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Cover: Bjornson shows raging Vikings in:

"Assault of Paid Marauders"

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The Scroll



My fellow (and patient!) guildmembers, I send greetings to you from afar. I am very excited about the changes being made to GRIFFON which I bet you've already noticed. The justified, proportional space type looks very nice, don't you think? Let me know if you think the print is too small, since it IS slightly smaller than the previous type. The advantage of this is, of course, that we are fitting more material in the same space.

Now, have you also noticed that we have increased the size of the magazine from 20 pages to 24? Well, as we come along, can't on page 24

The Ancient Secret Below

QUIET LITTLE QUESTLEN

Story by Todd Dougherty

Quiet Little Questlen is a story relating to the following adventure module, and as such, should be read by the GM only to help provide background material...

The quiet yet prosperous shire of Questlen was never known as a hotspot for adventuring. It had its share of pilfering thieves and trouble-making ruffians, to be sure, but with the secret arrival of evil high priest Sereznu and his black cult, Questlen may never be quiet again...

Darkness flooded the quiet wayfares and alleys of Questlen. The children, weary from their revels and stuffed bellies all because today was the first day of Lord Averon's Towne Faire, were long asleep. The townsfolk had barred the doors. A lone constable strolled casually along the square towards one of Questlen's darker alleys. He always felt safe on the main roads, but wished that he didn't have to patrol those black alleys...

Black alleys. Caches of non-civilization among civilization. Places where the unheard of is heard of. A different reality. Each a specialized world of its own...

Overreacting. Shouldn't indulge the imagination too much. Sure, some caution is always advisable for a constable in these times, but one must keep one's feet on the ground... after all, this is Questlen, little, quiet Questlen...

This alley must be checked. Thieves might lurk here to waylay the unsuspecting late departing reveler. Then, when too many of those things happen on his beat, it's the lord after his butt.

As he neared the entrance to this particular alley, this alley greeted him with a quiet, very sinuous, noise.

"By the lesser gods, another thief... wonderful," he thought sarcastically, "Well, better a thief than one of those skulking Ebon-cloaks, I would suppose..."

The constable's beleaguered mind recalled the words of his fallen comrade days ago, before death gave him sweet blessing...

"...and before me, I swear, was an entrance to Hades... it was the underworld, I tell you! And what did it

spew forth, but a lone sinister ebon-cloaked figure! For all I know, it could have been the Reaper, himself! Dare not you take my words as the folly of an old, dying man..."

And then did that fine constable die, leaving all who heard to ponder his ramblings. For sure, the constable did die an unnatural death, for he had the markings of having been attacked by something more foul than any of Questlen's worst thieves. Since that time, rumors had circulated about the sighting of the Reaper, or at least lookalikes, in the darker parts of Questlen...

"And this alley certainly qualifies as one of the darker parts of Questlen," thought the constable, as he nervously slipped into the alley that held the source of the sinuous noise...

Keeping near the entrance, he strained to see what was hopefully a thief. All that greeted him was the blackness of night. In desperation, he opened his eyes as wide as possible. Wide open and vulnerable, the constable was hit square in the face with a most potent acid, an unnatural acid! He fell to his knees with a horrid scream. It was excruciating pain as his eyeballs and then his face slowly melted away. But death would not come so easily...

In the dirt were scratched the words, "It is true", next to the fine, old deceased constable. He never really knew what had hit him. Expecting a thief, he encountered a beast he could not have even imagined. It was a gnulea, a horrid, bulbous-bodied thing with a human's skull for a head, spider-like legs, a tail like a scorpion's, and troll-like claws. A creature only the abyss could spit out. It was summoned by the evil high priest Sereznu that night in his dark and unholy cellar and released upon the unsuspecting town. The reasons for the gnulea's summoning and release, the arrival of the dark priest, and the sighting of Ebon-cloaks are known only to one, the evil one himself, Sereznu.

The gnulea continued through the town, the quiet town of Questlen, in search of more victims, and indeed, in search of something else, too. The quiet town of Questlen is in grave danger. It will take daring adventurers to stop the terrible fate of this "quiet" town...



PERTINENT HISTORY OF NARAK

100 - 1 BK The Hundred Years' War (between all races and beings)

20 BK Charismatic human Field Marshal Talmost declares Mankind the "correct" race with all others causing the worldwide problems. He gains a substantial following with his cloaked racial propaganda by folks looking for an answer.

10 BK Talmost has nearly half of Mankind under his influence. He becomes more and more radical in his views.

7 BK Talmost declares that all other races will be "terminated" in order to bring peace. Systematic round-ups and genocide occur by Talmost's regimented and fanatical Blood Brotherhood, a monkish organization. All demihumans, humanoids and even humans who disagree with Talmost are slaughtered. For seven years this continues.

1 BK The Highlords and Patron Saints of the various demihumans and humanoids come before the All-Father's council to plead with him to do the unprecedented and interfere to stop the outrage on Narak. The All-Father grieves and sympathizes with them, but replies that he made humans and their kin free-willed, and so cannot interfere on such a large scale.

The Highlords and Patron Saints ask the All-Father's permission to summon the ancient and strange Elemental Lords unto the council (since they had much to do with the original creation of non-humans). He concurs and the haughty beings are brought forth.

The All-Father receives homage from the Lords and asks Pryn, Lord of Fire,

"What can you do to assist us?" To which Pryn hisses, "I and the Dwarves will take magical fire from the eternal forge and spread it to all that combusts on Narak! Also, painless magical brands will be affixed unto the forebrow of any found innocent of following the Wretch Talmost, that they might be saved, All-Father."

The All-Father asks Cyclyn, Lord of Wind, "What can you do to assist us?" To which Cyclyn answers, "I and the Zephyrs and Elves will fan the fires of Pryn, that they will burn to completion. Also, those found marked as innocent will be borne upon the South Wind to a place of refuge beyond that very wind, All-Father."

The All-Father asks Hydryn, Lord of Water, "What can you do to assist us?" To which Hydryn bumbles, "I and the mer-creatures will bring the seas unto the lands and overwhelm the lungs of any surviving wretches! Also, dolphins, sea lions and other great beasts will bear upon their backs any found who are righteous unto islands of haven, All-Father."

The All-Father asks Petryn, Lord of Earth, "What can you do to assist us?" To which Petryn huskily answers, "I and the Gnomes will under the columns underlying the lands and cause anything malign which was not affected by the first three Cataclysms, such as stone dwellings, to be forever swallowed by the very Narak which gave them up! Also, innocents who are found will be given sanctuary in great caverns, All-Father."

The All-Father considers all this and then proclaims, "Let all this be done!"

