

# MJÖLNIR 9

SWEDEN'S OLDEST GAMING MAGAZINE

**SPACE SNOOZER** SOLO GAME

**AGITATOR** NEW AD&D CLASS

**RUNEQUEST QUICKSTART** REVIEW

**CREATURE CORNER** CHINESE MONSTERS

**THE QUEST FOR THE MYSTERIOUS SCROLL**

**SPA VAPID II** THE PLOT THICKENS

IDEAS • TIPS AND MORE FOR GAMES FROM TSR TO OSR

# MJÖLNIR

Welcome to yet another issue of Mjölñir - the 'zine for fans of everything between TSR and OSR.

That Mjölñir, despite colouring and digitization, is still a fanzine is obvious; all contributions are by fans, done out of pure enthusiasm, with no money involved - only the love for one's game, one's artwork, one's publishing company.

In Mjölñir 9 we have the great pleasure to see the return of Anders Blixt as a contributor. Anders, co-editor of the earliest Mjölñir issues, wrote some of the first ever features on RuneQuest in Sweden and we have the honour of presenting his, and new contributor Mattias Lejbrink's views on the 'comeback' of RuneQuest.

From the vaults of Bo Jangeborg, another former chief editor, comes yet more unpublished vintage AD&D material. Meet some legendary Chinese beasts in Creature Corner (formerly Spökspalten) and get drawn into the ever thickening plots at Spa Vapid.

Blood & Bronze hope to be back in future issues - follow them at [bloodandbronze.com](http://bloodandbronze.com) in the meantime. This is the English-language edition of Mjölñir; in the Swedish version of Mjölñir 9, published simultaneously, you may also find exclusive features from Titan Games and Svärd & Svartkonst, Sweden's leading OSR publishers.

But both editions start off by sending you, dear reader, on a wild solo survival trip into outer space. *How cool are you really when the übershit hits the megafan ? Can you programe an app while cooking a Bouillabaisse ? Start manouvering against hopeless odds.....Space Snoozer!*

## CONTENTS

Space Snoozer: Solo game in cold and unforgiving space – Joakim Nilsson.....	3
Agitator - alternative class for AD&D 1e and compatibles – Bo Jangeborg.....	5
Judgment of the Norns: Runequest Quickstart reviews – Anders Blixt & Mattias Lejbrink.....	7
The quest for the mysterious scroll - a vintage scenario for AD&D 1e and compatibles – Bo Jangeborg .....	9
Spa Vapid part 2 - a (rule-less) role-playing milieu – Clas Kristiansson.....	18
Creature Corner - entities for AD&D 1e and compatibles: Legendary China special – Martin.....	26

## ILLUSTRATORS

Joakim Nilsson ( [jockewizard@gmail.com](mailto:jockewizard@gmail.com) ): cover, 4, 6, 14, 18, 23, 24, 27, 28  
OSR INK ( [www.osr-ink.se](http://www.osr-ink.se), [facebook.com/osrink](https://facebook.com/osrink) ): 3, 5, 9-17, 22, 23  
Efraim Bolt-Gidney: 19-21

Mjölñir 9, English edition, september 2017.

Price: 00:00:- (free)

Mjölñir was founded in 1980 by Martin, Alexis Riise-Birger, Peter Wessman and Bo Jangeborg.

Published by: Elfgrim borðspil  
<http://elfgrim.yolasite.com>

Editor: Martin

© held by each contributor

Download previous issues, and the current Swedish edition for free at:  
<http://mjolnirfanzine.yolasite.com>

Contact: [mjolnirfanzine@mail.com](mailto:mjolnirfanzine@mail.com)

*N.B: The fact that this issue was published, for free, does not necessarily mean that future issues will be free, or that there will be any future issues.*

*Wake up! Time to die!*



# SPACE SHOOTER

A solo game by  
an author as cold  
and unforgiving as  
space itself.

Joakim Nilsson  
Skansen Kronan 2017



# SpaceSnoozer©

Wake up! Time to die!

A solo game written by an author as cold and unforgiving as space itself.  
Joakim Nilsson. Skansen Kronan 2017



You are one of 1138 sleeping crew members on the humongous spacecraft Yaphet on its 342 year long journey towards the Tannhäuser gate. You're just a small cog in this huge undertaking. But thanks to a bug in the programming, you are always the one to be woken up first. Why it's just you who abruptly keeps being woken up from your beautiful trouble-free non-existence is beyond your comprehension. And what's more, you're just halfway through the trip! So damn typical! But you have no time to think or philosophize about that now. You have 36 terrible evil and crazy events in all of 6 episodes to survive!

**Roll 3D6** for your three values. I.e.1-6. And write them down on a piece of paper. (Or, you can allocate 12 points as you want.) **However, you can never have more than 6 points per value!**

**M** for Mental: Your Mental Stability *How cool are you really when übershit hits the megafan?*

**T** for Technical: Are you technical? *Can you build an airtight garage while programming an app and cooking a Bouillabaisse?*

**A** for Action: *Can you get the whole situation in no time at all and handle impossible situations repeatedly without trembling lips?*

## How to play:

Example:The player Lee has rolled these values:

**M:5** (Mentally) *Pretty high! She is very mentally stable.*

**T:2** (Technical) *Not good! She is by no means technical. Actually she can't even find her way out of a wet paper bag...*

**A:1** (Acting ability) *lowest possible! Is she sedated? Or just illegally lazy?*

She reads this text: **MTA + 1T6 over 4**

(in this example, all three values (**MTA**) must be rolled in order against the difficulty **4**) That means:

**First M:** Lee's **M** is **5** and 5 is higher than 4 Therefore she succeeds automatically.

**Then T:** Lee's **T** is **2** and therefore she must roll a dice to exceed **4**. Lee rolls 3!  $2 + 3 = 5$ . Lee succeeds once again!

**Last A:** Lee's **A** is **1** and therefore she must roll a dice to exceed **4**. Lee rolls 3!  $1 + 3 = 4$ . Lee fails!

She must face her **Fail!** And reads her fate under **Fail!** Eg: **Fail!**=An evil space monkey throws poisoned poop at you, and you die!

If, on the other hand, she managed to exceed **4**, the game would have continued. And Lee would had moved on to the next event. Sometimes it's just one value to cope with, E.g.: **T**. Sometimes there are two, E.g.: **MA**. Sometimes it's all three: **MTA**

At the end of each successful episode you get an experience point in the form of one point to add to one of your three values, for example. +1 on M (**Max 6 points per value (do not forget this!)**) Your character will get a bit better during the game.

If you survive all episodes and all their events then you have finished the game. (**P.S. In space, nobody will notice if you cheat ;-)**)

Here's a list of some other sleeping crew members:(Never mind these people right now. Let them sleep. They will be useful later.)

<b>Captain:</b> Morgan T. Whipper	<b>Pilot:</b> Corey Mcfly	<b>Tech officer:</b> Tanner Phillips	<b>Security:</b> Dakota Paxton	<b>Your secret love:</b> Rudy StCutie	<b>Your homie:</b> Ash Gray	<b>ElMystico:</b> roll and pray!
M:6 T:2 A:4	M:3 T:6 A:5	M:4 T:6 A:4	M:6 T:2 A:6	M:4 T:2 A:4	M:4 T:4 A:4	M: 1D6 T: 1D6 A: 1D6

Hold on to your space hat - here we go!

Now, turn to page: 17



## A CLASS FOR 1E AD&D

ILL.: WWW.OSR-INK.SE

Class: Agitator  
 Race: Human (only)  
 Alignment: Lawful good, lawful evil or lawful neutral (bound by ideology)  
 Strength: min. 8  
 Intelligence: min. 16  
 Wisdom: min. 14  
 Constitution: min. 10  
 Dexterity: min. 8  
 Charisma: min. 16 (min. 17 for District leader, min. 18 for Chairman)

HD: 1d6 / lvl  
 Max. AC: 5 (chain mail)  
 Special abilities: 20% chance to negotiate peace between warring factions.

Level	XP	Languages	Title	Max. followers	Spells
1	1-3000	+1	Party member	10	
2	3001-6000	+1	Party member	15	
3	6001-12000	+1	Group leader	50	
4	12001-24000	+2	Group leader	75	
5	24001-50000	+2	District leader	3000	
6	50001-100000	+2	District leader	3000	
7	100001-200000	+3	Board member*	0**	1 charm
8	200001-500000	+3	Board member*	0**	1 charm
9	500001-1000000	+3	Board member*	0**	1 charm
10	1000001-2000000	+4	Chairman	?***	2 charm, 2 Augury
11	2000001-3000000	+4	Chairman	?***	2 charm, 2 Augury
12	3000001-4000000	+4	Chief ideologist	?***	3 charm, 2 Augury, 1 Mass sugg
13	4000001-5000000	+4	Chief ideologist	?***	3 charm, 2 Augury, 1 Mass sugg

\*All members of the leadership committee are also called 'Instigators'

\*\*No immediate followers, but may, through the leadership committee be given assignments that include a number of followers. May attempt fomenting unrest.

\*\*\*Depending on size of party.

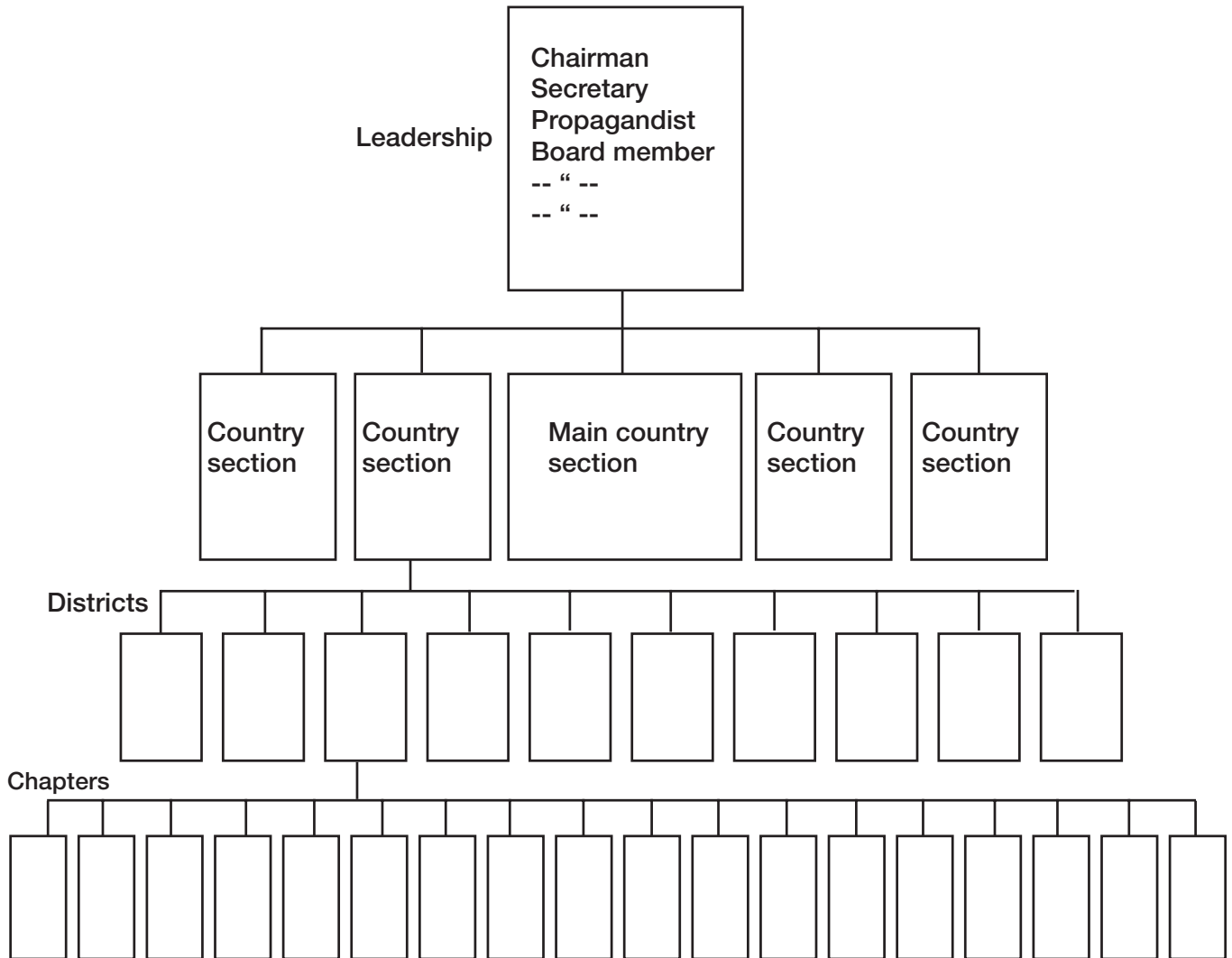
The Agitator must conform to an ideology backing up his actions. However, as the end sometimes justifies the means, he/she may deviate from policy (then running a 10% risk of party expulsion - if the deviation is uncovered).

