it is broken (those levitating from (19) will not break it), a spread of *fear* rays shoots westward from the point marked (a) on the map. All who fail to make their saving throw will run west down the corridor. At the same time, traps (20b-h) are activated:

20b. A tripwire which springs up when activated to a height of 6". Each time it is jerked, a pair of darts is fired, one from a hole in the north wall and the other from a hole in the south wall; these hit for 1d4 damage.

20c. Similar to (20b), but crossbow bolts are fired, hitting for 1d6 damage.

20d. Similar to (20b), but steel spikes are fired, hitting for 1d8 damage.

20e. A trapdoor covering a 10' deep pit.

20f. Similar to (20e), but 15' deep.

20g-h. Similar to (20e), but 20' deep.

21. In the western end of this 20' high hall are seven disguised pits, each 3' deep and containing a thief (AC8; 2D4; Att 1-4 dagger). The thieves hide here on hearing the doors of (19) open in order to leap out behind passing parties at an opportune

moment and backstab them. If their friends in (22) hear a fight, they will join in. If the doors of (19) are not heard opening, these thieves will be in (22) with their fellows.

22. 7 thieves, similar to those in (21), are playing dice over a stake of 57gp in this room, which also contains their beds, a fire, etc., and an unlocked chest containing 934sp and 42cp.

23. A torture chamber containing various implements of torment worth a total of 23gp.

24. A room containing ten cages, each 7'6" square and locked — Taamus has the keys.

24a-f. Empty.

24g. The sleeping form of a merchant's daughter from the caravan:

Name	AI	Lvl	S	I	W	D	C	Ch
Lera	L.G.	0	8	13	15	12	10	15

Around her neck is a jewelled necklace worth 50gp. Only she and Taamus know that if anyone other than themselves touches it, the largest gem on it will explode, doing 2d6 damage to anyone within 5'. She will tell the party that she has relatives in the village who will reward her rescuers. This is true, and if she is returned they will pay whoever does so 100gp.

24h. This houses a rather decrepit-looking magic user:

Name	AI	Lvl	S	I	W	D	C	Ch
Mordus	C.E.	3	11	15	10	12	8	5

If the party are evil, he will join them if released; otherwise, he will use his remaining spell (*sleep*) to escape before they can return him to the village, where there is a 50gp price on his head for arson.

24i. In this cage is the rotting corpse of a cleric who refused to be converted, pinned to the floor by a spear.

24j. Empty.

25. A room containing only four lurid tapestries, which might fetch 50gp each if sold in the right place.

26. A small storage cavern, containing ropes, grappling hooks and rope ladders, which the thieves of (21-22) use when going on foraging raids. They are ignorant of the secret door to 28 in the secret passage used to reach here.

27. A luxurious bedroom containing about 70gp worth of assorted chattels, and Taamus himself. (AC4; 5D8+2; Att 1-12 + special) (MM).

Taamus can *sleep*, *fly*, assume *gaseous form*, and create a *cold* ray doing 1d8 damage. He will reserve his *fly* spell to escape via (25) and (26) if the fight goes against him. He will attack any who penetrate his abode.

28. When the party enter, they see a massive chest disappearing as if in the process of *teleportation*, and a magic mouth shouts:

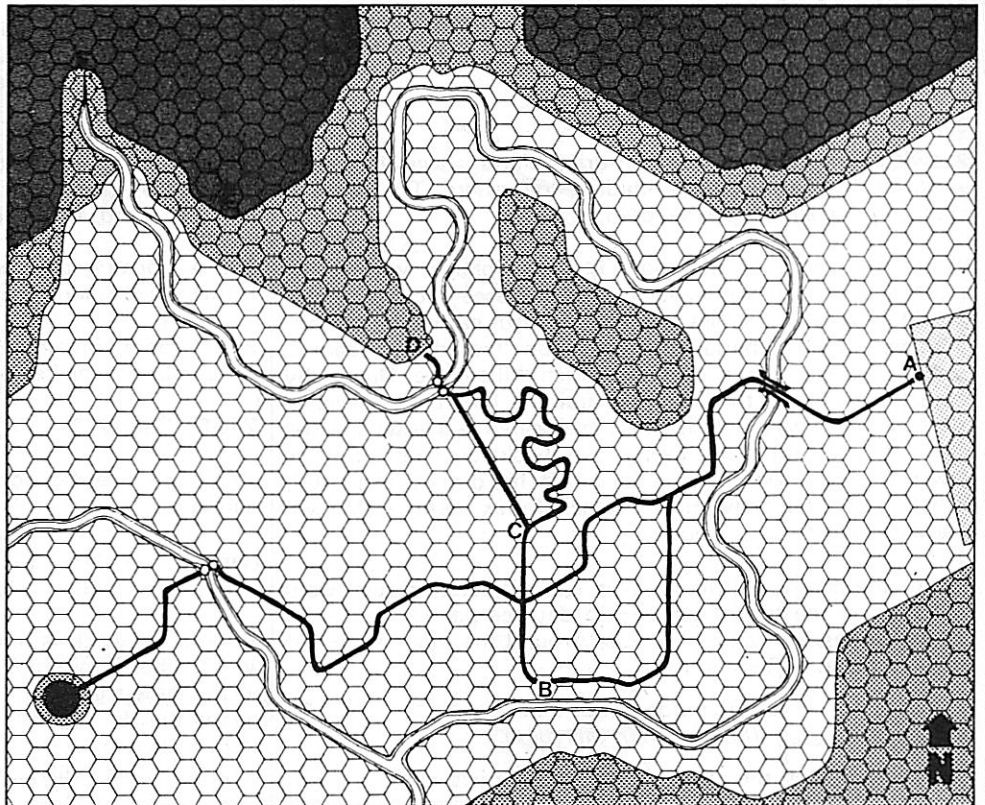
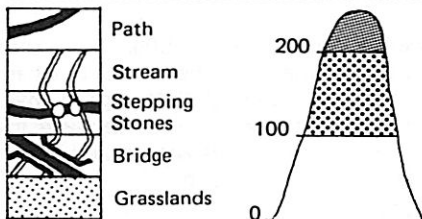
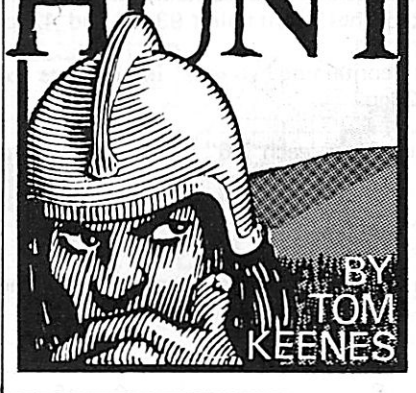
Too late, scum!

The vanishing chest is an illusion, which reappears in 6 hours. Under a loose flagstone in the north-west corner is the real treasure:

A scroll of *comprehend languages* (DMG)
A scroll of *detect evil* (DMG)
A +2 arrow (DMG)
A *manual of bodily health*
A sack containing 70pp



OGRE HUNT



A C&S MINI-WILDERNESS SCENARIO

Suitable for 4-7 moderate to low-level characters

INTRODUCTION

The action is set in the forest west of the sleepy village of Harlow, which lies on the Southern border of Arden in the region of Southmarch.

With the conflict renewed between the Empire of Archæron and Arden, Earl Hawkston had summoned his knights to Castle Guard. They then marched south into Archæron, and accordingly, Sir Henry, master of the village of Harlow, had left with his squire and sergeants to serve his overlord.

However, two nights after his departure, an ogre, aware of the defencelessness of the village, broke in killing a farmer and his family and carried off their dismembered bodies for food...

The scenario begins the day after the incident, as the characters arrive at the village. Lady Cynthia, holding the manor in her husband's absence, has approached the party offering them each 2-10 g.p. (varying with their numbers, experience levels, wealth, etc.) for the slaying of the ogre, as she (rightly) believes that it will run havoc in the area if not killed.

Assuming that the characters agree, they will be told to start straight away (unless it is already dark). An old farmer leads them through the fields to the edge of the forest at point 'A'. He tells them to follow the path until it reaches a bridge, about a mile beyond which the path splits, the right-hand path leading off into the forest, and the left-hand path to the hut of a wise man, who the former believes can help the party find the ogre.

Movement, Food and Encounters

Each hex is ¼ mile (440 yds) across; using the guidelines and the C&S *Sourcebook*, this approximates to 1 hex per 5 minutes on paths and 1 hex per 10 minutes through forest, when walking or riding (NB if the party leaves the paths, check at the end of every 24 hours to see if they are lost (p.108)). Contours are gentle and thus have no effect on movement, and neither do the streams, the crossing points being merely for convenience.

The characters can use their own supplies of food and water and can supplement these by either purposeful hunting/trapping (see *Sourcebook*) or simply killing animals they encounter. They may also search for vegetable foods, such as berries and nuts. All the streams can be drunk from.

All hexes are forested unless marked otherwise, the woods being deciduous type with a moderate undergrowth of shrubs and flowers.

For the purpose of this scenario, characters will only encounter wild animals, using the following guidelines:

On Path: 01-90 Small Animal(s); 91-00 Large Animal(s)*
Off Path: 01-80 Small Animal(s); 81-00 Large Animal(s)*
 *re-roll if 'Legendary Animal' is indicated.

Roll every two hours, day and night.

B: THE WISE MAN

Following the left-hand path, the party will eventually arrive at a small glade ('B') bordered by the forest on three sides and a stream on the fourth. The path leads through the glade to a small log cabin surrounded by a vegetable and herb garden, circles the cabin and leads off into the forest on the other side. In the cabin lives Istacon, the wise man:

AGE: 60
 CLASS: Forester
 EXPERIENCE LEVEL: 10
 (Non-fighter)
 ARMOUR: None
 WEAPONS: Quarterstaff
 MKL: 5
 CON: STR; DEX: 12
 VOICE; APP: 9
 INT: 17
 WIS: 19
 CHR: 13
 ALIG: 3

CONCENTRATION LVL: 22.9

PMF: 9.8

EXPERIENCE FACTOR: 20

MENTAL HEALTH: Demophobia and Claustrophobia

PRIMITIVE TALENT MAGICIAN

SPELLS: *Circle of Protection, Detect Tracks, Find Direction, Hold Small Animal, Hold Large Animal, Detect Life, Detect Observation, Command Small Animals, Animal Messenger*
 See 'Non-Fighter Table' (C&S p114) for Body, Fatigue, etc.

Istacon will greet the party and invite them in for some bread and gooseberry wine. He already knows what has happened (if asked how, he will answer abstrusely, such as 'I know many things'), and suggests that the party go to the magical stone pool and under the light of the moon, throw in a silver coin and a sprig of hazel - if this is done, the pool will reveal in a vision a clue as to the whereabouts of the ogre. To get to the stone pool, Istacon tells them to follow the path out of the glade ignoring the crossroads, to where the path splits in

two; here, he says, the party's own wisdom will tell them which way to go. He also tells them that the nearest hazel trees are to be found ½ a mile to the north of the pool (NB He will tell them how to recognise hazel, and if the party have no silver, he will give them 1 s.p. from a pouch containing 10 s.p. which he has hidden under his bed.)

C: THE TWO PATHS

Beyond the crossroads the path splits in two. Looking down either path, the party can see that the left-hand path leads off in a straight line through idyllic woodland with bright flowers and strawberry plants growing on either side, whereas the right-hand path twists and turns between dark and densely growing oak trees and bramble bushes. Travel down the left path is at normal speed, but travel down the right counts as though passing through forest, as the briars impede progress and there are many areas of boggy ground. However, the left-hand path is the least safe of the two, for if the party travel down it they will be attacked half-way down from behind by a raging wild boar — they will automatically be surprised (NB This will occur however many times the party use this path, and they will always be surprised unless they use magick (e.g. spells of *detection*)).

