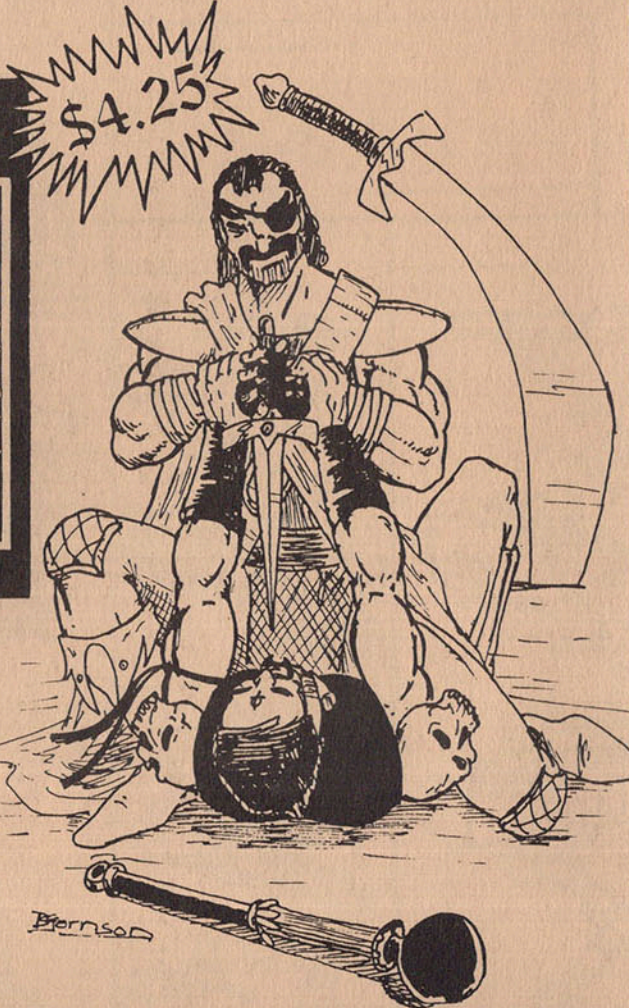


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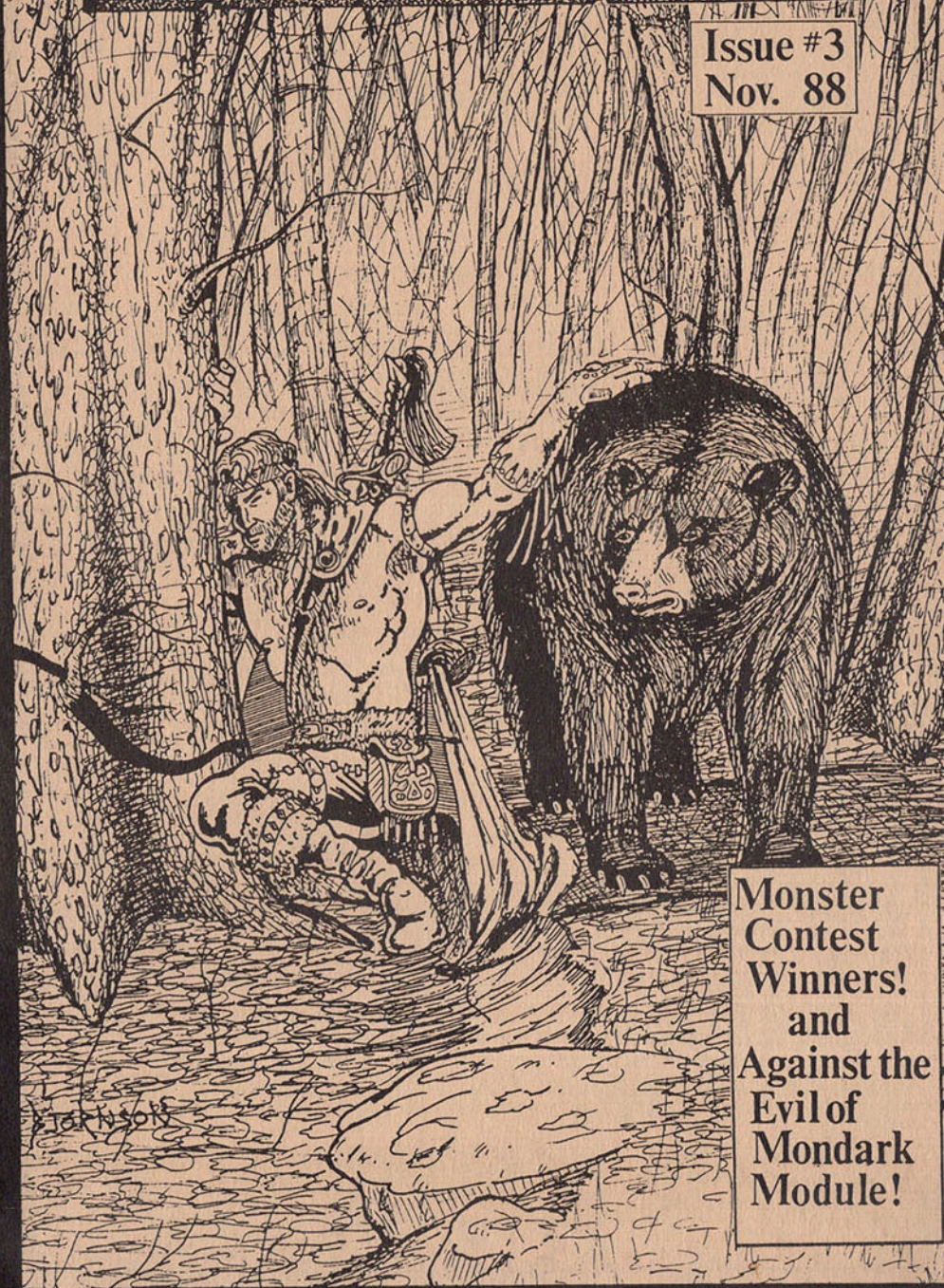
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Griffon

M a g a z i n e

Issue #3

Nov. 88



Monster
Contest
Winners!
and
Against the
Evil of
Mondark
Module!



Griffon Magazine

Issue #3
Nov. 88

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Cover: Bjornson portrays druid and companion in:
"Autumn Adventure"

Contents

- 1 "I'll Jump That Pit!" Brett Dougherty
AG System preview
- 2 Swordtag Corner Brett Dougherty
Some notes and magicks
- 3 Editorial Treb Dixon
Controversial, but oh well...
- 4 The Bestiary Addendum Guildmembers
The contest winners
- 6 Buying Magicks Brett Dougherty
A cute little table
- 6 The Months Of Narak Brett Dougherty
Tis the season...
- 7 The Weapon Rack Mike Bjornson
A gnomish arsenal
- 10 SPECIAL ADVENTURE IN NARAK SECTION
Against the Evil of Mondark Sten Westgard
Westgard makes his return
- Back Cover Cardstock Miniatures Mike Bjornson
The Gnomish Walkers

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The Scroll

Well, my fellow guildmembers, there are two topics eating away at my brain (in a positive way) at this moment. One is the AG Role-Playing System, the other is the AG Festival 1989.

The AG System is actually beginning to take some form unto itself. The AG journeymen have been conducting play-testing sessions recently and the word is go!

Some of the basic principles of the system are: no "classes" as such but skill based except, of course, for ordered professions such as the mage (who will likely specialize), priests, and monkish types; A very unique, but realistic, skill acquisition system; A quick, but more thought-out combat system that utilizes damage proportionate to the hit roll with fumbles and criticals and initiative automatically figured by the to-hit and damage system; Specific area type damage utilized and easily documented- damage that your character will FEEL; A different clerical/deity system that emphasizes role-playing.

Secondly, I'd like to get a "show of hands" of interest in the 1989 AG Festival (convention). No commitments, just interest. There'll be good food (hopefully a "medieval" banquet), FRPG tournaments, and a big Swordtag event(s)!

Brett A. Dougherty

"I'll Jump That Pit!"

PREVIEW OF THE ADVENTURERS' GUILD SYSTEM

by Guildmaster Brett

Has it ever seemed to you that the ability of a character to jump pits, crevices, or to jump and grab the top of a wall has been severely neglected by many game systems? AD&D did publish a system in their Survival Guides, but based jumping ability on level. Not ability, not profession, but level. If you check out that system, you'll note that a 6th level character can long jump 6 to 9 feet. Come on now; anybody can long jump that far, but this is a hardy 6th level adventurer we're talking about. I also figured out that I must be 23rd level, since they can jump 16 to 21 feet, and so can I (note that I was only a mediocre long-jumper in high school track). Obviously, a better system is needed.

The JUMP ability (characteristic, attribute) will be a part of the Adventurers' Guild System for Role-Playing. I present it now in tentative form.

JUMP- the character's ability to jump

Score	Vert. Leap	Running Long	Standing Broad	
0	-	-	-	
1	-	1'	1'	
2	1"	2'	1'	
3	3"	4'	1½'	
4	5"	6'	2'	
5	7"	8'	3'	
6	9"	10'	4'	
7	10"	12'	5'	
8	11"	13'	6'	
9	12"	14'	6½'	Dwarf Maximum
10	13"	15'	7'	Gnome Maximum
11	14"	16'	7½'	
12	16"	17'	8'	
13	20"	18'	8½'	
14	24"	19'	9'	
15	28"	20'	9½'	
16	34"	21'	9½'	Telk Maximum
17	40"	22'	10'	Elf Maximum
18	48"	23'	11'	

Lengths and heights are based on non-encumbered characters. Encumbered and/or armored characters will have their ability reduced. An easy way to figure the reduction is every 10 pounds of extra weight or every factor of protection of a suit of armor reduces JUMP by one. Vert. leaps with a run increase half again.