### Conversion

At level 1, the Agitator has a 5% chance of converting someone to join the Party. This chance increases with 5% per level until (a maximum) 50%. If the target is hostile, this chance will be halved; if a friendly, it will be doubled. To convert a hostile, the hostile has to be in custody, and not previously have been entrusted with any special or demanding tasks.



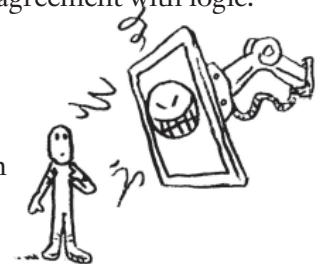
# SUGGESTED PARTY STRUCTURE



Bo Jangeborg (ca. 1981)

## SpaceSnoozer • Episode 5: Crazy killer computer !

1. Understand how serious this is and act accordingly. Realize that the computer has gone insane! **M + 1D6 over 3.**  
**Fail!**= You fall asleep .... forever!
2. Listen carefully and take note. **MA+ 1D6 over 4.**  
**Fail!**= You realize that the computer's logic is solid, and therefore end your life purely mathematically.
3. Argue that you should live a bit longer. **M + 1D6 over 5.**  
**Fail!**= Summed down to unprofitable rubbish, you walk convinced out of the airlock in agreement with logic.
4. Break into the server room. **T + 1D6 over 5.**  
**Fail!** = A powerful shock turns you into hot dust.
5. Contact the AI Programmer for assistance. **MTA + 1D6 over 5.**  
**Fail!**= You become the laughing stock of an entire world while the computer shuts down all life-sustaining systems.
6. Reprogram the computer. **T + 1D6 over 7.**  
**Fail!** = No, kicking the computer is *not* the same as programming it! The computer defrags you.



Blimey! You managed that one as well ? (You must be cheating!) Congratulations! Add **1+ to M.** Then, go to page: **28**

# Judgement of the NORNS

## Runequest Quickstart Rules

Legendary RuneQuest makes a comeback. After success upon success with *Call of Cthulhu*, Chaosium now takes a new step in a genre the company itself helped found many years ago. Here, both veteran RuneQuest expert Anders Blixt (see his regular RQ columns in the first issues of *Mjöltnir!*) and game-expert-but-new-at-RuneQuest Mattias Lejbrink review the game from two standpoints.



### Anders Blixt:

It's been said that when Greg Stafford and Steve Perrin at Chaosium first saw *Dungeons & Dragons* in 1976, they felt they could do a better job. And then they went on to produce *RuneQuest*. Whether this is true or not I don't know, but in any case, *RuneQuest* became the first carefully thought out RPG with solid game mechanics (Basic Roleplaying - BRP) and with a well defined bronze age world (Glorantha) to enter the market.

I started off with role playing in 1977; the first *RuneQuest* version I came across was the 2nd edition, sometime around 1979. For some three years I was an enthusiastic player and game master in

Glorantha, an adventure setting created from an anthropologist's view of cultures, traditions, religions and politics. This year, *RuneQuest* celebrates its 40th anniversary - and is still in good shape. Chaosium have recently released the Fourth Edition, with the companion *RuneQuest Quickstart Rules*, a 48 page introductory PDF explaining the basics of the game.

Half of the Quickstart booklet covers the rules, the other half contains *The Broken Tower*, an introductory adventure. The rule set is classic BRP with character stats in the 3-18 range, and abilities expressed as a percentage value. Actions are determined by rolling d100 equal to or lower than the ability value. The RPGs *Drakar och Demoner* and *Mutant* successfully introduced this game system in our country 35 years ago - so no real news here.

*RuneQuest's* uniqueness lies in its Rune Magic. Runes are cosmic forces controlling the foundations of Glorantha, with Gods as manifestations of different rune powers. A Rune is a magically charged symbol, used by priests and sha-

mans to describe and manipulate reality. Elements included are e.g. Fire, Air, Moon and powers such as Harmony, Illusion and Beast. Only a character initiated into a certain religion may use its particular runic incantations (there is also the simpler Spirit Magic, available to anyone). In this new edition, Runes work as percentage-based abilities, a sly improvement on the edition I got to know in 1979. Unfortunately, only some of the runes are described in the booklet.

A new feature is Passions, lifted from Chaosium's Arthur-RPG *Pendragon*. Passions are a character's inner driving forces, such as Honour, Hate, Loyalty; i.e. emotions that might inspire a character to commit both heroic and dastardly deeds. A player character may be inspired by a Rune or a Passion when facing a challenge: a percentage roll determines if this leads to benefits or disadvantages.

*The Broken Tower*, the included intro adventure, is meant to instruct players in the rules and the world setting. The characters belong to a wilderness clan and are given orders by their chief's wife to track down a couple of cattle thieves who have killed some kinsmen. Not everything is what it seems, however, and the adventurers will have to face evil adversaries of a different kind.

Overall judgment: The booklet contains pedagogical game rules and a detailed introductory adventure with pre-rolled characters. The time-consuming combat will not be to everyone's taste, though.

Unfortunately, there are huge gaps in the information about Glorantha, whose mythology, magic, geography and history are described in other products. You won't be able to comprehend the world by reading these 48 pages. To do so, you should buy the regular edition.

If you are looking for a game engine for your own fantasy campaign, then this booklet is a good starting point; but be prepared do some tweaking yourself, as rolling of characteristics and skill selection aren't fully explained.

<http://gondica.wordpress.com>

### **Mattias Lejbrink:**

Over the last few years, when approaching a new RPG, I have increasingly become more and more interested in which target group a game is aimed at. I myself have gone from newbie with all the time in the world, to experienced gamer with no patience for crawling forums in order to understand how a game should be played. Another thing I'm interested in is an RPG's 'thing', its pitch, or unique selling point if you wish. It doesn't have to be anything specific, but I want to be captured by 'something'. Runequest Quickstart Rules is the 2nd quickstart rule book I've read this year (the other one is Dungeon Crawl Classics) that feels, to put it simply, superfluous.

RuneQuest is one of the oldest (1978) and most famous RPGs, and the rules in this edition really feel old. It contains so many tables, modifications and exceptions, that playing without reference books and a game master's screen seems almost impossible. An example which feels outdated is the combat system, which utilizes something called Strike Ranks. Each melee round is divided into 12 (?) groups, with different actions taking different time,

depending on the conditions. The amount of book-keeping needed for a simple fight is just too daunting even to consider.

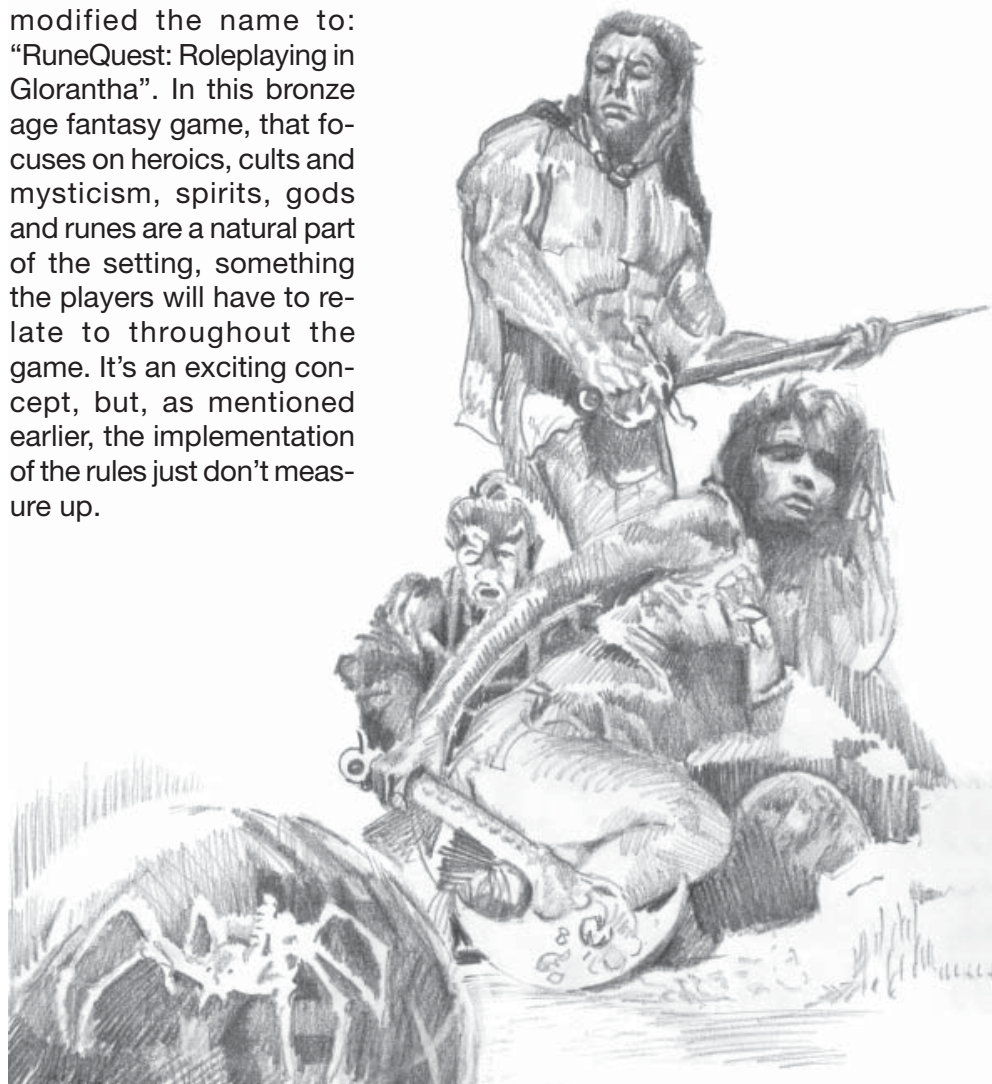
What also makes the rules difficult to follow, is that the authors don't actually seem to have simplified the rules, as much as cut large chunks out of them - which, ironically, probably makes this version more slow-started than the complete rule book.