D: THE STONE POOL

The two paths rejoin and resume to normal conditions before crossing a stream, beyond which lies a clearing in the forest (point 'D'). In the centre of the clearing is a megalithic stone table consisting of two squat, pillar-like blocks supporting approximately 9'X15'X7' high. The Stone Pool is a shallow basin of rain water on the top of the table (and thus out of sight from the ground) measuring 4' across by 6" deep.

If the characters wish to use the pool's magick, they must collect a sprig of hazel from the area ½ a mile north of the pool: assume that they will find the hazel tree copse if they move into the hex.

The party may have to wait several hours (roll D6) before there is a break in the clouds letting the moonlight fall onto the pool. However, this will occur at least once during the night after/of arrival. As the moon is reflected in the pool, the characters must throw in the sprig of hazel and the silver piece, both of which will sink to the bottom and disappear. The pool then turns an absolute, non-reflective black. After seven minutes a black and white image of a cave mouth and then of a five-star constellation will appear and remain until the moon is obscured by clouds (1–100 minutes later) or until dawn. If the party look up into the sky, they will see the constellation to the North-West of them; this shows the direction they should go, and the number of stars gives the number of miles.

E: ONE-EYE'S LAIR

Travelling North-West and presumably searching for a cave of sorts, the party may chance upon this opening in the rock set at the end of a small gully (point 'E'), and believing it to be the cave they are looking for, tempted to investigate. The cave itself is dry, and tubular in shape at roughly 6' high by 30' long. The floor is strewn with twigs, dead leaves and numerous bones, for the cave is the lair of One-Eye, a grey wolf packleader.

When the party arrive, the wolf will be out hunting and the cave will thus be empty. However, he will return five minutes after the party first notice the cave, and will not take kindly to intruders (NB One-Eye has —10% hit probability due to having only one eye.).

If the party should return to use the stone pool, the image described in D will appear again. If they go back to Istacon for further advice, he will tell them to go to the pool again and look more carefully.

F: POACHER'S GROTTA

This is the location the party should have been directed to by the Stone Pool vision (i.e. North-West five miles from the pool: point 'F'). It is a small, dry cave, roughly triangular in shape measuring approximately 12' each side by 7' high. The entrance is placed at one of the apexes and is 4' high

by 2' wide. The floor is covered with dry rushes and leaves, apart from the area around the far left corner, where there is a small, stone-enclosed fire with a billy-can hung above it. In the far right corner, a cloak lies over a thicker pile of rushes. Several rabbit skins hang from cracks in the wall.

The cave belongs to John Pebble, a poacher by profession:

AGE: 40

CLASS: Forester

EXPERIENCE LEVEL: 7

(Non-fighter)

ARMOUR: Leather Jerkin

WEAPONS: Short Bow and 20

Arrows, Light Club, Dagger

MENTAL HEALTH: —

See 'Non-Fighter Table' (C&S p114) for Body, Fatigue, etc.

INT: WIS; APP: 10

VOICE; ALIG: 10

CHR: 11

STR: 12

CON;DEX: 15

Having lived as a poacher for over twenty years, he knows the area intimately, though he does not know of the magickal property of the Stone Pool and steers clear of old Istacon believing him to be a wizard of sorts. It is because of his knowledge of the area that he can help the party.

A week previously, John had just left his cave when he saw the lumbering shape of an ogre pass through the trees less than one hundred yards away. Overcoming his fear, he had followed the ogre southwards to see if it was going to stop near to his cave. However, after a few miles the ogre had still not stopped, so John returned to his cave believing that it would find the ruined tower (point 'G').

If the party mention that they are looking for the ogre, he will tell them all he knows and suggest that they look near the ruined tower, which, he tells them, is roughly eight miles south from the cave. He will not aid them in the finding or slaying of the ogre unless he is persuaded to do so (e.g. by the use of magick, threats, heavy bribes (not of money) etc.).

G: THE RUINED TOWER

The tower is over three hundred years old and was once used as a lookout post. However, it has been deserted for more than two centuries, and through time it has deteriorated and the forest around it has regrown.

All that remains of the tower is the ground floor and its ceiling, which also acts as the floor of the now ruined first storey. It is circular, with a diameter of 25', the walls being 1' thick granite and windowless. The ground floor is split from North to South into two semi-circular rooms, with a doorway in the middle of the dividing wall. The entrance to the keep is opposite this inner opening (These are rough edged stone, approximately 7' by 3' wide, with loose stones lying on the inside of both. There are no doors; these have long-since rotted away.). The spiral stairs up to the first floor are in line with both entrances. All that is left of the first storey is a crumbling 1–3' high wall around the lower edge and several loose blocks scattered on the floor (now the tower roof).

The only resident of the tower is Moribund the ogre, the monster the party are looking for. He lives in the inner ground floor room amongst the chewed and gnawed remains of his many victims (NB He had to enlarge the doorspaces to get in, hence the rough edges and debris.). If the party arrive during the daytime, he will be asleep in the north corner on a thick pile of sheepskins and torn clothing; but even if the party see him, they will have a difficult time trying to sneak up on him, for it is extremely dark and bones cover the floor. A lit torch or lantern will wake him in any event. If the party arrive at night, he will be out hunting, but will return before dawn.

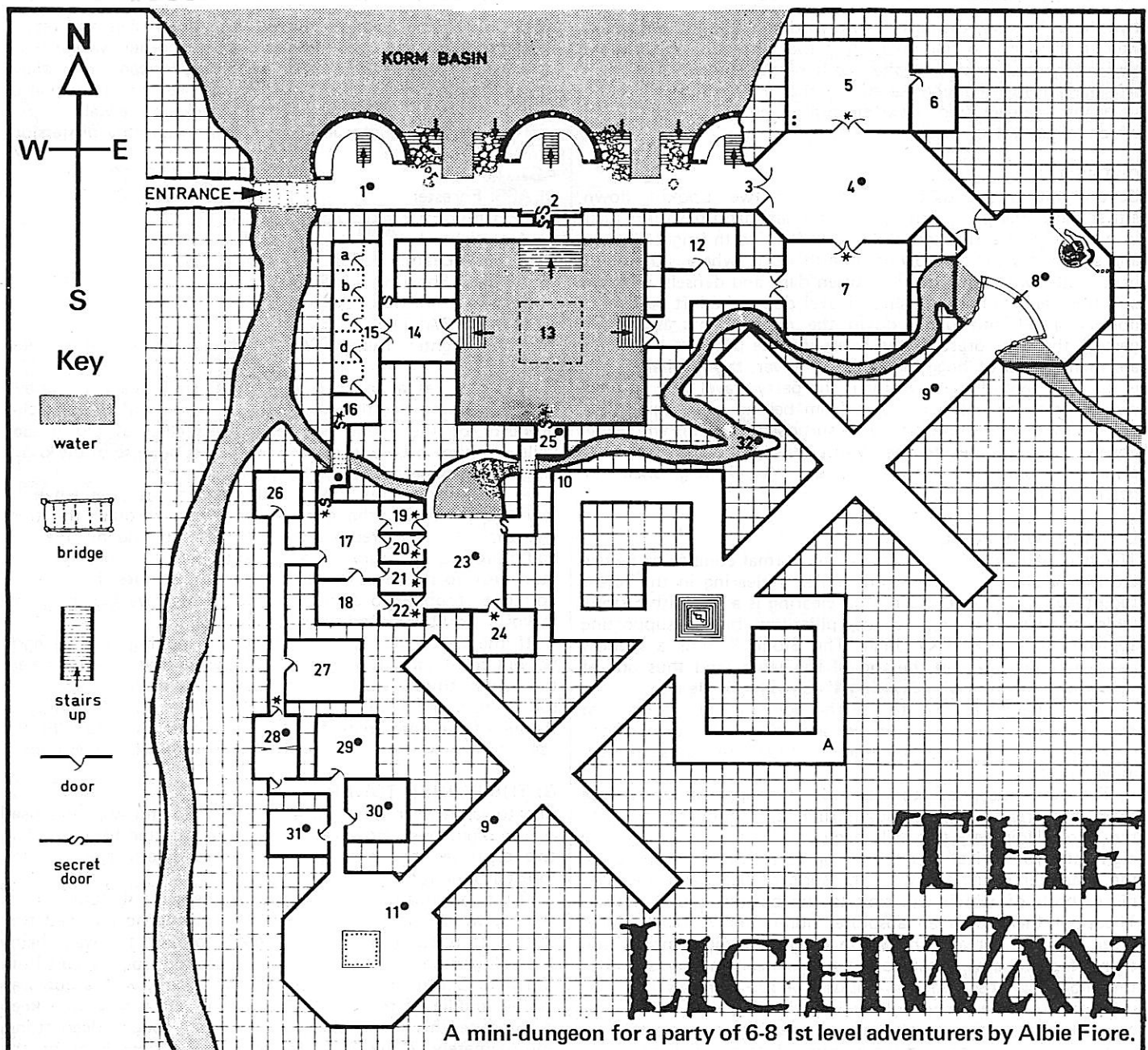
MORIBUND THE OGRE

LEVEL: Variable, depending on party numbers and character levels (suggest average of character levels + 1 level per 3 characters).

ARMOUR: Variable with level

WEAPONS: Light or Heavy Club

TREASURE: 30 s.p. on person, Copper and Silver as printed on tables, Copper hidden loosely amongst bedding, Silver hidden in crack under Stone Block (weight 160 Dr.) on 1st Floor.



A mini-dungeon for a party of 6-8 1st level adventurers by Albie Fiore.

Background of the Lichway (for DM only):

The Sandlanders, a dour coastal people, valued their hard-earned possessions above all else. Their dead, along with their most valued possessions, were ferried on funeral barges across the vast Korm Basin to its southernmost extremity which entered a cavern where the lichway was sited. The Sandlander high priest, Yezal, and his guards who dwelt permanently in the lichway received the dead and performed sacred rites (animate dead) in the Crypt of Life. Bodies were then entombed in the walls of the lichway behind a stone slab that could be easily removed from within. The deceased's belongings were concealed elsewhere in the lichway. The Sandlanders believed that if ever their possessions were taken, the dead would awaken to reclaim what was theirs. The lichway was sporadically attacked, without success, by lizard men until an earth tremor opened a chasm between the Korm Basin and the Pit of the Eternal Flame. The flame was quenched by the intruding waters and the lizard men were able to use this subterranean opening to penetrate the defences of the lichway and slay the guards and high-priest. The next funeral barge to arrive was attacked and sunk by the lizard men, who, flushed with victory, set forth and attacked the Sandlanders' village. After many battles, and with their lichway defiled, the demoralised Sandlanders withdrew from their homelands and travelled further up the coast in search of a fresh dwelling place. Since that distant day the lichway has lain undisturbed and has yet to yield the dead-men's wealth.

DM's Notes:

1. All the walls in the rooms are of stonework faced onto rock.
2. The level or number of Hit Dice along with ability scores of monsters are given for the DM to roll hits and award bonuses depending on whether *Advanced D&D* or Basic rules are being used.
3. MM denotes the monster is described in TSR's *Advanced Dungeons & Dragons Monster Manual*.

Map notes

Scale: each small square represents 5' x 5'.

- indicates that an echoing noise similar to wind whistling through trees can be heard in that room. (Dronesong – see 11).
- * indicates that the noise can be heard in the room if the door nearest the symbol is open.

Rumours gathered by the party in a village tavern:

1. The wealth of the Sandlanders tribe still lies undiscovered in their lichway somewhere on the tidal Korm Basin.
2. Dark Odo – a saturnine female MU – and her henchmen set off some months before in quest of the lichway and have never returned.
3. Only a few hours previously a band of four men, considered by the law-abiding locals to be of dubious character, set off in the same direction as Dark Odo.
4. Ferro the woodsman saw a band of marauding Green Star Svarts pursuing a few panic-stricken kobolds towards the Korm Basin.

