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Griffon

M a g a z i n e

Challenge of the
Zorian
Magics

Issue #4
Feb. 89



H. J. Johnson

Griffon

Magazine

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Cover: Bjornson shows
Myquindantil in:

"Lord of the Mazes"

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The Scroll

My fellow guildmembers, four score and seven years ago, we published GRIFFON #3... WAIT! Has it really been that long? Well, however long it has been, I would like to deeply apologize for the delay of this issue. I promise (yeh, I know I've promised something before having to do with the GRIFFON schedule) that GRIFFON #5 will follow this issue shortly.

We hope you like this issue. It is one that has been in the works for a couple of years now. Our playing group holds Zorian Challenges as annual events and they are always some of the highlights of the gaming year. Have fun, but don't make enemies of your friends!

An item of interest is on the horizon. The thing I'm mainly excited about is our acquisition of a publishing computer set-up. This will allow us to begin publishing our Criers and GRIFFON with Emperor proportional spaced font, justified left and right margins, and computer editing. Say Good-Bye to the ole' typed editions! This issue is the last of its kind. Until next we meet!

Guildmaster Brett



Challenge of the Zorian Mages



The Story (to be read to each player)

As you are eating at the inn (drinking at the bar, studying at the library, walking down the road, even taking your monthly bath, etc.), an odd man (maybe half-elf?) glides up to you in a splendid, yet strange, herald's costume. This is certainly not a herald of the local lord, but perhaps he is one from some far-away duke or prince! But wait! The eyes! What kind of eyes are those? And is he glowing...or what? Instinct tells you to be on guard against this one!

Your contemplations on this stranger are cut short by his proffering of greetings and his liege's tidings.

"Well greetings, (name), I trust your recent life has been well-treasured, well-fulfilled, and that you are puissant in your own right..."

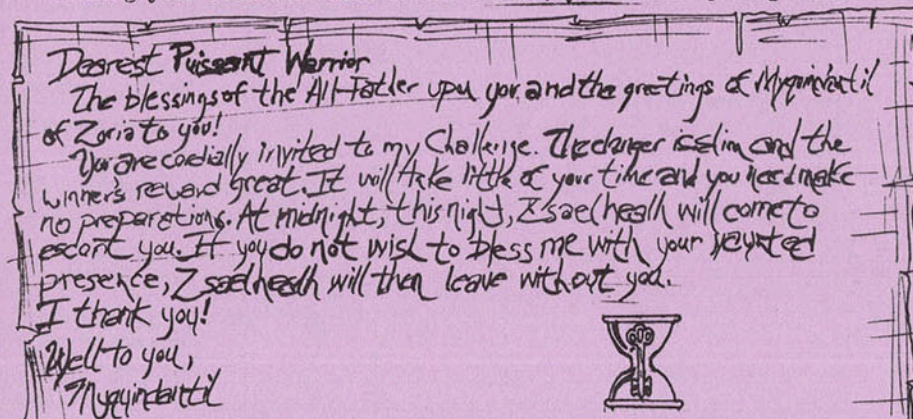
Huh? What is this clown talking about? And how does he know my name? Well, he'll...

"Your attention, master, if you would...I am Zsaelhealth (shā'el-ou'1ō), bearer of the word from Myquindantil, Mageprince of Mystaen-tor, Outer Realm of the Quasi-Plane of Zoria and I give you his message..."

Yah, this character is a few arrows short of a score...before you can respond, the mystical one places a gleaming bluish-white scroll with an intricate golden seal into your hands. You look down to open it...

"Fare Well, Challenger (name)!" You glance back up...he's not there! Looking about the scantily seated inn, you see that he's not anywhere...thin air! Oh well, you submit to your mind-logic that you have seen stranger occurrences than that.

Turning your attention back to the scroll, you finish opening it...



When that player meets back with the rest of his comrades, he finds that they all have had similar experiences.

Introduction

The players have been invited to the Third Challenge of the Zorian Mages (yes, there is more than one). These challenges are annual events held by the various magi of the Quasi-Plane of Zoria. There are five known Zorian mages. Some readers may be familiar with the three evil mages who compose the Zorian Circle from the AG Bounty Hunter's Handbook. Myquindantil is not one of them. He is one of the so-called renegades who came to Zoria at a later time and carved out a niche of his own territory on this quasi-plane. Of course, Xenu, Mageking of the Zorian Circle, who conjured the plane in the first place, holds the good Myquindantil in utter contempt for invading his creation, but dares not attack him or the neutral Trishl, for the powers wielded by five such god-like beings could sunder delicate Zoria from seam to seam.

The challenge directed by Myquindantil typically is one in which ten or more players arrive into a supernatural maze, quite naked and empty-handed. A test of wit as well as body strength, players may explore the maze, find useful items, and battle other players for the coveted Zorian Championship Belt and a wonderful prize. Here, death loses its sting, for players are simply removed from the game when "killed". In fact, players do not feel pain here either, but they "know" when they've been hit and they "know" how much damage they've taken. The slight danger of the game is with those of

weak health making the transposition to Zorian existence, for all characters must roll Health at /10 when they arrive, or die from shock.

Time in Zoria passes very slowly- such that players here for a day will be gone from their realm for about a minute.

Conducting The Challenge

To run this game, you will need enough well-detailed NPC's (one will be last year's champion) to round out the field to ten or more. I have provided several NPC's for this purpose in another section. You will also need a chart to track everybody's progress and locations. While the PC's will decide their own moves, you, as GM, have to decide and move the NPC's. To be impartial, you may want to let the dice call the move when an important decision presents itself.

A way to simplify the "bookkeeping" (which can get difficult) is to have the NPC's be from one adventuring group, and thus, friends. Then, have them pretty much stick together, at least until the end looms, and you'll be able to track them more easily. If the PC's decide to stay together, then you really have it made- but don't force them to!

When groups and/or individual players are far from each other, then you will want to use the Ten Round Mode. This is when you allow each group or player ten minutes of action (moving, exploring, acquiring items, etc.) per turn. When you feel that two may intersect shortly, or that combat may commence, you should switch to Five Or Less Round Mode. In this, you play out one group until the point of probable or possible intersection, stop them, and then play out the other group or individual. On your time chart, you'll be able to tell if an encounter occurs. Remember, for an encounter, two groups or players must be in the same vicinity at the same time. If one group leaves just before the other arrives, there may be a door shutting, footsteps in the distance, etc.

Your time chart should look something like this:

Rounds Elapsed	The PC's (except one)	Godwall (the other PC)	The NPC's	Extra slots for separated contestants
1-10	X	X	X	
11-20	X	X	X	← GM thinks encounter possible
21-23	X	X	X	← Yes, Godwall encounters the NPC's and battle begins
24	X	X	X	
25	X	X	X	
26	X		X	← Encounter over, Godwall "slain"
27-36	X		X	Rynbard ← Another PC has separated from his group
37-46	X		X	
		etc.		

Players who separate need to leave the room as their group is played and vice-versa. Extra columns are used as players (PC or NPC) decide to or are forced to separate from their group. Players may decide to battle each other as they please. There is only one winner, but smart players will realize that they'd rather at least have someone in their own group win the prize as opposed to one of the NPC's.

A couple other GM notes: Whenever an item is taken from a room, be sure to mark it off and note who took it. You'll need to note on NPC's cards any items they acquire. Note that very few areas besides the starting chamber are torchlit- thus light sources will have to be procured by the contestants.

The prize given to the winner is twofold: First of all, the victor receives the awe-inspiring Zorian Championship Belt, set with gold, platinum, and scores of glittering jewels. This wide girdle is much like the prize-fighters' belts of today. Although it is worth a fortune, it is not saleable, for the champion must return with it the next year. If he does not, or if he sells or loses it, then the coveted belt is forfeited back to Zoria.

The second part of the prize is variable, and the champion's to keep. It is usually a magical item picked appropriate for the winner and worth 10,000 to 50,000 gold nobles.

Everyone who participates in the challenge receives experience points.

Award these points by places (order of defeat).

Winner	15,000
2nd	5000
3rd	4000
4th	3000
5th	2000
The Rest	1000

The Selection

Myquindantil usually picks characters of skill levels 4 to 12 (or equivalents) for his Third Challenge, although exceptional lower ranked characters and the occasional powerful character are thrown in for variety. But all in all, the contestants in each challenge are fairly well matched. This makes it most interesting for Myquindantil to watch, for he delights in seeing clever moves and wits used.

Variants

In addition to the previous rules and those to follow, these variants may be implemented in the Third Challenge.