The Year 0 The Four Cataclysms strike with godsfury, lashing out at all Evil, especially those of the Blood Brotherhood and its many places of operation. Field Marshal Talmost seeks refuge in the immense Tien'Que Blood Monastery on Ereboot Island, one of the larger of his followers' abodes. The Cataclysms rock the stone fortress and finally, with the Fourth Cataclysm, it is pulled under the earth of Narak. However, the incredible amount of magical protection cast upon the structure by Talmost's archmagi prevents it from being crushed underground. So it remains intact, but under thousands of tons of earth. The gnomes are unable to enter it and it is soon forgotten.

All in all, over half of mankind is destroyed by the Four Cataclysms.

1 UK Survivors slowly creep out and begin rebuilding civilization, most having

learned a well taught and well deserved lesson. Those who were given haven on Ereboot Island build a town, call it Questlen, and hold a celebration for the disappearance of the Tien'Que Blood Monastery. They believe the monastery to have been taken up from the surface of Narak by the All-Father.

1001 UK (Current) A huge celebration is under way since it has been exactly 1000 years since the origin of the town of Questlen. This is the same Towne Faire that has been held every summer since the beginning, except this year's is much more grand. Unknown to the townspeople, the monastery they celebrate having vanished has actually always been under their very feet, with its foul inhabitants waiting and biding their time. When the archmagi cast the protective magic on the structure in the year 0, they needed such powerful dwomer to withstand the Cataclysms that the effects could not be removed (even by the mages) for exactly 1000 years. Now, the magic has worn off. And there are undead within the buried monastery; many, many undead and other hideous creatures, just waiting to escape. Field Marshal Talmost is among them!

Talmost has sent forth the undead High Priest Sereznhu along with four Ebon-cloak monks to scout the surface world (it has been 1000 years, after all), before making his return. When Sereznhu reported that a town existed above, Talmost's orders were to seek out and slay the leader, so that he and his undead Legion could gain the town as a stronghold.

And so the adventure begins, with the townsfolk in festive moods because of the fair, but cautiously guarded because of the rumors and the two constables slain...

module by Brett Dougherty

INTRODUCTION (to be read to players)

The main sails of the sea-faring Caravel flap taut in the brisk southerly as a cool sea mist sprays over the bow into your faces. This feels good since the day is hot and humid, something unusual for these northern climes even in mid-summer. You and your adventuring comrades are relaxed for the first time since months of adventuring the far reaches of the Slannish Empire. Yes, the idea of a vacation was a fine ideal. In fact, since the town of Questlen out there on Ereboot Island is holding its 1000th anniversary celebration all summer, you figured that it'd be a good excuse to spend coin, drink wine, chase comely lasses, and just get away from it all for awhile.

Captain Aldwyn has said that by this time tomorrow, the island will have been reached and so you relax and enjoy the ride. However, near evening a hue and cry from the front watch startles everybody, including you.

"What be the problem, Baleren!?" bellows Captain Aldwyn. Baleren, in the crow's nest, hesitates, then stammers, "It...it can't be, sir...it's...it's a Viking ship, sir!"

Sure enough, within minutes, you too see the dreaded Viking dragonship bearing your direction. This can't be though, since the Vikings were banished from this part of the Bay' many years ago.

Aldwyn gives orders to run from the dragonship, but it is in vain, for the Vikings are much quicker. They soon catch up and prepare to grapple and board. The Vikings seem to be foaming with battlelust as they don armor and bare weapons.

Captain Aldwyn orders women, children, and oldsters below. He issues weapons to his small crew and asks your assistance. What choice do you really have?



THE CARAVEL'S CREW

Captain Aldwyn (5th sk lev Warrior) lp 45, AR 6, THACO 14, Att 1 for 2-9 (saber), possesses 1st power Magical Leather Armor, Magical Lucky Stone

First Mate Valdín (3rd sk lev Warrior) lp 31, AR 8 (shield), THACO 16, Att 1 for 3-10 (saber)

The Crewmen (10)(1st sk lev Warriors) lp 8 each, AR 9 (shields), THACO 20, Att 1 for 1-8 (sabers)

In addition, four passengers, (3) male and (1) female, volunteer to fight:

Stout Men (3) lp 7 each, AR 10, THACO 20, Att 1 for 1-8 (sabers)

Valera (4th sk lev Half-Talk Thief) lp 20, AR 5, THACO 17, Att 2 for 1-4 (daggers), Valera will attempt to Waylay

THE VIKINGS (Chaotic/Evil)

Kafor (11th sk lev Viking Chief) lp 77, AR -2 (Magical Chain and Ring of Defense), THACO 6, Att 4-15 (Magical 2nd power 2-Hand Battle Axe)

Jalssen (6th sk lev Viking) lp 40, AR 3, THACO 12, Att 3-10 (Spiked Flail)

Ropesmen (5)(2nd sk lev Vikings) lp 18 each, AR 7, THACO 17, Att 1-6 (Sword or Short Spear)

Oarsmen (10)(1st sk lev Vikings) lp 8 each, AR 8, THACO 19, Att 1-6 (Sword or Short Spear)

Unknown to the adventurers, these Vikings have been hired by Sereznu to patrol the waters off Frehboot and keep adventurers off the island. They do have a sizeable treasure on board.

If the adventurers' side is successful in repelling the Viking attack (which hopefully they are!), then the Caravel will continue on, with Aldwyn noting that he'll need to quickly make a report about the marauding Vikings.

Mid-nextday, Frehboot comes into view and even before docking, you can hear the festive noises of a fair! All concern about the Viking attack washes away, for now will be found some well deserved diversion from duty.

LORD AVERON'S TOWNE FAIRE

- Jousting Tournament (at the Lord's Downs)
- Archery Tournament (also at the Downs)
- Food & Beer Tents (all over town)
- Open House at the Viking Brewery (free samples!)
- Most shops have wares on the walk
- Street Corner minstrels, jugglers, actors, musicians, magicians
- (some good, some bad, from far and wide)
- Traveling Merchants with unique wares from all over Narak (and beyond!)
- Carnival Attractions (games, strange animals, animal rides for kids)

In addition to the above, there are all other sorts of minor attractions as well as more shady "attractions". Indeed, many of the visitors and merchants here are actually subtle rogues and the like seeking a hotspot for thievery. Several prostitutes of varying grades also ply their questionable trade at sundown.

Urge the players to be out often at night. Then, soon after their arrival, and in addition to normal nighttime encounters, they will have the following encounter with two abyssimals somewhere along Cove Street.

Abyssimal, Gnulea (2) lp 30,32, see Monsters

These creatures were summoned by Sereznu to search for the town leader (Lord Averon), however, the viciousness of these foul abyssal spawn has caused them to attack the first they found- these being the players. As they are fighting the beasts, a constable bustles up to the commotion with a "Here now! What's going on?" He is aghast when he sees what the characters are fighting and quickly recalls how his two dead comrades had met their demise.

