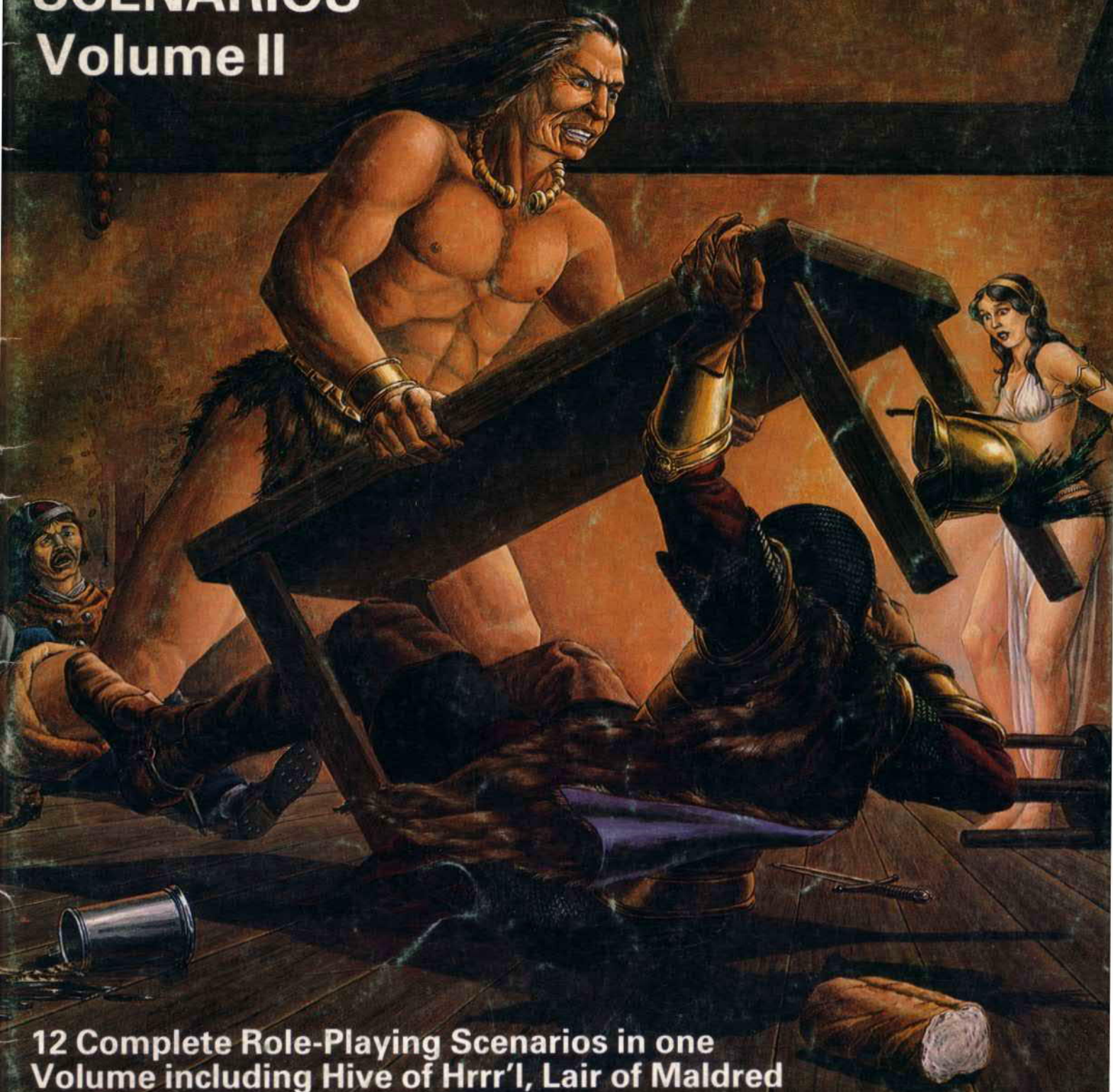


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WHITE DWARF

SCENARIOS
Volume II



12 Complete Role-Playing Scenarios in one
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the Mighty and Amber to Red.



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SCENARIOS

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Whilst most role-playing games are published by American companies, British gamers are none the less able to design scenarios for them. *White Dwarf* has been primarily instrumental in facilitating the publication of high-standard scenarios, giving people the world over the opportunity to experience British ideas. However, like all magazines, issues of *White Dwarf* go out of print. Consequently, for the enjoyment and benefit of our more recent readers, we present here the *Best of White Dwarf Scenarios Volume II*.

Ian Livingstone

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The Flymen

The Flymen were the winning entry in WD20's Fiend Factory Competition. They should be read before the scenario on page 13.

Flymen may be encountered in one of two forms: either the party and the flymen will both be at their normal size, in which case the flymen will be about ½" long; or some magical means of size-transformation will have rendered party and flymen the same size. Encountered in the former case, the following statistics apply:

FLYMEN
No. Appearing: 1 swarm (50–200)
Armour Class: 0 when flying, 6 on ground
Movement: ½"/12"
Hit Dice: 1 hit point
Treasure: See below
Attack: Special
Alignment: Lawful neutral
Intelligence: Average-plus
Monstermark: 0.004 (level I in 12 levels)

Flymen encountered outside their hive, as a swarm, will be composed of warriors, with a few flyguards or flymagi (see statistics for 'large-sized' flymen). They attack with weapons too small to do any damage in themselves; however, the weapons are smeared with a poison made from various insect venoms, so that a hit will have similar effects to a bee or wasp sting. If a hit is scored, then roll a d20; a roll of 20 means the victim is allergic to the poison. (Note: This 'allergy check' need only be made once, the first time a person is hit.) Persons who are allergic are allowed a saving throw (save vs. poison) each time they are hit, failure leading to inconvenience and possible death — roll a d8: a score of 1–7 renders the area 'stung' swollen and useless. The effect takes 1–4 turns to set in and lasts for 24 + 1–20 turns. If an 8 is rolled on the d8, the victim falls into a coma in 1–4 melee rounds, and dies in 24 + 1–20 turns unless the venom is neutralised.

Flymen may swarm in a dense cloud around the head and body of a single victim, which effectively blinds him so that he strikes at –4 to hit and allows 1–4 automatic hits by the flymen's weapons.

When flying, flymen can only be harmed by the following attack modes: edged weapons (because the draught from blunt ones pushes the flymen out of harm's way), and area effect magic (lightning bolt, fireball, ice storm, cloudkill etc.); impromptu assaults using fire, flyswatters etc. are also effective.

Because of their small size and dark colour, up to two flymen per 10' square area can hide so effectively that there is but a 1 in 20 chance of their being noticed. They may only do this on a rough, dark background in poor light.

If the party has been magically transformed to the same size as the flymen, it will become apparent that there are several different classes of them:

DRONES
No. Appearing: 11–20 in hive
Armour Class: 8
Movement: 9"/210"
Hit Dice: 4 hit points
Treasure: Nil
Attack: Nil
Alignment: Lawful neutral
Intelligence: Semi
Monstermark: Not applicable

by Daniel Collerton



FLYMAN

These tall, heavily muscled (17 strength) idiots do most of the heavy work in any hive of flymen. They obey any simple order prefixed by a command word — this word varies from hive to hive — doing *exactly* as they are told; but they will not harm another member of their hive. They are sexless and unclad. The drones form the Ten Thousand.

ARTISANS
No. Appearing: 1–10 in hive
Armour Class: 8
Movement: 9"/210"
Hit Dice: 6 hit points
Treasure: 1–100 gp
Attack: By weapon type
Alignment: Lawful neutral
Intelligence: Average
Monstermark: 0.67 (level I in 12 levels)

These are the craftsmen of a hive, doing all skilled work. They are organised into a system of guilds, which is subordinate to the council of flyguards known as the Fifteen. They dress in work clothes and are normally armed with daggers, which are not poisoned. Their skill, particularly in metalwork, is immense and reputed to surpass even that of the dwarves. The artisans form the Thousand.

They attack as one hit die monsters and save as first level fighters.

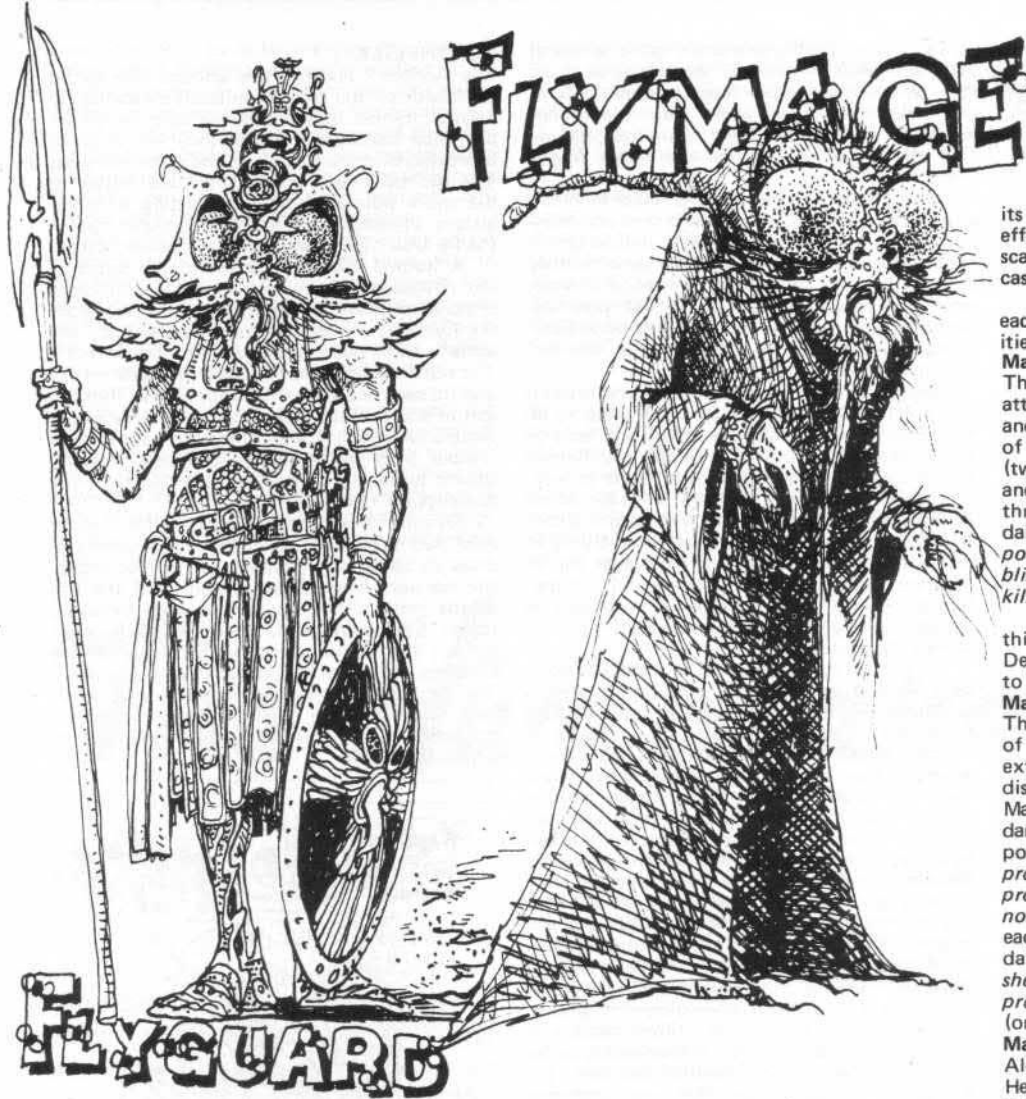
WARRIORS
No. Appearing: 1–10 in hive; 50–200 in swarm
Armour Class: 6
Movement: 9"/210"
Hit Dice: 10 hit points
Treasure: 5–500 gp
Attack: By weapon type + special
Alignment: Lawful neutral
Intelligence: Average/very
Monstermark: 27.4 (level III in 12 levels)

These form the military force of any hive, commonly organised into five companies each one hundred strong, and commanded by a flymage and three flyguards. They are known as the Five Hundred. Their chitin armour is the equivalent of studded leather, and their shields are made of beetle carapaces. Like drones and artisans, they have fragile membranous wings, which when not in use fold under protective wing-cases on the creature's back.

Normally armed with shortbow, sword and dagger, the flyman warrior attacks as a 3 hit die monster and saves as a 3rd level fighter. Its weapons are envenomed (see statistics for the small size above) with a poison which, if the victim is the same size as the flyman, causes a saving throw vs. poison to be made. If the throw is successful, the victim takes 4 + 1–6 damage; if he fails to save, he dies. Persons who have been determined to be allergic (1 chance in 20) to the venom save at –4 on the die. A weapon carries sufficient venom to last for five strikes.

FLYGUARD
(Also called the Fifteen)
No. Appearing: 1–4
Armour Class: 4
Movement: 12"
Hit Dice: 50 hit points
Treasure: A
Attack: By weapon type + special
Alignment: Lawful neutral
Intelligence: High/exceptional
Monstermark: 167.72 (level VII in 12 levels)

The council of Fifteen forms the military command of a hive and is usually involved in a power struggle with the Five for control of the hive. Like flymagi, flyguards have ability to size-change and have *size-rods* (see Notes). They are usually dressed in high-quality chainmail with a chitin shield; their main weapon is the halberd, but they also carry longsword, dagger and short composite bow. As flymagi, flyguards have lost the use of their wings (hence only one movement speed) but fly by using



riding wasps. Due to long and intensive training they may make two attacks per melee round, striking as a 9 hit dice monster. They save us if 9th level fighters. Their weapons are envenomed as are those of warriors.

The concept of personal honour is very important to flyguards, and they will go to any lengths to avoid doing anything they consider dishonourable – the ultimate dishonour for them is causing harm to the hive.

FLYMAGE

(Also called the Five)

No. Appearing:	1–2
Armour Class:	4
Movement:	12"
Hit Dice:	40 hit points
Treasure:	Z
Attack:	By weapon type + special
Alignment:	Lawful neutral
Intelligence:	Exceptional-plus
Monstermark:	170.79 (level VII in 12 levels)

The Five form the supreme spiritual and temporal authority of a hive of flymen, at least in theory; in practice their authority is often disputed by the Fifteen. As a representative of the insect god on the Prime Material Plane, each flymage has special powers given to it by Ssrprt'ck; certain of these powers are common to all flymagi, and others are specific to individuals. The powers are further divided into innate powers, in which case only a mental command is required to use them, and those granted by Ssrprt'ck. In the case of these latter powers, the god must be petitioned by a prayer (audible or inaudible), taking five melee rounds to make. The powers approximate to spells in their effects, but it must be stressed that none of them has a material, verbal or somatic component as human spells do.

Flymagi dress in loose robes of grey spider-silk, often embroidered with words of power and snatches from the holy scriptures. The holy symbol is a stylised insect, worn around the neck. Flymagi have no effect on undead. Their only weapon is an envenomed dagger.

All flymagi carry *size-rods*, and have the innate power of *size-change* (see below).

A normal hive has five flymagi, each caring for a different aspect of life; these are detailed below. Each of the five Masters has a white-robed apprentice, who has no powers until the death of its Master, when it acquires all its Master's former powers. Ten years is required to raise a larva to the point where it can become a representative of Ssrprt'ck, if both Master and apprentice are slain. The apprentices normally follow their respective Masters at all times. Masters are considered to be 12th level for purposes of combat, spell-casting and saving throws, unless a higher level is required to cast a particular spell, in which case they cast it as if of the minimum required level.

All flymagi have the following innate powers, equivalent to the stated spells in effect, but requiring only one segment to cast by mental command:

Locate Insects: As the druidic spell *locate animals*, but only insects can be found. Usable twice daily.

Summon Insects: As the druidic spell of the same name; usable twice daily.

Repel Insects: As the druidic spell of the same name; usable once daily.

Insect Plague: As the druidic spell of the same name; usable once weekly.

Creeping Doom: As the druidic spell of the same name; usable monthly.

Size Change: This is a process whereby the flymage can change in size from its normal ½" to roughly human size. This lasts for 30 turns

and takes one melee round to happen. No other actions are possible in that time. Shrinkage to normal size is automatic after 30 turns, and can be initiated voluntarily at any time. *Size-change* can be used only once per day. Any personal equipment carried or worn is also *size-changed*.

Regardless of its own size, a flymage using its powers may opt to use ranges and areas of effect as given in the *Players' Handbook*, or to scale them down to flymen size. In this latter case, duration is unaffected.

As stated above, there are five flymagi in each hive, each with its own special responsibilities and powers:

Master Attack

The Master Attack is responsible for vengeance attacks on all those who have harmed insects, and for this task is equipped with a wide range of offensive powers: *sleep* and *lightning bolt* (twice daily each); *charm person*, *charm animal* and *charm monster* (may use any two of the three daily); *Mordenkainen's sword* (usable daily); *cloudkill* (twice weekly); *death spell* and *power word: stun* (usable weekly); *power word: blind* (usable twice monthly); and *power word: kill* (usable but once per month).

It is often at odds with the Master Defence, thinking it timid and cowardly; the Master Defence, of course, believes its opposite number to be a reckless fool.

Master Defence

The Master Defence's primary task is the welfare of the hive's larvae, but its sphere of influence extends throughout the hive. Its major ally in disputes is the Master Healer, which, like Master Defence, is overconcerned with possible damage to the hive. The Master Defence's powers are: *shield* and *web* (twice per day); *protection from good/evil*, *protection from fire*, *protection from lightning* and *protection from normal missiles* (any three of the four usable each day); *wall of force* and *wizard lock* (usable daily); *glyph of warding*, *blade barrier*, *antimagic shell*, *globe of invulnerability*, *guards and wards*, *programmed illusion* and *permanent illusion* (once weekly each).

Master Healer

Along with the Master Defence, the Master Healer is responsible for the welfare of the hive and in particular the sick or injured. It usually supports the Master Defence of a hive against the Masters Attack and Knowledge. It has the following powers: *cure* (up to 50 hit points per day); *remove fear* (thrice daily); *slow poison* (twice daily); *neutralise poison*, *dispel magic* and *dispel evil/good* (each once daily); *cure blindness*, *cure disease* and *remove curse* (each once weekly); *raise dead* (usable once per month).

Master Knowledge

The Master Knowledge's chief function is to gather information which can then be sold to the highest bidder thus keeping the hive solvent. To this end it will often support the Master Attack's policies, seeing in them a better chance of providing new knowledge. The Master Knowledge has a wide range of powers to aid him in his work, these being: *detect evil*, *detect magic*, *detect charm*, *detect lie*, *detect illusion*, *detect invisibility* and *detect snares and pits* (five from the seven daily); *speak with dead*, *speak with plants*, *speak with animals* and *speak with monsters* (three from the four each day); *locate animals*, *locate objects* and *locate plants* (two of the three usable each day); *know alignment* (twice daily); *find traps*, *find the path*, *identif. clairvoyance* and *clairaudience* (once daily); *stonetell*, *tongues*, *contact other plane* and *legend lore* (once per week each).

The Master also functions as a sage of the highest category and often has an exceedingly good reference library available.

Master Worshipper

(Also called the Master Religious)

As head of the hive's spiritual department, supreme authority is vested in the Master Religious, if it is vested in anyone, and it is often called on to mediate between the factions headed respectively by the Masters Attack and Knowledge, and the Masters Defence and Healer, which duty it carries out after consulting with Ssrprt'ck the insect god as to which course is best. The Master Worshipper carries ▶

NORTHFLY



up for this by having extremely good senses of taste and smell — even to the extent of being able to detect invisible foes by smell 25% of the time. All flymen, apart from the drones which are neuter, are hermaphrodites; all except the flyguards and flymagi retain fragile membranous wings.

Their larvae are selected for class at birth, any weaklings being rejected, and then communally reared to produce identical individuals — hence all of a given type have the same number of hit points — except the flyguards and flymagi, which are raised individually, though they still have the same number of hit points each. Each flymage or flyguard is brought up by the flyman it will eventually replace.

Drones live to the age of 30 years; artisans 40, warriors 30, flyguards 50 and flymagi to 80 years. After this, they are killed and sent to the kitchens; this fate also awaits any flyman too ill or injured for the Master Healer to help.

The Hrrr'l have their own language which consists of a series of hisses, buzzes and clicks; it is 99% certain that any humanoid trying to learn the language will fail. Flyguards can in addition speak common and lawful neutral; flymagi speak these tongues and up to five others. All flymen can communicate with insects, even giant ones.

The Hrrr'l make great use of insects as domestic animals and so forth, such insects always being well-treated and mostly consisting of pack-beetles and riding wasps.

The Hrrr'l live in autonomous hives with generally scant association between them. These hives are generally tunnelled through rock or formed from a concrete-like secretion and consist of a series of chambers connected by passageways, the whole often being intricately decorated and carved. All hives have the same social organisation, consisting of three main classes reigned over by two councils. The ultimate authority in a hive is the Five, a council of flymagi composed of the Masters Attack, Defence, Healing, Knowledge and Religious; under this is the Fifteen, composed of flyguards, who are responsible for the military aspects of hive life, and below these in descending order of status come the Five Hundred (warriors) the Thousand (artisans), and the Ten Thousand (drones).

Flymen are generally exceedingly polite and ruthless, especially where the welfare of the hive is concerned — in fact it is said that to one of gentle breeding there is nothing so exquisite as hearing the apology of a flyman as it stabs one in the back. The Hrrr'l have a complex set of laws and customs which regulate all areas of activity, for example there is a system of accents, intonations, honorifics and gestures used in conversation which vary according to who is addressing whom, the time of day, and the current phase of the moon. These laws even extend to regulating the power struggle between the Five and the Fifteen which is a feature of life in most hives. The hive always comes first for a flyman, and its safety is prized even above an individual's honour — certainly no Hrrr'l would hesitate to lay down his life for it.

Flymen are concerned with the welfare of insects, and many is the farmer whose farmhouse has collapsed due to woodworm after he killed insects eating his crops; they have the secondary function of being purveyors of information. Their small size and contacts among insects are invaluable for spying and other nefarious activities, and they maintain close links with the Guild of Sages; they boast that there is no item of information which they cannot provide if the price is right.

Their selective breeding and rearing suits each hive member ideally to his allotted task; generally they have little wish to do anything else. Thus artisans tend to be mainly interested in making things, warriors in combat and drones in virtually nothing. This tendency is less pronounced in the Five and the Fifteen although the various Masters often seem somewhat stereotyped.

This then is the typical hive, found in temperate areas. Two other major kinds of flymen might be encountered; the Northflies and the Sandflies:

NORTHFLIES

The Arr'hrrr'l (as they are known) live far to the north of the temperate lands inhabited by normal flymen and are rarely seen anywhere but their homelands, where they live in hives burrowed into the glaciers of the polar icefields. The Arr'hrrr'l have a different social order to the more normal flymen, consisting of tribal groups inhabiting an ice-cave complex rather than a true hive organisation as detailed above.

A normal tribe will consist of one flymage, five flyguards, forty warriors, one hundred artisans and two hundred drones. Apart from the flymage, the various classes are exactly the same as those described above for normal Hrrr'l. The northflymage has innate powers over insects and its own size as described for normal flymagi, and in addition the following powers: *ice storm* (usable twice daily); *wall of ice* and *cone of cold* (usable once daily each); *Otiluke's freezing sphere* (weekly). Otherwise it conforms to the statistics for flymagi.

All northflies behave at all times as if *resist cold* had been cast on them. They generally dress in spider-silk garments of various types, the warriors have chitin armour and the flyguards metal; they are armed with throwing spears and longswords. Relations with other flymen are cordial except with respect to the sandflies who are at best regarded with suspicion. The Arr'hrrr'l are vulnerable to fire or other heat; attacks using this are at -2 on saving throws and do +1 hit point of damage on each die rolled.

SANDFLY



SANDFLIES

The Kck'hrrr'l are based in the vast deserts of the world, but range widely in search of trade and plunder. They are regarded with distrust by normal flymen as being without honour, but amongst themselves they do have customs and

► out all the religious services of the hive, assisted if necessary by other flymagi. It has the following powers: *bless* and *prayer* (each thrice daily); *chant* (twice daily); *augury* and *holy word* (once daily each); *divination* and *exorcise* (weekly); *commune* and *atonement* (monthly).

The Master Worshipper will also sometimes experience prophetic or warning dreams.

Size-Rods

Each flymage has a *size-rod*. This is 2' long, 2" thick (relative to the size of the flymage) and ornately carved. If pointed at an object or person, the owner of the rod can use it to change that person or object's size from flyman to human size or vice-versa. The effect lasts for 30 turns and takes one melee round. Intelligent creatures who do not wish to be changed are allowed a saving roll vs. rods.

Size-rods have 1–20 charges when found, and may only be recharged by the Master Worshipper in a special service of worship to Ssrprt'ck. Any character may use a *size-rod*; gaining one is worth 4,000 experience points, and it can be sold for 20,000 gp.

GENERAL INFORMATION

Although commonly called flymen, the Hrrr'l, as they call themselves, have more in common with bees and other social insects than flies. Their origin is unknown, but among themselves they say that the insect god Ssrprt'ck created them to protect insects from predators. Most flymen worship Ssrprt'ck with the Master Religious as high priest; however, it is rumoured that some of them have turned from the true path, and worship Lolth, demon queen of spiders (*Module D3, Vault of the Drow*).

In appearance the Hrrr'l are as illustrated, with shiny black skin, humanoid bodies and fly-like heads. Their compound eyes mean that they generally have poor vision, but they make

laws; it is only to outsiders that they will behave badly. Their home-hives' location is unknown as indeed is its existence, as only war or trading groups are seen; these in fact are virtually identical as the traders are always on the lookout for an increase in profits. The typical group encountered has the following composition: one flymage, two flyguards, forty warriors, and various pack beetles, riding wasps etc.

The sandflymage is the only class which differs from normal flymen, and there only in its powers. It has the normal innate powers, but its special powers are: *produce flame* and *protection from flame* (each usable thrice daily); *fire trap* and *fireball* (twice daily); *wall of fire*, *fire charm*, *fire shield* and *produce fire* (daily); and *flame strike* (weekly).

Kck'hrrr'l will die rather than reveal the location of their home hive — even if *charmed*, *commanded* etc. a mental compulsion to protect their hive will cause them to die. They are vulnerable to cold, and attacks using this are at -1 to all saving throws and +½ point of damage per die rolled. (Ignore any excess half-points of damage.)

Notes for Adventurers and DMs

1: A spell duplicating the size-change powers of flyguards and flymagi is given below. This will have to be researched by any character wishing to use it in the normal manner. It is a fourth level magic user spell, third level clerical.

SIZE-CHANGE (Alteration) Reversible

Level: 4th magic user, 3rd clerical
Range: Touch
Duration: 30 turns
Area of Effect: 1 person or object
Components: V, S, M
Casting Time: 4 segments
Saving Throw: Negates. (Only unwilling victims need roll.)

When cast, this spell causes the person or object touched to shrink by a factor of 144 — thus a six-foot tall humanoid would shrink to roughly ½" in height — and remain at that size for 30 turns (or until dispelled). Any clothing or personal effects are also shrunken. The material component is a small telescopic rod 6" long, which must be compressed or extended as the

spell is cast. It can be reused, but initially costs 1,000 gp and must be made by a skilled jeweller or artisan. An intelligent creature not wishing to be size-changed is allowed a saving throw.

2: The flymen's heads are made of a chitinous material which is strong enough for their heads to be hollowed out and used as rudimentary masks, which will be good enough to fool flymen as long as something is used to mask the smell of the wearer. Such masks last 11–20 turns before disintegrating. Each time a mask like this is used there is a 5% chance of catching some kind of disease.

3: Adventures can be started using the following initial situations:

- The party is approached for information, or is in need of a flyman to tell them some desired snippet of information.
- The party is attacked for cruelty to insects.
- The party is recruited to take part in the intrigues of the hive, as bodyguards or assassins. (NB: 'Slash and hack' parties will generally have unsuccessful times in hives.)

The Hive of the Hrrr'l

by Daniel Collerton

This scenario should be read in conjunction with the Flymen described above the Hive. It can be used for adventures with a party of any strength and level as it is up to the DM to outline the objective of the adventure. For example, a low level party could enter the hive to gain information while a high level party could be invited into the hive as part of an intrigue within the flymen community.

HISTORY OF THE HIVE

Five hundred years ago, in the Jihad between the K'kzst'ck and T'cksz hives, a group of flymen wearied of conflict and left to form a new hive in a region far away. This grew slowly over three hundred years, extending its power over all insects in the area. However, the flymen had turned from the True Path and were oppressing insects rather than helping them. This angered Ssrprt'ck, the Insect God, and he struck down nine-tenths of the hive with a sickness which stopped only when the Master Religious offered himself as a sacrifice. The last two hundred years have seen recovery. Links with other hives were made, the hive having previously been isolated. The first instance of the hive providing information came 200 years ago, and it is this which led to the hive's present wealth. The hive is presently at peace, even the local farmers being on cordial terms with it thanks to a mixture of threats and bribes.

NOTES FOR THE DM

- The temperature in the hive is about 70° F.
- There is an acrid, musty smell throughout the hive.
- Walls, floors and roof are of rough sandstone unless otherwise noted.
- There are few doors in the hive, most openings being covered by drone-skin screens. What doors there are do not need rolls to open unless locked.

- The hive is lit by ornate metal lamps (steel in most areas, silver in flyguard and flymage rooms) which burn beeswax and are kept in order by the Guild of Lampenders. One is found every 20' throughout the hive.
- The stone through which the hive is tunneled is protected by Ssrprt'ck and is unaffected by spells.
- Because of the insect scouts around the hive, the Hrrr'l will be aware of 90% of approaching parties. Such parties will be met by a patrol of one flyguard and 20 warriors who will either escort the party into the hive or persuade them to leave. Failure to obey the patrol will cause the hive to be alerted and the Master Attack to investigate.
- All features are described as they appear to a half-inch tall flyman, thus a twenty-foot wide corridor is, in actuality, only about 1½" across.
- Passageways are generally as high as they are wide, and rooms are 20' high unless otherwise noted.
- There is neither night nor day in the hive — the population work and sleep in 8 hour shifts, thus corridors and rooms are always crowded.
- There is no objective as such in this module; rather it provides a base on which adventures can be built. The greatest success will come to parties taking part in the intrigues which abound in the hive; even low-level parties can have a profitable time if they ally themselves with one of the powerful factions.
- Furniture in the hive is not normally made of wood, but of bone or chitin. Clothing is of spider-silk.
- All insects in the hive are normal, but appear to the flymen to be giant-sized, and are treated as such.
- The hive is situated in the side of a sandstone cliff in wilderness area.
- Unless noted as *size-changed*, all coins, gems, etc. are flymen coins, gems, etc. 3,000,000 flymen coins are equal to one normal coin. The *actual* value of any gem, etc. is given in brackets; in the hive, it will seem more valuable as it appears larger.
- The command word for the hive's drones is Kzst'ck'nt.
- MM denotes a monster from TSR's *Monster Manual*; DMG, an item from their *Dungeon Master's Guide*.

ENCOUNTERS

OUTSIDE THE HIVE

If the party has escaped detection there is still a 10% chance per turn that an encounter will occur. If an encounter takes place, roll 1d20:

Die Roll	Type of Encounter
1-14	1 flyguard + 20 warriors on patrol.
15-17	Sandfly trading caravan, consisting of 1 sandflymage, 2 flyguards, 40 warriors, and 20 bombardier beetles.
18-19	Master Attack, 3 flyguards, 40 warriors; raiding some insect-hater.
20	Master Knowledge + 2 flyguards on spying mission.

Caravans will carry goods worth 1,000 gp and weighing 0.5 kg. Patrols and Masters will generally investigate parties, while caravans will try to avoid them and gain the safety of the hive.

INSIDE THE HIVE

Normal probability of encounter occurring; if it occurs, roll 1d20 to determine type:

Die Roll	Type of Encounter
1-10	11-20 drones.
11-15	11-20 artisans.
16-17	1-8 off-duty warriors, looking for excitement.
18	Patrol: flyguard + 10 warriors.
19	Flyguard.
20	Master — roll d8 for type: 1-2 Master Attack + 5 warriors; 3-4 Master Defence + 5 warriors; Master Knowledge + 5 artisans; 6 Master Healing + 5 artisans; 7-8 Master Religious.

Flymen will ignore the party unless on patrol, or seeing suspicious behaviour.

KEY

1. Entrance, Guard Posts and Maze
 Entry is through a stone door 40' square. This is operated by winches in the west alcove, otherwise requiring a *bend bars* roll to open. It is camouflaged, and counts as concealed when shut. Each alcove contains 10 warriors with the west alcove also having a flyguard. Parties wishing to enter the hive must identify themselves, be shrunk by the flyguard's *Size Rod*, hooded and led through the maze into the hive. If attacked the flymen fight a delaying action while two warriors go for help, which takes two turns to arrive, in the form of the Master Attack and warriors. The maze is merely to delay invaders, allowing time to organise a defense. ▶

► 2. Main Gate

The hall at this point is blocked by a rock wall reaching from floor to roof. In front of this is a 20' wide ditch, with large drains leading to an underground stream. This prevents the hive from being flooded. The wall has 100 arrow slits, which can be closed with stone shutters to form an almost airtight seal. A drawbridge 20' wide and 30' long fits into the centre of the wall, with an equally tight seal when raised; it is across this that entry to the hive is gained. When bridge and shutters are closed, the hive cannot be smoked out; likewise *cloudkill* spells etc. have no effect. In normal circumstances, there are 20 warriors and a flyguard on duty but reinforcements can be summoned from the barracks (5a-e).

3. Master Attack's Room

This is closed off by a fine spider-silk hanging (worth 200 gp). The floor is covered with polished wingcases arranged in mosaics, depicting a collapsing barn. The walls have plain grey silk hangings and the ceiling is covered with beaten silver (worth 200 gp). Chairs and tables are scattered about and a writing-desk stands in the northwest corner. A large bed with hangings of pale-blue silk occupies the south wall while a chandelier made of precious stones hangs from the ceiling, reflecting the light of silver lamps in each corner. (Chandelier 1,000 gp, lamps 100 gp each.) A map of the surrounding area occupies the west wall.

At the foot of the bed lies a locked chest which contains 100,000 gp and a pouch with 40 gems (total value 3,900 gp) in it. On one of the tables lies a long, finely-made casket (locked, with a poison needle trap). Inside is a *size-changed Wand of Fire* (DMG) and the casket is magical; any *size-changed* object will remain small so long as it is inside and for thirty turns thereafter. The *Wand of Fire* is used by Ck'krrt, the Master Attack, on raids.

Ck'krrt is in the ascendancy in the hive, since the Master Religious T'ck't'ck supports an expansionist policy over that proposed by the Masters Defence and Healing, Tck'ckss and Xr'tck. Ck'krrt's apprentice and lover Sss'ck is that rare thing, a dishonourable flyman. It has allied with Tck'ckss and hopes to kill Ck'krrt without arousing suspicion so that it can become Master Attack. Ck'krrt is brave and even-tempered, although given to awesome rages if it sees insects mistreated. Sss'ck seems charming, but hides a truly evil character beneath its fair exterior.

4. Stables

Pens containing pack and riding insects line the walls, the centre of the floor is occupied by a pile of forage, used to feed the insects. There are 20 artisans of the Stabletenders Guild present, with 100 drones; 1-10 warriors may also be present. The insects are 50 riding wasps (AC4; 4d8; AH 2-8/1-4 + poison)(MM) and 100 pack beetles (AC4; 2d8 + 2; AH 2-12 + acid cloud) (MM).

5. Warriors' Barracks

Each barrack has 100 beds and chests as well as tables, chairs, benches etc. At any time 51-60 warriors are present (the other 40-50 are on duty), half asleep and the rest drinking, talking, gaming etc. In barracks the warriors are armed with daggers (1-4 damage, no poison) all other weapons being kept in the armouries (rooms marked A), each of which contains 120 swords, 120 shortbows and 20,000 arrows. Warriors wear armour at all times unless asleep. There is great rivalry between the different Hundreds, occasionally spilling over into violence. The divisions are:

5a. The First Hundred

Commanded by the Master Attack assisted by the flyguards Wqn'ck, St'ck and Zz'kqcn.

5b. The Second Hundred

Commanded by the Master Defence assisted by the flyguards Ck'npt'ck, Sz'ck'nt and Zzzt'ckx.

5c. The Third Hundred

Commanded by the Master Healer assisted by the flyguards Xurtpt, Qn'ck, and Tzzst.

5d. The Fourth Hundred

Commanded by the Master Knowledge assisted

by the flyguards Rc'ck, Tcn'ck and Qntzz.

5e. The Fifth Hundred

Commanded by the Master Religious assisted by the flyguards Sh'ck, Zzh'kn and Kn'rst.

There is a 5% chance that a Master will be in a barrack, and a 20% chance that a flyguard is present. Armouries (A) are closed off by locked iron bars to which 1 in 10 warriors, and flyguards and flymagi, have keys.

6. Parade Ground

This is clear except for a dais in the centre of the north wall, and lines on the floor to help the Hundreds dress themselves on parade.

7. Market

A vast area covered with stalls selling products from other hives. (Silk-vendors, nectar merchants, gem dealers, food-sellers etc.). There are 101-200 sellers present, 90% sandflies (including flymagi and flyguards) and the remainder artisans from other hives. There will also be 500 drones and up to 100 customers from the hive, one-third of these being warriors and the rest artisans.

8. Expensive Merchandise Section

10 warriors guard the entrance to this room which contains 11-20 high-class dealers in bullion, gems, jewellery and silks, each with its own partitioned alcove and 10 warrior guards. Each merchant has 1-10,000 gp worth of merchandise, and counts as a flyguard or sandflymage (10% chance). There will be 21-40 customers.

9. Storage Space

These rooms house goods which are not on display in (7) as well as stabling pack beetles. There will be 51-70 giant bombardier beetles, 40 drones, 15 artisans, and 11-20 warriors.

10. Quarters of the Flyguard

These chambers are similar, each having one or more beds, tables and chairs, desks, cabinets and lamps, statues etc. Furnishings are of high quality, being gold-inlaid, ornately carved or otherwise out of the ordinary. Each room is detailed below.

10a. Wqn'ck's Quarters

A chest contains 50,000 gp and a pouch of gems (4,000 gp actual value). It is locked and has a trap which shoots acid out for 20' in front of it, if set off, causing 4d10 damage. Wqn'ck supports the Master Attack's policies and despises those who do not agree with it as cowards. It is an intolerant braggart, nevertheless brave, if lacking caution.

10b. St'ck's Quarters

A locked chest contains 20,000 gp and assorted gems (worth 7,000 gp). A pile of very thick rope in one corner is actually a *rope of construction* (DMG) while a coffer with the same properties as the Master Attack's casket (3) contains a shrunken +3 *crossbow of accuracy* (DMG). St'ck is a member of the Master Defence's party and is trying to persuade Wqn'ck to change its views — with scant success, since that worthy does not want to reveal its true allegiance.

10c. Zz'kqcn's Quarters

A chest (locked, with a poison needle trap) contains 20,000 gp and many gems (worth 7,000 gp). A casket similar to St'ck's coffer (10b) contains a *size-changed Broom of Flying* (DMG). Zz'kqcn supports the Master Attack but considers itself above "petty intrigue".

10d. Ck'npt'ck's Quarters

A locked chest contains 37,000 gp and gems (actual value 3,500 gp). A large boulder on the floor is actually a *Stone of Controlling Earth Elementals* (DMG) while Ck'npt'ck wears a *Sword, +1, +3 vs. Lycanthropes*, which has been *size-changed*. Its scabbard keeps it small in the same way as the caskets already described (3). Ck'npt'ck is a member of the Eight, a group dedicated to the replacement of flymage rule by that of the flyguards.

10e. Sz'ck'nt's Room

A chest contains 400,000 gp and gems (with a true worth of 9,500 gp). There is no trap, but the lock is very complicated: -20% to chance of opening. Sz'ck'nt is a humane creature supporting the Master Defence.

10f. Zzzt'ckx's Chamber

A chest contains 35,000 gp; and there is a locked coffer full of gems (true worth 20,000 gp). The chest is unlocked, but a blade trap is present, attacking as a 10 hit dice creature for 4d8 damage. Zzzt'ckx is a domineering sadist, a member of the Eight.

10g. Xurtpt's Room

A large locked coffer holds 2,500 gp and some gems (true worth 14,000 gp). Xurtpt is a member of the Eight and fanatically dedicated to the overthrow of the Five; however, it dissembles well and appears to be loyal — as do the rest of the Eight.

10h. Qn'ck's Room

A secret cupboard holds sacks containing 20,000 gp and gems (true value of 5,000 gp). Qn'ck wears a suit of +3 *Splint Mail* to give it an AC of 0. This has been *size-changed* and is maintained at its smaller size by an amulet worn by Qn'ck whose effects take 10 turns to wear off should it be removed or destroyed. Qn'ck is a loyal servant of the Five, and suspects the Eight — but has no proof.

10i. Tzzst's Room

A chandelier depends from the ceiling, made of gems (worth 14,000 gp); there is a locked chest which contains 70,000 gp. Tzzst carries a +1 *Flail (size-changed)*. Tzzst is a member of the Eight, but is quite pleasant and helpful.

10j. Rc'ck's Quarters

A locked chest with a poison gas trap contains 17,000 gp and gems (with a true value of 6,500 gp). Rc'ck supports the Master Attack, convinced that the best course is to take more interest in outside affairs. Personally it is pleasant enough, but harangues anyone who lets it.

10k. Tcn'ck's Room

A chest contains 130,000 gp and gems (with a true value of 9,500 gp). Tcn'ck is a studious cool-headed flyman close in temperament to the Master Knowledge; it supports this member of the Five.

10l. Qntzz's Room

A secret drawer under the bed contains 120,000 gp, while gems (true value of 7,000 gp) are kept in a locked cupboard behind a wall hanging. Qntzz is rash, foolish and a member of the Eight.

10m. Sh'ck's Abode

A locked chest contains 75,000 gp in addition to some gems (worth 8,500 gp). A locked trunk contains 4 sealed bottles. The contents of three, if drunk at the same time, combine to form a *Potion of Climbing* (DMG). One or two, if consumed alone, have no effect. The remaining bottle is marked with a scratch on its bottom and contains poison. Sh'ck is a subtle, devious flyman; the leader of the Eight.

10n. Zzh'kn's Chamber

A locked chest contains 96,000 gp, while a secret compartment in a desk contains gems (worth 7,000 gp). Zzh'kn is content to be led by more forward flymen such as Sh'ck. It is a member of the Eight.

10o. Kn'rst's Habitation

A locked coffer contains 70,000 gp, while concealed under a loose floor tile are gems (worth 8,200 gp). Kn'rst owns a pair of *size-changed Boots of Travelling and Leaping* (DMG), kept small by magic laces. It is a member of the Eight, and is modest and self-effacing.

11. Council Room

Around a huge circular table of gold-inlaid ivory are 5 ivory, 15 chitin and several stone chairs, for use by the Five, the Fifteen, and Guildmasters respectively. There is a desk in one corner, used by an artisan to take notes, containing (non-magical) scrolls, stylets, etc. Entrance to the northern passage is through a secret door, opened by pressing a stud on the table while all chairs are occupied (or equivalent weights are placed on them). The doorway is trapped; passing through it sets off ten poisoned crossbow quarrels, 1d6 of which will hit the victim for 1d8 damage each, requiring a save vs. poison to avoid death. This trap is rendered inoperative by pressing the table stud again with no-one sitting in the chairs. The door can be opened from the north side merely by pushing; the trap is harmless if approached from this side.

12. Minor Treasure Room

About 12,000,000 gp completely fill this room, with the exception of a small area to the east allowing passage from north to south. The coins hide the west door, which has a *permanent illusion* making it appear part of the wall. It is triple-locked, and can only be detected (10% chance) by tapping for hollow sounds or by magic. Remember gold blocks detection spells and powers.

13. Major Treasure Room

This room has the property (as do 14 and 15) that any *size-changed* articles placed therein remain that size until 30 turns after their removal. The room is closed off from the passage by a set of locked and trapped bars. Unlocking the bars with the Master Defence's key avoids setting off the trap. If the bars are opened otherwise, the ceiling will collapse for 20' in all directions causing 5d10 damage to any beneath. In the room are: 13 locked chests of silk and tapestries, (each worth 1,000 gp), each weighing 50 kg (the contents have all been *size-changed*); 4 locked chests containing rare woods, spices and hallucinogenic drugs, worth 1,500 gp and weighing 25 kg each (these have *not* been *size-changed*); 3 locked coffers, *size-changed*, tin-lined and containing rare unguents and balms weighing 20kg and worth 800 gp. All these treasures are covered by a *permanent illusion* of a Type IV Demon (MM) trapped in a pentacle.