Some sections claim to be simpler, more streamlined versions of the 'real' rules. If that is the case, it's hard to understand why anyone would be interested in something more difficult and less streamlined?

Over the years, RuneQuest editions have come packaged both with and without the gaming world Glorantha. In this fourth version of Runequest the authors have chosen to include it, and also modified the name to: "RuneQuest: Roleplaying in Glorantha". In this bronze age fantasy game, that focuses on heroics, cults and mysticism, spirits, gods and runes are a natural part of the setting, something the players will have to relate to throughout the game. It's an exciting concept, but, as mentioned earlier, the implementation of the rules just don't measure up.

I get inspired by what small amounts of information on the world Glorantha the game includes, but have a hard time seeing myself even playtesting the bulky rules. The campaign modules will undoubtedly attract a wide audience, but the system itself will most likely only have limited appeal to nostalgic fans. Had the rules been on par with modern standards, we might have been looking at an exciting Game of Thrones meets Icelandic heroic saga.

*Runequest is available from:*  
[www.chaosium.com](http://www.chaosium.com)







# The quest for the mysterious scroll

A vintage AD&D 1e scenario  
for characters of levels 1-2  
by Bo Jangeborg

# The quest for the mysterious scroll

## Introduction

This previously unpublished, genuine old school vintage dungeon by Bo Jangeborg (*ex-Mjölmir Chief editor, and creator of legendary Spectrum game Fairlight*) was written some time around 1981.

The contents are presented 'as is', taken directly from Bo's original notes and maps. Only minor clarifications [in square brackets] have been added.

The background, quest, most of the subterranean levels and maps, as well as the conclusion are well documented. Where, on occasion, a room or monster has only been sketchily described, it is up to the DM to flesh it out. Some features hint at a Roman empire-ish flavor, which the DM may of course work with, or ignore. Another theme that might be developed is that of water. There is mention of a water cult - and of course the lost scroll that could potentially "release all water".

There are, however, two key points critical to the adventure, where necessary information has been completely lost:

- The location of the main villain Gallmare's headquarter
- Where Gallmare has hidden the stolen scroll the adventures need to recover

The only information that remains are Gallmare's stats, and the location on level 3 where the adventurers will encounter him "the first time" - which suggests that his quarters might be nearby - perhaps behind the adjacent secret door, although this is pure speculation. His dedicated location, as well as the 'final battle' setting, will therefore have to be recreated by the DM.

In addition, for the river part south of level 4, only a map remains - no text. On the original map sketch, there is a hint of a dragon-like shape on the island in the middle of the river. It's possible that legend no. 3: "Where the waters are joined in an arc, is where the power is located" (see below) may have something to do with this map. Finally, at the lowest part of this map, what looks like a tunnel opening is indicated.

All in all however, this fantastic adventure is so richly stocked, with several levels of exciting features and quirky encounters in proper, traditional dungeoneering style, that the few missing parts won't cause any problem to DM:s wishing to run a genuine, rich, imaginative (and - as was quite common back then - perhaps not completely realistic!) game. Straight out of the 80:s.

*NB. Most monsters and encounters described are balanced for characters of about level 1-2 (of which one should be wizard according to the quest), but please be aware that Gallmare is presented as a 9th level wizard, with 13 (!) spells at his disposal, an extremely tough challenge for low level characters without external help.*

## [Background]

### Chaotia

Naturally, chaotic evil. The country has no capital, however the largest city (Bundun) was once the capital of the island Sirim - 533 years ago. The country has no central administration. The one single law in effect is: the strongest will survive. The only rare occasion on which Chaotia possibly stands unified, is when threatened by external forces.

Its landscape is very hilly, with many ravines and crevices well suited for hiding.

The current population stands at 1 440 000 inhabitants, of which:

Humans 705 000  
Dwarves 93 000  
Halflings 21 000  
Half-orcs 317 000  
Orcs 304 000

Humans, half-orcs and orcs are evenly distributed across the country, while dwarves are only found in the three mountainous areas:

Granmar 10 000  
Valma 48 000  
Rub-ur-du 35 000

The Rub-ur-du mountains have, for some time now, been permanently enveloped in a toxic fog. It is said that an evil wizard controls the area.

## [The Quest]

A very important (and dangerous) spell was stolen from Goodmore, the good mage who lives in the republic of Decentralia. He refused to describe its contents.

Unfortunately, Goodmore is very old - he did take part in the last great battle against the evil ones 60 years ago - otherwise he would have hunted down the thief (the wizard Gallmare) himself. Due to his age he has entrusted one of his older apprentices with the task.

Each year, the evil wizards gather in a secret place. This year, it was rumoured that they would convene in a hidden city in the large Rub-ur-du mountain range (the mountains that are always enshrouded in mist). Our apprentice, together with his friends, now head there to find and return the spell.

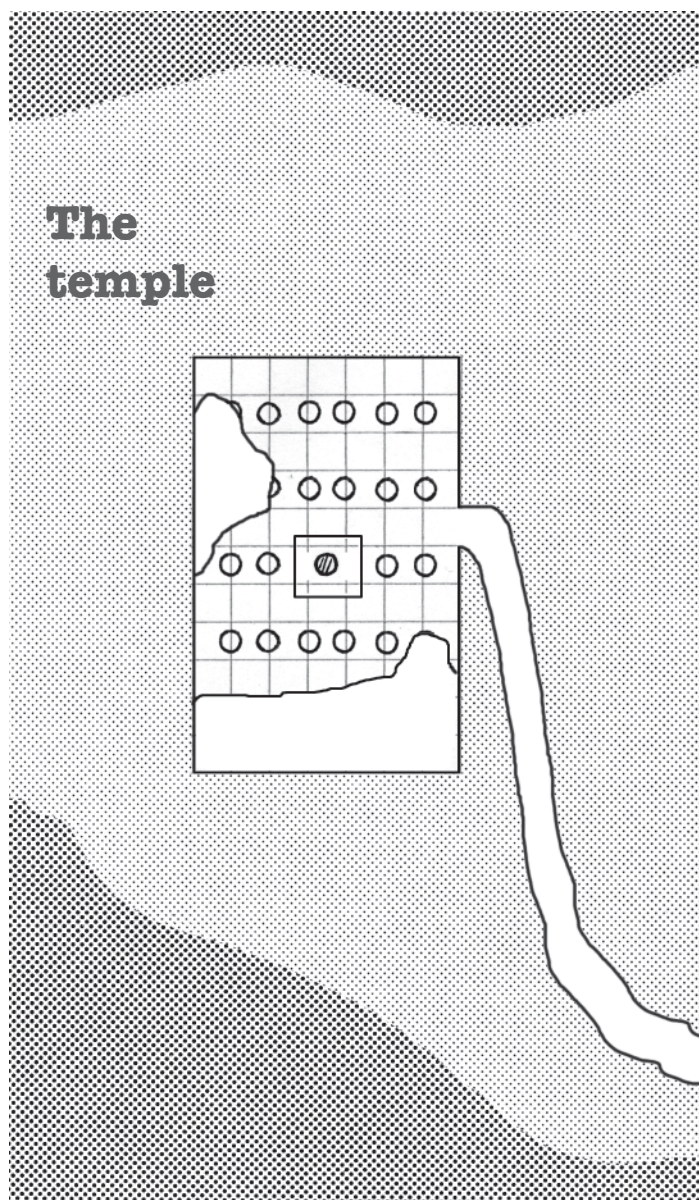


## Start [small village by river at the foot of Rub-ur-du]

1. The 'Sober' Inn. Board & lodging (full board 5 GP)
2. The ferry 20 GP

## Proverbs and legends

1. All that glitters is not gold
2. It is said that the sea and its (salt) water was once evil, but at the beginning of time was bound by a spell. The spell declared that water would never again flow at free will but be condemned to the bottom of the sea.
3. Where the waters are joined in an arc, is where the power is located
4. This path sends you to sleep - so if you get soaked, I won't weep
5. Even the most magical and enchanted things may have an achilles heel
6. Let sleeping dogs lie
7. Many have tried to clear out these caves but failed



8. Never bite off more than you can chew
9. Time will come, time will pass. Stand aside or you'll get wet.
10. Everything can be explained. Even that which seems completely illogical

## Ambush

Two fighters, Kymbur and Halvyr, on war horses.

Kymbur, Lvl 1 Fighter

N  
ST IN WI CO DE CH  
16 9 6 8 16 6  
HP 2  
AC 2  
79 XP. 13 GP

Halvyr, Lvl 1 Fighter

N  
ST IN WI CO DE CH  
10 14 12 8 13 10  
HP 7  
AC 4 - chain + shield  
670 XP. 11 PP