After the gnuleas are (hopefully) slain, the constable will ask the players to help him with the corpses and go make a report the Lord Averon. Averon is, of course, very concerned and summons Holy Lady Nyrne from the church to take a look at the beasts.

"These are foul rupt spawned of the very abyss, my lord, they are known as abyssimals... gnulea abyssimals!" the the characters everything he knows (see the short story, Quiet Little Questlen) which consists mainly of the fact that two constables have been slain by beasts such as these in the last week or so. He then asks their assistance in finding the cause of the attacks. If they accede, the Holy Lady Nyrne promises spiritual guidance and assistance should they so require.

"One last admonishment, warriors," says Nyrne, "Rupt such as these have no power to come to the Realm of the Living on their own, they must be summoned!"

QUESTLEN MAP KEY

1. Fish Warehouse
2. Gylf's Ship Repairs
3. Lord Averon's Dockhouses
4. Gundasher's Sea Traders, Wine and Milk House
5. Hermit Skulb's shanty
6. Lighthouse
7. Skully's Dockhouse Bar
8. Storage (owned and operated by Abelar "the Outlaw")
9. Fatman Admond's (food merchant)
10. Weary Seafarer's Inn (3 stories)
11. Cheese Market
12. Shipwrights' Guild'n'Grill (free orange juice!)
13. Stinky Gunladd's Wagons and Carts
14. The Sharp Saber Q'n'Brew
15. Weapons "R" Us
16. The Finer Edge (run by Dullwit Threefingers, a sword sharpened by this master will be +1 damage for a day)
17. Stonemason (Rungo the Dwarf)
18. Silver Pegasus Inn
19. Murdock the Blacksmith
20. Tannery
21. Farmers' Market
22. Jalanas the Elf's Fine Commodities (a walled tower, furs, gold, jewelry and spices are sold here)
23. The Lord's Mill
24. Constable Barracks
25. Boraz's Fine Armor (owned by the somewhat prissy Boraz the Blade)
26. Warriors' Guild (run by Topper Veggo)
27. The Brown Bottle (wine, ale, rum)
28. Brothers of Missions (an order of pious missionaries, this place often serves as an orphanage and shelter for derelicts)
29. Zebeus the Tailor
30. Vilmarr's Eatery (received no stars from a review in the Narak Travelers' Dining Guide)
31. Woodworker
32. Potter
33. Viking Brewery
34. Burntout Building (thieves tend to gather here)
35. Village Inn (cheap...very cheap!)
36. Stables
37. Mage's Tower (Alloric, neutral, does not like visitors)
38. Artists' Guild
39. Deno the Weaver
40. Empty Building (supposedly cursed)
41. General Provisioner
42. Pawnshop (run by the questionable Dean Paglar)
43. Vurl Oshane's Fine Wines
44. Bennet the Breadster

45. Paduski's Hired Help Service ("We got 'em short, we got 'em tall, we got 'em big, we got 'em small!")
46. Well House (clean water- 1 copper per skinfull)
47. The Griffon Inn (4 stars!)
48. Bynyard's Bath House
49. St. Amal's Church of the All-Father
50. The Order of St. Amal Monastery
51. Stinky Gunladd's Slaughterhouse and Cafe (although the food is pretty good here, some have reported their horses missing after dining here!)
52. Lord Averon's Castle
53. Chapel of the Poor Fieldster

THE NEXT ENCOUNTER

If the players patrol at night, they will soon encounter more abyssimals, this time a group of four along with an Ebon-cloaked undead monk leader- Shi'en Targon. The monk will stay back, direct the attack, and will use his mental powers. If the gnuleas are defeated, the monk will flee back to Sereznu's abode in the cellar of building 34, attempting to lose the players. This is the characters' chance- if they can successfully pursue Targon to Sereznu's hideout, then the real adventure begins!

Shi'en Targon (5th sk lev Ebon-cloak) lp 42, see Monsters

Abyssimal, Gnulea (4) lp 20,25,26,37, see Monsters

KEY TO ABANDONED BUILDING

First Floor Rooms black charred walls and ceilings, a few broken chairs about, evidence of recent inhabitation

Second Floor Room an Ebon-cloak is hiding here- if not discovered, he will attack from behind when the party engages Sereznu below

Bultimus (5th sk lev Ebon-cloak) lp 38, see Monsters

Cellar, West Room broken crates on packed dirt floor

a hideous being with a skull head and various guts, organs, muscles, and bones for a body will stand in the center of the room. It is a Composite Griever. The Griever will thank the party for breaking the magical seal on the door and will then proceed to track down monks to slay. It may (25% chance) agree to specifically help the party (if they can stand it!).

Composite Griever (1) lp 61, see Monsters

THIRD LEVEL NOTES

This level is commanded by one of the Archmagi Lyches, who will coordinate any attack efforts efficiently and ruthlessly. He will fight to the "death" as sworn, since he reports directly to Talmost, and to report failure would mean his end anyway.

Characters on this level continue to take damage from lack of air and from the intense evil as per Level 2.

THIRD LEVEL ENCOUNTERS

Encounters occur 50% every 30 minutes. Also, check for an encounter every time a new room or area is entered.

1-4. Ebon-cloak Monk (4th sk lev)(3) lp 18,22,30, see Monsters, note that there are four separate groups of these monsters

5-9. Ebon-cloak Monk (5th sk lev)(2) lp 30,32, see Monsters, note that there are four separate groups of these monsters

10. Ebon-cloak Monk (6th sk lev) lp 34, see Monsters

11. Ebon-cloak Monk (9th sk lev) lp 51, see Monsters

12. Field Marshal Talmost (1) lp 199, see Monsters

13. Archmage Lych (1) lp 105, see Monsters

14-16. Spectral Spider (2) lp 18,29, see Monsters

17. Sereznu (1) lp 89, see Monsters, note that Sereznu will always be accompanied by 2-6 Gnulea or Kgulruk Abyssimals

18. Class 6 Demon (2) lp 61,69, choose source, note that these foul creatures are here to treat with Talmost on his order's future, not to help defend him

19. Spectre (2) lp 41,45, choose source

20. Ghost (1) lp 64, choose source

THIRD LEVEL KEY

301. Landing This is a simple room with an oval rug on the floor. There are three doors, none with knobs. When approached to within 1' any of them will open away from the room.

302. Waiting Room Simple room with 10' ceiling. There are some chairs, a table, shelves, and a couch, all in decent shape.

303. Empty Room

304. Battle Chamber This place has a 20' high ceiling and broken polearms strewn about. The floor is inlaid with a checker like pattern, each square 1'. These squares alternate black and white stone (obsidian and quartz, worth 15 gold nobles each). The danger here lies in two characters of differing alignment stepping on the checkered floor at the same time. They must each make a Will Save at -4, or begin fighting.