Modifiers to Rolled JUMP Ability

Strength	Agility	Bulkiness	Adjustment
3-6	3-6	Obese	-3
7	7	Fat	-2
8	8	Husky	-1
9-14	9-15	Average	-
15-17	16-18	Slim	+1
18			+2

The JUMP ability of a character represents his (or her) average ability. To assess the character's actual performance in any given situation, roll a d20 and consult the following table.

Performance

Roll	Effects:	Vert.	Long	Broad
1	Automatic Failure.....			
2		-16"	-3'	-2'
3		-12"	-2'	-1½'
4		-8"	-1½'	-1'
5		-4"	-1'	-8"
6		-2"	-½'	-4"
7-14		-	-	-
15		+2"	+½'	+4"
16		+4"	+1'	+8"
17		+6"	+1½'	+1'
18		+8"	+2'	+1½'
19		+10"	+3'	+2'
20		Automatic Success.....		

The GM may assign other modifiers as he sees fit.

GRIFFON

Swordtag

Corner

by Guildmaster Brett

Greetings, Swordtaggers! I trust and hope there have been many great first experiences with this fascinating new game. I have been receiving some very nice comments in the mail, and I thank you for these. Remember that when you have come up with a good adventure idea, write it up, send it in, and we may be interested in purchasing and publishing it in this column. A big plus to an article's chances is if your group has actually played out the adventure and so you know that it is viable. On to a few items of interest:

MODIFIED SWORD DESIGN

There have been a few problems involving dowel rod breakage in Swordtag weapons. This has usually occurred in groups of very physical players. A very good solution is to use the dowel, covered by plastic pipe, all covered by the insulation idea. All three of these items are available at lumber yards or hardware stores, so you should be able to match up the diameters fairly easily. Experience has shown that this weapon variation is very difficult, if not impossible, to break.

THE FEEL

We played a session in which there were players who were vaguely familiar with medieval history but who had never played FRP games. These players are usually lacking in the area of role-playing. I found that players who are FRP gamers usually add much to the session, while non-FRP gamers not only add little, but quite often seriously detract from other players' enjoyment.

NEW MAGIC ITEMS

These magic items were discovered by the Swordtag mage, Cureii, in the course of his studies on defensive magic.

Glove Of Spell Snaring

This single glove is made of fine magical material and is studded with enchanted gems. 65% of these gloves are made for the left hand, the reason being that even most right-handed warriors like to wear it on the left hand to keep the right free to grip the sword or whatever.

A person wearing the glove is able to attempt catching any spell, work, or psionic thrown at him. If successful, he may immediately throw the spell at anyone else. If unsuccessful, the consequences are dire. Firstly, the spell, etc., affects him as intended. In addition, the wearer takes 6 points of damage from the glove and is unable to use that hand for the remainder of the session.

Paddle Of Spell Dispersion

This magical paddle looks remarkably similar to a modern ping-pong paddle. In all other respects, it functions quite like the above mentioned item, the Glove Of Spell Snaring.

Glove Of Tranference

This single glove looks very similar to the above glove. It has the power to transfer the power from a snared spell into a healing point. However, if the wearer of this glove attempts a snaring, but fails, he takes the spell, etc., as intended and also 2 points of damage. This glove does not allow the throwing of spells.

Shield Of Shocking

This magical shield will shock an attacker for 1 point of damage whenever the shield is used to directly block a swing from the attacker. This shield will have a border design of reflective or glow-in-the-dark tape.

Editorial

On Good And Evil, FRPG, And Our World Today

by Treb Dixon, Editorialist

(The views presented herein do not necessarily represent the views of the publishers of this magazine, The Adventurers' Guild.)

Perhaps some of you have followed or at least heard about the supposed link between FRPG's (usually referred to as "D and D") and teen suicides, the occult and satanism. Newspapers and fundamental Christians "document" this "link" well (in quantity, not necessarily in quality evidence). Do not misunderstand me, for I, too, consider myself a Christian, albeit, not a "fundamental". But are the accusations and concerns for real? I'm not sure. Do the accusations and concerns demand discussion? Definitely.

What follows are not conclusions of any sort, but a kind of question and answer format, in which I've reiterated many of the problems that I've heard and my answers to them. I'd like to hear what you have to say! Send to Treb Dixon, c/o GRIFFON Magazine. They'll print some responses in the next issue.

- Q. FRPG's have magic, spells, and the such. Won't that sort of material steer youngsters into the actual occult?
- A. My personal experience: I've played mainly AD&D, and in that system, for the most part, magic is a neutral entity, much like a medieval "science". Players do little more than just say, "I'm casting such and such..." and the GM then tells of the results. Now, in some other systems I've seen, where the term, "Black Magic" is used, I couldn't be so sure. What does "Black" magic mean to you? But whether or not a kid gets into the occult has a lot to do with the way he was brought up and how much his parents really care about him and the things he does with his time.
- Q. In AD&D, there are ways to summon demons. Isn't that exactly what satanists attempt to do for real?
- A. Yes. There is a place for demons as opponents in FRPG's, but giving rules or spells for the players' use to summon and control them is wrong. I do find fault with AD&D for this (of course, there are other games much worse). There is a need for evil in FRPG's because there is evil in our real world and one should not be ignorant of it. It exists. Take a good look around you. But to attempt to control Evil for one's own use, even in a game, is like playing with fire. I am reminded of the saying in the TSR Dragonlance series- "Evil always turns upon itself". That speaks truth for any realm or time, real or imaginary.
- Q. Do players who lose a beloved character have suicidal feelings or even go so far as actually committing suicide?
- A. You will hear of fanatics running around saying, "D and D makes kids commit suicide!" These well-meaning folks are scapegoat seekers. A suicide is a very tragic occurrence for which, many times, there is no answer, or, just as often, answers in combination. Mourners and others affected like getting a simple pat answer to "why'd he do it?!" And a single, compact entity, such as a game, is a quick and easy answer. But does FRPG cause or contribute to a suicide? No. I see it as an effect, not a cause. A kid might have serious underlying problems, and FRPG offers a convenient outlet. If his parents cared at all about what he was doing with his time, then they'd probably hear and "see" him calling out for help in many subtle ways.
- Q. Isn't playing games involving pagan gods from mythology wrong?
- A. This question answers itself. The base of the word "mythology" is myth. A myth is a legend, a fable. A GM pretending to speak to me as Thor presents no problems to me. The other option would be a single God, as a Christian God, possibly. But to me, a GM would have to be very careful, for he is playing with what many consider their reality (I among them). The better option, then, is to play mythical gods, with which the GM may do as he pleases.
- Q. Should players be given the option in the rules to play an evil character?
- A. No. There will always be those who like to fantasize about doing evil deeds, but there should be no official provision in the rules to accommodate them. Some will say that playing evil is a nice outlet for them. I say, why is there so much evil within a person that he needs a "vent" for it? Everyone has evil thoughts, but they are thoughts to be suppressed, not developed. My only experience with playing evil was in a sort of spin-off outlaw game set in modern times. We basically played normal people on a lawless rampage in a joking manner. This lasted one session. I ended with a feeling of mild disgust at myself for shooting a person with a bow and arrow. Just a normal, modern day person.

The Bestiary Addendum

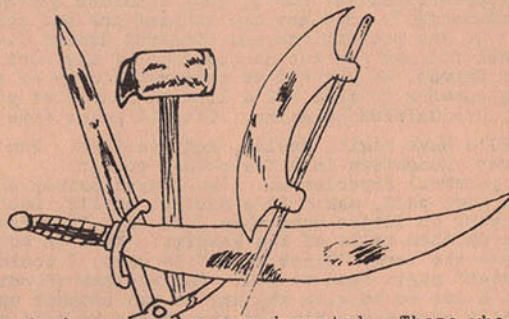
GRIFFON

by Guildmaster Brett

This month we bring you the winners of the last month's Crier's "Nasty Monster Contest".

Armamental

Alignment	Chaotic/Neutral
Rarity	9
Grouping	1-100 or more
Movement	300 ypm
LD	5
AR	-1
THACO	6
Attacks	3 for (weapon)
Intellect	3
Disposition	10
Treasure	incidental
Size	as per weapon
EP award	1000



The armamentals have existed since weapons were invented. Those who die in battle and still fought for life even in death transfer their chaotic spirits from their bodies into their weapons. Only hammers, swords, bardiches, and spears are known to be possessed with this special undead spirit. In this form, the armamental seeks to constantly improve its military prowess. They have little intellect, and cannot be charmed, put to sleep, or have their minds altered in any way. The knowledge they do possess, however, is all the battle tactics they learned during their human(oid) lives. This makes them quite irascible but extremely dangerous.

Those unlucky enough to have encountered a hoard of these spirits say that they rise only in a certain moon phase involving complicated stellar eclipses, so that only one group of armamentals appear on the face of the world at any one time.

They rise up from the battlefield where their former bodies died. The weapons seem to float in the air, hovering from two to twenty feet above the ground. They then proceed to chase after any in the vicinity, whether good or evil, of the battlefield, up to a distance of two miles away.

Some say they can see vague faces either in the grain of the wood or the faces actually protruding from the weapon if it is metal.

If an armamental kills someone, it enchants that person's weapons to act like half-strength armamentals (THACO 16). Missile weapons or weapons not of the four major armamental types will not be enchanted.

Only magical weapons can harm an armamental. Fire magic inflicts full damage. Lightning likewise does full damage. All other magic does nothing (for reasons even the most venerable of sages don't understand).