14. Major Treasure Room

Locked and trapped bars as in (13) close off this room. Inside, covered with a *permanent illusion* of an ice devil (MM), are: 14 locked chests each containing 20,000 *size-changed* cp; 10 locked chests each containing 5,000 *size-changed* sp; 5 double-locked and poison-needle trapped chests each containing 8,000 *size-changed* gp; 4 coffers also double-locked and poison-needle trapped, each with 1,000 *size-changed* pp; 2 metal coffers each with two locks and a poison needle trap, containing *size-changed* jewellery worth a total of 20,000 gp; 3 metal coffers, unlocked but with four poison needle traps each. Inside every one are gems (worth 20,000 gp).

15. Prison

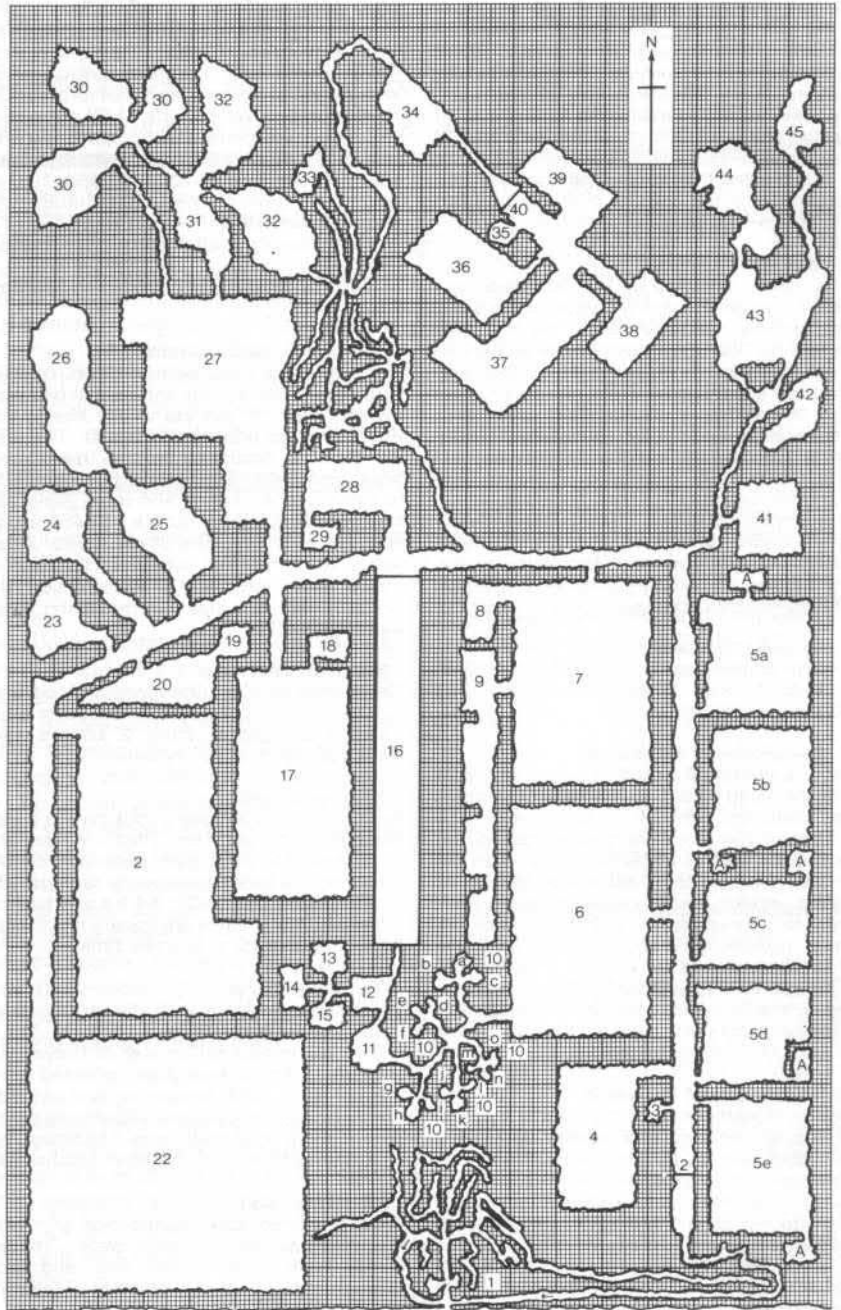
Inside a pentacle is a Type VI Demon (AC-2; 8d8+8; HP: 70; AH 2-13 +special; magic weapon to hit) (MM), which will attack any releasing it before vanishing to its own plane. Any attack will release it, as will breaking the pentacle.

16. Throne Room

This is one of the most impressive rooms on the plane. Entry is through double doors 80' wide and 100' high, composed of mithril inlaid with gold and gems. Set in each is a diamond 70' by 40' which even allowing for its true size is worth a king's ransom. Each door is worth at least 200,000 gp in situ, but removal will cause damage dividing the value by 2d20 times. 40 warriors guard the doors at all times.

The interior is astounding. Emerald pillars soar 300' to a vaulting of amethyst under a roof of jet set with diamonds to resemble the night sky. The floor is of gold and silver inlay on an opal and onyx base while the walls consist of mosaics of various precious stones. At the far end is a triple-tiered dais of platinum exquisitely carved and inlaid. On the top tier are 5 thrones, each carved from a single diamond, on the middle tier are 15 thrones likewise carved from rubies, and the lowest tier bears 25 thrones similarly carved from pearls. These are for the Five, Fifteen, and Guildmasters respectively. Above the thrones is a huge figure composed of precious metals and gems, depicting Ssrpt'ck the Insect God. The whole is lit by gold lamps. The entire room is worth perhaps 500,000 gp, but attempts at removal will reduce value as for the doors. Entrance to the south passage is through a secret door which will only open on the command word *Psst'ck* and closes automatically after one melee round.

The room is used only rarely, when impressing an ambassador, giving judgement, or con-



1 small square represents 10 feet

sulting the hive on policy.

17. Temple of Ssrpt'ck

This is the religious centre of the hive and is well-decorated, though not as richly as the throne room. The floor is marble inlaid with sacred texts while the walls are covered with hangings depicting scriptural scenes. The focal point of the room is a gold-covered chitin idol of Ssrpt'ck. The god has the body of a bee, spider legs, a scorpion's tail, three heads (those of locust, fly and cockroach) and stands 60' high. Unless a service is being held, the temple is utterly empty. It is 80' high.

18. Master Religious' Quarters

The room is spartan with bare walls and ceiling and a floor covering of plain silk. Two pallets are on the floor, for T'ck't'ck the Master and its apprentice K'ke; tables and chairs stand around. T'ck't'ck wears *permanently size-changed Prayer Beads* (DMG) and supports the Master Attack's policies, but is beginning to have second thoughts thanks to the urgings of K'ke. T'ck't'ck is holy, but seriously worried about the possibility of intrigue destroying the unity of the hive. A chest in the room (locked, but not trapped) contains 100,000 gp and a pouch with gems (value 12,000 gp) inside.

19. Master Knowledge's Quarters

Bookcases line the walls, and books cover the floor. A massive table is surrounded by chairs and covered with papers. The Master Knowledge N'qrr'ck and its apprentice Kc'crrt have beds pushed against the east wall, hidden by books. Cups of herb brews litter all flat surfaces. The Master and his apprentice fit the popular conception of absent-minded alchemists, but have excellent minds. The Master Knowledge is a 91-00% sage (DMG), major field humankind, minor fauna and the supernatural and unusual. Its special categories are legends and folklore, laws and customs, philosophy and ethics, and theology and myth. The apprentice is a 51-70% sage: Major field flora with special categories fungi and herbs, minor fields the physical Universe and demi-humankind.

The Master Knowledge plays little part in intrigues, saying it hasn't the time, but if pressed aligns with the Master Attack since it sees more chance of gathering new data in these policies.

Buried under one pile of books is a large vase containing a *Potion of ESP* (DMG). There are various instruments of precious metals (actual value 10,000 gp).

20. Library

As with rooms (13-15), any article which has ►

► been *size-changed* and left here will remain at the new size until 30 turns after its removal. A collection of books, scrolls, maps etc. (some *size-changed*) fill bookcases lining the walls; desks and chairs fill the centre of the room. Many volumes are valuable; the total worth of the collection is 40,000 gp. 20 artisans and 10 warrior guards are present at any time. It is 65% possible that the answer to any one question is somewhere in the mass of information — but a long time will be required to find it.

21. Artisans Quarters
This is mainly occupied by 500 bunkbeds, but there are also tables, chairs, chests, benches and other furniture scattered about. At any time there will be 300-350 others awake and drinking, or otherwise passing the time. The beds are grouped according to Guild, the main Guilds being: Metalworkers' Guild (200 members), Chitinworkers' Guild (300 members), Lamp-tenders' Guild (100 members), Weavers and Dyers' Guild (200 members), Foodworkers' Guild (150 members). These are given in descending order of status. There is much rivalry between Guilds, which often becomes lethal. Broadly, the Metalworkers and Weavers and Dyers support the Master Attack, the others are for the Master Defence.

22. Drone's Quarters
This room is bare except for 3,330 triple-tiered bunk beds in rows. At any time there will be 5,000 drones resting here.

23. Metalworkers' Workshop
There is a continual ring of hammer on anvil here as the Guild toils making weapons, armour, lamps, coins etc. The air is furnace-like; the only light comes from the forges, making the scene hellish. Bars of metal and tools lie on the floor and workbenches; suspended pieces of white-hot metal travel overhead on pulley-systems to quenching baths. The centre of the room is occupied by smelters and primitive blast furnaces stoked by drones. Vast piles of ores lie against the west wall, whence they are passed to the furnaces, with coal from another pile on the south wall. There are usually 70 artisans and 2,000 drones present.

24. Chitinworkers' Workshop
On the north-east corner of the floor is a pile of dead drones, artisans and insects which are skinned and sent to the Foodworkers in (27). Exoskeletons are put into tanning vats; they are eventually removed and made into armour, shields, floor-covers, etc. Also located here are the Boneworkers who make most of the furniture in the hive from bones stacked against the south wall. Normally 100 artisans and 1,000 drones are present.

25. Weavers and Dyers' Workshop
Looms are arranged in the centre of the room with cutting-out and sewing tables, while vats of dyes line the walls. There is a strong smell of chemicals. 70 artisans are in the room, with 700 drones.

26. Silk Producing Area
The walls of the room are lined with cages, each containing a large spider (AC8; 1d8+1; Att 1 + poison)(MM). The spiders are fed and cared for by 10 artisans and 100 drones, who also collect the silk and wash it in troughs before passing it on to the weavers in (25).

27. Mess Room
This room is full of tables and benches, occupied by eating flymen — there will be several hundred present at any one time: 1,000 drones, 100 artisans, 50 warriors, 90% chance of a flyguard, 50% chance of a flymage. The north wall is screened off by a counter, 350' long, behind which 50 artisans and 500 drones cook and serve insects and fungi. This is palatable, but there is a 1 in 10,000 chance of gastro-intestinal disease (DMG). The middle section of the west wall is a bar, and fights in that area are common between different factions, which rarely cause serious damage and are stopped by onlookers if the participants get carried away.

28. Hospital
This area is painted white, and the walls are lined with rows of beds. The injured include 11-20 drones and 1 or 2 artisans, and staff amount to 20 artisans and 100 drones. Other invalids present will include 11-20 giant spiders, 6-12 giant scorpions (AC3; 5d8+5; Att 1-10/1-10/1-4 + poison)(MM), 8-12 giant wasps, 1-4 giant ants (AC3; 2d8; Att 1-6)(MM), 1-10 giant beetles, 1-4 giant leeches (AC9; 1-4d8; Att 1-4 + drain blood)(MM), 1 giant slug (AC8; 12d8; Att 1-12 + acid; unaffected by blunt weapons)(MM).

Each of these will be kept in an appropriate pen or cage.

29. Master Healer's Room
The walls are lined with cabinets containing herbs and drugs. A large and a small bed occupy the east wall for the use of the Master Healer Xr'tck and its apprentice Rrrt'ss. The rest of the floor is occupied by two desks, several tables and some chairs. A chest under the large bed contains 20,000 gp and some gems (with a true value of 5,000 gp). Xr'tck is a pacifist, deeply opposed to the policies of the Master Attack's party. Its apprentice supports this view. The Master Healer has a *Rod of Resurrection* (DMG) which is kept in a case like the Master Attack's wand casket (3).

30. Rubbish Dump
These caves contain refuse; wasted food, broken furniture, victims of vendettas and other rubbish. There is nothing of value. 2 artisans and 40 drones are on duty at any time.

31. Food Cave
Pygmy shrews are raised in this cave as a supplement to the hive's diet. They are kept in two pens separated by a path down the centre of the cave; there are about two in each pen. Treat them as giant rats (AC7; 1-4 hit points; Att 1-3 + disease)(MM). There are usually 4 artisans and 40 drones on duty at any one time.

32. Fungi Caves
These caves are filled with the various types of fungi grown by the flymen for food. The area is harmless except for an area of brown mould (AC9; —; Att by heat drain; affected only by magical cold) (MM) known to, and avoided by, the flymen. 5 artisans and 100 drones tend and harvest the fungus at all times. The brown mould is at the north end of the most northerly cave.

33. Water Cave
A pool of fresh water covers most of the floor and provides the hive with water. The water comes from holes in the wall, and escapes through drains at the bottom of the pool, which is 2' deep.

34. Mating Pit
Every flyman comes here once a month to mate with up to 10 others. It is a 20' deep pit lined with padded silk. It is kept dark, and separated from the path by a veil. Access is by one of three sets of stairs. There will be 20 drones present, plus 4 artisans, 2 warriors, 10% chance of one flyguard, and a 2% chance of a flymage.

35. Master Defence's Room
The entrance is concealed by a *permanent illusion*, appearing as part of the wall. (The entrances to rooms (36-39) are likewise treated.) Two beds with red silk covers are on opposite walls and a silk carpet covers the floor. Various paintings are hung on the wall and items of sculpture are spotted about. Silver lamps cast a warm glow over tables, chairs and couches scattered around. Tck'ckss, the Master Defence, is a home-loving peaceable flyman — not that this prevents it from hounding to death any creature foolhardy enough to harm its chances. For this reason it is opposed to the Master Attack's policies, seeing them as likely to do more harm than good. A chest hidden under one of the beds contains 2,000 gp and gems (with a true value of 27,000 gp). Tck'ckss has a *size-changed* +3 *Robe of Protection* (DMG) which gives it an AC of 1, and is kept small by a magic belt. Its apprentice is Qrrtt.

36. Egg Room
Eggs are brought here when laid, where they are looked after by artisans, 10 of which will always be on duty. The eggs are kept in racks and are periodically turned and inspected, substandard ones being sent to the kitchens. After hatching the larvae are selected for class and sent to (37), (38) or (39) as appropriate; or, if a new apprentice is needed, to one of the flyguards or flymages.

37. Drone Room
Here larvae are selected to be drones, being fed and conditioned for nothing else. The drones remain for 10 years before being set to work. Substandard larvae are sent to the kitchens. There are 5 artisans and 40 drones continually on duty here. The room contains up to 500 young and normal nursery equipment; cots, playpens etc.

38. Artisans Room
This is where larvae are trained as artisans, spending 15 years in the process. Nursery equipment and miniature workbenches are scattered around. There will be up to 100 young, with 5 artisan teachers and 40 drone helpers.

39. Warrior Room
About 50 immature warriors live here with 10 warriors, 10 artisans and 40 drones who act as teachers and supervisors. There is a practice area to the south where the young are instructed by warriors. There are miniature weapons, chitin armour, shields etc. for the young warriors.

40. Defensive Wall
The passage is blocked here by a 40' high battlemented wall, pierced by arrow slits and patrolled by 20 warriors. Entry is by iron double doors which are protected by a portcullis. This is the area to which the flymen retreat if the hive is invaded to protect their young. The wall is covered by a *permanent illusion* that the passage ends here.

41. Cells and Torture Chamber
The walls are lined with cells of varying sizes from 10' x 10' to 60' x 40'. All cells are open on one side, the opening being blocked by steel bars part of which can be opened to allow entry — this part is lockable. Half the cells have the property that any *size-changed* object placed in them will remain so until 30 turns after it was removed. Prisoners are manacled and leg-ironed. The room is occupied by torture devices which are used by the Master Knowledge. (To withstand torture, roll wisdom or less on 1d20 each time a torture is applied.) There will be 20 warriors on guard with 10 artisan torturers and 100 drone assistants.

42. Guest Cave
Here *size-changed* guests of the hive are lodged; the cave has the property of maintaining any *size-changed* person or object at its new size until 30 turns after it has left. The furnishings are good if not luxurious, there being 50 bunk beds as well as tables, chairs, chests etc. 10 warriors guard the entrance to make sure that guests do not go wandering off, but will not interfere in squabbles between guests unless damage could be caused to the hive.

43. Poison Room
Large cages contain giant wasps and bees (50 of each). 20 artisans with 200 drones 'milk' the poison from the insects and transfer it to vats where it is transformed into the venom used on weapons. 10 warriors are constantly on guard.

44. Storage Room
Casks fill the room, mainly filled with foodstuffs and oil although there are bales of silk and other cloths. 2 artisans with 100 drones are present moving the stores around.

45. Mining Room
This is the area where the artisan miners are expanding the hive. There are 30 of them, with 500 drones. Also present are 20 giant boring beetles (AC3; 5d8; Att 10-40)(MM). These have been bred to tunnel through the soft sandstone with their jaws, hence the double normal damage resulting from hit. ■

LOWER CANON COURT

by Tony Chamberlain & Paul Skidmore

A clerical AD&D skirmish for a large number of players.

A party of adventurers was recently outraged by a medium level cleric, who acted contrary to his alignment and profession to jeopardise them. Rough justice was called for, but Law and Reason prevailed and he was hauled off to base as a prisoner. Trial presented something of a problem until the ancient Canon Court of the City State was remembered, where a cleric may be tried by his peers. Such a court was set up and proved highly entertaining. The prisoner was given one last chance to redeem himself. In fact, he attempted to escape, grabbed the Headsman's sword and laid about him, thus sealing his fate. Judgement was duly given when order was restored; the verdict of "guilty" being a forgone conclusion. The traitor was stripped of all clerical items, branded, ears and nose slit (charisma lowered to 3) and hurled naked into the street. Justice was certainly seen to be done!

The Plan of the Court

The Court building is about 65 feet wide; 125 feet long and 50 feet high. The ceiling is of arched, carved stone, pierced at intervals with two foot wide slits for light and ventilation. Cressets are placed along the walls in the locations shown (●). The judges sit on a raised dais, three feet above the Court. Each chapel has a simple altar table. Illumination within the chapels is scanty indeed. Two eight-foot double doors give access onto the street (Court House Lane) and are locked by the Court Guard just before the Court is in session. The clay golem stands on a two feet high raised dais between the two doors. To the right of the main doors are steps leading down to the crypt and to the left of the doors are steps leading up, via a small platform seven feet from the ground, to the door giving access to the tower. The entrance to both tower and crypt are protected by *glyphs of warding* cast by Judges Thadrock and Belsam. Each *glyph* causes 12 points of electrical damage.

Court in Session

The DM should allocate one of the characters to each player, who should attempt to follow the personality profile as closely as possible.

The Hall of Court may be laid out according to the plan using a play aid, such as *Dungeon Floor Plans*, and figures.

Players write down their orders every round including the DM, who acts for non-player characters. The orders are then read by the DM in alphabetical order, though all actions are considered to be simultaneous. Standard AD&D rules and common sense will ensure the game progresses.

Spells such as *know alignment*, *augury* or *divination* will not work within the

confines of the Court.

A typical trial would start by the Clerk of Court reading the charges, which will no doubt be lengthy and abstruse. The prisoner may then reply and any evidence be presented. Long before this, however, the unruly elements will require reproof and Court may be temporarily adjourned due to incursions by undead. A verdict of some sort will eventually be arrived at and sentence carried out.

Order in Court

The following groups of characters make up the Court:

Officials

Three judges, alignment LG, LN and LE, sit at the head of the Court and are controlled by the DM. The Judges give form to the proceedings and more scope for the DM to promote action. They act with great pomp and demand great respect. The clay golem, which was placed in Court by Boz the Demented during his reign as Chief Justice has never animated, but is rumoured to activate should Chaos prevail. The Clerk sits at a table before the Judges, surrounded by chests containing assorted records, moneys, etc., and will act as prosecutor. He has charge of the Guard, which consists of six Sergeants-at-Mace, and also the Headsman.

Prisoner

The prisoner stands alone before the Officials to answer the various charges. He is a normal player character and is allowed all his weapons and magical items. He should not be higher than sixth level of ability. He will be judged on his actions during the trial.

Clerics

These represent the canonical jury and will generally listen to the proceedings of the inner court. They may freely move to the outer court or chapels to meditate, pray or plot. A small number of clerics will be disinterested in proceedings against the prisoner and will attempt to further their own designs.

The Interlopers

Fame of the Courts' impartial justice has spread and attracted the attention of various intrepid characters, who are attending in clerical disguise.

The Undead

The Court acts as a focus for the attention of undead and the foundations are riddled with burrows for their use. Periodic outbreaks of undead occur during judicial proceedings with the object of disrupting them and killing clerics. The chance of an outbreak occurring is 20% per turn.

UNDEAD TABLE

% Dice	Type	No. Appearing
01 - 18	Skeletons	4 - 16
19 - 34	Zombies	2 - 8
35 - 63	Ghouls	2 - 8
64 - 84	Shadows	1 - 6
85 - 92	Wights	1 - 4
93 - 100	Wraiths	1 - 2

Undead are 90% likely to burrow into the locations given below and issue suddenly for a concerted attack. Each undead will attempt to attack a different cleric and will only be turned if the attacked cleric has a successful turning throw of the dice; mass turning is not allowed.

UNDEAD LOCATION TABLE

% Dice	Location
01 - 39	Crypt
40 - 49	Tower Basement
50 - 60	Chapel No. 1
60 - 70	Chapel No. 2
70 - 75	Chapel No. 3
76 - 80	Chapel No. 4
81 - 87	Inner Court
88 - 100	Outer Court

NON-PLAYER CHARACTERS

The Judges

Each armed with *Mace + 2*

Thadrock	S	I	W	D	Co	Ch
Cleric	5	18	18	10	14	14
Level = 6	HTK = 21	AC = 3	Align = LG			
Belsam	S	I	W	D	Co	Ch
Cleric	9	18	18	11	12	16
Level = 6	HTK = 22	AC = 3	Align = LE			

Chief Justice

Jedram	S	I	W	D	Co	Ch
Cleric	12	18	18	17	12	18
Level = 7	HTK = 29	AC = 3	Align = LN			

Sergeants-at-Mace

Six men stationed at strategic points in the inner court. These are fighters with statistics as follows:

Level = 3	AC = 4	HTK = 25	Align = LN
Arms: + 3 Mace			
Will obey only Court Officials, unless bribed.			

Headsman

Kendreck	S	I	W	D	Do	Ch
Fighter	16	6	9	15	13	5
Level = 6	HTK = 26	AC = 5	Align = LE			
Arms: Twohanded + 4 Sword						
Will guard prisoner with great care at all times, but with little initiative. First priority will be to protect the Judges or Clerk should they be attacked.						

Clay Golem

Stands immobile between doors of outer court.

AC = 7	HTK = 50
Damage 3 - 30 per round	

LOWER CANON COURT

Clerk of Court

Sardathrion S I W D Co Ch
Cleric 13 17 17 14 10 15
Level = 7 HTK = 34 AC = 5 Align = LE
You are official and fussy. Keep order, deal firmly with troublemakers; ensure the case progresses. The condemned's possessions become yours — but justice must be seen to be done.
Spells: *Command; cause light wounds*
Arms: *Ring of Spell Turning*
Dust of Sneezing and Choking, ¼ strength (4 pinches)
Command of 6 Sergeants-at-Mace

Balzac S I W D Co Ch
Cleric 8 10 12 12 7 12
Level = 3 HTK = 16 AC = 6 Align = CG
Rumour suggests that the Clerk of the Court was responsible for ravishing your daughter, and you wish to see him punished, for he must be evil. You are aware that his position gives him great power, but no right.
Spells: *Create water; silence 15' radius*
Arms: *Staff of Withering* (3 charges only)
Potion of Flying

Lucus S I W D Co Ch
Cleric 11 14 14 10 16 6
Level = 3 HTK = 16 AC = 4 Align = LN
Good and evil must be balanced provided the law is not bent in the slightest. You consider Contempt of Court (or its officials) to be the ultimate disgrace and will punish those who commit it.
Spells: *Command; cause light wounds*
Arms: *Rod of Smiting* (3 charges only)
Potion of Undead Control (Zombies)
Mace

Dakon S I W D Co Ch
Cleric 9 10 14 16 17 18
Level = 3 HTK = 22 AC = 5 Align = LE
"Sentence first, verdict afterwards", is your opinion. Anyone caught out must be guilty and deserve a punishment to fit the crime. This must be urged at all costs before the do-gooders ruin everything.
Spells: *Cause light wounds; bestow curse*
Arms: *Wand of Magic Missile* (3d4 + 3 only; 2 charges)
Mace

Dyle S I W D Co Ch
Cleric 15 12 14 14 10 9
Level = 3 HTK = 17 AC = 2 Align = LE
You have nothing but contempt for someone weak or stupid enough to be caught. However, the situation may be used to denounce accomplices, especially if they appear of good alignment.
Spells: *Cause light wounds; spiritual hammer; dispel magic*
Arms: *Mace + 1*
Potion of Levitation

Cloris S I W D Co Ch
Cleric 9 15 12 8 18 15
Level = 3 HTK = 17 AC = 3 Align = LE
The weak must be punished if they break the rules. However, you know that a powerful contender for the post of Temple Registrar, to which you aspire, has hired an assassin for your demise.
Spells: *Fear; blindness; spiritual hammer*
Arms: *Staff + 1*
Potion of Flying

Gimbel S I W D Co Ch
Cleric 10 13 17 17 10 14
Level = 4 HTK = 18 AC = 2 Align = NG
Honest to a fault, you will denounce friend or foe alike if evil is suspected — and evil is everywhere. You preach volubly on this fact every day at the market.
Spells: *Bless; dispel magic*
Arms: *Rod of Polymorph* (1 charge)
Silver Horn of Valhalla
Mace

Belporus S I W D Co Ch
Cleric 12 18 14 10 10 10
Level = 3 HTK = 14 AC = 1 Align = CE
Having a deep disgust of lawful proceedings you have been plotting the downfall and disgrace of the Court for years. You have obtained the Amulet of a Demon and intend to summon it . . . when the time is ripe!
Spell: *Cause light wounds*
Arms: *Mace + 1*
Amulet of Demon Type IV

Tormalen S I W D Co Ch
Cleric 8 11 18 10 7 12
Level = 4 HTK = 22 AC = 6 Align = NE
Whichever faction becomes dominant, you must act to reverse the situation. Anyone not taking a full part in proceedings should be goaded into action.
Spell: *Dispel magic; create water*
Arms: Flail
Wand of Wonder (5 charges)
Potion of Flying

Dylath S I W D Co Ch
Cleric 10 11 11 8 13 12
Level = 5 HTK = 18 AC = 6 Align = CN
You fervently believe the accused is innocent. Witnesses must be either easily misled or liars. Any departure from neutrality on the part of Court Officials will provoke you to fury and retribution.
Spell: *Hold person; animate dead*
Arms: *Mace of Disruption*
Potion of Polymorph
Potion of Levitation

Brandoch S I W D Co Ch
Cleric 11 5 17 7 10 8
Level = 5 HTK = 17 AC = 4 Align = CE
You feel the Court to be a farce and all who obey the law stupid. Do all you can to embarrass Court Officials and Guards.
Spells: *Create water; continual light*
Arms: *Hammer + 1*
Gem of Brightness (3 charges)
Potion of Climbing

Styphon S I W D Co Ch
Cleric 10 11 12 14 16 10
Level = 5 HTK = 25 AC = 4 Align = NG
You believe in justice for all, which you conceive as different from the law — the law is an Ass. It is the true character of the accused that is important and you do not intend to see him "rail-roaded" by the lawfuls.
Spells: *Hold person; continual lights* (two)
Arms: *Mace + 2*
Keoghtom's Ointment

Ptosphe S I W D Co Ch
Cleric 9 10 18 11 10 15
Level = 5 HTK = 31 AC = 8 Align = CG
You are a "hippy" who loves flowers and believes in goodness and freedom. Make love not war — tell the world of this.
Spells: *Create food; snake charm*
Arms: *Wand of Wonder* (8 charges)

Zosimos S I W D Co Ch
Cleric 16 15 17 14 12 12
Level = 5 HTK = 28 AC = 3 Align = CN
Today, the gods have selected Green to be the colour of disapproval. Good or evil makes little difference — you must attack those who bear the cursed colour, but be subtle.
Spells: *Sticks to snakes; create water*
Arms: *Rod of Absorption* (1 charge initially)
Mace
Potion of Levitation

Helvius S I W D Co Ch
Cleric 11 14 14 9 15 14
Level = 5 HTK = 23 AC = 6 Align = LG
You are a puritanical bigot, smoking out evil wherever it lurks. Demand maximum sentences after due process of law.
Spells: *Command; silence 15' radius; speak with dead*
Arms: *Wand of Magic Missile* (3d4 + 3) (2 charges)
Flail
Potion of Clairvoyance

Knygathin S I W D Co Ch
 Cleric 8 14 18 18 9 13
 Level = 5 HTK = 19 AC = 4 Align = LN
 A morose and quiet individual normally, the first chaotic act by anyone will provoke you instantly to fury and an undying hatred of the one concerned.
 Spells: *Bless; spiritual hammer; dispel magic*
 Arms: *Staff of the Serpent (Python) Potion of Extra Healing*

Sarcand S I W D Co Ch
 Paladin 15 10 15 11 14 18
 Level = 4 HTK = 29 AC = 4 Align = LG
 Evil must be stamped out, especially in a Court of Law. Observe everyone present for evil acts, then work accordingly, selecting the perpetrator of the worst evil to be punished first.
 Arms: *Mace +2*
Potion of Clairvoyance
Talisman of Pure Good (1 charge)

Melmoth S I W D Co Ch
 Illusionist 9 18 9 16 11 12
 Level = 5 HTK = 18 AC = 9 Align = CN
 For a wager, you bragged that all clerics are fools and you could easily make monkeys of them all. Your friends are waiting outside for proof. Don't disappoint them.
 Spells: *Colour spray; dancing lights; phantasmal forces; ventriloquism; fog cloud; paralyzation, deafness*
 Arms: *Staff + 1*
Potion of Flying
Potion of Polymorph

Avoosl S I W D Co Ch
 Cleric 11 13 15 14 17 12
 Level = 5 HTK = 27 AC = 4 Align = NE
 The court is an irrelevance. Create mischief, particularly if someone can be hurt and the blame given to someone else.
 Spells: *Hold person; bestow curse*
 Arms: *Mace +2*
Potion of Levitation

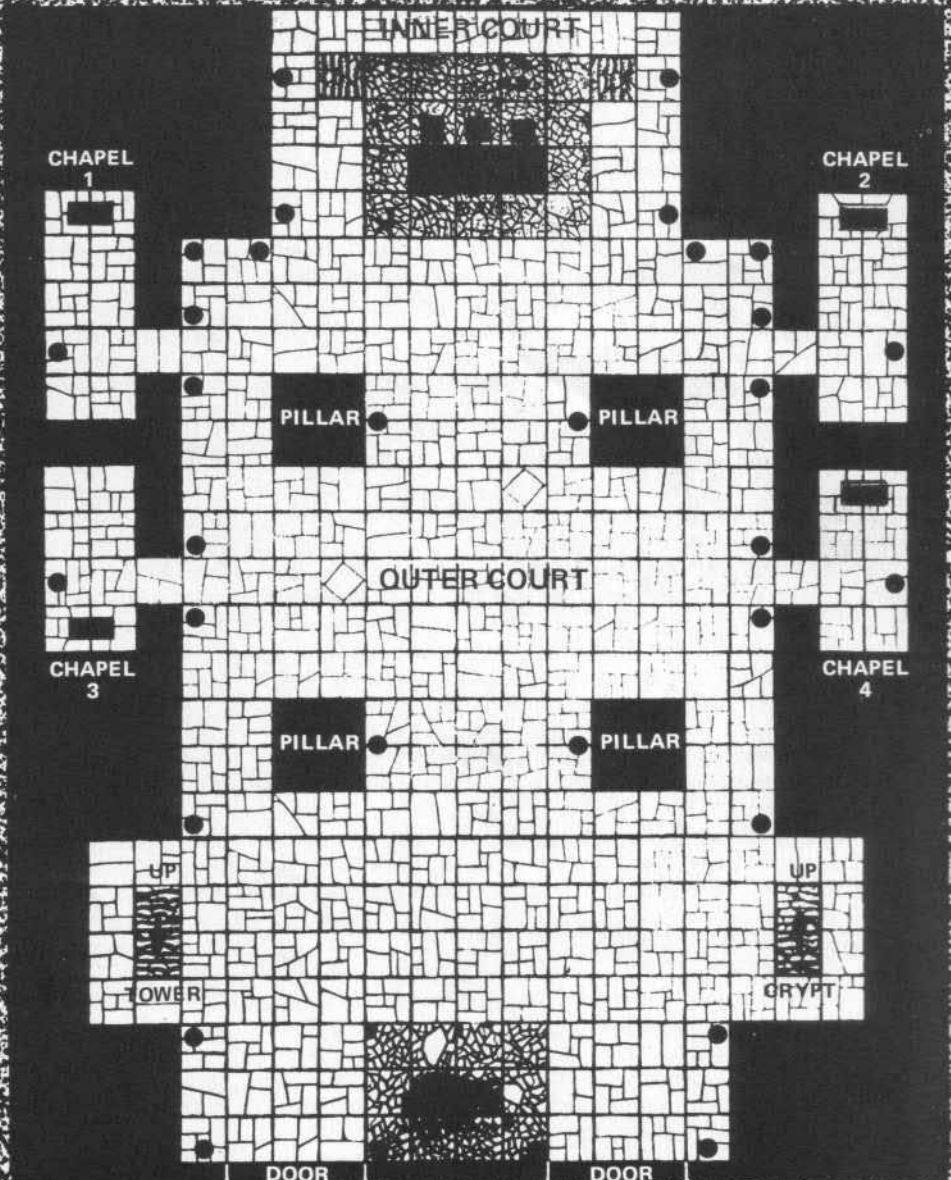
Ashtith S I W D Co Ch
 Hourly ½ elf 10 18 9 17 12 18
 Level = 5 HTK = 13 AC = 6 Align = CN
 Disguised as a female cleric of Droll, an orgiastic cult, you want to lift a few fat purses from a few fat clerics, especially good clerics, as they like to study at first hand what they are to denounce at length in their next sermon.
 Spells: *Fascination; jealousy; kiss of wounding*
 Arms: *Dagger + 2*
Potion of Extra Healing

Delib S I W D Co Ch
 Thief 12 12 10 15 12 9
 Level = 3 HTK = 12 AC = 7 Align = CE
 You are disguised as a cleric in order to divert some moneys to your pockets. Beware, though; the last thief was flayed alive and the guild did nothing... the last divine intervention left six of the nine levels of the guild house flooded with boiling water!
 Arms: *Dagger in boot top*

Otranto S I W D Co Ch
 Cleric 10 15 16 10 14 18
 Level = 6 HTK = 27 AC = 5 Align = CN
 You devoutly believe in GUTOMANCY, the ability to read guilt or otherwise from an examination of entrails. Best results are always obtained by using a friend of the accused...
 Spells: *Hold person; animate dead*
 Arms: *Mace + 4*
Potion of Flying
Potion of Healing

Alvor S I W D Co Ch
 Druid ½ elf 12 13 18 9 12 13
 Level = 6 HTK = 21 AC = 7 Align = N
 The atmosphere of the Court is depressing. Continually agitate for an open air meeting and use your spells to encourage this.
 Spells: *Entangle; heat metal; pyrotechnics; summon insects; produce fire*
 Arms: *Sling of Seeking +2*
 Dagger

The court should be constructed as shown using graph paper or a play aid such as Dungeon Floor Plans. The principal characters, apart from the player-cleric on trial, are presented on the slabs above, which should be photocopied, cut out, and distributed among the players by the referee. The clerk of the court is essential, but other characters may be omitted if the DM wishes, or if they are not drawn or dealt out.



SORRY!

By Bob McWilliams

Sorry! is a short Traveller mini-module with an interesting twist, that first appeared in WD38's Starbase.

Are you tired of players treating your latest animal creation to a fusillade of gauss rifle shots without being asked the colour of its fur? Try this situation on 'shoot first and ask questions later' player characters.

The world on which this situation takes place may be varied within the parameters given below:

E class starport. Size 6+, atmosphere 4-9, hydrography 2-9, population 2-5, government 0-7, law level — any, tech level 0-5. Candidates within the *Spinward Marches* are: Kegena/Rhylanor, Leander/Trin's Veil, 876-574/Five Sisters, Cunnonic/Darrian, Plaven/Cronor.

The primary requirement is that the players should have no prior knowledge of the world in question, whether they arrive in their own ship or as passengers on a merchant. In the latter case the merchant crew should not know anything about the planet either, to prevent them being pumped for information by the players. There are a number of ways to arrange this (such as a misjump into the system) or it could be incorporated into an adventure such as *Leviathan*, where all worlds are unknown.

The ship's computer contains no data on the planet, but once in orbit, a small orbital tranponder station will issue a standard communications recording giving basic navigational directions for atmospheric entry and starport location and a statement to the effect that the starport is usually unmanned but the authorities have been informed and someone will be at the port in time for touch down. There is also a brief statement that the intelligent population is mixed race — both human and native minor race, the Urthai.

(Referee's note — The station and landing system is automatic due to the world tech level, and very basic due to the comparative poverty of the world. Such a system would be inspected and maintained by an offworld contractor at intervals. No information on the Urthai will be found in the ship's computer).

After a routine re-entry, the ship touches down at the starport. The landing system switches itself off, and no further communications are heard. Actually the term 'starport' is a grandiose name for the scene from the viewport — the landing ground and blast walls are scorched, compacted earth and the few buildings are dilapidated structures of native wood. Thick jungle surrounds the place. Everything is very quiet — no one rushes out to meet the ship. Obviously, some exploration is necessary, so the players form a ground party to investigate.

(Referee's note — If the ship [or ship's boat] has a merchant crew, the referee needs to do a bit of arranging to make sure it is the players that stumble on the melee described below, either by dividing the area to be searched between merchants and players so that the players search the warehouses, or by moving the location of the melee).

The Starport (see accompanying plan) — Making their way through the access baffle, the party's view across to the warehouses confirms the impression of neglect, with heaps of junk, weeds and peeling paintwork. Worn areas show the place is still used, but obviously no one gives a damn about the appearance. Rounding the last corner of the baffle, tucked under the blast-wall's lee — and thus hidden from the ship's view — is a battered jeep type ground car, its engine still clicking as it cools. Obviously

someone did arrive not too long ago, but why no sign of them now?

The Investigation — Using the plan and the building descriptions, the referee should moderate the players' search for the occupant(s) of the jeep. Nothing of any significance occurs until they approach warehouse D. The unlocked door and slight sounds of movement within should alert them to suppose they have made a discovery and so the situation reaches its critical moment.

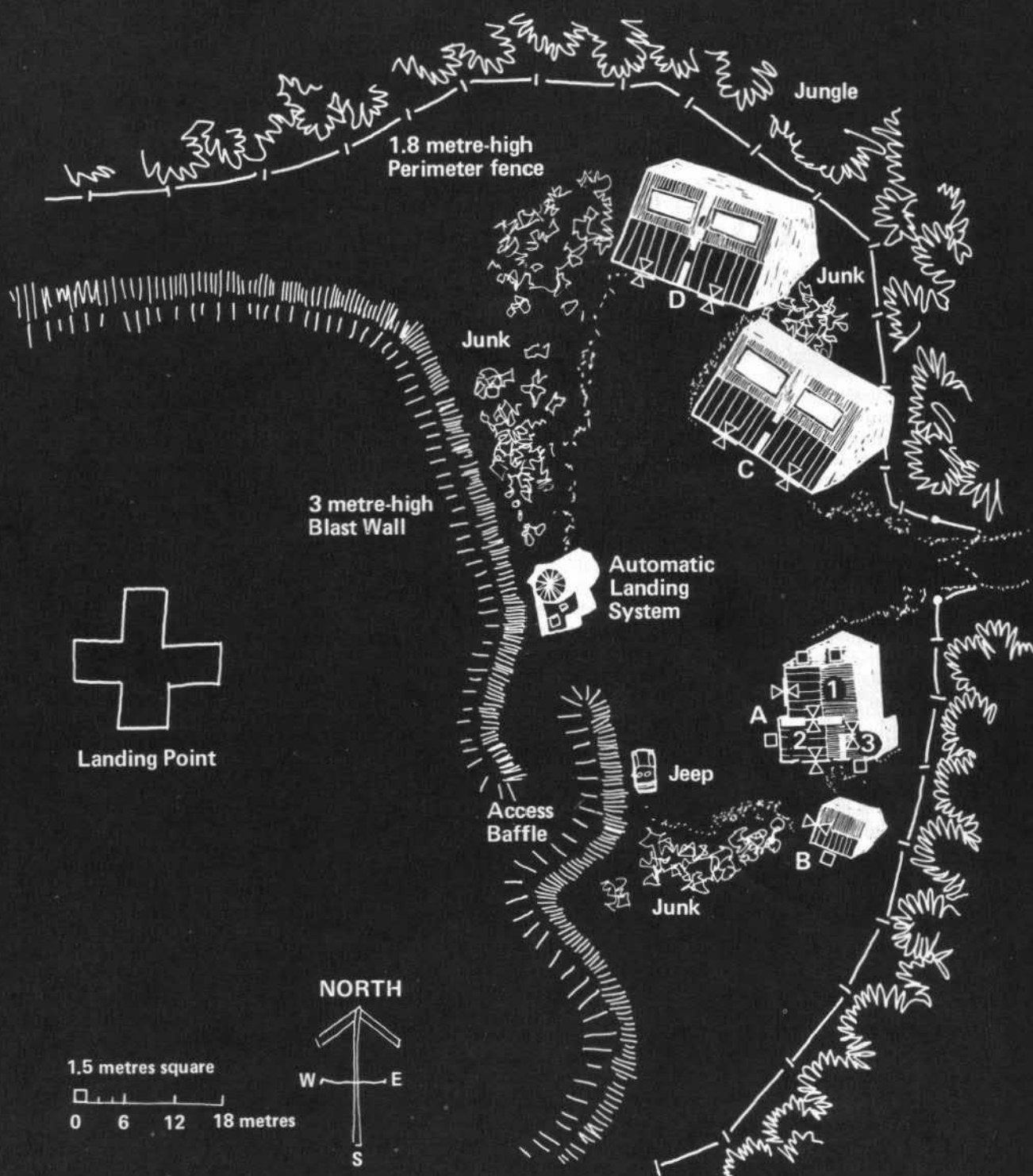
The Melee — As the players approach the western half of warehouse D, they notice that the large door is closed but not padlocked as all the others are. If the players are quiet they will hear slight sounds of movement within. If the players now slide the door open, the following scene greets them:

The place is a shambles. Crates and boxes are strewn around, and many split open — their contents (foodstuffs, clothing, leatherware, pottery and so on) scattered over the floor. The adventurers might have time to notice that the skylight is smashed, and they will certainly see at their feet just inside the door an automatic pistol which appears to have been kicked there from within. The padlock also lies on the floor here. The scene which holds their attention however is in the centre of the room. Two alien species appear to be in the final stages of a fight to the death — both are obviously seriously wounded. On the floor a roughly man sized (about 50 kg) being with feline features and orange, black and green striped fur that wears what appears to be a leather bandolier over one shoulder, is desperately scrabbling backwards away from the other creature, which has dull grey and brown scales glistening here and there with blood. It sways drunkenly and attempts to reach a position where it can fall on the other to administer the fatal blow.