-instead of naked arrival, players may bring one item of their choice to the game (this is known as a "bunkhouse stampede" for it usually winds up as an all-out weapon brawl)

-players arrive fully battle-dressed

-tag-team challenge (each invited player is given one week to select any partner, which may be human, non-human, or even animal)

Also, you could conduct the First Challenge, run by the evil mages (see the AG Bounty Hunter's Handbook) or the Second Challenge run by the Mageprincess Trishh. Hers is voluntary, but sometimes also lethal to the losers.

Make-Shift Weapons

There will be many instances in the challenge when characters will resort to the use of odd items as weapons. The following table should help the GM rule on the use of many of these pseudo-weapons. Many other items not listed can be inferred from those that are. Remember that the penalties listed are due to the unsatisfactory nature of the item as a weapon- there could very well be an additional penalty to a character because of his lack of training with the particular item.

Item	Damage	Penalties
Board, post, branch, etc.	1-6	-2 th, init
Bottle, vase, etc.	1-2	-3 th
Box, crate, chest	1-4	-4 th, init
Brazier	1-3	-3 th, init
Chair, table, etc.	1-4	-4 th, init
Chain, heavy	2-7	-1 th, -3 init
Garden tools	1-4	-2 th, init
Gong, 1' dia.	1-2	-2 th, init
Gong, 4' dia.	2-5	-4 th, init
Metal bar	1-6	none
Rope	1-2	-2 th, -4 init
Thrown items (rock, pot)	1-3	-2 th



Past 150 Years Of Champions

1002	Cedarl Longleaf (Elven Ranger 7, strong, confident)
1001	Nulgug (Part-orc Warrior 10, neutral, cunning, 6'10", strong)
998-1000	Aren Makkeda (Samehkan Warrior 8, dark, strong)
990-997	Alana Greysky (Female Elven Mage 11, eight-year champion)
988-989	Bethan Warmfire (Dwarven Mountaineer 7, humble, gave prize to orphanage)
987	Kelsen Maquenalas (Elven Archer 5, very clever, agile)
969-986	Gaul Barentor (Human Priest/Inquisitor 12, evil, 21-year champion)
962-968	Sir Welun Goldheart (Human Knight 8, noble, barely defeated by Gaul)
961	Krasla Velane (Female Human Seductress/Rogue 9, beautiful)
956-960	Ankus Sirellon (Human Warrior 9, smart, quick-witted, large)
903-955	Elhad Darkmoon (Part-Elf Mage 15, genius, 53-year champion, retired)
890-902	Vapicus Duran (Human Priest 10, very old, wise, died and forfeited)
887-889	Ulriko Earthfire (Gnome Thief 12, found way out of maze and into Myquindantil's lair- attempted burglary and was kicked out of game)
886	Delara "Dungeon Delver" (Female Waran Warriorpriest 7, wise)
878-885	Visahla Goldensun (Female Human Knight 10, radiant, agile)
873-877	Jaret The Hammer (Half-Gezik Human Smithy/Warrior 9, wrestled to win)
853-872	Derymlantil (Human Mage 12, old, wise, 20-year champion)

The Other Challengers

The Champion, Cedarl Longleaf, will be here to defend his title. Also, five other possible challengers follow. Note that weapons are listed so that you know what weapon skills each possesses, not that they have these weapons (at least not at the start).

Champion- Cedarl Longleaf

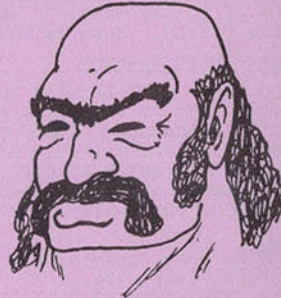
8th sk. lev. Elven Ranger
 H 5'3" W 113 lbs. Align Chaotic/Good
 19 Strength Life Points 78 AR 5
 19 Agility Special Abilities- all racial
 15 Health abilities, all professional
 17 Jump abilities, knowledge of herbal
 8 Swim healing
 14 Intellect Weapon Skills
 16 Willpower TH Damage
 14 Wisdom Longsword 5 11-18
 15 Perception Shortsword 5 8-13
 18 Bravery Shortbow 5 8-13
 8 Charisma
 12 Beauty



Notes: Cedarl will likely work alone. He will quickly find a suitable weapon and then hide awhile. He likes to fight two handed. Somewhat arrogant, he will not bargain under threat. Though good, he may resort to underhanded tactics, since, as he says, "It's just a game!"

Challenger- Nulgug (last year's champion)

10th sk. lev. Part-Orc Warrior
 H 6' 10" W 335 lbs. Align Neutral
 19 Strength Life Points 105 AR 6
 17 Agility Special Abilities- 50% night-
 18 Health vision, furrrier, blade forging
 14 Jump and honing, wrestling, use of
 15 Swim throwing nets
 10 Intellect Weapon Skills
 12 Willpower TH Damage
 6 Wisdom 2-Hand Swords 5 9-18
 16 Perception Battleaxes 6 8-15
 15 Bravery Nets 6 -
 5 Charisma (Wrestling) 6 special
 5 Beauty



Notes: Will attempt to track down loners quickly and wrestle them with bone-breaking maneuvers.

Challenger- Numitor

12th sk. lev. Bounty Hunter
 H 6'4" W 280 lbs. Align Chaotic
 15 Strength Life Points 77 AR 5 (with weapon)
 17 Agility Special Abilities- fending,
 10 Health tracking, waylay, ropes, concoct-
 12 Jump ing tranquilizers, poisons
 15 Swim Weapons Skills
 14 Intellect TH Damage
 15 Willpower Longsword 6 4-11
 16 Wisdom Mace, Hammers,
 18 Perception Longbow, daggers 7 various
 12 Bravery Lasso 5 1-3
 15 Charisma
 10 Beauty



Notes: Cunning. Will team up until late in challenge. Will attempt to set traps around pits, etc., with great knowledge of ropes and such. Also will track down opponents and attempt to waylay.

Challenger- Barrias

10th sk. lev. Cat Burglar
 H 5' 7" W 145 lbs. Align Chaotic(Good)
 15 Strength Life Points 71 AR 4
 17 Agility Special Abilities- all those
 18 Health due a cat burglar in your sys-
 18 Jump tem, heightened senses (allows
 18 Swim blind-fighting and blow avoid-
 15 Intellect ance), bowmaking
 6 Willpower Weapon Skills
 8 Wisdom TH Damage
 15 Perception Shortsword 13 1-6
 7 Bravery Daggers 13 1-4
 6 Charisma Garote 13 1-6
 11 Beauty Shortbow 13 1-6



Notes: This character is simply cowardly and will attempt to hide it out, alone. If discovered, he will attempt to join with his discoverers- but turning on them or fleeing when advantageous. He attempts to steal whenever possible.

Challenger- Mage Sirachas

6th sk. lev. Mage
 H 5' 9" W 150 lbs. Align Good
 10 Strength Life Points 21 AR 6
 16 Agility Special Abilities- knowledge
 15 Health and use of spells, has perm-
 12 Jump anent magic field about himself,
 6 Swim able to devise cantrips (one per
 18 Intellect hour with proper facilities),
 17 Willpower sleight-of-hand
 18 Wisdom Weapon Skills
 17 Perception none actual, but will use a
 10 Bravery staff or dagger as a last resort
 16 Charisma
 9 Beauty



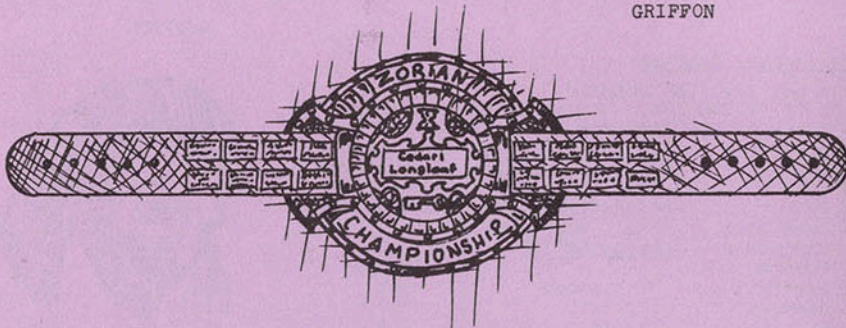
Notes: Will attempt to discover spells or spellbooks quickly, thinking that there must be some somewhere. Genius intellect! Will find appropriate hidden area to study or devise useful cantrips- needs paper and ink for this.

Challenger- Rylin-Sun

8th sk. lev. Oriental Martial Artist
 H 5'11" W 155 lbs. Align Lawful(Good)
 17 Strength Life Points 60 AR 3
 18 Agility Special Abilities- self-heal-
 18 Health ing (1 lp/hr), lock-breaking,
 19 Jump force of will, blind fighting,
 17 Swim kick and punch at same time
 15 Intellect Weapon Skills
 16 Willpower TH Damage
 15 Wisdom Kick 9 5-12
 16 Perception Fist 9 5-9
 16 Bravery
 12 Charisma
 16 Beauty



Notes: This character will be honorable in all his dealings, but very cautious, as he has had very little previous contact with gajin characters. He desires to win the belt, but will not sneak attack anyone. Willing to team up until the end, but does not speak the language of the PC's.