For the Party:

The party, having followed directions from locals, have discovered a passage at the back of a cave. This led them to another huge water-filled underground cavern into which a subterranean river gently flows. A wooden bridge crosses this river to an open portal beside a 15' high tower leading to:

1. **Korm Wharf** (*At the south end of an underground cavern. Ceiling 50' and rising to the North*)

Along the water's edge are three small fortified towers (15' high) between which are two docking bays and steps down to the water. The steps are littered with rubble and masonry – the remains of arches destroyed by the earth tremor – which is covered for the 2' nearest the

water level with wet green weed and slime (10% chance of slipping) and a few small barnacles and sea snails (showing that the basin is tidal). In the eastern docking bay the wreckage of a wooden barge lies rotting, within which is a broken bier and skeleton. In the barge on the waterbed (5' deep) lies a rusted metal chest containing an ornate golden goblet (2-200 g.p.), a small stoppered flask containing a strong alcoholic spirit made from sea-urchins, a stoppered blue gourd full of white sand and a plain silver armband (1-50 g.p.). Beside the chest lie a rusted shield and dagger.

Within the wrecked barge lurk 1-2 lampreys (AC7, 1D8+2, Att 1-2 + drain blood) (MM).

The southern wall of the wharf bears the rusted and broken remains of torch-holders.

Wandering monsters on the wharveside are (roll D6):

- 1-3 : 1-2 stirges winging in across the basin (MM)
- 4-6 : 1-2 lizard men clambering from the waters (MM)

The eastern doors are carved with skeletal borders surrounding a cascade of water. They are 2' ajar.

2. The Flame Portal

Double doors, arched and 20' high, are covered in carvings depicting a border of intertwined skeletons framing a large flame. The doors have four thick metal bars across the front with the ends built into the walls on either side. The lowest bar is 3' from the ground and the doors are shackled to the bars by at least a dozen large chains and padlocks, all of which are corroded and jammed. Below the lowest bar there is a secret door, 3' square, behind which is a lever which when pulled raises the stone gate at 3. A secret door behind the lever opens to a full height (20') passageway. The passageway and the walling behind the door are all new construction as the door once led straight into the Pit of Eternal Flame.

3. The Stonegate (20' high opening)

The Stonegate seals the entrance but is at the moment raised. A search would reveal the two small cracks in the ceiling above delineating the 3' thick gate. There is a corresponding worn groove in the floor directly below which is plainly visible. The gate is lowered and locked by the levers in 5 and raised by the lever at 2.

4. Runehall (ceiling 40' high)

Part of the ceremonial entrance to the lichway which gains its name from the fact that the marbled floor is inlaid with strange (but harmless) mystic symbols. Immediately inside the partly open western doors, lying prostrate on the floor, heads away from the door, are two zombies and a ghoul. They are apparently unharmed but totally immobile (being under the influence of the Dronesong (see 11)). If attacked, however, they will rise in self defence.

5. Guardroom (ceiling 20' high)

Broken bunks and shredded mattresses litter the floor. The southernmost of the two levers in the S.W. corner lowers the stonegate, whilst the other, if pulled an odd number of times, locks it in the lowered position. The gate takes 5 melee rounds to drop completely. Standing in the room are 3 men (thieves):

Name	AI	Lvl	AC	S	I	W	D	C	Ch	Carries
Veneman	N	2	7	13	7	14	13	6	12	mace, shortbow, 13 arrows, 40 g.p.
Luce	N	1	7	4	10	5	14	10	14	shortbow, 11 arrows, sword, 10 g.p.
Argun	N	1	7	11	8	11	11	10	13	sword, dagger, 37g.p.

With swords and maces at the ready, they are about to batter down the eastern door. A torch burns faintly in an old wall holder by the levers whilst hidden in the shadows in the N.E. corner, with an arrow nocked in his shortbow, lurks the 4th member of the group - an elf:

Name	AI	Lvl	AC	S	I	W	D	C	Ch	Carries
Pipluk	N	1	7	9	14	13	13	10	16	Carries shortbow, 12 arrows, sword, 52 g.p. and a 1'6", 1" diameter wooden tube.

The group believe that they have cornered an MU behind the door and were about to go in.

6. Arms Store (ceiling 15' high)

The floor is littered with rusted and corroded weapons, armour and shields. Some of these have been used in an attempt to wedge the door closed (-1 on die roll to open). Dressed in robes (which are rather worn on close inspection) and carrying an elaborately decorated and carved 5' staff (which close scrutiny reveals to be rather badly painted) stands defiantly in the S.E. corner he who tried to wedge the door:

Name	AI	Lvl	AC	S	I	W	D	C	Ch	Carries
Cack-hand Amdor	N	1	9	5	7	9	9	10	9	his entire worldly possessions of 82 c.p. and a dagger.

He lacks everything except confidence. Amdor is in fact a FM of unfortunate background being a foundling among a people who trained all such as FM. On his coming of age it was evident that he just wasn't up to it and was exiled from the village. Down on his luck and observing the respect with which MU's were treated, Amdor sold his armour and weapons, bought some robes and carved and painted his own staff. This, together with his outrageous self-confidence, brought him to a station in life where town-bullies no longer kicked sand in his face. Unfortunately he ran into Dark Odo who was impressed enough to charm him. However, on discovering how useless he really was, she disgustedly told him to *!@* off and do whatever anyone told him to do. He is still charmed and will consequently do whatever he is *explicitly* told to do

(or at least go through the motions in the case of casting spells). If asked to do something he will behave as normal, adding lie upon lie about his awesome ability as an MU. He knows the history of the lichway as detailed for the DM but, not the location of the treasure.

7. Guardroom (ceiling 20' high)

The floor is littered with the remains of broken bunks and slashed mattresses, to one side stands an undamaged but rotten table. Squatting on five mouldy but intact mattresses are gathered 4 goblins (AC6, 1D8-1), each carrying a mace and 10s.p., and a hobgoblin (AC5, 1D8+1), carrying sword, 216 g.p. and 15 c.p. All are enjoying themselves by maliciously torturing a bound and helpless stirge (3 hits left) with implements salvaged from 12 which they are heating in a small fire. If attacked they will call for aid to another hobgoblin who is still rummaging around in 12. Inside one of the mattresses is a leather pouch containing 1 gem (1-1,000 g.p.).

8. Crypt of Life (ceiling vaulted, 40' at highest point)

A 10' statue of a vampire with mouth agape and fangs bared stands on a low plinth against the N.E. wall. Carved on the front of the plinth in the common tongue is the inscription:

Bathe, Sandlander, and restful
Ease your cares,
Til the Singer stills his song
Then rise to claim your wares.

The tongue of the statue is secretly hinged and beneath it lies a small silver key (1-20 g.p.) which will open the cage in 11. Fresh water flows from a pitcher held by the statue down through a grating in the floor and thence into the stream to the S.W. This is drinkable springwater but there is a 10% chance that there will be a leech (As giant leech (MM), but with 1 hit point; Att: 1pt + 1-2 blood drain.) in any water drunk or gathered. Between two 3' high arches in the S and W walls flows a 1'6" deep leech-infested freshwater stream over which is a low stone bridge. The rails on either side are of lashed bones, now somewhat rickety, with each upright topped with a human skull with solidified blobs of wax encrusted below each orifice since ceremonial candles were burnt within them. The opening to 9 is an archway across which are two 4' high bone, skull-capped Lichgates wide-open and now almost off their hinges.

9. The Lichway (ceiling barrel-vaulted 20' high)

The walls are lined end to end with stone slabs, each bearing what appears to be a name written in some arcane language. Behind each slab there is an alcove in which lies a skeleton (except the lowest slab in the N.W. wall at the S.W. end which is open and empty - see 28). There are a total of 652 skeletons (AC7, 1D8, Att 1-6). Each skeleton lies dormant and unmoving unless attacked when it will rise to defend itself. In the central, domed (40' high) area is a 5' high stepped platform on which stands a 15' high metal skeleton.

Camped at point 'A' are 12 Svarts of the Green Star so-called because of the symbol they bear on their shields, all carrying small swords (1D4+1), 3-18 s.p., and two also have nets. Having lost track of the kobolds, they have made camp. A guard is posted on both sides of the camp while the others are grouped around a comrade who, seated on a sack containing their booty of 161 g.p., is reading in Svartish from a small book. At each utterance the others are falling around in uproarious mirth. Several empty wine skins are littered around. The book, written in Svartish and worth 100-200 g.p. to a sage, is entitled 'Embarrassing Facts about Hobbits' with an appendix of 101 Ways to Insult a Hobbit. Any Hobbit on hearing one of these insults must save vs wands. Failure means that he is so enraged that he will immediately go berserk. Any hobbit worth his salt will destroy the book at the first opportunity.

SVART

No. Appearing:	4-40
Armour Class:	7
Movement:	6"
Hit Dice:	1D8-1
Treasure:	K
Attack:	Small sword (2-5)
Alignment:	Chaotic evil
Intelligence:	Average
Monstermark:	1.3 (level 1 in 12 levels)



These small (3' tall) creatures have bright blue skin with orange eyes. They are mediary between goblins and kobolds and generally attack the latter, though they will unite against their common foe - hobbits. Hobbits delight in staging combats between kobolds and svarts.

In a group of 5 svarts, one will carry a net. One svart in 20 will be a leader-type ranging from 3'6" to 5' in height and from 8-11 hit points. He will use an axe, morning star, mace or flail with damage by weapon type. No svart has magic use.

10. Spider's Lair

In the corner dwells a (huge) trapdoor spider (AC6, 2D8+2, Att 1-6 + poison (+1 on save)) (MM) waiting to pounce, with surprise of 1-5 on D6, on any unwary passers-by to drag them back down into its concealed lair beneath the flooring. There it will devour them on a nauseous bedding of rotting garbage and bones. Scattered in this filth are a flail, 45 c.p., phial of holy water, small empty sack, 2 pelts (1-50 g.p. each), 2 silver tipped arrows, a sword (see below), 86 g.p., hand-axe, 2 putrid rations, longbow, flask (containing water from 8 and a

The Lichway

leech), 2 flasks of oil, garlic bud, 37 s.p., gold ring with a precious stone in (1-1,000 g.p.)

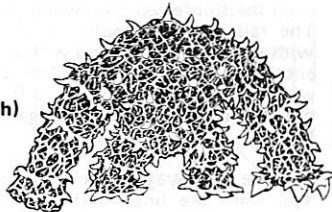
The sword has written in magic on the blade the word 'Bloodletter' and is +2 (hit probability only) but concealed in a secret compartment in the end of the hilt is a milky-blue translucent cube with a different small rune carved on each face. This, the Stone of Disability, effectively makes the sword +1 only since it reduces *all* its possessor's powers (hit probability, saves, hear noise, etc.) by 5%.

11. Dronesong Hall (domed ceiling 40' at highest point)

Tattered shreds of once plush drapery hang from the walls. In the centre is a 5' high stonework platform on which is a cage of silver bars built into the platform. In this cage stands a Susurrus from which emanates the droning 'wind in the trees' noise (see below). There is a secret false stone in the eastern side of the platform behind which is a keyhole. The key from 11 will fit and open. When the key is turned (or the lock picked) the bars in the E. side of the cage slide down into the platform freeing the beast (relocking causes the bars to rise again). Inside the cage there is a secret trapdoor in the floor which opens to reveal a 40' deep crypt the size and shape of 11. The crypt is deep with the belongings of the dead: gold candelabras, gems, jewelry, silver flasks everyday objects, tools, weapons (none magical), etc. (The total value of the hoard is left at the DM's discretion.) Should the Susurrus cease its dronesong, then all the skeletons in the lichway, the 2 zombies and the ghoul in 4, and the skeleton in 28 will all awaken. 50-75% of the skeletons will head toward the treasure, the rest will roam the complex.

