



Devasus

FEATURES:

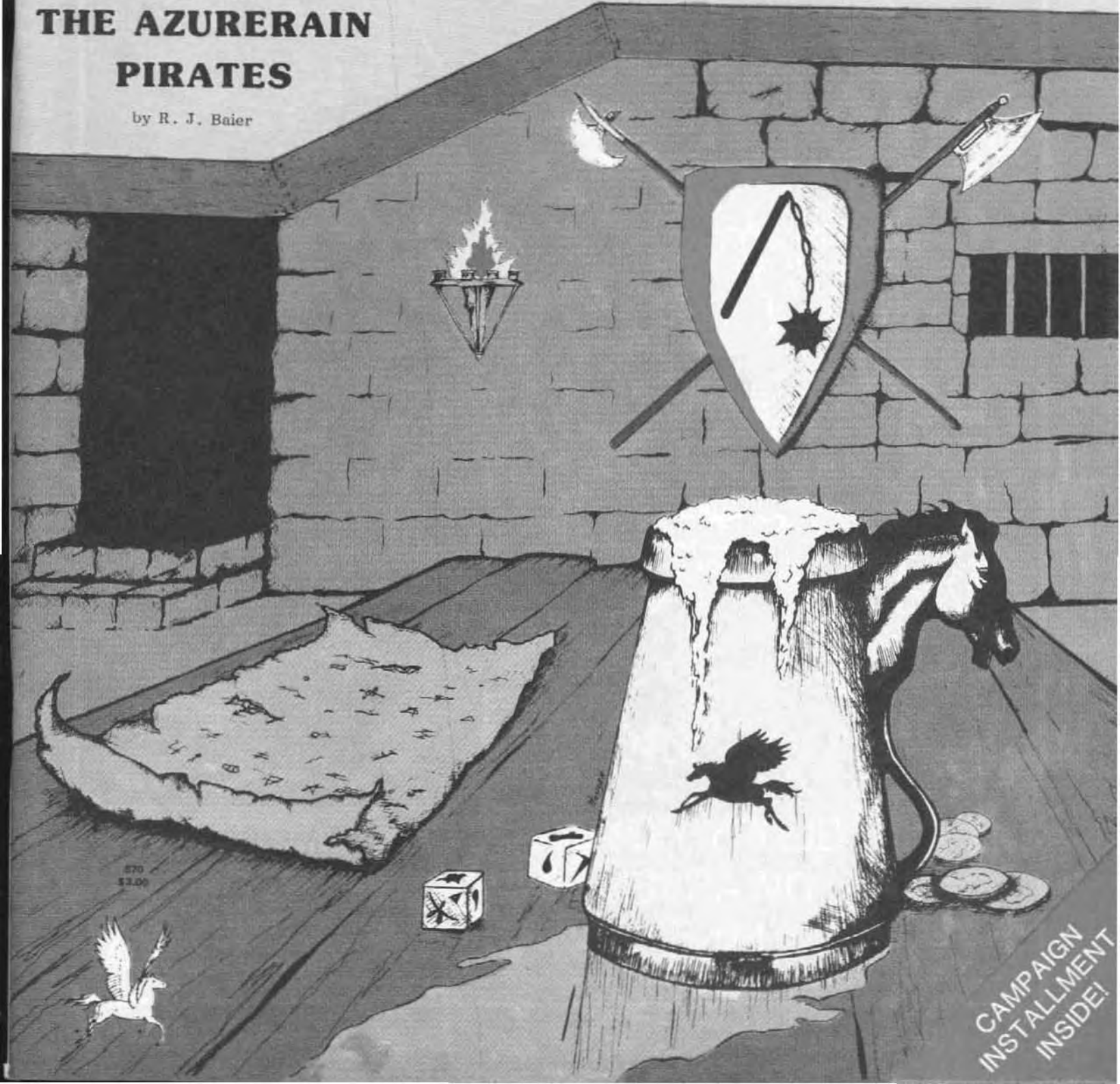
BLOOD TRIBUTE by David F. Nalle

RULES FOR KAISSA : Gorean Chess by Paul Elkman

FANTASY INSTALMENT:

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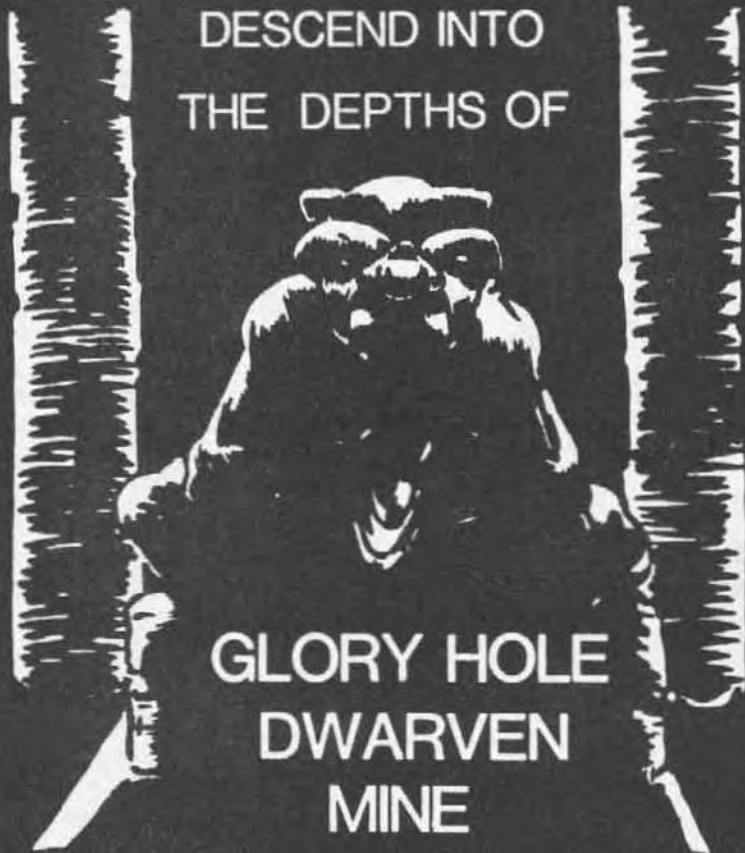
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IMPERIAL

Pegasus

ISSUE SIX

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HORSE FEATHERS

EDITORIAL
by Edward R. G. Mortimer



Greetings once again. We have a very interesting issue for you, and I hope you enjoy it. C. J. Henderson has given us a review of the fantasy and science fiction movies of 1981, and he has some comments of worth that you should read before planning to see them (whether at the movies or on cable TV). C. J. also brings us a review of an hilarious sci-fi novel by Douglas Adams, *A Hitchhiker's Guide to the Galaxy*, a book all good space cadets should own.

As a special treat, Pegasus, and Ragnarok Enterprises have combined efforts to bring you David F. Nalle's adventure, *Blood Tribute*. *Blood Tribute* is a scenario for use with *The Ysgarth Rule System*, a new FRP system scheduled for release on March 17 of this year. *The Ysgarth Rule System* is an expanded version of the *New Ysgarth Rules* which have been available for some time from Ragnarok Enterprises.

I think a few words should be said about Ragnarok Enterprises because I think they are an up-and-coming FRP game company. They publish a very good fanzine called *Abyss* which, I understand, is to be expanded in the very near future. *Abyss* always has some very interesting articles on FRP, and anyone interested in obtaining a copy or subscription should send an inquiry to:

Ragnarok Enterprises
1402 21st St. NW
Washington, DC. 20036

A catalog of all their releases should also interest all you serious gamers out there and can be obtained by writing to the above address.

Debye Pruitt, one of our very own JG people, has presented us with a very good review of an FRP/horror novel by John Coyne called *Hobgoblin*. Both the review and the book are very interesting reading.

This issue also includes rules for Gorean chess adapted by Paul Elkmann from John Norman's *Gor* series of fantasy novels. An interesting variant to "normal" chess, this might be the start of something big.

Now, to get to some serious stuff: in this issue, we have included a **Reader Survey**. It is very important to us that you take the time and effort to complete this form and return it. We want to make the *Imperial Pegasus* the best magazine on the market, but we need your input to do this. We must know what you want in order to give it to you, so, please, use the **Reader Survey**.

We are proud to welcome a new contributing artist to our Guild, Russ Steffens; check out his art on page 19 and in the **Guildmember Installment**. We hope to soon have a few covers done by Russ, as well as other material, both in this magazine and in other Judges Guild products. Keep your eyes peeled for more of Russ's excellent artwork in future releases.

Lastly, we are going to be putting together a science fiction issue very soon. So, if you have any good sci-fi articles, scenarios, or whatever, don't hesitate to send them in to us.

Well, that's about all for now, so, until next time. . .

Ed, the Editor



ATTENTION



EXPRESS YOUR OPINIONS USE THE READER SURVEY (pages 5&6).





READER SURVEY



We have often communicated with individual readers as to what they want to see in our magazines. But we feel that this method of gauging the wants of all our Guildmembers and readers is less than perfect.

What do you think of our magazine? We want to know, and here's how you can tell us. This is your opportunity to tell us what we're doing right or wrong. Please fill out the questions you want to answer and skip the ones you don't. Everything we can find out from you will help us to serve you better. If we don't ask for something that you'd like to tell us, please add it on. We'll read it all and act on it.

You may copy this page or cut it out (please don't tear it out) and send it to: **The Imperial Pegasus**, 1221 N. Sunnyside Road, Decatur, IL 62522.

- A) Check those features of **The Imperial Pegasus** that you look for in an issue:
- 1) Articles on role playing
 - a) Fantasy Role Playing
 - b) Sci Fi Role Playing
 - c) Other Role Playing Systems
 - d) Fantasy Games
 - e) Sci Fi Games
 - f) Other Games
 - 2) Fictional short stories
 - 3) Artwork
 - 4) Convention listings
 - 5) Columns:
 - a) Horsefeathers (editorial)
 - b) Town Crier (letters)
 - c) A Stroll Through the Marketplace (review)
 - d) Gateway Quadrant
 - e) Hanging Out in the City-State
 - f) Comics
 - g) Magik Tomes
 - h) Screen Scenes
 - i) Booty List
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- 1) Yes
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- E) How many people read your copy of **The Imperial Pegasus**?
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 - 2) Two
 - 3) Three
 - 4) Four
 - 5) Five or more
- F) What kinds of articles do you look for in a gaming magazine?
- 1) Computer Gaming
 - 2) Fiction
 - 3) Fantasy Gaming
 - 4) Board Gaming
 - 5) Game Reviews
 - 6) Play by Mail
 - 7) Factual Information
 - 8) Other (please specify)
- G) What other magazines do you read often?
- 1) Ares
 - 2) The Dragon
 - 3) White Dwarf
 - 4) Journal of the Traveller's Aid Society
 - 5) The Space Gamer
 - 6) The General
 - 7) Moves
 - 8) Fire & Movement
 - 9) Strategy & Tactics
 - 10) Sorcerer's Apprentice
 - 11) Flying Buffalo Quarterly
 - 12) Wargamer's Digest
 - 13) Games
 - 14) Fantastic
 - 15) Galaxy
 - 16) Omni
 - 17) Heavy Metal
 - 18) Fantasy & Science Fiction
 - 19) Alarums & Excursions
 - 20) Wild Hunt
 - 21) The Lords of Chaos
 - 22) The Apprentice
 - 23) Different Worlds
 - 24) History of Wargaming Quarterly
 - 25) Other (please specify)
 - 26) Other (please specify)
- H) Age?
- 1) 10 - 16
 - 2) 17 - 20
 - 3) 21 - 25
 - 4) 26 and over
- I) Sex?
- 1) Male
 - 2) Female
- J) Education:
- 1) Less than 9 Years
 - 2) 9th - 12th Grade
 - 3) Junior College
 - 4) College
 - 5) Are you still a student?
 - a) Yes
 - b) No
 - c) Full Time
 - d) Part Time
- K) Occupation?
- L) Personal Income Yearly?
- 1) 0 - 5,000
 - 2) 5,000 - 10,000
 - 3) 10,000 - 20,000
 - 4) 20,000 - 30,000
 - 5) Over 30,000
- M) Classify your Home Environment:
- 1) Urban
 - 2) Suburban
 - 3) Small City
 - 4) Town
 - 5) Rural
- N) On the average, how much do you spend monthly on games and game-related materials?
- 1) Less than \$10.00
 - 2) \$10.00 - \$25.00
 - 3) \$25.00 - \$50.00
 - 4) \$50.00 and over
- O) On the average, how much do you spend monthly on Fantasy and Science Fiction materials such as books, movies, and conventions?
- 1) Less than \$10.00
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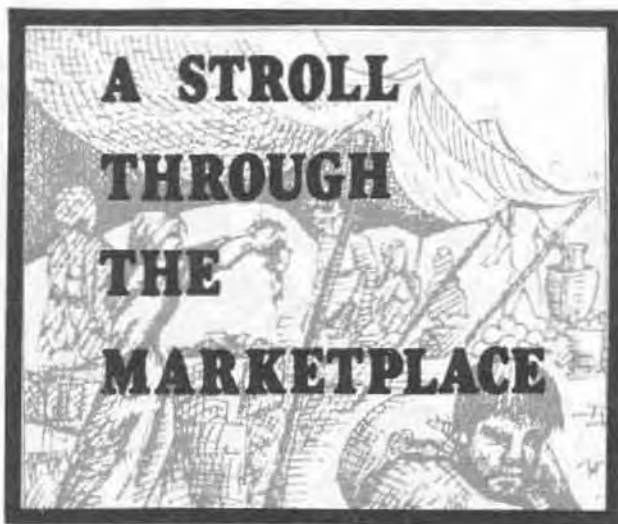
- P) Do you belong to a formal gaming club/society?
- 1) Yes
 - 2) No
- Q) Do you belong to an informal gaming group?
- 1) Yes
 - 2) No
- R) What kinds of games or game aids would you like to see from Judges Guild?
- 1) Fantasy Games
 - 2) D&D Play-Aid
 - 3) AD&D Play-Aid
 - 4) Runequest Play-Aid
 - 5) Chivalry & Sorcery Play-Aid
 - 6) Tunnels & Trolls Play-Aid
 - 7) Traveller Play-Aid
 - 8) Superhero 2044 Play-Aids
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 - b) Universal
 - 10) Empire of the Petal Throne Play-Aids
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 - 12) DragonQuest Play-Aids
 - 13) Other (please specify)



- S) Do you like games:
- 1) Boxed
 - 2) Zip-locked
 - 3) Plastic-wrapped only
- T) What size game-aids do you like?
- 1) 16 Pages
 - 2) 32 Pages
 - 3) 48 Pages
 - 4) 64 Pages
 - 5) 80 Pages
 - 6) Over 80 Pages
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- V) Do you feel The Imperial Pegasus is over-weighted in some areas?
- 1) Yes (please indicate which ones)
 - a) Reviews
 - b) Advertising
 - c) Columns
 - d) Fiction
 - e) Art
 - f) Installment
 - g) Other (please list)
 - 2) No

Is there anything else you'd like to say about our magazines, products, and services?