305. Small Rooms These storage rooms each hold a bench and several wardrobe pegs.

306. Great Banquet Hall This is a huge 30' x 130' chamber with a 30' ceiling peaking to 40' in the center. It has wooden rafters every 10'. A great sundered table fills the center, it must be almost 100' long! Three great sized chandeliers hang from the ceiling at various points. A stage or platform lies at the north end of the hall and two balconies with railings are 20' high on the west side of the hall. A great many broken and a few intact chairs litter the floor about the table.

Characters who poke about in here will surely attract at least two encounters nearly immediately.

307. Platform There is a ripped, but still hanging red and black curtain. There is a huge stone thrown-like chair and two lesser chairs on this stage.

Any character who sits on the thrown will find that it is trapped. A hole will open and the hapless character will fall 65' through a shaft to Area 505 on Level 5 into 1' of sewage-like water.

A secret compartment in the back of the thrown houses 17 Platinum Crowns, 330 Gold Nobles, and a 2nd Power Ring of Defense, all long forgotten.

308. South Balcony This place has a wooden floor which will collapse if a character over 100 pounds steps onto the part that overhangs the hall floor. There are broken chairs and tables here. A curtain still hangs here embroidered with a beautiful, though hard to distinguish, mountain scene.

309. North Balcony Much as the South Balcony, except with a tattered and extremely faded royal blue curtain which has fallen. A small diamond worth 750 Gold Nobles lies amid the clutter, nearly impossible to find.

310. Kitchen This place has a very low ceiling, being only 6' high. There are iron kettles, pots, pans and a monstrous cauldron here, along with various other cooking tools and a huge fireplace.

There is a chute in the back of the fireplace which descends at a very steep angle 60' down to the sewer (Level 5). The surface of this chute is very rough and about 1 1/2 feet in diameter.

311. Secret Room An ancient set of valuable silverware is hidden in this room. It is tarnished, however, and to an amateur, looks fairly worthless. It is a set to service 50 people, so it is extensive in size. Actual value- 5000 Gold Nobles when restored.

312. Food Locker This low room (6' ceiling), contains fresh stores of food and drink, including smoked meat, produce, bread, beer and wine. It has been collected in anticipation of the new living monk recruits.

313. Water Chamber A rough hewn chamber with a 15' ceiling. A small waterfall stills cascades from the upper NW corner into a small pool. There are several barrels here.

There is what appears to be a small iron pot lying in the bottom of the pool, which will reveal itself to be a golden lamp if removed. If rubbed, a Genie will appear in a puff of smoke, coughing and stretching his neck out. The Genie has been trapped here for over a thousand years and is very grumpy. He will grant only ONE wish (The "three" thing went out a long, long time ago, he says!).

314. Circle Room This room is dank. There is a pool in the center of this area with a little very, very stagnant water. A small (3' tall) white nymph statue stands in the center of the pool on a small pedestal. It is almost completely covered

with slime deposits, but is indeed made of ivory, and if cleaned and restored, would be worth 3500 Gold Nobles.

315. Ornate Brass, Inlaid Doors These doors are Magically Locked.

316. Double Stairway Ornate brass torch holders here, as well as a brass handrail down the center of the stairway. There will definitely be two groups of Ebon-cloaks here guarding the way to the next level.

317. Fungus Room This small room has a 10' ceiling and is full of mold and fungus



growing on all surfaces. Very careful searching will reveal a molded over dagger hilt on the floor which has an embedded amethyst (hilt worthless, gem value- 90 Gold Nobles).

318. Gate With Rope There is a falling style gate with a summoning rope here, which, if pulled, will ring a bell and summon a group of Ebon-cloaks from the Guardroom.

Here also is an opening concealed behind a battered suit of plate mail. This suit is, believe it or not, actually first power magical armor.

319. Cell This cell is empty

320. Cell This cell holds two captives- Surny and Hiram Midian- two low sk. lev. Halfings. They had recently infiltrated the monastery, were quickly captured, and are being saved as food for the undead.

321. Cell This cell holds a beaten and tattered man who cowers in a dark corner and asks to be released. The man is really a deadly undead wight which was such a troublemaker that it was captured. If released, the wight will attack its benefactors.

Wight (1) lp 22, choose source

322. Small Cells These small rooms have wooden doors without windows. They are infested with small skeletal undead rats. These particular cells will be used in the event that a character is ever captured.

Undead Rats (10 each room) lp 4 each

323. Guardroom This place has a 10' ceiling, some tattered stuffed chairs, and a desk. This desk has three locked drawers, one of which has a poison needle trap. Hidden in this drawer is a large tome titled, "The Cryopheptic Aqualatic Approach To Stamina". On the first page is simply, "This tome will not benefit you until winter."

The tome is a low level magical book which allows a character to perform strenuous wintertime water exercises for 1 month with Health Saves every week. If successfully completed, the character's Health will be raised permanently by 1.

Important- remember that at least one group of Ebon-cloaks will be in the Guardroom.

324. Great Hall This place has an arched ceiling 10' to 15' in the center. There are

pillars built into the walls with scenes of battle painted between them. The east end appears to be caved in. Under this rubble is an ancient skeleton of a great Elven warrior. Here is a suit of magical splint armor; a bag of ancient coins- 44 platinum, 37 gold, 12 bronze; a pouch of low value gems; a magical spear; and other normal but fairly useless adventuring gear.

325. Pit in Floor There is a hidden trapdoor with a 10'x10'x20' deep pit here. It will open when stepped upon. There are 10 1-foot spikes set into the floor. A character who falls will hit 1-6 spikes, each doing 1-10 points of damage.

326. Semi-Vestry There are pegs on the walls and a few shreds of rotten religious robes.

327. Explosive Runes This set of double doors has a short set of runes engraved into it. Reading these runes is the only way to open the doors, but reading them will also cause a minor explosion. The reader will take 2-20 points of damage and those behind him will receive 1-10 points. The explosion will also attract an encounter which will arrive in 1 minute.

328. Teleporter Circles Each of these 5' x 10' rooms has a circle inscribed into the floor. The west one teleports to Area 329 and the east one to Area 330.

329. Coffin Room This room has a slightly rotted smell that would seem to be because of the 20 coffins lined up in here. The coffins each contain an unnamed skeleton, except for one, which has no bottom but has a ladder down to Area 405. There is a shelf with two silver figurines depicting women (value 200 gold nobles each).

330. Pool Room This area is very large with smooth white tile floors, ceiling, and walls. The ceiling is 15' high. The pool has 1' of green stagnant water which smells badly. There is a broken statue on the center dais.

Under the water and covered with a coat of algae is a magical, glowing broadsword of the first power.