SUSURRUS

No. appearing: 1
 Armour class: 4
 Movement: 15"
 Hit Dice: 8D8
 Treasure: Nil
 Attack: 2 Claws (1-8 each)
 Special Attack: Hug (3-24)
 Alignment: Neutral
 Intelligence: Low
 Monstermark: 484 (level X in 12 levels)



The exoskeleton of the Susurrus is honeycombed with small ducts and passageways through which the beast continuously draws in the air on which it feeds. This constant 'inhaling' creates the beast's characteristic dronesong which only ceases when the beast dies. It is reminiscent of wind blowing through trees and can be heard up to a quarter of a mile away through unobstructed airways or beyond *one* closed door. The dronesong reverberates through corridors making it difficult to pinpoint the direction from which it emanates, but will become noticeably louder as the beast is approached. This noise has a peculiar effect on undead creatures causing them to feel 'at peace' whereon they sleep the 'sleep of the dead'. Any number may be slept but otherwise it acts as a 2nd level cleric vs. undead (i.e. skeletons are automatically 'slept', a zombie rolling 6 or less on 2D6 is 'slept', wraiths and above are unaffected). While 'asleep' the undead cannot be turned but if physically attacked will waken to defend themselves. The 7' tall beast has no external organs, and 'sees' and 'hears' through vibrations and disturbances in the air. Thus they can detect the presence of invisible objects and beings.

They are often seen immobile in windy locations taking in the air, and are surprisingly fast, aggressive and dangerous if encountered, delivering a vicious hug on a roll of 18+ with either claw which crushes the victim onto the numerous bony spikes which cover the exoskeleton. They loathe fire and will immediately attack any torch or lantern bearer in an attempt to extinguish the oxygen consuming flames.

Susurri are believed to have a lifespan of at least 1,000 years and they communicate by means of subtle variations in their dronesong.

12. Storeroom (ceiling 15' high)

Knee-deep in rusted and bent torture equipment and garbage is a hobgoblin (AC5, 1D8+1), carrying sword, 14 c.p. and 172 g.p., rummaging around for an interesting implement to torture the sturge in 7. There is a 5% chance of finding any small, usable, specified item of torture.

13. Pit of the Eternal Flame (domed, 40' at highest point)

The walls 2' above water are covered in wet green weed and slime (the water is tidal being linked to the Korm Basin). Around the walls are the remains of manacles set into the stonework. The northern steps lead to a blank wall which is of new construction. The water filling the room is 1'6" deep except in the central 20' square which is the 25' deep Pit of the Eternal Flame. The bottom of the water-filled Pit is deep with chained and weighted skeletons. The topmost skeleton is that of Yezal, the Sandlander high-priest. Beside this skeleton lies a money-belt containing 290 g.p., a small creature of carved bone on a leather thong (see A below) and a mace (see B below). A large passable fissure leads from the bottom of the Pit to emerge underwater at the foot of the central tower on the wharf.

A: *The Lichway Bull-Roarer* is of bone and is carved in the shape of a Susurrus. When whirled it creates a high-pitched whistling noise which will cause a Susurrus to back peacably away from the wielder, though it will defend itself if attacked.

B: *The Snake-Mace* is a +1 mace for clerics and is in the shape of bound bones topped by a skull. Carved round the shaft is a coiled snake. Inscribed in magic on the base of the skull is the word 'ophidius'. When the wielder utters this (in the correct tongue) the snake (AC7, 2D8, Att 1-3 bite + poison) will come alive and serve the wielder (once per week). The serpent returns to the mace on command, but if slain the mace becomes a normal +1.

For every turn spent in the room there is a 20% chance that 1-3 lizard men (AC5, 2D8+1, Att 1-2, 1-2, 1-8) will emerge from the waters in the pit.

Beneath the waters at the foot of the N. steps is a decomposed body in rusted plate mail with a back pack that contains 58 g.p., corroded sword, and dagger.

The secret door in the S. wall is 15' above floor level.

14. Jailer's Room (ceiling 15' high)

A torch in a holder on the N. wall throws light on a bound and naked woman - Pinella (see 15) - lying on a bunk against the S. wall. Flushed and panting beside the bed stands a particularly ugly man, clothing in some disarray and whose face is covered in warts and sores:

Name	AI	Lvl	Cl	S	I	W	C	D	Ch
Foul-faced Vivlok	C/E	1	FM	13	12	10	17	13	Ch

Carries: little at the moment, but is still wearing enough chainmail to be AC6.

Beside the bunk lies Vivlok's belt with a keyring bearing 5 keys (to the cells in 15), a pouch containing 17 s.p., a sword and a large empty sack. They are all wet with the last of the wine spilt from an overturned earthenware jug. At the foot of the bed a 2-handed sword is propped against the wall, while above the bunk hangs a rope which if pulled, as Vivlok will do if disturbed, rings a warning bell in 17. (See 17 and 23).

15. Cell block (ceiling 15' high)

The barred cells are locked (the keys are on Vivlok in 14) except 'd' which is open and contains the torn clothing of the female MU:

Name	Lvl	AI	S	I	W	C	D	Ch
Pinella	1	L/G	12	14	7	11	10	15

Her spell book (not here) contains Dancing Lights, Enlargement, Light, Magic Missile, Shield, Tensor's Floating Disc. She has no spell at the moment having used it in the combat in which she was captured. She knows only of Vivlok and Erig (see 15 and 21) who captured her and alternate as jailers. She thinks Erig's alright for a chaot and that Vivlok is the scum of the earth.

The cells are empty except for 'b' in the corner of which sits a disconsolate looking man dressed in rags, the cleric:

Name	AI	Lvl	S	I	W	C	D	Ch	Spell
Paxon	L/G	2	12	9	15	11	6	6	Cure Lights Wounds

Paxon's knowledge of his captors extends no further than Pinella's, as they were members of the same unfortunate party, but he knows of the appearance, abilities and dronesong of the susurrus from a druid he once met.

16. Walled Cell (ceiling 15' high)

A magic mouth has been cast in here to make ferocious, bestial noises whenever anyone approaches within 10' of the N. door from the N. side.

17-22 The High-Guards' Quarters (ceiling 15' high)

17. A table and 5 chairs are placed centrally in the sparse room illumined by lanterns on the wall. A bell hangs from a chain in the N. wall and is rung by pulling the rope in 14. If this has *not* been done then, seated at the table, staring fascinatedly at a cube (see below) held in his hand is the exiled gnome FM:

Name	AI	AC	Lvl	S	I	W	C	D	Ch	Carrier:
Trob the Black	C/E	4	1	11	7	9	12	10	9	Hammer

The cube is a Kaleidoscube with sides of 1½" and is transparent. Within it are small coloured spheres which, when the cube is shaken, ricochet around within the cube leaving beautiful trails of translucent colour, enough to happily fascinate any humanoid of low intelligence. A kaleidoscube is of little value (1-5 g.p.) as they are commonly distributed by MU's to their less intelligent minions.

If there is any noise or combat the inhabitants of rooms 19-22 will enter. If the bell has previously been rung then they will all be present and ready, including Trob who will have placed the cube in his side pouch.

Dark Odo (see 23) will appear if needed at an opportune moment. She will observe events through a spy hole in the door from 20.

18. A large wooden chest rests in the N.W. corner containing 50' rope, 8 iron spikes, flail, mace, 2 flasks of oil, flask of wine, 6 torches. A false bottom conceals 339 g.p., 131 s.p. and an ointment (12 uses) which when rubbed on a person or object creates Faery Fire. Mounted on the S. wall is a flail with gold chains (216 g.p.). The carved wooden bed in the S.W. is covered by a plain fabric spread with weights sewn into the hem so that it hangs down evenly round the bed concealing the space beneath. There is nothing under the bed, but the weights in the spread are 1,000 g.p. and a gem (1-1,000 g.p.). A small table, bearing wine and water jugs, and a chair occupy the N.E. corner. In the room resting on the bed is the human cleric:

Name	AI	AC	Lvl	S	I	W	C	D	Ch	Carries
Mudras	C/E	4	3	14	10	17	11	9	9	mace

Spells: Cause fear, Cause Light Wounds.

19. Rough bunk and washstand against S. wall on which burns a torch in a holder. Under the washstand is small chest containing a flask of oil and an earthen (empty) pot. Loose stone in N. wall conceals 88 g.p. and 89 c.p. On the bunk, idly pulling the legs off a small spider, lies the fighting woman:

Name	AI	AC	Lvl	S	I	W	C	D	Ch	Carries
Runas	C/E	4	1	15	8	8	5	10	13	Sword, morning star

20 As 19 except that in a false bottom to the washstand there lies 1 e.p., 70 g.p. and a small, totally rusted oval piece of iron with a toothed edge. The usual resident is Trob (see 17).

21. The room is furnished as 19.

Name	AI	AC	Lvl	S	I	W	C	D	Ch	Carries
Erig	C/E	4	1	13	15	14	8	16	9	Sword, short bow, 18 arrows, 70 g.p.

He is a human FM and sits at the washstand. He has a small pouch of powdered minotaur horn, some of which he is stirring into a jug of wine in the mistaken belief that it is an aphrodisiac.

22. Asleep on the bunk of a room as 19 lies the female thief:

Name	AI	AC	Lvl	S	I	W	C	D	Ch	Carries
Orwen	C/E	7	2	12	11	8	7	13	10	sword, concealed dagger, 96 g.p.

There are 4 torches on the washstand.

23. Yezal's Chamber (ceiling 20' high)

A small waterfall cascades into a pool lit from 6 coloured lanterns hung on the wall above a narrow ledge running around the pool to the top of the waterfall. Concealed beneath the waters of the falls is an iron spike wedged in the rock from which a chain runs down into the pool. The other end of the chain is attached to a sealed leather sack containing 397 p.p., 237 g.p. and 2 gems. In the 12' deep pool dwell 2 koalinth (AC5, 1D8+1, Att 1-8) (MM) the charmes of Dark Odo, the female conjurer who is lounging on sumptuous cushions near the pool's edge watching the lanterns gleaming through the spray. On the floor beside her is a brass waterpipe (10 g.p.) in which she is smoking the Virughan Violet blend of Black Lotus which enables the smoker to hear noise on 1-5 for 6 turns. In a small onyx box (27 g.p.) beside the pipe is enough Virughan Violet for 1 smoke.

Plain rugs cover most of the floor and against the W. wall a small statuette of a magic-user holding a crystal ball (a pearl, 523 g.p.) stands atop a wooden chest containing 85 g.p., 83 s.p., an earthen pot containing the ashes of Dark Odo's past lovers, a Kaleidoscube (see 17), 3 torches, 3 flasks of oil, and a 6" piece of wood carved in the shape of a finger.

If the alarm in 17 is rung Dark Odo will first go to 25 to attack any intruders in 13.

Name	AI	AC	Lvl	S	I	W	C	D	Ch	Carries
Dark Odo	C/E	9	3	11	15	9	11	10	14	+1 ring of protection, giving AC9+1

Her spells are 2 charm and 1 sleep (1st level) plus invisibility (2nd level).

24. Yezal's Bed Chamber (ceiling 20' high)

A large ornate wooden bed, a plain table with water and wine jugs on, and a chest containing 7 standard rations and 7 iron rations occupy this room. In a secret compartment in the underside of the bed is hidden Dark Odo's spellbook (roll for other spells in book). The compartment is opened by a recessed button alongside that is fitted with a poison needle trap. (Dark Odo uses the wooden finger to press the button.)