(Referee's note — the true situation is as follows. The feline is a carnivore/chaser and not intelligent. Two days ago it entered the starport via a tree overhanging the starport fence and since then has wandered around trying to a) find food and b) get out. Attracted to the warehouse, by the scent of the foodstuffs inside, and finding no way in at ground level, it climbed to the roof and accidentally fell through the skylight. Most of the mess has been caused by its efforts to get at the food — in the process entangling itself with a smashed crate of leather belts and bandoliers.

The reptillian is of course a male Urthai. Having arrived to meet the ship and making a routine check of the port buildings, he too heard noises within. Returning to the jeep, he retrieved an auto pistol from the glove box, then went and opened the warehouse padlock. Once inside he slid the door closed again (to prevent whatever was inside from escaping) and moved in. At this point the feline pounced, knocking the auto pistol from the Urthai's grasp, and since this time the two have stalked and fought each other until at last the Urthai is gaining the upper hand).

What happens subsequently in the situation depends on the player's actions. If they are trigger-happy (as when I refereed this situation) they will promptly shoot the Urthai in the belief that the feline chaser is the native. When a group of armed inhabitants — mixed humans and Urthai — come to investigate the gunfire (the settlement is only a mile or so away), the referee can take his revenge, and throw the lot of them into prison for manslaughter, or rather, Urthaislaughter.



STARPORT PLAN

Building Interiors

▬ Internal Partitions ⚡ Doors □ Windows

The referee should elaborate on these basic descriptions as required.

A. Port Office. 1) Public Room, serves the function of a ticket office, waiting room and immigration control. A few lounge chairs, an old solid fuel pot boiler, and some out of date notices and a magazine rack. 2) Staff Office, with desks, filing racks and a good deal of disorganised paperwork. In one corner is a small kitchenette unit. 3) Convenience with two units – one of human and one of alien design.

B. Store. Single room with maintenance and cleaning equipment. Most of this is of obsolete design. Some ground car spares and a supply of gasoline (for ground cars) in jerry cans.

C/D Warehouses. Identical structures each with a central partition. The SE half of warehouse C has a more sophisticated lock than the others, and if the players break in they will find that it is leased to the landing system maintenance contractors and contains parts and repair machinery and electronics of tech level 11-12. The other warehouse areas contain stacks of crates, barrels, sacks and other containers of low-tech goods. There are large skylights in the roof.

A D&D mini-scenario for a 5-6th level party from the Fiend Factory, edited by Albie Fiore.

The Black Manse



In a small agricultural town set in rolling country, the locals seem unusually depressed. The town was obviously once prosperous, but hard times seem to have come, which is strange as the countryside is rich with crops. Around the town, adventurers may hear some of the following rumours:

The town was under the protection of a kind and benevolent baron, but since his adventurer son returned things have changed. The son's dwarven companions now come and extort crippling taxes from the townsfolk and their punishment for any opposition is extremely severe.

The son rode through the town on his route to the manse when he returned. He is a handsome youth and was in the company of 12 dwarfs.

The former mayor went to the baron's manse, but returned a mindless fool.

Nothing has been seen of the baron or his men since the son's return.

Those who have braved approaching the manse have been scared away by the sounds they have heard, which seemed to them like those of a madhouse.

The manse is sited about a mile and a half from the town. Inside are the son and his friends who appear as dwarfs due to their illusory powers. They are in fact:

DREAM DEMONS

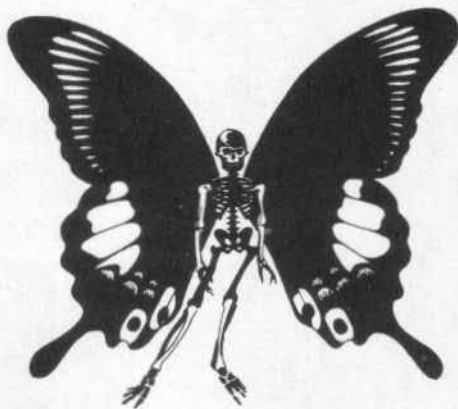
by Phil Masters

No. Appearing: 1-12
Armour Class: 2
Movement: 8"/12"
Hit Dice: 2d8+3
Treasure: Nx3; Qx2
Attack: Two wings for 1d4 each
Alignment: Chaotic evil
Intelligence: Average
Monstermark: 93.33 (level V in 12 levels)

Dream demons are similar to quasits in nature and strength. However, they specialise in the magic of illusionists (and are very occasionally granted to high level chaotic evil illusionists as familiars). They are usually encountered singly, but small

groups are very occasionally encountered.

Their natural appearance is as an 18" black skeleton with huge, gorgeous, butterfly wings, but they can project a powerful *illusion* at will so as to appear as any creature of *less than* human size. If dispelled, this *illusion* can be re-formed in one round (treat all dream demon magic as seventh level power). Whatever their appearance, however, they attack with the razor-sharp edges of their wings.



Dream demons are generally only 15% magic resistant, but this is raised to 50% against spells from illusionists, and they are immune to the following spells: *invisibility*, *phantasmal force*, *colour spray*, *hypnotism* (all forms), *ESP* (all forms), *hallucinatory terrain* and *phantasmal killer*.

The dream demon can use *ventriloquism* and *dancing lights* at will; *phantasmal force* and *hypnotic pattern* three times per day (the pattern being projected from its wing-colours); and the following illusionist spells once per day each: *gaze reflection*, *invisibility*, *minor creation* and *maze*. In addition, the dream demon may make one attempt, with 50% probability of success, to take control of any shadow (see *Monster Manual*) encountered.

They are the servants of the son who also is not what he appears. *Shapechanged* to look like the original son who he has slain, is the new lord of the manse — an...

INCUBUS

by Roger E. Moore

No. Appearing: 1
Armour Class: 2
Movement: 12"/15"
Hit Dice: 7
Treasure: G,X
Attack: 2 claws for 1d4 each or by weapon type
Alignment: Chaotic evil
Intelligence: Exceptional
Monstermark: 1094.85 (level XI in 12 levels)

Incubi are the male counterparts of the succubi, and like the latter are solitary demons. In its natural form, an incubus appears to be a tall, handsome, male human, though with small horns and fangs, and a large pair of reptilian, scaled wings growing from its shoulders. The incubus has a powerful assortment of spells and abilities to assist it in causing havoc and grief wherever it goes. It can cause *darkness* 10' radius, *shapechange* (only into a humanoid form of the same height and weight), *hold person*, *clairvoyance*, *ESP*, *go ethereal*, and cause *confusion* at will, one power per round. It may also attempt to *gate* in one Type III demon (60%) or one Type IV demon (40%) with a 70% chance of successfully opening the *gate*, but must reward the called demon in some way and is thus reluctant to do so. Once per day an incubus may also *cause insanity* by touch (-4 saving throw vs. spell); the insanity produced is 90% likely to be homicidal mania (see *Dungeon Master's Guide* for details).

Being a demon-type, incubi have other powers held in common with all demon-kind. They have a magic resistance of 75% and are immune to normal or silver weapons. Weapons of +1 power or greater are needed to hit them. An incubus has infravision to 120', a special form of telepathy allowing communication with any intelligent being, and resistance to various attacks — acid gives full damage; cold, electricity (lightning), fire (dragon, magical), and gas (poisonous, etc.), half damage; iron weapon, magic missile, and poison, full damage.



The incubus is also psionic, with a psionic ability of 200, and attack modes of C and E, and defence modes G and I.

There is a 10% chance that a banshee (see *Monster Manual*) will be found accompanying an incubus, otherwise the incubus will usually be alone.

On arrival at the manse, the incubus, while apparently greeting the baron, used his *cause insanity* power. The baron is now suffering from homicidal mania and is locked in a cell in the lower level of the manse. He sits quietly in his cell, but around him is bedlam. The other cells are occupied by his former men, 20 in all, who are all gibbering imbeciles, howling and screaming. Three are still under the control of some strange creatures of the ether that the 'son' unleashed among the prisoners. . .

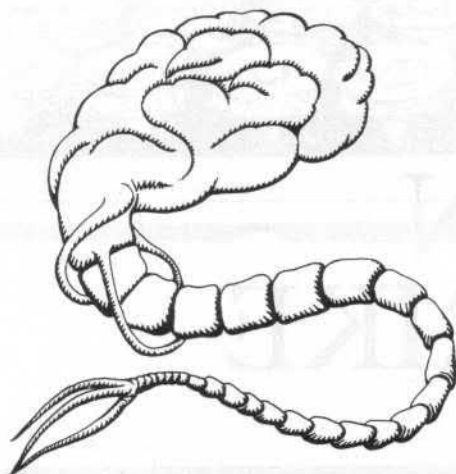
BRAIN SUCKERS

by John R. Gordon

No. Appearing: 1–3
Armour Class: 5
Movement: 6"
Hit Dice: 1d8+1
Treasure: Nil
Attack: 2 per round, both special
Alignment: Chaotic evil
Intelligence: Highly
Monstermark: Inapplicable (suggest level III in 12 levels)

The brain sucker resembles a large, slimy grey brain, always pulsing, which is attached to a lash resembling a spinal cord encased in slimy, red vertebrae. It moves by writhing this lash and may move flat on the ground or in an upright position. It is approximately 3' 6" long.

It can be found either on the *Prime Material Plane* or in the *Ethereal Plane*. It lurks, waiting for its prey which must be of at least animal intelligence, so that it can feed on them. It has two attack modes: a psionic attack (it has 160 psionic points, recoverable at the rate of 12 per hour, and all attack/defence modes); or a sucker attack. When it uses its sucker attack, if it rolls a hit, the victim must save versus his intelligence on 3d8. If he fails to save, the brain sucker will fade



into the victim's body and attempt to take over, the victim must now save versus magic — success means that the brain sucker has gained complete control of the victim's mind and all his powers for only 1–4 turns; failure means that the brain sucker has gained control for as long as it desires.

The brain sucker can use its psionic powers within its host and to protect its host. Once a week, the victim may try to free himself — he must roll 1d10 in an attempt to roll greater than the intelligence difference between himself and the sucker. If he succeeds, the brain sucker will materialise outside his body and fall to the floor, dead. It will then slowly dematerialise back into the *Ethereal Plane*. If the host is killed, the brain sucker will rematerialise outside the body, taking 1d8 damage in the process. It will then usually wriggle off or flee to the *Ethereal Plane* to recuperate.

The brain sucker may leave its host whenever it wishes, causing 1d8 damage when it does so and stunning the host for 10–30 segments, but usually waits until it has reduced its host's intelligence to 4 by feeding on it at the rate of 1 point of intelligence per month. When the host's intelligence is reduced to 4, the sucker must leave the host who will be, by then, a gibbering lunatic. The host may battle the brain sucker psionically and should he manage to slay it, either psionically or on freeing himself as described above, he will regain 1–8 points of intelligence as long as this does not exceed his original score.

The brain sucker can travel to and from the *Ethereal Plane* at will once per turn.

The only other occupant of the manse is in the baron's treasure vault. It was placed to guard his goods and is a . . .

GUARDIAN

by Simon Tilbrook

No. Appearing: 1
Armour Class: 3
Movement: 6"/18"
Hit Dice: 6d8
Treasure: None, other than what it is guarding
Attack: 1 bite for 1–3 plus petrification
Alignment: Neutral
Intelligence: Exceptional
Monstermark: 379.68 (level VIII in 12 levels)

The guardian is a modification of the necrophidius (see *Best of White Dwarf — Articles*) and is created in the same manner except that its creation requires the body of a giant snake, a man-sized humanoid skull, a cockatrice feather and a gem of at least 1,000 gp value.

The guardian is created specifically to protect its creator's treasure, tomb etc. Its spirit can leave its body at any time. It can then move at 18" per turn and retains both its normal senses (sight, hearing, etc.) and its magic resistance of 50%. *Detect*

invisible will reveal its presence as a fiery red aura, otherwise it cannot be detected. (*DM's could let elves, dogs, etc. have a chance of noticing 'something' — Ed.*) The spirit can enter and animate any of its petrified victims, one at a time. The animated 'statue' then becomes an 8 hit-dice monster, moving at 3" per turn and attacking every other turn (always attacking last) for 3d6 points of damage. The 'statue' is invulnerable to normal weapons but will take damage from magical weapons. If an attacker fails to make the 'to hit' roll, then his weapon will shatter — magic weapons are permitted a saving roll.

When in its own body, the guardian regenerates at the rate of 1 hit point per turn — even after death. The guardian's spirit may return to its mutilated body (which is defenceless when 'vacant') and it will immediately begin to regenerate. If the gemstone set in its forehead is removed from the remains, it cannot regenerate.

Its magic resistance is permanently functioning and will affect all spells cast within 10' of the guardian's spirit (or approaching within 10' — e.g. *lightning bolts*). Spells such as *wizard lock* should also be checked (once only) when the guardian first approaches within 10'.

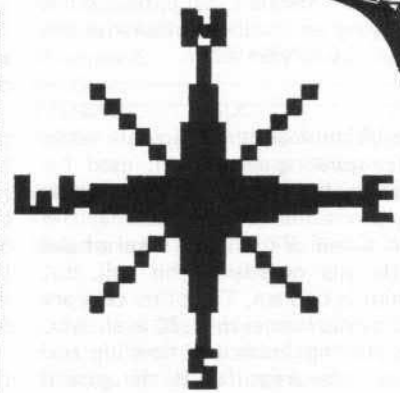
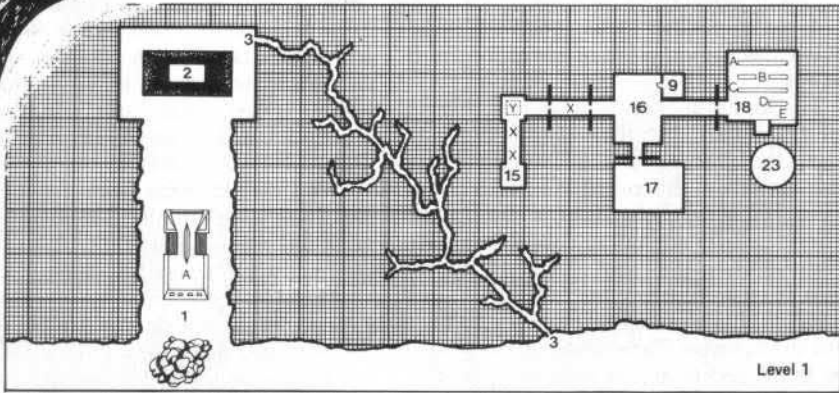
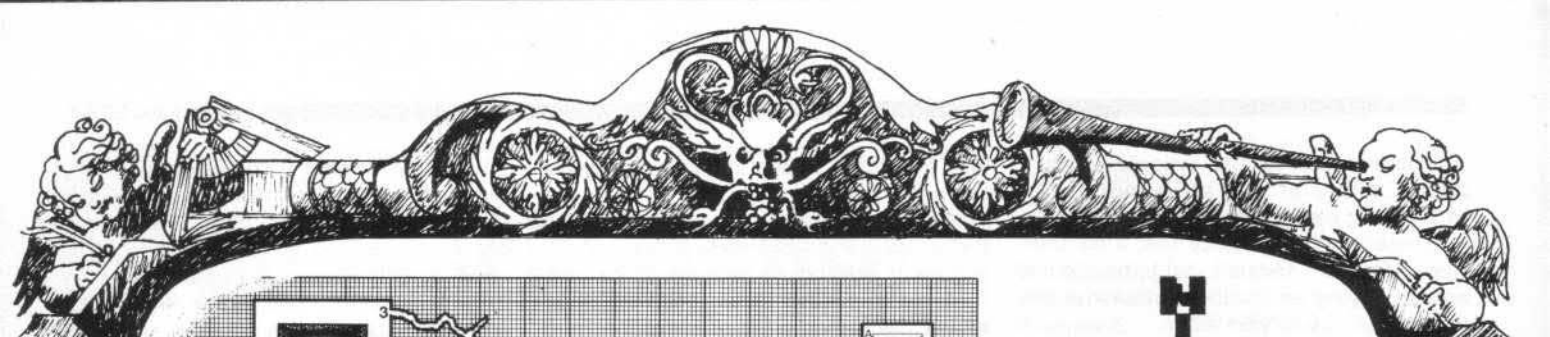
While in spirit form, the guardian is



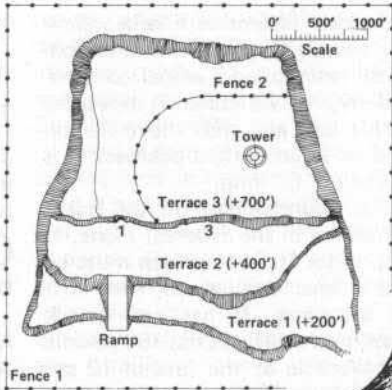
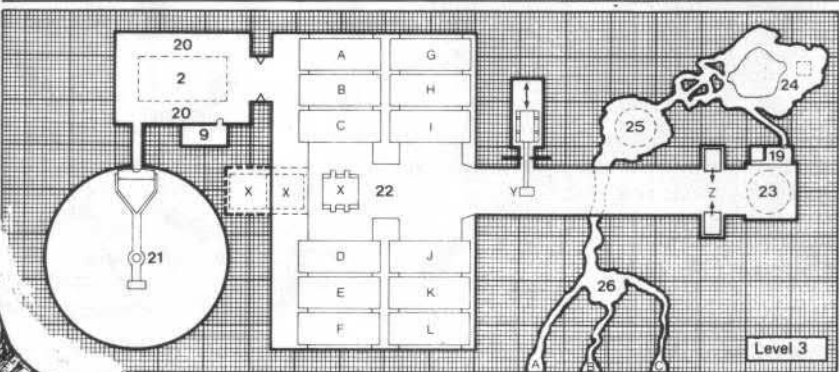
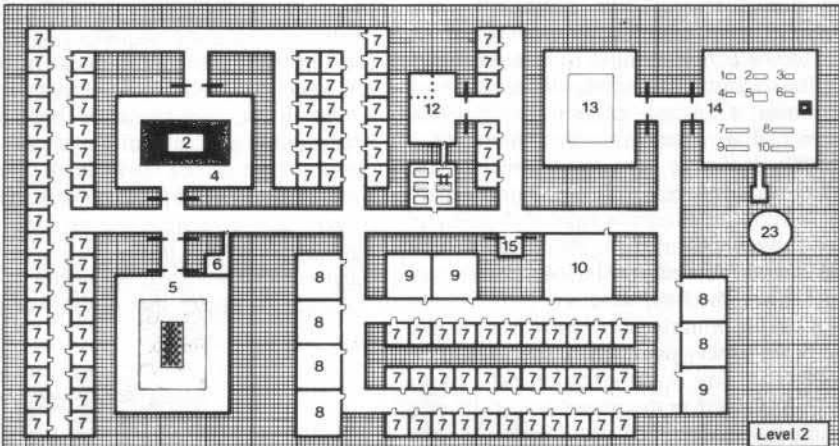
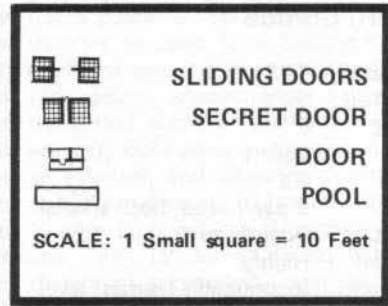
invulnerable to all physical attacks — even magical weaponry.

Each guardian is created with one weakness usually linked to what it is guarding to prevent betrayal. If its weakness is, say, silver (as in this mini-scenario), then the touch of silver (in any form) 'burns' the guardian's body for 1–3 hit points of damage per hit; the guardian cannot voluntarily touch or pass over silver — not even in its spirit form; if an animated statue is touched by silver, the guardian must immediately leave the statue; it cannot enter a statue which is in contact with silver; its spirit can be pushed back or held at bay by silver; and if its gemstone is touched by silver, then its spirit is permanently banished to Limbo and all petrified victims crumble to dust.

Its weakness is silver and each of the treasure casks that it guards is made of silver. ■



KEY



OPERATION COUNTERSTRIKE

by Marcus L Rowland



AN AD&D SCENARIO UTILISING SPACE TRAVEL METHODS DISCUSSED IN THE ARTICLES THE DM'S GUIDE TO THE GALAXY AND THE DUNGEON AT THE END OF THE UNIVERSE (WD26 & 27), FOR CHARACTERS AROUND 6TH-8TH LEVEL. IT IS LOOSELY BASED ON H G WELLS' WAR OF THE WORLDS.

ALL THE ABOVE ARE NATIVE RALKAN SPECIES, AND ALL VERTEBRATES HAVE SIX LEGS. THE GIANT RATS ARE A SPECIES RESEMBLING SIX-LEGGED GERBILS AND ARE MUCH MORE INTELLIGENT AND FRIENDLY THAN NORMAL SPECIES. THE SAND SQUID LIVES AND BURROWS UNDER THE DESERT SURFACE AND IS 8D8, AC4, 10 ATTACKS 1-3 PLUS BEAK 1-8. IT IS A DISTANT RELATIVE OF THE DOMINANT RALKAN SPECIES.

RANDOM ENCOUNTERS IN UNDERGROUND COMPLEX

- 1-3 ROBOTS (1-2)
4-7 RALKANS (1-4)
8 GIANT ANTS (2-12)
9 SKRION CRAWLER (1)
10 GIANT SPIDER (1-3)
11 PHASE SPIDER (1-2)
12-14 GIANT RATS (2-7)
(PSEUDO-GERBILS)
15-17 STIRGES (3-12)
18-20 NO ENCOUNTER

UNLESS OTHERWISE STATED ALL AREAS ARE DIMLY LIT BY LUMINOUS PANELS IN THE CEILING.

PLAYER'S INTRODUCTION

SIX MONTHS AGO HUGE METAL CYLINDERS FELL FROM THE SKY AROUND ZOLUT, THE CAPITAL OF THE ISLAND PIVOT ON THE PLANET DORN. FALL TRIPELAL MACHINES EMERGED TO DEVASTATE THE ISLAND UNTIL VIRTUALLY ALL CENTRES OF CIVILIZATION WERE DESTROYED.

THE RALKANS ESCAPED WITH MORE THAN A SCORE OF CAPTIVES AND MUCH LOOT. IT IS CERTAIN THEY STOLE THE CROWN AND ORB OF THE HIGH ANARCH OF ZOLUT, AND PROBABLE THAT WEAPONS WERE TAKEN FROM THE VAULTS OF THE MONASTERY OF ETERNAL PEACE.

AMONGST THE CAPTIVES WAS THE DRUIDESS ALID-AIT, A POWERFUL TELEPATH WHO HAS RECENTLY MADE CONTACT WITH TELEPATHS IN SKORG AND REVEALED THAT THE RALKANS ARE NEAR TO FINDING AN ANTIDOTE FOR THE DISEASE. THE RALKANS VIVISECTED AND EXPERIMENTED ON SOME CAPTIVES AT FIRST BUT NOW LEAVE THEM ALONE, POSSIBLY HOPING THAT THEY WILL BREED IN CAPTIVITY.

IN VIEW OF THESE FACTS THE KING OF SKORG IS SENDING A SHIP TO RALK. IT IS HOPED THAT SOME ADVENTURERS CAN BE FOUND TO TRY AND AVERT ANOTHER INVASION, RESCUE THE CAPTIVES, AND REGAIN THE STOLEN TREASURE.

DM'S NOTES

THE SOLAR SYSTEM OF DORN AND RALK FUNCTIONS BY INVERSE CUBE GRAVITATION, SO THAT PLANETS ARE DISC SHAPED WITH LOW GRAVITY AT THE EQUATOR. THERE IS A BREATHABLE ATMOSPHERE IN SPACE AND THE SHIPS OF DORN ARE WINDJAMMERS, OUT NEAR RALK THE ATMOSPHERE OF SPACE BECOMES THIN AND AETHER SAILS MUST BE USED FOR TAKEOFF AFTER THE EXPEDITION. THERE ARE NO SEAS ON RALK, AND THIS MEANS THAT THE SHIPS CREW MUST MODIFY THE RIGGING AND MASTS FOR A VERTICAL, AETHER-PROPELLED TAKEOFF FROM RALK, AND WILL THEN BE UNABLE TO AID THE PARTY AFTER LANDING.

THE SHIP IS THE CENTENNIAL EAGLE, A SMALL WARSHIP MOUNTING SIX CATAPULTS EACH CAPABLE OF FOUR POINTS OF STRUCTURAL DAMAGE AGAINST WOOD. MASS 84 TONS, LENGTH 80', BEAM 18', HULL STRENGTH 37. CREW 20 MEN (LVL 0-2 FIGHTERS) PLUS FOUR OFFICERS (LVL 2, 4, 5, 7). ESTIMATED JOURNEY TIME 5 WEEKS OUT, 9 WEEKS BACK (ASSUMING A STAY OF LESS THAN A WEEK).

RANDOM ENCOUNTERS IN SPACE

- ROLL ONCE PER WEEK
1-7 NO ENCOUNTER
8 METEOR
METEORITE
9 PEGASI (1-3)
10 KI-RIN (1)
11 WYVERN (1-3)
12 DRAGON (SIZE 3-6, ANY SPECIES)
13 AIR ELEMENTAL (1)
14-15 FLOCKS OF BIRDS (HARMLESS)
16 GIANT OWLS (2-7)
17 ROC (1)
18 PIRATES
19 PTERANODONS (1-6)
20 GHOST (1)

IN ANY GIVEN WEEK THERE IS A 5% CHANCE OF THE SHIP RUNNING INTO STILL AIR AND BECOMING BECALMED FOR 1-6 DAYS. FOR EACH DAY BECALMED THE JOURNEY WILL BE PROLONGED BY 2-5 DAYS.

RALK HAS 2/3 NORMAL GRAVITY, WITH THIN BUT BREATHABLE DRY AIR. THE INVASION WAS LAUNCHED FROM A PLATEAU RISING FROM A FLAT STONY DESERT. THE SHIP CANNOT LAND ON THE PLATEAU SINCE A LEVEL LANDING IS NEEDED.

RANDOM ENCOUNTERS ON RALKAN SURFACE

- 1 GIANT SCORPION (1-2)
2 GIANT ANTS (2-24)
3 GIANT CENTIPEDE (1-8)
4 GIANT LIZARD (1-2)
5 AIR ELEMENTAL
6 TRAPPER (UNDER SAND)
7 WIND WALKER
8-10 GIANT RATS (4-16)
11 SAND SQUID
12-20 NO ENCOUNTER

RALKANS: AC4, 3D8, 4 ATTACKS 1-2 PLUS BEAK 1-3, BLOOD LOSS 1-4. 5% MAGIC RESISTANCE. MOVE 8", ALIGN LE.

RALKANS RESEMBLE HUGE SCALY HEADS WITH 5 TENTACLES TO EITHER SIDE OF THE BEAKED MOUTH. ONE EACH SIDE IS USED FOR LOCOMOTION, THE OTHER THREE FOR MANIPULATION WITH TWO ENDING IN SHARP CLAWS USED FOR COMBAT. LOCOMOTORY TENTACLES HAVE SMALL SUCTION CUPS USED TO CLIMB SMOOTH WALLS (80% PROBABILITY OF SUCCESS UNDER RALKAN GRAVITY) AND TO ANCHOR THEM IN FREE FALL. THE RALKANS' BODY AND TENTACLES ARE HIGHLY MUSCULAR. THEY HAVE VERY STRONG CONSTITUTIONS, AND ARE CAPABLE OF PULLING WEAPONS FROM THEIR WOUNDS AND USING THEM FOR COMBAT WITHOUT ADDITIONAL INJURY. THEY HAVE HUGE SWIRLING EYES WHICH CAN AFFECT VICTIMS AS THE ILLUSIONISTS SPELL, HYPNOTIC PATTERN. THEY ARE HIGHLY INTELLIGENT (A FEW HAVING PSIONIC POWERS) AND GENERALLY FIGHT WITH WEAPONS RATHER THAN TENTACLES AND BEAK. RALKANS COMMUNICATE BY ULTRASONIC PULSED SQUEALS AND NORMAL TRANSLATION METHODS ARE USELESS IN DECODING THEIR SPEECH.

RALKANS REPRODUCE BY BUDDING AND CANNOT FIGHT UNARMED IN THIS CONDITION. YOUNG ARE 1-2D8 WITH ATTACKS PROPORTIONALLY REDUCED.

RALKANS OFTEN TRAVEL AND WORK IN PERSONAL CARRIERS, CUP-LIKE MACHINES FITTED WITH SNAIL-LIKE SYNTHETIC MUSCLE BASES AND MECHANICAL ARMS OR TENTACLES. THEY ARE USUALLY FITTED WITH 2-5 LIMBS OR WEAPONS OF THE FOLLOWING TYPES: GRIPPING JOINTED LIMB - DAMAGE 2-8, NO MORE THAN TWO CAN BE FITTED; TENTACULAR LIMB - DAMAGE 1-6; STUN ROD - EFFECT AS WAND OF PARALYSIS, 1-8 CHARGES; FLAME ROD - FIRES A 20' SPRAY OF BURNING GAS, 2-12 DAMAGE, 1-6 CHARGES; RAY GUN - EFFECT AS WAND OF LIGHTNING BOLTS, 4-24 DAMAGE, RANGE 50', 1-10 CHARGES.

NORMALLY ONLY ONE WEAPON, IF ANY, WILL BE FITTED. THE CARRIER AND ARMS ARE ACS WITH THE MAIN BODY ABLE TO TAKE 15 POINTS OF DAMAGE AND THE ARMS OR TENTACLES 10 EACH.

A TRANSPARENT PHOTOCROMIC DOME CAN BE FITTED OVER THE CARRIER, AC2 CAPABLE OF ABSORBING 12 POINTS OF STRUCTURAL DAMAGE. THIS DOME WILL DARKEN AND HALVE DAMAGE FROM ALL LIGHT BASED ATTACKS.

A COMPUTER CONTROL CAN REPLACE A RALKAN IN THESE MACHINES, CONVERTING THEM INTO VERSATILE ROBOTS. MOST SUCH ROBOTS CANNOT FIGHT. THE COMPUTER IS AC4 AND CAN TAKE 12 POINTS OF DAMAGE BEFORE FAILING BUT WILL START TO MALFUNCTION AFTER 4 POINTS OF DAMAGE. MALFUNCTIONS CAN TAKE MANY FORMS INCLUDING PARALYSIS, AGGRESSION BY NON-COMBATANT TYPES, ETC.

THE RALKANS ALSO USE TRIPOD FIGHTING MACHINES, 80' HIGH WITH 50' LEGS AND A 30' BODY AND HEAD TURRET. TRIPODS ARE FITTED WITH 2 JOINTED ARMS OR 5 WEAKER TENTACLES, AND CARRY LIGHTNING GUNS AND GAS PROJECTORS. THEY MOVE AT 30' LEGS - AC2, STRUCTURE STRENGTH 1, KICK FOR 2-24 DAMAGE (1 POINT STRUCTURAL DAMAGE WORKING TOGETHER). TENTACLES - AC3, STRENGTH 1/2, DAMAGE 2-12. BODY - AC3, STRUCTURAL STRENGTH 5. TURRET - AC2, STRENGTH 4. PILOT HAS 2' SQUARE WINDOW (AC4, STRENGTH 1/2) AND IS EXPOSED IF THE WINDOW IS DESTROYED. THE WINDOW IS RECESSED UNDER A DEEP COWL.

LIGHTNING GUN - FIRES 6D6 BOLTS TO A RANGE OF 1/2 MILE, CHARGE 0-30 SHOTS, AC2, STRENGTH 1, EXPLODES AS A 5' FIREBALL, STRUCTURAL DAMAGE 2-5 IF DESTROYED (UNLESS UNCHARGED). GAS PROJECTOR - FIRES EXPLODING CYLINDERS UP TO 1/4 MILE, FORMING A 100' DIAMETER GAS CLOUD (POISON, SAVE AT +1 OR DIE) WHICH PERSISTS FOR 2-5 ROUNDS THEN DISPERSES. PROJECTORS HOLD UP TO 4 MISSILES, AC3, STRUCTURAL STRENGTH 1.

DESCRIPTIONS FOR THE DM

THE PLATEAU IS SURROUNDED BY A LINE OF 40' HIGH METAL POSTS, 3' DIAMETER, AT 250' INTERVALS. THE POSTS GENERATE A FORCE FIELD INFLECTING 2-8 POINTS OF BURN DAMAGE (SAVE TO HALVE DAMAGE) AND HAVE LOCKED SERVICING HATCHES ON THEIR INNER SIDES, 9' UP. IF A POST IS DAMAGED OR SWITCHED OFF THE FENCE TO EITHER SIDE FAILS, BUT THE FENCE BETWEEN WORKING POLES STILL FUNCTIONS. POLES ARE AC1, STRUCTURAL STRENGTH 8, AND ARE LINKED TO THE CENTRAL MONITORING SYSTEM OF THE COMPLEX AND THERE IS A CUMULATIVE 10% CHANCE PER ROUND A POLE IS SWITCHED OFF THAT A TRIPOD WILL BE SENT TO INVESTIGATE.

TERRACE 1 IS NOT GUARDED BUT HAS BURIED SEISMIC DETECTORS AT RANDOM 10-80' INTERVALS. IN 1' DEEP PITS DRILLED IN THE ROCK AND FILLED WITH GRAVEL. SENSORS ARE 2" LONG AND WIDE SEALED METAL CYLINDERS, AND CAN DETECT FOOTSTEPS AT 10' RANGE AND HEAVIER IMPACTS AT UP TO 40' RANGE. THEY ARE LINKED TO THE CENTRAL MONITORING SYSTEM. TERRACE 2 IS PATROLLED BY A TRIPOD WITH TENTACLES. TERRACE 3 IS PATROLLED BY TWO TRIPODS WITH JOINTED ARMS.

FENCE 2, ON THE UPPER PLATEAU, CONSISTS OF POLES 100' APART INFLECTING 2-16 POINTS OF DAMAGE BUT OTHERWISE IS LIKE FENCE 1.

THE TOWER ON THE UPPER PLATEAU IS 600' HIGH AND STANDS OVER A 100' DIAMETER SHAFT (SEE 23) AND FORMS PART OF THE RALKANS SPACECRAFT LAUNCHER. IT IS MADE OF STRONG ALUMINIUM ALLOY, STRENGTH 95, AND IS RINGED BY 15 ELECTROMAGNETS OF STRUCTURAL STRENGTH 2, ELECTRICALLY CHARGED TO GIVE A 4D6 SHOCK. FOUR ARMoured SUPERCONDUCTOR CABLES RUN THE TOWER'S LENGTH, STRENGTH 3, ELECTRIC SHOCK 2D6, AND COLD ENOUGH TO CAUSE 1-8 POINTS OF FROST DAMAGE IF TOUCHED. IF CUT THEY SPRAY LIQUID GAS IN A 30' JET FROM EACH END, 2D6 COLD DAMAGE. FOR 1-3 ROUNDS, DESTROYING A RING WILL DELAY INVASION BY 1 WEEK. A CABLE DELAYS INVASION BY 3 WEEKS, AND DESTROYING THE ENTIRE TOWER CAUSES A 19-2 YEAR DELAY.

1: 200' HIGH CAVE. IN THE ENTRANCE IS A PILE OF ROCKS, WITH 8 ARMoured (NORMAL, 5 TENTACLE) ROBOTS CARRYING THE ROCKS TO AN 80' HIGH MACHINE (A) WHICH EXTRACTS USEFUL ELEMENTS FROM THE ROCK AND PRODUCES COMPONENTS FOR RALKAN MACHINES. THE MACHINE IS AC-2, STRUCTURAL STRENGTH 110. THERE IS A CONCEALED 3' SQUARE INSPECTION HATCH HALFWAY ALONG THE WEST SIDE, LOCKED AND BOOBYTRAPPED TO RELEASE A 3D6 FIREBALL. BEHIND WHICH ARE THE MACHINE'S CONTROLS. THESE CONSIST OF A BANK OF 169 RANDOMLY FLASHING LIGHTS OVER TWO BUTTONS AND THREE KEYS. THE BUTTONS ARE MARKED WITH ONE OR NO WHITE DOTS, AND ARE USED TO INSERT BINARY INSTRUCTIONS INTO THE MACHINE. THE RIGHT-HAND LOCK FIRES THESE CONTROLS TO ALLOW SUCH PROGRAMMING. THE LEFT SWITCHES THE ENTIRE MACHINE ON AND OFF, AND THE CENTRAL LOCK ACTIVATES A MAGNETIC LEVITATION DEVICE LIFTING THE MACHINE 18". THE MACHINE WEIGHS 120 TONS. ALL LOCKS ARE BOOBYTRAPPED TO GIVE A 2D6 SHOCK IF METAL PICKS ARE INSERTED. THE MACHINE PROGRAMMING IS SO COMPLEX THAT THERE IS ONLY A 5% CHANCE OF RANDOM TAMPERING PRODUCING AN INTELLIGIBLE INSTRUCTION. MEANINGLESS COMMANDS WILL BE IGNORED.

AT THE NORTH END OF THE MACHINE SIX MORE ROBOTS ARE UNLOADING GIRDBARS FROM A CHUTE AND STACKING THEM IN A NEAT PILE. FOUR ARE STANDARD WITH 5 TENTACLES, THE OTHER 2 ARE COMBAT TYPES WITH 2 JOINTED ARMS AND 3 TENTACLES FIGHTING AS 4D8 MONSTERS.

WASTE MATERIAL FROM THE MACHINE IS RELEASED AS RADIOACTIVE DUST AND GASES, WHICH HAVE CONTAMINATED THE SOUTHERN END OF THE CAVE. EXPOSURE OVER 1/4 TURN PER POINT OF CONSTITUTION WILL CAUSE RADIATION SICKNESS, FIRST SYMPTOMS APPEARING AFTER 4-16 HOURS. TYPICAL FORMS OF SICKNESS, ON PERCENTILE DICE, ARE: 01-20 BLOOD DISEASE; 21-30 BONE DISEASE; 31-50 SKIN DISEASE; 51-80 RESPIRATORY DISEASE; 81-100 BRAIN/NERVE DISEASE. THE SEVERITY OF THE DISEASE SHOULD BE FOUND ON THE FOLLOWING PERCENTILE ROLL: 01-20 TERMINAL; 21-50 SEVERE; 51-80 MILD; 81-100 NO DISEASE. THIS ROLL IS MODIFIED BY +1 FOR EVERY TWO POINTS OF CONSTITUTION AND BY -5 FOR EACH TURN OF EXPOSURE OVER THE MINIMUM NEEDED TO CAUSE ILLNESS. ADJUSTED ROLLS OVER 100 COUNT AS NO DISEASE AND UNDER 01 COUNT AS TERMINAL ILLNESSES. EXPOSURE IS CUMULATIVE. DESTROYING THE MACHINE WILL DELAY ANOTHER INVASION BY 2-4 YEARS.

2: AN OPEN SHAFT LEADING DOWN 600' TO LVL 2 AND ANOTHER 300' TO LVL 3. IT IS BLOCKED 100' BELOW LVL 2 BY A HUGE SLIDING SLAB, 20' THICK, STRUCTURAL STRENGTH 100, WHICH CAN ONLY BE OPENED BY REMOTE CONTROL FROM ROOM 18. THE RALKANS HAVE SUCCEEDED IN NULLIFYING GRAVITY THROUGHOUT THIS SHAFT USING A MACHINE PURCHASED FROM A VISITING ALIEN STARSHIP. THE DEVICE IS BURIED 50' BELOW THE FLOOR AT THE BASE OF THE SHAFT, AND IS POWERED FROM THE RALKANS ATOMIC POWER PLANT. THE SHAFT IS PATROLLED BY TWO RALKANS IN DOMED CARRIERS WITH TENTACLES, STUN RODS, AND ATTITUDE JETS OPERATED BY COMPRESSED AIR, 12 & 16 HTK.

3: THIS IS A NARROW UNLIT TUNNEL WITH A LOW CEILING RUNNING FROM A HOLE IN THE PLATEAU'S CLIFF SIDE TO A 2' WIDE CRACK IN THE WALL 20' ABOVE THE FLOOR IN 1. A COLONY OF 350 PSEUDO-GERBILS LIVE IN THE TUNNEL, NESTED IN A VARIETY OF OBJECTS INCLUDING OLD BOXES AND STEEL DRUMS, A TANGLE OF WIRE (GOLD, VALUE 70GP), AND ASSORTED FABRICS AND BITS OF PLANT AND BONE. ONE OF THE ANIMAL'S NESTS CONGELS A WAND, ALID-AIT'S WAND OF WONDER, 75 CHARGES. IF THE PARTY MAKE PEACEFUL CONTACT WITH THE ANIMALS THEY WILL REVEAL THE WAND, A SEARCH THOROUGH ENOUGH TO FIND IT WILL TAKE 4-8 TURNS. THE ANIMALS KNOW ALID-AIT'S CURRENT LOCATION, ON LVL 2, AND THEIR PACK LEADER IS HER ANIMAL FRIEND AND WILL NORMALLY BE FOUND IN A TUNNEL BETWEEN ROOMS 11 AND 12.

4: THIS LANDING AROUND SHAFT 2 IS GUARDED BY 2 RALKANS, 12 AND 20 HTK, BOTH IN ARMoured CARRIERS WITH 4 TENTACLES AND FULLY-CHARGED STUN RODS. DOORS FROM THE ROOM ARE HEAVY STEEL SLABS, SLIDING INTO THE WALLS IF APPROACHED WITHIN 10'. THEY CAN BE LOCKED BY REMOTE CONTROL FROM ROOM 16. ONCE LOCKED THEY SHOULD BE TREATED AS HELD PORTALS, AS THE MUSHOCK, BUT THE LOCKS CAN BE BROKEN OPEN.

5: THE DOORS TO THIS ROOM ARE ALSO STEEL SLABS, AND ARE FITTED WITH ELECTRONIC LOCKS CONSISTING OF 5 PUSH-BUTTONS IN A VERTICAL ROW. IF THE CORRECT BUTTON IS PUSHED THE DOORS WILL UN-

OPERATION COUNTERSTRIKE

LOCK AND SLIDE INTO THE WALLS, ANY OTHER BUTTON SOUNDS AN ALARM AND ACTIVATES A SECONDARY LOCK SYSTEM...

THE ROOM ITSELF HOLDS A LARGE POOL-TYPE REACTOR CONSISTING OF A GRID OF RADIOACTIVE BLOCKS AND MODERATORS...

6: THIS ROOM HAS A LOCKED SECRET DOOR LEADING, VIA A SLOPING PASSAGE, TO THE REACTOR CONTROL ROOM...

IF ALL REACTOR RODS ARE FULLY INSERTED THE REACTOR WILL SHUT DOWN TOTALLY, AND ALL POWER-USING SYSTEMS EXCEPT THOSE IN THE REACTOR CONTROLS WILL BE STOPPED...

7: THESE ROOMS ARE RALKAN APARTMENTS. AT ANY TIME 25% ARE EMPTY, 30% HOLD JUVENILES, 15% HOLD BUDDING ADULTS...

8: THESE ROOMS BELONG TO SENIOR RALKAN OFFICERS. EACH IS EQUIPPED WITH A SLEEPING MAT, TABLES, SHELVES OF BOOKS...

AGAINST THE MIDDLE OF THE EAST WALL OF EACH OF THESE ROOMS IS A TABLE ON WHICH IS A STATUE OF THE RALKAN LEADER...

9: EMPTY ROOMS, UNLIT, WITHOUT FURNISHINGS OR EQUIPMENT.

10: A LARGE REFECTORY OCCUPIED BY 45 RALKANS DRINKING BLOOD FROM LARGE TROUGHS RUNNING THE LENGTH OF THE ROOM...

* PSIONIC STRENGTH 74, ATTACK/DEFENCE MODES: D/ALL, 1 MINOR DISCIPLINE, BODY EQUILIBRIUM AT 2ND LEVEL OF MASTERY.