The Story Continues...

At the appointed time, sure enough, Zsaelhealth does indeed appear to the players again, either individually or collectively. He will warn the players that there is some danger to those of poor health and will answer some questions about the challenge. If the players are persistent, however, Zsaelhealth will tell them he is leaving and if they wish to be included, they should link hands with him.

Zsaelhealth begins to chant and the players find themselves becoming drowsy. They seem to fall asleep and feel themselves falling, yet moving in an undefined motion. They are traveling across the seams and borders of the planes, probabilities, and times.

Finally, in what seems an eternity of infinitesimal moments, the players awake to a reality. They are skin and bones, mind and soul again. Here is where you need to check Health/10 to see if players survive the transposition. The players are standing in a small hall-like chamber with doors all about them. It is 30' by 30' with flickering torches providing illumination. They are stark naked and see a total of ten (or more) characters thus, including themselves. And so there are some here they do not know.

These other characters make small talk until the now ghostly-appearing Zsaelhealth enters through a hall opening into the chamber.

"Welcome, all, to Mageprince Myquindantil's abode, Mystaen-tor, Outer Realm of the Quasi-Plane of Zoria," his voice, tremolando, fairly shimmering, "I present to you now, my generous and fair liegeprince, Myquindantil!" With that, the apparition steps back, bowing courteously, and out steps a luminous figure of unguessable years and wisdom, long silver beard, and a rich, flowing gown of the deepest azure- this must be the Mageprince!

"Welcome indeed, puissant ones!" a voice gravelly, yet with the warm intonation of a songbird, says to you from this magnificent apparition. "I am Myquindantil, and I thank you each for deeming me worthy of your presence at my challenge. You will now note that you are indeed in the maze where the challenge will be held."

"Cedarl, Champion, Holder of the Belt, I greet you and bid you greet and shake hands with each of your worthy opponents." With this, one of the NPC's, a blond elf showing quite a musculature, passes around, shaking hands, firmly and confidently, and introduces himself as Cedarl Longleaf, Son of Rennas. The gleaming, jewel-encrusted girdle he has is given to the apparition of Zsaelhealth, who holds it up for all to see. Then the melodic voice of Myquindantil continues:

"The Third Challenge of the Zorian Mages will test intuitiveness, strength, skill, resourcefulness, logic, wit and wisdom."

"To win, all opponents must be, in effect, killed. As your material bodies are not present here in the maze, but secreted in a state of limbo in my stronghold, and as special protections have been placed on your souls, and as your presence here is but a mental projection of your consciousness, when hit or "killed", you will feel no pain nor suffer any real damage. Upon your defeat, you will return to your body in a state of waiting, until the challenge is finished and the award banquet is held in your honor."

"You have no possessions; you have no spells memorized (if your system does not use memorization, delete that passage); as you can see- you are naked. To gain a possession, you may enter a room or chamber (these areas are defined by their white floors), and select any one item to touch, pick up, keep and use. Once you have so done, you will be unable to pick up or use any other item from that room. Use common sense when deciding if an article is actually more than one item. If it can be separated and integrated without damage, then it is probably two items. The Gamemind will rule by allowing or disallowing a move, so you need not be concerned."

"An item found in a hall (these areas are defined by their black floors) may be taken freely. You may trade freely. Of a defeated player's items,

each contestant who had a hand in his defeat may capture one- then he and the rest will disappear."

"Those whose forte is praying to their gods may do so, should they please."

"You may team up, have a partner, or work alone, but mind you- only one will win!"

"A copy of these rules will be posted in each room and along the halls for your consultation, if needed."

"At the sound of a dragon's roar, you will have 15 minutes of free time to plan strategy, discuss teaming, explore, acquire items, pray, or even banter among yourselves- anything except offensive maneuvers. At the sound of a berserker's war cry, attacks may be utilized."

"A warning to those of less strength- the challenge could last just 5 minutes if a barroom brawl is desired. I would see wit and strategy used well and have the game last some time."

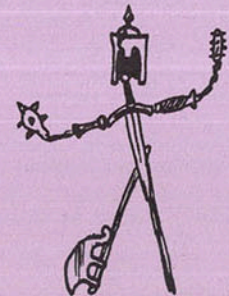
"The winner will be a winner indeed... contest yourselves well!" Myquindantil concludes and raises his hands. The sound of the dragon roar! The two apparitions disappear- let the challenge begin!

LEVEL 1 KEY

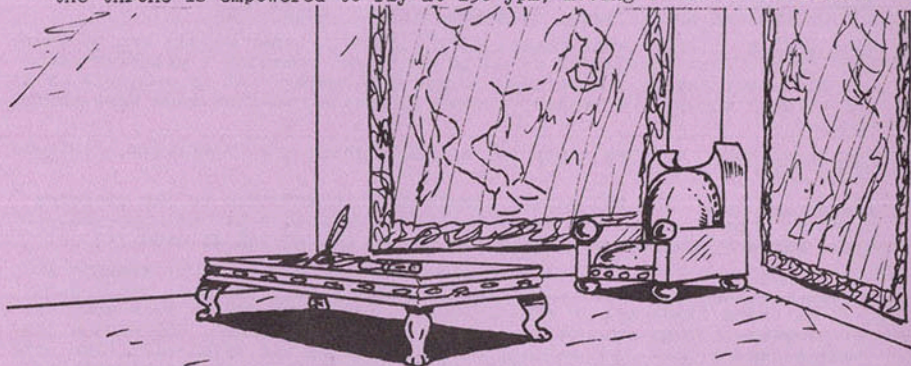
- Teleporter Room to room 11
- Bathroom toilet, bath, small table with (3)towels, washbasin, scrub brush, (2)bars of soap, hand mirror, hairbrush
- Trophy Room (2)antlers on a wooden mount, (2)deer heads, mounted mackerel, coffee table, (2) lounge chairs, decanter of fine wine, box of snuff, (2) golden trophies, small diamond hidden inside the mackerel
- Game Room pool table, racking triangle, (4)cues, (16)balls, dart board, (8)darts- these darts will only cause 0-1 pts. of damage if thrown.
- Kitchen large table, shelves, counter, stone fireplace, water in jug, (2)wooden chairs, (5)logs, (3)fireplace tools, (4)pots, kettle, rolling pin, butter knife, (20)spices, bottle of ale, stick of butter, cake, dry fish, a bunch of grapes
- Water Chamber well with water in middle, (2)wooden pails, silver ladle, a rope hanging in the well, (5)glass bottles, shelf
- Wine Cellar (3)huge wine racks, (15)bottles of wine, wooden keg of beer. *One of the wine bottles is actually empty and contains a yellowed scrap of parchment secreted here by a former challenger. It is valuable as it is a rough map of how to get to room 19, which contains some very useful items.
- Abandoned Room appears empty but actually there are (4)spiders, (10)cobwebs, dust on floor
- Teleporter Room the teleporter circle sends characters to the starting chamber. There is a 2'x2' grate in the floor with a 50' pit beneath. A small passage connects to the bottom of the pit (which is area 72).
- Junky Armory there is a table in here with some very rusty weapons and a badly damaged helmet- (2)flails, longsword, (2)bardiches, small helm. All of these items are in effect -2 and have a 20% chance with each use of breaking. They are not free for the taking, however, for when a contest(s) enter this room and approach the table, the items will form into a magical weapon construct. This thing will attack any who attempt to take part of it, using its bardiche "legs" and flail "arms". When a weapon is swung against the construct, there is a 20% chance of breaking one of its parts.

Construct (1) 1p 50, AR 5, THACO 14, Attacks 4 for 2-8/2-8/1-10/1-10

- Study there is a small library in here with 300 books and scrolls on various subjects of interest to adventurers. Roll to see if particular subject is available. Also present is a fine rug, a desk, (3)sheets of parchment, a vial of magical ink, (3)quills, a candleholder, (3)candles, a chair. The secret door here is nearly impossible to detect since it has no mechanism and no cracks around the frame (-8 to detect). The stairs lead to Myquindantil's lair.