Thanks for your time! If you have anything else on your mind, please don't hesitate to write to us!



A Stroll Thru the Marketplace

Greetings, fellow adventurers. This issue's stroll brings many interesting treasures to light. But, before I describe these dazzling artifacts, let me remind you that all of the items featured in this column are readily available from the **Judges Guild** retail store - just come in and ask the Merchant Master for them or send for them via our catalog.

Now, we view the new releases.

First, from **Judges Guild**, we have several releases. **Wraith Overlord**, subtitled **Terror Beneath the City-State**, is an extensive adventure within the sewers and dungeons below the City-State of the Invincible Overlord. A product that has been long anticipated, **Wraith Overlord** contains many hours of hair-raising adventure. An absolute must for all City-State campaigns, **Wraith Overlord** is a Universal product designed for use with most fantasy role-playing systems. **Wraith Overlord** is designed by the **Judges Guild** staff and retails for \$12.00.

Judges Guild has also released a flurry of **DragonQuest**™ play-aids. There is **Magebird Quest**, subtitled **Quest for the Azure Sea Falcon**, by Dave Sering. **Magebird Quest** deals with a group of beginning **DragonQuest**™ characters on a journey to retrieve a very rare avian for a Wizard's experiments. This adventure, as with the other two, takes place on the **Frontiers of Alusia** (**DragonQuest**'s campaign map), and is filled with land and sea adventures. **Magebird Quest** retails for \$10.00. Then, we have **Star Silver Trek**, by Diane Mortimer and Bill Pixley (with help from Scott Fulton and myself). **Star Silver Trek** follows a group of Dwarves as they race rival groups to the mother lode of the magical meteor metal known as Star Silver. Crammed with adventure, this product retails for \$7.00. The third **DragonQuest**™ release is **Heroes and Villains**, by Edward R. G. Mortimer. This is a compilation of personalities that roam the **Frontiers of Alusia**. A must for all **DragonQuest**™ campaigns, **Heroes and Villains** retails for \$7.00.

Also from the Guild is a new **Tunnels and Trolls**™ adventure, **Rat on a Stick**. **Rat on a Stick** is a tongue-in-cheek look at fast-food franchises in the world of dungeon-crawlers. It is also an adventure, aside from the humorous aspects. **Rat** is by George Pazcolt and Edward R. G. Mortimer and sells for \$3.98.

Also available is **Prey of Darkness**, subtitled **Quarterly, Gules and Sable**, an adventure into an old Orc complex to rout a band of brigands (or to join them). **Prey of Darkness**

sells for \$6.00 and is designed by Edward R. G. Mortimer.

Then, we have **Simba Safari**, designed by Dave Sering and retailing for \$5.98. **Simba Safari** takes you on a space-age big game hunting expedition in the Diamond-Prince subsector of Ley Sector. Six planets are provided in detail, as well as 15mm scale plans of the Type K Hunter Ship. **Simba Safari** is approved for use with **Traveller**™.



Naturally, other companies have released new games and game aids, and **Judges Guild** carries these as well. From **Fantasy Games Unlimited**, we have news that they have purchased and refurbished the **Bushido** game. **Bushido** deals with role-playing in feudal Japan and sells for \$15.00.

Flying Buffalo, Inc. has released another **Tunnels and Trolls**™ solitaire adventure. This one is by Mad Roy Cram and is titled **Mistywood**. This is a very interesting adventure and is well worth the \$4.95 price tag.

Off the Track brings us **Dungeon Stones** to allow you to create a most impressive dungeon for your 25mm figures. **Dungeon Stones** include rubble, stairs, grates, arrow slits, windows, alcoves, myriad doorways, walls, floors, and more. **Dungeon Stones** are priced from \$1.00 to \$9.95.

From **Task Force Games**, we have **Federation Space**, a game of strategic Star Fleet battles. Maneuver the fleets of the Federation, the Klingons, the Romulans, the Kzintis, the Gorns, the Hydrans, the Tholians, and the Pirates of Orion. **Federation Space** retails for \$14.95.

In the magazine end of the business, **White Dwarf** No. 27 is on the stands. It features an **AD&D**™ mini-adventure, "Hell's Portal" and a new **Traveller**™ career, "The Imperial Secret Service." **White Dwarf** No. 28 is also out; it features an **AD&D**™ spacefaring scenario, "Operation Counterstrike," and a **Traveller**™ mini-adventure, "Sorry."

From **SPI**, we have **Moves** No. 59, featuring notes and options for **Baor**. Also included are articles on **Streets of Stalingrad** and the British viewpoint of the **Longest Day**.

GDW has released **The Journal of the Travellers' Aid Society** No. 11, featuring alien contact with the Newts. It also contains fine articles on Planet Building and Medical Treatment in **Traveller**™.

Spacegamer No. 47 is a special **D&D**™ issue.

Different Worlds No. 17 features a **Skull and Crossbones** adventure by Gerald Seyppura and a new **TFT** class, "The Horse-Clans Player," based on Robert Adams' series about a culture of nomadic warriors. **Different Worlds** also includes a solo **RuneQuest** adventure.

Fangoria No. 16 makes the scene, featuring the make-up madness of today's movies.

Before I leave, you, let me take the time to inform you that we are having a sale at our retail store (walk-in customers only). Among the bargains available are **Metagaming** Micro-games at \$1.00 off, **Heritage Hinchcliffe** Miniatures at 40% off (series 34 - 30 Thermopolites to 46 - 40 Russian Nobles), back issue **Ares** magazines at \$3.00 and all other back issue magazines except the **Dragon** are 40% off. This is but a partial listing; come in and save up to 60% on other items (such as **Suez '73**, **Fall of France**, **Beastlord**, **Aftermath**, **Source of the Nile**, and many more).

By 13 and
Joseph Weingand



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MORROW PROJECT REPORT

By Bill Pixley



More Weapons for The Morrow Project

While many weapons are listed and described for use in the **Morrow Project**, either in the **Handbook** or in the **Gamemaster's Shield**, numerous weapons have been left out. Of the weapons that have been left out are various Canadian and Latin American weapons that would be relatively common in the border regions of what's left of the U. S. The Latin American weapons would be of special interest in those campaigns that leave Central and South America relatively untouched and, therefore, capable of trading weapons and other goods for North American resources.

Mexico

Obregon Pistol .45 ACP

E Factor:8
Weight:1.1kg
Effective Range:50m
Rate of Fire:35 RPM
Feed Device:7rd magazine

Obregon pistol is the standard pistol of the Mexican army. The pistol externally resembles the Colt 1911a1 but internally uses a different system of chambering new rounds.

RM2 Light Machine Gun 7.62x63mm

E Factor:18
Weight:6.4kg
Effective Range:800m
Maximum Range:3,155m
Rate of Fire:40/600 RPM
Feed Device:20rd magazine

The RM2 light machine gun is the standard light machine gun of the Mexican army. The RM2 is the improved version of the earlier Model 45. Additionally, the light machine gun has the unusual feature that, if the firing pin breaks, it can be reversed to put the gun back into operation.

Latin American Produced Arms

Produced copies of the HP-35, Colt M1911a1, and FN-FAL.

PAM2 Submachine Gun, 9x19mm

E Factor:9
Weight:2.97kg
Effective Range:200m
Maximum Range:2,012m
Rate of Fire:450 RPM
Feed Device:30rd magazine
Device Weight:62kg

The PAM2 is a copy of the M3a1 submachine gun in 9mm and is fairly wide-spread among army and paramilitary units in South America.



Mexico

Obregon Pistol .45 ACP

Enfield Pistol, .38

E Factor:8
 Weight:8kg
 Effective Range:50m
 Rate of Fire:24 RPM
 Feed Device:6rd cylinder

The Enfield was the standard UK and Commonwealth pistol for WW II, and, as such, relatively large stocks of weapons are retained by Canada and other UK countries. Due to the general clumsiness of the pistol, at ranges beyond medium, it is a -1.

Lee-Enfield SMLE Rifle, .303 MK7 Ammo

E Factor:16
 Weight:3.71kg
 Effective Range:500m
 Maximum Range:2,000m
 Rate of Fire:20 RPM
 Feed Device:10rd clip

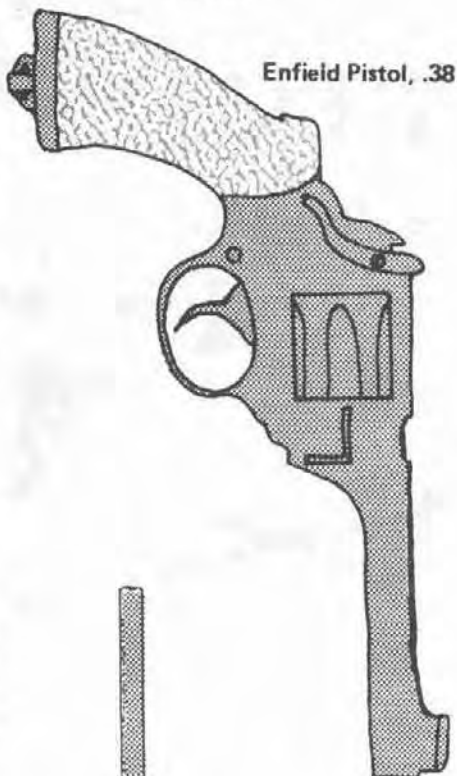
The SMLE rifle was the standard UK and Commonwealth rifle during WWII, and, therefore, large stocks of the weapon are held in Canada and other Commonwealth countries. The SMLE, while being a bolt action rifle, has a higher than normal rate of fire due to the shape and location of the bolt handle which allows a quick action on reloading the rifle.

Vickers MMG Water-cooled .303 MK 7 Ammo

E Factor:16
 Weight:18.2kg
 Tripod Weight:22.7kg
 Effective Range:2,000m
 Maximum Range:3,500m
 Rate of Fire:500 RPM
 Feed Device:250rd Fabric Belt
 Device Weight:5kg

The Vickers was the standard Medium machine gun for the Commonwealth during WWI and WWII. The Vickers is a load to haul around, but, with plenty of water for the cooling system and plenty of ammo to fire, the gun is so well made it could literally fire all day long without letup.

(Note: The later versions of many of the weapons that usually use .303 MK 7 ammo were produced or converted in limited numbers to use the standard NATO round 7.62x51mm ammo.)



Enfield Pistol, .38



Brazil

INA 953 Submachine Gun, .45 ACP

INA 953 Submachine Gun, .45 ACP

E Factor:8
 Weight:3.4kg
 Effective Range:200m
 Maximum Range:2012m
 Rate of Fire:650 RPM
 Feed Device:30rd magazine
 Device Weight:92kg

The INA 953 is a copy in .45 ACP of the Danish M/50. The sub-machine gun is rugged and reliable but has no startling special features.