** PSIONIC STRENGTH 120, ATTACK/DEFENCE MODES: A/H, 1, MINOR DISCIPLINES, REDUCTION AT 1ST LEVEL OF MASTERY...

*** PSIONIC STRENGTH 87, ATTACK/DEFENCE MODES: A, D/ALL, MINOR DISCIPLINE, LEVITATION AT 2ND LEVEL OF MASTERY.

11: THE RALKAN EQUIVALENT OF A HOSPITAL SUNK INTO THE FLOOR ARE SIX LARGE VATS OF BLUE LIQUID, WITH THE SIDES RISING 3' ABOVE THE FLOOR...

BEHIND A CONCEALED INSPECTION HATCH IN THE NORTH WALL IS A 3' DIAMETER DISUSED PIPE DUCT, RUNNING TO ROOM 12...

12: THE MAIN DOORS TO THIS ROOM ARE FITTED WITH ELECTRONIC LOCKS CONSISTING OF TWO BUTTONS, ONE MARKED WITH A WHITE DOT...

THE ROOM IS A LABORATORY IN WHICH 6 RALKANS, 2 IN ARMoured CARRIERS WITH RAY GUNS, 2 JOINTED LIMBS AND 2 TENTACLES...

THE GOLEM IS HOLLOW, ENTERED BY A HATCH IN ITS BACK, AND CAN BE WORN AS A SUIT OF ARMOUR. THE 'SUIT' ABSORBS 40 HITS, THEN ALL FURTHER DAMAGE IS SHARED BETWEEN IT AND ITS OCCUPANT...

SCATTERED AROUND THE ROOM ARE VARIOUS DEVICES THE RALKANS ARE USING TO INVESTIGATE THIS STRANGE 'ROBOT'...

IN ANOTHER CORNER OF THE ROOM IS A MECHANICAL STRENGTH TESTING MACHINE, TO WHICH HAS BEEN FITTED A BLACK 2-HANDED SWORD MARKED KINGSLAYER IN ELVEN RUNES...

THERE IS A CONCEALED INSPECTION HATCH IN THE SOUTH WALL, LEADING TO THE TUNNEL FROM ROOM 11 (SEE 11).

13: ANOTHER LABORATORY, WITH THE SAME TYPE OF DOOR AS 12. THIS ROOM HOLDS MOST OF THE PRISONERS FROM THE INVASION...

THE PIT HAS 30' HIGH SLIPPERY SIDES AND IS OCCUPIED BY 12 CAPTIVES, ALL UNARMED, DIRTY, IN RAGS, AND SUFFERING FROM MILD MALNUTRITION...

CAROL THE CLEVER: FEMALE HUMAN THIEF, LVL 9, 31 HTK, INT & DEX 17, WIS 5, ALIGN N. FATHER GUMBLE: HUMAN MALE CLERIC, LVL 4, 14 HTK, NO SPELL BONES, USES, ALIGN NG...

THE PIT IS UNFURNISHED EXCEPT FOR A WATER TROUGH, A BAG OF FOOD (DRIED MEAT), A DRAIN, AND SOME SLEEPING MATS.

14: ANOTHER LABORATORY, WITH THE SAME TYPE OF LOCK AS 12. THERE ARE SEVERAL FREE-STANDING BENCHES AROUND THE ROOM...

THERE ARE TWO RALKANS GUARDING THE ROOM, BOTH IN ARMoured CARRIERS WITH STUN RODS AND TENTACLES, 15 & 18 HTK.

AGAINST THE MIDDLE OF THE EAST WALL IS AN OPEN VERTICAL SHAFT DROPPING 400' DOWN TO A CAVE (24). THE SHAFT IS USED FOR RUBBISH DISPOSAL.

AT BENCH 1, THREE RALKANS, 11, 14, 9 HTK, ARE DISSECTING A MALE ELF'S CORPSE (BOLUNT, BOLIG'S BROTHER, SEE 13). THEY ARE USING SEVERAL LARGE SCALPES AND DISSECTING TOOLS MADE OF HARDENED PLATINUM...

BENCH 3 IS OCCUPIED BY A LARGE CAGE/MAZE IN WHICH THE RALKANS ARE STUDYING 12 PSEUDO-GERBILL. THEY ARE HAVING LITTLE SUCCESS IN THEIR STUDIES...

BENCH 5 IS A LARGE DISSECTING TABLE, AT WHICH A RALKAN (14 HTK) IN A SPECIAL ARMoured CARRIER WITH 2 TENTACLES, 2 JOINTED ARMS AND A SPECIAL LIMB ENDING IN A DEVICE RESEMBLING A CHAINSAW...

BENCH 6 IS OCCUPIED BY AN OPTICAL TESTING DEVICE AT WHICH A RALKAN (14 HTK) IS EXAMINING A LARGE SEMI-TRANSPARENT DAGGER. THIS IS +3, MADE OF GLASSTEEL, AND RETURNS TO THE HAND IF THROWN...

BENCH 8 HOLDS AN ASSORTMENT OF CHEMICAL APPARATUS USED TO TRY TO PRODUCE A VACCINE AGAINST ATHLETES FOOT. THERE ARE A DOZEN SEALED FLASKS ON THE TABLE...

BENCH 9 IS OCCUPIED BY AN ASSORTMENT OF ITEMS STOLEN DURING THE INVASION. THESE INCLUDE AN ASSORTMENT OF GEMS (TOTAL VALUE 160 GP)...

THE CROWN CAN ONLY BE WORN BY CHAOTICS, AND INFLECTS 1d6 BURNS ON ALL OTHERS. IT CONSISTS OF A GOLD CIRCLET SET WITH 3 EMERALDS...

THE DIAMOND HOLDS SIX SPELLS WHICH CAN ONLY BE USED ONCE: DEATH SPELL, DISINTEGRATE, PART WATER, CONTROL WEATHER, GLOBE OF INVULNERABILITY, AND SPIRITWACK...

THE ORB WILL NOT HARM OR FUNCTION FOR NON-CHAOTICS HOLDING IT. IT IS A 6" SILVER SPHERE TOPPED WITH A FOUR-ARROWED SYMBOL OF CHAOS...

BENCH 10 IS OUTFITTED FOR CHEMICAL EXPERIMENTS AND HAS A RACK OF 120 REAGENTS (80 HARMLESS BUT USELESS, 8 POISONS, 6 STRONG ACIDS, 17 INFLAMMABLE LIQUIDS, 9 BOTTLES, MERCURY, CRUSHED DIAMONDS (120 GP)...

ON THE SOUTH WALL IS ANOTHER POSTER OF THE RALKAN LEADER, COVERING A LOCKED DOOR LEADING, VIA A LOW SERVICE TUNNEL, TO A LIFT SHAFT...

15: A LIFT UP TO LVL 1. THE DOOR IS LOCKED WITH A PANEL OF 24 LIGHTS OVER THREE BUTTONS, UNMARKED, 1 AND 2 DOTS. THE LOCK FUNCTIONS IN THE SAME WAY AS THOSE ON ROOMS 12 TO 14...

16: A GUARD ROOM HOLDING FOUR SPECIAL COMBAT CARRIERS OCCUPIED BY 40B RALKAN CLONES, 25 HTK AS ROOM 13'S GUARD. THE ROOM IS EMPTY OTHERWISE.

17: THE DOOR TO THIS ROOM IS LOCKED, PICKED AT ~10% PROBABILITY. IT IS ANOTHER GUARD ROOM AND ARMOURED. TWO MORE SPECIAL CARRIERS WITH 40B, 25 HTK CLONES ARE IN THE ROOM PLUS 3 UNOCCUPIED SPECIAL CARRIERS. TWO COMBAT ROBOTS WITH ARMOURED STUN RODS AND 4 TENTACLES ARE ALSO PRESENT. ON RACKS AROUND THE WALLS ARE AN ASSORTMENT OF WEAPONS AND EQUIPMENT:
 4 SELF-POWERED STUN RODS. THESE ARE IDENTICAL TO THE CARRIER UNITS BUT HAVE A BUTT (DESIGNED FOR A TENTACLE), A CABLE AND POWER PACK.
 6 SELF-POWERED RAY GUNS (AS ABOVE).
 6 GRENADES (EXPLODE AS 4D6 FIREBALL).
 4 GRENADES (RELEASE 30' CLOUD OF POISON GAS).
 9 GRENADES (RELEASE 20' CLOUD OF FLUORESCENT ORANGE DYE, EMITTING A FOUL SMELL, BUT HARMLESS. THIS DYE WILL NOT BECOME INVISIBLE AND TAKES 3-6 DAYS TO WEAR OFF CLOTHING, SKIN, ETC.)
 4 FIREPROOF SUITS FOR RALKANS (MAY FIT SMALL DWARVES OR LARGE HALFLINGS).

NONE OF THE ABOVE ARE OF SELF-EXPLANATORY DESIGN. THE STUN RODS CAN EASILY BE HELD THE WRONG WAY ROUND, THE RAY GUNS CAN BE HELD SO AS TO POINT AT THE FLOOR WHEN APPARENTLY AIMED AHEAD, AND THE GRENADES ARE ALL FEATURELESS 9" RUBBERY BALLS EXPLODING 5 SEGMENTS AFTER THEY ARE SQUEEZED.

THERE IS ALSO AN ASSORTMENT OF SPARE PARTS FOR RALKAN WEAPONS ON THE SHELVES: 12 RUBY RODS, VALUE 20 GP EACH, 20 JEWELLED BEARINGS, VALUE 10 GP EACH, 4 REELS OF SILVER WIRE, VALUE 40 GP EACH, PLUS AN ASSORTMENT OF OTHER COMPONENTS OF NO USE TO EXPLORERS.

FIXED TO THE EAST WALL IS A TRANSPARENT PLASTIC CASE HOLDING A FEW SOUVENIRS OF THE INVASION. IN IT ARE A SWORD (+3 DANCING BLADE), A SMALL JEWELLED STATUE OF A NYMPH (VALUE 1200 GP), A SMALL +1 SHIELD, THREE POTION VIALS (ALL POISON), A CROSSBOW AND BOLTS, AND SOME COINS AND INGOTS (VALUE 120 GP). THE CASE IS LOCKED AND BOOBYTRAPPED TO GIVE A 2D6 SHOCK IF METAL PICKS ARE USED, AND WILL TAKE 20-25 POINTS OF DAMAGE BEFORE SHATTERING IF FORCED.

18: THE DOOR TO THIS ROOM IS FITTED WITH ANOTHER BASE 3 NUMERICAL LOCK, AS THE DOOR TO 13. IT IS ALSO EQUIPPED WITH A ONE-WAY ARMOURD GLASS PANEL AND WITH 4 NOZZLES AROUND THE FRAME WHICH CAN BE MADE TO FIRE PARALYSIS GAS IN A CLOUD RAPIDLY FILLING THE CORRIDOR. THESE NOZZLES CAN BE ACTIVATED BY A RALKAN 40B, 25 HTK CLONE WHO GUARDS THE DOOR, ANOTHER THREE BEING AT OTHER POINTS AROUND THE ROOM.

THIS IS THE MAIN CONTROL ROOM OF THE COMPLEX AND IS FITTED WITH FOUR LONG INSTRUMENT PANELS AND A HUGE DISPLAY SCREEN COVERING THE ENTIRE NORTH WALL.

PANEL A CONTROLS THE ACTUAL FIRING OF RALKAN SPACECRAFT, AND IS ATTENDED BY SIX RALKANS 12, 9, 13, 15, 14, 18 HTK AND ONE OF THE CLONE GUARDS.

PANEL B CONTROLS INTERNAL PRE-LAUNCH MOVEMENT OF CAPSULES ON ITS LEFT HALF AND INTERNAL RATINGS AND ELECTRICAL POWER TO THE RIGHT. IT IS ATTENDED BY ANOTHER SIX RALKANS 12, 17, 11, 7, 14, 19 HTK.

PANEL C HANDLES COMMUNICATIONS, INTERNAL SECURITY MONITORS, LOCAL DEFENCES OUTSIDE THE COMPLEX, ETC. IT IS POSSIBLE FOR THIS PANEL'S CONTROLLERS TO LOCK OR OPEN ANY DOOR IN THE COMPLEX, TO SUMMON TROOPS AND AIRCRAFT FROM OTHER COMPLEXES AND TO LISTEN TO CONCEALED MICROPHONES THROUGHOUT THE COMPLEX. EIGHT RALKANS OPERATE THIS PANEL, 22, 10, 16, 11, 15, 21, 9, 14 HTK, WITH ANOTHER OF THE CLONE GUARDS.

THE SCREEN ON THE NORTH WALL DISPLAYS A VIEW OF THE SPACECRAFT LOADING BAY (22). IT IS POSSIBLE TO USE THESE CONTROLS TO CAUSE DAMAGE IN VARIOUS AREAS OF THE COMPLEX, BUT THEY CAN NOT BE MANIPULATED TO CAUSE SEVERE PERMANENT DAMAGE (EG PILE MELTDOWN) AND RANDOM MOVEMENT OF KNOBS ETC HAS ONLY A 10% CHANCE OF PRODUCING ANY MEANINGFUL RESULT.

IN THE SE PART OF THE ROOM IS A LARGE TABLE, D AROUND WHICH ARE TWELVE RALKANS, ALL IN CARRIERS, THOSE ON THE NORTH AND SOUTH SIDES ARE NORMAL RALKANS IN UNARMOURD CARRIERS WITH 5 TENTACLES, 11, 19, 22, 10, 8, 18, 14, 21, 14, 17 HTK. AT THE EAST END IS ANOTHER 40B 25 HTK CLONE IN ITS SPECIAL COMBAT CARRIER, AND AT THE WEST END IS THE RALKAN LEADER, WHO IS GENETICALLY MODIFIED, 50B, 34 HTK, UNARMED ATTACKS 4 X 1-4, BEAR 1-6, BLOOD LOSS 1-8, AND IS A PSIONIC, ATTACK/DEFENCE MODES C/G, I, PSIONIC STRENGTH (20), MOTOR POWER, ESP (1ST LEVEL) AND INVULNERABILITY (3RD LEVEL), MAJOR POWER: TELEPATHY (2ND LEVEL). IT IS IN ANOTHER SPECIAL COMBAT CARRIER, BUT HAS ALL LIMBS ELECTRIFIED INSTEAD OF JUST THE TENTACLE. THE RALKANS AT THIS TABLE ARE DISCUSSING INVASION PLANS AND ARE MORE OR LESS COMMITTED TO A DATE 19 WEEKS AHEAD, WHEN THERE WILL BE A SUITABLE PLANETARY CONJUNCTION, SUCH CONJUNCTIONS OCCUR FOR TWO WEEKS EVERY 14 MONTHS. THERE IS ANOTHER MONTH OF PREPARATION NECESSARY BEFORE AN INVASION CAN TAKE PLACE, AND ANY DELAYS THE PARTY CAUSES SHOULD BE ADDED TO THIS PERIOD. RECESSED INTO THE SOUTH WALL IS A LARGE DISPLAY CASE, E, HOLDING MODELS OF THE ISLAND OF SKORG, TWO OF ITS MAJOR SEAPORTS, AND THREE INLAND TOWNS. BLUE MARKERS IN THE SHAPE OF CYLINDERS ARE STUCK IN THE MODELS AT SEVERAL POINTS. THESE MODELS ARE AN ACCURATE REPRESENTATION OF THE PROPOSED RALKAN INVASION POINTS, AND WOULD BE OF GREAT USE TO THE KING OF SKORG AND HIS MILITARY STAFF.

IN THE MIDDLE OF THE SOUTH WALL IS A LOCKED DOOR TO A LIFT DOWN TO ROOM 19. THE LIFT IS CONTROLLED BY THREE BUTTONS; THE UPPER TO SEND THE LIFT UP, THE LOWER TO SEND IT DOWN, AND THE MIDDLE BUTTON TO STOP IT. PRESSING A BUTTON (UP OR DOWN) ONCE SETS THE LIFT MOVING AT 25' PER ROUND. PRESSING TWICE SETS THE LIFT INTO RAPID MOTION, TO TRAVEL DOWN TO 19 THE LIFT FALLS FREELY FOR 4 ROUNDS THEN DECELERATES AT 2G FOR 14 ROUNDS. TO TRAVEL UP FROM 19 TO 18 THIS PROCESS IS REVERSED. PRESSING THE STOP BUTTON AT THESE SPEEDS CAUSES A 5G DECELERATION FOR TWO THIRDS OF A ROUND. THERE IS AN INTERMEDIATE LANDING IN THIS SHAFT, (SEE 14).

19: THIS SMALL ROOM IS PRIMARILY AN OBSERVATION POINT AT THE BASE OF THE SPACECRAFT LAUNCHING SYSTEM, ONE RALKAN, IN AN UNARMOURD CARRIER WITH 5 TENTACLES, 18 HTK, IS SETTING UP A TV CAMERA CONNECTED TO ROOM 18 BEHIND THE HEAVY ARMOURD GLASS SHEET IN THE SOUTH END OF THE ROOM. IT IS AIDED BY TWO ROBOTS WITH SPECIALISED TOOL-TIPPED TENTACLES (ARMOURD AND STANDARD). THERE IS A CONCEALED KEYHOLE TO THE EAST OF THE WINDOW, WHICH ACTIVATES MOTORS RETRACTING THE GLASS INTO THE FLOOR. THERE IS A 30' DROP FROM THE FLOOR OF 19 TO THE MAIN FLOOR.

THERE IS A CONCEALED HATCH IN THE NORTH WALL OF 19, REVEALING A 4' SQUARE TUNNEL RUNNING NW AND DOWN AT 30°, LEADING TO CAVE 24. THE DUSTY FLOOR SHOWS MARKS OF FREQUENT USE.

20: THIS ROOM, ROOM 22 AND THE TUNNEL TO THE LAUNCHER 23, ARE ALL LIT BY INTENSE FLICKERING BLUE-WHITE LUMINOUS PANELS FIXED TO THE WALLS AND CEILINGS. ANY CHARACTER WHO USES INFRAVISION MUST SAVE OR SUFFER SEVERE HEADACHE AFTER 2.4 ROUNDS. IF SUCH CHARACTERS HAPPEN TO BE EPILEPTICS THEY MUST MAKE AN ADDITIONAL SAVE, AT -2, TO AVOID SUFFERING A SEVERE ATTACK.

ROOM 20 ITSELF HAS A 150' CEILING AND IS GUARDED BY FOUR NORMAL RALKANS IN SPECIAL COMBAT CARRIERS (SEE 13) FITTED WITH FULLY CHARGED LIGHTNING RODS AND FLAME GUNS, 14, 24, 11, 16 HTK. THERE IS A FORCE FENCE INFLECTING 4D6 BURN DAMAGE BETWEEN 20 AND 22, 40' HIGH.

21: A CENTRIFUGE. THE CABIN IS AN UNLIT CHAMBER 80' LONG AND 90' IN DIAMETER, TAPERED SLIGHTLY AT THE ENDS. THE DOOR OPENS INWARD AND IS NOT LOCKED. THE CABIN WALLS ARE THINLY PADDED. AT THE WEST END IS A CONTROL PANEL INSET INTO THE BULKHEAD, WITH TWO KNOBS AND ONE BUTTON. THE KNOBS ARE LABELLED IN RALKAN NUMERALS FROM 2 TO 7. THE BUTTON IS UNMARKED. THE LEFT-HAND KNOB SETS ACCELERATION, IN UNITS OF THREE ROUNDS. THE RIGHT-HAND KNOB SETS ACCELERATION IN RALKAN GRAVITIES. KNOBS ARE TWISTED CLOCKWISE TO INCREASE THE TIME OR ACCELERATION. THE BUTTON STARTS THE MACHINE AND LOCKS THE CONTROLS. THERE IS NO OFF CONTROL. AS THE MACHINE STARTS THE DOOR WILL SLAM SHUT AND LOCK, OPENING WHEN THE MACHINE STOPS. THE CONTROLS ARE DESIGNED TO BRING THE CABIN TO A HALT AT THE ENTRY. WHEN THE MACHINE STARTS THERE WILL ALWAYS BE A SUDDEN JERK, THROWING THE OCCUPANTS TOWARDS THE OUTER WALL, FOLLOWED BY A STEADY FORCE AS THE MACHINE REACHES CONSTANT SPEED. BOTH MAY CAUSE SOME INJURY. IF THE CENTRIFUGAL FORCE (IN NORMAL GRAVITIES) MULTIPLIED BY 3 EXCEEDS A CHARACTER'S CONSTITUTION THEY WILL TAKE 1-3 POINTS OF DAMAGE PER ROUND IN STEADY SPIN.

THE CENTRIFUGE CHAMBER IS A FLAT CYLINDER WITH A 45' CEILING, THE CABIN AND THE COUNTERWEIGHT CLEARING THE FLOOR BY 5 FEET. THE COUNTERWEIGHT IS A BLOCK OF SILVER 30"x20"x10", MASS 1760 TONS AND VALUE 2 MILLION GP. IF SOMEHOW REMOVED FROM THE MACHINE AND RETURNED TO DORN THIS BLOCK WILL CAUSE AN IMMEDIATE CRASH IN THE PRICE OF SILVER, AND THERE IS A 70% CHANCE THAT THIS WILL LEAD TO THE COMPLETE COLLAPSE OF THE ECONOMY. THE MINIMUM REDUCTION IN SILVER VALUES WILL BE AROUND 95%.

THE TABLE FOLLOWING LISTS EQUIVALENT RALKAN AND NORMAL GRAVITY FORCES, THE DAMAGE CAUSED BY THE STARTING JERK, AND THE TIME NEEDED FOR ONE REVOLUTION OF THE MACHINE.
 ACCELERATION: RALK (NORMAL) 6: 2(1/4) 3(2) 4(2/3) 5(3/4) 6(4) 7(4/2)
 STARTING DAMAGE, HIT POINTS: 1-5 1-4 2-6 2-8 3-9 3-12
 ROTATION TIME, SECONDS: 14 10 8 7 6 5

DAMAGE CAUSED BY THE CENTRIFUGE IS HALVED BY A SAVING THROW AGAINST SPELLS, EQUIPMENT AND MAGIC ITEMS SHOULD SAVE AGAINST DAMAGE, AS AGAINST A FALL. ANY OBJECT OR PERSON STRUCK BY THE MOVING CABIN OR COUNTERWEIGHT WILL TAKE 4-48 POINTS OF DAMAGE. OBJECTS SHOULD SAVE AS AGAINST A CRUSHING BLOW.

THE MACHINE IS OF STRUCTURAL STRENGTH 140, WITH ITS BEARINGS AND MOTORS BURIED DEEP UNDER THE FLOOR. ITS DESTRUCTION WILL DELAY AN INVASION BY 1-3 MONTHS DUE TO DIFFICULTIES IN THE RALKAN TRAINING PROGRAMME.

22: SPACECRAFT LOADING BAY. THE FLOOR IS DIVIDED INTO TWO LEVELS, WITH 25' BELOW THE REST SURFACED WITH SMOOTH CERAMIC. THE UPPER SECTION IS PATROLLED BY TWO OF THE 25 HTK CLONES IN SPECIAL CARRIERS LIKE THOSE USED IN ROOM 20, PLUS FOUR ROBOTS WITH ARMOURED, COMBAT BRAINS, STUN RODS AND FOUR TENTACLES.

THE UPPER FLOOR FORMS FOUR RACKS SUPPORTING THE ENDS OF 12 GLEAMING CYLINDERS, THE RALKAN SPACECRAFT. EACH IS 180' LONG AND 70' WIDE, WITH A 20' DIAMETER HATCH AT THE WEST END, SCREWING INTO THE MAIN BODY OF THE CRAFT. THE INNER COMPARTMENT IS 150"x40", STRUCTURAL STRENGTH 170.

CAPSULES D-G ARE FULLY LOADED, SEALED, AND LOCKED. EACH HOLDS: 19 CAPSULES IN DRUG-INDUCED SUSPENDED ANIMATION, PLUS FOOD AND PERSONAL EQUIPMENT; COMPONENTS FOR TWO TRIPDS, PLUS 54 GAS MISSILES AND 9 LIGHTNING GUNS; 9 ARMOURD PERSONAL CARRIERS, PLUS 9 OF EACH TYPE OF WEAPON, SPARE LIMBS, ETC, 9 COMBAT BRAINS FOR CARRIERS; W/OF NECESSARY COMPONENTS FOR A RALKAN AIRCRAFT. CAPSULES A, B & C ARE EMPTY AND UNLOCKED. CAPSULES H-L ARE LOADED WITH EQUIPMENT BUT DO NOT HOLD RALKANS, AND ARE LOCKED BUT NOT SEALED.

DESTROYING CAPSULES A-C WILL NOT DELAY ANOTHER INVASION, SINCE EXTRA CAPSULES ARE STOCKPILED IN A CAVE 4 MILES SOUTH OF THE MAIN COMPLEX, HOLDING 25 CAPSULES AND TWELVE GUARD ROBOTS, ALL ARMOURD WITH 5 TENTACLES & COMBAT BRAINS.

DESTROYING CAPSULES D-G WITH CONTENTS WILL DELAY AN INVASION BY NINE WEEKS PER CAPSULE.

DESTROYING CAPSULES H-L WITH CONTENTS WILL DELAY AN INVASION BY SIX WEEKS PER CAPSULE.

ON THE LOWER AREA IS A LARGE MACHINE, A 20' HIGH METAL BOX (X) FITTED WITH 4 JOINTED METAL ARMS ON ITS UPPER SURFACE. WHEN A CAPSULE IS TO BE MOVED THE REMOTELY-CONTROLLED DEVICE MOVES UNDERNEATH (BY MAGNETIC LEVITATION AND TRACTION) AND THE ARMS CRADLE AND LIFT IT, ALLOWING IT TO BE MOVED FROM THE RACK. TWO MORE OF THESE MACHINES ARE STORED IN A TUNNEL AS SHOWN UNDER THE UPPER FLOOR. EACH IS STRUCTURAL STRENGTH 40, A-C. DESTROYING ONE WILL NOT DELAY AN INVASION, TWO WILL DELAY AN INVASION BY 6 WEEKS, ALL THREE WILL DELAY AN INVASION BY FOUR MONTHS.

IF A CAPSULE IS TO BE LAUNCHED IT WILL BE MOVED EAST DOWN THE CORRIDOR. AT POINT Y A MACHINE EMERGES FROM THE WALL, 40' ABOVE THE FLOOR AND SPRAYS THE CYLINDER'S EAST END WITH A THICK LAYER OF SOLID ROCKET FUEL, DRIVING ALMOST INSTANTLY. THIS MECHANISM IS OF STRUCTURAL STRENGTH 25 AND WITHDRAWS BEHIND THICK REMOTE-CONTROLLED DOORS WHEN NOT IN USE. IF DESTROYED THERE IS A 60% CHANCE OF AN EXPLOSION CAUSING 6-60 POINTS OF DAMAGE FOR 500' EITHER SIDE OF THE OPENING, AND AN INVASION WILL BE DELAYED BY 4-6 MONTHS.

ONCE THE SPRAYER RETRACTS THE CAPSULE MOVES ON THROUGH ANOTHER FORCE FENCE (DAMAGE 4D6) WHICH WILL NOT AFFECT THE CAPSULE CONTENTS, AND THEN PAST TWO HUGE CERAMIC-COATED STEEL DOORS (2) AND OVER A SECTION OF FLOOR, EVENTUALLY BEING PLACED WITH ITS EAST END DOWNWARDS AT THE BASE OF THE LAUNCHER (23). THE CARRIER THEN WITHDRAWS TO THE LOADING BAY AND THE DOORS (2) CLOSE.

23: LAUNCH SYSTEM. THIS CONSISTS OF A VERTICAL SHAFT UP TO THE LAUNCH TOWER LINED WITH 40 MAGNETIC ACCELERATOR RINGS AND SIX SUPERCONDUCTOR CABLES, WITH THE SAME SPECIFICATIONS AS THOSE IN THE LAUNCH TOWER. IF A CAPSULE IS TO BE LAUNCHED IT IS SEIZED BY INTENSE MAGNETIC FIELDS AND ACCELERATED AT 12 RALKAN GRAVITIES (8G) FOR 1/4 ROUND, ONCE CLEAR OF THE TOWER THERE ARE 14 ROUNDS OF FREE FALL THEN A HEAVY LASER BURIED BENEATH STEEL SLIDING DOORS UNDER THE SHAFT FLOOR IS REVEALED, FIRING A BEAM THAT CAUSES THE SOLID ROCKET FUEL IN THE CAPSULE BASE TO ACCELERATE IT AT 9 RALKAN GRAVITIES (6G) FOR ANOTHER 4 ROUNDS. DAMAGE PER ROUND FOR UNPREPARED OCCUPANTS AT 8G IS 4-32, AT 6G IS 4-24.

IF ALL LAUNCH RINGS AND CABLES IN THE SHAFT ARE DESTROYED ANOTHER INVASION WILL BE DELAYED BY 12-18 MONTHS. IF THE SHAFT IS SOMEHOW BLOCKED OR CLOSED THERE WILL BE A DELAY OF 1 WEEK PER FOOT OF BLOCKAGE, TRIPLED IF THE ENTIRE SHAFT IS SOMEHOW CLOSED AND DOUBLED IF OVER HALF IS CLOSED.

THE LASER SYSTEM HAS A STRUCTURAL STRENGTH OF 24 AND IS CONCEALED UNDER REMOTELY CONTROLLED DOORS OF STRENGTH 70. THERE IS A CONCEALED LOCK IN THESE DOORS FOR MANUAL OPENING, GIVING ACCESS FOR SERVICING. DESTROYING THE LASER WILL DELAY ANOTHER INVASION BY 4 MONTHS.

THE ENTIRE SHAFT IS UNDER OBSERVATION FROM A CAMERA CONCEALED IN THE CORRIDOR WALL 30' ABOVE THE BASE, FITTED WITH A WIDE ANGLE LENS, AND IS BRIGHTLY LIT BY LUMINOUS PANELS. IF THE RALKANS OBSERVE INTRUDERS THEY CAN ACTIVATE THE LAUNCH SYSTEM IN 4 ROUNDS. THIS WILL ALLOW THEM TO SEND METAL ARMOURD CHARACTERS HURTLING INTO THE AIR AND/OR FRY THEM WITH THE LASER (DAMAGE 6-60). OBJECTS ACCELERATED BY THE MAGNETS ARE FORCED INTO THE LASER PATH AS PART OF THE GUIDANCE SYSTEM. FIRST SIGNS OF THE SYSTEM ACTIVATING ARE ELECTRICAL DISCHARGES AT RANDOM POINTS ALONG THE SHAFT AND TOWER, A DIMMING OF LIGHTS THROUGHOUT THE COMPLEX AND DEACTIVATION OF MANY SYSTEMS, AND VIBRATION OF ALL METAL OBJECTS INSIDE THE SHAFT. THE RALKANS CAN ALSO SEND GUARDS TO THE SHAFT BY WAY OF A LASER AND MAY (20% ORDER ONE OF THE TRIPDS GUARDING THE SURFACE TO DROP A GAS PROJECTILE DOWN THE SHAFT). THEY WILL ONLY DO THIS IF THERE SEEMS TO BE A CHANGE OF HEAVY DAMAGE TO THE TOWER AND AFTER CLOSING THE DOORS TO THE SHAFT BASE (22, Z) OR EVACUATING THE LOWER LEVEL OF THE COMPLEX.

RANDOM ENCOUNTERS IN CAVES 24-26

- 1-5 GIANT ANTS (3-18)
- 4-6 CARRION
- CRAWLERS (3-2)
- 7-8 GIANT SPIDER (1-4)
- 9-10 PHASE SPIDERS (1-2)
- 11 GIANT RATS (3-18)
- 12-15 STIRGES (4-24)
- 16 ROT GRUBS (1-10)
- 17-18 GIANT SLUG (1)
- 19-20 YELLOW MOUND
- GIANT RATS ROLLED ON THE ABOVE TABLE ARE SIMILAR TO THE NORMAL SPECIES, NOT PSEUDO-GERBILLS. ALL VERTEBRATES ARE 6 LEGGED.

24: A LARGE UNLIT CAVE, WITH A HIGHLY IRREGULAR FLOOR AND CEILING. THERE IS A LARGE POOL OF BUBBLING BLACK LIQUID COVERING THE LOWER FLOOR TO A DEPTH OF 12'. A SHAFT IN THE CAVE'S CEILING (FROM 14) AND A TUNNEL FROM 15 OPENING 3' ABOVE THE CAVE FLOOR. THE POOL IS AN ACCUMULATION OF CHEMICAL AND BIOLOGICAL WASTES WHICH HAVE METAMORPHOSED INTO A SEMI-LIVING FLUID.

AG, NON-MOVING, 100HTK, ATTACKS AS 15th MONSTER, 8 ATTACKS 2-8 ACID BURNS 1-6. TAKES ONLY HALF DAMAGE FROM HOT, COLD, AND ATTACKS WITH EDGED WEAPONS. IMMUNE TO ALL FORMS OF MENTAL ATTACKS. IT IS NON-INTELLIGENT AND SENSES ITS VICTIMS BY AIR AND GROUND VIBRATIONS. ITS ATTACKS ARE BLOWS FROM PSEUDOPODS UP TO 100' LONG, 3 HIT POINTS PER 10' OF PSEUDOPOD. SEVERED SECTIONS OF PSEUDOPOD WILL FALL TO THE GROUND AND FORM SMALL POOLS OF FLOW BACK TO THE MAIN BODY. SMALL POOLS ATTACK WITH APPROPRIATE FEROCITY AND DO APPROPRIATE DAMAGE TO A MONSTER OF THEIR HIT POINTS AND SIZE.

AT THE BOTTOM OF THE POOL IS AN ASSORTMENT OF SCRAP METAL PLUS TWO GOLD BARS (75 GP EACH) AND SIX SMALL EMERALDS (40 GP EACH), ALL OF WHICH HAVE FALLEN OR BEEN THROWN DOWN THE SHAFT FROM 14 AND BOUNCED INTO THE POOL. UNDER THE SHAFT ITSELF IS A HEAP OF RUBBLE AND SCRAP ON TOP OF WHICH IS A HUMAN SKELETON COVERED IN MILDEW AND SHOWING SIGNS OF DISSECTION AND OF A FALL. AROUND THIS SKELETON'S WRIST IS A MYSTERIOUS BRACELLET WITH A BULBOUS DISC AND A TRANSPARENT WINDOW DISPLAYING STRANGE SYMBOLS WHICH CHANGE AT REGULAR INTERVALS. THERE ARE TWO STUDS ON THIS DISC'S RIM, ONE CHANGING THE SYMBOLS SHOWN AND THE OTHER CAUSING IT TO EMIT A FAINT LIGHT.

25: A TEMPLE. MOST RALKANS ARE ATHEISTIC LAWFUL EVIL BEINGS, BUT A FEW BELIEVE IN GOD AND INSTANTLY AND MAY EVEN WORSHIP VARIOUS DEITIES. NORMAL RALKANS REGARD THIS BEHAVIOUR AS DANGEROUS DEVIATION AND WORSHIPPERS ARE STERILISED AND BRAINWASHED IF CAUGHT WHILE CLERICS ARE INSTANTLY KILLED. THE CAVE FLOOR IS LEVEL AND THERE IS A CIRCLE OF BLACK BASALT BLOCKS 3'x8'x2" AROUND A 90' DEEP FIRE PIT. NEXT TO THE FIRE PIT IS ANOTHER BASALT SLAB BEARING A SILVER UNHOLY SYMBOL (175 GP) AND A YOUNG (10B-4 HTK) RALKAN WHICH IS DRUGGED AND UNCONSCIOUS. 3 RALKAN 'PRIESTS', 12, 18, AND 22 HTK, USING SPELLS AND FIGHTING AS LVL 3, LVL 5, AND LVL 7 CLERICS, WEARING VESTMENTS OF PLAYED SKIN AND CARRYING POISONED KNIVES AND MACES, ATTEND THIS VICTIM WHILE 11 WORSHIPPERS 12, 13, 9, 17, 10, 9, 18, 15, 16 HTK CHANT (ULTRASONICALLY) AND WAVE MORE SACRIFICIAL KNIVES AND SPEARS.

THESE RALKANS WORSHIP THE DEITIES OF THE CHTLHU MYTHOS (DEITIES & DEMIGODS) IN ONE OF THEIR MANY FORMS. THE CURRENT SACRIFICE IS TO CHTLHU ITSELF. THERE IS A SECRET NICHE IN THE SIDE OF THE SACRIFICIAL SLAB HOLDING A ROLLED SCROLL IN RALKAN LETTERS, A RALKAN VERSION OF THE NECRONOMICON.

26: THIS CAVE IS OCCUPIED BY THREE ARMED RALKANS. FANATICAL CHTLHU WORSHIPPERS WHO GUARD THE TEMPLE. THEY ARE 18, 20, 14 HTK AND ARMED WITH PORTABLE FLAME RODS, ALL FULLY CHARGED, AND EXPLOSIVE GRENADES (2 EACH). THERE ARE THREE EXITS FROM THIS CAVE. (A) RUNS 2 MILES BEFORE TERMINATING IN A SLOWLY TAPERING TUNNEL, (B) RUNS 1/4 OF A MILE THEN 1 MILE SOUTH EAST, TERMINATING AS A 4' DIAMETER HOLE IN THE SIDE OF A CREVICE IN THE RALKAN SURFACE. (C) RISES STEEPLY AND EMERGES AS A 3' WIDE HOLE AT THE BASE OF THE CLIFF NEAR THE SOUTH EAST CORNER OF THE LOWER PLATEAU. THIS ENTRANCE IS BLOCKED BY A PIVOTED STONE SLAB AND IS USED BY THE CHTLHU WORSHIPPERS, WHO CAREFULLY ERASE ALL TRACKS IN THE TUNNEL. THE WIND OUTSIDE THE TUNNEL SWIFTLY OBLITERATES ANY TRACKS IN THE DESERT SAND.

WEED WAR: VINORIAN

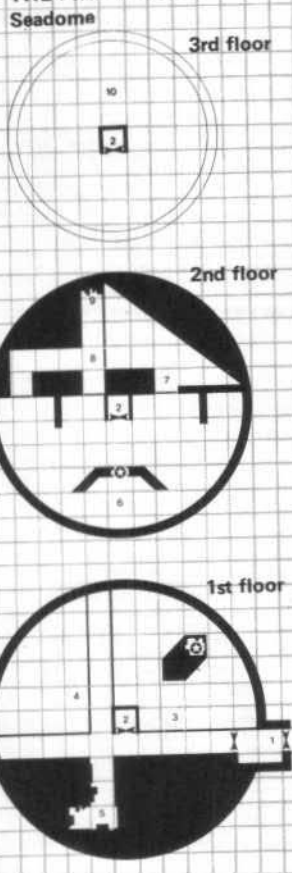
by S McIntyre

A Traveller scenario for 2-8 players.
The referee will require Books 1-4,
and Supplements 2 and 4.

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R, 0701

THE PIRATE BASE



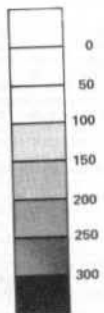
KEY
 Iris Valve
 Com-console
 Sliding door

Scale: 1 square
= 1.5 metres

Referee's Map



Depth in metres



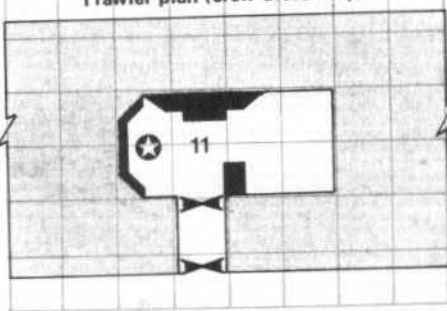
Symbols

* Settlement
 Δ Base

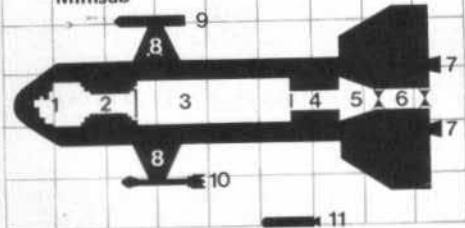
Scale

1 hex = 1 km

Trawler plan (crew areas only)



Minisub



Introduction (Players and Referee)

Vinorian/Rhylanor (0701) is a medium sized world, largely covered by water. The atmosphere is heavily tainted with chlorine, which occasionally creates a green mist just above the surface of the seas, and which dissolves in the water forming very dilute hydrochloric acid. On the surface of the sea grows a kind of seaweed unique on Vinorian, which can be used to make certain drugs. The monopoly for this trade is currently held by Lindar Chemitechnics Ltd. The population of just over one million are mostly company employees, and live in Lindarport, a large domed city some two kilometres from the starport. The starport is on piles and stands twelve metres above the surface of the sea, but Lindarport itself is beneath the sea, on a plateau. The seas are warm, but the land masses are arid and support

very little animal or plant life.

When the players land on Vinorian, they are forced to wait while their papers are updated. During the delay, a Lindar executive recognises them as travellers, who he supposes might be interested in earning the price of a passage off Lindar. He fetches his superior, a major of mercenaries, who is in charge of security. This man makes a proposition:

Lately drugs have appeared on the market, on Rhylanor and other worlds, which could only have been produced from this weed, but which were marketed by a rival company. This prompted an investigation, as the drugs undersold Lindar's products by a considerable amount, and the company's profits were threatened. The investigation showed that large amounts of weed were being harvested, by an unknown agency. Obviously Lindar wishes

to put a stop to this, but is unable to use force because that would seriously damage its already shaky public relations. If, however, some off-worlders were to find out how the pirates operated, as if by accident, and render their trawlers useless, then Lindar could not possibly be connected. Any measures the players deem necessary could be used, if the action did not harm the weed crop or appear to be connected with Lindar. Lindar Chemitechnics would provide equipment for the operation: swimming equipment, and oxygen tanks for each man, along with a CO₂ harpoon gun and knife. Lindar would also arrange for the hiring of a minisub, with undersea equipment handling gear and micro-torpedoes. The pay for a successful mission, which would require the immobilisation of whatever the pirate group are using to harvest the weed, would be Cr 50,000 per man, and possibly some little gift from the firm if the mission was carried out particularly well.

Minisubs

Displacement: 5 tons.
 Dimensions: 11 x 2 x 2 metres.
 (Note: Hull is cylindrical.)
 Speed: 30 kph submerged/25 kph surfaced.
 Passengers or crew: Max = 5.
 Range: Powered by a nuclear micropile,
 4800 km or four days.
 Depth limit: 300 m.

Prices

Submersible: Cr1,000,000; Micro-torpedo:
 Cr 5000; Equipment pods - Worker unit:
 Cr 10,000, Drive pod: Cr 2000,000.

Special Weapon: CO₂ Harpoon Gun.

Range Matrix

Close	Short	Medium	Long	Very Long	Damage
-4	+1	-2	-4	-6	3d+1

Armour Matrix

None	Jack	Mesh	Cloth	Reflec	Ablat	Battle
+2	+1	-2	-1	+2	0	-6

Dexterity Requirements

Req Dex	DM	Adv Dex	DM
7	-2	9	+1

Weights and Prices

Base	Gas	Base			
Weight	Bolt	Canister	Price	Bolt	Canister
4000g	500g	1000g	Cr500	Cr50	Cr100

Key to Minisub

1. *Bridge*: At the bow of the submersible is the bridge, a small space with one chair and controls (simplified) for the pilot. The bow portion of the bridge is made of reinforced glassteel, and searchlights mounted in the bridge includes sonar, image intensification and controls for the equipment mounted on the pylons. The airlock doors may be controlled from here.

2. *Fore corridor*: This narrow corridor is flanked by equipment lockers and the

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bow steering motors. The lockers have space for a wetsuit and oxygen tanks, with a little other equipment, and there are two in the forward passage. On the roof of the passage is a glassteel dome.

3. Cargo bay/sleeping area: This area is a cargo bay holding one ton of cargo. It can alternatively be used as a sleeping area, and beds are fitted, behind metal panels in the hold. There are four beds.

4. Aft corridor: This narrow corridor is similar to the fore corridor (2), but there is no glass dome.

5. Lounge: The so-called lounge is a small area about the size of the bridge, but without any control panels. There are two chairs in place, and the roof of the area is glassteel. The rear end is the airlock door. There are controls for the airlock above one of the seats, protected by a wire mesh cover which must be raised before the buttons can be pressed. The panel includes a warning light for each door, to show whether it is open. Another light indicates whether the airlock contains air (green) or water (red).