FOURTH LEVEL NOTES

This is a tough level, for here normally resides Field Marshal Talmost and two of his archmagi lyches.

Characters on this level continue to take damage from lack of air and from the intense evil as per Level 2 and Level 3.

FOURTH LEVEL ENCOUNTERS

1-4. **Ebon-cloak Monk** (6th sk lev)(3) lp 20,29,38, see Monsters, note that there are four separate groups of these monsters

5-9. **Ebon-cloak Monk** (8th sk lev)(1) lp 40,46,59, or 62, see Monsters, note there are 4 separate 8th sk lev Monks

10. **Ebon-cloak Monk** (9th sk lev) lp 51, see Monsters, note that this is the same Ebon-cloak that can be encountered on Level 3

11. **Ebon-cloak Monk** (10th sk lev) lp 82, see Monsters, this Ebon-cloak, Quelnamotuque, is the monks' chieftain

12-14. **Field Marshal Talmost** (1) lp 199, see Monsters, Talmost will definitely organize a powerful offense if he learns of characters on this level.

15-16. **Archmage Lych** (1) lp 91, see Monsters

17-18. **Archmage Lych** (1) lp 95, see Monsters

19. **Sereznhu** (1) lp 89, see Monsters, note that Sereznhu will always be accompanied by 2-6 Gnulea or Kguiruk Abyssimals

20. **Ghost** (2) lp 58,67, choose source

FOURTH LEVEL KEY

401. Trophy Hall There is what was once a large intricate rug on the floor here and what appears to have been trophy heads on the walls. A very expensive appearing chandelier which radiates a dim continuous light hangs from the 20' ceiling.

There will definitely be a group of Ebon-cloaks here.

402. Black and White Stairway This stairway is made of alternating ivory slabs (carved of giant mammoth tusks- each worth 2000 gold nobles) and ebony slabs (value- 700 gold nobles each). There is a set of great brass trimmed doors that possess a giant magical mouth. The mouth asks a riddle which must be answered to allow passage. Pick ones appropriate to your campaign and your personal taste.

403. Guardroom Simple room with 10' ceiling. There is a shelf which has on it 15 loosely bound books (Art, Music (2), Gnomish Folklore, Sociology of the Dragon, Dissection Diagrams (3), Dungeon Construction (3), Politics of the Pits Vol I

& II, and Herbs-A Guide to Get Cooking!). On a desk is a silver inlaid tankard worth 95 gold nobles, a bottle of cologne (Highlander Manhood, worth 35 gold nobles) and some blank pieces of cheap paper. The desk has three drawers, the bottom of which has a secret compartment in back containing 25 nobles, 10 crowns, 36 silver griffons, and a small bag that says, "Do Not Open!". It is tied shut, but contains a Ring of Fire Defense.

Important: There will be an Ebon-cloak here!

404. Guardroom Same as 403, but desk is empty and there is only a backpack with a cheap set of 8 inaccurate bestiaries.

There will be an Ebon-cloak here!

405. Ladder Area This area has a ladder which leads up to Area 329 and another which leads down to Area 502. The small room to the south is strangely painted very bright red, but is seemingly empty.

406. Huge Temple This imposing area is about 120' long and also 120' wide with a 40' high vaulted ceiling rising to 45' in the center. At the front of the temple is a huge platform, 5' high from the temple floor, on which there are two thrones, a great altar, several large candleholders, two giant statues made of metal (each about 15' high), and a 10' tall offering platform.

Benches fill the entire temple and there are two large balconies to the rear of this place.

There is a 10% chance that High Priest Sereznhu will be holding an evil celebration here at any given time. If such is the case, 21-40 (1d20+20) evil minions from all levels will certainly be in attendance. Otherwise, there will be from 1-3 random encounters somewhere about here.

If it is well known that there are dangerous intruders present, then Field Marshal Talmost will certainly have set up an elaborate plan of attack along with Sereznhu and the Archmagi Lyches.

406a. West Balcony There are a great many pews up here, but the most impressive thing is the giant pipe organ which stands against the south wall. It is 25' long with the actual keyboard being 7' long. The organ is intact and very magical. However, the giant bellows (which requires 19 Strength to operate) is broken and disconnected. If repaired, the organ is worth about 85,000 Gold Nobles

and will play any song on request. It is also capable of powerful magical effects when certain three finger chords are pressed.

Organ's Magical Effects

- C Major... Locks all doors in monastery (1/day)
 D Minor... Astral Spell (1/month)
 E Minor... Enlarge 100% (1/week)
 F Major... Unseen Servant 2 hours (1/day)
 G Major... Infrared Vision 12 hours (1/day)
 A Minor... Icestorm falls in Banquet Hall (Area 306) (1/week)
 B Dimin... Summons Devil Prince (1/year)

Hitting any flat note (a black key) will bring forth a malevolent effect upon the player.

406b. East Balcony Four huge gongs sit against the south wall. They are valuable (value 500 Nobles each), except that one is a cursed Gong of Starvation. The railing along this balcony is broke in a place.

406c. Long Altar This big wooden altar is 20' x 5' x 4' high. Six gold and silver unholy chalices are set upon the surface. Touching any of these will activate the statues (golems).

406d. Metal Golems These seem to be two giant statues but are, in reality, two Metal Golems.

Metal Golem (2) lp 90,90, choose source

406e. Sacrifice Pyre This is a 10' high stone offering platform. It has a 5' x 5' top surface. There is a wooden ladder up one side. Anyone who mounts this pillar will catch on fire magically taking 1-12 points of damage per minute until doused.

406f. Summoning Pedestal An ornately carved pedestal is here with a large jeweled chalice sitting on top. Even touching this chalice automatically summons Field Marshal Talmost from wherever he is to this place. He comes prepared for he automatically knows who is summoning him.

407. Sitting Room Three lavish and smooth clothed chairs and two scenic paintings are in this room. There is a silver, but tarnished, torch sconce.

408. Rectory In this place are a bookshelf, a desk, a broken chair, and various religious articles of little value. On the bookshelf are 15 looseleaf books, mostly dealing with dark religions. Hidden in the desk is a pouch containing a magical deck (suitable for your campaign), 35 gold nobles, 15 platinum crowns, and two diamonds worth 600 nobles together.

There is a good chance that Serezmu will be found in this area, since it serves as his "office".

409. Vestry This room has various pegs and shelves to be used for the hanging of robes and vestments, of which there are a few in a very tattered state. On a shelf there are (3) silver unholy symbols, (5) vials of unholy water, several black candles of invoking, a small brazier, (5) bottles of devil oil.

410. Barracks There are several primitive beds and a desk with chair in this room. There is a small treasure in the top desk drawer guarded by two venomous spiders.

There is a 100% chance that at least one encounter will be here and a 75% chance that there will be two.