12. Round Room small bell, sugar cube, bowstring, metal bucket, acorn, all on floor
13. Round Room painting on wall, nail, hourglass, 10' of wire, 25 lb. anvil, 5' dead snake
14. Kenel contains (3) trained war dogs (lp 15,12,9). Only a character with specific training, canine language or empathy will be able to control one of these ferocious creatures.
15. Cold Closet stored here are chunks of meat for the war dogs- a character who commands a war dog and offers food as a reward has a 20% increase in his chance to control it. (15) chunks of meat
16. Banquet Room large room with a 20' high ceiling, large oak table, (12) oak chairs, chandelier hanging on ceiling, tapestry on wall, persian rug with trapdoor hidden beneath
17. Trapped Room contains hourglass, candleholder, small brazier, skull, tankard, normal cloak, all lying on a wooden 5'x5' table. As soon as any character goes to the table at the back of the room, the whole floor (with the exception of a 6" ledge around the sides of the room) falls out and characters fall to area 77. below. Do not suggest this to the players, but if anyone says that his character will attempt to jump and grab hold of the ledge, then allow a roll of Agility/Strength (avg.) at -4 for success. In any event, the floor will slowly swing back up in 3 minutes.
18. (This is not a room area) Here lies a 20' long, 20' deep pit of boiling oil. There are 6" ledges along the sides. If a character attempts to long jump the pit (see JUMP Attribute, GRIFFON #3) then note that unless he thinks a bit, he won't have sufficient running space. Walking the ledge is nearly impossible to accomplish (Agility Roll-8).
19. Minor Throne Room contains (2) large red tapestries, large bronzewood table with a jar of fine ink, (2) quills, a scroll with a magic missile spell inscribed, (4) sticks of incense. There is also a nondescript 3' x3'x5' throne of oak. This throne is magical, however. Anyone who sits in it will have chosen it as his item from this room, and will note that the throne is empowered to fly at 150 ypm, moving 1' above the floor.



20. Small Shrine (2) 5' tall iron statues of saints, a ceramic shrine, prayer rug, (2) common holy symbols, candelabra with (7) fine votive candles, large gong, large silver basin containing one gallon of holy water
21. Large Vestry (3) clothes racks, a full body robe, a cape, a thick belt, a quilted tunic. This room is largely empty.
22. Small Room there is a rust monster guarding a suit of leather armor, (3) short arrows, a backpack
Rust Monster (1) lp 32, choose source
23. Secured Room the door to this room is barred on the inside. There is a very slim crack between the door and the frame. An ogre "lives" in this room, guarding a shortbow without string, bag of 25 gold nobles, dull dagger, empty glass flask, vial of salt
Ogre (1) lp 26, choose source
24. Secret Room lying on the floor in here is a small diamond, very small cauldron, bag of soot, foot stool, burlap sack, 8' heavy chain

25. Small Room a green slime hides above the door to this room. It will attack anyone who passes beneath.
Green Slime (1) lp 10, choose source
26. Hall of Warriors this chamber has a high ceiling (20'), stone pillars, and eight alcoves, each containing a scantily armored skeleton. Each of these eight skeletons wears one of each of the following armor pieces. In order to acquire a piece, a character must defeat the skeleton, which becomes animated when touched.

1. Breastplate	5. Left Leg Armor
2. Shield	6. Right Leg Armor
3. Full Helm	7. Right Armpiece
4. Chain Hauberk	8. Left Armpiece

 Skeletons (8) lp 20 each, AR 6, THACO 15, Attacks 1 (rending) for 1-10
27. Mural Room on floor- bag of (10) rocks, nearly-rotted 30' rope. This room is painted with scenes of past challenges. A character who studies the pictures very closely for 10 or more minutes (secretly roll his Intelligence) may pick out a scene showing the skeleton hall, this room he's in now, and lo and behold, two secret openings! Reveal this to the player secretly, he may or may not want to tell his comrades of the find.
28. Secret Room contains a spellbook with four random first level spells of the mages' type
29. Secret Room contains one complete set of thieves' lockpicks
30. Empty Room
31. Triangle Room has a pile of equipment in the center of the chamber- a longsword scabbard, leather boot, belt, small iron chest, empty lantern, 15' length of rope, small grapnel, large burlap sack. The double doors on the far wall are special. They open to reveal solid wall behind, thus seeming to be false doors. However, this wall behind is actually a secret door (hidden on both sides).
32. Salt Room contains (30) small bags of salt
33. Pepper Room contains (15) small bags of ground hot pepper
34. Hidden Laboratory (2) benches, (35) various alchemical labware, (100) herbs and chemicals (dice for a specific one), a potion of strength, a potion of flying. The magic potions are indistinguishable from the other non-magical chemicals and brews unless some specific method of detection is used.
35. Small Room contains a crowbar, dull woodaxe, woven basket, deflated air bladder, all guarded by an exceptionally strong hobgoblin
Hobgoblin (1) lp24, AR 7 (no actual armor), THACO 14, Attacks 2 for 2-5/2-5 (daggers)
36. Small Room contains a grapnel, emerald necklass, small shovel, golden engraved jewelry box, all guarded by an even stronger hobgoblin
Hobgoblin (1) lp40, AR 6 (no actual armor), THACO 13, Attacks 1 for 4-14 (halberd)
37. Small Room contains a lamp, small bag of chalk, wineskin, bear fur, special scroll (see below), all guarded by an undead hobgoblin ghoul
Hobgoblin Ghoul (1) lp 22, AR 5 (no actual armor), THACO 15, Attacks 3 for 1-4/1-4/1-8 /paralyzation
Special Scroll: This scroll is sealed, thus a character will have to select it before being able to read its contents. The scroll contains a cryptic message dealing with finding the third level of the maze.

Hark, perusing puissant protagonist, For the scroll in hand will tell thee, Procurement of egress from this first level nest, Ingress to chapters 2 and 3. Two's introduction is simple enough, Torchlit and fraught with but two perils, Two places where the floor opens not from above, Hinges play a part, but even more so, gravity will.

The bountiful harvests of three are obtained, When you play a fish, can you imagine?
Or when you sight an unfinished dungeon block, There will you ply deft fingers o'er the rough hewn rock.

38. Library this place is full of works on thousands of subjects. It is also trapped. A character who looks under "M" will see a large tome which plainly states "Magic" on the binding. This book does indeed contain the scripts to three random first level spells and three random second level spells. However, if the book is removed from the shelf, the trap is activated: A stone wall slides across the opening to the room, sealing it shut. Then a heavy, poisonous gas begins filling the room, rising from the floor up 1' per 5 minutes. As soon as the character(s) must breathe it, they must save vs. poison or die in 1-6 minutes. A new save must be made every minute. The only likely way out is to pull on a very large book under "S" which is labeled "Secret Doors". When this is done, the section of shelving and wall upon which the book rested will swing around, revealing a secret egress!
39. Secret Room this room contains a twofold treasure: a fine longsword and an obvious trapdoor and latter which goes down to level 2.
40. Barracks this place is filled with (10) bunks (ragged sheets, straw-filled mattresses) and (2)beds (fine sheets, one fine blanket each, and feather mattresses and pillows), (2)leather knapsacks also lie under a couple of the bunks.
41. Storage Room filled with empty wooden crates, barrels, and kegs of all shapes and sizes.
42. Special Room there is no way to enter this room (short of some very powerful magicks), for the only opening is a 3"x2' vertical slot in the stonework. Characters will have to use a great amount of wit to retrieve any of the fine items in here! The room contains (1)magical 1st power short sword, (1)mace, (1)glowing ring of defense(1st power), and (1) magical 1st power full breastplate (I have no idea how they'd ever get this out!)
43. Trapped Area (this is not a room area) The floor is trapped with two 10' x10' swinging trapdoors which activate on 80 pounds of weight. Underneath each is a 30' pit with spikes at the bottoms (falling damage plus 4-40 from the spikes- roll agility-4 for 2-20). Stairs here lead to level 2.
44. Pool Room the ledge around this 6' deep, green pool is covered with slippery algae-like growths. There is a 5' statue one the "island" in the middle. If this statue is twisted aside, a 20' downshaft is revealed. In the pool itself there lies a fine two-handed sword guarded, of course, by a nasty shark!
Shark (1) lp 28, AR 5, THACO 14, Attacks 1 for 4-16
45. Magic Pool this chamber contains a clear pool of magic. A character who even touches the water will gain (or suffer) one of the following effects:
- | | |
|--------------------------|-------------------------------|
| 1. Gain 1-6 lp | 3. lose one random possession |
| 2. Gain 1 pt of Strength | 4. lose 1-8 lp |
- A character who jumps into, steps into, drinks from, or immerses himself in, will gain (or suffer) one of the following effects:
- gain 1-2 pts. on two random attributes
 - gain two random items from anywhere in the maze (dice and mark off)
 - gain one normal weapon (player's choice)
 - lose 1 pt from every attribute
 - lose 3 random possessions
 - become blind in one eye
 - lose 2-20 lp
 - lose one arm (50% chance for each)
- Note: a character can be affected only once by this pool. The tables are somewhat tipped in favor of baneful effects due to the fact that Myquindantil isn't particularly fond of those who rely on pure luck.
46. Pool Room this pool is somewhat frothy and bubbling. It has no effects, nor does it cause damage, but it does hide a large shield, chainmail jerkin, and an iron battle-axe head.
47. Gate (this is not a room area) The iron bars may be bent by a strong enough character, but the gate may not be lifted due to the fact that it is locked into the floor. A small mechanism is hidden on the left wall which will release the gate-lock with a small clank. It still must be hand raised.
48. Odd-Shaped Room contains a 2'x2'x1" sheet of iron, large wax candle, pouch of wythwood ashes, pouch of graveyard dirt, 2' rusty iron bar, and 10' of light cord.