6. Airlock: When the airlock controls are operated, the inner door folds up into the ceiling of the lock. When this happens a buzzer sounds in the bridge. There is a control in the airlock, which, when pressed once closes the inner door. If pressed again it opens the outer door after a thirty-second delay. If, within that delay period the button is pressed again, the outer door opening process is aborted, and the inner door opens. The outer door is controlled by a stud on its surface, and will open the outer door if the inner door is closed. Each time the outer door is opened, there is a pressure equalisation period during which time the lock is filled with water. The airlock does not function below one hundred and fifty metres depth.

7. Steering jets: These jets are the main drive and steering controls of the submersible. It is powered by water jets, which are fitted at bow and stern, top and bottom, mounted so as to be able to swivel, thus applying equal force in any direction. The work of the waterjets is assisted by hydroplanes mounted on the fins.

8. Equipment pylons: These pylons are mounted on the sides of the sub, and are intended for carrying weaponry or equipment. Each pylon includes a power supply, and universal fitting. Alternatively, equipment may be chained to the pylons, and there are shackles onto which the chains may be fitted. Such chains are carried as part of the usual equipment in a sub.

9. Work pack: This equipment unit contains grabs and wrenches, powered by an internal electric motor, and controlled from the bridge. The cameras mounted on the pod and the fine scales and controls on the bridge allow remarkably accurate control.

10. Micro-torpedo: This is a small torpedo, powered by compressed oxygen. An internal system uses infra-red to locate its target. The images are relayed to the sub-

marine which fired it, and the torpedo is controlled by the pilot. The explosive charge carried is sufficient to chase off most sea creatures, and can possibly damage a submarine.

11. Drive pod: This equipment unit contains extra, independent motor units which can increase the speed of a submarine carrying them by some 2½ kph for each one carried. As there are two pylons, a submarine's speed can be increased by a maximum of five kilometres per hour.

The Mission (Referee)

The players are flown by air/raft to Valarus, a small trawling colony near the scene of the trouble. There, their submarine has been prepared. They will start out at once, searching to the south, but also checking the various small 'hamlets' for any clues. The three nearest colonies are LC-261, IG-43 and AS-5TZ. This last is a special deep-water base, on the sea-floor, which is about three hundred metres deep at this point, approaching the depth limit of the submarines. Each hex on the map represents one kilometre, thus allowing the submarine to cover the distance in a fairly short time. However at each of the small clusters of houses they must stop off. Each time they stop roll 8+ for there to be a rumour awaiting them.

Rumour (1d6, 1d6)

1-3 :1 = The pirates are based at Valarus.

:2 = The pirates are due south of Valarus.

:3 = The pirates use submarine trawlers.

:4 = A man called here lately — he was selling weed-derived drugs, but was not a Lindar employee. He left in a mini-sub.

:5 = A submarine was destroyed last week by a Gunniskate — a kind of giant flatfish.

:6 = The pirate base is not at any listed area. Not LC-261, IG-43, AS-5TZ.

4-6 :1 = A man purchased some illegal explosives under the counter at Valarus only last week.

:2 = A trawler pilot reports seeing a gigantic blue-grey bulk on the surface in a weed patch. It dived at once, and he thinks that it must have been some kind of sea creature, as it let out a blast of air and water as it went under.

:3 = A fisherman in a weed-clear area heard powerful submarine drives running on the surface at night, but saw nothing.

:4 = The weed was largely chewed up to the south of here.

:5 = The pirates are based at LC-261.

:6 = A coastguard saw a starship land at night in the sea to the south.

Encounters/Events (Referee)

Roll 10+ on 2d6 per hex crossed or entered for an event or encounter, then 2d6 for type.

2:Gunniskate. This large grazer is not intentionally dangerous, but if attacked it

will fight back on a throw of 5+ on 2d6. See submarine combat.

Gunniskate 36,000 kg. A10/F8/S3. Hits: 38/14. Damage: 8D + 8. Thrasher.

3:Undersea turbulence. Roll 9+ to regain control. Each time the throw is failed, roll 8+ for the submarine to be damaged. If the submersible is currently at 300m or near the floor of the sea, add 4 to the chance to be damaged. If it is damaged roll on the hit table under submarine combat.

4:Mechanical failure. Some piece of equipment fails. Roll randomly on the diagram (2d6-2) to determine what part of the submarine is affected, then decide which particular piece of equipment is affected. The failure may not be noticed until the equipment comes to be used.

5:Sonar malfunction. The curious nature of the water causes a sonar echo to appear 1-6 hexes away from the submarine. The echo vanishes, and when the sub arrives there is nothing to be seen.

6:Weed trawler. A legitimate weed trawler passes by, forcing the submarine to dive if it is on the surface or at a shallow area.

7:Submersible. Another minisub is encountered — roll on the random person encounters table (Book 3) to find out who the occupants are. Dice also for a rumour to be available, if the crews of the two subs talk with each other. Use common sense.

8:Sandy water. The water is clouded for the next 1-6 hexes, and vision is reduced to just over 100 metres.

9:Subsea forest. A dense tangle of weed appears unexpectedly. Roll 8+ on 2d6 to avoid becoming entangled. If the sub is entangled it must be freed by the crew. 4-24 man hours of work will be needed, and during the time roll every 6 hours for an animal encounter: 9+ on 2d6, and use the Animal Encounters Maritime locations in Supplement 2. The referee must choose which table is most suitable. An event should also be rolled for on these tables.

10:Seaquake. A small seaquake occurs. Roll 8+ for the submarine to be damaged, taking 1-3 hits, and 1d6 damage to each person in the submarine.

11:Shoal. If the submarine is near the seabed, an unexpected shoal occurs; roll 8+ on 2d6 to avoid it. If the roll is failed, the submersible takes 1-6 hits.

12:Pirates. Real pirates, as opposed to weed pirates. They will either have torpedoes of lethal capability and order the players to stop and hand over their sub, or they may try to board the ship by either pretending to be in need of help or simply inviting the players aboard their own ship.

Submarine Combat

Submarine combat is basically similar to space combat, and the control of torpedoes is much the same as that of missiles. Consequently Gunner expertise is of use here. Any expertise the character may have in submersibles is also valuable. The

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weapons used are of two types: (1) Micro-torpedoes — intended to scare off animals, but sometimes effective against submarines; (2) Torpedoes — the illegal weapons used by pirates. They consist of two or three micro-torpedoes welded together, with the warheads replaced by mining explosives with contact fuses. The basic roll of 8+ applies for the 'to hit' roll; DMs are: target's Submersible skill, + gunner's Gunnery skill.

If a hit is scored roll on the table below to see where the hit occurred. The number in parenthesis is the number which must be rolled on 2d6 for a micro-torpedo to do damage.

Hit Location (2d6)

2: Airlock. (5+) A hit here will destroy the airlock, and flood the submarine on 8+.

3: Steering jets, aft. (9+) A hit here will render the submarine incapable of forward movement.

4: Lounge. (6+) A hit here will do 2d6 damage to anyone in the lounge, and blow the roofplate in on 9+, flooding the submarine, and doing another 1d6 damage to anyone in the lounge.

5: Aft corridor/ballast tanks. (9+) A hit here will incapacitate the aft ballast tanks and slow the submarine. It will also do 2d6 damage to anyone in the corridor.

6: Cargo hold. (8+) A hit here will burst the cargo doors on 9+, but otherwise will only shake equipment off wall racks, and do 1d6 damage to anyone in the hold.

7: Cargo hold.

8: Cargo hold.

9: Fore corridor/ballast tanks. (9+) A hit here will have the same effect as in area 5. It will also burst the dome on 8+, flooding the submarine.

10: Equipment pylon. (6+) A hit here will ruin the equipment pylon, and any cargo or equipment currently on the pylon. It may start a fire in the bridge on 10+, or flood the cargo hold (9+).

11: Bridge. (6+) A hit here will do 2d6 damage to anyone in the bridge, destroy the sonar (1-3), pylon controls (4) or sub controls (5) or two of the previously mentioned (6). It will also flood the bridge and the rest of the ship on 8+. Any damaged equipment may be repaired on 9+, DM of relevant expertise. Repairs take 3-13 minutes — expertise level. (2d6+1 — skill level).

12: Hull. (9+) A hit on the hull may split the submarine open on 9+. If a hull hit occurs, the submarine is totally wrecked, with crew taking 1-3d6 damage, and drowning if they cannot find breathing gear and get it on.

Damage: A torpedo does 10d6 damage to a man in the open sea; a micro-torpedo does 5d6 damage.

The Pirate Base (Referee)

The base is on a subsea peak, just below the surface of the water. There are two minisubs, one of which is armed with two torpedoes and will be on patrol. There is

a small dome, and two large subsea vehicles: submarine trawlers. These are very large submarines, in the seventy-ton range, and largely automated. They are parked on the hill top. There are various men swimming nearby, or in the vehicles.

Sighting of the Base, and Beginning of Adventure

When the base is first sighted, the pirates will already have detected the minisub on sonar. The patrol minisub will be detached from patrol and sent in to destroy the intruder. Meanwhile the guards will take torpedoes from the armoury, and fit out the second sub for battle, a complex process which will take some 5-25 (4d6+1) minutes. If the patrol sub fails to report back with proof of a kill, the second sub will be sent out. If neither submarine returns the base will go to full alert. While the submarines are in action, one man will be sent into the glass dome on top of the Seadome, while the other four guards will wait in the airlock. If an approaching submarine is sighted, they will send out two men, who will wait in the seaweeds near the lock and attack any men in the water. The others will wait just down the passage from the airlock, ready to fire with their harpoon guns or snub pistols. The guards will almost always be in this position when the players arrive, unless the players take special action, ie stirring up sand to hide their approach, covering behind other submarines, or approaching swimming. The crews will be in their vehicles, the others at their posts.

Location Key to Pirate Base

Note of explanation: The Seadome is made of reinforced plastic, and is likely to be punctured in a prolonged shoot-out. The walls can take 15 points of damage from a single shot, or a total of one hundred points. If the wall is punctured, the room will fill with water in 2-7 minutes. The sub trawlers have much stronger walls: the glass forward view ports can take 30 points from a single shot, or a total of 225. The steel hull can take a total of 300 points.

1) Airlock: This automatic airlock opens when a stud is pressed on the outside. The outer door closes after one minute, and the water is let out. When all the water is out, a period of about forty-five seconds, the inner door opens. The process is reversed for someone exiting the Seadome.

2) Central Shaft: The Seadome is built around a central ladderwell, which goes from the bottom deck to the observation area at the top. There are exits at each of the floors, with watertight doors fitted.

3. Lower Control Room and Sleeping Area: This room contains three beds, and basic control systems. The control systems include television screens showing all the rooms in the dome (currently bland) and areas of surrounding sea. In this room will be also the breathing gear and swimsuits for the sponsor, and command personnel.

4. Bunkroom: This room provides sleeping quarters for the guards and scientists. There are simple beds, lockers and overhead lighting. There is nothing of particular value or interest in the room.

5. Power Maintenance Area: This small area is in the centre of the dome's life-support systems. It has various controls, including a large switch marked *on/off*. Nearby are buttons, with green lights glowing above them labelled *lighting, air, commo, lock, scan*. *Lighting* shuts down all lighting in the dome, *air* will stop the air circulating if pressed, *commo* will cut power from the dome's communications, *lock* will make the airlock inoperative, *scan* will cut the power to the internal and external television systems, and the sonar. The *on/off* switch, if moved from *on* to *off*, will cut off all these functions. Pressing the button again will restore the green light, and make the function work again.

6. Central Control Area: This large control room contains commo gear, television screens showing the inside and outside of the dome, sonar and hydrophone equipment, computers and automatic analysis machinery. There are seats loosely scattered around the control room.

7. Armoury: This room contains two harpoon guns, each with five bolts, and ten daggers. There are also two torpedoes chained to one wall. The padlocks on the chains prevent removal of the torpedoes without the keys, which are carried by the security officer.

8. Generator Maintenance Corridor: This corridor runs between two minor generators, allowing their repair and maintenance. The generators are protected from the corridor by wire mesh screens.

9. Gunlock: This device allows the insertion of a weapon, which will then be manoeuvred by grabs to protrude from the side of the dome. By using a remote control panel set by it, the weapon can be made to fire in a wide arc over this side of the dome. The weapon currently in place is a heavy gas gun (as normal + 1, 4d+1 damage).

10. Observation Area: This clear glass observation deck allows vision in a 360° area. The glass is one-way glass, which does not let light out from the inside, but allows light on the outside to penetrate. A bracket on the ladder shaft holds three pairs of light intensification goggles, and a pair of binoculars.

11. Subtrawler Control Deck: This control deck contains the highly complex equipment necessary for the running of a subtrawler. At the front are the submarine controls, on the right is the trawl control desk, on the left is the airlock and drive control desk, and the rear of the deck is given over to the crew's beds. The rear wall is a panel covering the essential controls for the submarine. An explosive here will render the subtrawler totally useless; the high-tech innards cannot be repaired on this world.

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Equipment

Equipment	Pirate No:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Harpoon Gun			(*)					*	*	*	*	*					
Sheath Knife (Dagger)		*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Auto Pistol				*				*						*			*
Revolver									*	*					*	*	
Snub Pistol		*							*	*					*	*	
Cutlass											*	*					
Blade					*						*	*					
Foil																	*
Swimming Equipment		*	*	(*)	(*)	(*)	(*)	*	*	*	*	*	*	*	*	*	(*)
Oxygen Tanks		(*)	(*)	(*)	(*)	(*)	(*)	*	*	*	*	*	*	(*)	(*)	(*)	(*)
Reflec Armour																	*
Cloth Armour								(*)	(*)	(*)	(*)	(*)					
Jack Armour													*				

Pirates

- 1) *Minisub Pilot*: Lieutenant 668463 Age: 30 Terms served: 1 (Sailor)
 Submersibles-1, Demolition-1, Gravitics-1, Mechanical-1
- 2) *Minisub Pilot*: Sailor 49C483 Age: 22 Terms served: 1 (Sailor)
 Submersibles-1, Battle Dress-1
- 3) *Chief Pirate*: Manager 885898 Age: 34 Terms served: 4 (Bureaucrat)
 Interrogation-1, Carousing-1, J-o-T-1, Leader-2, Auto Pistol-1, Admin-1, Brawling-1
- 4) *Second-in-Command*: Lt Cdr 986A74 Age: 30 Terms served: 3 (Navy)
 Electronic-1, Blade-1, Navigation-1, Ship's Boat-1, Fwd Obsv-1, Pilot-1, Computer-1
- 5) *Scientist*: 865A87 Age: 30 Terms served: 3 (Scientist)
 Computer-2, Electronic-2, Medical-1
- 6) *Scientist*: 7AAA97 Age: 30 Terms served: 3 (Scientist)
 Computer-2, Electronic-1, Medical-2
- 7) *Security Officer*: Major 69BAA6 Age: 26 Terms served: 2 (Army)
 SMG-1, Rifle-1, Pistol-1, ATV-1, Mechanical-1, Tactics-1, Air/Raft-1, Fwd Obsv-1
- 8) *Guard*: Trooper C64965 Age: 22 Terms served: 1 (Army)
 Rifle-1, Pistol-1, ATV-1
- 9) *Guard*: Trooper 979684 Age: 22 Term served: 1 (Army)
 Rifle-1, Tactics-1, Admin-1
- 10) *Guard*: Marine 7C7977 Age: 30 Term served: 2 (Marines)
 Cutlass-2, Medical-1, ATV-1, Vacc Suit-1
- 11) *Guard*: Lieutenant 6855A3 Age: 26 Term served: 2 (Marines)
 Cutlass-1, Revolver-1, Tactics-1, Computer-1, ATV-1, Blade-1
- 12) *Trawler Captain*: Lieutenant 368879 Age: 38 Term served: 5 (Sailor)
 Computer-1, Electronic-1, Commo-1, Gravitics-1, Brawling-1, Fwd Obsv-1, Submersibles-1
- 13) *Trawler Captain*: Lieutenant 669643 Age: 26 Terms served: 2 (Sailor)
 Grav Vehicle-1, Streetwise-1, Submersibles-1, Pistol-1
- 14) *Technician*: A8B665 Age: 22 Terms served: 1 (Scientist)
 Computer-1, Electronic-1, Mechanical-1
- 15) *Technician*: 4th Officer 475572 Age: 22 Terms served: 1 (Merchant)
 Engineering-1, Navigation-1, Electronic-1
- 16) *Sponsor*: Knight 8786AB Age: 26 Terms served: 2 (Noble)
 Hunting-1, Admin-1, Brawling-1, Leader-1

Pirate Locations

Pirate No	Duty Station	Area: 1	2	3	4	5	6	7	8	9	10	11	Outside	Minisub	
1	Minisub						6						5	4	1-3
2	Minisub						1						2	3	4-6
3	(6)			1-2			3-4		6			5			
4	(3)			1-4		6	5								
5	(6)				1-2		3-4					6	5		
6	(6)				5-6		1-2					3	4		
7	(10)				1-2					3	5	4	6		
8	(1)				1-2			6				5	3-4		
9	(1)				5-6			4			3		1-2		
10	Outside				1-2			6			5		3-4		
11	Outside				5-6			4				3	1-2		
12	(11)											3-6	1-2		
13	(11)											3-6	1-2		
14	(11)											1-4	5-6		
15	(11)											1-4	5-6		
16	(6)			1-3			4-6								6

The first column shows which area the pirate will be in if the players are spotted first. The next section of the table is the die roll for a pirate to be in a certain area if the players have surprise.

The asterisks below the pirate's number indicate which particular pieces of equipment he has on him. If the asterisk is in brackets it indicates that the pirate possesses the equipment, but is not wearing it. The guards for instance, have cloth armour in their quarters, but as it is rather uncomfortable, they do not wear it until necessary. The crew of the station all have swimming equipment, but in the relatively safe environment of the Seadome they have abandoned it. The sub pilots and crew wear their swimming gear, hanging such items as flippers by their belts, and racking their oxygen tanks. The guards wear full swimming equipment, and carry their oxygen tanks while on duty. The second minisub pilot possesses a harpoon gun; it is in his sub, parked close to the dome.

Some Notes on Play (Referee)

The essential part of this scenario is the actual pirate base, and it is important that the players should be able to cripple both submarines. For that reason, the two trawlers are at the base, when it might reasonably be expected that they would be out trawling. Optionally, one might be trawling and the players would have to set a trap. The trawlers are currently full of weed, to an estimated value of around Cr 2,000,000, and if this is not destroyed the players could expect a bonus of 5%. The employers will almost certainly give some bonus to the players, at the referee's option, if the players have thought their problems out well. Examples of good play are caution (but not paranoia), ingenious and plausible solutions to problems, careful planning and so on. The bonuses might be a packet of rare drugs, or some little item to lead them into another adventure, or an introduction to a non-player character who could be useful to them.

Using one's imagination to solve the problems presented is important to the scenario. A micro-torpedo could be used to detonate an approaching torpedo. A work pack could do the work of four men if the submarine became trapped in seaweed (Event 9). If the players come up with any other solutions in this line, the referee should view them favourably. He must of course not suggest them himself, but if the players do think of them, they should be suitably rewarded.

Fighting in the water may pose considerable problems. The nearest equivalent is fighting in zero gravity, and the procedure for zero-gravity combat outlined in *Mercenary* should be used, with the following notes: A CO2 harpoon gun is a low recoil weapon. As water is slightly easier to hold one's position in than vacuum, especially while wearing flippers, the throws to avoid losing control, and to re-orient oneself should be reduced to 8+.

FIEND FACTORY

A short, surprised-filled D&D scenario from the Fiend Factory by Albie Fiore.

ONE-EYE CANYON



Queues of weary peasants line the ferry landing. Most have their meagre possessions packed on barrows or in tattered back packs. They are fleeing the area after a long and harrowing conflict with a group of cyclops that have been raiding the area. From the peasants the party would hear the following stories:

The cyclops have continually raided the homesteads, killing the men and capturing the women live for some unknown reason.

The cyclops are believed to be camped in an old dwarf mining settlement somewhere in One-Eye Canyon. None know where the settlement was, but ruins can be seen from the top of Burgmeier's Bluff; but the bluff and its pine forest are evil places that the peasants have long shunned. The old man of the mountain, a strange rock formation on the bluff, is a particularly evil spot.

Somewhere over the bluff, there is an old mountain track that is believed to have been made by the dwarfs.

One-Eye canyon had its name long before the cyclops came. Legends indicate that One-Eye was a magic user who dwelt somewhere in the canyon.

The last person to venture into the pine forests and the bluff was Prago, the local hero who was seeking the cyclops camp. He left some months ago and never returned.

Long ago, Crazy Shem (a simpleton) had a lump of platinum ore, believed to be from the mines, but Shem died and never revealed where he had found it.

From the ferry, the mouth of the canyon can be seen, but it is a narrow and rocky waterfall. The pine forest climbs gently up Burgmeier's Bluff, almost to the foot of rocky crag that rears above the trees. The pine forest is dark; the floor is a thick bed of old needles which dampens the sound of all movement. Even so the forest is unnaturally quiet, for the most populous inhabitants are undead —

The Brothers of the Pine

by Julian Lawrence

No. Appearing: 10–200

Armour Class: 5

Movement: 12"

Hit Dice: 3D8

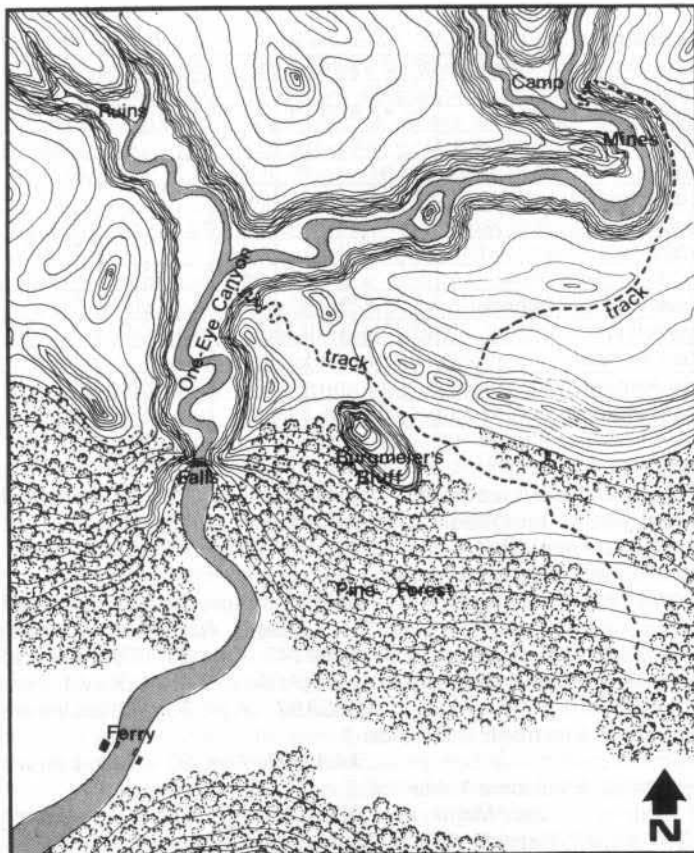
Treasure: Individuals Q, C in lair

Attack: By weapon type

Alignment: Lawful evil/
Neutral evil

Intelligence: Average/very

Monstermark: 31.5; Leader: 48; Jarl: 63
(levels III; IV & V respectively in 12 levels)



The brothers of the pine are a foul form of undead created from bloodless bodies by pumping pine sap into their veins. They live in dim woodland and use their fiendish cunning to lure adventurers to their deaths so as to drain their blood and replace it with sap so increasing their brotherhood. This foul operation is carried out by the Jarl of the creatures who will have 6 hit dice and powers as a 6th level druid. All of them possess 1 first level druid spell (chosen at random) usable once per day. For every 20 encountered there will be a leader who will have 4 hit dice and powers as a druid of level 4.

In battle these beings emit a shrieking wail which will cause all N.P.C.'s etc., in ear shot to check morale at -20% or flee for 1–8 turns. The creature's favourite weapons are jagged sabres and throwing darts.

They are immune to non-magic weapons and cold, take half damage from lightning but double from fire. Only plant based spells affect them. They can be turned as shadows on the clerics vs undead table.

Where the forest ends, at the foot of the bluff, the vegetation is particularly thick and lush around a strange rock formation that looks like the head of an old man. There are many animals (mostly wildcats and wolves) creeping in this thicket for the old man of the mountains is a . . .

Chthon

by Colin Reynolds

No. Appearing: 1.

Armour Class: 0

Movement: 0"

Hit Dice: 8D8

Treasure: 1d20 gems

Attack: Nil

Alignment: Lawful evil

Intelligence: High

Monstermark: Depends on animals
under control (suggest
level VI in 12 levels)



Chthon is a mineral intellect which has no regard at all for animal life, and resents animal intelligence with paranoid fervour. It can control non-intelligent to averagely-intelligent animals that fail to save vs spells, as well as all plant life, telepathically, but cannot force the controlled creature or plant to do anything it could not normally do.

Up to twenty animals and/or plants can be controlled in this way at any one time, and the Chthon uses these to protect itself and attempt to wipe out intelligent life in its vicinity. Plants are encouraged to grow in a thick defensive screen about the Chthon for protection.

Beyond this the rocks of the bluff rise up and are easily climbable. From the top it can be seen that the canyon forks in two. Ruins can be seen in the western fork, and below the bluff to the north a small track can be seen that runs in steps down the steep slopes into the canyon. At the foot of the path, by the river bank is a cave, obviously inhabited as there are footprints and the remains of a fire outside. In the cave is a fighting man covered in many scars and fresh cuts of which he is heedless for Prago (Lev: 5; Al: LG; 5d10; S: 16; I: 6; W: 17; C: 14; D: 12; Ch: 12) is in the control of a...

Enslaver

by Roger E. Moore

No. Appearing: 1-3
Armour Class: 6
Movement: 3"
Hit Dice: 2D8+4
Treasure Type: Q X 5
Attack: Special
Alignment: Chaotic evil
Intelligence: Genius
Monstermark: Inapplicable
 (suggest level III in 12 levels)



Enslavers, also known as Puppet Lords, are dangerous and highly feared monsters in some parts of the world. They appear quite hamless, however. They are not unlike a large flattened ball of grey-coloured mercury, about 9" across, and move by rolling slowly wherever they wish to go. They may flatten themselves to pass under doors or through cracks. They have a little-understood sensory system that makes them very highly aware of their physical surroundings within 30' of their position.

These monsters conceal themselves in rocky areas, in small niches where they collect gemstones. They are 90% likely not to be detected by sight because of their ability to appear to be part of a rock or large stone. If a living being should happen to touch one of them, however, then a saving throw vs paralyzation must be made or the character will be completely dominated by the will of the enslaver. It will then force the host to conceal the enslaver upon his or her body, under clothing or other cover, allowing the monster to maintain continuous contact with the host's body. This will be done out of sight of any other character if at all possible.

Enslaver-dominated persons will not react to pain or any other physical stimulus; otherwise the person will continue to act much as before. However, the enslaver will frequently use the opportunity to slay any good characters it can through the host body's array of skills or weapons. Enslavers are careless of the condition of the host, and care little if the body is injured or destroyed; there are always other bodies available. Because of their skill at hiding on the host lifeform, only thorough examination, possibly even enforced nudity, will reveal the parasite. The enslaver, of course, will do everything possible to avoid detection and will kill those searching for it if possible.

Hosts who are released from the control of an enslaver must make a system shock roll or die from acute neurological trauma. As a side note, will-force spell or psionic attacks, such as *fear*, *scare*, *emotion*, or *charm*, are completely ineffective against an enslaver or a person controlled by an enslaver. An enslaver may only attempt to control one person at a time.

Any person who survives domination by an enslaver that is physically removed from his or her body will go berserk (+2 to

hit and damage) and attempt to slay the enslaver immediately, by the most expedient means possible.

This is as far as Prago reached, he was heading for the ruins. In a niche in the cave, alongside 2 gems, is another enslaver. The river in the canyon is easily crossed, either by stepping across the rocks where there are narrows or by wading across the slower reaches. The ruins are clearly visible in the west fork of the canyon. On very close inspection it can be ascertained that they are not the work of dwarfs, for this was the home of One-Eye the evil magic-user who is now long dead. In the ruins, however, live the only survivors from One-Eye's day, the elusive

Micemen

by Stephen Norledge

No. Appearing: 10-50
Armour Class: 7
Movement: 12"
Hit Dice: 1D8-1
Treasure: O, P
Attack: Javelin + dagger
Intelligence: Very
Alignment: Lawful evil
Monstermark: 0.24 (level 1 in 12 levels)



Only the older elves and halflings now remember the tale of how a brownie settlement was invaded by a hoard of orcs lead by Maihatahn, an evil wizard of immense power. The brownies were conquered and for the next 50 years they were forced into slavery, or, if they refused, killed slowly! Then, Maihatahn realized their potential as troops, so he started to cross-breed them with some of his stronger orcs. The result was this stronger, less magical brownie.

Maihatahn, of course, eventually died but the micemen, as they became known, survived. They now live deep in thick forests, remote canyons and dark caverns. They shun bright lights, have infravision 90' and will never fight in direct sunlight. They can tolerate overcast daylight. Their favourite method of attack is to silently surround their intended victim, and then strike noisily from behind, in the hope of scaring and directing them into some kind of trap, where the micemen can then kill their victims at their leisure.

They can speak orcish, goblin, hobgoblin, and brownie. They hate brownies, sprites, sylphs and nymphs.

Some of One-Eye's treasure can still be found in the ruins along with a small, wooden bronze box bearing the name "Aurelius". Inside the box are 4 canine teeth from the *adult* gold dragon whose name is on the box. The teeth can be used to create

Dragon Warriors

by Tony Wilson

No. appearing: One per tooth (normally 1-4)
Armour Class: See below
Movement: 6"
Hit Dice: 5D8+5
Treasure: Nil
Attack: By weapon type
Alignment: Neutral
Intelligence: Non-
Monstermark: Variable
 (suggest level IX in 12 levels)



Dragon warriors are created by crushing the teeth of a dragon and saying its name aloud. (An *identify* spell cast on a tooth will determine the dragon's name if this is not already known.) One warrior appears for each tooth.

The warriors cannot speak but will obey the commands of their creator unflinchingly until they are either slain or dispelled. Dragon warriors last for only as many turns as the dragon whose teeth they came from had hit points per die (1-8 turns). They ▶

► have a strength of 18 (plus 1 to hit, plus 2 on damage) and normally use broad swords, attacking as 6th level fighters.

Naturally they are totally immune to attacks based on their "parent" dragon's breath weapon(s) (i.e. a red dragon warrior would be immune to all fire based attacks) as well as *sleep*, *charm* and *hold* spells. The warriors are clad in exceptionally complete scale armour, colour and armour class equating with that of their "parent" dragon. Note that hit points lost by a dragon warrior cannot be restored by means of a spell or a potion. Furthermore the warriors possess infravision.

When killed or dispelled, at the conclusion of their "time", they and their armour and weapons "disintegrate" into dust. Note, only the dragons four canine teeth are suitable for turning into warriors.

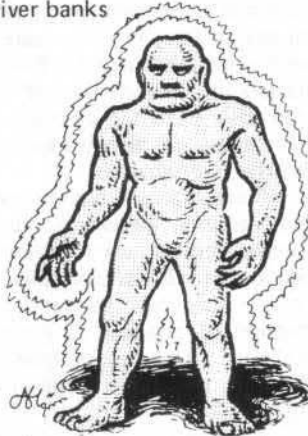
The teeth can also be used for forming a trap, by first saying the dragon's name, and not crushing the tooth. The warrior will then appear and attack the first person/creature to stand on, break or otherwise harm the tooth.

The western fork of the canyon ends beyond the ruins, leaving the eastern fork as the only location for the dwarf mining camp. Progress can be made easily along the canyon on either side of the river. Just around a bend in the canyon are mine shafts, two on each bank, and beyond them buildings can be seen on a rocky outcrop. In the mine entrances are squat dwarvish figures (one to each entrance). The guardians of the mines who patrol the entrances and the surrounding river banks

Grey Sqaargs

by Graham Head

No. Appearing: 1
Armour Class: -2
Movement: 6"
Hit Dice: 6
Treasure: None
Attack: Grapple
Alignment: Neutral
Intelligence: Non-
Monstermark: Variable
 (suggest level VII
 in 12 levels)



These very rare, squat humanoid automata were created long ago by a race of evil dwarves. A few of the sqaarg are still around, although the dwarves themselves died out long ago, taking the secret of the creature's construction with them. The sqaarg do not mate, but, similar to golems, they live for ever (or until killed!).

The sqaarg were intended as a purely defensive device for the dwarves' cave complex, and as such will not initiate a battle unless somebody tries to go past them (they will of course fight back if attacked.). The sqaarg always fights with a strength equal to the combined strength points of those fighting it including those using missiles against it. Thus, the more adventurers that it is fighting, the stronger it becomes. The sqaarg will not use weapons, but instead will try to grapple with its foes in order to incapacitate them. It will use its strength to kill only as a last resort if sorely pressed.

The sqaarg is a 5' tall, hairless neuter humanoid. Its low AC is explained by the fact that the dwarves made it out of solid stone!

The monster can have a maximum strength of 40, and 6th level fighter. It has 30% magic resistance. If, during the fight, the party withdraws to consider its position, the sqaarg will probably move off in the direction in which it was travelling when encountered.

Some sqaargs have a particular "beat" to which they were assigned when created. If the encounter occurs on the "beat", the sqaarg will always move towards the intruders until they have been driven from that particular area.

Beyond, is the dwarf mining camp, now crudely repaired and inhabited by...

Cyclops

by Albie Fiore

No. Appearing: 2-20
Armour Class: 6
Movement: 12"
Hit Dice: 6D8
Treasure: Individuals M(x10)
 D in lair
Attack: 2 claws, 1D6 each,
 1 bite, 2D6, plus
 hypnotic stare
Alignment: Chaotic evil
Monstermark: 240 (level VIII
 in 12 levels)



Cyclops can be found in almost any terrain, including underground complexes. They habitually dwell in caves. They are frequently found in control of a group of orcs, gnolls, swarts, goblins or hobgoblins that they dominate because of their ferocity and strength. They are innate foes of humankind and continually raid villages for females and food.

If ten or more are encountered there is one who will be a leader type (7 hit dice and attacking at +2 to hit and +3 damage).

The cyclops' single eye affects victims as *hypnotic pattern* and any failing to save will stand immobilised for 6 melee rounds: the cyclops can only stare at one individual per melee round at a maximum range of 6", and each victim can only be 'stared' once.

If encountered in their lair, there will be an additional 20% young (3 hit dice, armour class 7, 3 attacks, 1-3/1-3/1-6, no *hypnotic stare*).

The cyclops' eye handicaps it in combat so that it strikes at -1. It similarly hurls missiles at -2 but it gains +2 on saves vs illusory magic.

Cyclops eat human flesh, though they prefer halfling, as well as gnomes, dwarves and elves. They dislike man-orc which they leave for scavengers. They will always attempt to capture any human females for purposes of reproduction (see below). Consequently in any lair, there will be 1-6 pregnant female humans, and a 10% chance of live prisoners being kept for food.

Cyclops speak their own language as well as that of orcs, gnolls, swarts, goblins, hobgoblin and ogre.

The cyclops is 9' tall. Its skin is a dull weathered tan, while its clumps of straggly hair are greenish black. It has powerful arms, clawed hands and a large, wide maw with which it can inflict horrendous bites. Its eye is a clear sea-green.

Hybrids: There are no female cyclops - possibly due to genetic deficiencies. They do, however, reproduce with human females which they have captured and will devour after childbirth. The children of this unholy union are cyclops (40%), human but with a single eye (30%) and normal (?) human (30%). Of these the normal human is devoured with the mother; the cyclops becomes one of the group; and the cyclopien human is cast out to fend for him/herself. These hybrids are usually above average strength and constitution although they suffer the same penalties in combat (except vs. dwarves and gnomes) as the cyclops. They also receive the cyclops' bonus against visual illusory spells. These half-breeds are believed to have established a hidden kingdom somewhere on a high plateau. They are known as Amiraspian, High Plainsmen or Griffon Riders, though little is known of them.

In the buildings, apart from the female prisoners, can be found enough platinum ore to satisfy the adventurers. From the camp another old path winds up steps to another crag where it stops, having crumbled away, but the crag can be easily traversed to link up with the other path.

Not much to comment on in what is really quite a straightforward collection of monsters, though the Grey Sqaarg could prove tricky to DM.



AMBER TO RED

This is the winning entry in the White Dwarf Traveller scenario competition. Referees should have Traveller Books 1-4; players may assume the roles of the mission team only, or, if sufficient number are present, may be split into two groups and control

the mission team and the defending forces. The mission team should be familiar with the contents of modules 1-5, 7, and 8; the defenders, if players, should be familiar with modules 1, and 4-8.

by Neil Cheyne

1. PRESS RELEASE 200-1106

A spokesman for Tukera Lines today announced the signing of a contract with the government of Wypoc/Lanth (0401). This contract calls for the transport of 40,000 inhabitants of Wypoc to Djinni/Lanth (0501). Many craft will be chartered, and Tukera are now accepting applications for employment.

A spokesman for the Scout Service confirmed this transfer of population to a Red Zone, and added that the operation would be supervised by elements of the IISS and two *Kinunir* class battle cruisers of the Imperial Navy. He made it clear that only those of the planet Wypoc are allowed to land on Djinni, and only ships employed by Tukera Lines could enter the Red Zone.

Wypoc: General Information

Wypoc/Lanth (0401) E9C4547 C AG

This planet has a basic spaceport, extended on a temporary basis to allow for the expected transport fleet. It has no orbital facilities. Planet diameter is 9,000 miles, the atmosphere is insidious in most areas of the planet, and is 40% water covered, with a population of 100,000. The government of Angora, the principal nation, is a representative democracy which forbids the possessions of firearms. The planet is orbited by a satellite, Poco (E200000). Wypoc has tech level 12.

Wypoc has suffered a long chemical war, which has resulted in the almost total destruction of the population. Once a thriving

starfaring community it is now dying; drifting clouds of powerful insidious chemicals threaten to overcome the last communities of Wypoc. The largest of these is in Angora, with a population of 40,000 and the only remaining starport. It is Angora that has made the deal with Tukera Lines to evacuate its population. The inhabitants of Wypoc have little to offer as trade; however, Angora sold the satellite Poco, although it has no more right to than the other communities, which are isolated by the clouds, have no port facilities, are in no position to argue the sale, and must await rescue at a later date by Imperial forces.

Approach and Landing Regulations: There is extensive war debris in orbit around the planet. Much of this is dangerous and unplotted, making travel off the approved approach routes risky. Landing other than by the approved descent will mean passing through the chemical clouds, possibly with fatal results. The entire procedure is made more hazardous with the overloading of the ground-based navigation systems, brought about by the transfer of the planet population.

Other Communities: Of four such, Hygar is the main one, with a population of some 30,000, and a reasonable amount of surviving high tech equipment. The other settlements of about 10,000 are situated in areas protected mainly by nature (rather than energy barriers) from the insidious areas.

2. MISSION BACKGROUND

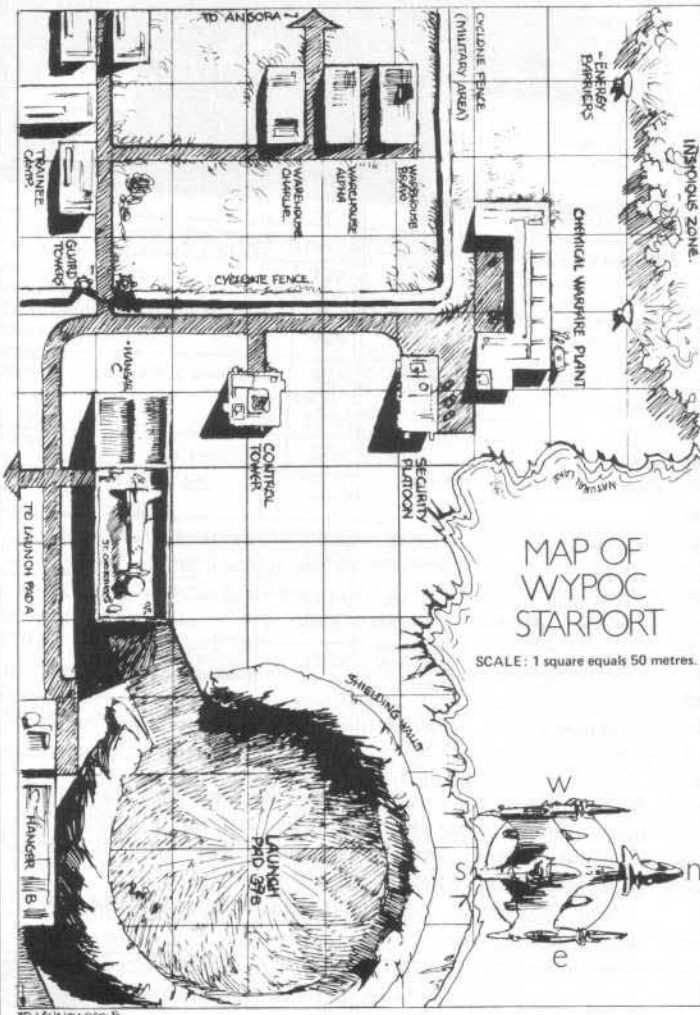
The transfer of personnel from Angora, Wypoc to Djinni has begun, several independent craft have been employed by Tukera Lines to lift men and material to larger ships in orbit beyond the debris. Two 100 ton scout ships patrol this convoy, beyond a *Kinunir* class cruiser stands watch, its marine complement below on the planet surface maintaining civil order.

269-1106: The 200 ton free trader *Hustler* lands on the planet at temporary space port facilities and offloads electronic engineers with their equipment, sent to augment the navigation system. Unnoticed 10 of these engineers slip quietly away, and disappear into the suburbs of Angora. Gathered together in a basement of an undisclosed commercial concern, they meet their patron, Johann Auchzt of the Hygar secret service who outlines their mission as follows:

"You have been hired for a dangerous mission requiring the use of all your skill. The prize is well worth the risk, gentlemen; those of you who survive will be part owners in the ship *St Christopher*. The mission is in three parts; first, storming the *St Christopher* which is at the northern extremity of the space port, due to be loaded in 24 hours time. The defences and layout of the space port and ship are shown on the maps. Second, to travel in a low orbit, avoiding the two scout ships in any manner required and passing through the debris belt using the 90 ton survey laboratory attached to the *St Christopher* to select a safe course to Hygar, where passengers and cargo will be awaiting pickup at a secret base recently built to accommodate the ship. Third, the ship should proceed to Djinni evading the *Kinunir* class cruiser in any manner required. On arrival at Djinni the laboratory should be put into orbit, and the lifeboat and ship's boat used to deliver the people of Hygar to the planet surface. The *St Christopher* then belongs to the crew."

3. THE MISSION TEAM

The characters have undergone a familiarisation course on the XLS 490 Laboratory ship, *St Christopher* class. The patron, who will accompany the party, will work the laboratory computer during flight. With the exception of the pilot and the engineer the



rest of the team are commandoes and have been trained as such. Players may reassign gun and blade combat skills before play starts to any other weapons in any combination, so long as the total number of skills in each category is the same. The mission team may employ any equipment that they can carry up to tech level 13, this does *not* include battle dress. The team has an air raft with turret auto cannon. Also available is an ATV crash tender for the starport. These vehicles are with the team at Alpha Warehouse 12 hours from loading time, 18 hours from takeoff time. It is almost dusk, and the evening is characteristically warm and still. There is a certain urgency about the city as the populace prepares to leave.