If an armamental is grabbed (player's normal to-hit chance), it will verbally spew forth a host of unsavory jokes and riddles that were learned during the former warrior's tour of duty. If the player doesn't come up with an equally good joke suitable for the time period being played (GM's discretion), the armamental will regurgitate a very nasty insult appropriate to the player's profession (the GM must come up with a good one), then continue to attack at THACO 5 and with four instead of three attacks.

If the player tells a good joke, the armamental drops from the player's hands and into the ground of the battlefield, never to return for another one hundred and thirty years, five months, and fourteen days from sheer embarrassment.

There are reported to be a few armamental battle axes ("nobles" of sorts) who serve an armamental battering ram of supposedly giant proportions, and with at least 12 intellect.

(First Place Winner)- by Bob Kopperl

GRIFFON

Nimrat

Alignment	Chaotic
Rarity	6
Grouping	1-4 (5-50 in warren)
Movement	varies
LD	1 and up (dep. on sk. lev.)
AR	4 (fur and speed)
THACO	20 and better (dep. on sk. lev.)
Attacks	2 for 1-4 or by weapons
Intellect	6-18 (4d4/2)
Disposition	5
Treasure	5
Size	5' tall average
EP award	varies



Nimrats appear very similar to wererats in were-form except they have bushy tails. Their fur coloring ranges from reds, blacks, browns, and yellows. They also tend to be much more cleaner than wererats. Nimrats are not lycanthropes, however, and are native to the continent of Asundria. Nimrats are almost as tall as humans but are very slender, thus massing considerable less. They are very agile and are noted for their dancers.

They are also noted for their various "travelers". Nimrats tend to alternate between extreme no-nonsense attitudes to downright prankish once they get to know you. Nimrats are generally loyal only to those they consider friends, but a Nimrat is always the judge of who are friends (and this does not always agree with who he verbally calls "friend"). They have no loyalty to family or government (as there is no Nimrat ruler). Very independent individuals tend to be completely occupied with whatever goal strikes their fancy.

As a race, they tend to be viewed in a negative light since they generally occupy the wilderness and don't pay respect to anybody (many nimrat warrens have been devastated by irate rulers, but even this hasn't changed their attitude). Sometimes, Nimrats find people they enjoy being with, and of these, some have risen to legend, this offsetting the negative image slightly. Nimrats have fought in about every major battle in the lands on one side or another (but never fighting each other), this endearing them to some and making them enemies of others.

They are always willing to fight for what they believe to be right, and have little, if any, fear of death. Unfortunately, their willingness to believe in the absolueness of right and wrong has caused them some trouble when they found out that right wasn't so right after all.

(Second Place Winner)- by William D. Allen, the "Shadowtreader"

Strangleworm

Alignment	Neutral
Rarity	9
Grouping	1
Movement	20 ypm
LD	1
AR	-1
THACO	5 (special)
Attacks	1 (special)
Intellect	1
Disposition	-
Treasure	(special)
Size	10"
EP award	200



All that gleams is neither gold nor good. Meet the Strangleworm!

Walking along a dirt road, the adventurer notices something gleaming on the road. Thanking his lucky stars, he picks it up. "A necklass!" he exclaims as he slips it around his neck. He realizes, too late, that this is not a necklass squeezing the life-breath out of him...

This unfortunate man was a victim of the Strangleworm, a rare species of worm which is actually metal-skinned to appear as an expensive necklass. but when this necklass comes into contact with the throat, the worm begins to slowly swallow its tail, strangling the victim. The worm may be attacked, but any attack that misses hits the victim on the throat. Anyone with 16 strength is able to pull the worm apart, but due to a lack of leverage, the victim must possess 18 strength to pull it off himself. In any case, a victim dies in 3 minutes if not removed.

(Second Place Winner)- by David Mitchell

Buying Magicks

by Guildmaster Brett

I'm sure you've had players, who, once they've made it to a large city in your campaign, run to every mage's shop in search of a specific magic item to buy. Many times, you, as GM, decide for one reason or another that the item simply is not to be found in that city. For times when you aren't sure, or you don't want to be biased for or against a player, I present the following table as a determinant. It is based on the value of the item and the population of the city. If the percentage or less is rolled, then the item is somewhere to be found in the city, but it's up to you to place it. Also note the adjustment factors after the main table.

Table A: Chance Of Finding A Magical Item

City Size	Value Of Item (in gold nobles)																			
	under 100	100-299	300-699	700-999	1000-1499	1500-2999	3000-4999	5000-7999	8000-11999	12000-15999	16000-19999	20000-24999	25000-34999	35000-44999	45000-54999	55000-64999	65000-79999	80000-94999	95000-up	
100-199	10	08	06	05	04	04	03	02	01	.5	.4	.3	.2	.1	-	-	-	-	-	-
200-299	15	10	08	06	05	04	04	03	02	01	.5	.4	.3	.2	.1	-	-	-	-	-
300-399	20	15	10	08	06	05	04	04	03	02	01	.5	.4	.3	.2	.1	-	-	-	-
400-499	25	20	15	10	08	06	05	04	04	03	02	01	.5	.4	.3	.2	.1	-	-	-
500-699	30	25	20	15	10	08	06	05	04	04	03	02	01	.5	.4	.3	.2	.1	-	-
700-999	35	30	25	20	15	10	08	06	05	04	04	03	02	01	.5	.4	.3	.2	.1	-
1000-1999	45	40	35	30	25	20	15	10	08	06	05	04	03	02	01	.5	.4	.3	.2	.1
2000-2999	55	45	40	35	30	25	20	15	10	08	06	05	04	03	02	01	.5	.4	.3	.2
3000-4999	65	55	45	40	35	30	25	20	15	10	08	06	05	04	02	01	.5	.4	.3	.2
5000-9999	75	65	55	45	40	35	30	25	20	15	10	08	06	05	04	02	01	.5	.4	.3
10000-19999	85	75	65	55	45	40	35	30	25	20	15	10	08	06	05	04	02	01	.5	.4
20000-up	95	85	75	65	55	45	40	35	30	25	20	15	10	08	06	05	04	02	01	.5

Table B: Modifiers

Item Highly Appropriate For Area	+15
Item Appropriate For Area	+05
Item Not Appropriate For Area	-20
High Concentration Of Mages In Area	+10
Low Concentration Of Mages In Area	-10
Uncommon Type Or Form	-15
Rare Type Or Form	-25

Even if a chance is 0 or less, a slim chance should be given, such as .05%.

The Months of Narak

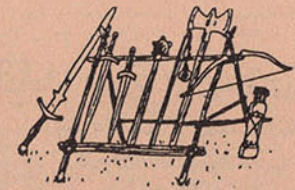
by Guildmaster Brett

I noticed that we gave the background information to the "Lair of Bluislee" adventure module (GRIFPON #2, July 88) utilizing Narakian names for months. I'm sure it generated its fair share of confusion about what each month name means. And so, I now present the months of Narak along with their equivalents.

The Months of Narak

Whiteplain.....	January	Sunside.....	July
Fireseek.....	February	Greenstick.....	August
Riverswell.....	March	Fireleaf.....	September
Seedthrow.....	April	Grainharvest.....	October
Springsebb.....	May	Amberfield.....	November
Windstoss.....	June	Frostcover.....	December

The Weapon Rack



design and illustrations by Mike Bjornson supporting work by Guildmaster Brett

The gnomes of Narak are quite the industrious engineers (tinkerers?), just as the gnomish populations of many worlds are. The trait certainly carries into the gnomes' style of war (when war is needed) and is reflected in much interesting (if not completely successful) weaponry. Although the bulk of this arsenal is to be found in the Armies of the Gnomish Homelands, the Slannish Empire Army does employ a small Gnomish Engineers' Battalion which patrols the southern frontier.

Most of these war-contraptions never see the light of day outside their inventors' shops, for the success rate isn't that good. Out of the better inventions, we have documented these three: The Gnome Walker, The Whirly-Blade-Gnome, and The Gnome-Bam-Smasher. All of these find use in open field warfare.

The Gnome Walker

Speed- Possesses a top speed of 60 ypm which can be maintained for as many minutes as the operator has points of Health ability.

Weaponry- (2) Crossbow positions

(3) Small Catapults (Dam 3-18 each, they crank, load and fire together, Rate 1/3 minutes, Rear Boulder Capy. 24)

Leg Crush (anyone caught or kicked by leg assembly will suffer 5-50 points of damage, save vs. Agility for half damage)

Crew- (1) Operator (this gnome actually provides the motive power for the Walker through a very elaborate gearing system. He also uses the numerous levers and pedals to control the Walker's direction. As such, this gnome must possess 18 Str, 15 Agil, 16 Hea, 14 Int)

(1) Artillerist

(2) Crossbowgnomes

Structure- Specially prepared and reinforced wood and iron

Structure AR -3

Structure Pts. (1p)- body 250, each leg assembly 75

Cost To Build- 20,000 Nobles (requires a 16th or higher sk. lev. gnomish Inventor/Engineer and at least 5 assistants)

Time To Build- 4-12 months

Notes: As would be expected, the Gnome Walker is susceptible to fire attacks, although a special chemical used in preparation of the wood protects it somewhat (saves at 4 to not catch on fire). If the Gnome Walker takes 50 pts. or more of damage from the side or attempts a very tricky maneuver due to the terrain, the operator must save vs. Int and Agil (avg.) or the Walker will tip over and be useless.

A smaller version of the Gnome Walker is known as the Gnome Runner. It is half as high (10') and is operated by two gnomes- the operator and a repeating crossbow operator. While the Gnome Runner is much smaller, it is also much quicker, moving about at 180 ypm. It is often used to protect the flanks of the companies of much less agile Walkers.

It is interesting to note that while gnomish inventors claim superior engineering as the reason behind the Walkers' ability to even move, many humans say that quite a bit of magic is involved.