411. Barracks Similar to area 410. above, but no treasure and spiders.

412. Quarters This is a ranking Ebon-cloak's private quarters. There is a 50% chance he will be here. There is a locked chest which contains 22 crowns, 27 nobles, 35 silver griffons, many drubes and bits.

413. Archmage's Quarters This is the sparse quarters of one of the archmagi liches. Of note, there is a wicker chair and a valuable dagger collection. A pouch containing 250 nobles worth of mixed coins is in the desk.

414. Laboratory This is a dank and evil place with various experiments bubbling away in their crucibles and flasks. There are various horrid and pitiful little creatures serving as test subjects. The doors to this place are locked extraordinarily well. There is much of value in here if a character knows something of alchemy. As this is the lab of the archmagi liches, there are also some spellbooks, various experimental magical creations, and potions to be found here.

415. Archmage's Quarters This is the quarters of another of the archmagi liches. It seems to be very plain, but here lurks two spectral spiders as

guardians of the small spellbook hidden in the desk.

Spectral Spider (2) lp 35,41, see Monsters

416. Library This place has a 20' tall ceiling and shelves nearly that high filled with books, tomes, scripts, and scrolls, dealing with subjects of all sorts. Most of these works, however, will disintegrate in hand if not used VERY carefully. There are some books and tomes of magic interspersed here and there. Hidden around the ceiling are the guardians of this place- (4) Spectral Spiders- which will attack any unauthorized visitors.

Spectral Spider (4) lp 25,28,32,35, see Monsters

417. Guardroom There will be an encounter group of ranking Ebon-cloaks here, guarding the entrance to Talmost's room. One mans the huge triple crossbow which has a THACO of 8, damage 3 x (9-12). It is floor mounted and aimed at the double doors.

418. Talmost's Quarters In this large bedroom is a bar with a magical icemaker, 15 ancient bottles of liquor, 35 rotted wines, 12 crystal goblets worth 100 nobles each. There are fancy wooden chairs, bookshelves containing over 1000 books and other tracts, silver sconces, a well preserved huge oval rug worth 2000 gold nobles for its age and history. There is a king size fancy bed with magical black sheets and pillows, and wrought brass fittings. There are several silver and ivory animal carvings and candles with holders on the headboard shelf. In a dresser there are very old and luxurious clothes, and hidden among them, a cache of 10 lancer coins, 24 platinum crowns, 18 gold nobles, various silver and copper pieces, and a small hoard of jewelry worth 2000 gold nobles all together.

419. Empty Quarters This was once the quarters of Talmost's top assistant, General Fid-hallon, who was "disposed" of some 500 years ago after a severe dispute with Talmost. The door to this area is well locked and a sign on the door clearly tells others to keep out. The vicious spirit of Fid-hallon lairs within for eternity. Anyone who dares enter will be possessed (Will Save at -10) by Fid-hallon to do his bidding. His first objective will be the destroying of the undead Talmost, but after that he will attempt to take control of the Blood Brotherhood, turning on the character party.

420. Archmage's Quarters A plain quarters for the third of the archmagi liches, this

place contains little more than a desk, cot, and a large Mirror of Scrying.

FIFTH LEVEL NOTES

This level is essentially the sewer of the monastery. Characters who are smart and stealthy may make use of this level to make a sneak attack on Level 4, as there are rarely any intelligent enemies down here.

Characters on this level take damage from lack of air and from intense evil as per previous levels. Also, characters are -1 on all attacks and attributes due to sickness from the intense stench that fills the entire level.

FIFTH LEVEL ENCOUNTERS

1. Spectral Spider (2) lp 18,22, see Monsters

2. Will-o-Wisp (1) lp 41, choose source

3. Zombie (5) lp 4,5,10,11,12, choose source

4. Ghoul (2) lp 5,7, choose source

FIFTH LEVEL KEY

501. Secret Tunnel A disgusting odor fills the air here.

502. Dug-out Room The smell is far worse here. There are broken shelves here also.

503. Treasure Chamber The secret door to this room is trapped. If the secret door is found, there will be three pushbutton-like stones. Pushing #3 will open the door. #1 will cause a Killing Cloud to issue forth while #2 will Disintegrate the character.

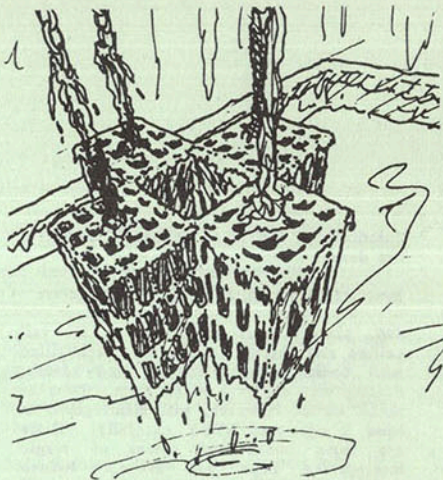
Here, inside, guarding the treasure is a nasty Ebon-cloak named Tem-PurQue.

Ebon-cloak (7th sk lev) (1) lp 45, see Monsters

Treasure: in bags-455 platinum crowns, 3000 gold nobles, 14,300 silver griffons, 17,900 copper drubes, 24,500 iron bits; A Magical Longsword of 2nd Power, A Magical Shield of 2nd Power; Bag of gems- Zircon (worth 50 nobles), Opal (1000), Jasper (60), Fire Opal (2000), Turquoise (200); Huge engraved brass brazier (200 nobles); Three engraved and painted plates (100 together); A deep green crystal 2" tall dragon statuette (actually of emerald and worth 6000 gold nobles).

504. The Sewers There are cages here that were used for the worst of torture, being submerged in 4-5' of sewage and being ravaged by the hundreds of various oozes, jellies, scums, and living sewages that still trek throughout the sewer.

At the location marked with an "X" is a Luck Scimitar of the 3rd Magical Power, lying covered in slime and muck under the sewage.



ARCHMAGE LYCH

Alignment	Lawful/Evil
Rarity	9
Grouping	1
Movement	120 ypm
LD	(91,95,105 lp)
AR	-2
THACO	5
Attacks	2 for 2-12
Intelligence	19-20
Disposition	7
Treasure	9-10
Size	6'4" tall
EP award	16,500

The Archmagi Lyches were, in their time, three of the most powerful mages to serve Talmost. These three were the mages who cast the protective magicks for the monastery, and although their power has waned since then, they are still formidable indeed.

A magical weapon is needed to affect one of these monsters and anyone so much as touched by one receives 2-12 points of damage and will be paralyzed unless a Will Save at -4 is made. The Archmagi Lyches are immune to all attack forms that "normal" liches are.

The Archmagi Lyches all use dark magic at the 20th sk lev of proficiency.