LEVEL 2 KEYNote on the Natural Aquaduct

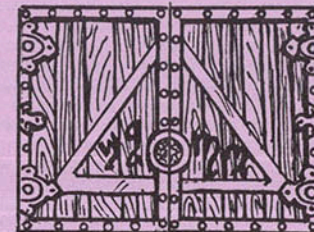
This eerie, violet glowing, underground stream completely fills the roughly 8' pipe-like conduit that it flows through. It flows at 120 feet per minute. You will have to make a ruling based on the system used as to the success of a character attempting to swim upstream. Swimming downstream is simple, the character just has to hold his breath.

When the aquaduct flows past a room, it flattens out and flows in the designated path- here is where entrance or exit is obtained.

At the far "north" part of the map, the stream cascades from above, thus no character can (hopefully) move past here. If a character did find some way past this 100' high obstacle, he'd find himself in Myquindantil's abode. The Mageprince would deal with him appropriately for one of good alignment.

If the character goes past the other far end (on the 3rd level), then (unless he decides to attempt to swim back- note the slope) he will eventually die from lack of oxygen.

49. Access Room 15' ceiling. This place gives access to the aquaduct, whose luminous, violet-hued waters flow silently past. There is also a hidden trapdoor in the ceiling, which will only be found by characters who are generally searching the room (Intellect-8), specifically searching the ceiling (Intellect), or not searching, but of high intellect (Intellect-12). Finally, there is a hand bell, sheet of parchment (partially rotted due to moisture), 5'x5' net, and a piece of flint, all lying on the room's floor.
50. Weaponry contains, in wooden racks, a leather whip, nunchaku, broadsword, small axe, 6' staff, (2)long arrows
51. Troll Room present here are two hidden trolls guarding piles of gold and platinum coins. This room is a greed trap. Smart characters realize that gold will do very little for them here, and that they could only take one coin anyway:
Trolls (2) lp 45,39, choose source
52. Pillar Room 20' ceiling, wooden ladder rising 30' to area 39 on level 1, finely tiled floor. Contains a bear trap, caltrop, pile of dung, small drum, bat (hiding on ceiling).
53. Temple 20' ceiling, this place is an illusory/physical trap/trick. As characters attempt to approach the dais, it will seem to recede from them and they seem to increasingly just move in place. Also, the floor actually sinks 10' for every 10' they advance, with the pillars magically elongating. If they stop, or retreat (which is accomplished normally), the floor stops sinking, but does not rise. On the dais is a display rack holding a glowing 2nd power magical longsword. The dais can be successfully attained only by somehow advancing while not contacting the floor (in flight, climbing along the wall, etc.).
54. Access Room the fancy, engraved double doors to area 55 are trapped. When the handle is pulled by anyone, a 10' wide stream of thrashing flame issues forth from the doors for 5 seconds. Contestants caught in this deluge receive 5-50 points of damage (save with Agility for half damage). There are (2)crampons, candle shuffer, 20' length of rope, 50' of twine, and a small bag of sulphur, here on the floor.
55. Summoning Room two concentric circles inscribed on floor of this chamber. If any mage uses one of the two chanting-books from rooms 56 and 57 and stands within the innermost circle, he will be able to summon one creature to his aid.
56. Book Room inscribed on the door to this room is this message:
"A stone falls back on him who throws it up, as he who digs a pit will be laid to rest in it."
Contained in this room is a book with a list of all evil creatures which can be summoned by up to 5th level magic. With each entry is a short chant which may be utilized in room 55.
57. Book Room inscribed on the door to this room is this message:
"He who plants seeds of weal shall grow many good and fruitful trees."



Contained in this room is a book with a list of all good creatures which can be summoned by up to 5th level magic. Each entry has a chant.

58. Access Room on the floor of this room lies a suit of plate armor, a hand-and-a-half sword, a halberd, a magical 1st power dagger
59. Empty Room
61. Aviary this room is magically illuminated. Contains several birds, all in large cages- hawk, parakeet, trained falcon, talking and intelligent parrot, peacock.
62. Pit (this is not a room area) this is a 30' long, 100' deep pit with no ledges along the sides. A rope hangs right in the middle.
60. Leather Room contains a leather vest, leather breeches, (4)leather boots, (3)leather gloves
63. Empty Room
64. Teleport Room in this odd shaped room is a royal throne which will teleport a seated contestant to a random area location 1-88.
65. Candle Room a fine, satin covered table in here is home to (7)large wax candles, (7)golden holders, (1)silver candelabra, (2)snuffers, (8)sticks of magical incense (determine based on your game system), (1)magical candle of invocation
66. Empty Room
67. Octagon Chamber 5' deep water, locked, hinged gate, 4' hole in floor which is the opening to a 4' wide water-filled duct. The duct curves downward and then back up into room 69.
68. Octagon Chamber other than being a "deadend", this area is similar to area 67 above.
69. Octagon Chamber three entrance/exit holes
70. Water-filled Room floating in here are a quarterstaff, an oaken cudgel, and a wooden shield
71. Water-filled Room floating in here are (4)sharpened stakes, a small wooden chest, (2)large pieces of wood
72. Natural Cave this is where characters who get through the grate in room 9 end up. This place contains a rather large spider and its web high up one wall. This spider will not attack.
73. Natural Pool 5' deep pool flows from 8" fissure in wall and conceals a duct opening. This duct dips down 15' and connects to area 69. This place has a "floor" of white sand.
74. Water-filled Cave 5' deep, underwater is an iron chest containing (10) platinum coins, (2)flasks of oil, a very small grapnel, (5)iron spikes, (3)wet torches