G-3 Assault Rifle, 7.62x51mm

E Factor:17
 Weight:4.25kg
 Effective Range:400m
 Maximum Range:3,725m
 Rate of Fire:40/100/600 RPM
 Feed Device:20rd magazine
 Device Weight:625kg

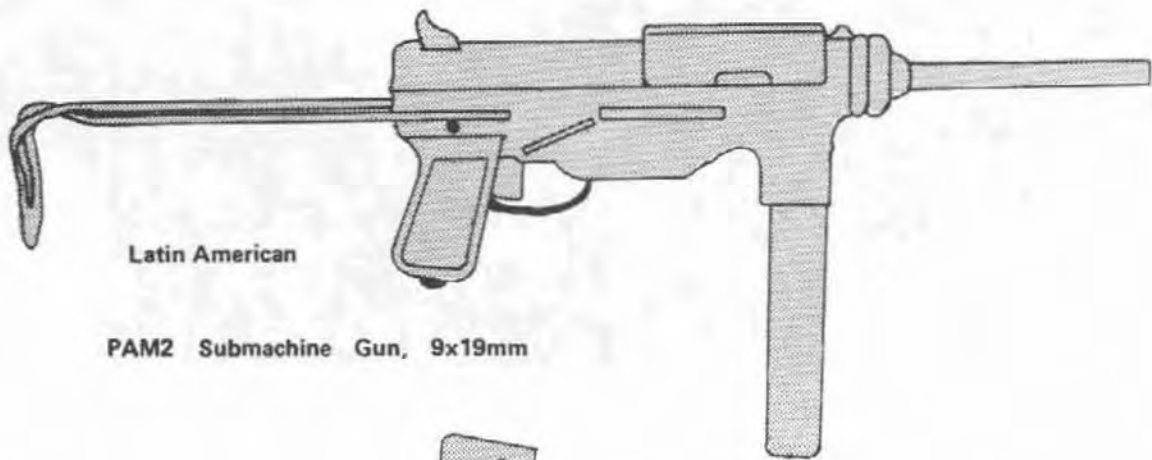
The G-3 is a German-designed assault rifle that, like the FN-FAL, is produced by many countries under licenses throughout the world. The weapon is rugged and reliable with semi-auto copies being sold in the U.S. as survival weapons. These survival weapons are not usually Brazilian made.

Dominican Republic

Cristobal Model 2 Assault Rifle 7.62x33mm

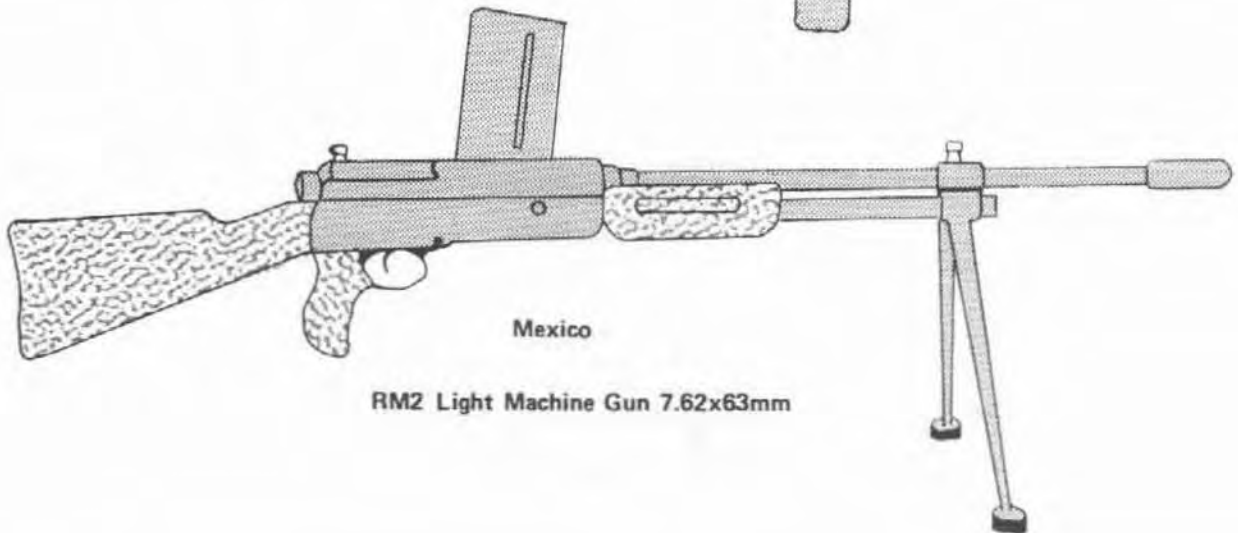
E Factor:12
 Weight:3.52kg
 Effective Range:300m
 Maximum Range:2,100m
 Rate of Fire:40/580 RPM
 Feed Device:30rd magazine
 Device Weight:2.25kg

The Cristobal is presently in service with the Dominican armed forces. A wire stock version of this rifle is also produced. Note: This weapon is rather light to be an Assault rifle-but is classified as such because it fires a cartridge too powerful to be termed a submachine gun.



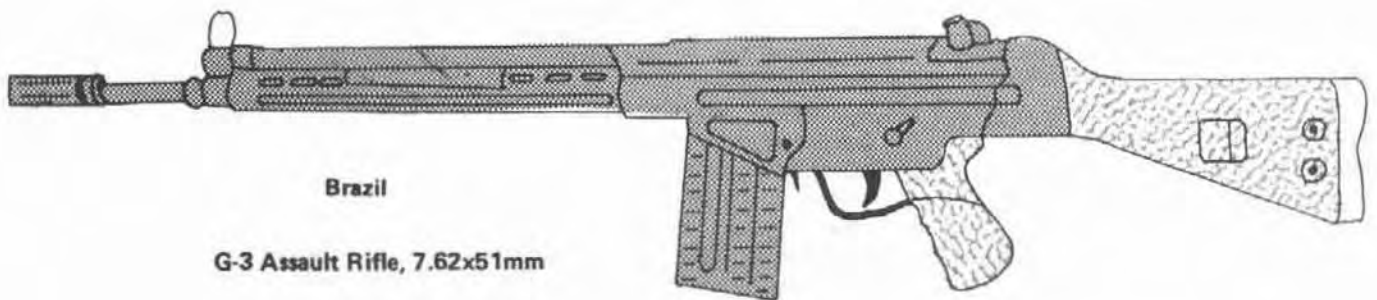
Latin American

PAM2 Submachine Gun, 9x19mm



Mexico

RM2 Light Machine Gun 7.62x63mm



Brazil

G-3 Assault Rifle, 7.62x51mm



Dominican Republic

Cristobal Model 2 Assault Rifle
7.62x33mm

Gateway

By
Dave Sering

Quadrant

This second in a series of columns covering the Gateway Quadrant Traveller™ campaign and the materials available for it from Judges Guild concentrates on some of the playing aids useful in all active campaigns.

Additional playing aids were developed to aid in the smooth running of the game mechanics. The most prominent of these is the **Referee Screen**. Composed of four 8½" x 11" sheets of heavy cardstock, this item has all the charts and tables necessary to play the **Traveller™** game mechanism. The Judges Guild pioneered the development of the gaming shield idea and perfected its layout to speed game play. All those items required by the Judge are printed on one side, and that information required by the players is printed on the other side. When the Screen is assembled, it stands upright in front of the Judge. In that position, it serves to conceal that material which the players do not yet know as well as to present for continual reference the constants of equipment and skills that the players do know. The tables themselves are presented with all appropriate die roll modifiers figured in and in such large type as to be clearly visible to the players across the table. Charts and tables are arranged for clarity of data presentation and rapidity of use.



The original **Referee Screen** included all that was in the three original rule-books as well as the weapons and equipment from **Mercenary**, the fourth book.



Another item which speeds play for both Judge and player is the **Traveller Logbook**. It provides a one-page summary of the character generation system of the first three books and a one-page summary of the **Mercenary** character-generation system. All the appropriate charts and tables necessary to build a character are arranged so that they can be scanned at a single glance in order of use. Character record sheets are provided as blank forms with appropriate and logical layout and format. The section on character generation also includes a large, new section by Judges Guild of tables on detailed physical characteristics and personal background. These tables are provided to assist the Judge or players in developing the background detail necessary to turn a string of generated numbers into a living personality. One table gives a selection of minor physical variations, all of which are insufficient to modify game balance. They are, however, significant enough to have a marked effect upon the character's personality and relationships with the universe. Additional

tables are designed to give a family background for the character. One table permits the Judge or player to derive a social structure for the family, determining such factors as number of parents, siblings, and marital configuration. Another series of tables permits the determination of the major occupation or occupations of family members based on the Technological Level of the society. The job types a character was exposed to while growing up can have a very great influence on what the character knows or picks as Skills. Also, there is a table of reasons for initially starting out on a life of adventure. These table may be used by the Judge to quickly flesh out non-player characters who will be significant to the players. The players may also use them to get a hint of how to get started in developing a personality for their own characters.

The second section of the **Logbook** is oriented towards helping Judges and players with the intricacies of starships. The major portion of the section is a set of 6 registration papers for starships. These forms are designed to give all essential game information in a clear format that also appears "official." The section begins with a page containing a complete summary of the economic aspects of starship operation. The first half of the page details the operating expenses, and the second half gives revenue-generating activities including a complete **Passenger Table**. The facing page contains the **Trade and Speculation Table** with a complete listing of the various categories of trade goods and their base prices. Also part of the table are the **Purchase and Resale** modifiers for the different types of worlds, Agricultural, Non-agricultural, Industrial, Non-industrial, Rich, and Poor, as well as

the quantity of material available for purchase. The next page is a visual aid, giving scale silhouettes of the six standard ship types as well as the five major ship's auxiliary vessels. The facing page gives a Random Location Table for use when it becomes necessary to determine precisely where a particular crewmember or passenger may be located at a particular moment. An Activities Table is also provided for those instances in which it becomes necessary to determine what a crewmember or passenger is engaged in doing at that particular moment. The tables are intended to be used separately but can be used together though, in the latter case, some discrepancies will have to be resolved by the Judge.

The rest of the page has a special set of tables to be used by the Judge in resolving the effects of weapons hits on the standard types of ships. The tables are specially arranged to give the correct percentage of hitting the different areas of the different types of ships. Never again will the players be forced to sustain an abnormally high percentage of hits upon a section or component of a target which occupies only a small percentage of the target vessel. The first segment of the tables determines which of the four major sections is hit, Personnel, Cargo, Fuel, or Engineering. Subtables then further define each section for each type of ship as to the specific item of equipment or compartment that is struck. An additional subtable is provided for localizing hits on the various types of ship's auxiliary vehicle, including Air Rafts.

The **Logbook** is most often used at the beginning of an adventure where a knowledgeable player can quickly use it to roll up a new character or update the paperwork on his or her character's starship instead of the rulebooks. Thus, the Judge, or another, has free use of the rulebooks and does not have to compete with several other people when looking up that last bit of information necessary to begin play. The blank record sheets provide an attractive standard form on which to record the information necessary for play. All in all, this is an item of frequent use to the Judge and players in an active **Traveller**™ campaign.



Another playaid is still quite useful though no longer the sole example of deck plans of the standard **Traveller** starships it once was. Published even before **High Guard** was available, **Starships and Spacecraft** provides scale deck plans of all the standard starships and ship's auxiliaries. At the time of publication, the scale chosen for depiction was 25mm wherein one square was set up to equal one meter. Further developments of **Traveller**™ concepts led to the decision to adopt 15mm figures and a 1.5 meter per square. This differing scale was chosen to better facilitate the active interior episodes that **Traveller**™ game sessions engender. The spacecraft plans provided by Judges Guild are completely usable in this new scale as well. They are an excellent representation of the types of craft encountered on the active frontier of the **Traveller**™ Imperium Universe. In fact, the hypersonic delta shape of the Type S Scout/Courier has come to signify the lure of the Scout Service on the far frontier.

Each of the six types of starship described in the original **Traveller**™ rule set has a complete floor plan or deck plan provided. The plans are color-coded with a red halftone pattern indicating the Engineering Section of the hull, and a solid blue color indicating the area of the pressurized hull and cargo section normally accessible to the crew. Electronics and avionics equipment such as the ship's Computer, Fire Control Equipment, and Basic Ship Controls are indicated with a light blue halftone pattern. The normal direction of travel of the vessel is shown by a forward-pointing arrow.

A dotted line over the control area indicates the transparent canopy permitting the pilot visibility for conning the vessel. On those vessels which have hardpoints for the installation of weapons turrets, small, solid arrows indicate the positions of access hatches to the port and starboard portions of the hull while small, circular symbols mark the locations of access hatches in the deck or overhead. The ship's hull and significant structural bulkheads are depicted with thick lines. Interior partitions which divide the Crew Section into the various cabins and compartments are made up of thinner lines. The doors to the private cabins are shown as open while the privacy screens to the fresher modules are shown as partially closed, wavy lines. Hatches in the exterior pressure hull are located and shown in the normally shut position. Hatches between the various decks and to the interior airlock are also indicated as well as whether the hatch is normally closed or open.

All five of the standard ship's auxiliaries or small craft are also depicted. Plans are provided for the Lifeboat all the way up to the Cargo Shuttle. On the reverse side of the plan sheets are perspective views of the vessel along with an indicator of the average size of a human being for comparison purposes. Beneath each illustration is repeated the description of the vessel as given in the original **Starships** book of **Traveller**™. Also given are the physical dimensions of the vessel and a short description of the major features of the deck plans. The descriptions of the deck plans on one of the sheets are printed on the back of the other sheet so that it is not necessary to disturb a shipboard action in progress to check the description of some feature. As a bonus, perspective sketches and descriptions of the Aircraft and the All Terrain Vehicle are also provided. The basic parameters of shipboard routine are set out for prospective "passengers" in a quote from the "Welcome Aboard Brochure" of the "Tri Star Lines." Other facets of starship operation are depicted in technical illustrations of a starship weapons turret and the modular refueling scoop package installation for a Pinnacle.