The Whirly-Blade-Gnome

This invention and the gnome running it are a sight to see, but it is deadly effective in the hands of a trained character. The Whirly-Blade-Gnome gets a base 6 attacks per minute (or init. adj. +15), but each attack is made at a -5 penalty. Damage per hit is 1-10. If a 1, 2 or 3 attack roll occurs, then the Whirly-Blade-Gnome is jammed and will take 1-10 minutes to fix. This weapon requires a Str 16 to successfully operate it.

The Gnome-Bam-Smasher

This rolling contraption is a form of ram. Two gnomes pedal it up to 600 ypm to attack once per three minutes for 3-30 points of damage. If it is used to attack battlements (it often is), then the riding gnomes also receive damage from shock (1-3 each). The THACO is determined by subtracting 4 from the chief gnome's THACO rating (4 worse).

THE GNOME WALKER

Originally designed by
Claxax Fumblefoot
(rev. 10236-C)

Small Catapults (3 units side by side)
operated by Artillerist
who sits here

Operator's Seat (In Gnomish, this
guy is known as the
"Straungfuhl")

Rope Ladder
(Keep it rolled up during battle!)

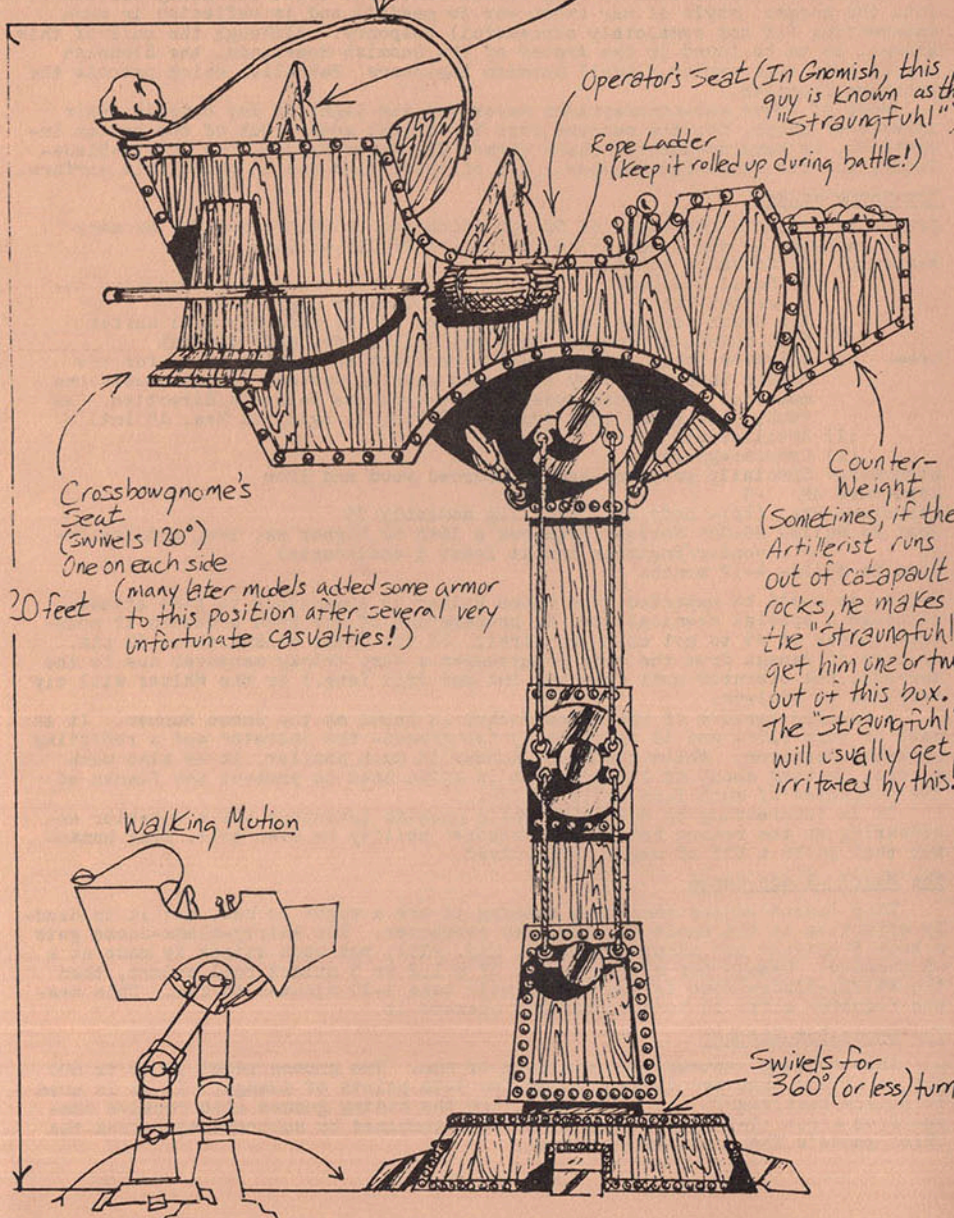
Crossbowgnome's
Seat
(swivels 120°)
One on each side

20 feet (many later models added some armor
to this position after several very
unfortunate casualties!)

Counter-
Weight
(Sometimes, if the
Artillerist runs
out of catapult
rocks, he makes
the "Straungfuhl"
get him one or two
out of this box.
The "Straungfuhl"
will usually get
irritated by this!)

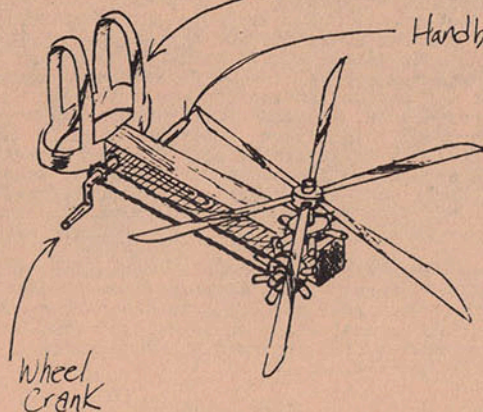
Walking Motion

Swivels for
360° (or less) turn

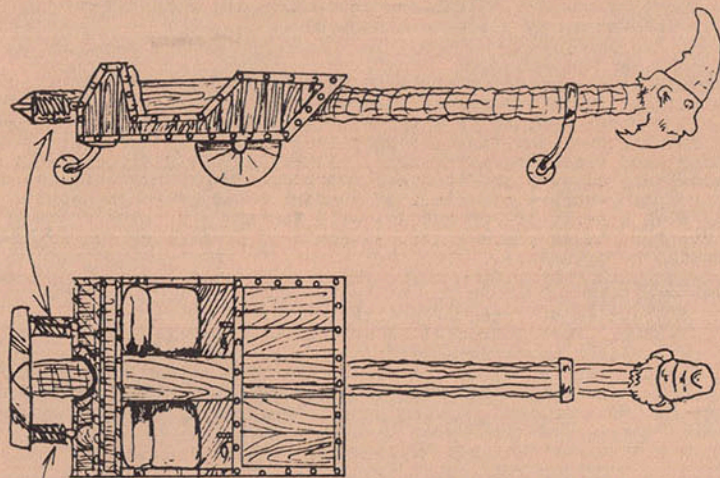


Bronze "Girdle"

Handbar (to guide arm)



THE WHIRLY-BLADE-GNOME
Designed by Eureka Three-fingers



Springs (slows the riding section down on impact - this section
can slide along the ram piece)

THE GNOME-BAM-SMASHER
Designed by Anason Inertialot

Against The Evil Of Mondark

by Sten Westgard

A tale: "...Wrapping your cloak about you tightly, you curse your hasty decision to leave behind your heavier coat. But in spite of the gathering fog, the growing chill, and the approaching storm, you are happy- after all, in less than a month, you'll be richer than a king! Malik the Archmage opened his Mondark Trade Route between the bustling cities of Regald and Knightshold only ten days ago- boasting that its magical protection would quarter the amount of time than the normal route took! Rumors say that there is even a merchant city located halfway through. Since then, every merchant in Knightshold worth the rings on his fingers has scrambled to send the first caravan to reach Regald. Some have even stooped so low as to hire thugs to sabotage rival caravans! As for skilled, in-demand adventurers like yourselves(?), guarding a caravan from sporadic raids is much easier than delving into unknown tombs and the such! Signing up with the high-paying merchants was the right thing to do!

"However, the storm continues to grow, scattering hail throughout the countryside. And unlike most of the storms of the Desperado Lands, it hasn't moved at all. Where normal storms would have raced across the barren hills, this one just gets bigger and darker, almost right on top of the route. It seems you're heading right to the center. Shivering from cold or fear, you hope there isn't something evil in Mondark...

Introduction

(The following is for the GM only) There is evil in Mondark. The magical protection, in the form of circular runestone shelters, is of nefarious origin. Once a mere adventurer, Malik explored the long abandoned Tower Of Hunnoy and its magical library. He discovered the Tome Of The Abyss, and has tapped the power of the abyss to create runestones that renders those behind them impervious to assault. Indeed, the stones kill or maim those who are not Mondark citizens or their guests (see The Magical Stones for further information).

Overambitious, Malik decided to continue delving into the Tome', not realizing the its ultimate consequence. He even named his trade route after its author, Mondark. Mondark isn't a long dead mage, but a banished demon lord- and Malik is inadvertently bringing him back!!

Overview

This module is designed for three to five PC's of 6th to 11th sk. lev., preferably with at least one priest, clerical type or variant thereof. Party motives don't matter; Mondark is a threat to all alignments.

As the storm grows, and the PC's talk to Mondark residents, it will become clear to them that something is wrong. However, no obvious clues give away Malik's deed- many clues point to other sources: the Desperados, unscrupulous merchants, or power-hungry officials of Mondark. Only through careful deduction, along with a hefty bit of muscle, will Mondark's origins be revealed.