LEVEL 3 KEY

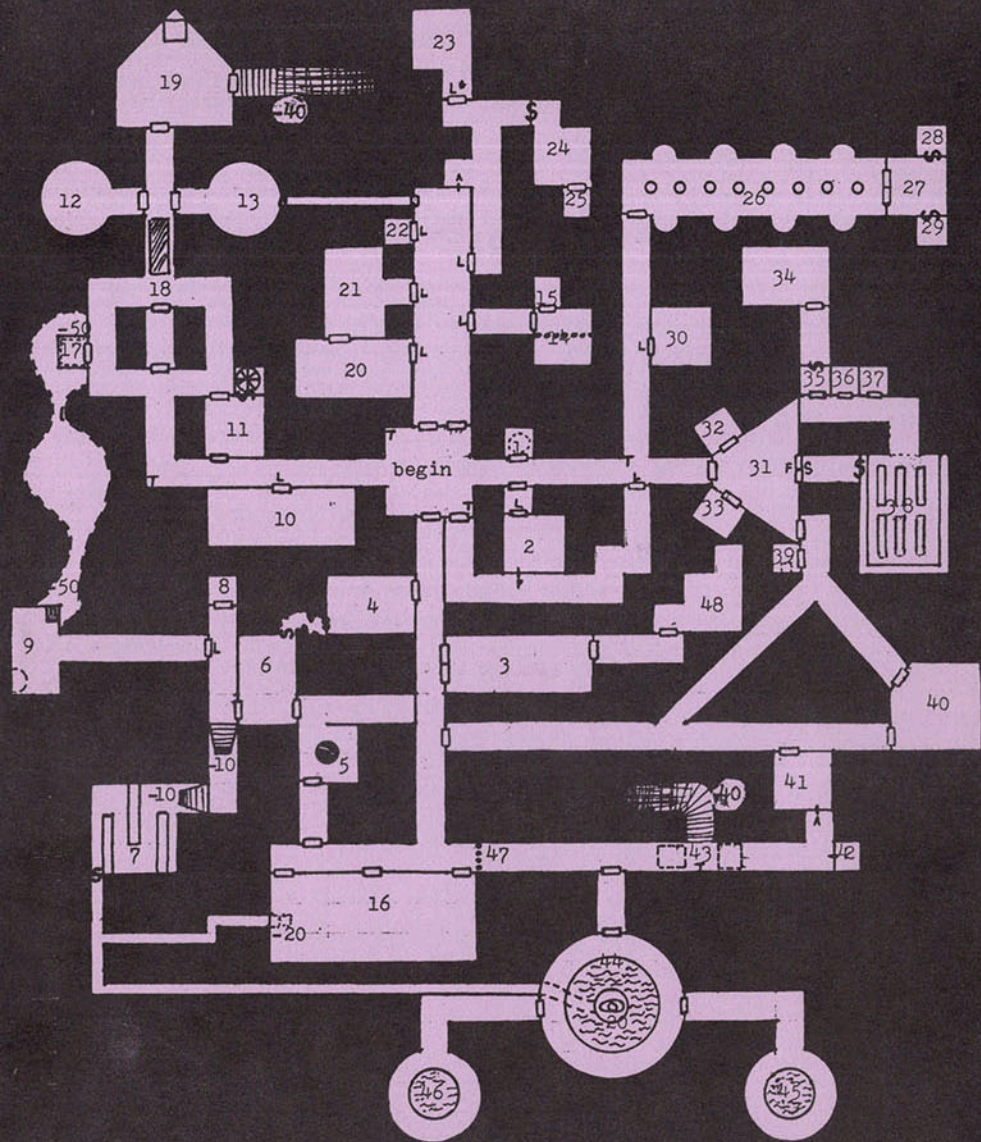
Notes on Level 3

This is the layer of extra-planar nodes. Characters unable to find certain desired items in the upper mazes may be able to find what they are looking for here in one of the nodes. A character enters a node when he steps into one of the marked areas on the floors of the rooms. He would be wise, however, to take one of the two exit gems from the pedestals in each nodal room. These gems are shaped similar to the respective room and are colored appropriate to the main feature of the node itself.

Once a character has entered a node, he may only exit by concentrating on his appropriate exit gem for 1 minute, uninterrupted. A character who enters a node without the exit gem will be stuck within the node until the end of the challenge unless he somehow obtains an exit gem from a pursuing contestant.

Characteristics of the nodes are as follows: Plant, animal and intelligent life are as normal for such an area (i.e. typical encounters occur). As in any other room area in the challenge, only one item may be taken from each node. An important difference, however, is that any number of items present in the node may be utilized while the character is present in the node. The nodes have a particular strangeness to their "construction". While each is 1 square mile in area, they "repeat" infinitely, such that a character who walks past the "north" end will end up back at the "south" end, in the very same node. The same applies to "east" and "west". Characters enter nodes in the very center.

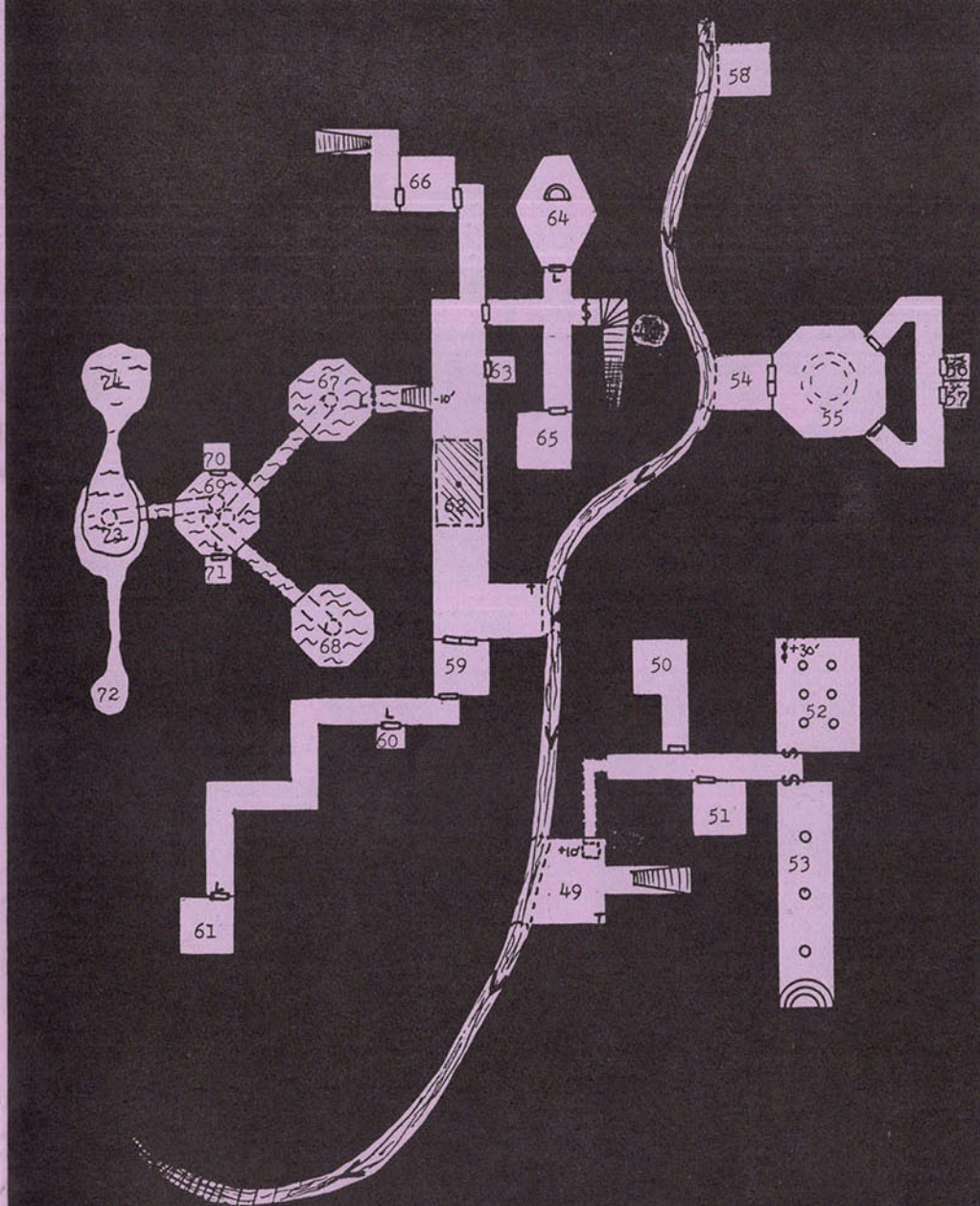
75. Elevator Room approximately 10 seconds after character(s) enter this room, the floor drops 100' down at an alarming rate. Characters who attempt to jump and grab hold of the door opening get an Agility/Perception (avg.) Save at -6 for success. Those who don't will find themselves at the bottom of a 100' deep pit.
76. Smashing Room approximately 10 seconds after character(s) enter this room, the door will slam shut and lock from the outside. The walls will then begin to slide inward, 1' per minute. Characters with exceptional strength (at least two of them) will be able to hold the walls for some time by bracing themselves between them. Two solid metal bars or similar items will stop the walls if placed one at each end.
77. Barred Door (this is not a room area) this door is barred from the inside. Observant characters will notice a small crack around the frame, through which a very slender item could be slipped to push up the bar.
78. Pit de Grandeur (this is not a room area) this bottomless pit spans the length of the hall. It should make some battles interesting. Any contestant who falls into this pit is removed from the challenge, unless he has some way to fly.
79. Access Room the aquaduct from level 2 comes in here (see the notes on the aquaduct). The door out of here is barred as area 77.
80. Cloverleaf Room a node entrance room, there are actually three separate nodes attainable from here. There are three pedestals in here, one in front of each marked area, each with two exit gems.
 - a. Jungle Node exit gems are olive green in color
 - b. Sylvan Forest Node exit gems are bright green in color
 - c. Northern Pine Forest Node exit gems are spruce green in color
81. Arctic Node exit gems are semi-opaque white in color. The temperature in this node is about -10 with a blizzard blowing at up to 50 mph. There is one Eskimo-like tribe which lives towards the north part of the node. They may be willing to trade items with contestants.
82. Nighttime Inner City Node exit gems are black and gray streaked. In this node exists all of the normal dregs who exist in any medieval slum quarter.
83. Underwater Node exit gems are blue in color. Characters who enter this node unprepared will have a 25% chance of not having much of a breath, and will definitely take 1-8 points of water inhalation damage. There is no surface here, nor any floor. There is much intelligent life, albeit, most is at least semi-hostile. Consider this node as a cubed mile, not square.
84. Elemental Air Node exit gems are very light blue in color. There is no gravity present in this node. Items present here are very few and far between. This is another area to be considered a cube instead of a square.
85. Mountains Node exit gems are dark brown in color. These mountains are very treacherous in nature. A clan of dwarves lives near the center.
86. Forest Fire Node exit gems are brilliant red in color. Characters who enter this node must make an Agility Save-4 once per minute or take 1-10 points of damage from raging flames, falling cinders and trees, etc. Even if the save is made, 1-3 points are taken from heat, exhaustion, etc. A colony of sprites is trapped just north of the center of this node. They will ask a character who goes there to help them. If, and only if, he agrees, they'll tell him to take away the cause of the fire which is a longsword of great fire magic. It is of the 3rd power magic and is a "flame-sword". (By the way, these sprites are in no real danger, nor are they actually real.)
87. Everchanging Maze Node exit gems are black and white streaked onyxes. Characters who enter here will be in a maze which constantly changes as they move through it. It has a 10' ceiling throughout. Any random monster can be encountered in here, along with appropriate treasure. Encounters occur on a 25% chance every 10 minutes. Characters trekking through here leave a luminous blue trail behind themselves, such that anyone can be tracked down in 1-100 minutes.
88. Meadow Node exit gems are a rich amber in color. This node of grassy, gentle, rolling hills is the home of two clans of Waran (a half-sized type race).