The third sheet in the package has a large area gridded in the half-inch square pattern so that the purchaser may add his own starship design to the fleet depicted. On the reverse side is a filled-out Ship's Summary Sheet for each of the starships. There is also a complete set of blank Starship Documentation Papers for the purchaser to provide identification for his own starship. The particular designs depicted in this product are only one form of the many designs conforming to the standard Traveller™ classifications. They are some of the designs provided by M, C, & S Engineering among the myriads of companies constructing starships.

Judges Guild has several series of products, each of which is designed to fulfill different requirements in a campaign. The next column will treat with specific problems encountered in science fiction role-playing campaigns. One of the the topics to be covered will be the generation of accurate playing universes from astronomical data. Watch future columns for features treating alien characters and their generation.

The Rumor Bin Ley Sector

Reliable sources in the Duke's Special Service indicate that recent activity by border patrol forces was not prompted by Sydemec agents.

ADCOMLESEC has issued an official communique denying that an invasion from Stasmi Al Amya is imminent. "They have much more significant problems closer to home."

Tri Star Lines states that its recent acquisition of shipyard facilities at Salenik (1019) is not intended to take business away from its yards at Jullanar (0404). The additional capacity is required for routine maintenance.

Integrated Dynamics' subsector office on Sledgetower (1934) has circulated a notice calling for bids on a series of mercenary contracts. The contracts are for security forces in the Ginlenchy Concordance. One of the contracts is said to be for a heavy-duty strike force to spearhead the proposed pacification of the Chm'Bana Rebellion on Bellmawr (Glimmerdrift 1608).



The Archon of Evereve (1010) is seeking to hire an experienced mercenary strike team to train his newly-raised planetary guard. Pay is not exceptionally high, but physical risk is minimal. After the initial contract, several positions will be open on his staff for permanent training cadre.

Rescue and salvage teams have reported that they have been unable to find a trace of the new Provincial Border Prowler Class Cruiser, Tnagano, which disappeared on her shakedown cruise. The local naval officials deny reports that she was hijacked by pirates or agents of the Sydemec Empire.

Reserve Scout Ships, Sarlana and Cradz III have been recalled to active duty. The commander of the Imperium

Provincial Naval Base on Arnitag (1915) states that increased pirate activity in her subsector requires vigorous countermeasures. "Activating these Scouts is a lot cheaper than continuing to suffer losses in trade and merchant ships. Other measures are being taken to end this menace quickly."

The Armaments Systems Division of Consolidated Energetics has announced the development of a special retro-fit module which can convert the Roustabout Class fleet auxiliary into a System Defense Boat. The Duke's Office of Management and Budget has issued an official commendation to the company for conservation of government resources.

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HANGING OUT IN THE CITY STATE

by

EDWARD

R. G.

MORTIMER

This issue unveils another aspect of this column - the discussion of City-State Installments and City-State related products from Judges Guild. This also means that, if you have any questions concerning anything related to the City State of the Invincible Overlord, send them to me at this address:

Imperial Pegasus
Hanging Out in the City State
1221 N. Sunnyside Road
Decatur, IL 62522-9709

Now, in this issue, we will take a backward look at last issue's **Hanging Out in the City State**. In it, you may have noticed that some things were different than that which appears in the City State booklet. This was done intentionally to show how the City State should be approached by the Judge. A product such as the **City State of the Invincible Overlord** sets up the foundations of a campaign but not the entire structure. It allows the individual to tinker with the City State in order to merge it with his or her own campaign smoothly. It does not stifle creativity; rather, it promotes creativity. It has been designed to give each Judge a "nudge" as to which tangent to take on a particular aspect of the City-State, but it does not demand that the course be taken. The same can be said of the people described within the booklet.

For example, let's take a look at what was said in the City State booklet about Ragolet the Ruffian, the Guild-master of Slave Masters:

"Grizzly and given to wild banqueting, Ragolet's commission permits him to tax each Slave Master the 'pick of the crop' (best slave) once a year. Forty slaves guard a harem of twenty exotic women from distant lands. 860 GP hidden in private rooms. 20 gold plates. *Rumor: ambush by bandits set for drunks on Caravan Street. Barred windows.*"

From the line of statistics also given, we find out that Ragolet is Chaotic Evil, is a very proficient Fighter (9th Level) though he seems to have been remiss in practicing his art lately because he has a low amount of HTK (28), and his ability scores are not anything of which to boast. He does own a magic +1 Sword, however.



Okay. Once I decided to go with an adventure using this setting, it was rather obvious where to start - with a wild banquet! The ingredients for such are:

- 1 Food and drink
- 2 Servants
- 3 Guests
- 4 Entertainment

Item 1, food and drink, was not a problem. As this type of thing is quite common for Ragolet, I imagined he must have good connections in the food and drink business (e.g. "I'll give you one slave for every twenty bottles of exquisite wine."), so getting the shopping done would be no problem. Preparing the food needed only the inclusion of cooks - two old women, in this case.



Item 2, servants, was also handled without difficulty. Ragolet owns a harem of 20 exotic women, so I decided that he would have them serve his guests. In this way, Ragolet can show off his possessions and get some work from them as well. I envisioned that Ragolet was that kind of person - greedy for possessions and eager to show everyone just how much he has.

Along these lines, I decided to give Ragolet more wealth than was described within the City State booklet. I gave him what I thought a Guildmaster of such a profitable business should have. You may have different ideas, and you are free to change what I have written just as we both are free to change what has been written within the City State booklet. The new wealth was in the form of jewelry for his harem.



I moved on to Item 3, guests. Here, I encountered a slight problem. The description gives no hint of whom Ragolet associated with outside his professional life. However, it did say he was a Guildmaster, so most of his guests should be rich or influential. It also said that he was Evil, so there won't be too many "good guys" running around the place (though that does not preclude all good guys). Then it said that Ragolet's Social Level was 7, which is something to keep in mind when inviting guests. Other things to keep in mind included:

- 1 Who works in the slave-selling business?
- 2 Who owns a lot of slaves?
- 3 Who likes parties?
- 4 Who likes to socialize with the influential?

With all these things in mind, I began searching the City-State booklet, entry by entry, deciding whether or not to invite each person about whom I read and then deciding if he or she would accept the invitation. I quickly found that some people would have to have other plans for the evening, or too many people would be at the party. With this in mind, I decided

that such people as Paramsworn the Red (from the Southern Keep on Water Rat Road) and Garrick One-Eye (from the Wild Boar Tavern on the Street of Shadows) had made other plans or, as in the case of Paramsworn, knew that someone else was going to the banquet that he or she did not want to see (in this case, Llangwellan the Blue from the Wizard's Keep on Water Rat Road who just felt like unwinding for a night).

Now, I had a list of names. The next step was to determine how to get them into the party and to make their whereabouts flexible. I decided to place them on a Wandering Encounter Table along with the harem of 20 exotic women, the forty slave guards, and, of course, Ragolet, himself.

Placing all the guest on a Wandering Encounter Table enabled me to place a certain number of them already at the party (by using the map descriptions to also determine how many guests should be at the party at the start of the game) and be assured that the others would appear later in the evening as a result of the table.

I then decided not to include a provision for guests leaving the party because I wanted this particular party to be a BIG one so the players would have plenty of openings for whatever they wanted to do. I also figured that the players, if they were running Thief-type characters, would not want to stay until the end of the party. Rather, they would want to leave "while the going is good" (a bit of Thieves' Cant, there). However, if the player-characters have decided to stay for the end of the party, a provision to have guests leaving is no problem to include.

For example:

Going Home Provision

Roll once every hour on 1D6. If a 1 is rolled, it indicates that someone is leaving the party. Then roll 1D6 to determine how many leave; roll 1 die for every two hours that the characters have been at the party. Then roll the indicated number of times on the Wandering Encounter Table. These people are now leaving. If someone is rolled twice (or more), consider it representing the fact that he or she forgot

something, came back for it, and left again. You may want to work this in and have the player-characters find such a left-behind item.

If any slave of Ragolet is rolled, consider it indicating that he or she went to sleep. Half of the time, they will fall asleep in whatever room they currently are (determine randomly if necessary); otherwise, the exotic women will go to the Harem Room, and the slave guards will go to the Basement (which was not included as a map because I envisioned that there was nothing of importance there, just supplies of various kinds).

As a side note, I also envisioned that the party might last for a few days. Using the above **Going Home Provision** might result in the party lasting for such a length of time, and then, again, it might not. Whether or not it does doesn't matter. The party will either be a big social hit or a social wipe out; it is all up to the dice rolls.

As to Item 4, entertainment, I took care of this problem in two ways. The first was to have the 20 exotic female slaves dress in appealing costumes (taken from the "Houri Garb" table in the "Women" section of the City-State booklet as were the other characteristics of these slaves). The second was to have Ragolet invite dancers and minstrels to the party. The dancers and minstrels would move about, plying their trades, and all would be well.



Even though all four items (food and drink, servants, guests, and entertainment) were provided, I sensed that something was missing. That something was the unexpected. After a bit of thought, I decided to include the two characters, Hippotier the Kind (from the Bazaar on By-Water Road) and Sylperi the Spellbinder (from the Red Pearl Inn on Water Rat Road) as surprises for all attending. Their roles were completely described in the scenario.

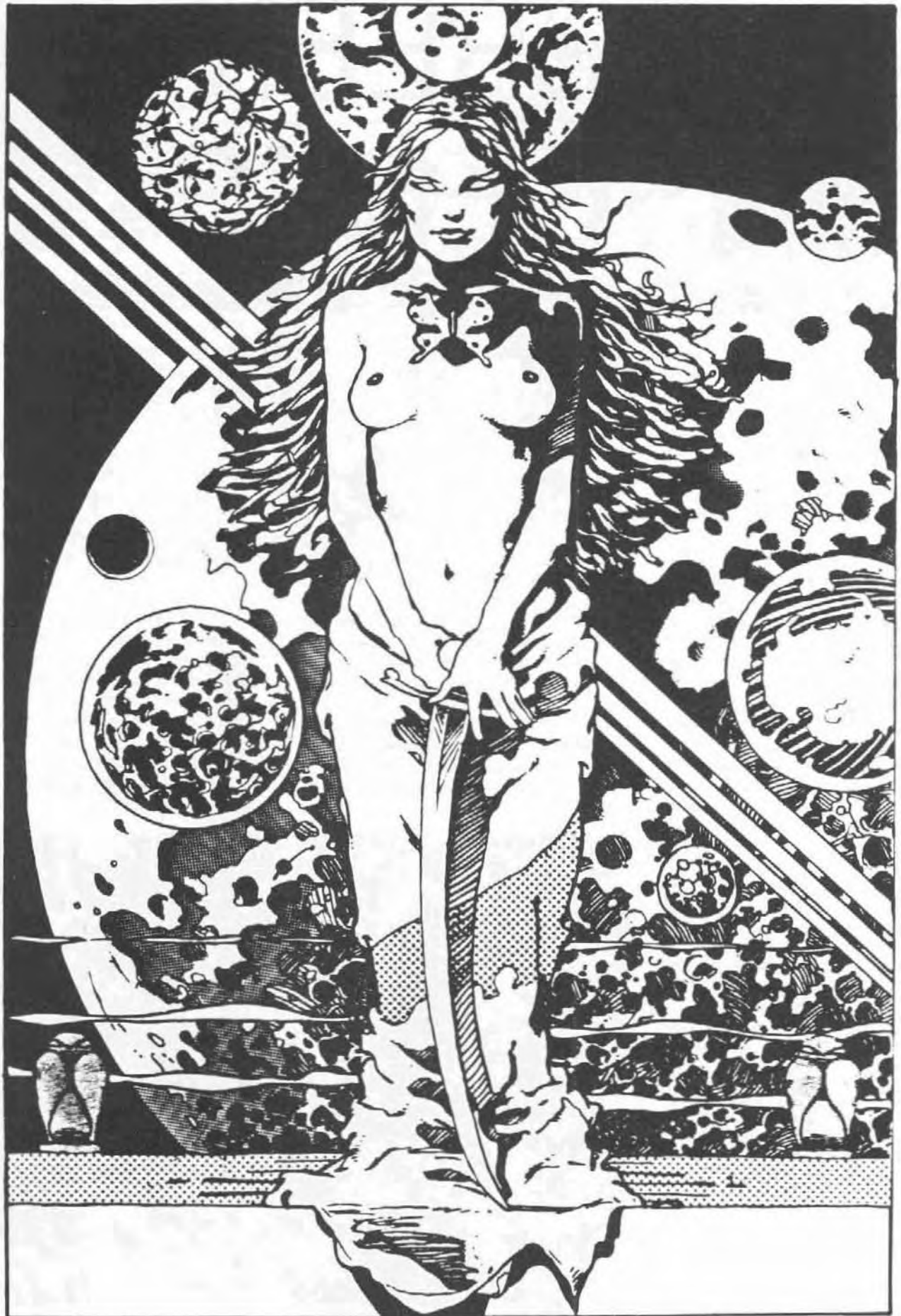
Still, something was lacking, so I decided to include something totally unexpected - a ghost. I put the ghost in the library (included just for him) and decided that he could not leave that place. In this way, only those player-characters that were either very bold or very lucky would ever run into him. I also decided not to assign statistics to the ghost so that each Judge could (and, indeed, would have to) make sure the ghost wouldn't be a pushover, but, on the other hand, he wouldn't be too powerful, either.