**The temple** [situated on the Eastern slopes of the Rub-ur-du mountains]

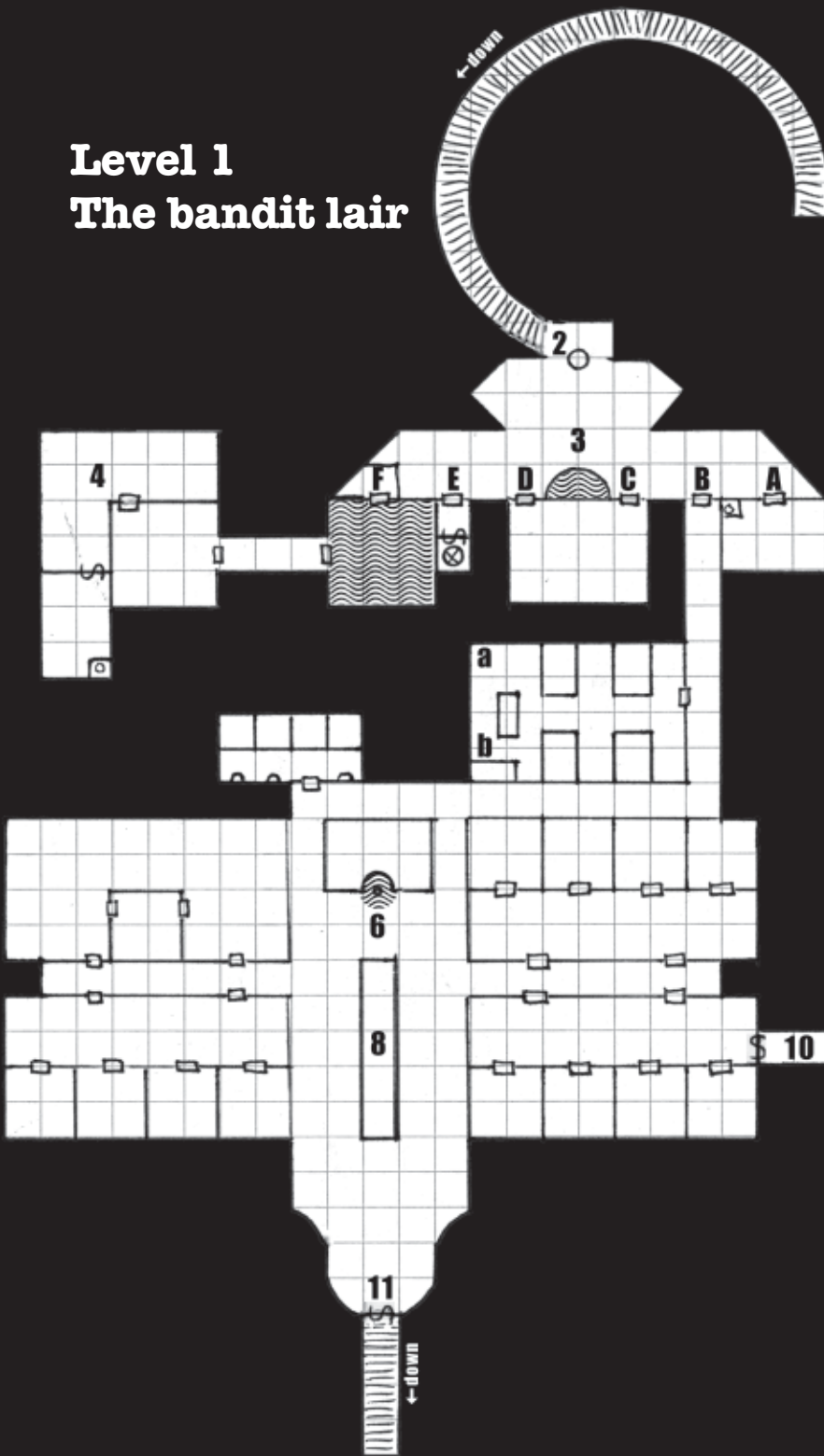
Pouring water into the mermaid's mouth will open a secret hatch.

## Wandering monsters etc

1. Roman guards x 10
2. Wraith
3. Lurker Above
4. Caeron [= "Studds" in Mjöltnir 1]
5. Withra [WD7] (increases strength and reduces charisma by 2)
6. Gelatinous cubes 3 after another
7. Orcs (1-8)
8. Zombies (1-4)
9. Berserkers (1-4)
10. Mimic
11. Hobgoblin (2-8)
12. Kobolds (3-12)
13. Gargoyle
14. Rust monster
15. Blink dogs (1-2)
16. Ochre jelly
17. Grey ooze
18. Ogres
19. Lizard men
20. Roman guards x 15

# Level 1

## The bandit lair



1. The staircase is trapped, and will change into a slide (roll for damage)
2. Inscription[s]: "Turn back before it's too late" + "Progress through prayer"
3. Poseidon. The doors
  - a) Living floor. A small silver pyramid
  - b) Corridor
  - c) A sleeping gargoyle (snoring can be heard through the door). Green slime on the ceiling.
  - d) same as in c)
  - e) Empty. Behind the secret door lies a pit
  - f) The room is filled with water seeping out under the door. If opened, roll for damage
4. Lizard men
5. Class room. On the blackboard is inscribed: "You who cannot read - use the book"
  - a) A skeleton, of the type used for educational purposes, is hanging from a stand. When characters enter, it will jump down and attack
  - b) Bookshelf with dictionaries. Several maths books, one book on biology - in Latin. A book about chess
6. Small drinking well with holy water, enough to fill two flasks.
7. Thieves, preparing their food. They will be friendly towards anyone offering them garlic.
8. A large table around which many happy and genial thieves are seated.
9. Two thieves who happily will join the characters if asked.

Stolen, Lvl 1 Thief, CG

ST	IN	WI	CO	DE	CH
15	7	6	7	13	13

HP 2  
AC 10  
154 XP. 110 GP

Broken, Lvl 1 Thief, CG

ST	IN	WI	CO	DE	CH
12	13	11	12	14	9

HP 1  
AC

132 XP. 20 GP

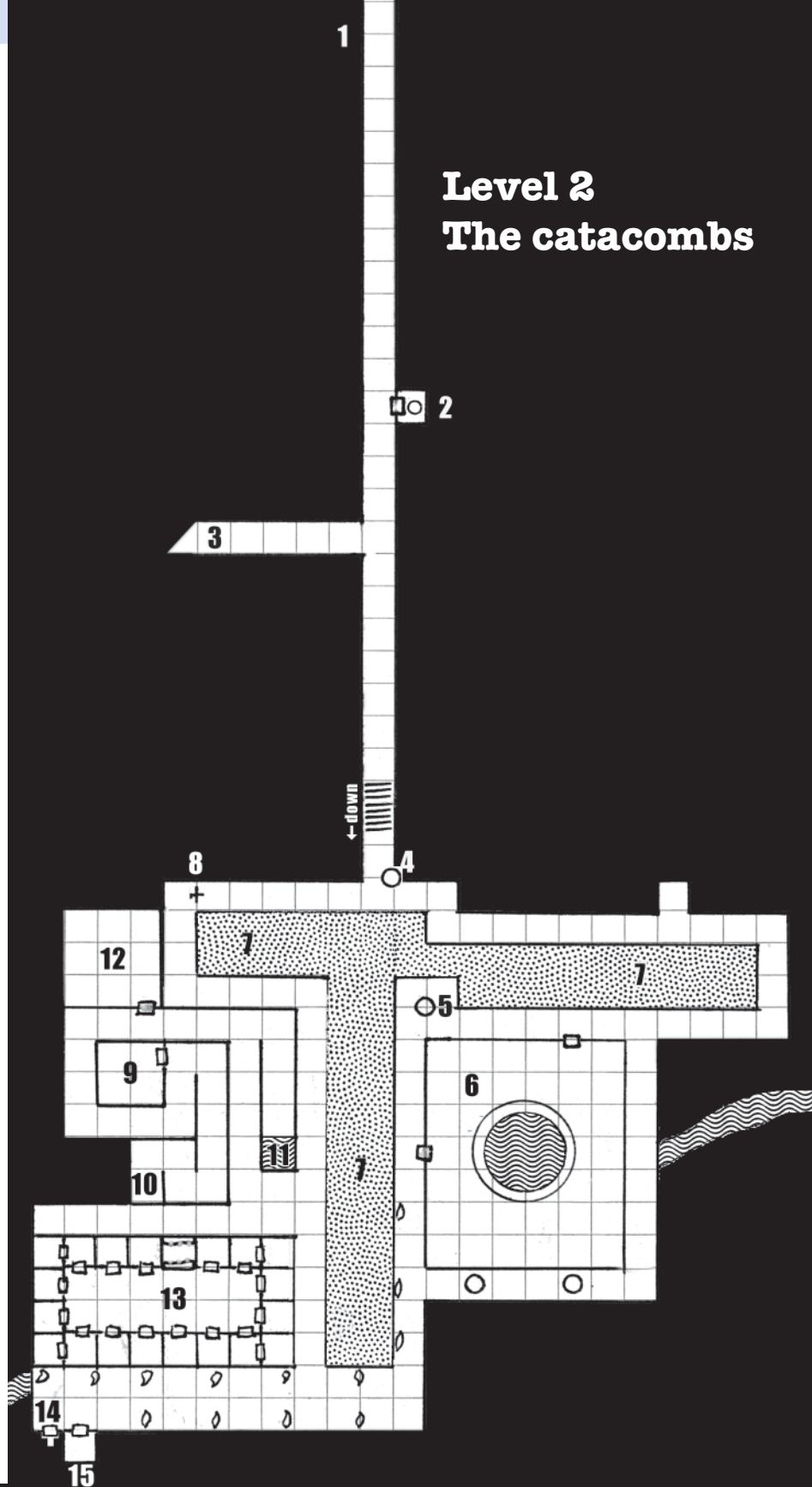
Both carry daggers, garlic, 5 x rations, waterskin, lantern, 2 oil flasks.

10. The thieves' treasure hoard: 200 GP, 500 SP, 3 gems @ 100 GP, 400 CP.
11. Secret door leading to The Catacombs



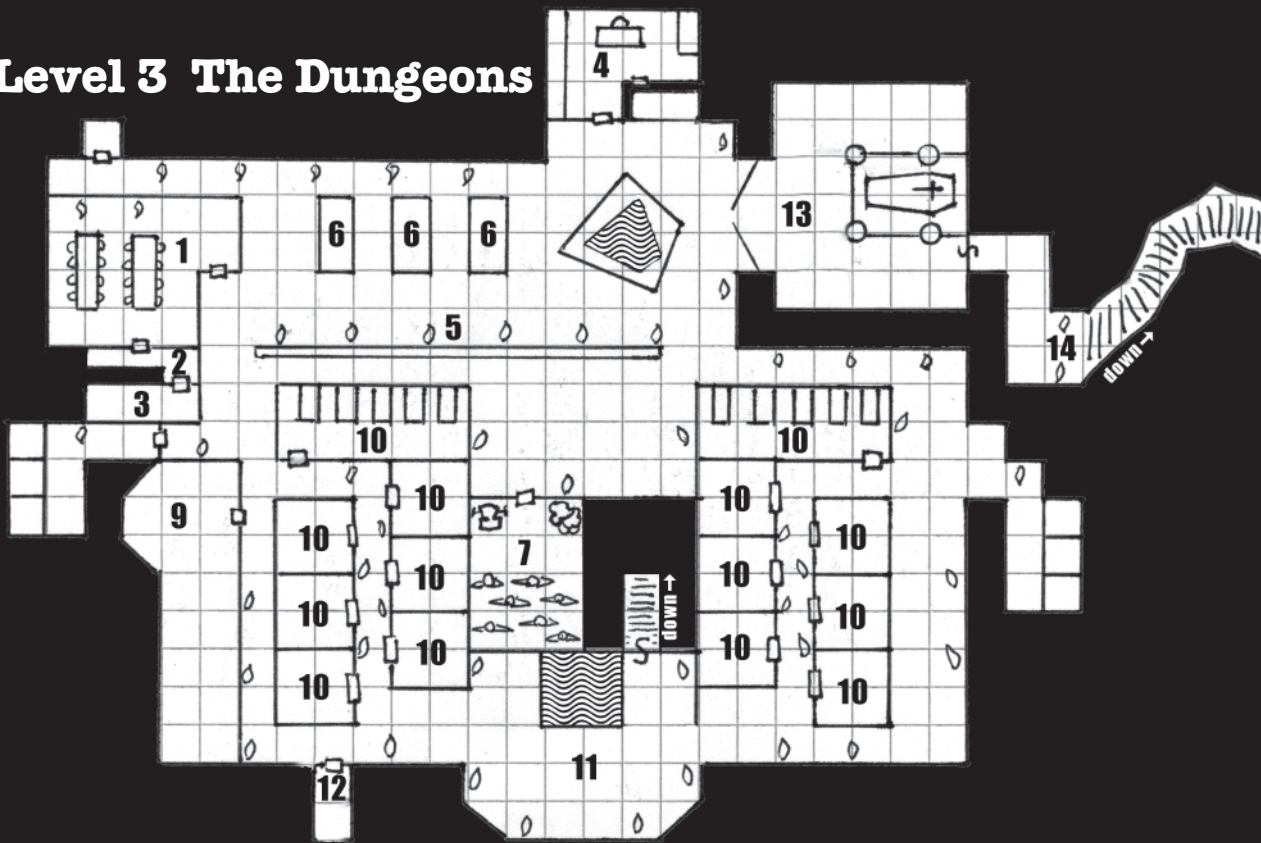
1. In this passage leading down to 2nd level, all sources of light will be blacked out
2. A statue of a Japanese wielding a meat cleaver, which will instantly chop at anyone approaching it
3. Secret door leading to a 200' passageway that emerges 1/4 mile outside the temple.
4. Magic mouth, which says "What charms you, will captivate you"
5. A pillar, with a chain hanging around it. Should a thief come near it, the chain starts lashing around the pillar. A magic whistle which will call dogs and make them obedient
6. A room with a fountain, around which stand five golden statues: 1 troll, 2 elves and 2 fighters. If inspected, the statues will prove to be of gilt stone. In the centre of the spouting water lies an enchantingly beautiful gem. Anyone who observes it closely for too long will be transformed into such a gilt stone statue.
7. Graves. Stepping on the shadowy surface will cause skeletons to appear
8. A teleporter.
9. A Zombie, which collects Roman helmets. He currently has 20
10. Here, the zombie has thrown away some 'garbage': three bags containing 175, 30 and 42 GP plus 11, 5 and 7 PP respectively. Also three complete sets of chainmail and some rusted weapons.
11. A recess filled with water. Inscribed in latin is the text: "If you are a mage then partake of these waters, if not - watch out for the secret powers they possess". On the ceiling hang a couple of skeletons, seemingly floating. Any magic-user or illusionist who drinks from the well will move up one level (once only) but anyone else who drinks will become so light that they literally move up - towards the ceiling, and get stuck there.
12. On the door is a sign "Cave Canem". A small dog will come out and start yapping. It's bite causes Sleep for 1d6 turns. In the room lies a huge pile of bones. In a rocking chair sits an old senile man, talking to himself. He is a 5th lvl cleric, 350 years old.
13. Skeleton gallery. Any intruders will be attacked