COMPOSITE GRIEVER

Alignment	Lawful(Evil)
Rarity	9
Grouping	1-2
Movement	60 ypm
LD	10
AR	3
THACO	10
Attacks	1 for 1-12
Intelligence	4-7
Disposition	5
Treasure	-
Size	9' tall
EP award	2100

This hideous beast seems to form in the laboratories of old where terrible experiments and rituals of torture occurred. If varying pieces of corpses were left about, then there is a chance of its forming. It gains its "life" essence from the powerful anger and grief that the victims felt at their torture. Once formed, it will seek to destroy those responsible for its parts' deaths. If, as is common, the torturers are long since dead, similar persons will be hunted.

The 'Griever can be turned as undead. It also attempts to dismember its victims' limbs when attacking. A damage roll of 10+ and a failed Strength Save indicate success of this attack.

CRYPT GUARDIAN

Alignment	Lawful/Evil
Rarity	9
Grouping	1-2
Movement	250 ypm
LD	12
AR	-3
THACO	6
Attacks	1 for 1-12
Intelligence	12-18
Disposition	8
Treasure	8
Size	7' tall
EP award	8500

These powerful and angry spirits have been summoned for a specific purpose and will serve until their contract has expired. They are usually commanded to guard a crypt, a grave, or mausoleum, or other place, as long as it involves guarding the dead (or undead!).

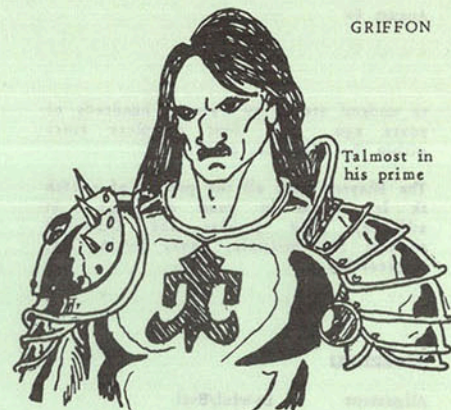
The Crypt Guardian is a spirit and as such, it is immune to mundane weaponry and even first level magical weaponry. Other powers the 'Guardian possesses are as follows: Possession (victim must make Will Save -4, or fight at +2 under spirit's control, victim always suffers mental damage from this possession -1 Wisdom, -1 Intelligence); Immune to 1st - 3rd Level Magic; Constant Detect Invisible.

EBON-CLOAK MONK

Alignment	Lawful/Evil
Rarity	8
Grouping(as given)	
Movement	(varies)
LD	(as per sk lev)
AR	(as per sk lev)
THACO	(as per sk lev)
Attacks	(as per sk lev)
Intelligence	10-19
Disposition	6-10
Treasure 3-7	
Size	5-7'4" tall
EP award	(as per sk lev)

These disciples of Field Marshal Talmost have the appropriate powers and abilities for a same sk lev monk in your campaign, as well as the abilities of undead: Level Drain; Immune to Sleep, Poison, Paralyzation and Charms; Anyone slain by an Ebon-cloak becomes an undead disciple of that Ebon-cloak.

In appearance, the Ebon-cloaks always appear in black robes and capes, of course. Their eyes appear as a sickly glowing blue through the folds of their hoods.



Talmost in his prime

FIELD MARSHAL TALMOST

Alignment	Neutral/Evil
Rarity	10
Grouping	1
Movement	180 ypm
LD	(199 lp)
AR	-10
THACO	0
Attacks	3 for 8-17
Intelligence	21
Disposition	8
Treasure (as given)	
Size	6'8" tall
EP award	

Here is the worshipful head of the Tien'Que Monastery and the Blood Brotherhood and the cause of a lot of Narak's problems and certainly the cause of this problem.

Talmost was, in life, a 17th sk lev Warrior. He fights with a great two-handed sword and attacks at least three times a minute. Talmost possesses the following which he uses with great efficiency: Ring of Defense (4th power), Mighty Lord's Rod, Magical Plate Armor (4th power), Several Potions.

MISYRNA

Alignment	Chaotic/Evil
Rarity	9
Grouping(as given)	
Movement	180 ypm
LD	15
AR	1
THACO	3
Attacks	2 for 4-13
Intelligence	4-9
Disposition	10
Treasure (as given)	
Size	6' tall
EP award	20,000

The Misyрна were dissident monks banished

The Members' Magicks

GRIFFON

BY THE AG MEMBERS

Introduction by Guildmaster Brett

These are the winners and a couple others who entered in the Magic Item Contest. Well, almost all the winners are here. My deepest apologies go out to the First Place Winner, Philip Ledgerwood, with his Trisabre of Selintica, since we committed a grave sin and lost the entry between the time of the judging and now. So again, Phil, SORRY!

I have left the entries pretty much as they were received, so any of you grammar or composition fanatics out there need to direct your wrath at the individual authors and not at me. Enough said... onto the Magic Items!

AMULET OF THE UNDEAD

Second Place Winner by Buddy Pennington

These amulets are all similar in appearance. They are necklaces of great value. The chain links are small, long bones carved from diamonds, held together by small platinum chains. The ornament is a small human skull carved from jade, with edges made of red rubies. The eyes glow when the amulet's powers are used.

These amulets were created hundreds of years ago by a ring of necromancers known as the Followers of the Black Thrown. Only two were made before the cult was destroyed by the Knights of St. Helm. None of the amulets were lost, and today they are used by death cults, necromancers, and those serving undead. It is known that the sage, Lathan Eagle-eyes, has one in his vast repertoire of arcane artifacts, though he does not use it.

The most powerful function of the amulet is its ability to allow the wearer to change his form to that of any type of undead thrice per day. The form is complete, and the wearer has all of the powers and vulnerabilities of the undead form. All of the wearer's belongings will meld into the undead form, except the amulet, which will still be visible. Each transformation lasts for three hours or until the wearer wills himself to change back. No undead form may be repeated in any one day. The wearer is also immune to all special undead attacks (i.e. while taking damage from the ghouls' claws, he is immune to the paralyzing effects). The amulet exudes Fear in a 10' radius, this fear only affecting undead creatures. If any true undead touches the amulet, it will be annihilated in a ball of black flame. Finally, the wearer can control as many levels of undead creatures

as he has skill levels, once per week. This control lasts from 2-8 hours.

Any good being touching the amulet will be shocked for 6-36 points of damage and will be paralyzed for 1-3 hours. Neutral beings will be shocked for 2-8 points of damage and will have their alignment shifted to evil. The wearer becomes vulnerable to silver and holy water, just as undead are. He also dislikes sunlight, suffering a -1 to his attacks rolls and armor rating when in sunlight. The amulets also changes the wearer's physical appearance. His body becomes gaunt and his face becomes more skeletal (-3-6 on Appeal and Beauty).