When all that was done, I believed I had created the basis for a good scenario, a scenario where the players could make excellent contacts (if they wished), enjoy themselves, pick a few bulging pockets, and have a bit of a scare thrown in "for dessert." All in all, I think it could be an enjoyable little scenario.

More importantly, however, I think it shows the correct way to approach the **City State of the Invincible Overlord**, which is this: use the booklet to provide a solid foundation for your campaign and change, delete, and add whatever you wish to personalize it for your players.

Remember, the last word in any campaign is the Judge's, and, in your campaign, you are the Judge. Judges Guild playing aids are there to advise you, not to command you.







SCREEN SCENES



Review of '81
By C. J. Henderson

Anyone who ever uttered the statement, "They don't make pictures like they used to when I was young," obviously doesn't remember a great deal about movies - either that, or they're relying more heavily on their imaginations than their memories. I will admit, it is an easy statement to believe. A person can point to *The Wizard of Oz*, *Casablanca*, *Forbidden Planet* and then at a recent outcropping of swill like *Deadly Blessings*, *Skatetown, U.S.A.*, and *Ghost Story* and fairly well make the point stick. What these longers-for-yesteryear tend to forget, however, is that every year there is always a greater percentage of garbage than there is of good features.

1981 was no exception. From one end of the year to the other, there was enough bad horror, fantasy, and science fiction films to cause one to swear off movie-going forever. Even taking only the top ten *genre* films of the past year leaves us with some bad flavor in the backs of our mouths.

As bad as some of these top ten films were, however, they all had something important to offer the *genre* as a whole. 1981 was the year which ripped off the lid on the science fiction/fantasy taboo box. *Star Wars* and *The Empire Strikes Back* produced a great number of offspring during the past twelve months, the growth of which was watched very closely by those people holding the moviemaking pursestrings around the world.

The following ten films have been listed in ascending order from the worst to the best, with reasons both monetary and critical cited to justify their positions. Some of the positions may surprise you. Some of the rea-

soning may, as well, but it is, after all, the way of the American film industry to be confusing. For better or worse, here they are.

It has been universally accepted that *Dragonslayer* was the most dismal failure of 1981 as far as fantasy films went. Nobody seems to have gone to see it. It closed across the country as fast as it opened. This surprised some people, for the film had absolutely the best special effects of the year. The dragon, Vermithrax, was frightening, horrible, and absolutely believable. His creation was brought about by the finest state-of-the-art effects money could buy. The monster was so real, in fact, that critics and civilians alike had trouble telling when the gigantic model was being used and when the Disney/Paramount lizard was really a stop-frame model.

So, what happened? Basically, special effects aside, it was a terrible film. The acting (outside of Ralph Richardson) was pedestrian, the story was skimpy and fairly bothersome, and the characters did not come across as fully real. The third century was not the time of women's lib. When the best performance in a film is given by the technical staff and not the actors, the film is usually in trouble.

Likewise, United Artists' *Clash of the Titans* went down the tubes for the same reasons. Slightly better than *Dragonslayer* due to its strong cast (Laurance Oliver, Burgess Merideth, Maggie Smith, et cetera), it still suffered from a weak, silly, and boring story. The special effects were not up to par, and this was doubly disappointing, for the film was a Ray Harryhausen effort.

For years, people had been saying that, if Harryhausen could get his hands



on a decent budget, he would turn out the greatest fantasy film ever made. Well, after finally being given a monumental \$20,000,000.00 to play with, the revered creator of dynarama not only did not make the best fantasy film ever made, but he did not even make his own best film. **Clash** ranks low on the Harryhausen ladder, containing some of his worst special effects.

The importance of these two films, however, lies within the fact that they may help Hollywood to realize that the science fiction and fantasy audience wants more than back-to-back special effects. At five dollars a shot, most people are going to only the best films; movies that do not offer a good, interesting, involving story line populated by believable characters have never been big successes. It is not hard to think back to the days of "sensurround." It was a wonderful gimmick, but a short-lived one - mainly because the movies filmed with the technique simply weren't worth going to see.

Close to these two at the bottom of the ladder was Columbia Pictures' epic disaster, **Heavy Metal**. **Heavy Metal** was calculated to rake in top dollars. Based on the semi-popular graphic magazine of the same name, it featured drug humor, casual sex, exotic violence, sword and sorcery, hi-tech science fiction, good-looking cartoon girls, funny scenes, horror, cute robots, and just about anything else which is supposed to sell to today's movie audience.

The problem with the film was that very little of it made any sense. The framing story which surrounded the individual vignettes was atrociously poor. It did not match up well with the stories it was supposed to explain. Its ending was trite, expected, and boring.

Several of the segments which made up the film were quite good, but they were not enough to support the ones which weren't. For the most part, the pieces were only parts of stories which neither began nor ended. Much of the art was poor throughout, and few of the bits which made it up made any sense.

Heavy Metal was a box office and an artistic failure because its makers underestimated the taste of their audience. The memory of ani-



HEAVY METAL

ated feature makers such as Disney and the Fleischer Brothers are not so far removed that people will accept dregs the likes of which they receive from folks such as Ralph Bakshi or the crew in charge of **Heavy Metal**. This film will, hopefully, encourage more animated efforts. Its mistakes will, hopefully, encourage better ones.

Fourth on the list comes **Superman II**, a financial success but an enjoyment washout. **Superman II** did

not live up to a lot of people's expectations. Like Bo Derek's **Tarzan** and the quickly-killed **The Legend of the Lone Ranger**, it could not bring itself to take its subject matter seriously. Unlike **Superman: The Movie**, the sequel dehumanized its characters, making them more like the cardboard prop-ups of the 1950s' **Superman Comics** than the flesh-and-blood people of the first film.

Not taking one's subject matter seriously has ruined more than one heroic adventure film. **Swashbuckler**, **Doc Savage**, **Flash Gordon**, and a dozen other heroes from **Zorro** to the **Blackhawks** have been done in by bad movie adaptations. The people who make movies have often felt that no one would take a comic book hero or pulp character seriously on the screen. So, to protect themselves, they have added humor to the films so that, when asked if they were making a serious movie about so trivial an idea, they could safely answer, "Not me!" Thus, **Superman II** was a booming box office smash but only with the kids. The adults who were pleased to see their childhood hero so well-treated in the first movie were sorely disappointed by the second.

The disappointments in the next pair of films came more from audience anticipation than any real faults within the movies themselves. John Carpenter's **Escape From New York** and George A. Romero's **Knightriders** were both ill-received films. Before **Escape** came out, people knew what it was



ESCAPE FROM NEW YORK

about and knew what to expect, or, at least, they thought they knew. Most everyone went into the theaters looking for a great deal more violence and social commentary on the state of New York than Carpenter felt like delivering. Thus, those people who would have enjoyed the film never went to see it, and the people who would be bored by it flocked in droves.

Word got out that the film was bad. The people who wanted sex and violence stopped going, and the people who would have enjoyed the film said, "Well, if those kinds of people aren't going to see it, it must really be bad," and stayed home as well.

In the case of *Knightriders*, Romero made a deeply sensitive, mostly non-violent study of a special band of people, retelling the Arthurian legend in a modern setting. His story was touching and dramatic, possibly one of the top three pictures of the year and, assuredly, his own personal best work. Like *Escape*, *Knightriders* was prejudged by the audiences and seen by the wrong people.

And, of course, the villain, once again, was Greed. The same avarice which rushed production on *Heavy Metal*, producing a hurried, nonsensical, sloppy film, designed the misleading advertising campaigns for both *Escape* and *Knightriders*. Both films were advertised as violent. Neither really was. False advertising killed both the fair *Escape From New York* and the excellent *Knightriders* with the same stroke. The wrong crowds were drawn to them; it only took word of mouth to do the rest.

The next film up the line would be *Time Bandits*. *Time Bandits* made money. It was also not hard to watch. It offered a premise and then stuck to it. Its advertising campaign was honest and direct. The actors assembled with it were the best. The special effects housed within it were all at least good; some of them were spectacular.

The film only did reasonably well due to two factors. First, the story was a bit too jumpy. No definite pattern was ever established for the film. The audience did not know what to expect next, and many were confused by the goings-on. Too many people went to it expecting a children's film and were made to feel uneasy at the religious libel which ran throughout it.



Second, unlike movies like the classic *Wizard of Oz*, there is no sentiment in *Time Bandits*. The film is a confusing, somewhat tragic tale; this does not make it unenjoyable, but it does make it different. For many people, it was too different.

The last three of the big ten are a long step away from the rest of the year's films. All three were both box office successes and good films, to boot. They were *Excalibur*, *Outlands*, and, of course, *Raiders of the Lost Ark*.

One is a straight fantasy film, another a hard-tech science fiction, and the last is an adventure film. What, if anything, did these three films have in common? The answers are simple; none of the three made any of the mistakes of the other seven.

First off, the special effects in all three films were excellent. None of the technical magic in any of the three looked hurried; none of it was flawed. Every trick in every scene, every model, every matte painting, and everything else was perfect or very close to it. All three films were well thought out and made with corresponding care. All of the sets, costumes, and locales used were perfectly suited for their films.

Second, the casts were perfect. There was no one else to play Merlin except Nicol Williamson. Connery was the perfect Marshall. No one would ever question Ford's Indiana Jones. Unlike so many of the other films mentioned, each cast here was flawless. Everyone knew their characters' weaknesses and strengths. There were no bad performances.

Next came the story lines. Once again, nothing was trivialized. *Outlands* and *Raiders* were played with deadpan seriousness. True, there were some light moments in both films, but that was all they were. No fun was ever made of the characters. Audiences laughed with O'Neil and Jones, not at them. As far as *Excalibur* was concerned, a grimmer, more serious sword and sorcery film has never been made.

Unlike so many other heroes recently brought to the screen, this year's Arthur, O'Neil and Jones were all taken seriously by the people who created them. This made it very easy for their audiences to take them seriously, as well.



TIME BANDITS



RAIDERS OF THE LOST ARK

As far as advertising went, all three films were fairly represented. The media played no games with any of the trio; thus, the right audiences were filing into the theaters from the start. And, though this wouldn't have bothered a runaway money-maker like **Raiders**, it was a help to marginal money-makers like **Excalibur** and **Outland**.

And, lastly, came the messages of the films. **Time Bandits** wasn't quite sure what its message was. Neither was **Heavy Metal**. There is no doubting the morals of the year's top three, though. Each of the top dogs knew what it wanted to say and said it as straightforwardly as possible.

So, in a nutshell, it seems what it takes to make a good picture is: good effects, costumes, sets, locales, and actors, a solid, interesting, complete story, people in charge who care about their subject matter, and some plain, simple truth, both in advertising the film and in the film itself.

Despite what Hollywood seems to think, it takes more than stacks of dollars to make a good film. **Clash of the Titans** cost nearly twice as much to make as **Raiders of the Lost Ark**. Sad, but true.

Whether or not anyone will learn anything from last year, only time will tell. Rumors have it that, after **Conan** fails, which most everyone is positive will happen, there will be no more sword and sorcery films for a lot of years.

Every year, a number of pictures come out doomed to be forgotten almost instantly because they don't have what it takes. For some reason, although movie making is an art form and a business well over fifty years old, some people persist in ignoring the obvious; the public can recognize bad films. Now that the economy is officially in depression, they had better realize that, not only can people recognize bad films, as long as money is tight, they will be staying away from them as well.



OUTLANDS



RAIDERS OF THE LOST ARK





MAGIK TOMES



Hobgoblin
by John Coyne
Published by G. P. Putnam Sons

Reviewed by Debye Pruitt

You don't have to be Irish to find this book interesting, but it helps. You don't have to be a gamer, either, but that helps, too. One thing you should be, however, before you read this book, is over sixteen years of age. It is definitely not for children since the action includes the rather gruesome deaths of both parent-figures and other children. In addition, the book is rife with sex, sodomy, and sadism. If it were a movie, it would certainly get an R rating, but, since literature, by its very nature, must rely on the imagination and experience of the reader to bring the printed page to life, as a book, it gets a solid PG.

The violence in *Hobgoblin* is pervasive, yet it is only as graphic as the imagination of the reader, with some help from the writer, will allow. The same is true of the sexual references. Young people may find the "love interest" boring, if not embarrassing, and the more explicit sexual encounters thoroughly mysterious. Adults, on the other hand, may have some difficulty relating to the feelings and actions of the teenaged boy caught in the unfolding tale of mystery, mayhem, and murder.