25 A balcony which opens to 13 some 15' above the floor level of that room.

26. Old Supplies Room (ceiling 15' high)

Straw litters the floor of this room smelling of Mundras's dogs which normally inhabit it, but are at the moment in 27. In the corridor 35' to the south lies a chewed kobold.

27. High Guard Sentry Room (ceiling 25' high)

On the E. wall, 15' up, is a recessed ledge 5' deep, on which lie 4 kobolds (AC7, 1D4) (MM), carrying shortbows (no arrows), swords and 14 s.p. They are hidden and covering from 3 dogs (AC7, 1D8+1, Att 1-4) (MM) covered in a pale fiery glow (produced by the unction in 18). The dogs are feasting on a kobold beside a 15' wooden ladder lying on the floor which is littered with garbage, rags, bones and all 25 of the kobolds' arrows, 4 of which are embedded in a glowing, freshly slain dog.

28. Iron Room (ceiling 15' high)

From the E. and W. walls project pointed iron bars 6" apart and aligned vertically. The pointed ends face each other with the W. ones lined with the spaces between the E. ones. There is a 2' gap between the facing points. On the floor between them lies a suit of plate mail, with holes about the size of the spikes punched in it, containing a skeleton (the missing one from 9). The room is a harmless deterrent.

29. Old Storeroom (ceiling 15' high)

A noxious smell of rotting foodstuffs emanating from several mould-encrusted barrels which have split and spilt their contents of flour, etc., fills the room. Feasting on a decomposing body beside their burrow in the N.E. corner are three giant rats (AC7, 1D4, Att 1-3 +5% disease) (MM). Beside them lies an old backpack containing some still usable belladonna, 5 iron spikes, small matt white bellows made of wood, leather and metal studs (the leather is split rendering them useless),

mace, silver cross, 52 c.p. and gold anklet (232 g.p.) inscribed with the name "Rena".

30. Old Storeroom (ceiling 15' high)

Two of Dark Odo's bandits are in the room.

Name	AI	AC	Lvl	S	I	W	C	D	Ch	Carries
Jessup	N	6	2	12	12	5	14	11	13	81 g.p., ring (142g.p) sword, and a waterskin

Tuxarra	N	7	1	11	5	5	16	11	13	49 g.p., sword and a waterskin
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They are sitting amid a pile of rat bones and are rolling them to see who will have the pleasure of devouring the last dead rat which lies between them. The room is cluttered with torn and empty sacks.

31. Yezal's Store Room (ceiling 15' high)

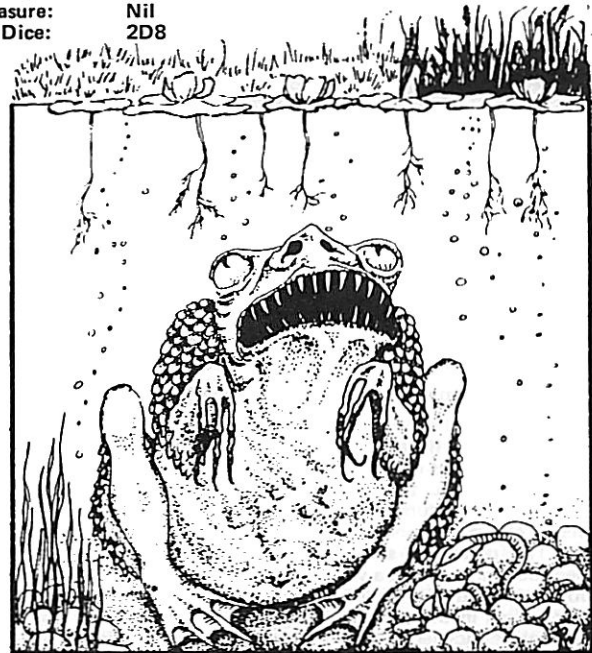
Unburnt sticks of incense lie strewn on the floor along with torn and aged robes and an old shattered wooden chest. A small loose stone in the W. wall has a wooden stopper in its topside, sealing a cavity which is filled with a potion of healing.

32. Stream (ceiling of rock 8' high)

Half on a rocky ledge to the E. is slumped a body, hand outstretched towards a small rusted (empty) metal box at the rear of the ledge. The body is bearing a backpack containing 3 wooden stakes and mallet, silver cross, 3 damp torches, 279 g.p., a small metal ball, and a small phial containing a potion of speed. In the 1'6" deep stream, under the ledge and quietly chewing on one leg of the body is a spinescale.

SPINESCALE

No. Appearing:	1-6
Armour Class:	7
Movement:	12" in water; 3" on land
Attack:	1-4 bite + poison
Alignment:	Neutral
Intelligence:	Non-
Treasure:	Nil
Hit Dice:	2D8



Spinescales are a frog mutation which were created unknowingly by the Master Alchemist Vollan. During his experiments to produce a new acid, certain untreated chemical wastes from his laboratory found their way into the drainage system with eventual contamination of nearby streams and ponds. Fortunately, no other forms of life were affected besides the frogs.

Within a short period of time, the frogs mutated to become 3' in length and had a tough outer skin of leathery scales save for a small area around its underside. They grew razor-sharp teeth and also developed two fangs on their palates with which they could inject poison into their prey. From insects, they developed a taste for human flesh and would sit motionless in the shadows of shallow pools waiting to tear apart the legs of some foolish traveller who unwittingly stepped into the water.

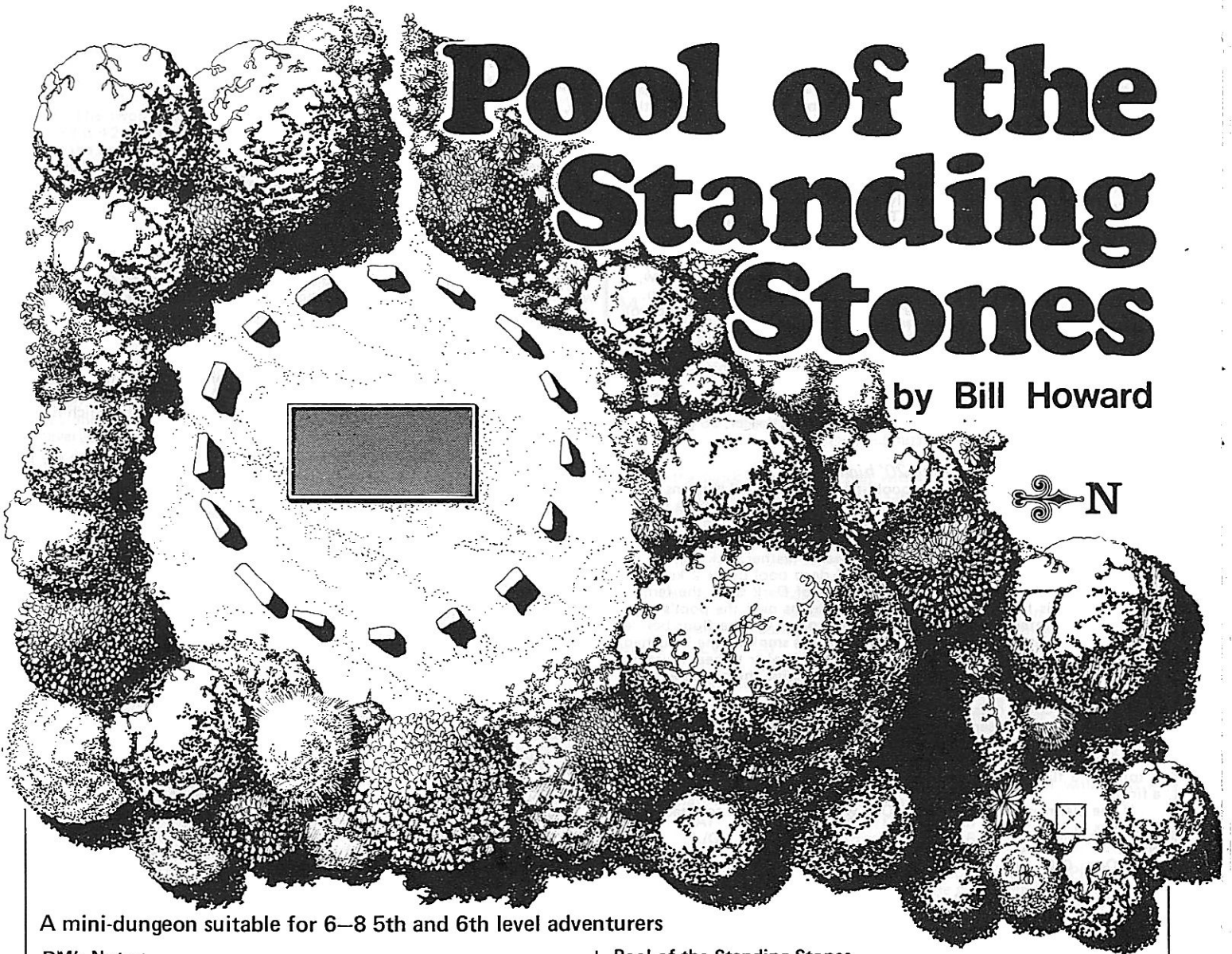
Spinescales will usually try to avoid any fights on dry land due to their being so cumbersome out of the water, and will have their hit dice reduced to 1 should such a confrontation take place.

The fangs on its palate will automatically inject poison each time the Spinescale bites its victim which will cause an additional 1 8-sided die damage.

Normal edged weapons, clubs, etc. will bounce off a Spinescale's outer skin; its vulnerable spots being the eyes and soft underbelly.

Pool of the Standing Stones

by Bill Howard



A mini-dungeon suitable for 6–8 5th and 6th level adventurers

DM's Notes:

1. The pre-rolled *hits to kill* are given for each monster along with ability saves for D.M.'s to award bonuses accordingly.
2. MM denotes the monster is described in the TSR's *Monster Manual*.

History

Steeplefell is a sleepy little village tucked into a fertile valley well away from civilisation. It has no claim to fame despite being situated close to the major trade route to the seacoast. The village was not always unknown, for on the summit of a wooded knoll to the north of the village lies a group of stones set in a circle — an ancient shrine of the first men. This place was shunned by the locals who sensed power in the ancient dolmans. About a year ago a druid passed by the valley and, no doubt impressed by the good and lawful people gathered there, settled for a time in the area. The druid, who called himself Ash, used his considerable knowledge of the plants and trees to aid the farming community. Therefore, when he invited both the farmers and their families to a magic demonstration on the circle hill, none of them felt any apprehension about attending. Ash, who was an initiate of the 4th circle, had found the village disturbingly too good and lawful. Being a true neutral, he decided to correct the balance between law and chaos. When the villagers assembled he invited the young girls to come forward and to take part in the show. About a dozen girls volunteered and walked towards the druid. Suddenly the druid mumbled a few words and the grass around the villagers began to grow swiftly. He then cast a second spell and the growing vegetation engulfed the terrified audience. Interest in the girls was lost as the villagers tried to free themselves. Few noticed the young girls being led into a nearby oak grove unprotestingly by strange yet beautiful creatures. Only one person, the blacksmith, managed to free himself from the plants but when the watching druid saw him escape, an invocation to the clouded sky was enough to summon a bolt of lightning to turn the smith to a charred mass.

The villagers, not daring to attack the druid themselves, sent to their liege-lord for assistance. But the troop of men-at-arms he sent ventured into the woods never to return. Rather than waste further troops, the lord decided to forget the matter. For sometime nothing more was heard of the druid but in recent times travellers have been disappearing from the trade route. Rumours abound of a skeletal figure leading a pack of hounds hunting through the countryside at night. Rather than risk more of his men, the lord has advertised for brave adventurers to solve the mystery and return any valuables to their owners.