The wearer cannot be turned by Priests except when in undead form, and then as the highest class of undead.

BRACERS OF MERGING

Second Place Winner by David Mitchell

Only four pairs of these powerful items are known to exist. Created eons ago by some deranged wizard, these bracers have special powers, indeed. Wearing just the white one (they are always found alone, never in pairs) will give characters of good alignment a +2 bonus to Armor Rating, and the power to detect evil. If an evil character wears a white bracer, he will be shocked for 10 points of damage, and alignment change will occur (Save, success indicating bracer was removed in time, otherwise "victim" becomes Lawful/Good).

Wearing a black bracer gives evil characters a +2 bonus to AR and the power to disguise themselves as any humanoid creature. A good character who dons a black bracer will lose 10 life points and become Chaotic/Evil upon a failed Save.

A Neutral character may wear either bracer and will get only the AR bonus, but will not suffer the alignment effects.

If someone wearing a white bracer is within 50' of someone wearing a black one, a strange transformation occurs. The characters wearing the bracers will merge into one huge creature (combine Strength, Agility, and life Points). Will Saves are then rolled and compared, with the winner controlling the creature for that round. The one in control may use all the powers possessed by its and the other's former bodies. If a tie is indicated, the creature is chaotic and will attack any and all until the duration expires. The characters stay merged for 10 minutes, after which they will both separate and the bracers will cease functioning for one

day while the dweomer is replenished.

In appearance, one bracer is white, with half of an ancient symbol (the yin and yang). The other is black, with the other half of the symbol. The symbols are carved onto a strange metal, affixed to the leather-like surface of the bracers.

THE ELEMENTAL GRAPPLING HOOK

by Joel Jones

The Elemental Grappling Hook resembles any non-magical grappling hook. The only noticeable difference is that at the base of each of its four prongs is a different symbol corresponding to the four elemental planes (earth, air, fire, and water). When the hook is thrown into the air at a height of no less than fifteen feet, the 'Hook is able to lodge into any one of the four elemental planes. To do this, the name of the plane must be spoken at the time the thrown 'Hook reaches its apex. Then the 'hook will come to a sudden halt and an opening three feet in diameter will appear directly above the hook. The thrower and up to 500 pounds of equipment/beings can then climb through the hole.

With each use of the 'Hook, there is a 1% chance that a ill tempered denizen of the plane will find the hole and come out, entering a duel to the death will the

thrower of the 'Hook. It is also possible to summon a denizen from an elemental plane using the 'Hook. When this attempted, the thrower must concentrate for 30 minutes before he throws the 'Hook, and maintain his concentration while the hole to the other plane is open. After this, the user has a 1 in 6 chance each hour of successfully finding and controlling a denizen. This creature will be required to serve its master for 48 hours, at the end of which it will be drawn back to its plane of origin.

Of course, the Elemental Grappling Hook may be used normally, but there is a 5% chance each time it is used thus that it will give off a flash of light and return to the ground as a regular grappling hook, its powers ruined!

SCALE OF VALUE

by Candace Gallant

This expensive-looking balance is tipped to one side. Whenever an object is placed on the higher side, it slowly lowers, and a monetary value, the exact value of the item, appears on the center of the scale. These scales work only once per day. Most jewelry and many weapons, such as daggers, maces and short swords, will fit on the scale. An item too large or heavy might destroy the Scale Of Value.

Be an Author

ADVENTURERS' GUILD AUTHOR PROGRAM

The Adventurers' Guild originally emphasized allowing members to be authors in GRIFFON and of separate handbooks and modules. We would like to get back to those roots now and let everybody know what we are looking for and what being an author for AG is all about!

We seek modules, mini-adventures, and gaming supplements. Short stories on their own aren't encouraged, but will be considered if of superior and unique nature. Send a copy of your work, not the original.

If we like your submission, we may offer to purchase it or offer you a royalty arrangement. Generally, shorter works suitable for printing in GRIFFON will be purchased. Handbook sized submissions may either be purchased or set up on royalty.

Upon our approval we will consult over the telephone to work out details. After this, a contract will be signed which outlines either our payments to you or our purchase price.

If you would like to consult with me on your submission, or before starting work on it, feel free to call anytime to the Adventurers' Guild (best time weekdays 5-7 Central Time) ask for Guildmaster Brett. Also, you may try calling me at home anytime.

Adventurers' Guild 515-752-4387

Home Phone 515-752-3201

Swordtag

Corner

by Guildmaster Brett

I'm sure some of you Swordtag players have thought that certain of the more powerful monsters should do more than 1 point of damage per blow. The basic rules do not allow this simply for the sake of not overly complicating mental "bookkeeping" chores; that is, one hit takes one point from your life point total. But for groups who do not feel overburdened by these chores, I offer this revised system of monsters' damage based on size, power and most of all, strength.

If you decide to use this new system, be sure that all players are familiar with it. Also, unless a player is absolutely sure how much damage he/she is taking, the monster causing it must call out the damage.

On the following table, the damage listed is to be used as the monsters' new physical attack damage instead of just 1. Any special attacks the monsters possess and the associated damage ratings do not change (i.e. the Dragon's breath attack is still 10 pts of damage).

MONSTER	DAM	MONSTER	DAM
Acid Fungus	1	Minotaur	2
Ape	1	Mummy	1
Bandit	1	Ogre	1
Cirxevex	1	Orc	1
Demon	1	Shadowman	1
Demon, Magic	2	Skeleton	1
Devil	1	Smoker	1
Devil, Major	2	Spectre	1
Dragon	3	Spider	1
Empusa	1	Troll	2
Ettin	2	Vampire	2
Genie	1	Werewolf	1
Ghost	1	Will-o-Wisp	2
Ghoul	1	Witch	1
Giant	3	Wraith	1
Goblin	1	Zombie	1
Golem	2		
Grendle Giant	3		
Hameh	1		
Medusa	1		

START AN ADVENTURERS' GUILD CHAPTER!!

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You can start as big or as small as you like, but first you must send for our complete AG Chapter Information and Application Sheet. Send now with no obligations, of course!

THE SCROLL

con't from cover page

we are going to keep increasing the size, since the only real goal of The Adventurers' Guild is to keep trying to serve YOU better!

I have an announcement to make. The Guildmaster is getting married! She's a wonderful lass named Shelly Marie Adkins. A date hasn't really been set, but you can bet I'm as happy as can be!

So what is everybody else out there up to? I'd sure like to hear from some of you whom I have talked to or corresponded with during the last couple of years. How are some of those projects coming along?

Well, I hope you like the new look, and until next time, Bountiful Adventures!

Guildmaster Brett

The Portrait Shoppe



Griffon

M a g a z i n e

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