This adventure takes place in the AG World Of Narak (see the AG Bounty Hunter's Handbook for a map).

The Magical Stones

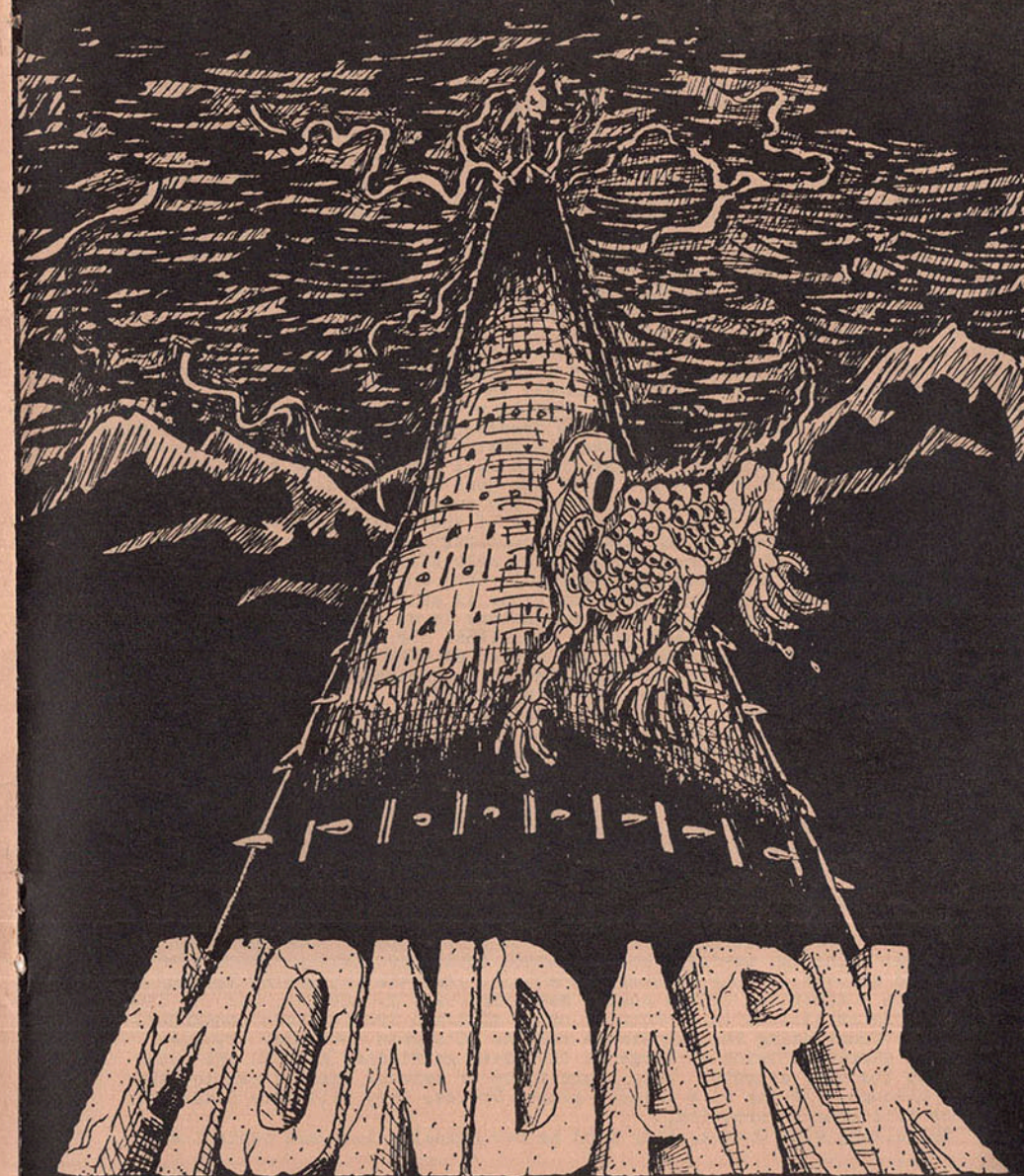
The tales about these potent monoliths are true; they do prevent all unauthorized entry. "Unauthorized" is defined by the Haven Commander. Each of these persons has a wand- attuned to him only (i.e. no one else can use it)- with which he can grant entry to guests. People who do not receive this treatment by the wand are considered "unauthorized" and will be attacked by the runestones. "Authorized" persons are allowed inside for as long as they want, but when they leave the Haven, the Haven Commander will "unauthorize" them after they have moved a safe distance from the Haven.

Furthermore, should anyone- even authorized persons- attempt to climb over, tunnel under, cast magicks against, or physically attack, the monoliths, that individual will receive the "Flame Deluge" for 3-30 points of damage (save at -2 for half damage). Also, an invisible "Magic Wall" (as would be cast by a 13th sk. lev. mage) activates, sealing the entire Haven off from interlopers. Meanwhile, the "Flame Deluge" repeats every minute until the unauthorized person(s) retreat at least 100'

Should that person(s) move forward again, the "Flame Deluge" begins as soon as he is within 100'. Once any person has committed any of these "crimes", he is then marked. He will be hunted down and killed- Malik hates lengthy trials, and gives his Haven Commanders complete authority in these matters.

However formidable these defenses seem, though, they are not perfect. The walls can be dispelled, the "Flame Deluges" avoided with protection from fire magicks, plus missiles can pass through if fired from at least 100' away. And, of course, although the Haven Commander's wand cannot be used, the Haven Commander, himself, can always be "persuaded" by enterprising PC's into allowing them inside.

AGAINST THE EVIL OF...



GRIFPON

At first, the PC's are accepted inside the Havens with open arms. Then, unless they offend either the runestones or the Mondark soldiers, they will be welcomed to the other Havens as well. But when they reach Karj, they will be flatly denied entrance. Then they will have to deal with these magicked monoliths.

Plot

The Mondark Route is strangely safe. Caravan guards have not seen even one Desperado. Perhaps it is just a sign of more ominous things...

The Havens

The true adventure begins just outside the first of the Mondark Havens, where the PC's and merchants suddenly feel disturbed; a cleric or mage can determine that this is caused by the magicked monoliths. But before the PC's can do anything rash, the Haven Commander, Dharan, rides out to greet and usher them inside the protective circle.

Each 30 yard radius Haven is guarded by nine 6th sk. lev. rogues and the Haven Commander (an 8th sk. lev. rogue).

Haven Commander (1) 1p 60, AR 4, THACO 10, Attacks 3-8 (falchion) or 2-7 (bow)
First power magical weapons, shield

Haven Rogue (9) 1p 45 each, AR 5, THACO 15, Attacks falchion or bow

Once inside, inquisitive PC's find out the origins of the stones and learn more of the history of Mondark- or at least what is believed to be the history. The soldiers only know that Malik, as an adventurer, explored the Tower of Hunnoy (named after another great archmage) and its magical library. There, they say, he discovered a tome which revealed the secrets of defensive magic, sparking the idea for the trade route. Ordering his henchmen and hirelings to make the tower inhabitable, he began creating the runestones. After nearly a year of fighting with the Desperados, Malik finally completed the Havens, and proclaimed it the Mondark Trade Route. Next the merchants (and the storm) came. The rogues know nothing of evil or demons- even to the point of ignoring the disturbance that the monoliths cause. If asked about the storm, they think that some merchants' guild from Knightshold is trying to destroy the route in order to maintain a monopoly on Regald trade.

Resting that night, everyone is visited with terrible nightmares and visions about the storm, which appears (in the dreams) filled with horrendous creatures.

As the caravans prepare to leave the next day, Dharan receives a message from Karj, telling him that further orders will come from the Karj Commander. The reason given for the change: Malik has gone into seclusion inside the Tower of Hunnoy. All Havens encountered are under similar orders. Some Mondark soldiers vocally state their distrust of these Karj orders. Maybe the Karj Commander has decided to take the route for himself, they say. Maybe a mage in his fold has summoned the storm to help him...

As the PC's travel nearer and nearer to Karj and the Tower of Hunnoy beyond, the disturbing feelings increase (this is mainly for suspense- whether or not the PC's are hampered by the emanations is up to the GM), though they can no longer be traced solely to the monoliths. As if in response to their growing fears, the sky gets darker and darker as they approach the unknown. Karj and the Tower of Hunnoy are shrouded in impenetrable darkness. Yet the lure of easy money still carries the PC's forward.

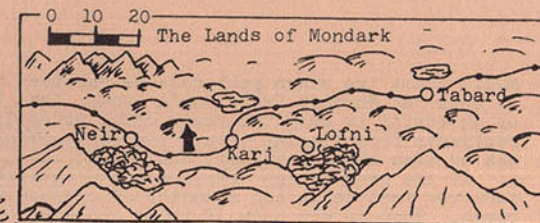
Along the way, they are free to collect more information and supplies that might be needed. One important clue that they will have to discover is how to get past the magicked monoliths; perhaps a drunk soldier might boast of knowing its secrets...