Name Job	UPP Rank	Age/Terms	Character Skills
Johann Auchzt Patron	886A99 Major	42-00	Electronics-3, Computer-4, Streetwise-3
Johr Magi Mission Team Leader	89AA98 1st Lt	30-03	Leader-1, Grav Veh-1, Cbt Rifle-1, Recon-1, Medic-1, Survival-1, Commo-1
Lon Kidder Assault Section Leader	7799A7 2nd Lt	26-02	Grav Veh-1, Instruction-1, Cbt Rifle-2, Streetwise-1, Interrogation-1
Ghentz Hobard Assault Section Member	888C76 Lance Sgt	30-03	Mechanical-4, Electronics-1, Blade-1, Demolition-1, Medic-1
Tsar Krogel Assault Section Member	765987 Commando	26-02	Electronics-1, Computer-1, Pistol-1, Brawling-1, Survival-1
Fats Reefer Assault Section Leader	899664 Commando	26-02	Blade-3, Cbt Rifle-1
Lee Quinton Support Section Leader	BA6677 Sgt	26-02	Gunnery-2, Cbt Rifle-1, Autocannon-1
Noah Plugger Support Section Member	8B5956 Lance Cpl	30-03	Gunnery-1, Cbt Rifle-1, Autocannon-1, Recon-1
Baden Fane Pilot	B59897 Lt Cmdr (Navy)	34-04	Pilot-2, Navigation-1, Computer-1, Vacc Suit-1
Yang Fin-se Engineer	7868A8 Lt (Navy)	26-02	Engnrrng-2, Navigation-1, Mechanical-1

4. BACKGROUND INFORMATION ON THE STARPORT

The port is located in the north of Angora, on the edge of the insidious zone, and the *St Christopher* is at a loading bay at the edge of the port. A hangar adjacent to the loading bay contains equipment and supplies due to be put on board, minor repair facilities, and emergency firefighting units.

At night there are four security men at the hangar armed with assault rifles, and wearing cloth armour. The Navigational Assistance Unit is unlikely to have more than five or six men on duty at night, with sidearms only. The security platoon at the chemical warfare plant has thirty men and three ATVs equipped with night detection gear. Their equipment is cloth and reflex armour, with a mixed armament of laser rifles, ACRs and SMGs. If the alarm is raised, squads of Imperial marines should be expected to arrive from port road A. The transit camp is occupied by citizens due to leave the planet the next day, there are currently about 200 people in this camp. The warehouses north of the transit camp are used to store equipment due to be loaded aboard the starships within the next few days. Warehouse Alpha is the property of Johann Auchzt and all equipment can safely be kept here for up to 18 hours. The transit road has 4 men on duty in each of two bunkers, one at either side of the road. The electronically guarded gate can be opened from the south bunker.

Boarding: Access to the *St Christopher* can be gained by the air lock via the external ladder, this is not locked but is guarded. There is a loading elevator beneath the laboratory; this is locked and would need to be forced. The inspection hatch at the lower engineering deck is open and an external ladder attached. The inspection hatch at the lower engineering deck is open and an external ladder attached. Two or three of the twelve man crew can be seen working here through the night, others can be seen about the airlock at dusk (18 hours before the ship is due to leave). The remainder are asleep on board. The cargo and boat doors cannot be forced.

Lift off: The patron and the pilot are familiar with the layout

of the ship's controls and have the necessary nav tape to travel to Hygar. The ship is fuelled and able to take off from dusk onwards. As the final checks are still underway there is a small chance that the ship will not be fully operational. Twenty minutes would be required from first control of the ship until takeoff time, unless damage is caused.

5. XLS 490 ST CHRISTOPHER

Designed as an exploration ship the *St Christopher* has a mass of 490 tons when the detachable space laboratory is attached, and 400 tons without this. The laboratory is capable of maintaining orbit for several months, and was designed for orbital survey work. Its specialist detection equipment is also ideal for detailed scanning of ships in space.

Tonnage: 490/400
Acceleration: 2G/2G
Crew: 10 crew, 2 marines, up to 6 researchers
Jump: 2/2
Powerplant: 2
Gravitics: Inertial compensators and 1G floor field
Armament: 1 triple laser turret, 1 single missile turret
Electronics: Computer model 3, (model 1B in laboratory)
Fuel Capacity: 160 tons
Ship's Boats: 1 ship's boat, 1 life boat

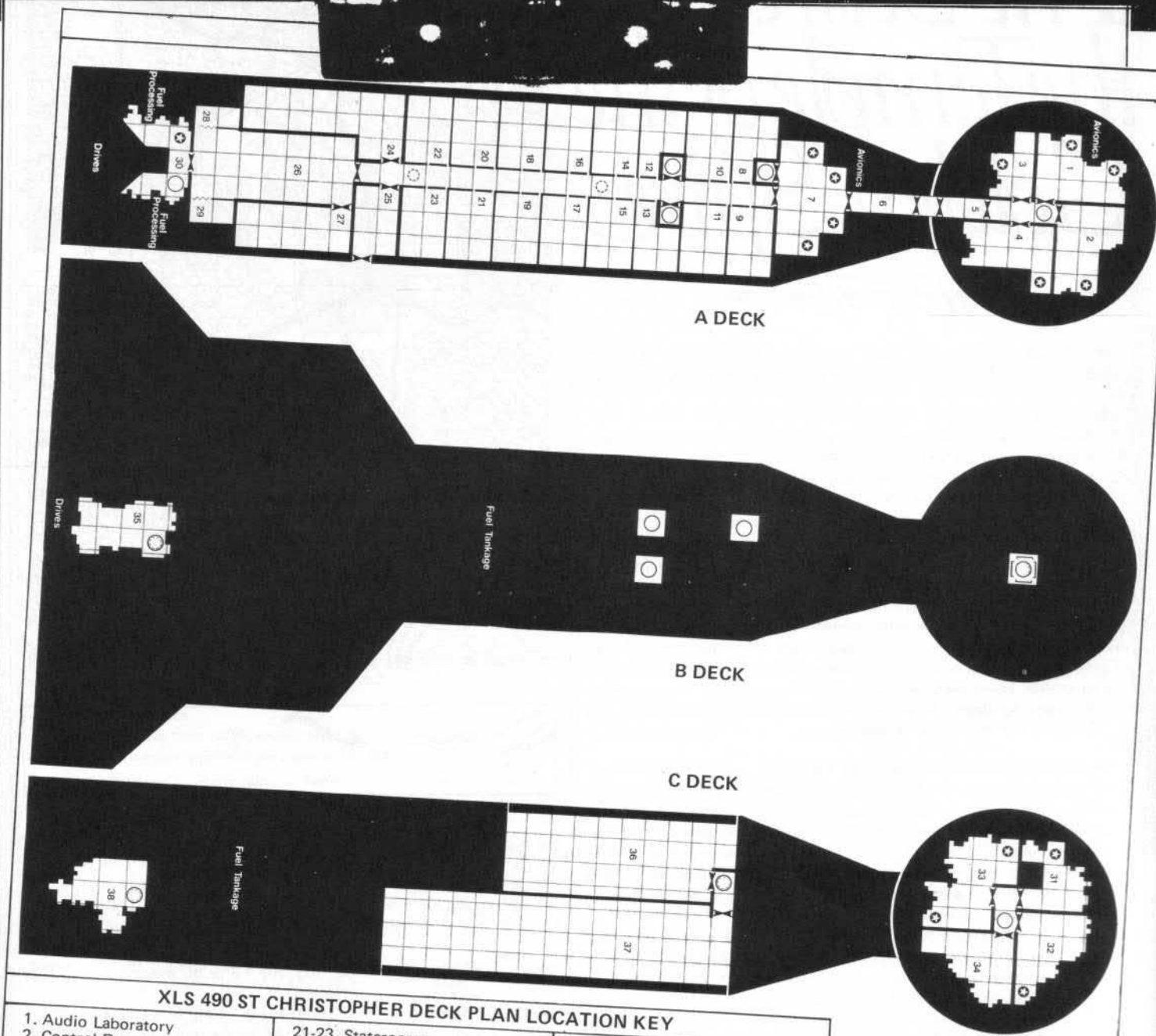
Partition walls and cabin doors require 100 points of damage before they will break open enough for a human to pass. Cabin doors are sliding. Bulkhead walls and floors are airtight and require 1000 points of damage to break through as do the iris valves, which are also airtight. These doors are opened by controls at the side of door, and will not open if there is a vacuum present at only one side of the door. The missile turret has an autoloader which extends down into the cargo bay, where missiles are kept.

6. THE CREW

Name Job	UPP Service	Age/Terms Location Night/Day	Character Skills
Lance Baun Captain/Pilot	B59897 Scout	34-04 9/7	Pilot-1, Navigation-1, Vacc Suit-1, Computer-1
Ichter Badmanne Chief Engineer	7868A8 Navy	26-02 35/11	Engnrrng-2, Navigation-1, Mechanical-1
Ace Callaghan Navigator	78599A Navy	50-08 13/7	Navigation-2, Medic-1, Admin-1
Joe Jewell Ship's Boat Pilot	777869 Navy	22-01 15/26	Ship's Boat-1, Admin-1
Donald McDonald Medic	758696 Army	26-02 17/31	Medic-2, Computer-1
Zareth Seer Cook/Clerk	56A855 Army	26-02 19/20	Jack of Trades-2, Admin-1
Bernie Battles Gunner	558774 Navy	34-04 21/Fwd Turret	Gunnery-2, Vacc Suit-1, Admin-1
Ted Fores Gunner	656578 Navy	26-02 23/Aft Turret	Gunnery-1
Skip Benson Engineer	868548 Merchant	30-03 38/22	Engnrrng-1, Electronics-1
Argo Gothner Engineer	78B78A Merchant	26-02 18/30	Engnrrng-1, Mechanical-1
Paul Finter Security Guard	A6786A Marine	30-03 25/16	Tactics-1, Vacc Suit-1, Laser Rifle-1, Blade-1
Bella Moreno Security Guard	788586 Marine	26-02 25/14	ATV-1, Vacc Suit-1, Laser Rifle-1, Blade-1

All the crew carry snub pistols, the two security guards have laser rifles and wear cloth and reflex armour. The ship's locker is in room 10 and contains a further 2 laser rifles, 8 submachine guns, and 10 sets of cloth armour.

The ship's boat has a beam laser, and has on board an air raft and an auto cannon.



XLS 490 ST CHRISTOPHER DECK PLAN LOCATION KEY

1. Audio Laboratory	21-23. Staterooms	33. Survey Laboratory
2. Control Room	24. Cargo Hold & Missile Storage	34. Remote Sensing Laboratory
3. Auxiliary Laboratory	25. Airlock	35. Middle Drive Room
4. Scanner Systems	26. Common Area	36. Lifeboat Bay
5. Airlock	27. Cargo Hold	37. Ship's Boat Bay
6. Airlock	28, 29. Freshers	38. Lower Drive Room
7. Bridge	30. Upper Drive Room	
8-19. Staterooms	31. Biology Laboratory	
20. Galley	32. Electronic Laboratory	

GENERAL SHIPYARDS REGINA/REGINA Naval Architects Dept	
PROJECT: ST CHRISTOPHER	
JOB NO: 2307	DRAWING NO: 348
TITLE: PRESENTATION DECK PLAN	
DATE: 05/13/85	DRAWN BY: [Signature]
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7. REFEREE'S NOTES

Storming of the Ship

The four security guards at the hangar will send two men on a perimeter patrol of the loading bay at infrequent intervals, about twice an hour. The security platoon will patrol at night and be in reserve during the day. These night patrols will be undertaken every half hour and will consist of a single ATV with 10 men aboard. The ATV is equipped with night fighting gear and individual weapons are fitted with night sights. The Imperial marines will arrive at the source of any trouble within 10-15 combat rounds, arriving on port road A in squad strength aboard an ATV. After a similar delay another squad will arrive. The Imperial marines are from the *Knunir* class cruiser. If this adventure is not available then each squad should be in battle dress armed with PGMP 13. The bunkers on the transit road are in radio contact with the security platoon, and no traffic is expected through the night. However, there has been much disorganisation and frequent changes of plan throughout the evacuation. These bunkers have walls equivalent to double-strength bulkheads and firing slits facing forward and to either side.

Note: Ceiling iris valves on A deck lead to turrets.

Lift off

Due to lack of maintenance there is a 1 in 6 chance that the engines will fail in flight. During the flight a scout will intercept the ship at maximum laser range and travel alongside engaging the ship for five turns, until it enters the atmosphere again and travels through a narrow gap in the chemical clouds, guided by the advanced detection systems aboard the lab. Entry into the cloud for any reason will result in two "hits" on the ship, with normal effects.

Escape to Djinni

Lift off after loading men and equipment at Hygar will require the ship to pass through the layer of debris, containing many still-active missiles. These can be avoided by skilled use of the lab's detection systems. If for any reason this is not done 1d6-2 missiles will be encountered, attacking as normal.

Beyond the debris belt the *Kinunir* class cruiser must be evaded, or engaged. When arrival at Djinni has been made all will be safe, although the cruiser may pursue the stolen ship at the discretion of the referee.

The Search for the Temple of the Golden Spire

by Barney Sloane

An AD&D mini-module used as the competition at Dragonmeet III. It is intended for a total of 7 2nd-4th level characters.

DM's Notes

1. Players may not purchase any items from individual non-player characters, who will not part with their equipment.
2. Most of the wilderness is dense pine forest, with little light or ground cover. This enables fast movement and reduces the chance of becoming lost to 30% (check every five hexes on the wilderness map). Encounters should be rolled for once every five hexes, or hourly, with a 10% chance of occurring. If an encounter is indicated, roll the Outdoors Encounter Table.
3. MM indicates a monster described in TSR's *Monster Manual*.
4. Numbers in brackets are cross-references to other rooms or features.
5. Non-player characters are described in the following format: Name, Alignment, Level and class (C= Cleric, F= Fighter, T= Thief), Characteristics, Equipment Carried.
6. Monsters are described in the following format: Armour Class, Hit Dice, Hit Points, Attack, Special Powers.

Player's Introduction (to be related by the DM.)

The party arrive at the village of Greywood at about 8 pm in late October, to find an empty village square under the silent shroud of night. Seeking a place to rest for the evening before continuing their journeys, they head for the Howling Fox Inn (1). Just as they cross the empty village square, the top of the cross (4) is struck by an intense moonbeam, and strange runes begin to flow across its face. They will remain for ten minutes before fading, and form the following poem:

To Those Who Seek Advice from the One Who Knows:

*Look through the eyes of the star that is stone,
And see ye the one true way.*

*Go ye from here to the All Seasons Folly,
Straight as the eye doth see.*

*Thence to the bridge that by dead gods was broke
Where granite black doth lie.*

*Look for the cross at the top of the point,
And point ye the cross at the cross.*

*Follow ye then the way ye hath found,
To places seen often before.*

*Search ye once there for the road of the dead,
And follow its feet to the gates.*

*There you must fight with monsters malign,
In order to find what you seek.*

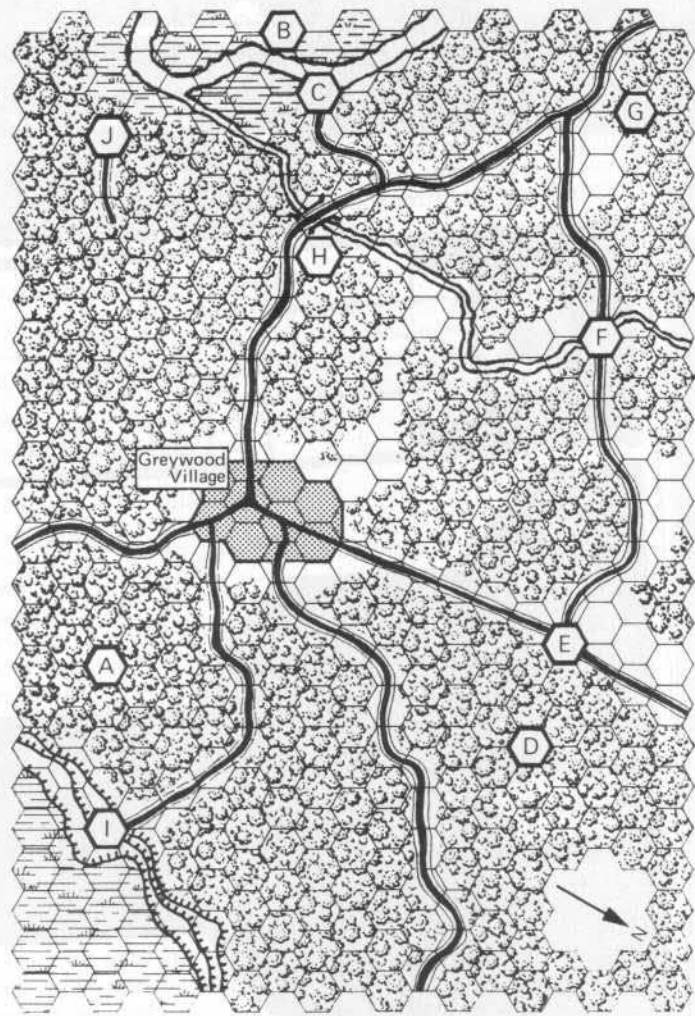
*Search then from as high as the eagle doth fly,
To the land of the frozen wastes.*

*Find ye the beast with his golden horn high,
For there you will find your lost goal.*

DESCRIPTIONS FOR THE DM

Explanation of the Poem

The party which deciphers the riddle will go to feature E on the Wilderness Map, and thence to F. They will then return to Greywood Village along the banks of the stream and through the woods. Finding the Road of the Dead, they will make for the Citadel of Greycrag, enter, and reach the top of the Little Stair Tower, from where they will see the Temple of the Golden Spires far to the north.



KEY

Type of		Encounter	
Die Roll	Type of	Encounter	
01-04	1 giant wild boar	(AC6; 7d8; Att 3-18)	
05-15	1-3 centaurs	(AC5; 4d8; Att 1-6/1-6 or by weapon type)	
16-25	2-8 elves	(AC5; 1d8+1; Att 1-10 or by weapon type; +1 to hit with bow or sword; 90% resistant to charm, sleep)	
26-35	2-7 gnomes	(AC5; 1d8; Att 1-6 or by weapon type; save at +4 levels)	
36-42	1-2 ogres	(AC5; 4d8+1; Att 1-10 or by weapon type)	
43-55	2-5 sprites	(AC6; 1d8; Att by weapon type; magic powers)	
56-65	2-8 stirges	(AC8; 1d8+1; Att 1-3 + blood drain)	
66-75	1-2 unicorns	(AC2; 4d8+4; Att 1-6/1-6/1-12)	
76-85	1-4 wolves	(AC7; 2d8+2; Att 2-5)	
86-00	3-12 peasants	(AC8; 1d6; Att by weapon type)	

Centaurs will be neutral toward the party, seeking to end the encounter quickly and go about their business. *Elves* and *Gnomes* will behave likewise, and have no idea of the Temple's whereabouts.

Peasants, and inhabitants of the village, will know about features C and G on the Wilderness Map, and about the Citadel of Greycrag — but only in general terms.

THE VILLAGE OF GREYWOOD

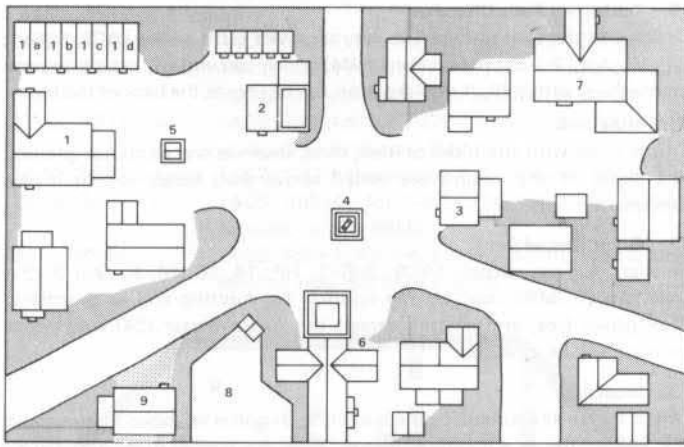
The village is shown in the detailed map on the facing page.

1. The Howling Fox Inn

This establishment is the centre of the tiny village, and is owned and run by:

Name	AI	Level	S	I	W	D	C	Ch	Carries:
Moray	L.N.	4F	16	12	9	15	8	10	Dagger

Moray has four rooms for hire at a cost of 1 g.p. per person per night; these are numbered 1a-d on the map. He sells drinks at the following prices: Mead 2 c.p., Ale 2 c.p., Wine 6 c.p., Spirits 1 s.p. There will be 2d10 other customers, all locals and normal men. None is willing to talk.



2. Smithy

The owner is called Berg:

Name	AI	Level	S	I	W	D	C	Ch	Carries:
Berg	L.N.	3F	15	14	8	12	9	4	Hammer, leather armour

He can make minor repairs to metal items, and provide basic weapons or equipment to the party. He is helped by 3 Oth level workers. If coaxed, he will tell about the empty house (9), although he does not know it contains the Road of the Dead.

3. Grocer

Name	AI	Level	S	I	W	D	C	Ch	Carries:
Pern	N.	2T	9	12	4	16	14	13	Dagger, 7 s.p.

Pern can provide any basic equipment at prices laid down in the *Player's Handbook*, except for iron rations.

4. Celtic Stone Cross

At any time other than a full moon night in October, this appears as an ordinary, worn cross, with a loose piece at the base.

5. Village Well

A favourite talking place — there will always be a crowd of 3d6 peasants and workers during daylight hours, gossiping around it.

6. The Church of God

This very old church was supposed to have been built at the same time as the Temple of the Golden Spires, and in opposition to it. It can be easily seen from (F), but not (C) or (H), being recognisable by its tall spire bearing a prominent gold cross. It is run by four Lawful Good clerics:

Name	AI	Level	S	I	W	D	C	Ch	Carries:
Zarkon	L.G.	3C	5	12	17	14	7	16	Staff
Oolarn	L.G.	2C	14	14	12	9	9	14	
Colophidius	L.G.	1C	7	9	15	12	8	6	
Gareth	L.G.	1C	18	10	18	13	9	12	

7. Large House

Usually occupied by the three village elders, it is currently locked up as they are away at a council in Western lands. This causes part of the unease that can be felt throughout the village.

8. Graveyard

Hopelessly overgrown, yet still free from Evil, this is the reason for the name given to the Road of the Dead in the initial clue.

9. Old House

This tumbledown empty house conceals the Old South Road (also called the Road of the Dead) from view. The first stretch of this is overgrown, and the villagers have mostly forgotten its existence.

KEY TO WILDERNESS MAP:

A. Crumbling Ruin

This is directly on the path from the Citadel of Greycrag to the Temple of the Golden Spires, and any party going straight to the Temple will run into it. The floor is covered with broken paving slabs, and inside are two shadows (AC7; 3d8+3; HP:15, 17; Att 2-5 + strength drain; unaffected by *sleep*, *charm* or *hold*; magic weapon required to hit) (MM), who will attack anyone who enters. Under the slabs are 740 s.p., and a +1 ring of protection.

B. Troll's Lair

If the players fall for the ruse of the bridge at (C), they are in for a shock, as on the far bank lives a troll (AC4; 6d8+6; Att 5-8/5-8/2-12; regenerates) (MM). If by some fluke the party defeat him, he has a clay urn filled with 400 g.p., and a *potion of extra-healing*.

C. Broken Wood Bridge

This is a large broken bridge, half-spanning the river. A combined weight of 4,000 g.p. or more will collapse it. There is no black granite anywhere in sight, but the DM should not emphasise this.

D. Spider's Glen

On entering this hex, the party will stumble into a ring of coarse, sticky webs, and three huge shapes can be seen sealing off the only entrance. These are giant spiders (AC4; 4d8+4; Att 2-8 + poison + web) and they will attempt to web the party before closing in for the kill. This trap is meant to be deadly — the party shouldn't be anywhere near it. Already in the webs are two dead peasants, in whose clothing are 5 s.p. and 3 s.p. respectively.

E. All Season's Folly

Two trees stand at the end of the straight road, a green, fresh elm and a blackened, lightning-blasted yew. In front of each is a worn lichen covered slab, pocked with strange pits and marks. If three blows are made, enough to form a pockmark, on either stone, the relevant tree will 'awaken' and ask the party what it wishes to know. The elm tells the truth, and the yew lies. Any one question will be answered — the DM must use discretion here. Asking "Where is the Temple?" will invite the answer "In the forest."

F. Black Granite Bridge

A neolithic slab of rock across the stream, which has just been broken by a huge lightning bolt. As yet this is unknown in the village. Standing out of a large anvil-shaped piece is a two-handed sword, graven with runes; the stone in which it is embedded is located in the river, under the largest standing piece of the bridge. It takes a Dwarf, or single strength of 17, to draw forth the sword, which is +2, +3 vs. *goblins* and *orcs*. The hilt is in the form of a knight brandishing a banner, which forms the crosspiece. Here is the meaning of the line " . . . the cross at the top of the point . . ." in the initial clue.

G. Ruined Tower

This is aimed at endangering the careless or disorganised party. The tower is just a shell, the interior walls having collapsed. The entire knoll on which the tower stands is surrounded by an eerie fog; this is caused by the inhabitant, a lone cloud giant (AC2; 12d8+1d6+1; HP: 63; Att 6-36 or by hurling rocks; surprised only on a 1) (MM). This will sense the approach of the party and prepare a boulder attack; it is evil and will delight in slaughtering the characters. The giant has several huge iron chests containing 11,300 g.p., 860 p.p., and 3,500 s.p.; above the heap of furs which is its bed are a +2 *spear*, and a large +1 *shield*.

H. Ordinary Wooden Bridge

I. THE CITADEL OF GREYCRAG

This is now delapidated for the most part, but the superstructure is still intact. It is the lair of a tribe of kobolds (AC7; 1-4 hit points; Att 1-4 or by weapon type), the Tribe of the Sunken Socket. They make use of the rooms still remaining in the castle, and raid the elves and gnomes who inhabit the nearby pine forests. The Citadel is detailed in the map overleaf.

1,2. Gatehouses

These are 30' above the entrance of the Citadel at their highest point. Each has arrowslits facing on all four sides from the guard rooms, and also murder holes for pouring unpleasant and dangerous fluids into the entrance passage. Each has a kobold guard (HP: 3) during the daytime, and two (HP: 2, 3) at night. They have no treasure, and are not really good guards, so that there is a 60% chance of the party being able to sneak past them if they take reasonable precautions. They are all identically armed, with short swords and short bows — each carries 25 arrows.

3. Guardroom

This is lit by oily torches, and the light can be seen from the front of the Citadel, through the arrowslits in (1) or (2). In here rest 4 kobolds (HP: 1, 2, 2, 3) playing knucklebones for the 6 s.p. lying on a table in the centre of the room. Their armour and swords are lying on benches under the arrowslits, which the kobolds have to stand on to shoot out.

4. Training Area

Along the east wall are 5 poles, each supporting a dead gnome who appears to have been used for sword practice — as indeed is the case ▶

THE SEARCH FOR THE TEMPLE OF THE GOLDEN SPIRE

►The end gnome has toothmarks on him as well, as there are 4 giant rats (AC7; 1d4; HP:1, 1, 2, 3; Att: 1 - 3 plus disease) (MM) gnawing on the rotting corpse. These will attack until at least two are slain, then flee into a group of rat-holes in the west wall.

5. Armoury

This large hall has many wooden racks covering both sides of the room; bearing an assortment of armour and hand weapons. In charge of these are two huge kobolds (HP: 4, 4) attacking with axes at +1 damage; one has an iron horn with which to call for help, and the other a pouch with 4 s.p. in it.

6. Great Hall

This is currently filled with noisy, revelling and drunken knobolds. There are 23 normal kobolds, (HP: 3 each) who will attack with tooth and claw, forgetting to snatch up their swords in their alcoholic haze; there are also two kobold chiefs (HP: 5, 5), who will remember to attack with short swords at +2 damage. The kobolds' drunkenness means they will attack at -1 to hit, but have +10% morale. The stakes in the many gambling sessions in progress are scattered over the tables, amounting to 231 c.p. and 47 s.p.

7. Kitchens

In here are 7 female kobolds (HP: 1 each) overseeing 3 female gnome (HP: 1 each) slaves who are cooking gnome, elf and pig meat for a banquet.

8. Empty Room

9. Torturer's Chamber

In here is a large (HP: 4) kobold, the torturer. He attacks with a long sword; the room contains a gnomehide bunk, a chest of torture implements, and a bag containing 34 g.p., 21 s.p., and three rock crystals worth 50 g.p. each.

10. Torturer's Pet's Chamber

Chained to the wall in here is a very annoyed giant snake (AC5; 6d8+1; HP: 19; Att: 2 - 8 constriction) (MM) which can and will attack anyone approaching within 5'. An elf skeleton can be seen at the back of the room.

11. Hide Hall

This is lined with the hides of men, elves, dwarves and of course gnomes. The skulls of the victims are nailed above their hides, and hold pale candles.

12. Giant Weasel Pens

Here are 4 giant weasels (AC6; 3d8+3; HP: 14, 16, 16, 17; Att 2-12 + drain blood) (MM) used by the kobolds for hunting and as guardians. They prowl free, and anyone except the Weaselmaster (24) who opens the door will be attacked.

13. Incubator

This is where the kobold eggs are kept; each one is wrapped in humanoid hair and nestles in a gnome's ribcage. They are tended night and day by 6 female kobolds (HP: 2 each) from (20).

14. Chieftain's Lair

Plushly furnished, this hall contains a large hide bed, several tables and chairs, and an armour and weapon rack. Under the bunk is a chest containing: 230 g.p., 475 s.p., 800 c.p., and three doses of *potion of invisibility*. The chief is an exceptionally large kobold (HP: 6) who fights as a one-die monster, and at +2 damage.

15-19. Guardrooms

Each of these rooms contains three kobolds (HP: 4 each) armed with shields and long swords - the chieftain's bodyguard.

20. Harem

10 female kobolds (HP: 2 each) lair here, of whom 6 will be tending eggs in (13) at any time. Each kobold has 3-18 g.p. worth of jewelry.

21. Banquet Hall

This is currently empty, containing a long wooden table and 300 s.p. in assorted candlesticks. The floor appears to be covered in dried flesh.

22. Tower

4 kobolds (HP: 1, 2, 2, 3) on guard, each with short sword, short bow and 8 arrows.

23. Empty Tower

24. Weaselmaster's Tower

In here, in extreme squalor, dwells an old crippled chieftain - the Weaselmaster. [See (12).] He is immensely strong, attacking with a cleaver at +3 damage. He has 12 s.p., a bracelet worth 70 g.p., and a gnome carcass on the floor.

25. Tower

This is occupied by three kobolds of the chieftain's bodyguard (HP: 4, 4, 4). They are armed with shields and long swords.

26. Little Stair Tower

This tower houses a stair, climbing 150 feet to a small room whence, out of the arrowslits, can be seen the Temple of the Golden Spire. It is the home of two ghouls (AC6; 2d8; HP: 9,11; Att 1-3/1-3/1-6 + paralysis; immune to *sleep* and *charm*). No kobold ever ventures here for obvious reasons - but they know of the occupants.

27. Chapel

The only inhabitant is a crucified and dying gnome, who will warn the party not to ... and then die. Many racks, torture devices etc. are spread over the floor; the altar is now a firepit, and the place seems to be used as a torture chamber.

28. Stables

Here are kept 11 pigs and 2 vicious wild boars (AC7; 3d8+3; HP: 12, 13; Att: 3 - 12) (MM) which will charge out when the door is opened. The boars will attack 50% of the time.

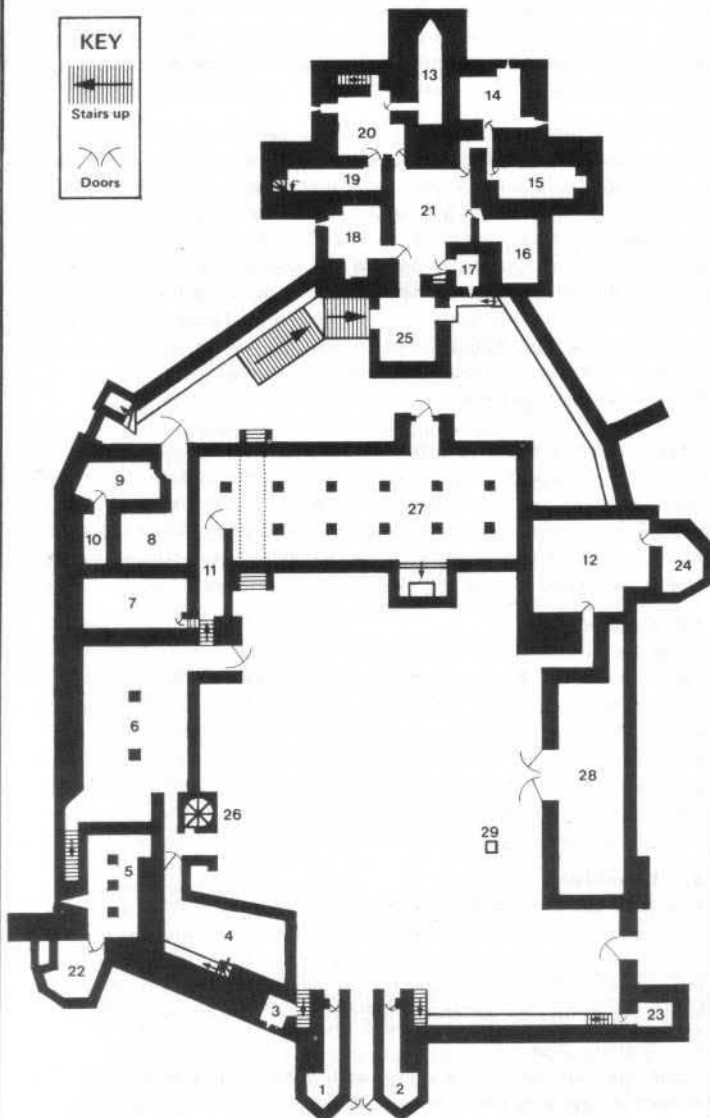
29. Well

J. THE TEMPLE OF THE GOLDEN SPIRE

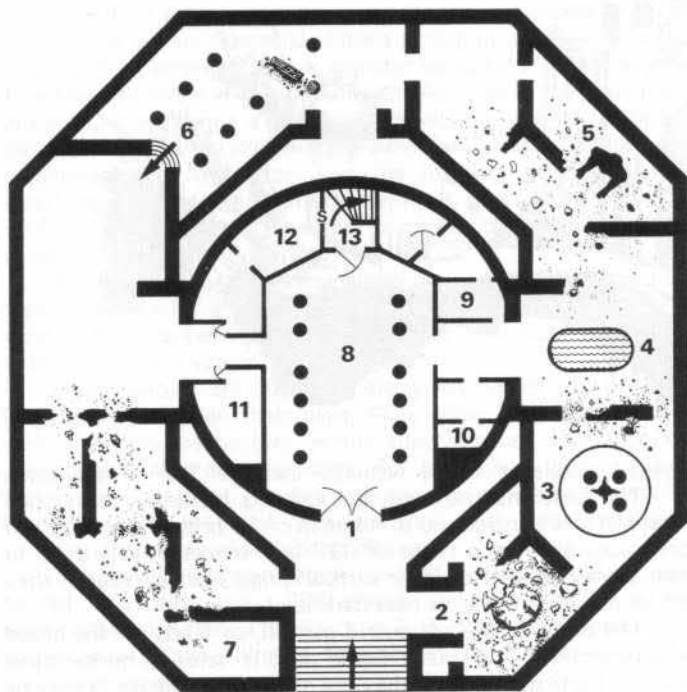
Forty foot high walls surround a tower topped by an additional 60' of slim, tapering spire. The walls are covered in ivy, and easily climbed (10% chance per character of loose rock: 25% chance of falling). Every 20' around the walls are worn but evil-looking gargoyle heads. Muted groans and howls come from within.

Encounters within the Temple

An encounter occurs on a roll of 1 on a d12; check every 3 turns.



d20	Type of Encounter
1-6	Owlbear (AC5; 5d8+2; HP: 25; Att 1-6/1-6/2-12) (MM)
7-10	Giant Lizard (AC5; 3d8+1; HP: 14; Att 1-8 + double damage if natural 20 is rolled to hit) (MM)
11-13	1-2 Ghouls (AC6; 2d8; Att 1-3/1-3/1-6 + paralyzation; unaffected by <i>sleep</i> or <i>charm</i>) (MM)
14-17	2-8 Giant rats (AC7; 1-4 hit points; Att 1-3 + disease) (MM)
18-19	Gargoyle (AC5; 4d8+4; Att 1-3/1-3/1-6/1-4; magic weapon required to hit) (MM)
20	Wight (AC5; 4d8+3; Att 1-4 + energy drain; magic or silver weapon required to hit) (MM)



KEY:

1. Valves of Bronze

These are 20' high doors of featureless bronze, bearing a large skull of black iron on each side. They show up on *detect magic*, and can only be opened by magical means.

2. Collapsed Outbuilding

A corner of the roof forms an ominous dark hole, inside which is a giant lizard (the same one encountered as a wandering monster). It attacks anyone crossing the rubble.

3. Four-Armed Statue

This has four faces, showing respectively pain, ecstasy, fear and anger. On each palm is a carved symbol. Just off the plinth are four 8' high stones, bearing the same symbols. The plinth can be revolved with difficulty, and two of the symbols are lined up, but the other two cannot be aligned.

4. Pool

There is a 10' wide margin around this. Anyone going closer than 5' will be grabbed by two tentacles — for this is the lair of a giant octopus (AC7; 8d8; HP: 32; Att 1-4 x 6/2-12 + constriction) (MM). Each round thereafter another tentacle will strike until 6 of them hold the unfortunate. The octopus hits at -2 on the attack die. In the bottom of the pond are 600 gp, 450 pp, 2 gems worth 100 gp each, and two rings: one is of amber and gold, worth 200 gp; the other of jet and silver, worth 300 gp.

5. Statue

This is 40' high, and of a very primitive design, with just the basic cuts to make it look human. The hands are delicately designed, and covered in a yellow powder — they are extended, palms uppermost, as if to accept something. Around its feet are small lumps of the powder. Two flights of steep stairs spiral up its thick legs to a level with the hands. If any character steps onto the hands, they will close and crush him, and when they open all that will be left is a thin covering of powdered bone, some of which will drop to the ground. The statue can be detected as evil if a *detect evil* is cast.

6. Broken Archway

Standing here, covered by a roof, is a huge, gaunt suit of black plate mail, holding a double-handed morning star. It is animated and if anyone passes down the line of columns in front of it, it will move to attack that person (only), until he is dead. It attacks as a 4th level fighter, and has 35 hits. Upon receiving this much damage, it will collapse and crumble to dust. If the dust is examined it will be found to contain a small iron key. This is magical, and will open both the Valves of Bronze (1) and the door to (13).

7. Lair of the Old Guard

The old guard of the Temple lives here — an owlbear (HP: 27). It can often be found wandering in the ruins, and hates the giant lizard and the octopus. In its nest of debris, fur, cloaks and bones are 200 gp in two sacks, and a dirty battered *mace of disruption*. If the owlbear hears noise or fighting it will rush to investigate.

8. Hall of the Harpy

Dustridden, with a 40' high ceiling. Note that the light from a torch will not reach right up into the shadows near the ceiling, where a harpy (HP:16) has made her lair. On the party's arrival, she will begin to sing, leading as many members as possible away from the others. Once this is accomplished, she will *charm* them all and order them to behave normally until the party has accumulated more wealth; then they must kill the free members, and bring the loot to her. If she is threatened with attack, she will order the charmed to defend her, and then try to lure away more victims.

35' up on her filth-spattered ledge are 300 gp of fine raiment stolen from the village, and 400 sp. The clothes are soiled, but not beyond cleaning. At points along the longest wall are two shields; each has two spears crossed over it. The southern shield on the eastern side is a *shield of missile attraction*, (-4 vs missiles) and once taken up, cannot be removed except by a *remove curse* spell.

At the north end of the room is a huge iron door with a small keyhole hidden beneath a cover in the form of a skull. This cannot be opened by any means other than the key from (6).

9. Enclave

On the back wall is a mithril skull 10' across, above a bronze plaque which says (in the common tongue):

*Touch me with warmth
And I will breathe again.*

If anything warm is touched to the skull, it will breath poisonous gas. Unless a saving throw is made, victims will lose 50% of their strength and dexterity. The gas fills the enclave.

10. Shadow's Lair

This dust-covered room is empty except for a shadow (AC7; 3d8+3; HP: 14; Att 2-5 + level drain; magic weapon required to hit) (MM). The dust is nearly 2" deep.

11. Furniture Store Room

The room is full of dust and rotten furniture; here lurk two zombies (AC8; 2d8; HP: 6, 8, 9, 13; Att 1-8; unaffected by *sleep*, *charm*, *hold* and *cold*; holy water does 2-8 damage) (MM).

12. Stone Oracle Chamber

The door to this *continually dark* room bears the following message in common:

*This room is the Oracle of the Tunulus King.
Enter and Die!*

Within is a coffin. Once a character enters he will be unable to find the exit unless the darkness is nullified by either a *light* spell or a *dispel magic*. Every full turn, there is a 30% chance that any character inside will meet the wight (HP: 22) which lairs here.

13. Stairway

This leads to the Golden Spire, and is guarded by a gargoyle (HP: 15). At the top is a small room 15' in diameter and 10' high. To the west is a shuttered window, and the stairs lead into the room on the south wall.

There are four ornate golden pillars in the shape of demons, connecting which is a ring of purplish powder. Inside this is a blackened, charred skull with opaline eyes. If the ring of powder is broken, or the window shutter opened, or the ring is entered by a living being, then the skull will rise up, forming into a wraith (AC4; 5d8+3; HP: 25; Att 1-6 + energy drain; silver or magic weapons to hit) (MM). The skull can be smashed by 15 points of damage from any missile weapons. The pillars are worth 2000 gp each.

Shadows in the Swamp

A short D&D scenario using readers' monsters, by Albie Fiore.



ibabu is a small village on the edge of the mist-shrouded everglades of Krish. The villagers, who survive by selling snake and crocodile skins, will tell any visitors to their village of an abandoned temple deep in the swamps. In the temple stands a great cauldron which spawns creatures of evil. Local legends state that those who destroy the cauldron will be rewarded with great wealth by the ghosts of those who built the temple.

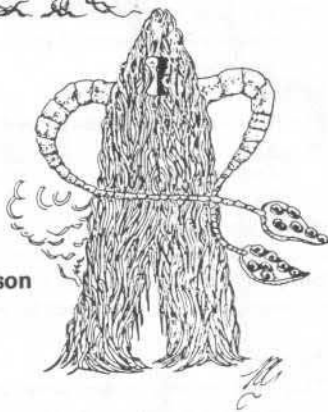
The everglades is a vast swampy area, dense with lichen covered trees with trailing fronds. A thick but patchy mist continually hangs in the air. The waters are shallow but occasionally treacherous as they conceal areas of quickmire. Travel can be by foot, horse or flat-bottomed boats hired from the villagers.

The perimeter of the swamps is especially thick with trees, their roots making passage difficult and tortuous and their foliage shading the area below in green gloom. In this shadowy world, a voice can sometimes be heard, a voice that belongs to the...

CREEPER

by John R. Gordon

No. Appearing: 1-3
Armour Class: 6
Movement: 6"
Hit Dice: 4D8
Treasure: Variable
Attack: Two tentacles, 2-12 each and bite, 1D8 + poison
Alignment: Chaotic evil
Intelligence: High
Monstermark: 96.86 (level V in 12 levels)



The creeper is a greenish grey creature, some 6' tall and covered in a growth of slimy tendrils. From its shoulders protrude two tentacles with a 10' range. It has a horny, black-brown beak with which it can bite and inject either of its two poisons. The first paralyses the victim (until a *cure disease* spell can be cast on him) to preserve him for blood-sucking later. The second type is a deadly venom which will kill the victim outright, unless a save versus poison is made.

It dwells in dark, deserted places where its chameleon-like

powers enable it to be virtually invisible 30% of the time.

The beast has no eyes, but uses its incredibly developed senses of smell and sound to home in on its prey. They can scent prey accurately at a range of 12" and echoes enable them to gain precise details of their surroundings. For this reason they prefer to fight in total or near darkness.

The creeper lives off putrid carrion, or feeds off the blood of live victims — a totally liquid diet. It hates all humans and elves in particular, and, if they are offered as captives, it may be bought off. If a fight is going against it, it will release a *stinking cloud*, to which it is immune, change colour, flee, and will not re-engage for at least two rounds. It can release the *stinking cloud* only once per day.

In 8 segments, the creeper can mimic any voice it has heard, in whatever language. A voice thus mimicked is never forgotten, though the creeper will not understand the words. As a rule, creepers are cowardly and will use their camouflage and mimicry often to lure the unwary into range of their tentacles.

The creeper gets +1 on all saving throws.