1st level

KEY to notes in the maze maps

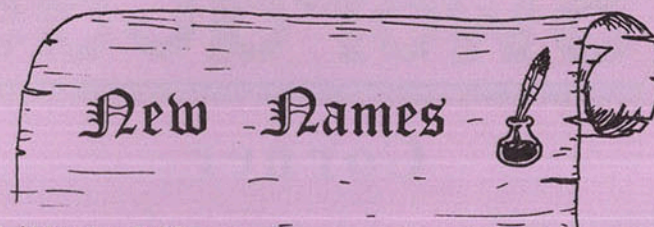
- | | |
|-----------------------------|-------------|
| Door | Secret Door |
| Pit | Arrow Slit |
| Height Changes
(in feet) | Peek Hole |
| Locked | Gate, Bars |
| Torch | Trapdoor |
| | Water |



2nd level

KEY to notes in the maze maps

- | | |
|-----------------------------|-------------|
| Door | Secret Door |
| Pit | Arrow Slit |
| Height Changes
(in feet) | Peek Hole |
| Locked | Gate, Bars |
| Torch | Trapdoor |
| | Water |



by Assistant Guildmaster Todd

This issue, I'll present some names for mages, in keeping with the focus of the issue. Each name also is given its meaning from earth history.

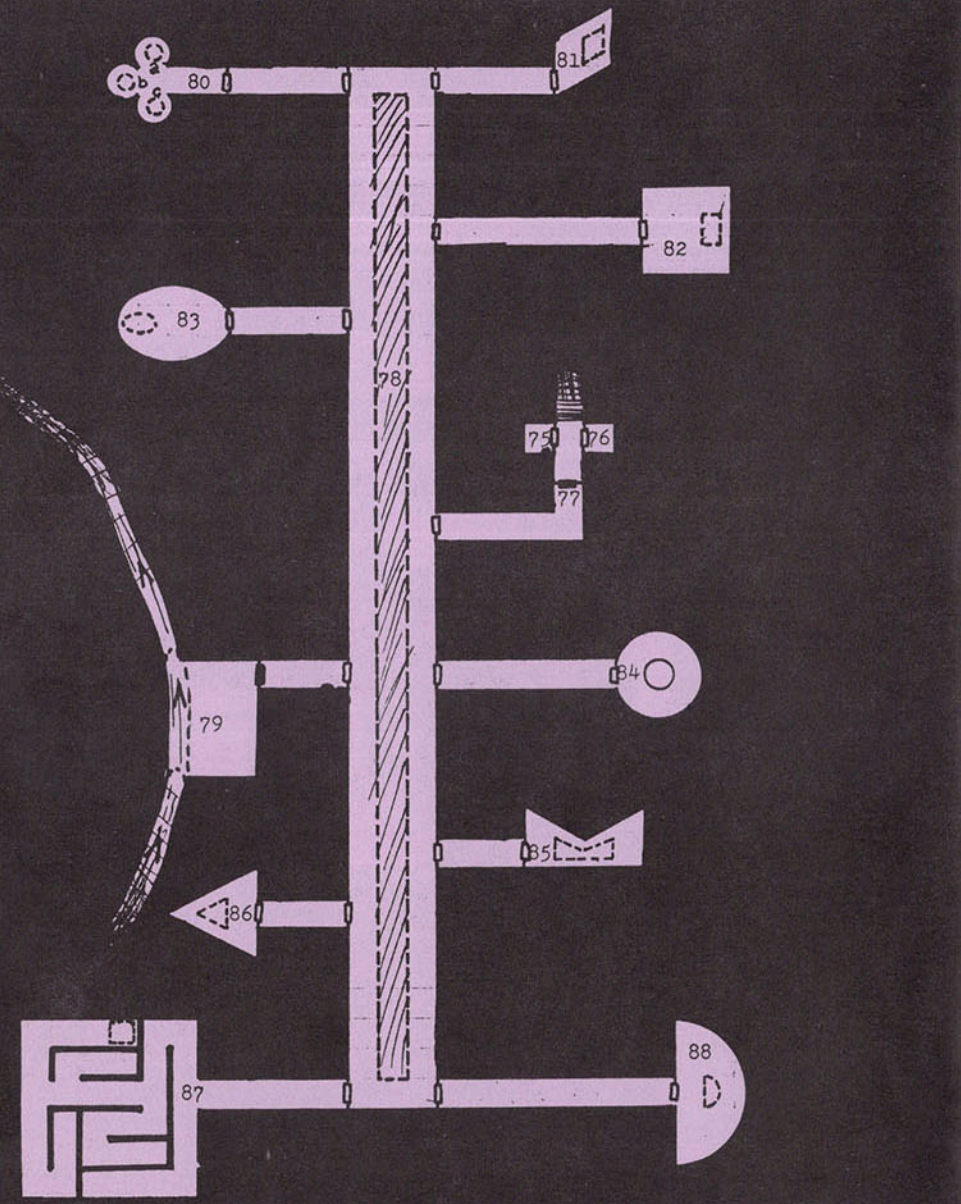
Female

Abella- beautiful
 Acantha- persistant
 Acacius- honest
 Adari- fire
 Adela- noble
 Adicia- unjustly treated
 Alariece- rich, powerful
 Basilia- royal
 Calantha- beautiful flower
 Canace- daughter of the wind
 Carisa- beautiful art
 Cleanthea- beautiful flower
 Drusilla- strong
 Dovalla- dove
 Ellaline- elfin
 Fiona- fair and good
 Fredella- peaceful elf
 Ignatia- fiery
 Jadala- jade
 Kolfinna- cool, white one
 Lais- rejoice
 Larrissa- cheerful
 Majesta- great or majestic
 Ophelia- serpent
 Selena- moon
 Xanatha- golden hued

Haborus- the agile
 Harttwood- from the stag's forest
 Indrusas- thunder
 Ixion- adhering
 Jabez- he will cause pain
 Kalmanuer- rich fields
 Kalon- handsome
 Kedar- the dark
 Keegan- fiery
 Latimar- scholar
 Leonidas- lion's fury
 Levander- rising of the sun
 Lias- rock
 Lochiel- great mind
 Magnus- the great
 Manasselgar- causing to forget
 Methodias- orderly
 Miranda- the wondrous
 Morven- sea friend
 Murlyn- sea spring
 Nadathon- the thunderer
 Narcissus- to put asleep
 Neziah- illustrious
 Norval- from the north valley
 Oberon- obedient
 Oziel- shadow
 Peregran- wanderer
 Phelan- wolf
 Pellux- crown
 Pythias- serpent
 Quaron- dark
 Quillon- guardian
 Reinolf- brave wolf
 Sey-pion- staff
 Sholto- dark
 Thorncroft- from thorny woods
 Tona- he glows
 Trahern- strong iron
 Valdemaar- famous, powerful
 Vorden- from the green valley
 Welden- the well of information
 Wolfram- hunter
 Wuraden- mean spirited
 Xanthinel- the yellow-haired
 Xylonregga- woods dweller
 Yaborro- the unknown
 Yarstley- herb user
 Yolantil- bloom
 Yorran- user of wood
 Yorrikan- user of wood
 Yumastaen- son of a great one
 Giddelsiel- gift giver
 Zaccheus- pure
 Zadok- just

Male

Adelar- noble eagle
 Agathon- good
 Alastar- avenger
 Alban- the white
 Aleron- the winged
 Alpheus- learned
 Allisteur- helper of mankind
 Aylwyn- friend
 Barak- lightning
 Barthramas- bright raven
 Blythemon- joyful
 Candallistar- glowing white
 Daerralus- cunning
 Daltonia- from the valley
 Drusus- strong willed
 Dunstern- from the dark rock
 Edelmar- noble greatness
 Everard- strength of a boar
 Eyrelantyl- eagle's journey
 Frayne- from faraway lands
 Gamaliel- teacher
 Gavinald- hawk
 Gelasius- the laughter
 Gildersleave- golden sleeve
 Gladstone- the shining stone
 Gresham- from grasslands



KEY to notes in the maze maps

- | | |
|----------------------------|---------------|
| ◻ Door | ◻ Secret Door |
| ◻ Pit | ◻ Arrow Slit |
| ◻ Height Changes (in feet) | ◻ Peek Hole |
| ◻ Locked | ◻ Gate, Bars |
| ◻ Torch | ◻ Trapdoor |
| | ◻ Water |

3rd level

Swordtag

Corner

by Guildmaster Brett

This month, I'd like to present a few new ideas for Swordtag, some I've developed and some by Texas Chaptermaster David Mitchell (by the way, David now has 12 members in his Chapter of the Adventurers' Guild, The Shadowspawn, well on his way to becoming a Regional Guildmaster!).