KARJ

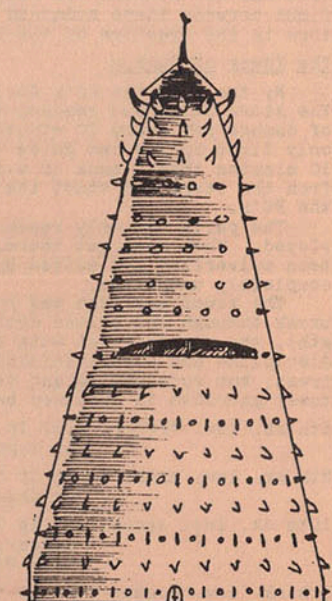
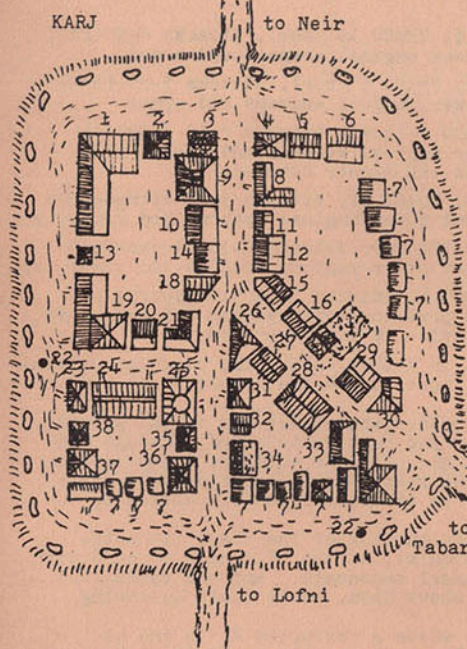
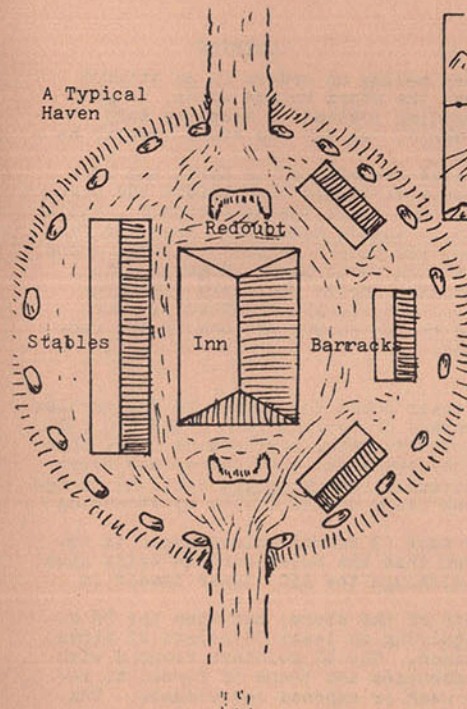
The rumors of a merchant city are true. Although severely limited in size, Karj holds nearly all types of shops, all charging three times the normal price. Also included are farmers, whose crops are vital to Mondark's survival.

As the caravan and the PC's arrive, Karj is in an uproar. The storm here is the worst yet; lightning strikes at least once an hour, sometimes igniting the roofs of Karj buildings. Sudden bursts of hail pound down upon the buildings. Finally, periodic howling winds (actually enslaved souls crying out) send shivers of fear up everyone's back. And the disturbing feeling has become a trembling of the soul. Most importantly, however, Karj is closed off- no one is allowed in or out- by order of Simon Drotoz, Karj Commander. Only by circumventing the runestones can the PC's gain entrance. However, the Karj garrison (twice as large as the Haven garrisons) patrols the outer wall and the city streets. Only brute force or extreme stealth can get the party through. If the PC's blindly attack Drotoz, they will only learn half of the following information.

By talking with Drotoz, they find he has actually lost all contact with



• this mark indicates Havens



Outside View of the Tower of Hunnoy

KEY TO THE VILLAGE OF KARJ

- | | |
|-------------------|-----------------------|
| 1. Barracks | 21. Gand's Corner Tap |
| 2. Weaponsmith | 22. Wells |
| 3. Potter | 23. Alchemist |
| 4. Warehouse | 24. Cranary |
| 5. Dragon Den Bar | 25. Moneylender |
| 6. Provisioner | 26. Provisioner |
| 7. Residences | 27. Miller |
| 8. General Store | 28. Warehouse |
| 9. Travelers' Inn | 29. The Mondark Inn |
| 10. Healer | 30. The Wellhaus Inn |
| 11. Armorer | 31. Tanner |
| 12. Blacksmith | 32. Weaver |
| 13. Jeweler | 33. Weaponsmith |
| 14. Cobbler | 34. Wainwright |
| 15. Mason | 35. Leathersmith |
| 16. Carpenter | 36. General Store |
| 17. Stables | 37. Miller |
| 18. Cooper | 38. Seer |
| 19. City Hall | |
| 20. Fletcher | |

Malik since the storm gathered- he has been making up orders in an attempt to keep the Mondark Trade Route open. When the storm became worse, he gave up on trying to keep the route open, struggling instead to keep the Karj residents from fleeing (hence the gate orders). As for the storm itself, he has no idea who, if anyone, has caused it.

If the healer, the seer, or the alchemist are visited in Karj, the PC's discover that Malik had a number of conjurers visit him just before the storm began. They do not know if those conjurers are still inside (actually, Malik killed them after finding out the best way to summon Mondark). The seer has still more information: The Tower of Hunnoy was once a magical college, where all magicks, even abyssal magic, was taught and researched. However, the tower was abandoned after research of summoning spells went awry (GM note: this was how Mondark was originally summoned and brought the Tome'). The fight between these summoned creatures and the archmages was one of the factors in the creation of the Desperado Lands.

The Tower of Hunnoy

By the time the PC's decide that the tower holds the answer to the problem the storm will have reached its worst: showers of boiling rain cause 1-6 pts. of damage per every 10 minutes on unprotected targets; darkness so thick that only light spells can guide the PC's to the tower; and a 5% chance per every 10 minutes that a pack of 4-10 Howler Abyssimals (see Monsters section) emerge from the storm and start their lives in the realm of the living by attacking the PC's.

The party can only reach the tower by foot (3 hours) unless magic is employed. When they get there, they discover that the outer curtain walls have been pulverized and melted by the storm, although the 150' tower itself is completely unscathed.

The tower garrison was huddling in fear of the storm, but when the PC's break through the bolted double doors (requiring at least 30 points of strength), the guards react with fierce resistance. The 42 soldiers respond with discipline and clear-headedness, setting ambushes and traps if forced to retreat, but surrounding and destroying any weak or exposed individuals. The tower garrison is outlined below.

- 6th sk. lev. Archers (16) 1p 40 each, AR 6, THACO 10 (bow), Attacks 4-9 (bow) or dagger, First power magical weapons and armor
- 8th sk. lev. Archers (4) 1p 55 each, AR 5, THACO 8 (bow), Attacks 5-10 (bow) or dagger, First power magical weapons and armor
- 10th sk. lev. Archer (1) 1p 70, AR 4, THACO 4 (bow), Attacks 7-12 (bow) or dagger, Second power magical weapons and armor, this man- Milas Duval- is the Archer Commander
- 7th sk. lev. Rogues (16) 1p 50 each, AR 2, THACO 12, Attacks 3-10 (longsword) or throwing axe, First power magical weapons and armor, sh.
- 9th sk. lev. Rogues (4) 1p 65 each, AR 1, THACO 9, Attacks 3-10 (longsword) or throwing axe, First power magical weapons and armor, sh.
- 11th sk. lev. Rogue (1) 1p 80, AR -1, THACO 5, Attacks 5-12 (longsword) or throwing axe, Second power magical weapons and armor, sh. this man- Raamad Siteras- is the Tower Commander

The tower rogues and archers mix well in combat, using the circular battle-halls to guard their flanks. They don't fight to the death, but won't run, either, unless all hope is lost.

One example of their deviousness is to have them leave one of the ground floor staircases weakly guarded, the other one heavily defended. Should the PC's decide to split up, part to keep the ground floor soldiers occupied and part to move up the staircase to attack the rear, they are unpleasantly surprised- the bulk of the force is actually on the second floor, waiting to ambush them.

The storm precludes any climbing of the outside of the tower (it automatically attracts a pack of Howler Abyssimals), so the PC's have to cope with constant harrying, sudden ambushes, and smart opponents. And all throughout the fighting, they hear demonic chanting above them, their souls quivering at the horrible sounds.

Finally, they enter the upper levels, where a corrupted Malik and his abyssal allies are summoning Mondark. Thump Abyssimals guard the libraries and laboratories, while Malik with his Howlers are finishing the incantations up in the forty foot tall dome that rests on top of the tower.

The final conflict between Mondark and the party occurs in zero-gravity; the PC's can actually see the abyssal gate, located on level 10. Malik, Mondark, (7) Howlers, and (5) Thumps wait in ambush. Every five minutes of combat another 1-4 Howlers or 2-5 Thumps reinforce Mondark's force. Only Mondark's (or Malik's, if Mondark is not yet present) death will stop the flow, and, for that matter, the storm.

Combat in the "dome" takes place under zero-gravity- such that when an NPC or PC takes more than 10% of his life points in a single blow, the momentum carries through and slams him into the nearest wall for an additional 1-6 points of damage. Still worse, a swing or maneuver in one direction has a tendency to carry the NPC or PC in that direction unless an Agility roll is made. If the GM wishes to be particularly cruel, the final battle works even better in the dark or heavy smoke, for only those with heightened senses would fight effectively.

This zero-gravity battle is best fought with miniatures in a 3-D set-up. At its easiest form, three circles of cardboard could be suspended above the playing surface by sticking their edges into books placed nearby. Miniatures, cardboard or otherwise, would represent the various PC's and NPC's. Each minute of combat, PC's write their movements out on scraps of paper, not discussing it aloud unless they want their enemies to know what they are planning. For those who don't wish to simulate the conflict, an (x,y,z) coordinate system might work if you are familiar with such things.