Pool of the Standing Stones

The circle is on the top of a fairly steep hill surrounded by a large number of oak trees on which a quantity of mistletoe can be seen growing. Between the trees, brambles and tall brushwood combine to make a well nigh impenetrable barrier. Offensive action will not be taken against any parties venturing into the woods through the narrow path to the west, but any attempt to force a passage through the undergrowth will lead to an attack from the druid who lives in the thickets surrounding the circle:

Name	AI	AC	Lvl	HTK	S	I	W	C	D	Ch
Ash	N	9	6	25	11	9	14	16	18	16

Spells: *entangle* (x2), *pass without trace*; *detect magic*, (1st Level); *cure light wounds*, *charm person*, *heat metal* (2nd Level); *plant growth*, *call lightning* (3rd Level); *hallucinatory forests*, (4th Level).

He is accompanied by, and has control over, 7 dryads (AC 9, 2D8, HTK 9) armed with bows and arrows. The arrows are non-magic but are +1 to hit due to the dryads' knowledge and skill at working wood. The arrows have oak shafts with fire-hardened tips.

The clearing in the centre of the oakwood is reached by the path to the west which is about 5' wide and overhung by the trees. In the central clearing are a series of great stone blocks set in a ring about a rectangular pool filled with still water. The blocks are rough hewn, 4' wide, 3' deep and are firmly set into the grassy ground with between 10' to 12' exposed. The entire clearing gives off an aura of evil (the DM should attempt to pass this across to the party as a feeling of unease with odd rustlings and animal and bird calls in the vicinity sounding slightly unnatural and evil). Any horses will refuse to come even to the edge of the wood; dungeon-trained mules will enter the woods as far as the clearing if tightly held but will certainly refuse to go any further. The pool in the centre of the standing stones is surrounded by a low stone edging about 6" high. Engraved into the stone lip are vague cabalistic signs which will be unintelligible to the normal party member. A *read magic* on these will reveal them to be useless graffiti. The pool does not, in fact, contain water but is maintained as a permanent illusion placed on it by a 20th level wizard in the distant past. The illusion is of a very superior quality and only *true sight* will detect it for what it is. It can be discovered from the secondary effect as anything thrown into it will cause splashes without noise and articles dipped in will not become wet. (The DM should not actually say, 'You don't hear a splash', but rather just omit any reference to noise in the description of events.)

KEY:

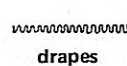
Scale: each small square represents 5' x 5'



water



stairs up



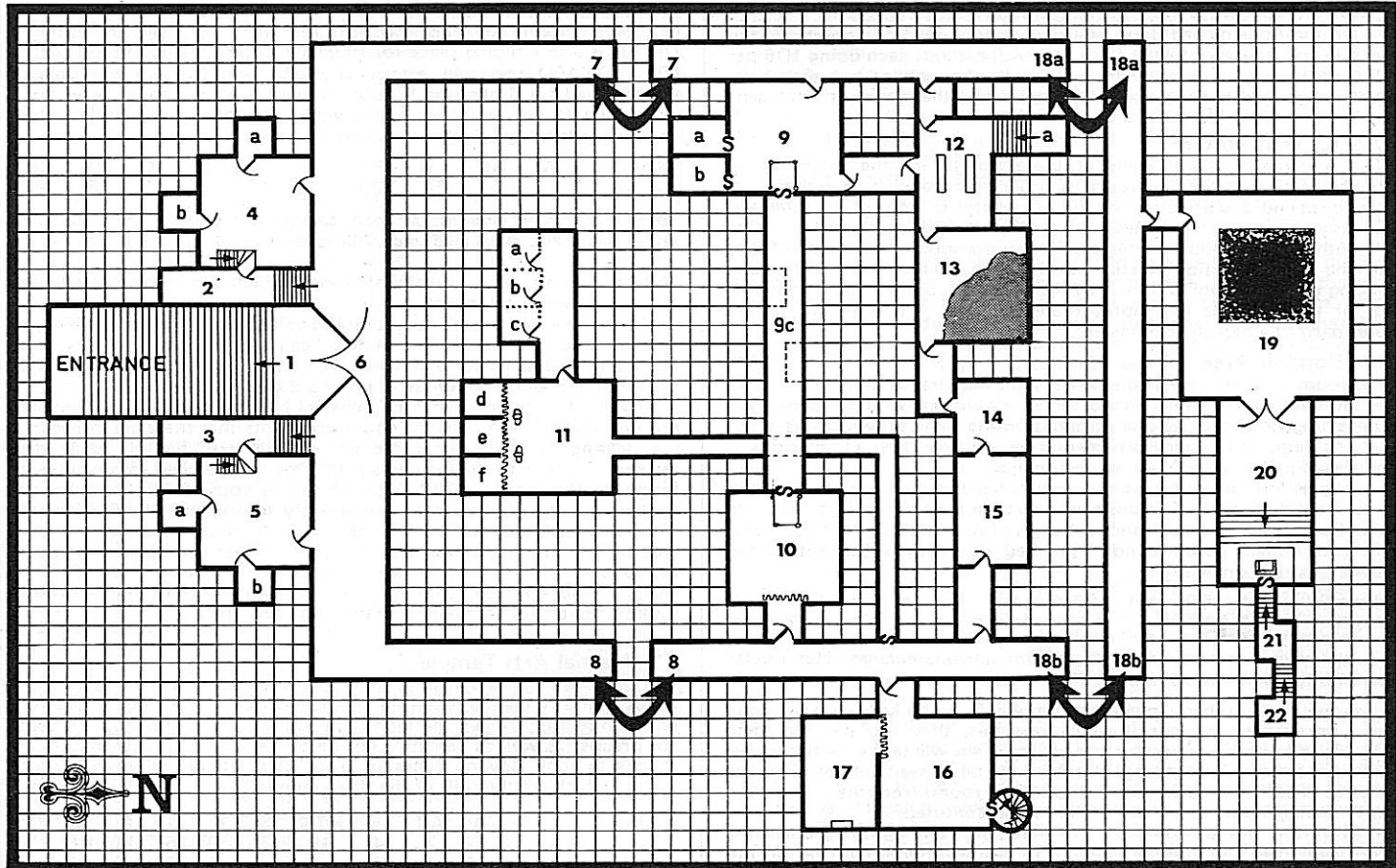
drapes



secret door



door



1. Entrance Stairway (in pool)

At each side of the 30' deep stairway is a carved, stone frieze depicting nymphs and satyrs cavorting in a procession towards the doors. At the top of the stairs, on the west, an ornate gong is fixed to the wall with a padded stick hanging below. If the gong is sounded by three taps in rapid succession then the hobgoblin guards at the observation posts 2 and 3 will assume that the visitors are entering the area on official business with Dando (see 20) and allow them to pass without interference. The ornamental friezes conceal spy-holes and firing slits for the guards. Only a determined search by characters with elf-like qualities will have a chance of finding these.

The ornately carved doors at the bottom of the stairs each bear a carved face and have a limited measure of intelligence and the power of speech. Although either door will require a combined strength of at least 30 to open, the doors will open freely if asked to do so in the common tongue. The doors can answer simple questions concerning subjects of which they have some knowledge and interest such as who has passed through them. The eastern door has a boastful character, tending to exaggerate the number of men or monsters passing through it. The western will tell the party what it believes they want to hear, telling tales of beautiful princesses and vast treasures that have passed through.

2 & 3 Guard Galleries

These two galleries both have spy-holes and pipe-holes giving access to the stairs. Two hobgoblin guards (AC5, 1D8+1, HTK6) are on duty on each gallery at all times. If strangers are spotted on the stairs without the gong signal being sounded, one of each pair of guards will go silently to rouse the rest of the guards in 4 & 5. The guards are armed with blowpipes and have orders to fire first at unarmoured intruders until discovered whereupon they will fire on anyone, though preferably at the most lightly armoured first. The blowpipes can be fired silently and the party will only realise they are under attack when the first hit is scored; even then a careful search is necessary to find the blowdart. The blowpipes are accurate short range (20') weapons. The guards, being experts, fire 2 darts/melee round at +2 to hit. The darts do no damage but merely cause a pricking sensation, (50% chance victim will notice); the poisoned tips, however, will do damage of 1D6 per melee round until the saving throw is made when the victim takes half damage and need not throw again. Each guard carries 10 poison tipped thorn darts, which can only be used once, in a special belt pouch.

4 & 5 Guard Rooms

These rooms are virtually identical. Each contains four bunk beds, four stools and four small cupboards along the N. wall in which each guard keeps his personal belongings (nothing of interest or value). There is

one larger bunk in each room against the S. wall together with a larger and more impressive stool and cupboard. This is the bunk of the hobgoblin captain of the guard in 4 and of his lieutenant's in 5. The captain's cupboard will, in addition to his personal possessions, contain a locked steel box (the key is hidden in his left boot) which contains 130 S.P.; the lieutenant's cupboard also contains a smaller locked box (the key hangs on a hook on his belt) which contains 37 s.p. and a small ruby worth 10 g.p.

In the centre of each room is a rough table, four chairs and a larger better quality chair. The rooms each provide the living quarters for four hobgoblins (AC5, 1D8+1, HTK6) and their leaders. Each guard fights with a morning star in normal melee. The lieutenant (HTK9) uses a sword and a whip in melee, while the captain (AC3, HTK16) attacks as a 3HD monster with sword and morning star.

Two guards from each guard room will be on guard duty in 2 & 3. If defeat is imminent, the most senior guard from each gallery will retreat to the transporters at 7 or 8 to warn Prisilla in 9 of the impending danger.

If the party reaches either guard room without causing an alert, they will see that a meal has just been eaten in 4, while in 5, the guards are gambling on the outcome of a fight between four caged rats on the table; 37 c.p. are strewn round the cage, and three dead rats (the losers of previous fights) have been set aside for the evening meal.

Gapth, the captain, has concealed under the mattress of his bunk a magical sword. He is reluctant to use it since he believes that in serving Dando his alignment will not permit him to handle it without risk. In fact it is chaotic-evil with a +1 bonus and although it has low intelligence and ego, it has the power to *cause darkness* 10' radius once per pay.

In the corner of each guardroom there is a foul smelling pit — the primitive sanitary arrangements.

4a & 5a These rooms are store rooms for the guards' weapons — morning stars, whips, swords, composite bows, arrows and spears — together with a number of blow-pipes and a box of darts. On a small shelf at the rear of each is an open jar of liquid — the poison used on the darts.

4b The "floor" is in reality a 25' deep pit filled with grey ooze (which looks exactly like the stone floor in 4). On the ceiling (which is 10' high) is a painting of a giant spider. A casual glance will lead the viewer to believe this to be real, but a more careful observation will reveal the nature of the painting.

5b The floor is real, as is the giant spider (AC4, 4D8+4, HTK28, Att 2-8 + poison and web) (MM) which will attack at the earliest opportunity, with web then bite.

POOL OF THE STANDING STONES

6. Entrance Hall

A mural depicting a juggernaut mowing down a procession of hobbits fills the N. wall. The fleeing hobbits are shown scrambling over each other in the effort to escape. Close examination will reveal that one of the hobbits is wearing a real locket (value 10 g.p.). Inside are 5 cure poison tablets. This is the 'First Aid' station of the hobgoblins.

On the floor by the doors is a sack containing 4 fire bombs. If the sack is just tipped onto the floor they will explode each doing 1D6 per turn until saved. These are for use by the hobgoblins but they have been very careful to conceal the fact from the doors as intelligent wooden doors and firebombs don't mix!