The teenagers in this book verge on the unbelievable. Their conversations are generally brutal, disagreeable, and foul, and they differentiate not at all between language and behavior that is appropriate to their peers and that which is appropriate to parents or teachers. They permeate the atmosphere with an almost diabolic malice

toward all. Their ideas of harmless jokes include car theft, the brutal beating of a new classmate, and the disrobing of one of their female classmates, subsequently leaving her, naked, bound, and blindfolded, in the cool fall evening atop an ancient tombstone situated in a secluded cemetery surrounded by a deep woods inhabited by less-than-savory-characters. Gentle reader, these are not urban guerrillas or the demented dwellers of a large, metropolitan ghetto of which we speak; they are the stalwart sons of farmers in a small, agricultural community, yet no voice of protest is raised, and no authority notified of their heinous deeds.

Rather rough in spots, the action is sometimes so predictable that it is possible to skim over entire paragraphs, including conversations, without losing the thread of the story or, indeed, without missing anything important. On the other hand, some parts are so brilliantly written and finely crafted that it is next to impossible to put the book down for fear that the story will go on without you and something of dreadful import will be missed.

Although the book begins slowly, it builds in suspense; the pace quickens like the beat of a heart gripped in fear until, at the end, you may find that you have been holding your breath for the last three pages, and it is necessary to gasp for air at the crashing *denouement*.

Hobgoblin is the story of the struggle of a teenaged boy, Scott Gardiner, to cope with the simultaneous death of his father and demise, during a game of *Hobgoblin*, of his twenty-fifth level Paladin, Brian Boru', and of his efforts to find that fragile line between reality and fantasy. His



father's death causes Scott to be uprooted and moved to a new town to live in the guest house of an ancient castle where his mother has found employment. The loss of his Paladin leaves Scott with no champion to hide behind, and he is forced to face life as it really is rather than through the mists of legendary Erin. He finds it an unpleasant experience, at best, and is continually drawn to the seemingly-safe world of *Hobgoblin*. However, his new classmates think it is a stupid game and make no effort to hide their disdain. Meanwhile, unexplained occurrences, sightings of strange-looking creatures, and violent encounters cast

an ever-lengthening shadow of fear on the already-sinister stone walls of Bally Castle. Fittingly, it is on a Halloween night, during a live reenactment of the game, *Hobgoblin*, which has been staged by Scott to teach his tormentors a lesson, that all the accumulated hatred, fear, and evil intent find culmination at Bally Castle, and Scott finally sees things as they really are. . . .

The tale is so skillfully woven that even the reader, who knows at least as much as, and, sometimes, more than, most of the characters at any given time, does not see the truth, either, until the end. This is as it should be in any good mystery tale, and it is in this that the true genius of John Coyne's *Hobgoblin* lies.

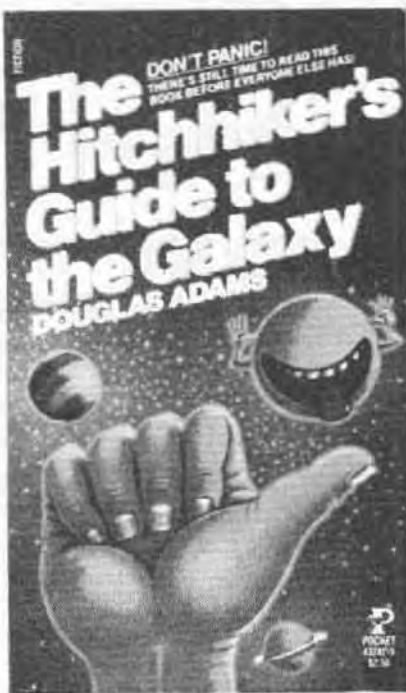
The Hitchhiker's Guide to the Galaxy
by Douglas Adams
Published by Pocket Books
\$2.75

A Review by C. J. Henderson

Science fiction has a problem. It tends to take itself too seriously. By "science fiction," I mean the people who write it, the people who read it, and the people who criticize it. Over the years, the BEMs and bad TV shows, and general, all-round, misunderstandings over what the *genre* is all about have caused a lot of ill feelings between readers and their parents, teachers, lovers, and various other outsiders. Because of these misunderstandings, people involved in both fantasy and science fiction have got fairly defensive over the love of their lives and will brook no belittling (I mean, really, if you think about it, who cares if it's called SF or sci-fi, or anything else?).

Well, things will have to change soon. The most outlandishly funny science fiction novel ever written has finally been delivered to our shores from Great Britain. It is *The Hitchhiker's Guide to the Galaxy*, and it is truly a riot.

The book has an unusual history. When Monty Python and his Flying Circus broke up, Douglas Adams, one of the show's main writers, found himself looking for something new to do. What he decided to do was to write a completely insane radio show for the BBC about inter-galactic hitchhikers, the destruction of the Earth, interstellar throughway by-passes, evil aliens who write even eviler poetry, and the ultimate question, the ultimate com-



puter, and the white mice who practically rule the universe.

The radio show was an overwhelming success. It has been replayed as often in England as Monty Python itself. Not one to miss such a golden opportunity, Adams turned the radio segments into two novels, *Hitchhiker's Guide* and *The Restaurant at the End of the Universe*. Together, the pair sold over a million copies in the British Isles.

Late in 1980, the book was published in hardcover form here by Harmony Books. After that, it was a Literary Guild Alternate, and a main selection for the Science Fiction Book Club. In all three cases, it was a devastating success.

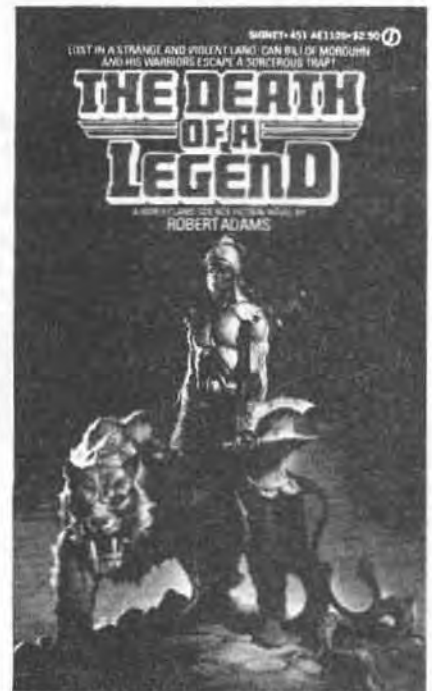
So now, Pocket Books has released it in paperback form, having also purchased the rights to *The Restaurant at the End of the Universe*, which they plan to release later in the year.

As for the *Hitchhiker's Guide* itself, it is deserving of all its praise. It is the most insane, wildly funny literary event in years. That this event has taken place within the *genre* of science fiction is something all readers should consider an extremely fortunate event. Adams has packed all of the sheer lunacy of his old Python days into one absurd book. It is silly, happy, absurd stuff. It is the wildest funniest, sci fi novel ever. The only disappointing thing about it is that the reader is forced to wait for the next volume to come out to get more of the same.

The Death of a Legend
by Robert Adams
Published by Signet Books
\$2.50

A Review by C. J. Henderson

Few people will argue the fact that Robert Adams' *Horseclan* novels make up one of the finest science fiction/fantasy series ever created. They are real; the stories come across as tales of real people. They are all individual creations, each one eating, sweating, blinking, and itching. They love the way real people do, and they are capable of dying, just the way real people do.



Adams' characters walk through stories which have a realistic flavor to them. Not all of his plots involve toppled thrones and grand armies and all of the other trite, well-worn, bric-a-brac of the Lincarterian sagas. Adams is creating a believable future world, one in which people just haven't changed all that much. It is an interesting place, one where people lie, drink, steal, go to the bathroom, fight, and, basically, do everything that all ordinary people do - they just do it in more exotic surroundings.

What all this is leading up to, of course, is the news that Adams has delivered another novel in his ongoing series. *The Death of a Legend* is, while not the best of the lot, certainly near the top.

(continued on p. 93)

THE CAVES OF THE GOBLIN LORD



by DAN GOODSSELL



History

A short time ago there was a great Goblin that commanded a large group of Goblins. His fame was great, but in the end he was driven back to lurk in a subterranean abode. For 15 years nothing was heard of him, then rumors of his return began to circulate. You are a group of adventurers that have set out to enter his caves and to kill him.

Judge's Notes:

This Dungeon is for a group of Melee/Wizard adventurers who have no Experience Points.

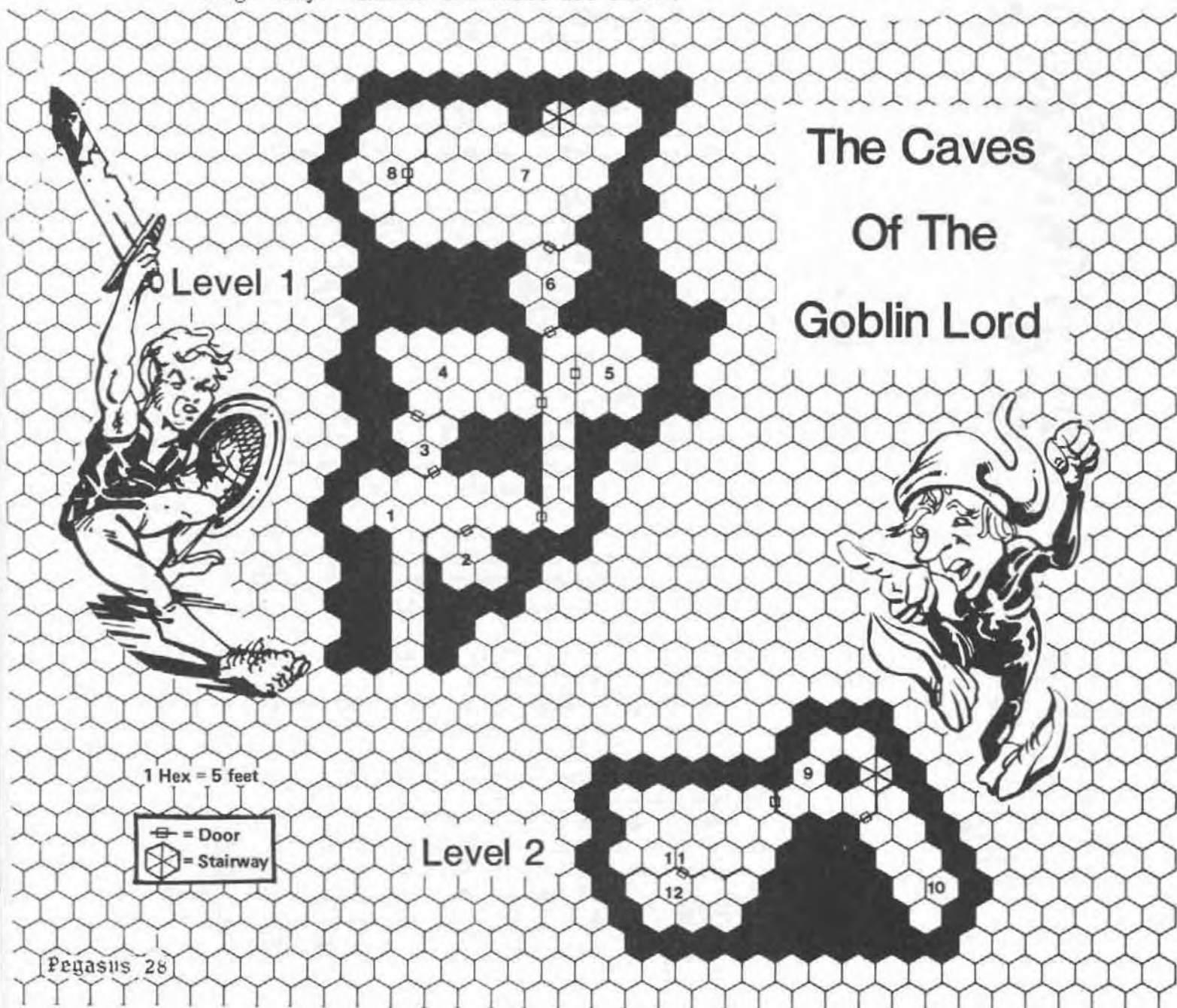
LEVEL ONE

- 1) Entances Room: Standing in this room is 1 Goblin guard. He has a Club.
Judge only: Goblin ST:9, DEX:9(7), IQ:8, MA:8, Armor:Leather (2 points), Weapons:Club and Dagger. The Goblin has 10SP. If the party looks strong he will run to warn the Goblin Lord.
- 2) Bedroom: In this room is a small bed.
Judge only: Under the bed is a small Bronze Cup worth 5SP.
- 3) Wolf Room: Sitting in this room is a Wolf.
Judge only: Wolf ST:10, DEX:14, IQ:6, MA:12, Armor:Fur (1 point), Weapon: Bite (1+1). This Wolf will attack any party that is not with a Goblin.
- 4) Guard Room: 2 Goblins are sitting in this room.
Judge only: Goblins ST:11, DEX:7, 6, IQ:8, 8, MA:10, 10, Armor:None, None, Weapon:Small Axe, Broadsword. When the party enters one Goblin will run out of the room and the other will fight. The one that ran will get the Orc in Room 6.
- 5) Food Storeroom: Many bags of flour, sugar and salt lie in this room.
Judge only: The Goblins have to eat a mush made from the stuff. Living in this room is a Giant Rat ST:2, DEX:11, IQ:1, MA:8, Armor: 1 point for dodging, Weapons:Bite (1-2).
- 6) Orc Room: Sitting at a table in this room is a large Orc with a Morning Star. He is eating a small dinner.
Judge only: Orc ST:13, DEX:12(9), IQ:8, MA:6, Armor:Chainmail, Weapons: Morning Star and a Mace. He has 30SP.
- 7) Goblin Lords Room: In this large room is a large throne with a small Goblin in it.
Judge only: The small Goblin is the Goblin Lord ST:12,DEX:7, IQ:14, MA:10, Armor:None, Weapons:Wizards Staff. He is a Magic-User. Spells:Sleep, Illusion, Reverse Missiles, Rope, Destroy Creation, Dazzle, Summon Wolf, Aid, Confusion, Magic Fist and Staff. Beneath his throne there is a spiral staircase leading down to Level 2, 9. To move the throne a ST of 25 must be applied.