## Level 2 The catacombs



- by 15 skeletons. In each of the four corner rooms are 200 GP.
14. This 'door' is made up of sharp, pointed icicles, magically moving like flying shuttles from door post to door post. A sign reads "The Rejuvenator". Beside the door is a small hatch. Inside, there is just enough space to put in an arm. Anyone reaching in all the way will be able to feel a small socket where the silver pyramid from the Bandit Lair will fit. There is also a scroll with a 7th level magic-user scroll inside. Any used scrolls placed in this small space will automatically be renewed after 3 hours (but only while the pyramid is placed in the socket).
15. The lift [down to level 3] is operated by pulling a rope. There is a 10% chance that the rope will snap.

# Level 3 The Dungeons



a 50% chance that a party of 15 guards will appear on the scene. There is a Carom [see "Studds" in Mjölmir 1] in the third cell in the first row:

AC-2  
HP 30

>= 15 DEX needed to hit it  
If the party needs more companions this would be a suitable area to add NPCs.

11. This room is where the characters will encounter Gallmare for

the first time. He will make a little display of force.

1. Dining hall/room. On the table are placed piping hot dishes of porridge with cinnamon, sugar and milk.

2. Kitchen

3. Larder. Contents: garlic etc

4. The cleric's room. A book case with titles such as "Water - crucial to shipping", "The art of Watering" (The 'bible' of the water cult) etc. Nothing else of value.

5. Mural painting of a dragon being fed

6. A cupboard with sacks containing odd-looking grey powder

7. In one corner of the room stands a press. In another: more sacks filled with grey powder. Along the S wall, a random assortment of statues made of stone are lined up.

8. Torture chamber with a rack, thumb screws plus lots of accessories for an Iron Maiden.

9. Guards' rooms - five guards in each. Each guard carries 50 GP and 1 CP.

10. Prison cells. If the doors are broken down, there is

## Gallmare

Human Magic-user

Lvl 9. Lawful evil

HP 18

ST IN WI CO DE CH

8 16 18 12 8 10

AC:9

Weapon: dagger 1d4

Spells: 4x 1 lvl, 3x 2nd

lvl, 3x 3rd lvl, 2x 4th lvl,

1x 5th lvl



12. Torch room. 50 torches and 100 flasks of oil.

13. Inscription: "In death, a new way hides". A coffin with a vampire. Any victim will have its drained blood replaced with Sprite, making the victim very powerful and hyper, rushing out to single-handedly attack the guards etc. The room also contains a concealed door.

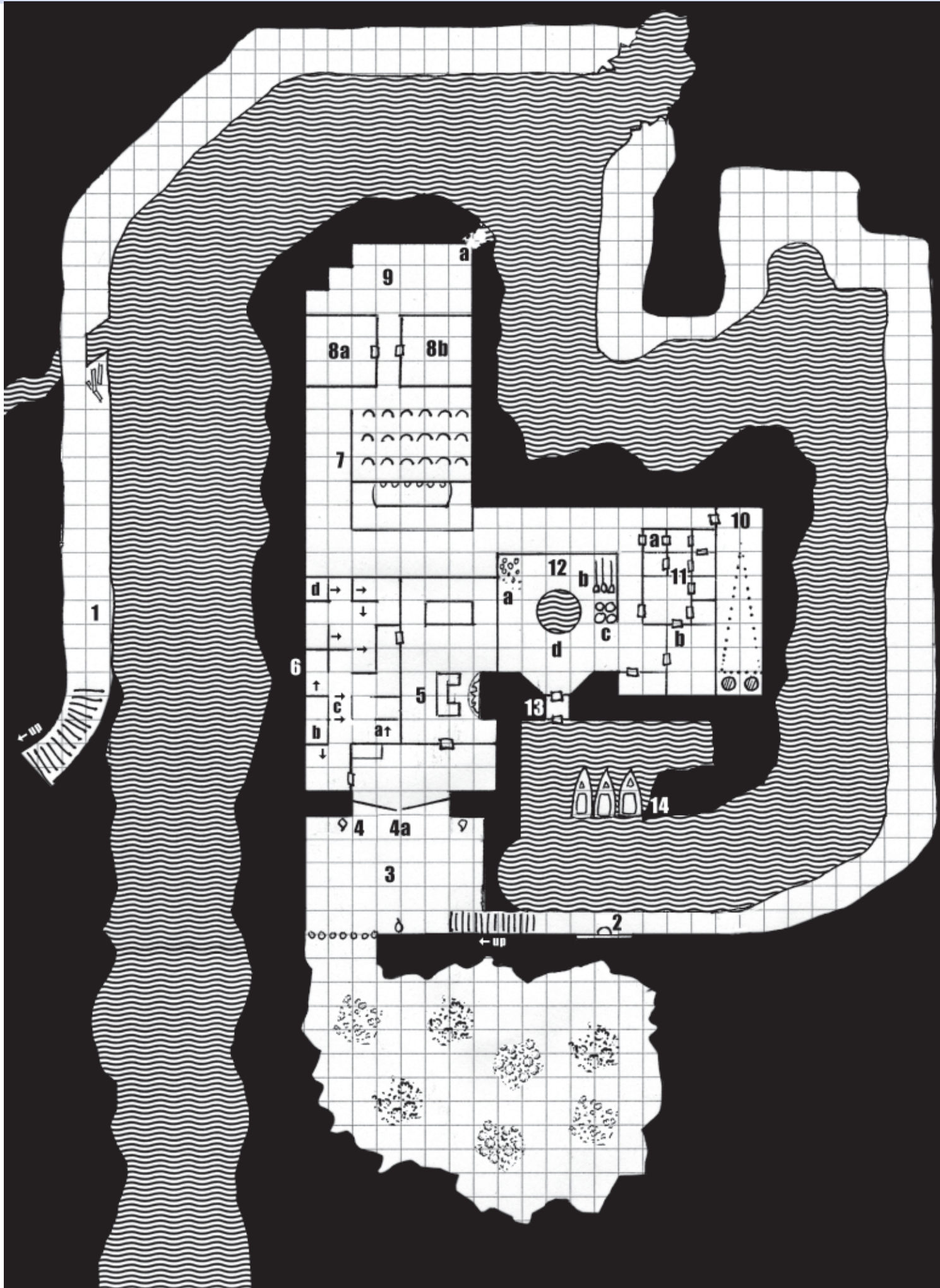
14. A chess-playing wraith flanked by two gnomish guards: AC5. If no Checkmate occurs within 5 min, the gnomes will attack and the wraith disappear.

[Level 3a ? Gallmare's quarters ?

In room 11 on level 3, where the adventurers meet Gallmare "the first time", there is a staircase hidden behind a secret door. It is possible that this might lead to Gallmare's quarters, the description of which has been lost. This part, as well as the whereabouts of the scroll he has stolen, will therefore have to be re-written by the DM based on the clues that can be gleaned from the rest of the adventure description.]



# Level 4 The river path





8. a) In the corner stands a decent-looking sword. Under stress, however, it will break. b) Thrown over a chair hangs a large cloak: Cloak of Illusions - which enables the wearer to assume any shape what so ever.

9. Garbage room. Lots of junk - of no value - and a terrible stench. Anyone remaining inside for more than 4 turns stands a 25% chance of having to save vs. gas poisoning, after each subsequent turn the risk increases by 5%. b) chute

10. Illusion. Upon entering the room, the door slams to and two globes of stone start rolling towards the characters, after which two hand puppets appear. One of the puppets tells the truth, the other

1. After moving 120' the characters will start to feel drowsy, and will fall asleep after 240' - unless washing themselves in the river first. Any character who falls asleep on a square parallel to the river stands a 1-2 on d6 risk of falling into the water - and thereby waking up.

2. Turning this ring will activate a trap that pushes the character into the river, while causing an alarm to go off.

3. Hall of the trolls. The ceiling is 10 yards high. The gates are 4 yards tall and the lock is placed 2 yards up from the ground level. On the opposite side a wrought iron gate is mounted: in between the bars different kinds of plants are visible, bathed in a strange light

4. Illusion. 4a) A sign above the door reads "Private"

5. A large room with a roaring fire on the E wall. A troll, sitting in the sofa, will jump up and attack any intruders. On a table, a map can be found.

6. Immediately after passing the teleporter it ceases to function. At the same time, the walls will start moving. A) One monster B) Two monsters C) A magic hat, from which rabbits may be produced D) A pot of apple juice which will raise the CON of one character by 1, once only.

7. A theatre. Many theatrical items scattered about, such as false noses, wigs etc.





- one always lies. You will never know which is which.
11. All rooms [are empty?] except two rooms a) in which you will find anyone who was teleported. b) A monster
12. a) old biscuits b) oars and hooks c) barrels of tar d) a well without walls - risk of falling in.
- 13 A lock with sliding doors (1 yard above water level)
14. Two wooden dinghies, secured to iron rings set in the rock wall

[The river continues southwards underground to map:]



[No text describing this map remains, only that it continues from Level 4. On the island in the middle of the river was outlined a shape that could be interpreted as a dragon, but this is not explained. At the south end of the map, a possible exit/entrance is indicated.]