7 & 8. Transporters

The apparently blank walls at these points are the interfaces of transportation devices actuated by a person advancing to within 2' of the 'dead end' and affecting the 20' of corridor in front of the interface. Transportation is instantaneous and with no sensation of movement, to the other corresponding interface. Those transported will still be facing in the same direction relative to the new interface (i.e. a character facing north initially will now be facing south). Simply standing within 2' of the interface will not actuate the trap — it is set off by the approach of a person or monster.

9. Boudoir Area

The room is richly furnished — violet satin wall drapes, thick-pile carpet of the same shade, casual chairs, tables, a wardrobe with mirrored door containing rich robes, and an ornate dressing table on which there are various items of feminine ornamentation — hairbrushes and hair slides, bottles of nail varnish, phials of perfume, etc.

A large four-poster bed stands with its head to the E. wall concealing a secret sliding panel. The posts are carved in the form of huge serpents and from them and the canopy hang yellow curtains which surround the bed. Usually to be found in this bed — sometimes but not always alone — is the female MU:

Name	AI	AC	Lvl	HTK	S	I	W	C	D	Ch
Prisilla	LE	10	5	16	9	17	12	10	17	16

Spells: *affect normal fires* (x2), *charm person*, *enlarge*, (1st level); *invisibility*, *darkness 15' radius*, (2nd level); *Lightning bolt*, (3rd level).

If warned by the hobgoblin guards from 4 & 5 — who knock on the door in a prearranged manner (having done this, they will then do their utmost to keep out of any further action) — she will take only two melee rounds to react. Her general strategy will be to wait for the party to emerge (with their backs to the door of her room) from the transporter at 7, then *lightning bolt* them as they stand confused.

If this is not possible, she will not risk using *lightning bolt* in a confined space but instead will try to cast *affect normal fires* on the party's lanterns/torches.

When the opportunity arises, she will turn *invisible*, collect the baton of fireballs from 9b (see below), hunt the party and attack when the opportunity arises. If the fight is going against her, she will cast *darkness* and try to escape through the secret panel at the head of her bed to her lover in 10.

If warned and no party appears in the next five turns from the transporter, she will assume that they are moving up the main eastern passage and will move to 10. (If the guards had this information they will have passed it on to Prisilla, who will react accordingly). When in 10, she will behave as she would have done in 9.

To left and right of Prisilla's bed are two shadowguards (AC2, HTK 20, Att. as 4th level FM, armed with broadsword). Their appearance is that of knights in black armour, but they are in fact animated suits of armour. They move at 120' and are completely controlled by Prisilla, fighting in her defence so long as she is alive but collapsing to scrap metal on her death.

9a. Store

Shelves run round the W. and S. walls on which rest Prisilla's magical literature, normal reading matter (tomes on wax modelling) and her spell books Volumes I—III containing the appropriate level of spells. Volume III has been protected by an *explosive runes* spell. In addition there are two scrolls. The first contains three copies of a magic-user's version of the clerical spell *create food*. However, the food so created will always be some form of rat dish such as rat pie, rat-in-the-hole, etc. These will cause severe stomach pains to humans, elves and the like, but are much sought after by goblins and hobgoblins who will never attack anyone who has given them such a treat (unless attacked themselves). The other scroll contains three second level spells: *ray of enfeeblement*, *scare* and *stinking cloud*.

9b. Store

Shelves as in 9a are filled with old junk; Prisilla is a hoarder! Empty perfume bottles, used quills, etc. are stored here. In addition to the rubbish there is a bottle labelled 'Cure-All' which contains a highly toxic poison (3D6 per round etc. as for darts at 2 & 3); a non-magical ring (200 g.p.); a poisoned apple and a frog imprisoned in a glass tank. The frog was acquired by Prisilla in the fond hope that if she slept with it, it would turn into a handsome prince. There is also a baton of fireballs, providing that Prisilla had not taken it with her. This min-wand projects 10' radius fireballs which will do 4D6 damage — range as for the wand.

9c Two 30' deep, smooth-sided pit-traps are in this corridor, each spanning half its width, but all the regular inhabitants of the area know their location and will be able to avoid them. To anyone failing to

detect their presence, they appear as normal sections of floor, but they will collapse to dust as soon as any weight of more than 25 pounds is placed on them. Victims are left to be killed and used later for Dando's experiments. Characters falling into the pits will take 6D6 damage (half damage on save) and will be rendered unconscious for 1D10 turns unless they make a separate save.

10. Braken's Bedroom

This room is luxuriously furnished with fur-lined floor, walls and ceiling. The fur is also a hiding place for Braken's 'pets' — six giant ticks (AC3 3D8, HTK10) who will attack any who enter the room unless accompanied by Braken or Prisilla. In the fur-draped four poster bed against the W. wall with one of the village maidens (unless forewarned by the guards from 4 & 5) is the cleric:

Name	AI	AC	Lvl	HTK	S	I	W	C	D	Ch
Braken	LE	3*	5	20	16	10	15	15	15	9

Spells: *cause light wounds*; *darkness*; *sanctuary* (1st level); *Hold person*; *know alignment*; *silence 15' radius* (2nd level); *animate dead* (3rd level).

*He has had a special suit of plate forged which allows the molestation of females without removal.

Under the bed are his weapons and valuables: a staff of striking, a +1 mace and two scrolls. The first will cause the alignment of any who studies it to change to lawful-evil. The other contains four 3rd level clerical spells: *cause blindness*, *curse* and *2 speak with dead*.

The curtain to the E. has a number of bells attached to it so persons pushing it aside will warn the room occupants that there are intruders. On hearing the bells the cleric will quickly arm himself while the maiden will rush to the intruders with arms outstretched for protection (although this may look like an attack to a nervous party). If forewarned Braken will already be armed and possibly accompanied by Prisilla (see 9). Braken will continue to fight as long as he thinks he can win, otherwise he will attempt to escape through the secret exit concealed in the headboard of the bed. If no escape is possible then he will use his prime weapon, the staff of striking, in a final strike against the strongest looking fighter (or a paladin if there is one available).

11. Martial Arts Temple

The walls are painted with scenes of a procession of monks, all with heads devoutly bowed, entering an ancient tomb. The floor is covered with white dust to give the monks a good grip on the floor as it is used for practise as well as worship. To the S. stand two 10' high statues of monks in long flowing robes in front of a saffron coloured curtain behind which are the cells of the three monks:

Name	AI	AC	Lvl	HTK	S	I	W	C	D	Ch
11d Crell	LE	7	4	10	15	9	15	11	16	8
11e Flower	LE	7	4	9	16	8	16	9	15	11
11f Tiger	LE	6	6	20	15	10	16	11	17	12

Crell and Flower carry two-handed swords which they use in combat but the Master, Tiger, will use only his bare hands. If the monks are clearly winning the fight they will drop their swords and all use open-hands with the idea of stunning the party and imprisoning them in the prison cells 11a, 11b and 11c. The monks' cells are spartan with a straw-filled mattress in each. The master's, however, contains his badge of office — a pendant worth 5000 g.p.

11a, 11b and 11c.

11a and 11b each contain three captured village maidens all looking a little the worse for wear. They are being used by the monks for practising new forms of attack and are covered in cuts and bruises. In 11c is a girl, Ginet, who looks in much better condition. She has contracted lycanthropy and, when the opportunity arises, will attack the party.

In human form she is AC12, HTK3, but when in were-rat form is AC6, HTK16 and can only be hit by magical weaponry. Most of the girls wear rings and other jewellery — total value about 150 g.p. — but would a lawful party consider taking them?

12. Laboratory

Two slabs of black marble are positioned in the centre of this white tiled room. The slabs stand 3' from the floor and are 8' long by 3' wide. On each slab is a body made of component parts from various corpses stitched roughly together. From the ceiling hang long wires which have been connected to the head and feet of each body. The whole room smells of ozone and singed flesh, and in the N.E. corner is a control panel with knobs, dials and sparking electrodes — standard mad scientist's laboratory equipment. The room is used by Prisilla for experiments to construct a race of super beings. If the control panel is touched, there is a 1 in 6 chance that it will explode doing 4D6 damage and a 2 in 6 chance that one of the fabricated men will be brought to life. The monster created will be AC7, HTK 25 and will be slow and lumbering only hitting every second melee round, but will hit as a 6th level monster. Its fists will do 3—18 damage. Many of the components of the control panel are made of gold or platinum — total value 1500 g.p. In the N.W. corner a small flight of stairs lead down to 12a — a pool filled with brine containing spare limbs. It is also the home of a lamprey (AC7, 1D8+2, HTK 7, Att 1—2 and drain blood) (MM) which will attack anyone who disturbs it. If the pool is searched completely, an ear still wearing an earring — value 150 g.p. — in the form of a ruby pendant will be found. If the second of the pair is found in 15, the pair will be worth 1000 g.p.

13. Immersion Pool

The 3' deep pool contains a milky blue liquid and scattered around on the floor are test-tubes and retorts, some contain small quantities of chemical but most are empty. A man is chained to the W. end of the N. wall, and it is obvious that he has been tortured. He is Jacob, a master alchemist. Prisilla has been torturing him to gain the secrets of his research. She has only succeeded in eliciting one of his formulae — the blue liquid in the pool which will increase the natural armour class of creatures immersed in it by +3. There are, however, three unfortunate side effects: the creature's life is shortened to a tenth of normal, it is rendered sterile and any exposed joints will lock solid if exposed to the fluid. There is a pile of bandages in the S.W. corner of the room used to bind joints to prevent them seizing.

Jacob's experience has been too much for him and he has gone mad. This will not, however, be apparent unless he is questioned about alchemy, whereon he will attack with berserk fury at 18⁰⁰ strength. He is AC10, HTK20 (due to deprivations and treatment) and attacks as a 7th level monster. He is wearing a loin cloth and high-heeled leather boots. Concealed in the right boot-heel is a small bottle, labelled AGAU, containing a blood red liquid. The liquid will convert silver to gold and there is enough in the bottle to convert 800 s.p. to 800 g.p. The formula is very complex and it is unlikely that another alchemist, even if of master level, will be able to duplicate it.

14. Drying Room

Thick steamy fog fills the room concealing benches along the N. and W. walls where eight zombies (AC8,+3 — they have just been dipped in the liquid in 13 — 2D8,Att 1-8) are seated. The steam will conceal the zombies until approached close enough for melee to be joined. The zombies will fight to the bitter end.

In the centre is a stove which maintains the temperature at about 80° to allow the zombies to dry off quickly.

15. Mortuary

The N. wall is filled by filing cabinets from floor to ceiling. This is where the corpses scavenged from local churchyards are stored prior to being animated by Braken (see 10). After animation they are taken to 13 for treatment or, if the body has badly decomposed, it may be dissected and stored in 12a. The top drawer on the E. end contains the body with the matching earring to that in 12a. The bottom drawer on the west contains a live but sleeping ogre (AC5, 4D8+1, HTK 20, Att 1-10) (MM). This is Zephod, who acts as mortician for his master Braken. His prime distinguishing feature (beside his appalling smell) is two large protruding gold teeth; they are his pride and joy and he would never attack a party that admired his luxury dentures. They are worth 200 g.p. each due to their diamond biting edges which enable him to bite right through plate armour for 1-8 damage and reduce the AC of any armoured victim by 1.

16. Bandit Lair

Dando maintains a small band of bandits to raid the passing merchant caravans and to obtain bodies for Braken and Prisilla's experiments. To approach the merchants without causing alarm, the entire band dress in female costume, of a rather gaudy nature, and are usually welcomed by the lonely merchants. Before they realise the ploy the hapless traders are cut down. The room is tastefully furnished, with tapestries decorating the walls. Around a large central table sit eight people — apparently courtesans but actually bandits — playing cards. The bandits are led by:

Name	AI	Ac	Lvl	HTK	S	I	W	C	D	Ch
Rodney	LE	8	4	25	16	9	9	11	15	16

He is armed with a +1 scimitar (note: +1 to hit *and* damage). The rest of the band are 2nd level fighters with HTK 14 each and AC8. They are gambling for the perfumes and cosmetics (value 14 g.p.) taken from the last caravan raided. In addition each has 1-10 g.p. concealed about his person. Against the N. wall are two cupboards containing food, drink and crockery. The western one is hinged against the wall and conceals a secret exit to the surface.