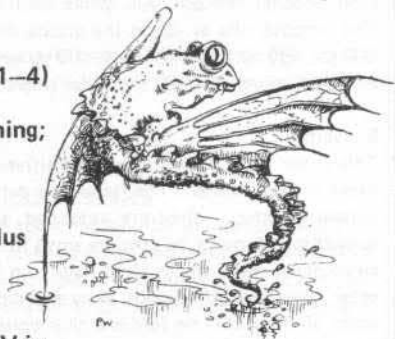
When a creeper is killed, it degenerates immediately into a putrifying, bubbling pool of tendrils, blood and guts.

Beyond the thick growth of vegetation on the perimeter, the everglades break into relatively large, shallow expanses of water, thick with weed and broken by myriad clusters of islets, all covered in thick vegetation. Anyone crossing these misty waters is likely to be attacked by...

WATER LEAPER

by Roger E. Moore

No. Appearing: 1 (10% of 1-4)
Armour Class: 6
Movement: 18" swimming; 15" flying
Hit Dice: 5D8+2
Treasure: C
Attack: 4D4 bite plus shriek
Alignment: Neutral
Intelligence: Semi-
Monstermark: 72.2 (level V in 12 levels)



These creatures are the bane of lakeside fishermen, as they attack boatmen, break lines and nets, and destroy fishing grounds. They have been known to attack cattle and sheep that wade into the water or approach too closely. They are not averse to adding a few incautious humans to their diet. Those familiar with the water leaper fear it greatly.

If a water leaper senses a victim in its waters, it will close on it immediately. The sight of this creature is rather disturbing in itself. It appears as a great legless frog with a long newt-like tail, and two great membraned wings emerging from either side. The whole creature ranges from 8' to 10' in length. If the victim is submerged or swimming, the water leaper will attack without leaving the water. Potential victims sitting or standing in small boats will be attacked as the monster leaps from the water and flies towards them with open mouth. As soon as the creature is airborne, it will emit a terrifying shriek. All within 120' of it must save versus paralysis. Those who fail lose all armour class adjustments for dexterity, and the monster gains +2 when attacking them. It then attacks with its single bite, splashing into the water with its victim in its mouth or to try again if it missed.

As the wings of the water leaper are not strong, it can only stay in the air for 2-5 rounds at most. It is not so fast that it cannot be attacked as it makes its pass at a victim by those within 10' of the victim.

Water leapers are not particularly intelligent and have no languages other than their own. They often keep treasure in a rocky nest on the bottom, where they also lay their eggs. As water leaper eggs are a delicacy, for humans as well as other fishes, they are quite valuable and much sought. Consequently, few of the hundreds of eggs laid each year reach maturity. Water leapers live for about 20 years.

They are helpless to attack on land if they should happen to fall, and have only a 20% chance per round of lifting off again; otherwise they will expire in 3-5 hours of exposure and dehydration. While still alive, they can wiggle towards water at a 1" movement rate.

body, degenerating at will to anything from runny slime to rock hard, and all sorts of combinations in between.

It usually lies in wait for its prey in slimy form, lying in mud from which it is indistinguishable, or as part of a wall or rockface in which case it would assume a harder more rocklike shape and texture.

When attacking, it will seek to do so with surprise by transforming behind its victim. On attack, it will usually have assumed a vaguely humanoid form of the consistency of thick mud with stunted limbs. It forms a rock-hard weapon from itself. The weapon is usually (75%) a sword, though sometimes a club (15%) or hammer (10%). Should the weapon break, or any part of the beast be severed, it can reform to replace the missing piece and reabsorb the severed part on contact as long as the beast is at least 50% intact.

Any transformation takes one round, during which the beast cannot attack. The creature's armour class depends on its form. Any rock-hard part is -1, although if the beast's entire body were of this consistency, it would be immobile. Its usual thick mud consistency is armour class 7, and the runny slime form is armour class 10. In the latter two forms the beast is most mobile, though it cannot attack in runny slime form. Its speed and armour class vary depending on its form between these extremes.

Only magic weapons can harm the slime beast when it is in mobile form as normal weapons merely slide through the slime. In rock-hard form, it may be struck by normal weapons.

Fire and cold, of any kind, do no damage but automatically transform it completely into its rock-hard form during the fire or cold and for 1-4 rounds after, depending on the severity of the attack.

Water has the opposite effect, reducing the beast to its runny slime consistency for 1-4 rounds from anything other than the rock-hard form.

The slime beast has a saving roll against magically induced fire, cold or water. All other magic can affect the creature including the transmutation spells.

Towards the centre of the everglades, the islands become closer and closer until it is virtually one land mass with a close network of sluggish waterways which are too narrow for boats. The land is still thickly wooded and mist shrouded. In this area the earth is particularly muddy with many patches of thick cloying mire. Often concealed in these patches is another strange creature of the swamps . . .

In some of the secluded backwater, the roots of the trees have been curiously shaped to form strange half-submerged dwellings. These strange formations occur in close individual groups for they are the communes of the . . .

SLIME BEAST

by Dave Stapleton

No. Appearing: 1-2
 Armour Class: See below
 Movement: 6" max.
 Hit Dice: 5D8
 Treasure: E
 Attack: By weapon type
 Alignment: Neutral
 Intelligence: Low
 Monstermark: Varies (probably level V in 12 levels)



Slime beasts are habitually found in damp places, either above or below ground. They are natural predators that seek to waylay their prey by means of their low cunning and transmutation powers which enable them to assume many different forms.

The slime beast's body appears as thick cloying mud, but the beast can control the consistency of all or any part of its

FROG-FOLK

by Phil Masters

No. Appearing: 3D12
 Armour Class: 9
 Movement: 6"; 10" swimming
 Hit Dice: 1D8
 Treasure: Individual J, lair E
 Attack: By weapon type or 1D8
 Alignment: Chaotic evil
 Intelligence: Low
 Monstermark: 1.8; Leader: 6.66; Chieftain: 14 (levels I; II & III respectively in 12 levels)



These brutes tend to occupy semi-submerged cave complexes in the fouler swamplands. They walk on two legs and can use tools and weapons in their long-fingered, webbed hands, but generally seem more like frogs than men. They are bulging eyed amphibians, with nostrils set atop broad snouts and green, slimy skins. They worship a demonic frog-god and hate all other intelligent races, save as food; despite their low intelligence, they are cunning and cruel.

- Frog-folk will be armed as follows:
- 2 spears 30%
 - scimitar 50%
 - sling & dagger 20%

Weapons are bronze and jagged-edged. Anyone wounded by frog-folk has a 5% chance of contracting some kind of disease. Slings use stones rather than bullets.

Small frog-folk bands will have one additional leader-type, with 8 full hit points, fighting with bronze morning-star as a 1+1 hit-dice monster, and armoured to AC 5.

Bands of 21 or more will have a chieftain with 10 hit-points, using a saw-edged bronze 2-handed sword as a 2-dice monster, and armoured to AC 4; he will have two leader-type lieutenants.

For each frog-folk in a group encountered, there is a cumulative 2% chance of a cleric-type in addition. Although chaotic evil, these clerics are treated as druids of level 1-4 for hit dice and spells; they are AC 7, use scimitars and rank below chieftains but above leaders in the frog-folk tribes.

In the depths of a frog-folk lair will be found (apart from the tribal treasure and masses of spawn) females equivalent in numbers to the males. They are non-intelligent and should be treated as the smallest type of giant frog. The tribe also has a 40% chance of possessing pets which its members can control; 50% 1-4 giant frogs, 40% 1-3 giant toads, 10% 1-6 giant leeches.

Frog-folk have standard magic resistance, but their slimy skins give them the equivalent of 18 strength against any form of entanglement, including *web* spells, and their hatred of humanity gives them +3 on saving throws vs. *charm*.

Deep in the woods of this large central area, is the Temple of Krish. What once must have been an impressive building, covered in richly detailed carvings is now a dark, foreboding place. The carvings are mostly obscured by moss and creepers, and whole slabs of stone have crumbled from the walls. The large portals hang open, decayed and dank. In the creepers beside the entrance, the observant will spot what appears to be a snake. It is the last of the guardians placed by the wizards who dwelt here long ago, a . . .

MELODEMON

by Michael Wilkinson

- No. Appearing: 1-4
- Armour Class: 2
- Movement: 14"
- Hit Dice: 4D8+2
- Treasure: Always jewels, 1000-4000 g.p. value (see below)
- Attack: Bite for 1D8+1, 1 sting (1D4+2 +poison), plus special
- Alignment: Chaotic evil
- Intelligence: Very
- Monstermark: 123.85 (level VI in 12 levels)



The melodemon resembles a snake, about ten feet long, with a face like a cross between a human and an alligator, and a sting at the other end. It is only found in extreme conditions, such as flames or lava flows, glaciers, dense forest, desert, deep swamp etc., though it can survive in any conditions. Ancient priests used to rear them from the egg and keep them in pools of burning oil to guard sacred places.

The melodemon's special attack is its singing voice.

It can sing 4 melodies: *discord*, *charm*, *sleep*, and *terror*. Characters save vs. spells for all these at -2 per melodemon

present. If a person saves vs. any song, he need never save against that song again as he is immune to it (though he is still vulnerable to the spell of the same name). If two or more melodemons sing different songs at the same time there is no effect on the would-be victims.

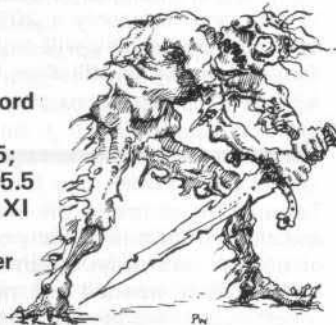
The melodemon's treasure, which is often kept right in the midst of the flames/ice/swamp, always has a special song laid on it so that when it is carried away, all the people within the immediate vicinity begin to feel drowsy (no save) and if they are still with it after two hours they lay down to rest and do not wake up until the curse is removed, by a *dispel evil* and a *dispel magic* spell.

Inside the Temple, the entrance hall leads to many small chambers, but there is one set of double doors that leads to the central, domed hall. In the centre of the hall, spewing mist and resting on a lofty pedestal with steps climbing up, sits the cauldron. Throughout the temple, dark forms move in the shadows. These are the . . .

CAULDRON-BORN

by Tim Walters

- No. Appearing: 3-6
- Armour Class: Special - starts at 4
- Movement: Special - starts at 12"
- Hit Dice: Special - starts at number appearing -1
- Treasure: Nil
- Attack: Two-handed sword
- Intelligence: Non-
- Monstermark: Group of 3: 265; group of 4: 1105.5 (levels VIII and XI respectively in 12 levels - larger groups are way up on level XII)



The cauldron-born are zombie-like creatures the size of large men. They use two-handed swords in combat. They have the following special ability: when one of their group dies, his original hit points and hit dice are divided up among the remaining cauldron-born. Any points and dice gained from the death of other cauldron-born would also be divided up. In addition to gaining hit dice, the armour class of all the remaining cauldron-born drops by one when one of them dies, and their move increases by 3".

These creatures are created by a cauldron in the possession of some evil wizard or cleric, and lose one hit point for every hex greater than five that they are away from the cauldron.

They are resistant to various forms of magic as though undead, but cannot be turned by clerics.

Destroying the cauldron should naturally lead to the discovery of ample treasure to reward the adventurers.

I have not included any comments on the monsters, but it should be noted that a group of cauldron-born are particularly heavy.

I would be pleased to hear your comments on this issue's Fiend Factory: whether you prefer the monsters in a mini-scenario or in the usual random mix, as well as any other ideas you may have.



The Lair of Maldred the Mighty



by Mark Byng

The Lair of Maldred the Mighty is an AD&D mini-module intended for experienced players with characters of moderately high level. It is the prize-winning entry in the White Dwarf D&D Scenario Competition. Second place in the competition was shared by Martin O'Donnell's House of Silence. Two other scenarios merit an honourable mention: The Riddle of Helgor and Lantupa by Eddie Whitaker, and Guy Street's Lantern of the Soulless.



Maldred's Introduction

This adventure is for a party led by a high level paladin or good cleric. For it is such a character who will be summoned to a chapel of power to form the character's group of adventurers and to assume the role of a champion of the good. The party may keep any booty that it takes. If the task is accepted then the expedition leader will be paid to gather together a good cleric, a paladin, a mage, a thief, and a fighter. The party may keep any booty that it takes. If the task is accepted then the expedition leader will be paid to gather together a good cleric, a paladin, a mage, a thief, and a fighter. The party may keep any booty that it takes.



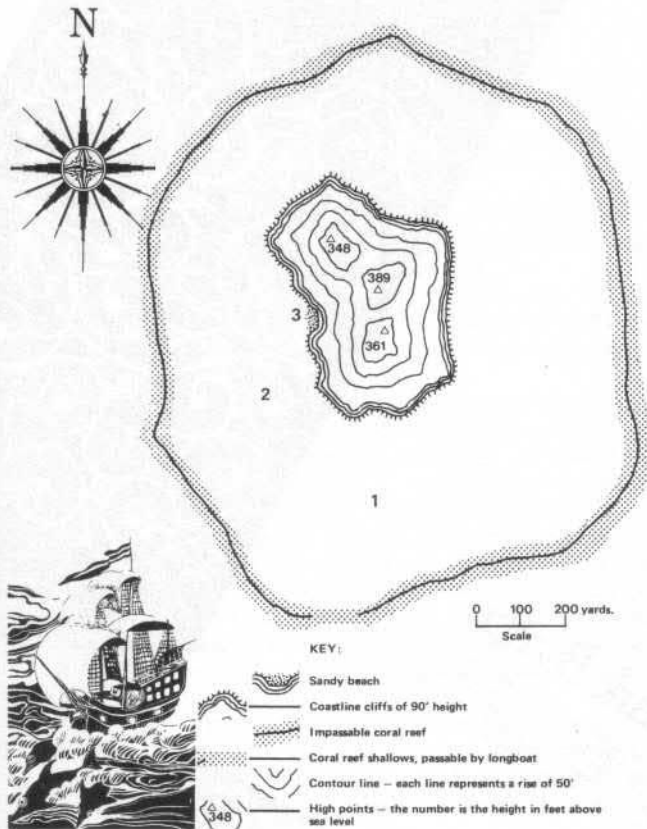
Lavers' Introduction

1,000 years ago, Labeled, an evil wizard, used his magic to create a powerful empire. Maldred, a paladin, was sent to destroy the empire. Maldred was successful in his quest, but he was captured and imprisoned. Maldred was held in a prison for 100 years. Maldred was released from prison and he went to the land of Lavers. Maldred was the first of a long line of paladins who were sent to destroy the empire. Maldred was the first of a long line of paladins who were sent to destroy the empire.



Information for the DM

Each galley has a hull value of 12. The crew are all fighting men and are 6' tall with 6 hit points. Mages are 0 level with 6 hit points. Mages are known by the name of 'Sally's Bane'.



16HP (this means the ballistae are fired with the same hit probability as a 3rd level fighter), and the captains are 5th level with 25HP.

The distance that the galleys must travel to reach the island may be as long or short as the DM desires. Encounters outside of the immediate vicinity of the island have not been included but it is hardly likely that the journey to the island will be uneventful and any number of encounters may be introduced at the DM's discretion.

In the following descriptions, MM indicates a monster from TSR's *Monster Manual*; DMG an item or rule from their *Dungeon Master's Guide*. Monsters have their basic statistics given in the format (Armour Class; hit dice; hit points; attack) when first encountered.

Population of the Area Surrounding the Lair of Maldred the Mighty

1 SHASSAR, AN ANCIENT DRAGON TURTLE (AC6; 12d8; HP96; Att 2-12/2-12/4-32 + steam breath)(MM). Placed here by Maldred when she was just a hatchling, Shassar has never felt inclined to leave and regards the lagoon as her territory which she will jealously guard against all intruders. Despite the abundant fish supply (and probably due to her contact with Maldred), Shassar has developed a taste for human flesh, so all entrants into her little world will be considered as being on the menu.

2 THE WRECK
An old wreck of a small galley can be seen lying on the bottom here in about 40' of water (this galley came into the lagoon many years ago, before the coral reef had grown too large for ships to enter, it promptly had its bottom smashed in by Shassar who then ate most of the crew). If investigated there is a 10% chance per round per diver that some item or creature has been encountered near the wreck, roll 2d4:

- Dicer**
Roll Discovery
- A skeleton lying half buried in the sandy bottom. The only thing on it is a pair of shiny bracers (*Bracers of Defense AC4*)(DMG); there is a 50% chance that the diver will also notice an uncorroded +2 *War Hammer* nearby (DMG).
 - The diver has encountered a giant moray eel. (AC6; 5d8; HP23; Att 3-18)(MM).
 - A small rusty iron chest, so corroded that if moved it will break apart, revealing: 10 obsidian cubes (1" per side, worth 50 gp each), 10 moonstones (80 gp

each), 5 black pearls (500 gp each), a pair of silver & gold bracers (700 gp), a pair of identical wrought gold lions (1000 gp each) and a brooch of gold studded with amethysts (4000 gp).

5. A wooden chest has rotted away revealing the ingots of precious metals which it once contained: each ingot weighs 20 lb, there are 4 of copper (1 gp each), 9 of silver (10 gp each), 7 of gold (200 gp each) and 2 of platinum (1000 gp each).

6. A bronze chest, still intact but the hinges and lock are corroded shut (treat as being wizard locked as regards difficulty in opening). Inside are a very good quality gold necklace (1900 gp), an ornate silver ring formed by two entwined snakes which have obsidian chips for eyes and a small jade stone held between their jaws (2000 gp); a 2' long, 1/2" diameter copper rod with eight green bands inlaid at one end, written along its length in *invisible magic script* (any reader must be able to see *invisible* and *read magic*) are the words 'Dominus Vobiscum'. This is a special *Rod of Resurrection* (DMG); the green bands indicate how many charges are left (8) and the invisible words are the command words to activate its power; but it is aligned good and will only resurrect persons of that alignment. It is usable by any paladin or ranger of 9th level or above or by any good cleric. The last item in the chest is a small iron flask sealed with rune-inlaid wax: Inside is a viscous blood-red liquid which has a metallic taste/odour (a *Potion of Heroism*)(DMG).

7. The diver has encountered a patch of strangle weed (AC6; 3d8; HP15; Att by entwining)(MM).

8. A skeleton, half buried under wooden beams, wearing an uncorroded copper ring (a *Ring of Protection +1*)(DMG).

If a diver uses a *detect magic/gems/precious metals* ability then the chance per round of an encounter is 40% and the first roll of 2d4 is ignored and re-rolled if it is a 3 or 7. (Each item may only be recovered once but creatures may be encountered repeatedly.)

3 THE BEACH
Tall (90'), steep cliffs, without ledge or crevice, apparently cut this sandy beach off from the rest of the island but near the centre of the rock wall is a small, 10' high cave with a narrow, 10' high passage leading from its rear. 30' along this passage stands a small obelisk (1' x 2' rectangle base, 8' high) which is made from a sickly green stone, veined with blood-red lines and carved with runes. The passage ends in a large, wizard locked iron door (10' high, 2" thick and weighing 4000 lb). It was once barred and padlocked but both bar and broken padlock now lie on the floor in front of the door. The door's hinges are not discernible from this side.

The obelisk is the first of the powerful wards that Maldred has left to protect his Lair, it is formed from stone quarried from the deepest of the nine hills. It

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is magically bonded to the rock floor of the passage and its saving throw vs. all attack forms (hard blow, fire, frost, lightning, disintegration etc.) is always 2. The runes on the obelisk are very evil in nature and any non-evil being attempting to read them will react as if they had read *illusory script* and will not remember what they saw. The obelisk itself radiates a 30' diameter circle of *enfeeblement*, this reduces the victim's strength by 50% (acts as *ray of enfeeblement*, except that there is no saving throw and the effect only lasts while the victim is within 15' of the obelisk). Any non-evil neutral who touches the obelisk will receive 2-8 points of magical damage per round, anything which is aligned good touching the obelisk will receive 4-16 points of magical damage per round (neither has a saving throw). If any creature/character has a magic resistance and enters the circle of *enfeeblement*, its resistance will be lowered by 25% due to the level of the magic-user who laid the spell. If *dispel magic* is used on either the wizard locked door or the obelisk then take the level of the original caster as being 16th (if successfully dispelled, the effects of the obelisk will return after nine rounds).

4 CAVERN AND PIT
The walls and floor of this 70'-90' high cavern are of a smooth, black, glassy stone which is slippery underfoot and totally unclimbable by non-magical means. The cavern roof gives off a dim greenish glow and so vision up to 90' is possible without artificial illumination (close examination of the cavern roof will reveal a species of phosphorescent lichen growing upon it). About 40' from the iron door, a 60' deep trench (with spikes at the bottom) cuts across the width of the cavern. A wide rock slab forms a bridge across this pit; two bodies lie impaled on the spikes below the bridge 10' from its south west end.

Only the first 5' of the bridge is real, the rest is an illusion, any character falling into the pit will receive 6d10 damage. The bodies in the pit are those of adventurers who survived the wrecking of the galley (2) but who, after getting this far, fell victim to Maldred's *illusory bridge*. If the bodies are investigated then the following details will be noted:

No. 1 lies face down; it is of a human and seems to have once worn metal armour of some sort, the remains of a shield and sword lie nearby. Upon its back is a cracked bowstave and a dried-up leather quiver which, if opened, contains many broken arrows and one, which is intact, made entirely of silver and inscribed with many sigils (this arrow is magical and the sigils may be deciphered using *read magic*; they will inform a reader that this is an *Arrow of Slaying Elementals*)(DMG). If the body is turned over, a bandolier supporting many dried and cracked leather pouches will be revealed and, if these are searched through, an old wallet will be found containing 15 sp, 5 pp and a small dark grey engraved gem which any dwarf or gnome will readily

identify as hematite — a low value ornamental stone worth about 10 gp (in fact it is a *Perispot of Wound Closure*)(DMG). No. 2 lies on its side. It is of a gnome, only the rags of a robe cover the withered body and the only weapons discernible amongst the wreckage of equipment seem to have been daggers. Next to the body is an old satchel containing 50 sp and a cracked ivory and gold ornamental hunting horn (worth 90 gp or 900 gp if a *mending* spell is used to repair it).

5 CAVERN AND TUNNEL
Lurking in the west half of the cavern, near the edge of the pit are 18 shadows (AC7; 3d8; HP17 each, Att 2-5 + strength drain)(MM). They still obey the last commands given them by their master Maldred the Mighty, who told them to attack any living creature which crossed the pit (until their attack starts the shadows will avoid bright lights and will attempt to get behind a victim by using their 90% concealment in shade). The tunnel has curved walls which meet in an arch 10' above the floor. The floor and walls are lined with close fitting slabs of the black glassy stone encountered in the cavern. They are smooth and slippery; this condition is worsened by the tunnel sloping downwards at an angle of about 15 degrees.

30' into the tunnel is a skeleton lying on the floor. The tunnel ends in two 10' high bronze doors. They are curved at the top, perfectly fitting the arch of the tunnel. Neither has any discernible feature; no hinges can be seen. They are heavily barred on the inside so exceptional strength or a knock spell will be required to open them (each door is 2" thick, weighs 4100 lb and is worth 410 gp).

The skeleton is that of an adventurer from the wrecked galley. He was the leader and last survivor of a small party which attempted to loot Maldred's Lair. Being *invisible* (see below), he escaped the guardians of the room beyond the bronze doors but died of his wounds whilst trying to crawl up the slippery slope to the cavern. If it is investigated the following will be noted: The body lies to the rear and to one side and a badly ripped backpack lies half on and half off the body. Little remains of the plate mail that it once wore, much having corroded away and the rest is missing; no helm can be seen but an intact but dented small shield lies partially under the body (it is a *Shield*, +2 (DMG)). If the rotted remains of gauntlets are removed, then a ring will be revealed on each skeletal hand. On the left is a copper band holding a small transparent blue stone (identifiable by a dwarf or gnome as aquamarine and assessed as being 100 gp in value, actually it is a *Ring of Water Walking* (DMG)). On the right is a silver band holding a small translucent apple-green stone (identifiable by a dwarf or gnome as chrysopear and assessed as being 50 gp in value, actually it is a *Ring of Invisibility* (DMG)). The rest of the equipment is either too smashed up or corroded for it to be worth anything, but various

bits and pieces of broken pottery, rope and unidentifiable scraps of leather and metal can be seen at the bottom of the slope next to the doors. Closer examination will reveal the shattered remains of an ornate wooden staff, a steel scroll tube bent at right-angles (a scroll can be seen within, it is of *Protection vs. Possession* (DMG) and it is up to the DM to judge whether or not the players extract it without damage) and a small clear glass bottle sealed with a wired-on glass stopper containing an effervescent golden liquid with a sweet taste/odour (*Potion of Treasure Finding* (DMG) in a glass/leather bottle).

Population of the Lair of Maldred the Mighty

Notes Concerning the Lair
A. Unless otherwise stated, all the rooms and corridors are 10' high, and have been cut out of the same glassy black stone as encountered in the cavern, except that the floor has been roughened to provide better traction.

B. A standard wooden door is 5' wide, 6' high, 4" thick, made of oak and reinforced with 3 metal bands to which the hinges are attached, at the centre of one side is a metal ring and on the other a metal latch, the latch may be raised by hand or by turning the ring (the latch is always on the side of the door which swings away from an opener); a standard wooden door's overall weight is 600 lb.

C. A standard iron door is 5' wide, 6' high, 2" thick and 2400 lb in weight. Unless specified otherwise, all metal doors (when and if they are unlocked) may be opened by pushing on their plain side or by pulling on a small metal rung provided on the other side. The hinges of all metal doors are concealed, and so cannot be seen from either side of the door. Unless otherwise specified spells found in the Lair are from a 16th level magic-user. Any *continual light* or *glyph of warding* is from an 18th level cleric. Finally (40) is magically shielded and is proof against *divination*, mental or magical location or detection (See *Amulet of Proof Against Detection and Location* (DMG) for a full explanation of this room's defence).

6 ENTRANCE HALL
The southwest and southeast walls are formed by red curtains and a green curtain hangs in the southern portion of the west and east walls. (All the curtains are 10' wide and 10' high, they are made from many overlapping 2" wide strips of cloth which have been bonded at the top to a wooden slat nailed to the

ceiling. The bottom is weighted by metal beads sewn to the cloth.)

7 ALCOVES
In each alcove is a stone golem (AC5; HP23, 31; Att 3-24 + special)(MM). Both have been damaged by previous attacks and have been programmed to perform the following functions:

- To attack any intruders but to wait until an intruder moves between the green curtains or either green curtain is moved by something other than a golem.
- To slow opponents as often as possible.
- To ignore any intruders that lie on the ground but only if a golem has hit them at least once.
- If given a choice of targets to attack the one wearing least armour.
- Never to leave the Entrance Hall (6).
- When all intruders have either left the Entrance Hall or obeyed rule 3, to place any remaining bodies in an alcove, close the entrance doors and re-bar them, and then return to their alcoves to await the next intruders.

Alcove A contains the remains of 4 or 5 bodies (the rest of the party which attempted to loot Maldred's Lair). Unless precautions are taken, anyone searching amongst these dry and dusty remains has a 15% chance of breathing some in and contracting a disease (use DMG to determine what as well as occurrence and severity). Apart from the piles of broken bones and dried flesh, the remains consist mostly of torn robes, spikes and lanterns, also parts of a suit of splint mail and bits of some leather armour as well as several barely identifiable weapons, amongst them a heavy crossbow, a hand axe and several types of sword. For each round of careful searching, an intact or interesting piece of equipment may be recovered, roll percentage dice:

- 01-40: Nothing of interest.
- 41-42: Dagger.
- 43-48: Flail.
- 49-55: Metal helm.
- 56-61: Pair of gauntlets.
- 62-66: Belt.
- 67-68: Leather pouch containing 26 sp and 26 gp. (*Bucknard's Everfull Purse* (DMG)).
- 69-70: Leather pouch containing 10 sp and 16 gp.
- 73-75: Large cloth sack (2' x 4'); (*Bag of Tricks* (DMG), dice for type).
- 76-82: Satchel containing 6 candles, a tinderbox, a steel mallet, 10 iron spikes and a locked wooden box (2' x 4' x 6") which has inside it two jars and a small paint brush. (Each jar contains *Nolzur's Marvelous Pigments* (DMG)).
- 83-90: 20' of rope.
- 91-99: Skull which still wears an ornate silver diadem which has in it a large translucent green gemstone (jade, closer examination reveals the orn-

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V

amentation to be of entwined serpents, which have small chips of obsidian as eyes, and which support the green gemstone in their jaws (value: 8000 gp).

100. Wand made of plain undecorated bone, 1/2" in diameter and 12" long. It is sharply pointed at one end and capped with a dull grey metal (armished silver) at the other. The cap may be unscrewed to reveal a silver rod attached to its inside and slotted into the wand. This rod is 1/4" in diameter and 7" long with an inscription, in a magical script which requires read magic to decipher, the word 'Divinusmagos'. (Wand of Magic Detection [DMG]: 4) charges left. The wand's command word is 'Divinusmagos' but it will not work without its silver power-core screwed tightly in.)

Each item may only be recovered once, if it is rolled again then treat that roll as an 01-40.

If magic detection is used, it is 20% likely per round of searching that one of the four items of magic in heap will be unearthed and noticed (this is in addition to the normal percentage roll for recovery of intact items). If this occurs, then determine which one has been recovered by assigning an equal chance of discovery to each of the remaining magic items and rolling the appropriate dice (for each magic item recovered, the chance of noticing another one by using detect magic drops 5%, however the normal chance of recovery remains the same).

8 ANTECHAMBER

The floor of this room and its 6' high exit passage is of a deep red marble. The atmosphere is warm and the floor, if struck hard, will sound hollow. The passage ends with a locked iron door. The lock is in the centre of the door. It is a dial (similar to those found on safes) and requires a proficiency in opening locks and keen hearing. The chance of opening it is the average of an attempting characters' Open Locks and Hear Noise percentages.

The dial is trapped; a successful attempt at Locating Traps will reveal that, but a successful attempt at Removing Traps will only reveal that the trap is magical in nature and is only activated by an unsuccessful attempt to Open Locks or by any attempt to smash the door open.

If the trap is activated, the entire floor of the antechamber, except for the exit passage, will vanish to reveal a 1' deep pit (previously under vacuum) which has at its bottom a layer of white phosphorus. The body heat of any character falling or stepping into the pit will cause the phosphorus about him to ignite, which will in turn cause the rest of the phosphorus to flare up (if no heat source is applied to the phosphorus then it will merely glow). Damage to those in the room during the first round of fire will be 2-8 points; thereafter for 5 rounds it will be

4-16 pts per round.

Anyone caught in the exit passage will take no damage on the first round and half damage (2-8) on each subsequent round but they must, on the last round of the fire, make a System Shock saving throw or die from suffocation caused by lack of oxygen rather than smoke.

Any character receiving burns directly from the phosphorus (i.e. one who was in the pit rather than over it) will find that all methods of healing this damage has only half effect (i.e. a cure light wounds spell restores only 1-4, a Potion of Healing cures only 2-5 etc.). The heat generated by the phosphorus fire falls into the category of 'Very Large & Hot Fires' when dealing with Fire Resistance.

A dispel magic cast at the door just as the trap is activated will automatically prevent its functioning on that occasion (a dispel magic used in this way merely negates the trap's trigger mechanism for the round it was cast in, the trap remains primed and it may still be set off by later attempts to open the door). A dispel magic cast at the floor just as the trap is activated will only prevent its functioning if it successfully dispels a 16th level magic-user's spell, success in this case will permanently de-activate the trap. In the centre of the other side of the door is an identical dial (not tied-in to the trap mechanism), if the door has been opened and the lock mechanism kept intact, closing the door and turning either dial will re-lock it.

9 ANTECHAMBER

The floor of this room and its exit passage is a translucent pale blue/white. The atmosphere is chill and the floor if struck hard will sound hollow. All of this floor, except for the eastern portion of the room, is of marble. The east portion is a thick sheet of ice. This ice covers a 5' deep pit which has at its bottom a large patch of brown mould (AC9; Att + HP special) [DMG]. It is this which stops the ice from melting. If this sheet of ice is stepped upon or struck, it will only break if it fails a saving throw. The required roll to save (on 1d20) is 8 or more; +1 is added to the die roll for each 10 lbs weight under 120 lbs which is on the ice, or -1 is added for each 20 lbs over 120 lbs. Throw required to save for a normal blow struck by a staff or similar object is a 2.

Any character falling into the pit will be drained of heat by the mould (since normal human body heat is about 98 degrees Fahrenheit then the heat drain will be equal to 4-32 pts of damage per round). The exit passage is 6' high and ends at a locked iron door. The lock is in the centre of the door, it is a dial identical to that in (8), with the same chance for opening. The dial has cast upon it a *Leomund's trap*. In the centre of the other side of the door is an identical dial (also *Leomund's trapped*). If the door has been opened and the lock mechanism kept intact, closing the door and turning either dial will re-lock it.

VI

10 LABORATORY

This room is guarded by an invisible stalker (ACS; Bd8; HP36; Att 4-16) [MM] which has orders to kill all intruders (and it's in a hurry to finish the job). The room is lit by a *continual light* which radiates from the centre of the ceiling. Against the north wall is a laboratory workbench, on its west end stands a glass-sided cabinet which has a pipe leading from its top and into the wall. Underneath, shelves are filled with beakers, bottles, flasks, jars and the like (all empty). In the north-east corner is a small alchemist's furnace, a narrow flue leads off from its top and passes out through the ceiling. Next to the furnace is a small rack which holds all the appropriate tools: bellows, crucibles, ladles, tongs etc. On another workbench against the south wall is a very finely balanced (and fragile) set of weighing scales. The shelves underneath are filled with more alchemical apparatus: alcohol burners, mixing rods, spatulas, tripods etc. At the western end of this workbench, in a large metal cabinet (10' high, 5' wide and 2' deep). It is not locked but opening it will set off a fire trap. Inside the cabinet are over 400 bottles in six different colours (red, yellow, green, blue, black and white), all numbered and all wizard locked. (These bottles contain different elements, compounds and special ingredients in solid, liquid and even gaseous form but since their identities are concealed by Mairdred's code not even an alchemist would pay for them as the time, trouble and risk involved in identifying them would exceed their probable value.) Next to each workbench there stands a stool. The exit passage is 6' high and ends in a standard wooden door.

The glass-sided cabinet which rests on the northern workbench is a fume-cupboard, the pipe leading off from it eventually reaches the outside and provides an outlet for the noxious gases which are sometimes produced during chemical reactions.

In the east wall is a 5' wide, 6' high section which, if physically searched or examined with magic, will be revealed as being of grey stone painted over with black gloss paint (searchers of that section of wall have a 3 in 6 chance of noticing the paint, unless they are elves who have a 4 in 6 chance; any device or spell which can see hidden objects will notice the paint if pointed at the east wall). The painted section of wall also radiates magic and that may be noted if magic is detected for in the area. (This section of wall is in fact a passage which has been sealed with a wall of stone and painted over in an effort to disguise it.)

The secret door in the south wall may be opened by a character pushing hard against its lower half. This will engage a hidden counter-weight which will lift the door up into the ceiling. On the other side of this door is:

11 SECRET CHAMBER

This unit chamber has in the centre of its east wall a metal lever and against its west wall

desk, with one drawer, and a chair. On the desk is a mace. The metal lever if pulled down will, after a 1 minute delay, lower the secret door. If pulled up, it will raise the secret door immediately. (If the secret door is opened from the outside, the lever, if down, lifts at the same time as the door.) Inside the desk drawer is a sheet of folded-up vellum, a leather scroll tube, a small leather bag and a small brass bottle supported with a silver plug and sealed with wax.

The mace is one of Mairdred's experiments in weaponry. As with all his creations, it is basically evil in nature, so, although it is unaligned, any over-zealous user will slowly drift towards an evil alignment. It is +2 to hit and has 90 charges. (It cannot be re-charged.) For an expenditure of 2 charges the mace can be made to cause double damage; for 3 charges the mace can be made to cause triple damage. On a natural throw of 19 the mace will use up 2 charges and, if the target was penetrated, it will be drained 1 Energy Level, at the same time the user will age 1 year.

On a natural throw of 20 the mace will use up 3 charges and, if the target was penetrated, it must make a saving throw vs. magic or die, at the same time the user will age 2 years. The mace will not use up more than 3 charges at a time, so if it is 'primed' to do double or triple damage and a natural 19 or 20 is thrown then the Energy Drain/death magic will take precedence. Charges are not used up if the mace is 'primed' to do double or triple damage and it misses but they are used (and the user still ages) when a 19 or 20 is thrown and by some chance the mace fails to penetrate. The Energy Drain and death magic have no effect on undead or creatures such as golems.

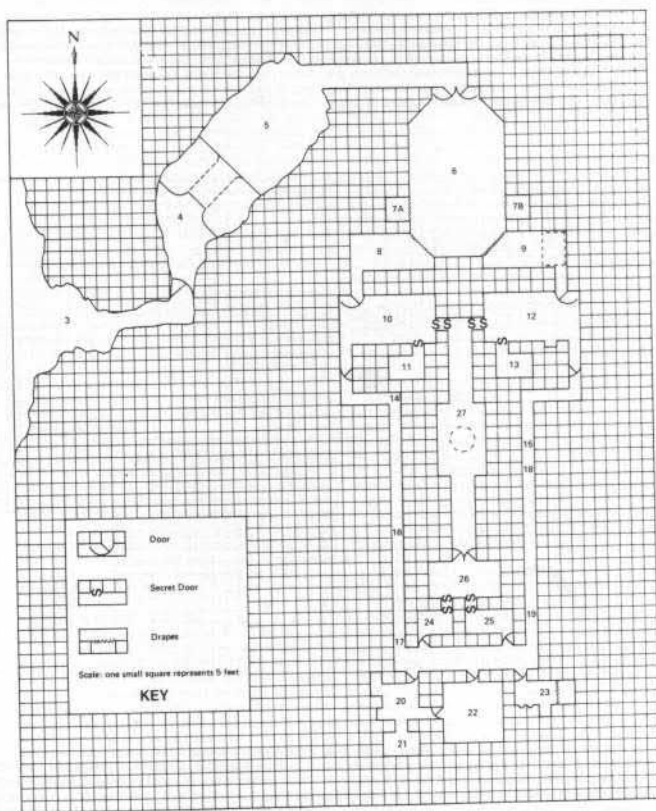
The sheet of vellum in the drawer bears some writing. The first part is an explosive rune, if this is avoided and the sheet remains intact, there follows an explanation of Mairdred's coding system. Using this a character will be able to pick out the most valuable bottles from the metal cabinet in the laboratory (if they are still available). These will amount to 20 bottles, each weighing 1/2 lb and each worth about 200 gp.

Inside the leather scroll tube is a scroll of *feebmind*. This is in fact a cursed scroll and the caster will be struck by this spell when he attempts to invoke it.

The small leather pouch contains a rune-engraved, round lump of transparent gold-coloured mineral which has a black sphere embedded at the centre. Any dwarf or gnome can identify this as a black pearl embedded in a lump of amber and assess it as being worth 5000 gp. Actually it is a *Periapt of Foul Rotting* [DMG].

The brass bottle contains another of Mairdred's experiments: an odourless potion, syrupy and steel-grey in colour with grains of red suspended in it, that has a metallic taste. A sip will endow the taster (whatever his or her class) with titanic strength for a moment, drinking the entire potion will endow the imbiber with Titan Strength (Strength 25; Weight Allowance +15,000;

VII



Damage Bonus +14; no rock hurling; Open Doors 23 in 24 (9 in 10); Bend Bars/Lift Gates 100% for 6 turns. Then, for the next 6 turns, the imbibers' strength drops to 3 (Hit Prob -3; Damage Adjustment -1; Weight Allowance -350; Open Doors 1 in 6; Bend Bars/Lift Gates 0%). Thereafter, the victim will regain 1 point of strength per turn but the victim will find that he or she has lost 1 point of strength permanently.

12 LIBRARY

This is guarded by a permanent version of *Mordenkainen's faithful hound*. This hound will not leave the library. The room is lit by a *continual light* which radiates from the centre of the ceiling. Attached to the north wall are 7 long shelves at 15' intervals, starting 1' above the floor. These are filled with about 1000 books. Next to the shelves is a small step ladder (4' high). Against the west wall is a 3' high cabinet comprising many 3" x 3" pigeon-holes, most of which contain leather scroll tubes (about 200 of them). Against the centre of the south wall stands a reading table and chair. In the east half of the south wall is a fireplace (5' wide, 3' high and 3' deep with a 1' diameter flue); there are no signs of either ashes or fuel. In front of the fireplace is a padded armchair and footstool. The exit passage is 6' high and ends in a standard wooden door.

The books on ancient histories and documentaries on past events - generally useless to the players; 100 books on religious history, devil worship and the rituals pertaining to it; what little value these would have been to good characters (information on where covens gather so that they could be destroyed) is made invalid by being out of date; 200 books on ancient legends of great evil artifacts (of all these only one had some truth in it and that led to the discovery of the Book of Yandross); and 200 books on general research material, these form the basic library required by any mage wishing to research spells. A final section is subdivided into 4 groups of 100 books each and they form a high quality reference library dealing with chemistry, divination, dweomercreafit, and the Outer Planes (only the evil ones). Using these books any character of at least average intelligence with comprehend languages ability (the books are in many different dialects) will be able to answer his or her own questions on these 4 subjects in a similar manner to a Sage [see DMG]. On average each book weighs 6 lb and measures 12" high, 9" wide by 2" thick. The scroll tubes in the cabinet contain generally useless information. The majority (about 160) are short histories, scraps of legends, written orders for long dead functionaries of the empire of Nastrond and a few floor plans of proposed temples (but none of Mairdred's Lair). The rest (about 40) are maps of all sizes, from large scale maps showing lost continents to highly detailed plans of the area around now defunct dungeons, none are useful.

A 5' wide by 6' high section of the west wall is a passageway which has been filled in by a wall of stone,

it has been disguised and is detectable in the same way as the section of east wall described in (10). The secret door in the south wall may be opened by pushing hard against its lower half; this will engage a hidden counter-weight which will lift the door up into the ceiling.

13 SECRET CHAMBER

This unit chamber has in the centre of its west wall a metal lever, against its east wall a desk and chair and in its south west corner a block of stone (measuring 30" x 15" x 20" and weighing about 700 lb). The metal lever operates the same as the one in (11).

The desk has one drawer containing several quills, 3 bottles of ink (one of which is for a write spell), 2 blank scrolls and a magnifying glass. The stone block radiates magic and this may be detected. It is hollow with 1" thick walls but no seam or crack can be seen as it was formed by a stone shape spell. In side are 12 metal-bound, clasped and padlocked books, 6 steel scroll tubes and a metal helm. All 12 books have a poison needle trap in the padlock (saving throw at +4 as the poison is old) and they all have a fire trap spell cast on them (so they all radiate magic if it is detected for). The books are:

Spell	Level	Percentage Reduction of Cost per Week
Ice Storm	4th	34%
Airy Water	5th	46%
Legend Lore	6th	23%

The scroll tubes are not trapped but the scrolls themselves each have an explosive rune cast upon them. The scrolls are:

Scroll 1: 2 clerical spells; dispel magic and locate object;

Scroll 2: 4 magic-user spells; enlarge, strength, and water breathing; 3 treasure maps to monetary treasure; and 1 treasure map to magical treasure. (Where the maps lead to, what they lead to and whether the treasure is still there is entirely up to the DM.)

The metal helm is a *Helm of Comprehending Languages and Reading Magic* [DMG].

14 TRAP

A symbol of insanity has been inscribed on the eastern wall at this point.

15 TRAP

At this point a permanent, invisible wall of fire stretches across the corridor with its cool side facing south. Damage on passing through is 2-12. Creatures within 10' of the hot side (north) take 2-8

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damage per round, creatures within 20' of the hot side take 1-4 damage per round.

16 TRAPS

These traps are all glyphs of warding. Any creature touching the glyph area without first speaking its name will set it off.

16 This glyph protecting 15' of corridor (floor, walls and ceiling) is fire, glyph of fire, and it will explode for 36 points of fire damage (half if saving throw is made).