### Conclusion

Each PC that took part and helped bring back the scroll receives 7000 GP.

### For the DM only

If the scroll had been used, it would have released all [existing] water from its foundations, possibly causing the whole world to become flooded. The evil ones had planned to use the scroll for purposes of extortion. When the scroll has been handed over to Goodmore,

the adventurers are offered the opportunity to stay at Goodmore's special academy to study and gain XP sufficient to increase a level.

Goodmore takes the scroll and sets fire to it in front of the adventurers. If they should wonder why they themselves couldn't have been entrusted with its destruction, Goodmore replies: "To make sure that it really was destroyed".

*Bo Fangeborg*

*Text and maps transcribed by Martin*

*Illustrations: www.osr-ink.se + Joakim Nilsson*

## SpaceSnoozer • Episode 1

### Episode 1: Something has damaged the ship! Roll 1D6

1. Get the data and quickly understand the extent of the damage. **MA + 1D6 over 4.**

**Fail!**= You are pierced in one millisecond of by millions minimal evil particles. You die.

2. Seal the worst leak from outside! **MA + 1D6 over 4.**

**Fail!**=You f:ed up and are now gliding away from the ship bound to die painfully and incredibly alone.

3. Realize that you cannot fix this yourself. **M + 1D6 over 7.**

**Fail!**=To not realize one's limitations in space equals death!

4. You try to awake another random crew member to help you fix things. (It's cool! these things are certainly although fine printed, clearly "noticeable" in the clause on every crew member's 2001 page heavy contract) **TA + 1D6 over 5.**

**Fail!**= Instead of waking someone everyone dies . (Yes, you too ) Nice going! You nincompoop! (Explanations are not necessary in sci-fi!)

5. You are now playing the one of the crew members you woke up. **TA + 1D6 over 5**

**Fail!**= That idiot messes up everything and implodes the ship. Do I need to mention that everyone dies?

6. You are you again. Just hope that this creaking ship can hold it together enough to survive. **M + 1D6 over 7.**

**Fail!**= You freak out entirely and take a long cold walk on the outside.

Congratulations on surviving! You get **1 point to add to M.** Make sure to rest a little before the next space disaster.

Then, go to page: **24**



# SPA VAPID

## - PART 2

*Welcome to part II of my role-playing milieu: Spa Vapid.*

*In the last instalment, we got to know the surroundings and the people of Spa Vapid. In this sequel we will delve deeper into each person's hidden agendas, before rounding off with a few adventure suggestions.*

Now might also be a good time to briefly describe a concept from my campaign world. In the last issue of Mjöltnir, the beverage 'Wattel', invented by Bo Leuf, was introduced. Now, we're going to take a look at Morris.

Avid readers of Mjöltnir will have spotted it first mentioned in Issue #5, where characters in Peter Mattsson's scenario Attack on the Unicorn are seen chewing a root called Morris.

I considered this idea so good that I borrowed it. In my world, however, Morris is smoked in pipes.

The "Deitists" are a cult who consider everything separating us from the gods to be evil. They are fanatically opposed to e.g. magic and science. They are also against all use of intoxicants such as alcohol and Morris. In fact, they're against most things. Only what may be reached through divine contact is considered good and real. What the gods themselves think of the Deitists I leave to the game master to decide.

The "Necators" is a guild for assassins. They have a local chapter in the nearest big town where they pick up assignments, and where they instruct their members how to carry out killings in the best way.

### STAFF

Most of the employees at Vapid Spa carry some secret or other. Some, the players will be able to find out - others will be forever hidden. For everyone

except the GM, of course.

#### **Proprietor Doktor Heinrich Schlimmermann**

knows that Valentin de Veer is out to get him, but not who de Veer actually is. That it might be one of his own staff would never occur to him.

Heinrich has paid Hycaintia to find out exactly who Valentin is, and to perform a discreet murder,

#### **Head nurse Sister Vecks**

is a religious fanatic. She is secretly a member of the Deitists and visited the cult HQ a few days ago, where she partook in the assassination of an arch mage/scientist (select the option that suits your campaign best) - but was also seen committing the crime. The royal secret police is on her trail, with the aim to apprehend and bring her to the city for questioning.

#### **Matron Miss Jacoba Vogelhuber**

is the only one present without any hidden agenda. She is just as kind and sweet as she seems.

In other words; a perfect scapegoat. At several of the crimes committed in the vicinity, one will discover clues incriminating Jacoba, such as a barrette, her apron or even her mobile phone.

#### **Majordomo Mesak Ciconia**

is gay, and knows that Sister Vecks strongly disapproves of this. Unfortunately he was spotted at

the bar “The Flying Oyster” by de Veer, who plans to out him unless he does what de Veer asks.

de Veer plans to obtain Mesak’s help when plundering Doctor Schlimmermann’s coffer.

### **Maitre d' Helmuth von Moltke**

harbours a secret; many years ago his brother Herman was killed in a duel, by Commander Hubertus Senap. Helmuth swore, then, to avenge his brother and will soon be able to carry out his plan. He has stolen a firearm from Hyacinthia’s chambers, fully confident that Hyacinthia will not make an issue out of it - as firearms aren’t permitted at Spa Vapid.

### **Head chef Oliver Dickson-Wright**

is getting tired of Spa Vapid. Blumme has suggested he might become head chef at the Blumenthal residence, something Oliver is seriously considering. Odious is doing all he can to prevent this.

### **Musical director Oscar Coblin**

pushes his musicians to the brink of exhaustion and pays bottom wages. He owns a conductor’s baton made of hardwood, stored in a special oblong case.

What he doesn’t know, is that the new 2nd violinist in fact is private detective Dorothea Holmlund, on the trail of the Daniettes sisters, to arrest them for fraud.

### **Head of P.T. Major Benedict Gson Eagle-Owl**

is, in fact, Valentin de Veer in disguise. he is out to get Doctor Heinrich Schlimmermann, who he thinks has stolen money from him (See “the Tale of Spa Vapid”, Mjöltnir 8).

He is not quite sure how to go about this, but bides his time, waiting for the right opportunity.

de Veer is only after the money - not to actually harm Schlimmermann.

## **PATRONS**

### **Commander Hubertus Senap**

has figured out that the Head of P.T. is a fraud.



### *Dorothea Holmlund*

There aren’t any Majors in the the fleet, not even in the Arverian. He has decided to expose de Veer - just not when.

### **Wealthy ne'er-do-well Carl Blumenthal**

risks becoming engaged to Hyacinthia Coriander, something Odious is trying to stop with all his might.

Blume is considering the hiring of Oliver Wagner but Odious senses competition. He has befriended Edith who will convince the Duchess to employ Oliver.

### **Tribulating Actor Ernest Cunningham-Smythe**

is constantly on the prowl for Morris. He is devoted to the arts and this is his way of relaxation. Little Hortensia is his keen supplier.

Cunningham-Smythe is easily talked into hosting special song and poetry recitals in the grand hall. Sister Vecks is very fond of these. - He’s so handsome, she thinks, and if she does - so does the Doctor.

### **Fabricator Sigmund Courtage**

is a secret glutton and often pops down to “The two-horned unicorn” for a hearty repaste. Com-

*Ernest Cunningham-Smythe*



mander Senap has seen him sneak out and now threatens to expose him to the Doctor.

### **The Daniettes Sisters**

are not, actually, sisters. They're a couple. And they've found out a brilliant way to earn money.

As Sofia is the more social of the two, she often takes the role of approaching a victim - ideally the wife of some rich person. Sofia tells her a sob story of how the scoundrel de Veer cheated them out of their money, and how Sofia now has to seek employment with a well-to-do family.

Being a friendly and hard working employee, Sofia quickly becomes well-liked, while casing the joint. When the family's away, the two strike. Bengta, being a skilled burglar, "kidnaps" Sofia and quite often manages to extort ransom.

Sofia has forgotten that she once used to work in the same place as Edith.

### **Spice Peddler Tobias Coriander**

Koriander has taken to Blumme, together with whom he often tries to hatch all kinds of impossible plans. Blumme usually just nods amicably, occasionally suggesting some "improvement" or other.

Coriander's background isn't altogether immaculate: when young he seduced a middle-aged woman out of her money, enabling him to set up his own business. He has no inkling that the Duchess is, in fact, that very woman.

Bust she hasn't forgotten.

### **Mrs. Elsa Coriander**

suffers from pathological kleptomania, and does her best to sneak into guests' rooms to pilfer small items. This is why her room is full of jewelry, books, mobile phones and other items belonging to guests.

### **Hyacintia Coriander**

plans to inherit big money. Husbands die so easily. Like, for instance, Blumme.

Hyacintia is a member of the Necators.

### **Hortensia Coriander**

has, despite her young age, developed a certain knack for blackmail. Who would ever suspect such a young lady?

Once, she snuck into Mustard's place and managed to read through his personal notes. Since then, she's able to get a little bit of extra pocket money by visiting de Veer now and then.

She is also Cunningham-Smythe's supplier of Morris.

### **Duchess Dowager of Dannysburg**

isn't as gaga as one might think. Even though her body is weak, her mind is razor sharp. She is the

widow of the Duke of Dannysburg who was killed in a coup 30 years ago, an injustice she'll never forget. The guilty party was Hubertus Senap who at the time led a small patrol on a raid against Dannysburg.

Even if the Duchess is unable to carry out the revenge, there's always Edith, to help with practical matters.

In addition, before marrying the Duke, she was the victim of a scam carried out by Tobias Coriander.