- 8) **Goblin Lords Bedroom:** In this room is a large soft bed.
 Judge only: This is the bed of the Goblin Lord.

LEVEL TWO

- 9) **Stair Room:** The spiral staircase in this room leads to Level 1, 7.
 Judge only: Nothing special.
- 10) **Another Food Storeroom:** In this room are barrels of salt pork, ale and wine.
 Judge only: This is the food the Goblin Lord eats.
- 11) **Bear Room:** There is a large Bear in this room.
 Judge only: Bear ST:30, DEX:11, IQ:6, MA:8, Armor:Fur (2 points), Weapons: Claw (2+2). The Bear will attack anyone eating except the Goblin Lord.
- 12) **Treasure Room:** There is a large chest in this room.
 Judge only: Inside the chest are 350SP.



BEASTMASTER SAFARI SHIPS



by STEFAN JONES



The vast majority of starships perform important functions, such as maintaining commerce, providing security, and exploring the unknown. Some, however, cater to the whims of the rich and powerful of the Imperium. Typical of these "toys" is the Safari Ship, a vessel designed for excursions into wild worlds where Nobles go hunting for exotic and dangerous animals.

The "Beastmaster" Safari Ship is based on the Safari Ship in **Traveller™ Game Designers' Workshop Supplement 4**. Several additions have been made, notably, the inclusion of a Jump 2 drive. In view of the price, function, and "missing mass" of the described ships, these changes seemed logical and necessary.

Operation

Most Safari ships are owned by wealthy Nobles or Tourism Businesses. Ships owned by Nobles are run as a business venture when not in use by the owner; this helps with the payments.

Safari trips are expensive. Salaries for the crew come to about 30,000 credits a month. Life support totals 96,000 credits. Fuel is generally skimmed and purified, but an allowance of 5000 credits a month is made. With some extras added, this comes to 140,000 a month for expenses, with a full load of 8 passengers. Each passenger (if the ship has a full load of 8 passengers), must be charged 17,500 credits per month to break even on the operation expenses. To make a profit requires charges above this level.

A trip is generally 2 - 3 months long. This assumes 3 weeks of outward Jumping to the destination, generally an underpopulated, terrestrial world; 3 - 5 weeks of hunting, and another 3 weeks of Jumping home.

Customer Availability

Customers for the Safari Ship will be available as per the chart below.

Starport World of Origin	Customer Availability	Type	DM
A	1D - 1D	Rich World	+5
B	1D - 2D	Airless World	+1
C	1D - 3D	Population 6+	+2
		Population 9+	+3

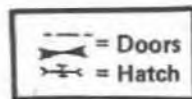
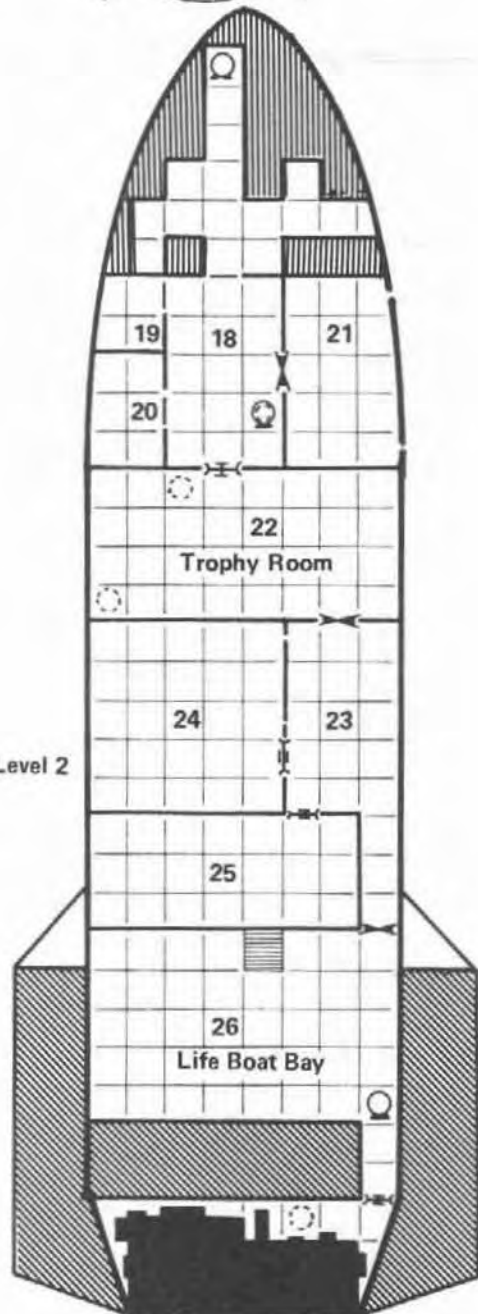
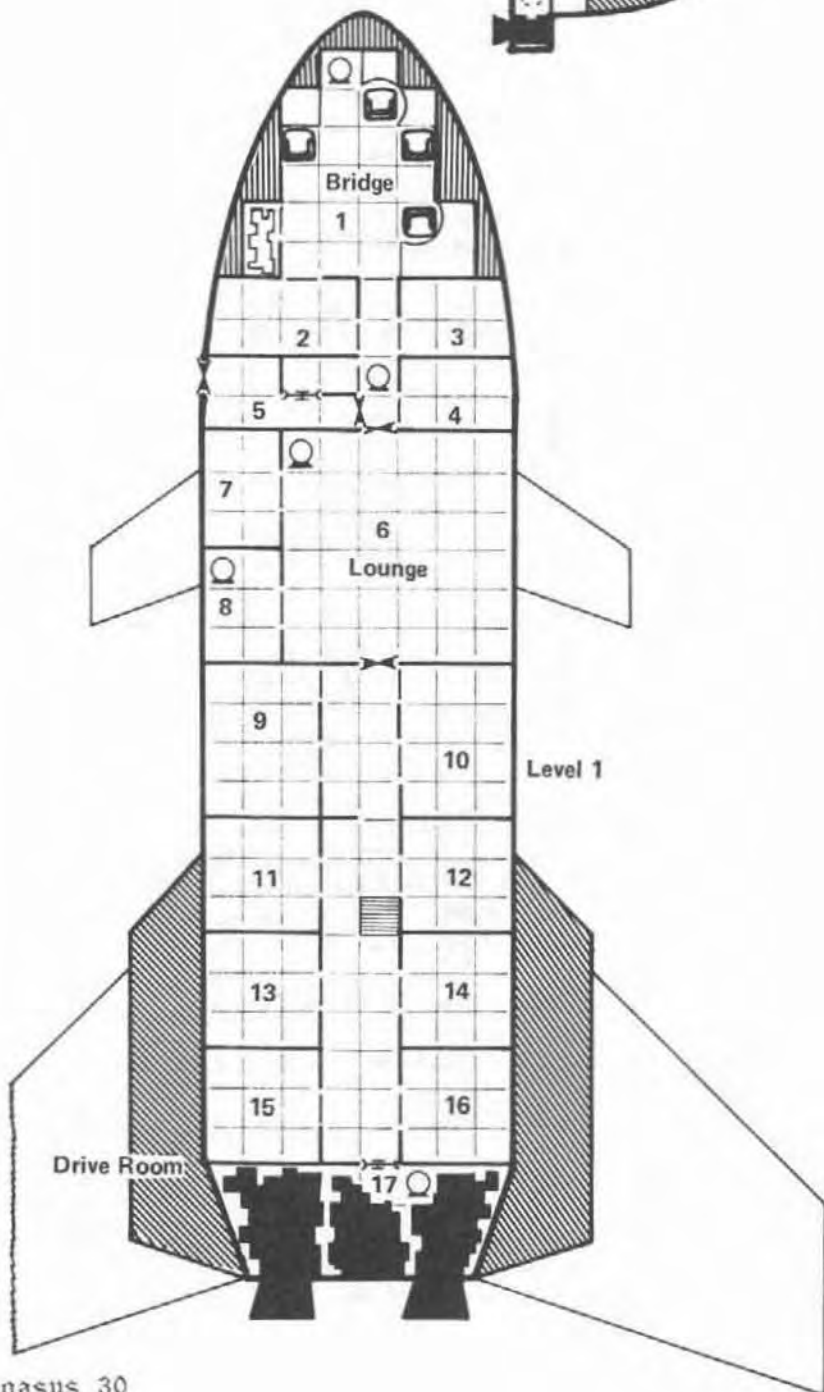
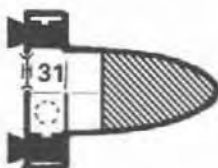
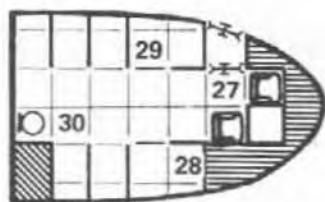
The roll is made once per month. Customers from a previous month's roll may "wait" (roll 7+) if a Safari Ship does not leave in order to find more customers.

Customers will generally be nobles, rich officials, etc. **Supplement 4** should be consulted for proper NPCs.

Internal Details

The Beastmaster Safari Ships are streamlined 200-ton vessels. The staterooms and recreation rooms are large and very luxurious.

- Bridge:** The ship is controlled from here during space flight and in atmosphere. The model 1/bis computer is located on the port side of the bridge; an avionics bay is located below the bridge.
- Double Stateroom:** Used by the pilot and navigator, this room has access to the bridge.
- Double Stateroom:** This room is used for the engineer and the steward.
- Double Stateroom:** If a single stateroom is available, the tour guide will generally berth there. If not, the guide shares this room with the medic.
- Airlock and Ship's Locker:** The locker contains survival equipment, Vacc suits, rescue balls, etc. Another ship's locker is located aboard the life boat.
- The Lounge:** This giant area contains the dining hall and entertainment facilities for the customers. A library (with real books!) and holographic stage for viewing life-sized entertainment programs are some of the features included.
- Sickbay:** Extensive medical facilities, including a low berth for emergency cases, are located here.
- Galley:** The exotic meals served to the customers are prepared here. The control panel for the entertainment equipment is located here, also.
- Suite - Stateroom:** This large room is reserved for the owner or the captain of the ship. When needed, the room can be divided into two smaller, but still luxurious, staterooms.
- Suite - Stateroom:** This room is identical to room 9.
- Customer Stateroom:** This large room is for the customer's use. A folding stairway/hatch leads from the hallway to the lifeboat bay below.
- Customer Stateroom:** This room is the same as room 11.
- Customer Stateroom:** This comfortable room is the same as room 11.
- Customer Stateroom:** This room is the same as room 11.
- Customer Stateroom:** This room is the same as room 11.
- Customer Stateroom:** This room is the same as room 11.
- Customer Stateroom:** This room is the same as room 11.
- Drive Room:** Access to the ship's jump, maneuver, and power equipment is available here. An iris leads to the lower drive room.