ROOM BY ROOM KEY

1. 1st Floor Battle-Hall (2) Rogues are on duty here at all times. There are weapon racks spaced evenly about the hall for guards to use. Torches give off a dim light.
2. Entrance Room (2) Archers and (2) Rogues are on duty here at all times. Spiral staircases lead up, ramps lead down. Lanterns provide illumination for this and all other chambers of the hall, save the dome.
3. Basement Enough food and supplies are shelved in here to feed the entire garrison for two months. One Archer patrols the aisles (a perfect sniper!).
4. Mess Hall Long oak tables and benches, oily walls, and crumbs on the floor betray this room's purpose. The storm has made everyone so uneasy that no one will be in here- unless an ambush is being prepared. The tables and benches make great cover (40%).
5. Kitchen Again, this room makes for a great ambush. With the giant preparation tables, pots, and plenty of utensils, obstacles and cover are easy to find.
6. 2nd Floor Battle-Hall (2) guards are here on duty at all times. No weapon racks are present. At 6A, a pipe extends from the kitchen, carrying smoke from the tower when the ovens are being used.
7. Barracks Located amongst these two floors of bunks will be the bulk of the garrison, playing cards, dicing, or telling stories to each other. It will take them four minutes to fully armor themselves.
8. Lavatory Same for two floors.
9. Stairwell Trap A lever sticks out of the wall between the 3rd and 4th floors, stuck in the upward position. Those who pull it receive a 2-20 pt. electrical shock (-1 save for half damage). Leaving it in the upward position causes a ceiling block to fall on the first PC to step on the step directly below the lever (2-12, save to avoid). Pushing it into the wall is the only way to disarm the trap.
10. Lounge Distinguished guests of Malik can rest and drink here. Currently, a Thump Abyssimal is pulverizing the expensive bar and couches into tiny bits.
11. Closet Luxurious amenities of life are stored in here. A Thump is beating on them.
- 12-16. Guest Rooms All of these were exquisitely furnished- silk sheets, polished wood floors and gem-studded furniture. Unfortunately, the Thumps have wrecked whatever value each piece had.
17. Banquet Hall Here, too, Malik's wealth is evident. Each plush, velvet chair is trimmed in gold. The set, including the varnished black walnut table, is worth over a thousand gold nobles. The Thumps have yet to destroy them.
18. 6th Floor Library This library is non-magical, but contains the exploits of some of the most famous individuals to populate the World of Narak. The combined information could give a little less than what the AG Bounty Hunters' Handbook contains. Malik has left a Thump behind, and it is so completely entranced with the task of ruining every book that the PC's can easily surprise it.
19. 6th Floor Study This room is bare, save for a giant desk. In its many drawers, there are compiled papers of Malik's research and accomplishments. However, the top of the desk is covered by scrolls inscribed with the word "Mondark" over and over again, a sign of Malik's lost sanity. In fact, if the PC's counted, they'd find the demon's name wrote over 10,000 times.

GRIFFON

20. 7th Floor Study This room has walls that are specially magicked so that one can practice casting spells without harming the tower itself. It is magically locked.
21. 7th Floor Library Nearly every known spellbook can be found here. The Tome of the Abyss is strangely absent though. Exhausted or wounded PC's might be able to find a tome of healing runes.
22. 8th Floor Entry Hall The far wall has a rack holding belts magicked with the power to fly 75' a minute. They need these!!
23. Lab Contains chemicals, caged mutant animals, and running water fountains. A Thump is having "fun" torturing the caged animals and starting small chemical fires.
24. Malik's Bedroom The ultimate in luxury, his four poster bed is covered in exotic furs and goose down pillows. His chests and wardrobes are equally nice, with colorful dyed capes and robes and various gems and coins from foreign lands. With running bath!
25. Tunnel Passage The only entrance to the dome, a Howler Abyssimal is hoovering in ambush here. Due to the tunnel's width, only one PC with a dagger sized weapon can fight it.
26. Orb Platform An Orb of Demon Summoning rests here 15' above the floor on a platform. Thump Abyssimals (5) are hiding at the bottom waiting for their master's word to begin doing their favorite thing.
27. Supporting Beams Another good hiding place, the Howlers (7) are coasting around, silent for the minute. If one of the beams were to be chopped/burnt/etc. apart (125 lp), the dome would buckle and the abyssal gate would close, dragging whatever is within 30' with it.
28. Abyssal Gate The Tome' also lies here, close at hand for Malik and Mondark. They cast spells at the PC's during the melee, since both have perfect vision and will be protected by the Abyssimals.
29. Upper Dome The massive pillar can be adjusted to reveal/close-off the gate. Closing it off as Mondark comes through has similar results to destroying the dome's supporting beams.

AFTERMATH

Once Malik and/or Mondark have been destroyed, the Havens lose their power. However, the magical library inside the tower might hold other tomes of defensive magicks. Actually, this tower would make an ideal place for a party of strong adventurers to carve out their own land. If not, the Knightshold generals would be very interested in using it as a base of operations against the Desperados. Of course, the Desperados might have something to say about that.

MONSTERS

<u>Abyssimal</u>	<u>Thump</u>	<u>Howler</u>
Alignment	Chaotic/Evil.....	
Rarity	9 or 3(Abyss).....	
Grouping	1-4	5-10
Movement	90 ypm	50 or 150 ypm
LD	4	5
AR	5	5
THACO	12	9
Attacks	1 for 4-16	3 for 3-10/3-10/3-12
Intellect	2	7
Disposition	10	10
Treasure	0	0
Size	4' tall	6' tall, 15' wing sp.
Legend	Narakian (Sten Westgard)	
EP award	700	1400



These disgusting beasts are akin to the other abyssimals found in the AG Bestiary. They are technically not demons, but do make their lairs in the dread Abyss normally.

The Thump Abyssimal does one thing- thump. It takes a profound delight in destruction, going out of its way to stomp on something. This makes it easy prey for evil mages to master. Otherwise, it roams the Abyss in packs.

The Howler Abyssimal has a peculiar attack pattern. It issues forth a piercing yell that freezes any humanoid unless he makes a save vs. 6th sk. lev. magic. Then it swoops down to use its cruel talons and fangs.

GRIFFON



Malik Sorecen



Mondark



Simon Drotoz



Milas Duval



Raamad Siteras



The Seer



Dharan, Haven Commander



The Healer



The Alchemist

Malik Sorecen

13th sk. lev. Mage

Alignment: Lawful/Evil

Age: 44 Height: 5'6" Weight: 112

7 Strength

10 Agility

9 Health

17 Jump (using magicks)

3 Swim

18 Intellect

19 Willpower

5 Wisdom (he's insane)

10 Charisma

9 Beauty

Life Points: 65

Armor Rating: 0

Armor Used: none

Special Protections: Amulet of

Armor Simulation, Ring of

Shielding- 4th power

Offense Init TH Dam

Dagger, 4th /6 12 5-8

power

Firewand /10 - 13-78

Magic Items Owned: Powder of Darkness (fills any room up with complete magical darkness)

Unique Items Carried: enough herbs and components to summon any beast, magical or normal; Hammer of Monolith Carving (creates magicked stones)

Wealth Carried: none

Disposition: 10 Cares only for the return of his new master and the destruction of all who oppose him.

EP award: 10,000

Mondark (optional)

15th sk. lev. Demon Mage

Alignment: Chaotic/Evil

Age: about 1000 Height: 7' Weight: 270

18 Strength

18 Agility

16 Health

18 Jump

3 Swim (water is too cold!)

17 Intellect

20 Willpower

14 Wisdom

10 Charisma (20 to demonkind)

0 Beauty (20 to demonkind)

Life Points: 98

Armor Rating: 1

Armor Used: VERY TOUGH SKIN

Special Protections: His skin is always on fire (2-12 damage to anyone in melee with him, plus wooden weapons always burn before they even hit him)

Offense Init TH Dam

Battle-axe, /7 7 13-22

3rd power

Flame Breath /15 9 20-120

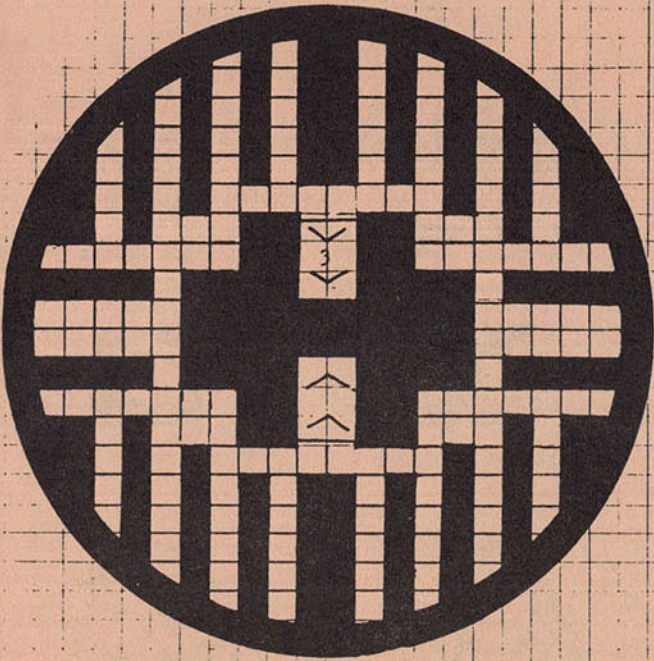
(20'x5' cone effect)

Magic Items Owned: Tome of Enslaved Souls (speaking one name of the 1000 listed allows the speaker to force that soul to perform one service)

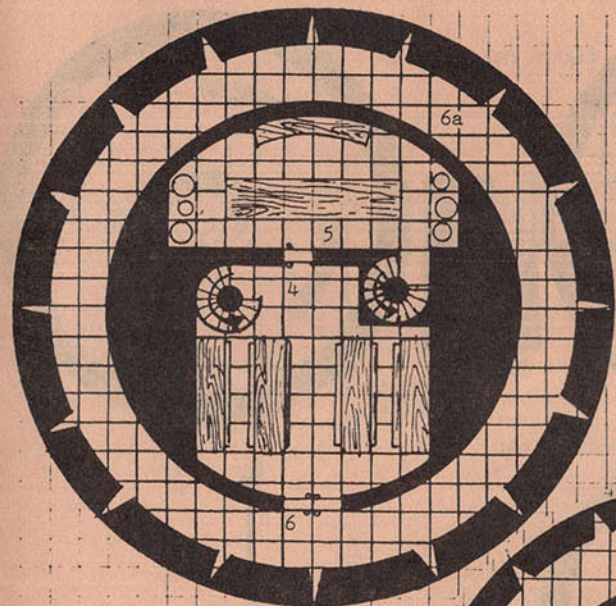
Wealth Carried: none

Disposition: 10 Attacks for the sheer delight of destruction- even his allies are subject to his attacks, especially if he thinks they have failed him!