Edith, on the other hand, was blamed for a deed carried out by the Daniettes Sisters, and therefore has her own revenge to carry out. This is what caused her to be fired by Baron Goldbutt. In addition to all this, Edith is stark raving mad. Behind her mousy apparition hides a devil worshipper of

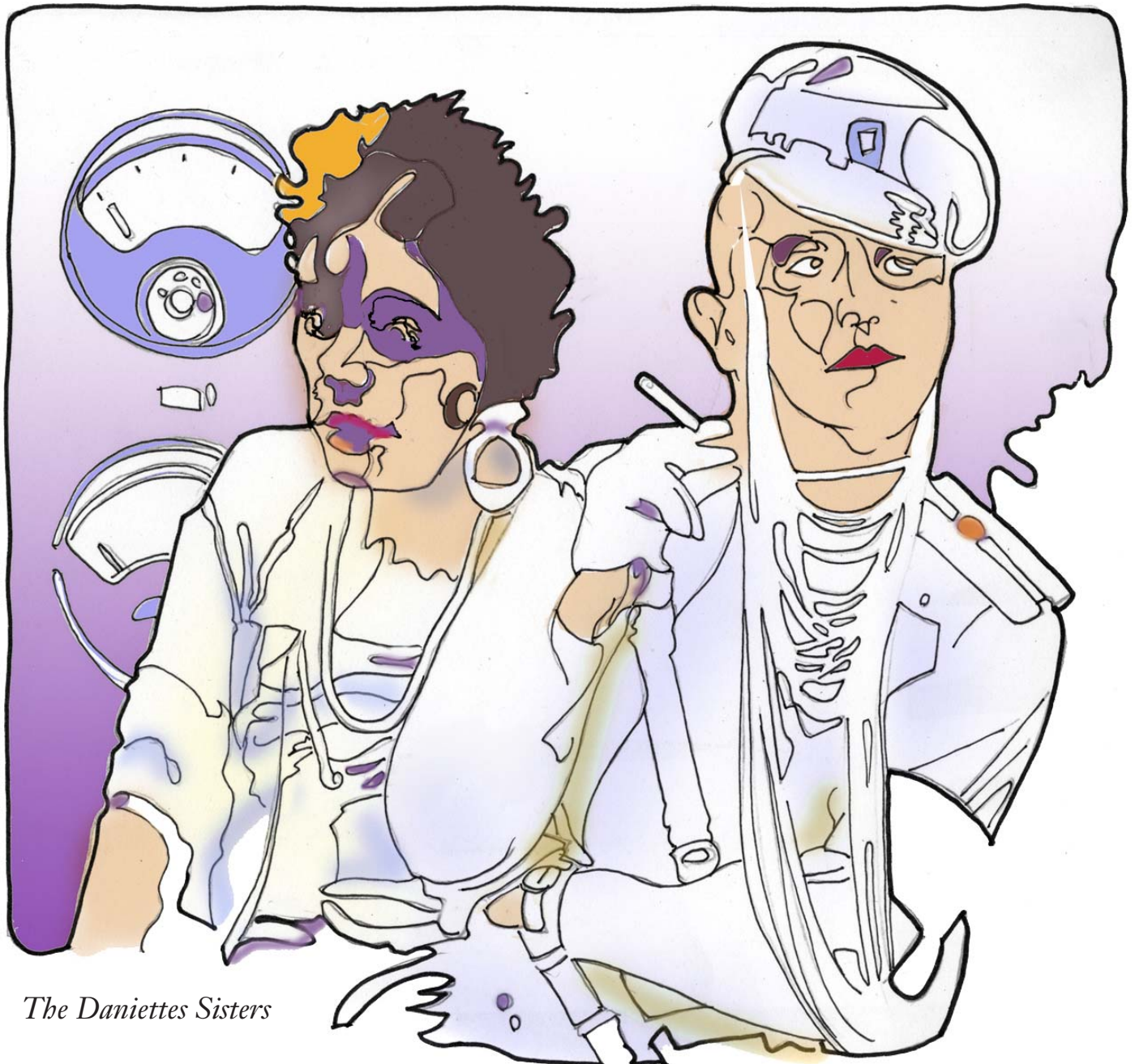
the most sinister kind. It was the Goldbutt Scandal that finally pushed her over the edge.

In the evenings, when the Duchess is asleep, Edith performs her rituals in her bedroom.

## SCENARIOS

The following are some suggestions for adventure scenarios. I won't supply any details, as I believe any competent GM will be able to add these him/herself.

**1.** One weekend night, the time has come. Ernest has promised to arrange a song and poetry recital in the grand hall, accompanied by a full orchestra. The audience can look forward to ditties such as "*Plant some tulips for mother in moss*" as well as patri-



*The Daniettes Sisters*

otic and religious songs. That's when it's time for de Veer to strike.

The Doctor's room is empty and finding his personal fortune will be easy. Mesak has been instructed to keep watch outside.

The player characters have, however, out of pure survival instinct, kept as far away from the show as possible, and will be found strolling in the park.

They will therefore be surprised to find Mesak on guard and Eagle-Owl entering the Doctor's room.

Having grasped the situation they have several choices; from raising the alarm to laying their own hands on the money - and anything in between.

In addition, de Veer is a wanted man, offering the players another chance to earn some money.

**2.** Hyacintia has tried to find a private moment with Blumme for a long time. She thinks it will be easier to propose to him that way. But on every occasion, Odious has turned up, reminding Blumme of some imminent matter, such as deciding tomorrow's menu, selecting new silk stockings etc. Hyacintia has had enough of this, and thought up a plan, which will be carried out.

She approaches one of the player characters with a note, asking it to be forwarded to Blumme, or preferably Odious. It reads "*Dear Carl. I have something important to tell you. Meet me in the boat house when the orchestra stops playing. Your own Hyacintia.*"

She's also passed a similar note to Blumme himself, but in that instead given "the alcove" as the location. In this way, she hopes for a private moment with Blumme. What she couldn't foresee is that Blumme has left the note out, enabling Odious to see it and get savvy to the plot.

Odious thus approaches the player characters asking for help. He doesn't want anything illegal to happen but hopes they will cause such a disturbance that a proposal will be impossible.

It's not easy to ask for someone's hand in marriage with a barber shop quartet practicing nearby, for example.

**3.** One morning the Daniettes Sisters have disappeared. The Doctor is naturally upset, assuming they've upped without paying the bill. Miss Holmlund (q.v.) is also upset, as she won't get a reward if she can't arrest them. She therefore asks the players for help.

It is, of course, Edith who has drugged the couple and carted them off, by wheel barrow, to a cave in the vicinity of Spa Vapid. The following night is



a full moon and Edith plans to sacrifice them to the demon she worships.

(To provide clues, wheel barrow tracks leading to the cave might be observed by the players etc. If the players are eager for combat, why not let them meet some summoned abomination from the nether world).

**4.** The players have been offered a large sum of money to kidnap Sister Vecks. She has to be brought, alive, to the HQ and her room preferably searched for documents about the cult.

In a secret compartment in Sister Vecks' desk (reachable via a secret button inside the top right drawer), a papyrus scroll - rolled around a phial of

vinegar - can be found. Papyrus is - as everyone knows - destroyed by vinegar, so smashing up the desk will destroy the scroll.

**5.** Hyacinthia has gotten it into her mind that one of the player characters is de Veer, and attempts to assassinate him - perhaps during the Porridge stroll, or by poison.

Upon delivering the would-be fatal blow, Hyacinthia will give herself away by uttering "Prepare to meet your maker, Valentin de Veer". She will, however, fumble and only injure the character instead of killing him.

Should she employ the use of a weapon, it will be this weapon that later turns up at the scene of the murder of Hubertus Senap.

**6.** The players chat up beautiful Hyacinthia who gets an idea. Someone stole her favourite weapon and she tells a moving story of how it was passed down through her family, that she had to guard it, and she doesn't know how to use firearms, and now it's stolen and daddy will be so angry...

...then starting to cry and asking the players to find it for her.

The weapon is hidden in a secret locker in von Moltke's place - where it will be almost impossible to find. After the murder of Hubertus Senap, however, it will be easily found with Jacoba.

**7.** The players visit Spa Vapid incognito, either as guests or by taking employment. Their mission: to identify members of the assassination cult.

Should they start investigating any of the murders (or other incidents) occurring, they'll find planted evidence pointing to Jacoba Vogelhuber, who - naturally - is completely innocent.

**8.** Tobias Coriander has thought up (what he thinks is) a good idea. From the nearest town he has ordered a wand identical to Oscar Coblin's conductor baton, the only difference being that this wand procures a rabbit everytime it's waved. He thinks this will improve the concerts immensely.

He has also convinced Blumme to make the switch. Blumme has no idea how to do this and will happily pay the player characters to perform this task. Should they be discovered they will be barred from Spa Vapid. For life.

**9.** One evening, Coach can be heard howling on the moor. Upon arriving, guests and staff will discover Hubertus Senap dead, shot in the back. How the players solve this mystery is up to them. With a bit of detective work they'll be able to unearth several potential motives for the murder. Noone has any alibi but only one has the possibility: von

## SpaceSnoozer • Episode 4

### Episode 4: Distress call from beyond. Roll 1D6

**1.** Wake up, intercept and track the ship in distress. **T + 1D6 over 3.**

**Fail!** = That was actually a devious bogus ploy. You just joined the invisible choir!

**2.** Reply to the SOS and determine your action. **T + 1D6 over 4.**

**Fail!** = You received a virus via the signal. The ship loses all oxygen. Sorry Dumbo!

**3.** Get information from earth records. **T + 1D6 over 4.**

**Fail!** = Old useless data. Time to bail? Hm ... too late! You snuffed it!

**4.** Enter the danger zone. **MA + 1D6 over 4.**

**Fail!** = It's a trap! Too bad you are more of a slug than a cobra. Well well... too late sucker!

**5.** Enter the distressed ship and search for survivors. **MA + 1D6 over 5.**

**Fail!** = Everyone on board is a SpaceZombie! And now...so are you!

**6.** Rescue the survived crew. **TA + 1D6 over 6.**

**Fail!** = Everything looked so damned good! Too bad you stumbled and fired a shot through the ship's hull! Everyone is sucked into space through the hole like silly string.

Did you make it? What a hero! Ah! No one likes a brag. Take **an extra point on T.**

Next, go to page: **6**



Moltke, who owns the murder weapon. It will be discovered with Jacoba Vogel, covered in finger prints belonging to Hyacinthia who has used it for an earlier murder. Helmuth himself uses gloves.

## CONCLUSION

There are of course plenty more potential adventure possibilities for those who wish. Fans of table top may for example recreate the battle of Rorke's Drift with 3000 orcs / stormtroopers attacking.

If you prefer diplomacy, a high level meeting can be held at Spa Vapid.

For a darker tone, make the spa into a refugee camp during an ongoing war (if one is at hand).

A few words about inspiration.

Most of the characters at Spa Vapid are taken from fiction (and some exist in real life).

That Blumme might emerge from a Wodehouse novel is hopefully clear to all.

Dorothea Holmlund is a female Sherlock Holmes.

Tobias Coriander is based on the main protagonist in "Söndagspromenaden" by Lars Forsell.

The Duchess appears in "Murder on the Orient Express" as Princess Dragomiroff.

Ernest Cunningham-Smythe borrows somewhat from [Swedish actor] Torsten Flink.

Mesak Ciconia is loosely based on the Maître d in "Remains of the Day".

Jacobina comes from the operetta "The White Horse Inn" in which she is called Josepha, as does Sigmund Courtaige - under the name Sigismund Sülzheimer.

Many books and films take place in spas. Above all I'd like to recommend Ian Fleming's Thunderball - both the book and the film version. Another film is "Dark Eyes".

If you can find "Midt i en klunketid" by Benjamin Jacobsen it also contains some good ideas.

And finally, we mustn't forget Sorglösa Brunn by Povel Ramel.

I hope Spa Vapid has provided you with some inspiration and a different milieu.

*Clas Kristiansson*

*Illustrationer: Efraim Bolt-Gidney, OSR-INK*

## SpaceSnoozer • Episode 2

### Episode 2: Space monster on board!

1. Take in the horrible situation and leave the hypersleep vault quickly. **A + 1D6 over 3.**

**Fail!**= You lazy knuckle dragger! You have just served yourself up as incubator buffet!

2. Get the computer to inform you and also track the intruder. **T + 1D6 over 4.**

**Fail!**= You suck cosmically at computers, but manage to see a funny cat clip just before you get your head chewed off. That's something, at least.