17 The 5' x 5' floor area here is protected by toxin, heavy-duty cloth draped over a ceiling-height steel rod behind which the walls, floor and ceiling are covered with yellow tiles. A 4' deep sunken bath occupies the easternmost section of the room. At the southern end of this bath, one of the tiles on the bottom is raised above all the other. If it is removed, a drainage pipe is revealed. Projecting from the north wall above this bath is a metal spigot.

18 The 5' x 5' floor area here is protected by psalm, glyph of plane shifting, and any creature setting it off must save vs. magic or be plane shifted to the Abyss.

19 15' of corridor (floor, walls and ceiling) at this point is protected by with, glyph of withering and any creature setting it off must save vs. magic or have one of its limbs shrivel up and drop off (see the reverse of regenerate spell).

Unless otherwise stated rooms 20, 22, 23, 24 and 25 have 6' high entry/exit passageways and standard wooden doors.

20 KITCHEN

The alcove in the north-west corner is lined with shelves, bearing all types of everyday kitchen utensils, the remains of some spoiled food and some dried up old linen (towels and the like). In the south-west corner is a 5' high niche with a 1' diameter flue in its ceiling. In the floor of the niche is a 2' deep pit half full with ashes. Projecting from the walls of the niche at various heights are several metal hooks and bars from which hang several pots, pans and kettles. The exit passage in the southern wall is only 3' high.

21 SLAVES QUARTERS

This room is only 4' high and it is divided by wooden partitions into 8 stalls. The floor is strewn with old dry straw and in each stall is a small humanoid skeleton manacled to the wall (any falling will recognise these bodies as being of his own race). In the north east stall there is also a violet fungi (AC7; Sd8; HP12; Att special) [MM] which has one 1' long branch. It will move to attack anyone investigating this room.

22 DINING ROOM

A great oaken table fills most of this room. At its northern end are 3 large wooden chairs and at its southern end is positioned a great, almost throne-

like chair of silver (weight 4000 lb, value 2000 gp).

23 BATHROOM

Attached to the north wall of this room is a towel rail and an enamelled basin with a waste-pipe leading from it into the floor but no sign of a plug. Projecting from the wall above the basin is a metal spigot. In the southern wall are two small curtained alcoves (toilets) and one large alcove which contains a big brazier full of cinders. Stacked around it are several large (about 5 lb) stones (which were once used to heat water). The eastern part of the room is hidden by a curtain (all the curtains in this room are formed from heavy-duty cloth draped over a ceiling-height steel rod) behind which the walls, floor and ceiling are covered with yellow tiles. A 4' deep sunken bath occupies the easternmost section of the room. At the southern end of this bath, one of the tiles on the bottom is raised above all the other. If it is removed, a drainage pipe is revealed. Projecting from the north wall above this bath is a metal spigot.

If either spigot is opened, stale water will pour out (they are gravity fed from a water-tank above the room). This water is germ laden and any character touched by this contaminated liquid has a 12% chance of becoming infected with a disease (the chance rises to 24% if there is an open wound), use the DMG to determine what form the disease takes as well as its occurrence and severity.

24 BEDROOM OF JASMINE THE MAGIC-USER

This room is rather musty. The floor is covered by a thick carpet and an ornate bed stands in the south east corner of the room, both are mildewed. The walls are painted a light blue. Against the east wall is a small, one-drawer, bedside table. On this table is a small stoppered glass bottle containing a watery, sweet-smelling liquid (perfume), a small hand-mirror, a brush and comb. Inside the drawer is a complete set of female cosmetics and a gold coin which has had a continual light spell cast upon it. Under the bed is a large wooden trunk holding many items of female apparel, none of which are of exceptional quality. If it is searched through a pouch containing 10 gp will be easily found. A 5' wide by 6' high section of the north wall is a passageway which has been filled in by a wall of stone, disguised and detectable in the same way as the section of east wall described in (10).

25 BEDROOM OF THE CLERICS

This room is rather musty. The floor is covered by a thick carpet, two ornate beds stand against the south wall; all three items are mildewed.

The walls are painted a light green. Beside each bed is a small table with drawer. The table nearest the door has upon it an incense burner and a small book of evil prayers, its drawer contains 3 black tallow candles (the fat for which is of highly dubious origin) and a desecrated holy symbol. The other table has nothing upon

it but its drawer contains a ceremonial dagger made from a finely honed shard of jet black stone, a gold coin which has had a continual light cast upon it and 9 vials of Unholy water. Under each bed is a large wooden trunk containing items of female apparel, all of which are religious in nature (ceremonial gowns, vestments, head-dresses etc.), some bear bloodstains. Each trunk also contains a silver unholy symbol. Finally, the trunk under the bed in the south-west corner has in it a leather bag containing a large sapphire (value 11,000 gp) which, if it is detected for, radiates magic as if the prison for a type IV demon (AC-1 11d8; HP55; Att 1-4/1-4/2-8 + special; Magic weapon to hit + special) [MM] (see the third option for the necromancer spell and trap the soul spell). A 5' wide by 6' high section of the north wall is a passageway which has been filled in by a wall of stone, disguised and detectable in the same way as the section of east wall described in (10).

26 BEDROOM OF MALDRED THE MIGHTY

The floor of this room is covered by a single fur rug from some gigantic beast. The ceiling and west wall are huge mirrors. The doors in the north wall are 'gold'. The blocked-in passageways in the southern wall (if the blocks are still there) are plainly visible as 5' wide, 6' high patches of grey stone and the remaining parts of wall are painted a deep red. Against the centre of the east wall is a four-poster double-bed, its canopy and posts depict X-rated scenes of devils cavorting with humans. Next to the bed on its northern side is a small table bearing a stack of papers under a grey stone paperweight. To the south of the bed is a large metal trunk. The rug weighs 500 lbs and is worth 1000 gp intact.

Each 'gold' door is 5' wide, 10' high and 3" thick, they are wizard locked. Actually, both doors are made of brass and have had a permanent fool's gold cast upon them; observers have a saving throw vs. believing but it is at -16 to the die so it is unlikely that the trick will be discovered. As gold, each door feels like 15,000 lb in weight and is apparently worth 150,000 gp; as brass each door is actually 6600 lb in weight and only worth 660 gp. If the doors are removed from Maldred's Lair, the spell will wear off in 16 days.

The papers from the bedside table give details of a lair Maldred had constructed far to the north of this island and of how he intended to move there for his 'crystal' phase (this is a false trail left by Maldred to confuse any invader who reaches this far).

The grey stone paperweight is of slate, it has not been shaped or carved but if examined carefully a single word in small letters will be discerned upon its base. The word is 'gerst'. If detected for, the slate will radiate magic for this is a *Figurine of Wondrous Power*; The Slate Stone. If thrown into the air and the command word 'gerst' is uttered, the lump of slate will turn into a stirge (ACB 1d8+1; HP9; Att 1-3 + blood drain) [MM] which will faithfully serve its

summoner (the stirge understands common but a character must be able to understand stirge if he or she wishes to use it as a scout). If the stirge is killed, the lump of slate must make a saving throw vs. the attack form which finished off the stirge (count it as magical stone), failure results in the destruction of the figurine. The stirge can be summoned up to 4 times a day.

The metal trunk is 5' long, 2' wide and 2' high and made from 1/2" steel plates, weighs 970 lb empty (with its present contents it weighs 1050 lb), has no hinges or lock, and has a slot-on lid (like a shoe-box) which has been wizard locked into position. It has had a glyph of warding cast on it, so any creature who touches the trunk without first saying the name of the glyph will set it off. The glyph is mort, glyph of destruction and any creature setting it off must save vs. magic or die and turn to dust (see the reverse of the resurrection spell). The trunk contains a full set of gem encrusted ceremonial robes, a set of plate mail and a 1' x 6" x 6" wooden box with a sliding lid which contains a pair of gauntlets (which are in addition to the gauntlets which come with the plate mail). If detected for, the plate mail, box and gauntlets radiate magic. The robes are encrusted with low value ornamental stones so their value is 2000 gp.

The plate mail is +2, unless it is carefully cleaned it will kill the wearer 8 hours after he or she puts it on due to a cumulative dose of slow-acting skin-absorbed poison which is coated on the inside of the armour. There is no saving throw. The poison does not leave a victim's system, so death occurs after 8 (not necessarily consecutive) hours of wearing the armour.

The box is a folding box [DMG], the command words have been lost and must be discovered by reference to either bar, sage or spell. The gauntlets are Gauntlets of Ogre Power [DMG].

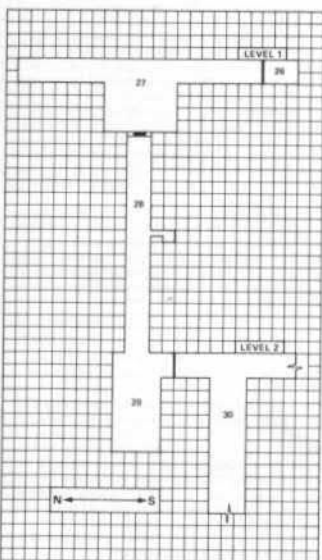
27 SECRET CORRIDOR

The two blocked-in passageways at the north end are plainly visible as 5' wide, 6' high patches of grey stone. In the middle, the floor drops 20'. This 20' x 30' pit is filled with water. At the centre of the bottom of the pit is a 10' diameter recessed steel disc. To the south are two wizard locked gold doors (see (26)), 'pull' handles are provided on this side of the doors.

The water in the pit is inhabited by a water weird (AC4; Sd8+3; HP17; Att by drowning) [MM]. The steel 'plug' is 2" thick and weighs 6300 lb. As well as being heavy, the plug is held by water pressure (it is the weight of the water forcing the plug back into position that stops a knock spell from opening the way). The plug requires a base 30 points of strength to lift it, plus 2 points of additional strength for every foot of water above it. (Thus at its initial depth it will require 70 points of strength to 'pull' the plug). How the players apply their strength is another problem. The plug is indented 1/2" into the pit floor, is smooth and fits its hole perfectly, offering no grip or leverage. (A

knock spell is worth 30 strength points.) The pit contains 12,000 cubic feet of water (about 74,880 gallons), so for each 600 cubic feet of water removed, the level will drop one foot - count each helmet-full at about 0.1 cubic feet in volume. (Of course the players will probably avoid lifting the plug by using spells such as *rainwall* or *rock to mud*.)

VERTICAL SECTION



28 THE SHAFT

The plug conceals a smooth-sided, slippery, circular shaft. Unless by some chance the players managed to conjure up 12,000 serfs with buckets, when the plug is removed, or some other hole made, the water will drain down the shaft and into the room

below, taking with it any unanchored characters that happen to be in the pit at the time (damage from the fall is 13d6 and, if that doesn't kill them, there is a 75% chance of being stunned and, unless rescued quickly, drowned).

Halfway down the shaft on the south side is a small (1' x 1') hole leading to a small chamber which is the lair of 2 spectres (AC2; 7d8+3; HP35, 37; Att 1-8 + energy drain) [MM]. They will attack the party in the best way that seems possible. If they are turned by a cleric or paladin they will, after the duration of effect has passed, re-enter the Lair and attempt to follow the party so as to attack from the rear.

29 'BUCKET' ROOM

The exit passage at the top of the southern wall goes 5' before it ends in two large iron doors (each is 5' wide, 10' high, 2" thick and weighs 4000 lb), each with a metal ring at its centre. Pulling on the ring will undo the bolts that anchor the door to the floor and ceiling, without their support the door will fall in the direction it is being pulled. Characters in the path of a falling door must throw under their dexterity on 1d20 or be crushed by it for 2-20 damage. (If only one door is falling, a successful save means the character has either leapt to one side or back into the room. If a character cannot fly or otherwise support himself, then movement back into the room may result in either falling into water, and possibly being dragged down by the weight of equipment and drowned, or a long fall which may also be fatal depending on the amount of water in the 'bucket' room. NB: Unless it has been dispelled permanently any water in the 'bucket' room will also contain the water weired from (27).

30 PIT AND MORGHISS LAIR

Heat rises from this very deep pit and far below can be seen the dull red glow of subterranean fires. On some ledge of this literal hell-hole is the lair of an evil spirit called a morghiss.

MORGHISS

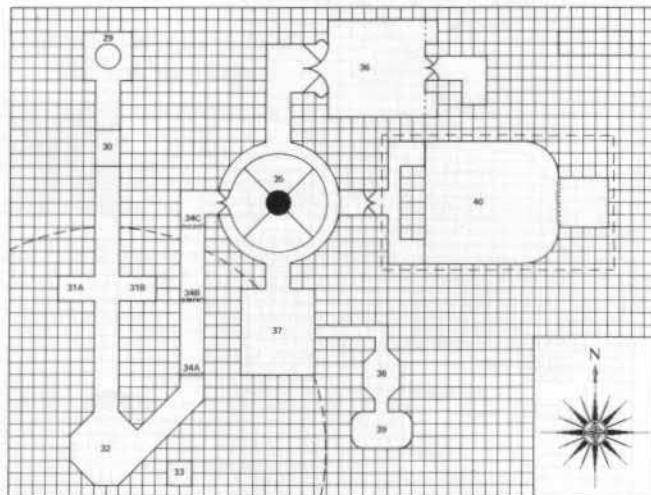
No. Appearing: 1
 Armour Class: 2
 Movement: 3"/18"
 Hit Dice: 6d8+3
 Treasure: A
 Attack: Bite (2-12) and 2 claws (1-4 each plus paralyzing poison)
 Alignment: Neutral evil.
 Intelligence: Exceptional.
 Monstermark: 469.97 (level IX in 12 levels)

A morghiss is the personified spirit of an evil place which has been given physical form by a powerful evil creature. It roams the world seeking to kill all living creatures, including its summoner, but is always drawn back to its place of origin.

Three times a day, a morghiss can cast *clairvoyance*, which lasts for as long as the morghiss concentrates on it. Three times a day it can cast an *empathic suggestion* on any creature it can see, including sight by *clairvoyance* - casting such a suggestion does not break the concentration of the morghiss. If a party seems to have no loners, then a morghiss will usually cause a character

which time it takes half damage from normal weapons. While in gaseous form it can only be damaged by magical fire or lightning, and can hide in shadows (90% chance).

In physical form, the morghiss has a 90% chance of moving silently. It may be turned by clerics as if a ghost, and is immune to poison, Holy water, sleep, charm and mind-reading spells, likewise it cannot be affected



to fall behind by using this ability. At first sight of a morghiss, all opponents must save vs. paralysis or be paralyzed for one melee round and slowed for four. A successful save results in being slowed for two melee rounds.

The morghiss can assume gaseous form at will, but takes one melee round to sublime or re-form during

by spells of mental or emotional attack.

In gaseous form, a morghiss appears as a cloud of black smoke with two small red eyes (it is these which are seen if it fails its hide in shadows roll); this moves like a silent, smoke-laden gust of wind. Its physical form is vaguely humanoid, with black glistening skin and a horrid visage of red eyes over a bottomless maw;

in this form the morphis hisses constantly and it is this which is heard if it falls its move silently roll.

By his arcane powers, Maldred has bound this morphis to the pit and it may not move further than 100' from it. Having been without live prey for almost 900 years the morphis has taken to sleeping in its lair. It will be awoken by any loud noise or vibration (such as a 4000 lb door falling over); by magic spells being cast near the pit entrance; by any light moved over the pit; or by any object or character being dropped down the pit. When the morphis is awoken (one of the above is bound to happen), it will spy on the party by using its clairvoyance and when the characters have moved on it will come out of the pit and attempt to capture and kill a few tail-enders. This morphis has 40 Hit Points.

31 ALCOVES

Both of these alcoves are completely silent (as the clerical spell, *silence 15' radius*) this effect is permanent and cannot be dispelled. (These alcoves have been provided by Maldred for the use of the morphis during its liaisons with party stragglers.)

32 JASMINE'S MAGIC JAR ROOM

In the centre of this room stands a 2' diameter, 10' high pillar, stretching from floor to ceiling and embedded in both. Inlaid over most of its surface are discs of sapphire (the size and thickness of a 5p piece) and squares of jet (postage-stamp sized). Neither of these precious minerals can be removed from the pillar without breakage. Any dwarf or gnome would estimate that, as the ceiling has been deliberately weakened in this room, removal of the pillar would result in a cave-in. If detected for, the pillar radiates magic as it is the special container for the life force of Jasmine the magic-user. From it she will attempt to *magic jar* members of the party. Her range is 90' (the dotted line marked on the map) and she is immediately aware of all living things that enter her area of effect (unless they are magically shielded by such things as an *Amulet of Proof Against Detection and Location* [DMG]). She will begin attempts at *jarring* into persons as soon as they enter her territory. Jasmine's options as to what to do when she gains control of a body are many, ranging from casting her spells at members of the party, to making a physical attack on another character or even just walking the victim back to the morphis (which she knows all about). If the party sets about damaging her pillar Jasmine will immediately return to her magically preserved body which is in (33). Final note: If the pillar is successfully removed from the dungeon and sold it is worth 10,000 gp.

33 PRESERVATION CHAMBER

Whilst Jasmine's body is without a life force, this room keeps it in a state of suspended animation and preservation. How well it does this is tied in

with the size and quality of receptacle that the life force is kept in, which is why the pillar is so large and valuable (sapphire was used because it is blue which is a spiritual colour and because it boosts magical abilities, jet is a soul object material). The body's state of suspended animation is broken only by Jasmine's life force returning to her body. Jasmine is a human magic-user with the following statistics:

Name	Al	Lvl	H.T.K.	S	I	W	C	D	Ch	AC
Jasmine	L.E.	9	27	8	16	13	11	16	14	6
Spells:	1st level:	<i>Dancing Lights, Enlarge, Magic Missile, Push.</i>								
	2nd level:	<i>Detect Invisibility, Forget x 2.</i>								
	3rd level:	<i>Haste, Lightning Bolt x 2.</i>								
	4th level:	<i>Confusion, Dimension Door.</i>								
	5th level:	<i>Magic Jar (used).</i>								

On her body she has the following equipment: *Bracers of Defense A.C.4* [DMG], *Potion of Invisibility* [DMG], scroll of 5 spells; *clairvoyance, dimension door, magic jar* and 2 *x passwall* (all 10th level in power). She also has 6 daggers and a staff.

Under her bed is a locked metal chest (Jasmine has the key). The lock is trapped and, if the key is not used, poison gas will spray out of the chest filling a 10' x 10' x 10' area in 1 segment (inhaling the gas requires a saving throw vs. poison, failure results in death; success in the loss of half of the character's remaining hit points). The chest contains 5 metal-bound books (not locked) and a block of jet (value 1000 gp). The books are Jasmine's spellbooks, on each page containing a spell there is also an *explosive rune* which is 9th level in power.

If Jasmine is forced to re-enter her body by the destruction of the pillar, she will do one of two things: A. If she feels that the party of adventurers is too weak to destroy Maldred then she will use a *magic jar* spell to store her life force in the block of jet (an inferior receptacle compared to the pillar, but good enough to last her till Maldred's 'hatching' which she knows will be soon). This will, of course, place her body back into suspended animation. B. If the party seems very powerful and likely to succeed in destroying Maldred, she will wait until the party has passed, then leave her secret room and attempt to leave the Lair (she knows of all the traps that lie between her room and the exit). Knowing that any party invading the Lair would probably come by ship, she will avoid using all her *dimension doors* so as to be able to use one to board the ship and stow away.

34 METALLIC CURTAINS

This curtain of metallic bronze coloured satin completely blocks the corridor and hangs from a bronze rod (10' long, 1" diameter, weight 30 lb, value 3 gp) which is attached to the ceiling. This curtain of metallic silver coloured satin completely blocks the corridor and hangs from a silver

rod (10' long, 1" diameter, weight 35 lb, value 17 gp) which is attached to the ceiling.

This looks like a curtain of metallic gold coloured satin which completely blocks the corridor and which hangs from a gold rod attached to the ceiling. In fact it is a colony of yellow mold (AC9, Ati 1-8 + poison spores) [MM].

35 IRON ROOM

The doors to this room are made of iron, each is 5' wide, 10' high, 2" thick and weighs 4000 lb. They may be pushed open quite easily. The room is 10' high. It has walls of iron (2" thick plate coated with lead on the outside) and its floor and ceiling are of stone. In the centre is a pillar of iron 5' high and 10' in diameter, from the top of this metal pillar 4 iron bars (6" in diameter) stretch out to the wall along the north-west, north-east, south-east and south-west axes of the room. Close observation will reveal a small gap between the door-frames and the walls, floor and ceiling of the outside corridor; the iron wall of the room doesn't actually join with the floor or ceiling, there is a small gap; the iron pillar is in fact an iron sheath over a stone pillar, this sheath is made of 2" thick iron plate and stops just short of the floor, there is oil between it and the stone pillar within. If the bars are pushed in a clockwise direction with a force of at least 80 strength points, the wall will slowly rotate. (Anti-clockwise movement is prevented by a ratchet within the pillar.) If the iron doors are kept open, it will be noticed that there is a northern exit; if the wall is turned further, the doorway will reveal another exit to the south. (There is an eastern exit passage but it has been concealed by a plaster-board facade - for detection purposes this disguise is considered to be a concealed door). When the door to this room comes into line with the northern exit, 3 doornails will fly in and attack.

DOOMBAT	
No. Appearing:	3d6
Armour Class:	4
Movement:	18" flying
Hit Dice:	6d8+3
Treasure:	Nil
Attack:	Bite for 1d6, tail for 1d4 plus special
Alignment:	Neutral evil
Intelligence:	Low
Monstermark:	120 (level VI in 12 levels)

The doombat is a species of undead bat found in dismal corners where it seeks to kill all living things. It attacks by biting for 1d6 damage and lashing with its barbed tail for 1d4 damage; the tail lash also has the effect of a ghoul's touch on a victim.

The doombat can be turned as a wight on the Cleric/Undead table. It is dark grey in colour and may not be easily seen in conditions of dim light.

36 FALSE HALL

The doors are each 10' wide, 10' high, 2" thick, made of platinum, and are very ornate, depicting scenes of Maldred emerging from his Chrysalis and descending into Hell to become its greatest Arch-Devil. (Actually each door is made of iron plated with platinum and weighs 8115 lb. 115 lb of this is platinum which is worth 5750 gp.)

When pushed (even if it were only done lightly) both doors (even if only one pushed) will swing wide open. The threshold to the hall is only 10' high, but beyond it the room rises to 15' high. In the east wall are a pair of standard iron doors. (All alcoves shown are concealed by an *illusion* of an ordinary wall. From inside of the alcove this *illusion* is transparent. It is important to note that certain forms of detecting illusions do just that, they do not enable a character to see through an *illusion*, they only tell the character that he or she is looking at one.) The eastern exit (behind the doors) is only 6' high. As the leading elements of the party are about to investigate the east passage (after they have opened the doors), 2 guardian skeletons will charge out from each alcove and attack the party, at the same time 2 more guardian skeletons, previously hidden in alcoves behind the doors, will push the doors shut and slide into position two bolts which will effectively *wizard lock* the doors to anyone wishing to open them from the west side. These 2 skeletons will then attack the party as well, after a two melee round delay. 3 guardian skeletons hiding around the corner of the exit will also charge out and attack the party. NB: These guardian skeletons are not very intelligent. They will wait for the eastern doors to be opened before attacking. If any of the groups of skeletons are discovered and attacked they will defend themselves but none of the other groups will come to their aid unless the eastern doors have been opened first. They each have 30 HTK.

GUARDIAN SKELETON	
No. Appearing:	Variable
Armour Class:	5
Movement:	9"
Hit Dice:	Variable
Treasure:	Variable
Attack:	By weapon type
Alignment:	Lawful evil
Intelligence:	Low
Monstermark:	86.62 (level V in 12 levels)

Guardian skeletons are a more powerful version of the normal skeleton, created by high-level evil characters to guard their treasure. They appear as normal skeletons clad in rusty banded mail, usually armed with long-swords.

Their great strength enables them to attack at +2 damage; they take half damage from edged or pointed weapons, and regenerate at 2 points per round. If, however, they are reduced to 0 hit points or less they

cease regenerating and collapse into a pile of lifeless bones.

These creatures are immune to *sleep, charm, hold and cold*; fire and electrical attacks do half damage, none if a save is achieved. Holy water does 2-7 points of damage per vial when flung at them.

37 THE CHAMBER OF SUMMONING

The floor is inlaid with a pentagram of some strange metal - pale blue with green and gold mottling. The lines of the pentagram are ¼" wide (and if extracted, 1/10th of an inch thick) and inscribed with magical writing. (Any magic-user of 5th level or above who can read magic will recognise it as part of the rite to *monster summon*.) If anything touches the pentagram or the floor area within it, 1-2 monsters will appear (dice from the table provided for *monster summoning V* in the DMG.) will attack the party, and unless killed, will remain for 22 rounds before fading away.

The storage metal is *orichalcum* and it is this which stores the energy for the summoning spell. It also has the effect of ordering the monsters to attack any living creatures present (other than themselves). Orichalcum after it is used turns into ordinary non-magical silver.

The passage to the east is 10' high. It is blocked by a heavy iron portcullis. Each successful throw under a character's Lift Gates percentage will only lift this very squeaky portcullis by 6" (and knock spells have no effect on a portcullis).

If a *dispel magic* is cast at the pentagram and the caster manages to negate a 15th level magic-user's spell, then the pentagram is de-activated for a number of rounds equal to the level of the dispeller. (When de-activated, the orichalcum loses its colour but slowly regains it as the de-activation period runs out.) If, whilst it is de-activated, the pentagram is cut, then the spell is permanently broken and the orichalcum may be salvaged. (The weight of metal making up the pentagram is 26 lb. As orichalcum it may be sold for 5200 gp, as silver its value is only 26 gp.)

38 THE MUMMY'S ROOM

Moulded to the centre of the floor is a huge stone slab 5' wide, 10' long and 4' thick, on which rests a mummy (AC3, 6d8+3; HP45; Ati 1-12 + disease) [MM]. If the party make any sort of noise in (37), the mummy will be ready to attack (in fact it may charge down the corridor if it hears the characters having trouble with the portcullis but it will first look to make sure that at least one character is on its side of the portcullis). If the party has been totally silent in their approach, the mummy will be at rest upon its slab. The southern wall room is made of iron.

If it is detected for, it will be noted that the iron wall and the stone slab both radiate magic. The stone slab is a wall of stone which has been used to cover a pit which contains some of the temple treasure: 5

identical small bottles (1" diameter, 3" high, walls 1/8" thick, weighing about 1 lb and worth 50 gp each), each made of platinum and sealed with *runes engraved wax*, and containing a *Potion* [DMG]: *Climbing; Diminution; Extra-Healing; Healing; Philiter of Love*; a 2' long, ¼" diameter wand of some rare white wood, topped with a 1" diameter round knob of a transparent violet crystal (a garnet carbuncle). If any character stares long enough into the crystal then the words 'Sebara Talocous' will form. This is a *Wand of Secret Door and Trap Location* [DMG] with 76 charges, Sebara Talocous are the activation words; a sack containing 108 ornamental stones - 9 of each type listed in the DMG - each worth 10 gp, sewn to the inside of the sack are two plain metal rings, one of copper, the other of iron. (The copper ring is a *Ring of Fire Resistance* [DMG]; the iron ring is a *Ring of Berserk Strength* (reverse of a *Ring of Weakness*, [DMG].))

The iron wall is a wall of iron spell which has been used to seal off the false chrysalis chamber (39).

39 FALSE CHRYSALIS CHAMBER

In the centre is a permanent programmed *illusion* which depicts a 15' long, 10' high, glowing gold crystalline pod which has within it a shadowy human form with hints of horrible devilish alterations. This form is moving and appears to be trying to hatch! If a character's nerve doesn't break and the chrysalis isn't immediately destroyed, each observer has a percentage chance, equal to twice his or her intelligence, of noticing that the movements of the shadowy form are repetitious and that it doesn't seem to be making any progress in breaking out (check once for every 4 rounds spent watching). If attacked in any physical manner which would normally cause 1 or more points of damage then the illusion is programmed to shatter and, for 1 round, depict an ugly black corpse amongst the shards and then totally fade away.

40 THE GREAT HALL AND THE TRUE CHRYSALIS CHAMBER

The approach corridor is only 6' high and ends in two standard iron doors (the pull rings are on the side facing the characters). The north and south passageways are only 6' high. Where they open out into the Hall, they have been sealed with sheets of *glaisteel*. These sheets are AC1 and will take 60 points of damage before shattering. Beyond these sheets of *glaisteel*, the Hall rises to 40' high. Near the centre is a small obelisk (1' x 2' rectangular base, 8' high) made of a fiery red stone, veined with sickly green lines and carved with *runes*. It is the second (and last) of the powerful wards that Maldred prepared to defend his Lair. Like the first obelisk (3), it is formed from stone quarried from the deepest of the mine hills; is magically bonded to the rock floor of the Hall and its saving throw vs. all attack forms (hard blow, fire frost, lightning, disintegration etc.) is always 2. Reading the *runes*

on this obelisk will have the same effect as those on the first ward, the effect is also the same if it is touched.

Atop this obelisk is a black crystal cube 1" to a side, a *Cube of Force*, [DMG], which has been expanded by the obelisk to encompass the entire area of the Great Hall and Chrysalis Chamber (the positions of the vertical force walls are marked by a dotted line on the map). In all respects the force sealing off the Great Hall and Chrysalis Chamber is the same as a *Cube of Force* switched onto its fifth facet (keeps out all things) - treat this 'Cube' as having 30 charges in reserve and regenerating at 7 charges per turn (6 charges are used per turn in maintaining the Cube so the effective regeneration rate of damage is 1 per turn). The Cube's force walls can only be damaged by the following attacks:

Attack Form	Number of Charges Required to Repair/Resist such an Attack
Catapult-like Missiles:	1
Very Hot normal fires:	2 (per turn)
Wall of Fire:	2 (per turn)
Delayed Blast Fireball:	3
Fireball:	3
Flame Strike:	3
Passwall:	3
Lightning Bolt:	4
Phase Door:	5
Horn of Blasting:	6
Disintegrate:	6
Prismatic Spray:	7
Meteor Swarm:	8

When the Cube collapses 4 creatures will be temporarily reinstated from the state of suspended animation in which they have been held: two are cockatrices (AC6, 5d8; HP38, 40; Ati 1-3 + stunning) [MM] and the other two are Morwenna and Vivien the clerics. One cockatrice is in each of the entrance passages. They are both *invisible* so, unless an opponent can be seen *invisible*, they will get first attack (and then become visible) and surprise on 1-4 on a d6. Whilst the 'invaders' are disposing of the cockatrices and breaking down the *glaisteel* walls, Morwenna and Vivien will have been preparing their spells and casting any which seem necessary. They are both female human clerics with the following statistics:

Name	Al	Lvl	H.T.K.	S	I	W	C	D	Ch	AC
Morwenna	L.E.	8	61	16	11	13	17	9	15	3
(+1 Damage bonus due to strength.)										
Spells:	1st level:	<i>Cure Light Wound, Darkness, Cause Fear x 2.</i>								
	2nd level:	<i>Hold Person x 2, Spiritual Hammer.</i>								
	3rd level:	<i>Bestow Curse x 3.</i>								
	4th level:	<i>Cause Serious Wound, Poison.</i>								

She has the following equipment: *Flail +1, Chainmail +2, 4 throwing hammers*. Morwenna is inclined to engage opponents in hand-to-hand combat and uses her spells to gain herself advantages during combat.

Name	Al	Lvl	H.T.K.	S	I	W	C	D	Ch	AC
Vivien	L.E.	8	56	14	13	15	16	11	16	3

(+1 vs. mental attacks due to wisdom.)

Spells:	1st level:	<i>Command, Cure Light Wound, Darkness, Sanctuary x 2.</i>								
	2nd level:	<i>Hold Person, Silence 15' R x 2, Spiritual Hammer.</i>								
	3rd level:	<i>Animate Dead, Dispel Magic x 2.</i>								
	4th level:	<i>Cure Serious Wound, Sticks to Snakes.</i>								

She has the following equipment: *Staff of Striking* [DMG] (rod and charges left, 6' long, 1½" in diameter, iron shod and bound with 9 bronze bands, no command word required.); scroll of 3 clerical spells: *Flame Strike, Slay Living, True Seeing*, 8 carved 'snake' sticks, 6 throwing hammers. Vivien is inclined to avoid personal combat. To this end she will create snake allies and animate any available dead for her defence, save her *hold person* spell for any invader that breaches her defence and use her *silence* and *dispel magic* spells to thwart the efforts of enemy spell casters. NB: The Great Hall and Chrysalis Chamber have an intensely evil aura which has the effect of a double strength evil *sprayer* spell. Thus all evil creatures within the Hall and Chamber are at +2 Hit Probability, +2 Damage Bonus and +2 on their saving throws. Conversely good creatures within the Hall and Chamber are at -2 Hit Probability, -2 Damage and at -2 on their saving throws. This aura negates and is negated by protection from evil (paladin's aura or spell).

When the force walls around the Great Hall and Chrysalis Chamber are broken through the Cube is overloaded and permanently rendered useless.

In the centre of the south wall is a 20' high curtain of yellow-white material, examination will reveal it to be made of human skins. Behind this is a 20' high chamber with a 1' high, 9' diameter disc of copper (weight: 35,500 lb; value 1765 gp) in the centre. On this is a glowing golden crystalline pod 15' high and 5' in diameter; within it is a dark blur of a figure, totally still.

The Chrysalis is not as easy to destroy as the players were told. Only magical weapons will pierce it (it is totally impervious to all spell attacks). Each time one does, both weapon and chrysalis must save vs. disintegration (the chrysalis saves on a 9). If the weapon fails, it is destroyed. If the chrysalis fails, it and Maldred will vanish with a clap of thunder followed by a rush of wind and the sound of leathery wings accompanied by long drawn out screams as Maldred's soul is dragged off to everlasting torment.

(Holy Swords [DMG] are exempt from having to save vs. disintegration and the chrysalis is automatically destroyed at the touch of such a weapon.)

Under the copper disc is the main cache of temple treasure, what it is depends on how much wealth and magic the DM running this scenario wishes to introduce to his or her players.

The Desert Light

A D&D Fiend Factory mini-scenario for a party of 5th-6th level characters



The party, while skirting the edge of a desert area, notice a bright light some distance away in the desert. The light is visible even in daylight. On approaching, it can be seen that the light shines from the top of a tower half buried in the sands. En route to the tower, the party are likely to encounter a...

GIANT SANDCRAB

by Roger E Moore

No. Appearing: 1 - 3
Armour Class: 3
Movement: 9"
Hit Dice: 6d8 + 4
Treasure: E
Attack: 2 claws for 3d4 each plus poison
Alignment: Neutral
Intelligence: Animal
Monstermark: 516 (level X in 12 levels)

Giant sandcrabs are well adapted to a desert-dwelling existence devoid of water. They have eight 7' long legs, and the body is a flattened ovoid, about 5' in diameter, covered in thick chitin. The four eyestalks can be extended up to 2' from the body. The two 6' pincer arms terminate with a claw similar to a normal crab's except for a third claw which can inject a weak poison into any victim hit by that pincer. A saving throw vs poison at +2 on the dice must be made or the victim will lose consciousness



and die in 2-5 turns unless cured by a spell.

These monsters can bury themselves in sand, usually near caravan routes or cities, so that only their eyestalks project above the sand. This is so effective that a character has only a 5%/level chance of detecting a hidden sandcrab at 90' or less. Magical spells or devices that detect enemies or hidden things will reveal their presence. If any victim comes within 60' or less of a sandcrab, it will rise immediately to its full height (surprising on a 1-4 on a d6) and attack. Giant sandcrabs will be encountered in this fashion 80% of the time; otherwise they will be found scuttling across the sands in search of prey. A sandcrab can only be surprised 5% of the time because of its acute visual senses.

The tower can be entered via a balcony 15' above the ground or through half buried window openings. Stairs lead up, the route down being blocked by sand which has poured in the openings. At the top of the tower is a diffractor above a narrow hole running down through the centre of the tower. The light comes up the hole and shines out via the diffractor. There is also a trapdoor below which is another flight of stairs spiralling down around the light 'chimney' to end at a door some distance below the sand level outside. The stairs and door are obviously still in use. Behind the door are various chambers now inhabited by a family of...

ANUBI

by Andy Wouldham

No. Appearing: 1-4
Armour Class: 4
Movement: 12"
Hit Dice: 6d8 + 3
Treasure: A, E and Z
Attack: 2 claws for 1d6 each, and 1 bite for 1d8
Alignment: Lawful good - 50%;
 chaotic good - 10%;
 lawful evil - 30%;
 chaotic evil - 10%
Intelligence: Exceptional - genius
Monstermark: 270 (level VIII in 12 levels)

Anubi, though rare, are most commonly encountered in warm and arid areas. They may be encountered above or below ground as they see equally well in daylight or darkness (60' infravision).

They are an extremely powerful species, with strength ranging from 14 - 18/50. They scorn the use of weapons (preferring their natural weaponry) and armour, though they will wear items that they consider to be of a decorative nature.

They are unaffected by *sleep* or *charm* spells. Fear is such an alien concept to them that they are also unaffected by *fear* based spells. They are 25% resistant to all other types of magic spells.

Some anubi (25%) are capable of magic use and can use 2x1st level, 2x2nd level, and 1x3rd level spells once per day, doing so at the 10th level of mastery. They consider the use of magic in combat against a non-magic using opponent to be cowardly.

Anubi are 9'+ tall, have dog-like heads and large hands with clawed fingers. They are completely covered with a light fur, usually brown though it can be white or silvery blue.

If encountered in their lair, there will normally be 1-4 males, 1-4 females and 1-8 young of varying maturity. As anubi live in pairs with their young, absentees will most likely be out hunting at which they are extremely efficient.

Anubi speak their own tongue - a series of clicks and whistles, - and are usually (80%) capable of speaking common.

There is also a subgroup of the species:



KAIL

by Andy Wouldham

No. Appearing: 1 - 2
Armour Class: 3
Movement: 12"
Hit Dice: 8d8 + 4
Treasure: A, E and Z
Attack: 2 claws for 1d8 each and 1 bite for 2d6
Alignment: Lawful good - 50%;
 lawful evil - 50%
Intelligence: Exceptional - genius
Monstermark: 660 (level X in 12 levels)

Kail are members of the anubi species born infrequently to normal anubi parentage and are thus very rarely encountered. They are the same as anubi in all respects except: their strength is phenomenal, ranging from 18-18/00, and sometimes higher; their magic resistance is 30%; and they are larger (10'+) and have jet black fur.

Once combat has begun, they neither give nor accept quarter.

The anubi occupy the middle floor of the building. Stairs lead up and down. At the lowest level are many empty chambers, but in the one directly under the tower are...

SHIM-SHARI

by Glenn Godard

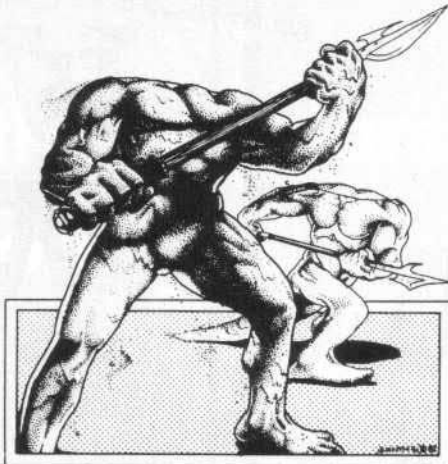
No. Appearing: 3-24
Armour Class: 3
Movement: 9"
Hit Dice: 4d8 + 1
Treasure: Nil
Attack: By weapon type
Alignment: Lawful neutral
Intelligence: Low
Monstermark: 93 (level V in 12 levels)

These rare creatures appear as large, powerful humanoids without heads or orifices. Their skin is a uniform tan colour with a texture like sandpaper. Their bodies are in fact made of sand, and when broken open, an extensive system of ant-like tunnels running throughout the body is revealed. A shim-shari's sensory perception is via noise vibration through this system. Thus any creature that can move entirely without sound (even heartbeats are detectable) will be invisible to shim-shari, while any form of visual or scent related attack or defence will be useless against them. Thus they are immune to the effects of such spells as *mirror image*, *invisibility*, *phantasmal force*, etc and skunk, wither-stench, and *cloud kill* type attacks. *Deafness* will cause them to be 'blinded' (random attacks at -6 to hit) while *blink* and *audible glamor* will confuse them causing an additional -2 to hit.

Due to their elemental origins, earth elemental attacks against them do triple damage. *Move earth*, *rock to mud*, and *stone shape* can all be used to destroy shim-shari, but *finger of death* is useless as they have no heart. Finally, shim-shari are singularly purposed with no self-preservation instinct; all *charm*, *suggestion* and *fear* type spells have no effect on them.

When attacking, shim-shari (desert tongue for 'skull-cleaver') use large polearms (70% halberd, 30% other). If disarmed, they can use their fists for 1d6 each. Their strength is always 18/01 with the bonuses of +1 to hit and +3 damage. In melee, they line up to face each opponent individually, closing on their opponents' flanks if they do not do the same.

Shim-shari are created by the use of a magical *Tome* similar to the *Tome of Golems*. Such a *Tome* can only be found in treasures or libraries of desert origin or



lore. The minimum cost to create such creatures is 2000 gp each. Costs usually run much higher though. Thus they are usually found under the control of another more powerful creature and are typically used as guards or caravan raiders. They usually use the least violence necessary to achieve their limited instructions (ie they will only attack caravan guards or those opposing them, not innocents). They can also be instructed to subdue and capture. Desert raiders (WD 12) have perfected a method of disguising their movement so that shim-shari cannot detect them.

The shim-shari guard the chamber containing the light source (which is simply an orb with a permanent *light* spell cast on it - it was used as a directional beacon by the brigands who once used the building but were driven out by the anubi) and the treasure chamber which leads from it. The treasure comprises booty plundered from caravans, a *Tome* for creating shim-shari and a chest containing gold, gems, and...

ARGORIAN WORMKIN

by Barney Sloane

No. Appearing: 2-8
Armour Class: 5
Movement: 12"
Hit Dice: 1d8 + 1
Treasure: Special
Attack: Bite for 1d4 plus nausea
Alignment: Neutral (evil)
Intelligence: Non-
Monstermark: Suggest level IV in 12 levels



These 1' long creatures were the production of a cunning cleric/assassin from Argor to protect his caches. These noxious worm-like creatures are reddish pink and sport a sucker-like rasping mouth, with which they rasp flesh and armour. They also inject, on a successful hit, a nauseating fluid which, unless a save vs poison is made, causes the victim to retch violently and be unable to do anything for 1-8 rounds.

Their peculiarity is that they cannot be killed unless the damage done, including magical, can remove all the creature's original hit points in one go. Otherwise the creature splits into two halves, each with the hits and 'split' ability of the original.

Its 'treasure' is whatever it is guarding.

Notes to the Referee: The building has 3 floors, all below sand level. The top floor had openings through which sand has blown to fill it. Any attempt to go up from the middle floor (anubi lair) will find a barred door which, if opened, will allow sand to pour through and begin filling the middle floor. The middle floor has no openings in the external wall. The lowest floor (where the shim-shari are) is the old ground floor and has large barred portals in the external walls. All are under pressure from outside. If unbarred, the doors will burst open and sand will pour in, beginning to fill the building as though it were a flood of water. Treat accordingly if characters are engulfed in the sand, but no swimming!

FIEND FACTORY POLL RESULTS

TOP TEN

- 1: Shadow Goblins (WD26) by Barney Sloane
- 2: Dream Demon (WD25) by Phil Masters
- 3: Mandrake People (WD18) by Glenn Godard
- 4: Cyclops (WD21) by Albie Fiore
- 5: Incubus (WD25) by Roger E Moore
- 6: Russian Doll Monster (WD15) by Mike Ferguson
- 7: Forest Giant (WD26) by M Newton and D Healey
- 8: Svart (WD9) by Cricky Hitchcock
- 9: Phung (WD18) by Simon Tilbrook
- 10: Winter Kobold (WD26) by Jonathan Hardwick

WORST FIVE

- 1: Ungoliant (WD22) by Peter Cockburn
- 2: Dungeon Master (WD24) by Malory Nye
- 3: Crystal Golem (WD22) by Robert Outram
- 4: Bonacon (WD24) by David Taylor
- 5: Wrecker (WD16) by Andrew Hicks

Congratulations to all those whose monsters were voted into the top ten, and commiserations to those who invented the worst five, with the consoling thought that each of the worst five also received a vote in the poll for the best monsters. ■