EP award: 13,000

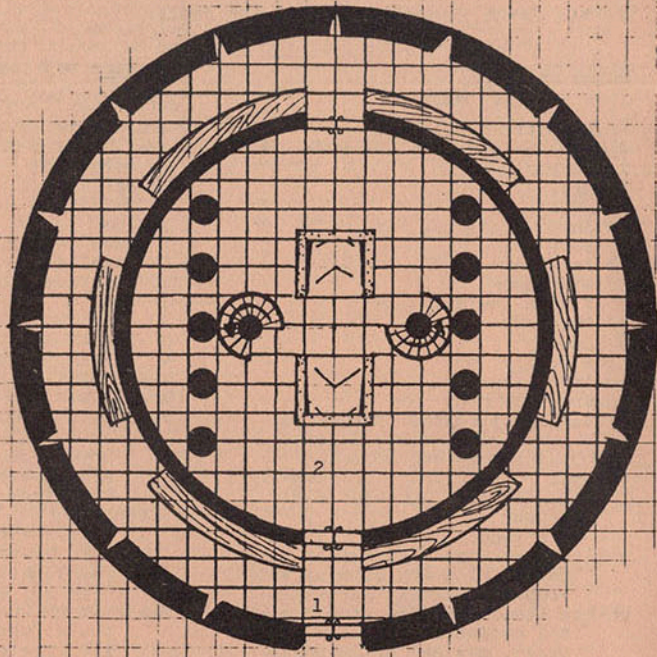


Basement

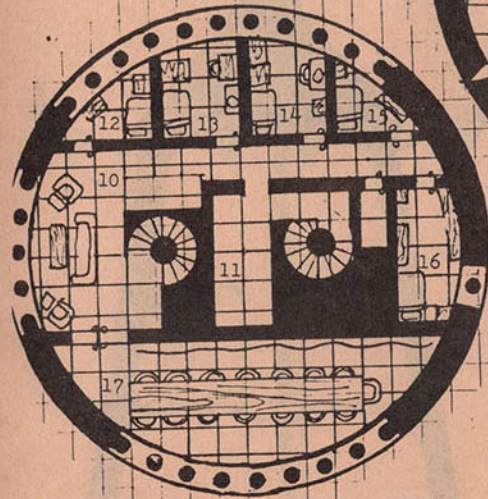
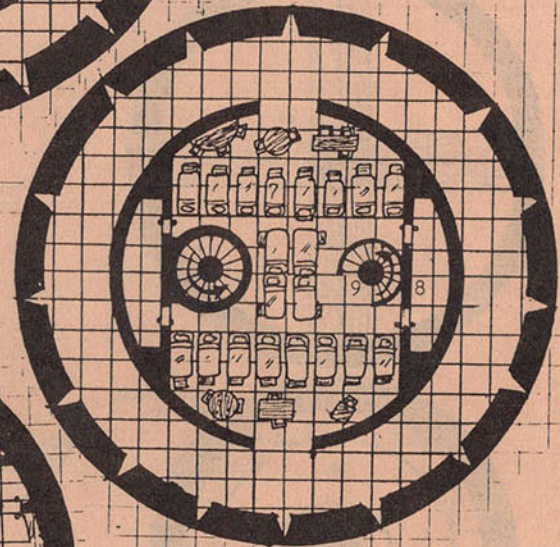


Second Floor

First Floor

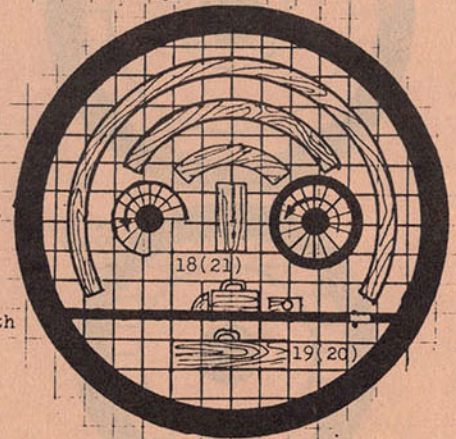


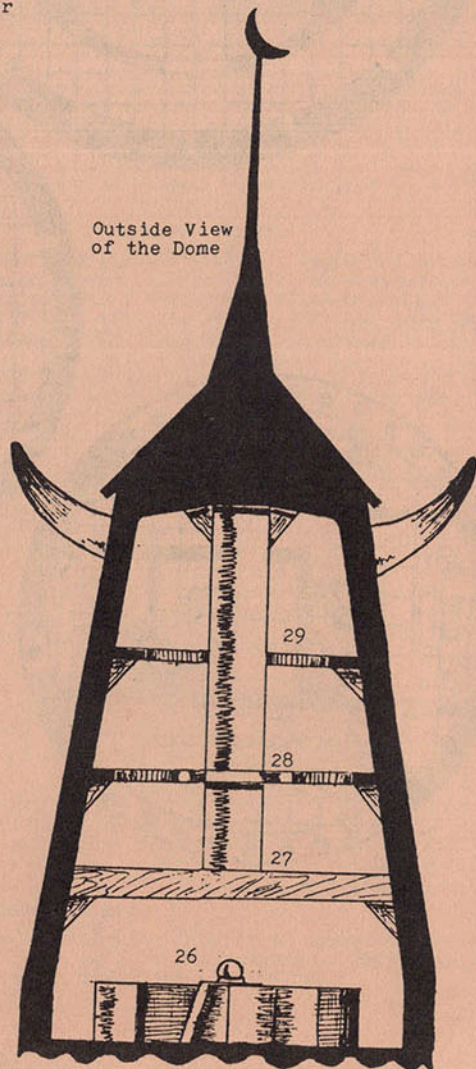
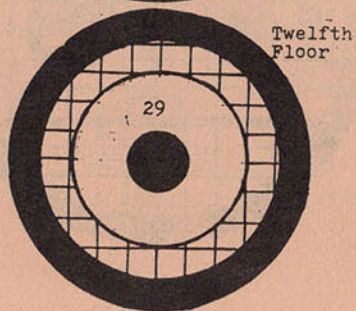
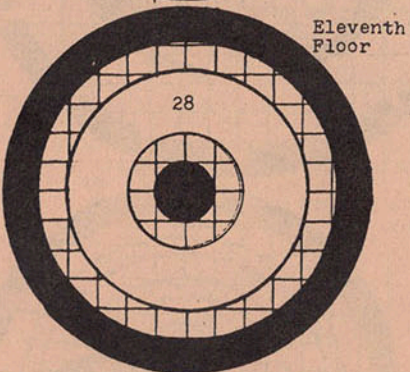
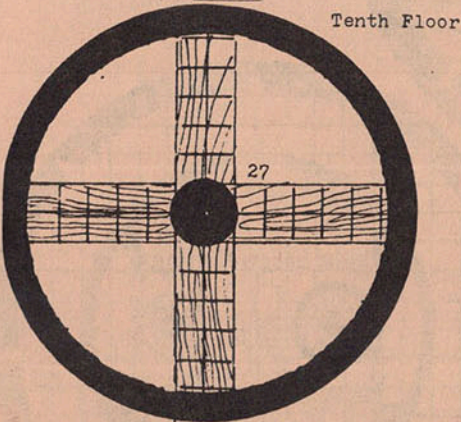
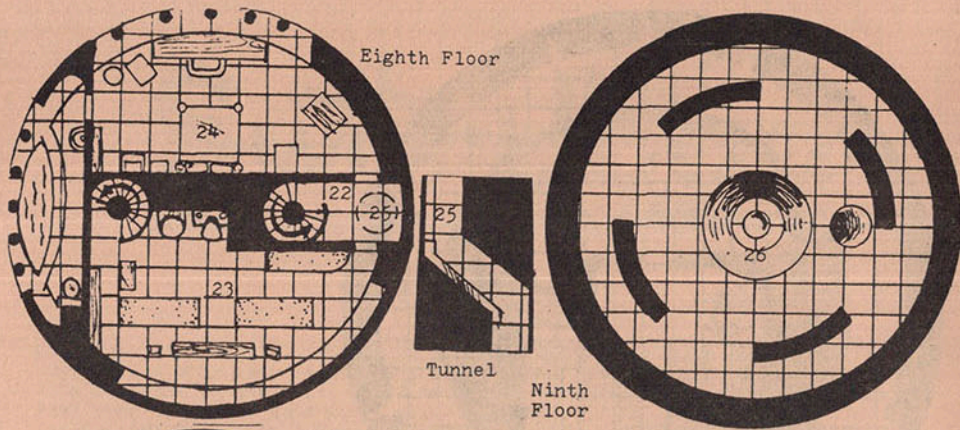
Third, Fourth Floors



Fifth Floor

Sixth, Seventh Floors





The Gnome Walker and
Two Gnome Runners

Cardstock miniatures
Cut out or copy to make
more sets.

Use extra piece to make
base of the Walker.

Cut on lines, fold on
dotted lines.