17. Bandit Sleeping Quarters

The eight bunk-beds lining the walls contain little of interest except lice. A hole in the floor at the centre of the E. wall satisfies the toilet requirements. A close examination of this evil smelling pit will reveal a piece of strong cord descending into the muck. A small gold box (value 50 g.p.) attached to the lower end of the cord contains five gems (100 g.p. each) and a large emerald pendant (value 1000 g.p.) which increases the wearer's resistance to poison, giving +4 to the saving throw. Concealed under the bunk in the S.E. corner is the bandits' pet, Spot, a rabid dog which has only 2 hit points but attacks as if a 4HD monster with a 1-4 bite + rabies (the victim must have *cure disease* cast on himself within one week or go finally and irreversibly mad).

18. Transporters

18a & 18b are transporters exactly the same as 7 & 8.

19. Firepit Hall

The rock-hewn walls have many nooks and crannies that could conceal guards. In the centre is a deep pit from which flames leap casting flickering shadows, which can be easily mistaken for the shadow monster. In fact the guardian is a salamander (AC5/3, 7D8+7, HTK 30, Att 1-6 spear + 1-6 heat, 2-12 + 1-6 heat) (MM) in the boiling lava at the base of the pit. The salamander will climb out to attack any strangers entering as, since the experiments of Braken and Prisilla started, it has had few live creatures thrown to it to feast on. It wears

an ornate helmet liberally studded with jewels (value 2,500 g.p.). If badly wounded it will attempt to escape to its pit and will not emerge again until its wounds have healed.

20. Dando's Audience Chamber

The walls and ceiling have been faced by massive blocks of dressed obsidian while the floor is covered completely by jet black carpet (or so it appears). In fact 10' into the room and immediately in front of the W. door is a shallow pit wherein lurks a black pudding. Any who rush into the room or, if entering normally, fail to make their saving throw, will fall into the creature and take double damage while struggling to escape from it. At the E. end stairs lead up to a dais on which Dando and his 13 skeleton guards are playing knucklebones in front of an ornately carved throne. The guards (AC7+3 — they have been bathed in 13-1D8, HTK8) are armed with both swords and javelins which they will hurl at intruders. They know the position of the black pudding and will attempt to draw the party onto it. Dando (AC-1, 7D8, HTK 30), although he likes to think of himself as a devil, is only a demi-devil and looks exactly like his skeleton guards. He is on earth to prove himself to his masters on order to become a fully fledged bone devil. He has neither the scorpion-like tail nor hook yet, but he is able to create *illusion*, *cause fear* (5' radius) and do 2-8 damage with his talons. He knows that if he fails here he will never become a full devil and so will never surrender. Around his neck he wears a talisman of Evil which, although valuable (1000 g.p.), will do 1D6 to neutral characters and 2D6 to lawful characters who touch it. It is the device which allows him to be summoned by other devils. Any character wearing it stands a 5% chance per turn of being summoned by another (full) bone devil to aid it. To the left of the throne is a jar of dead rats which he uses to reach his hoard (see 21).

21. Anteroom to Treasure Store

A "chest" in the S.E. corner and the rest of the floor are, in fact, a very large mimic (AC7, 10D8, HTK 35, Att 3-12 + glue) (MM) which will attack anyone approaching the chest. When Dando comes this way to count his gold he throws a couple of the dead rats to the mimic which contracts to eat them, allowing access to the E. stairs.

22. Treasure House

An open treasure chest lies against the E. wall. It is full to overflowing with gems of all colours and sizes. Unfortunately these are all paste (20 g.p. the lot) but they are extremely well made and would fool all but dwarves. Under the chest carved into the rock are the magical words 'magnus Dando', which if pronounced will cause Dando's treasure to be gated in from his infernal home. It is a large chest and contains: 3000 s.p.; 5000 g.p.; 8 gems (100 g.p. each); a silver circlet that can project one 8-dice lightning bolt per day; two potions of healing; 1 MU's scroll containing *repulsion* (6th), *part water* (6th) and *guards and wards* (6th); a clerical scroll containing *regenerate* (7th) and *restoration* (7th); a poisoned ring (poison as in 9b); the Sword of Solitude (see below); and the Libram of Runic Lore (see below).

Sword of Solitude: This is a lawful-good sword which Dando was attempting to pervert to the cause of evil. It was forged to aid solitary champions in their fight against evil. It acts as a normal +1 sword but has additional powers: it acts as a ring of protection +1 for its owner and also radiates a 10' radius circle which reduces the armour class and saving throws of other creatures by -2. It has no detects or powers, other than those stated.

Libram of Runic Lore: This is a large book bound in red leather containing many blank (used) pages. Only three remain unused. These contain:

Rune of Corruption: When this rune is traced in the air all creatures that see it must save as vs. *staffs* or their bodies will immediately start to rot away. The whole body will be destroyed in the same number of turns as the creature has hit dice. A *cure disease* will arrest the process but a *remove curse* and *cure disease* need to be cast simultaneously to provide a complete recovery.

Rune of Discord: When creatures see this rune glowing in the air they will imagine that any creatures around them are their worst enemies and will immediately attack them in berserk fury unless they make their saving throw as vs. *staffs*.

Rune of Terror: Creatures attempting to pass this rune must save as vs. *fear* or flee in terror. If the saving throw is not made then they must save again to see if the experience has driven them insane.

The runes are used by either a magic user or cleric inscribing the shape of the rune in the air. This process will take two melee rounds. The rune will then start to glow — appearing as a fiery letter suspended in mid air — and will remain until dispelled (treat as if cast by 15th level MU) or shattered by a strongly anti-magic beast. The caster is himself susceptible to the influence of the runes but saves at +4 against their effect.

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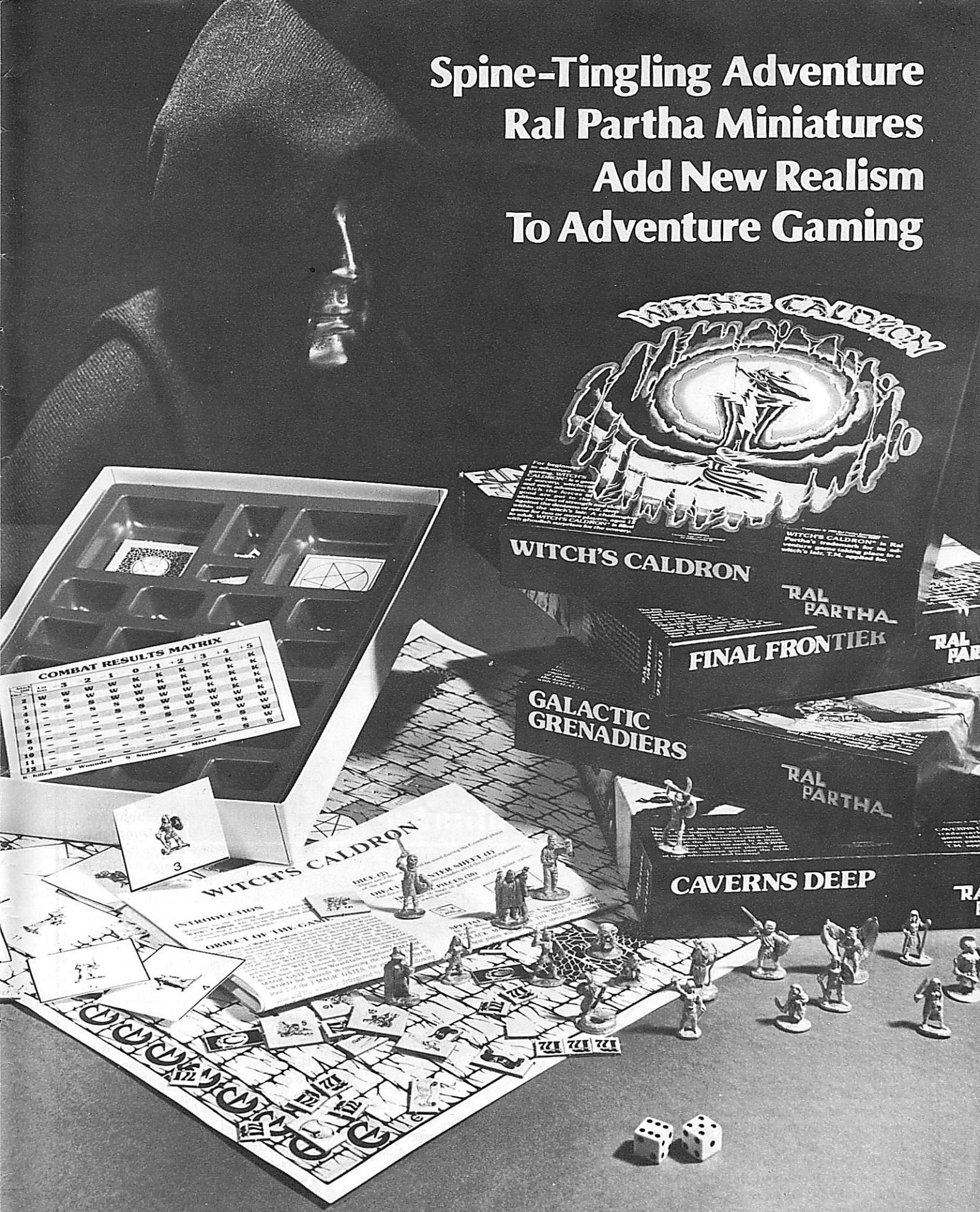
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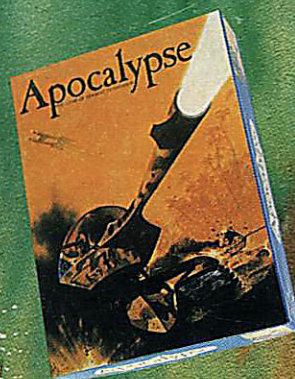
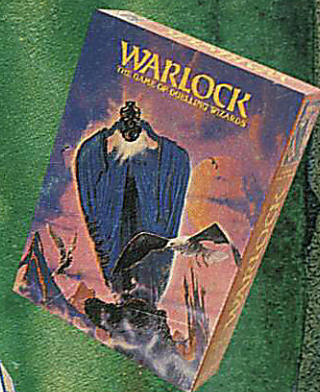
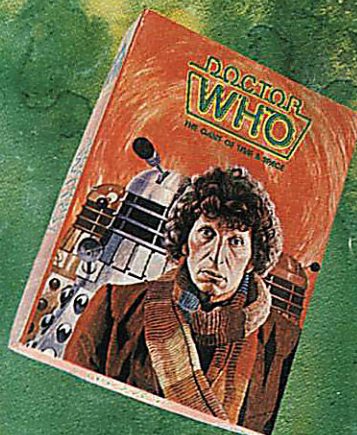
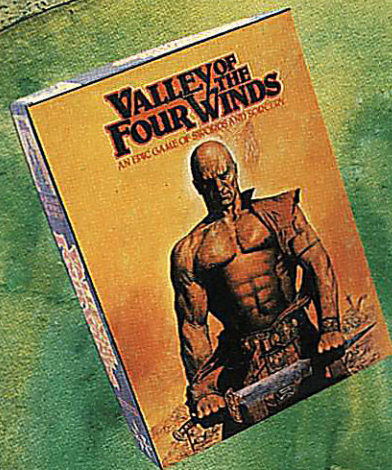
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