WISDOM TEST

In the AG Swordtag Rulebook, the option was left open for a test of wisdom to give priestly types a chance for bonus holy work-points per hour. In the following "Wisdom Test", based on the Wisdom book of Sirach, the prospective priest character attempts to pick the answer which completes the wise saying as it was written. Check the answers with the correct ones on page 20 and consult the table for the bonus, if any.

1. Who will acquit him who _____ himself?
a) finds b) befriends c) condemns
2. Before investigating, find _____.
a) no fault b) other clues c) no criticism
3. Evil grows old with _____.
a) age b) embellishment c) evildoers
4. A moment's affliction brings forgetfulness of past _____.
a) delights b) deeds c) suffering
5. Before sickness, _____ the cure.
a) hide b) prepare c) administer
6. Remember _____ on the day of wealth.
a) poverty b) coins c) needs
7. Become not a glutton, with nothing in your _____.
a) stomach b) purse c) pot
8. A man may buy much for little, but _____ seven times over.
a) use it not b) use it willingly c) pay for it
9. Worse than death is the life of a _____.
a) banished king b) martyr c) fool
10. Praise no man before he speaks, for it is then that he _____.
a) becomes wicked b) deserves praise c) is tested

Bonus Holy Works-Points per Hour

Correct Answers	Bonus
8	1
9	2
10	3

MODIFIED STRENGTH/LIFE POINT TEST

We found that the Strength Test in the Swordtag Rulebook is well suited for groups of older players, but that younger players should get their chance as well to get bonus life points. If you decide to use this new table, it must be applied to all players within your group.

Pounds Pressed	Life Point Bonus
80	1
100	2
120	3
130	4
140	5
150	6

(continued on page 20)

Editorial

On Good and Evil, FRPG, and Our World Today, Part 2

by Treb Dixon, Editorialist

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

In the last issue, I presented my views on the alleged link between FRP games and the occult, Satanism, and suicide as documented by fundamentalist groups. I said that FRPG's aren't perfect (what is?), but that I don't accede to most of the "anti-D&D" groups' claims and conclusions. I asked you for your opinions. I'll list two that I received and then go to a booklet I was sent on the subject.

Yo Treb,
Tell it like it is! I was glad to hear a voice of moderation among all the anti-this and anti-that. You know from history that it's always the extremists who are too self-righteous and stubborn to even slightly understand their opponents' views, who cause all the real suffering and wars. Let me tell you, there are extremists on both sides of this "war":
Randy Teller, Los Angeles, CA

(Thank you for the vote of confidence -Treb)

Treb,
Telling the opposition, "hey, I'm one of you!" isn't going to convince them that D&D is okay. One person standing up and declaring their Christianity will not convince overzealous fundamentalists of anything. D&D or RPG's must be defended in themselves as intellectually stimulating hobbies. I'm sure they'd rather see us rot away on mass-media TV anyway... but take a look at the type of people who play RPG's. No offense, but speaking even for myself, a lot of "nerds", a lot of intellectuals, people who read, generally non-mainstream folks. Now look at the so-called Satanists- middle class drug-users, usually into heavy metal (not knocking heavy metal, but the morons who take it 100% seriously) and usually with Catholic/Christian parents. I went to a Catholic high school and knew several avowed Satanists there!

I do applaud that you were trying to address an important issue sincerely. But as you can see... I don't think that the editorial response will affect the opinion of frightened fundamentalists with serious misconceptions of role-playing games.

Candi Gallant, Chicago, IL

(Some very good points. However, I'm not trying to convince the "overzealous fundamentalists". What I am trying to do is to convince those who are uncommitted or uninformed towards a course of understanding and moderation- Treb)

The booklet I'm going to critique is called "A Christian Response to Dungeons and Dragons", Dominion Press, 7112 Burns St., Fort Worth, TX 76118. Right off, you should remember that I consider myself Christian and so I will write from that perspective.

The first part of this book jumps out at you right away and tells you for certain that the authors are fairly ignorant of the games and their minds are already made up. So much for objectivity. On page one, rock music, "D&D", futuristic toys, and cartoons (including the Smurfs and Care Bears) are lumped together into one package and called "occultic, violent, irreverent"! So who are these authors? Medieval inquisitors? Burn 'em at the stake witch hunters? No. They are the modern day thinkers of the fundamentalist groups. We're talking pretty mainstream stuff, here.

Let's talk about ignorance first. Ignorance is a dangerous state. Did the authors study their subject well enough before condemning it as "a spiritual raid on our children..." and "a recruiting tool of Satan"? I think not. Here are a few quotes from the book which demonstrate general ignorance.

"There are... thousands and thousands of rules... D&D is so complicated that..." Is that true? And even so- isn't it good to exercise the mind and... think?

"The DM... tells the players their chance of killing the monster." Does he? I thought the players worked together to figure out how to overcome the monsters and traps.

So, since the authors are generally ignorant of what they write about, just ignore them, right? Unfortunately, no. These are the vanguard of those who claim a highest love for America and yet would trample and crush the rights of folks who don't toe their line, given the chance.

GRIFFON

So what is my course of action? As you know, I certainly will not defend all aspects of FRPG's nor all of the games. Why not? Because I am an intelligent person able to sort through the pros and cons of anything I encounter, and not just FRP games. That is the way it must be, for thus is the world we live in. It does not help, however, to be bombarded with misinformation, no matter how well-meaning. For example- more quotes:

"Jesus Himself is included as one of the deities." Huh!? Where? They call this blasphemy. I could call it blasphemy for them dragging the Lord into their mud slinging.

"Satan (is treated) as pure fantasy." Again, where? I have never seen that name appear in an AD&D or D&D book. They should remember- fabricating is lying and lying is one of their sins.

"...the dark world of (man's) own mind and imagination." Dark!? Are they saying that man is inherently evil? If so, then what did an omniscient God create us for anyway? Sure, we all go wrong at times... but "dark mind"? At the least, that is a scary and unhealthy concept.

At the rear of the book is an order form for another book published by the same company. The book is "Unholy Spirits". This book explains UFO's, telepathy and future prediction as evil spirits manifested. Is this narrow, unenlightened thought? I think so.

In conclusion, the booklet has several good points, if you are objective enough to wade through the authors' quagmire of non-objectiveness and plain falsehoods. And to the pro-gamer who says, "FRPG's are awesome, perfect, flawless, etc., etc.," I think you are as extreme and ignorant as these authors.

Write in if I've made you mad or if you agree or even if you want to say something altogether different! Until next time! -Treb

SWORDTAG CORNER

(continued from page 18)

Adventure Idea

An ideal number for a good Swordtag game is nine. This way, there can be an adventuring party of three and two monster parties of three. The monster parties then usually alternate attacking the adventurers. With this method, they don't know where the next attack is coming from, which only adds to the excitement!

What's Happening

Grappling hooks, plastic spiders, and basketball catapults! Chaptermaster David Mitchell reports that he and his chapter have been working on a catapult designed to fling basketball "rocks" for 3 lp of damage. He reports instances of plastic spiders showing up in coin purses and greedy adventurers getting a point of damage from the bite for their troubles. David also notes that his thief character, Shamasti, has been using a grappling hook to climb and hide in trees. This I'll have to see to believe! I know he's serious, though!

Very Realistic Plastic Plate Armor

The Guild has dropped its old line of plate armor (IC's 363, 364) and will be carrying a complete line of full or partial suits of plastic, flexible armor. It comes in silver or gold, polished or antiqued, and looks exactly like real armor! This armor will also be much less expensive than the old line. Look for it in the next Crier. In the meantime, you can still get it from us; just send or call for info on it and I'll get you all the details! Phone: 515-752-4387 ask for The Adventurers' Guild.

Start an AG Chapter

Are you interested in starting an AG chapter in your area with your playing friends? As chaptermaster, you get a lot of super benefits and so does the chapter! So what do you need to do? Not much! Just send for a chapter application, get at least three chapter members, and there you go!

Answers to the Wisdom Test

- 1. c
- 2. a
- 3. c
- 4. a
- 5. b
- 6. a
- 7. b
- 8. c
- 9. c
- 10. c