3. Arrange and come up with a plan. **TA + 1D6 over 3.**

**Fail!**= You are probably not quite awake yet. But whatever you are my friend, is dead! Snooze on that one!

4. They are coming from all directions! Let's Rock! Time to blast off an epic load! **MA + 1D6 over 6.**

**Fail!**= At least you died like a true hero! Good work! But still...Game over man!

5. Set the ship's computer to T minus 30 min to autodestruct while you get your ass to the escape pod. **MA + 1D6 over 5.**

**Fail!**= You do can't understand what happened but wake up nauseous and worn, attached to a sticky wall. No one can help you now.

6. Frak! Another monster was hiding in the escape pod! **MA + 1D6 over 7.**

**Fail!**= Eternal darkness with small flashes of pain and despair. You're soooo dead.

Did you succeed? I refuse to believe it!  
Experience adds: **+1 on A.**

Next, go to page: **27**



This being is a

# Drakkai

and appears only in the Swedish-language version of this fanzine, in a feature on new races for the Swedish AD&D clone Dunder & Drakar. The Swedish version of Mjöltnir 9 also contains a feature on how to convert monsters and spells from AD&D/clones to the Swedish OSR RPG Svärd & Svartkonst. Mjöltnir 9 in Swedish is freely downloadable from: <http://mjoltnirfanzine.yolasite.com>



# CREATURE CORNER

This time, Creature Corner presents a selection of mythological beasts from Chinese legend, adapted for AD&D1e/OSRIC/clones.

## Yan Wei



FREQUENCY: Very rare  
NO. APPEARING: 1  
ARMOR CLASS: 3  
MOVE: 15"  
HIT DICE: 11-12  
% IN LAIR: 90%  
TREASURE TYPE: DM's discretion  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 1-6/1-6/2-8  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: Nil  
MAGIC RESISTANCE: 50%  
INTELLIGENCE: High  
ALIGNMENT: Lawful good  
SIZE: L  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

The dual-headed human snakes Yan Wei are found mainly in sacred places, guarding treasure of lawful good minions, or as watchers over some evil. In this respect, they act similar to Guardian Nagas. In addition to both heads' poisonous biting for 1-6 points of damage, and constricting for 2-8 points, the Yan Wei can spit poison from both heads at an individual creature at up to 3" range. If the victim fails to make its saving throw versus poison the spittle will kill.

The scales of the Yan Wei are purple. Its two faces are of female appearance; both heads sport silky crests.

## Shan Hui

FREQUENCY: Very rare  
NO. APPEARING: 1-8  
ARMOR CLASS: 2  
MOVE: 24"/48"  
HIT DICE: 8  
% IN LAIR: 5%  
TREASURE TYPE: none  
NO. OF ATTACKS: 2  
DAMAGE/ATTACK: 1-12/1-12  
SPECIAL ATTACKS: Magic use  
SPECIAL DEFENSES: Nil  
DEFENSES: Nil  
MAGIC RESISTANCE: 50%  
INTELLIGENCE: High  
ALIGNMENT: Lawful good  
SIZE: M  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil



Near the river mouth beneath Mount Lawful, you will find a certain beast. Its shape is like a dog, with a human face. It is very friendly - upon seeing a person, it will smile and laugh. It walks like the wind; not long after it appears, there will surely be a storm.

Shan Hui may, once per day, cast each of the following: Wind walk and Control Winds (up to 60 mph).

## Feathered men

FREQUENCY: Very rare  
NO. APPEARING: 2-12  
ARMOR CLASS: 7  
MOVE: 9"/18"  
HIT DICE: 4  
% IN LAIR: 30%  
TREASURE TYPE: DM's discretion  
NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 1-4 or 2-8  
 SPECIAL ATTACKS: Nil  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Average  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil



The kingdom of feathered men is inhabited by a race of men with very long heads, and feathers sprouting from their body. They have beaks like birds, red eyes and their heads are white. They can fly, but not very far. They hatch from eggs, and have the appearance of holy men.

All feather men are non-aggressive and will fly away from any danger. If cornered they can peck (1-4 hit points) or kick (2-8 hit points).

## Suan Yu



FREQUENCY: Very rare  
 NO. APPEARING: 1-4  
 ARMOR CLASS: 5  
 MOVE: 24"/48"  
 HIT DICE: 6  
 % IN LAIR: 40%  
 TREASURE TYPE: Jade  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: 1-6 / 1-6 / 1-6  
 SPECIAL ATTACKS: Magic use  
 SPECIAL DEFENSES: Nil  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Semi-  
 ALIGNMENT: Neutral  
 SIZE: M  
 PSIONIC ABILITY: Nil  
 Attack/Defense Modes: Nil

On the north side of Jing mountain, where yams and chili grow, there is an abundance of jade. A kind of snake-like bird lives there, with four wings, six eyes and three claws. Its call and appearance are fearful.

Suan Yu may, once per day, cast Fear, as well as emit a cone of sound, 12" long and 3" wide at the base. All within it must save versus magic. Those saving are stunned for 1 round and deafened for 2. Those failing the saving throw sustain 1-10 hit points of damage, are stunned for 2 rounds and deafened for 4.

*Martin*

*Source: Shan Hai Jing*

## SpaceSnoozer • Episode 3

### Episode 3: Asteroids! Roll 1D6

1. Recover after sleeping for what now seems a lifetime. **M + 1D6 over 3.**

**Fail!**= What are you doing in space really? Dying! That's what you do in space!

2. Steering through the first asteroid belt. The computer gives you the odds of 20%. **T + 1D6 over 5.**

**Fail!**= You're now a small sticky patch on a big stone hurtling through space.

3. Scan and calculate the rest of the belts. **T + 1D6 over 5.**

**Fail!**= You should never have left earth at all am-I right-or-am-I right?

4. Steer through belt 2. The computer gives you the odds of 5%. **MT + 1D6 over 5.**

**Fail!**= Space is eternal. But you my little friend, are a waste of space!

5. Wake someone up who is better than you at this. **MTA 1D6 over 6.**

**Fail!**= Better luck next life you pointy-eared nerf herder!

6. You now play the one you woke up. And trying to maneuver against hopeless odds **MTA + 1D6 over 6.**

**Fail!**= Hangovers apparently last until you wake up. But you don't need to think about that anymore, since you're dead like dodos.

Made it? Amazingly good job! I'm not being ironic! I think... help me out here! Mastering irony is too complicated in a multidimensional universe. It looks like you are actually learning! **Add 1 to T.** Then, go to page: **23**



## SpaceSnoozer • Episode 6

### Episode 6: Love conquers all. Roll 1D6.

1. Realize that you will live and die all alone here. **M + 1D6. Over 6.**

**Fail!**= You can't handle it and blow yourself out of the airlock.

2. Get yourself entertainment. **T + 1D6 over 6.**

**Fail!**= You manically rock against an extraordinarily grey wall until you starve and die.

3. Don't lose your mind. **M + 1D6 over 8.**

**Fail!**= You read Lovecraft until you think it's your own diary. Your brain escapes your head.

4. Do not take your life. **MH + 1D6 over 6.**

**Fail!** = You're dead! Whatever you thought happens after death, you've been 100% wrong. Chew on that one!

5. Wake someone up to be able to face life together with **H + 1D6 over 6.**

**Fail!**= Ooops! You beamed out into space instead. Sh\*t happens!

6. Explain your choice to the person concerned. **M + 1D6 over 8.**

**Fail!**= The person realizes that you stole their whole life and chokes you with your heart-shaped chocolate box and then him-/herself.

Did you make it? Congratulations! The whole universe rejoices! You live happily together in luxury until you both die old and fulfilled. The TV company is considering doing a new season! (How the frag did this happen? I Must have written a too easy game! Silly me!)  
THE END ...or is it?

*Joakim Nilsson*



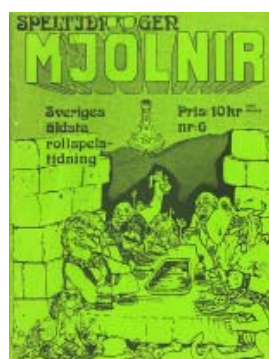
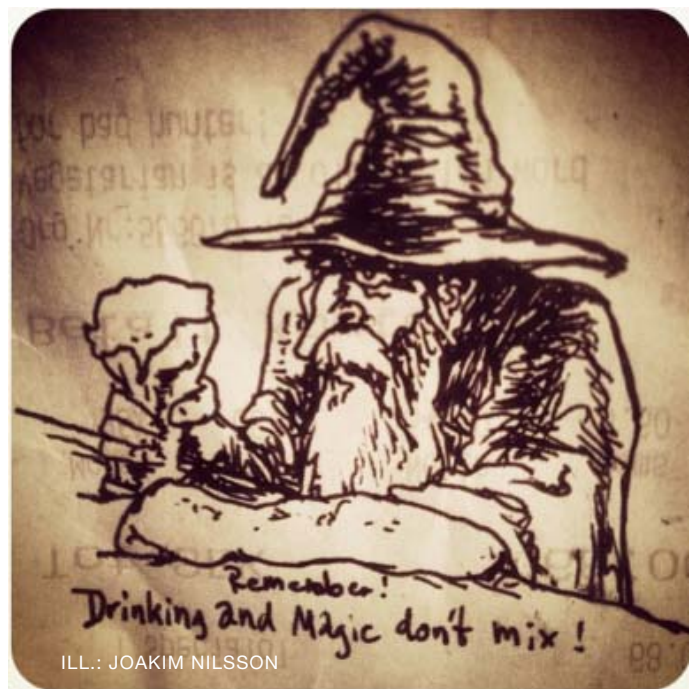
# THE SMITHY

– magic items presented by  
Brock & Sindre

## Magic pen

Writes magic on any surface. Writing can only be removed by the spells "Erase" or "Dispel Magic".

*Bo 7*



Original print copies of  
**Mjölknir 6**

from 1983 are still  
available!

A limited number of  
copies from the original  
print edition, in 'mint  
condition' (*in Swedish only*). Order your copy  
of this collectable cult fanzine straight out of  
Sweden's pioneer RPG era, here:

<http://www.etsy.com/se-en/shop/DweomerShop>





# AND Magazine™

AND-MAG.COM

Articles, Adventures,  
New Monsters, New Spells,  
and New Magic Items

Home of Wizardawn  
and the  
Triskelion Megadungeon

*Filling in the  
gaps for  
Old School  
Gamers*

**And-Mag.com**

...@gmail.com

*The Dead rise!*

**OUT OF BLACKEST EARTH**

**PAY WHAT YOU WANT**

*In the depth of the jungle,  
a terrible and ancient foe  
has awakened...*

**TEMPLE OF THE APE GOD**

3\$

**THE DEVIL IN THE CRYPT**

*Death will come on  
swift wings to those  
who disturb the tomb  
of the Black Pharaoh!*

**COMING SOON!**



In search of adventure?  
SVARTKONST Co. brings you pure pulp fantasy mayhem.  
Find us on DriveThruRPG.

**DriveThruRPG**

FIND OUR PRODUCTS @  
[www.DriveThruRPG.com](http://www.DriveThruRPG.com)