1 Square = 1.5 meters

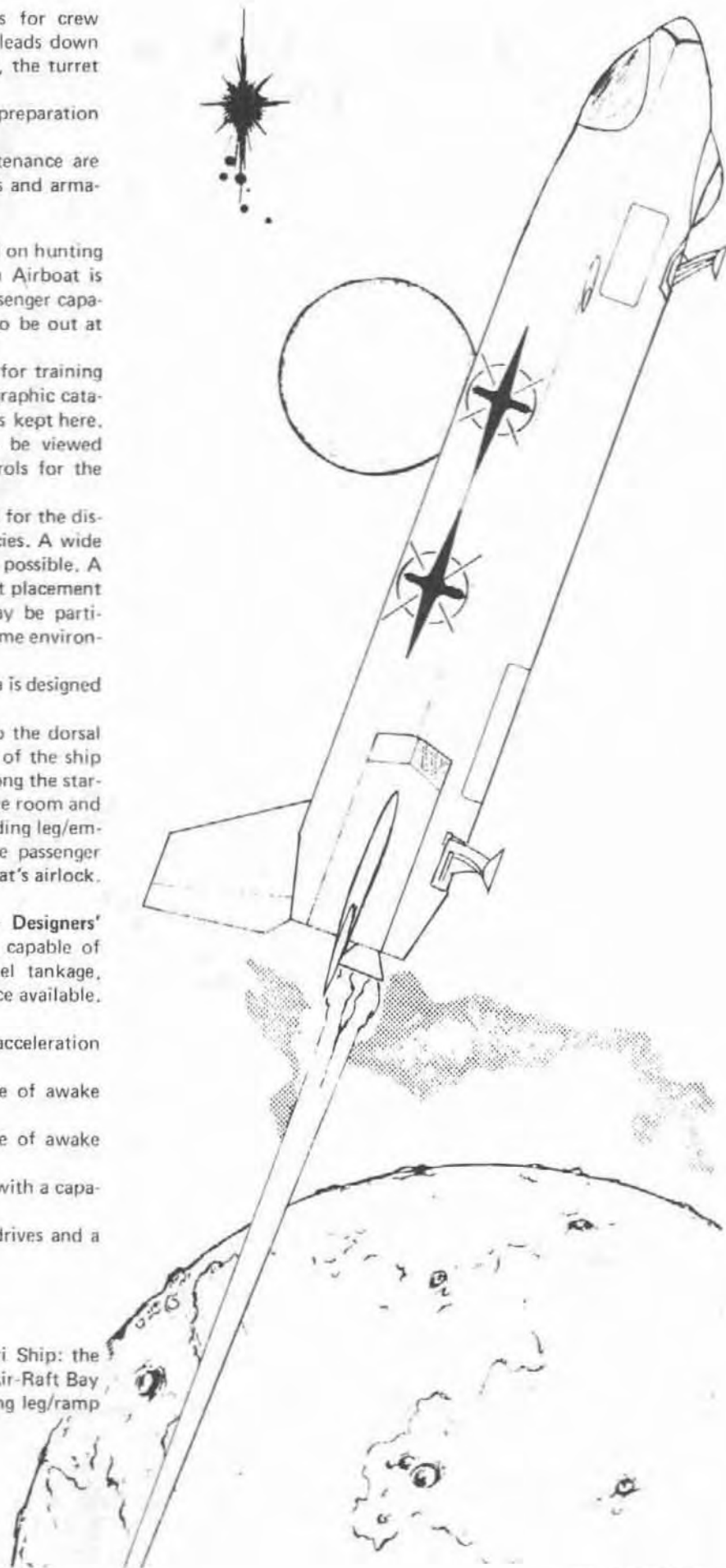
- 18 **Crew's Mess/Lounge/Workshop:** Facilities for crew recreation and planning are here. An iris leads down to the ship's double turret. When armed, the turret mounts a Sandcaster and a Beam Laser.
- 19 **Crew's Galley:** This is the food storage and preparation area.
- 20 **Storage:** Equipment for repair and maintenance are kept here, along with expedition supplies and armament.
- 21 **Air-Raft/Airlock:** The ship's air-raft, used on hunting trips, is kept here. Occasionally, a 6-ton Airboat is carried, as this larger vehicle has larger passenger capacity, allowing the entire hunting party to be out at the same time.
- 22 **Trophy Room/Lounge:** This area is used for training of customers as well as recreation. A holographic catalogue of the ship's history of specimens is kept here.
- 23 **Viewing Gallery:** The trip's prizes may be viewed from this area. The environmental controls for the two caging areas are placed here.
- 24 **Marine Caging Area:** This area is designed for the display and preservation of live aquatic species. A wide variety of environmental adjustments are possible. A large hatch is set in the port hull to permit placement and removal of specimens. The area may be partitioned, but all the areas must have the same environmental conditions.
- 25 **Caging Area:** Similar to the above, this area is designed for land and aerial specimens.
- 26 **Life Boat Bay:** The bay extends down to the dorsal hull of the ship. A hatch set in the belly of the ship can open to drop the boat. A catwalk along the starboard side allows access to the lower drive room and to a hatchway that leads down to the landing leg/embarcation ramp. A folding stair from the passenger area above connect directly to the life boat's airlock.

Lifeboat (standard from Traveller™ Game Designers' Workshop Book 2): Uses a 20-ton hull, capable of 1-G acceleration, it carries 1 ton of fuel tannage, and a crew of 2, with 13 tons excess space available.

- 27 **Bridge of Life Boat:** The bridge has an acceleration couch for one of the awake crew.
- 28 **Stateroom:** This stateroom is for the use of awake crew.
- 29 **Stateroom:** This stateroom is for the use of awake crew.
- 30 **Low Passage Berths:** 5 emergency berths with a capacity of 20 are here.
- 31 **Drive Room/Storage:** This contains fuel drives and a small ship's locker.

Points of Entry

There are 5 points of entry to the Safari Ship: the main airlock, the turret inspection hatch, the Air-Raft Bay hatch, the Life Boat Bay hatch, and the landing leg/ramp hatch.



Catacombs of the Bear Cult

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Catacombs of the Bear Cult is not merely a dungeon – it's an adventure! Additional scenario suggestions have been included – so once a group of characters has exhausted the original adventure, there are plenty more waiting!

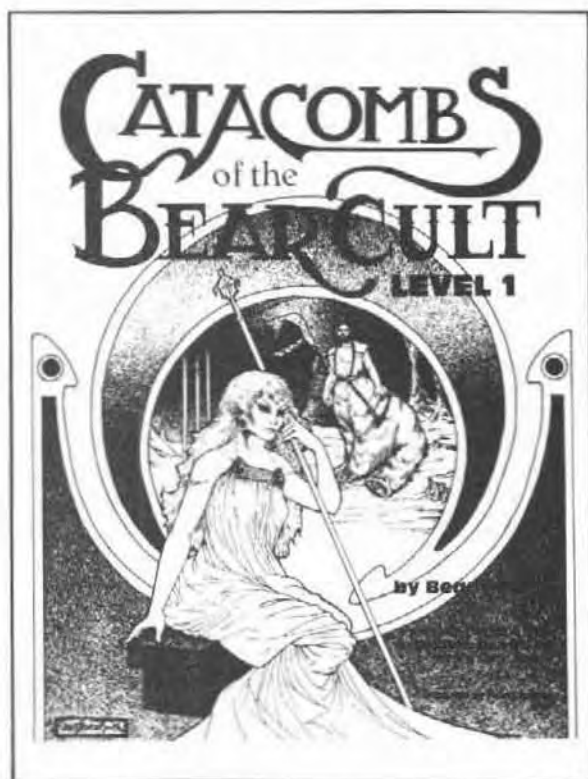
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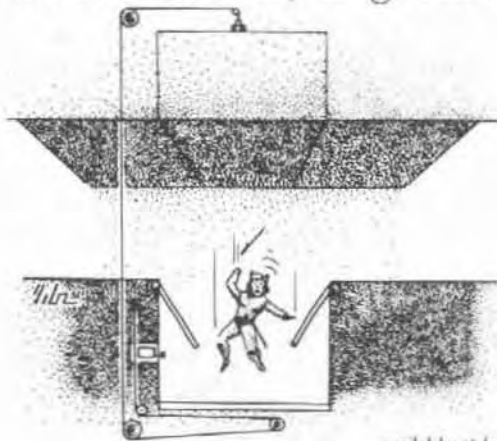
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When the trap door slams down against the side of the pit, it hits a button on the wall which causes a vial of acid to shatter. The acid rapidly dissolves a wire that runs up through the dungeon wall to secure in place the section of roof above the pit. As long as weight remains on the floor of the pit the pressure plate therein will insure that the block of ceiling remains in place. If all the weight is removed, then the ceiling (continued on page 18 of Grimtooth's TRAPS)

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THE AZURERAIN PIRATES

By R. J. Baier

CITY STATE
CAMPAIGN
INSTALLMENT



THE AZURERAIN PIRATES

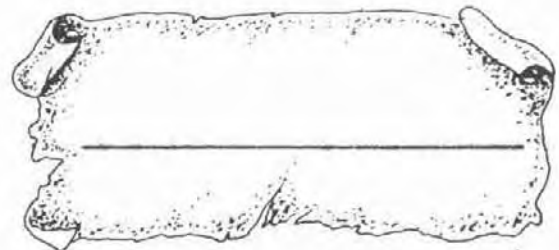
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Designed by R. J. Baier
 Graphics and Layout by Roger Harvey and 13
 Art by Ken Simpson, Erin McKee, Kevin Siembeida,
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The Azurerain Pirates
Background



Ten years ago, a freebooter approached Atar the Lion, the ruler of Tarantis (Hex 2327, Campaign Map Four) with an interesting proposition. An agreement was reached between Atar and the man who has since been known as the Seahawk.

The Seahawk gathered together all the local pirates, privateers, buccaneers, and the other refuse of the water and molded them together into a brotherhood - an association of independent captains which would eliminate competition between them. Atar and the markets of Tarantis would share in the enterprise. It soon became recognized that ships licensed by the Tarentine Merchants' Association would be guaranteed passage by the Brotherhood if a slight fee was paid. Vessels which were not registered would be fair game for the pirates. Seized goods were then auctioned by the Brotherhood monthly. It has been rumored that Atar sometimes denies registration to vessels carrying goods he covets and then buys them at the auction when the ship is taken by the Brotherhood.

In time, a camp grew around the market site about 18 miles northeast of the city of Tarantis. The Seahawk, a cautious type, developed a system of protection for his men. Lookout points were situated along the Azurerain River. Agents of the Brotherhood were sent into the cities and towns along the river. It is rumored that, by this time, agents can be found in most major cities in the known area. A carrier pigeon system was instituted about five years ago, thus insuring quick communications between outposts. It is not uncommon for magic to be used to notify the Seahawk of wealthy prizes.

Ships used by the Brotherhood vary in type. Most are owned by the Captains although ships are also known to be under the ownership of patrons who receive a portion of the booty when it is sold. The main type of vessel is a clinker-built, shallow-draft ship, close in design to the Viking war boat. This type of ship can be used with sails or oars and is quite capable of long sea journeys. Smaller river craft are also used. In most cases, the crew is entirely composed of members of the Brotherhood although some vessels use slaves as rowers.

The governing body of the Brotherhood is the Council of Captains. Each captain (who must possess a ship and at least fifty men) has a vote in Council deliberations. The Captain-General has three votes and decides the action if a tie vote results. The Tarentine Merchants' Association and Atar the Lion each get one vote. General meetings are held twice a year, and at least three-quarters of the Captains must be present in order to have a voting quorum. New Captains are appointed as voting members only with the approval of two-thirds of the voting membership. Quarrels within the membership are normally decided by a formal duel if agreement cannot be enforced by the members. Violations of the Articles of Association of the Brotherhood are tried before a judicial board consisting of the Captain-General and two Captains elected every two years.

Shares of sold booty are normally divided in the following fashion although minor variations are known to exist.

30%	Master of the vessel. Usually the Captain.
10%	Officers and bodyguard.
30%	Crew.
10%	Captain-General.
15%	Brotherhood treasury.
5%	Atar the Lion and the Tarentine Merchants' Association.

Average Ship Characteristics

Length: 65' to 70'

Beam (width): 13' to 15'

Crew: 55 - 60, usually two per oar.

Officers: 3 - 5

Average Speed: 3 - 7 knots rowing, 4 - 11 knots sailing, usually with one mast and a large, square sail.

Armament: Some ships mount small ballistae on a platform on the bow. Individual crewmen are armed with their personal weapons. Some Captains elect to use unarmed slaves as rowers, but the rest of the crew is armed.

Offices of the Tarentine Merchants' Association

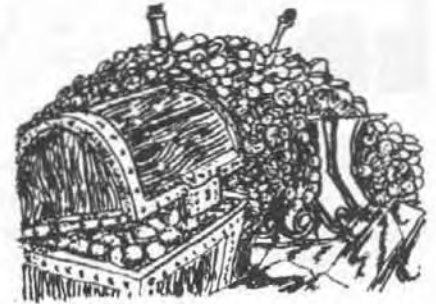
Representatives of the Association can be found in many towns and cities of the known world. A typical building is three stories high. Living quarters for the agent and his family are found on the second floor. There are also living quarters for the guards (2 - 8 Fighters, all in Leather Armor, bearing Longswords). The strong box is also found here.

The third floor contains storerooms and a carrier pigeon loft. 5 - 15 birds are kept, watched over constantly by a trainer. Using these birds, the agent always keeps in touch with the home organization. Messages are always sent in code, and the code is known only to the agents.

The first floor holds the offices for the Association. Record files are maintained by 1 - 4 scribes. The licensing office is in the rear. Licensing permits and the Association's seal are kept in a locked strong box during business hours and transferred upstairs at night. Average costs are 1 CP per ton of common goods, 1 SP per ton of luxury goods (wine, fine cloth, etc.), and 1% of the value of valuables (jewelry, fine books, spices, magical items, etc.). Slaves are priced according to the use of the slave. Common slaves are insured for 1 CP per 10 slaves. Trained slaves are 1 SP each. Harem girls, fine cooks, body servants, and scribes are insured for 1 GP each.

Permits may be denied (and the information passed along to the main office) if the cargo exceeds certain values):

Cargo Value	Chance of Denial	Attack Chance
0 - 50 GP	1%	1%
51 - 100 GP	5%	7%
101 - 500 GP	8%	10%
501 - 1,000 GP	10%	15%
1,001 - 5,000 GP	15%	20%
5,001 - 25,000 GP	20%	30%
25,001 - 100,000 GP	30%	45%
100,001 - 500,000 GP	40%	60%
500,001 - 1,000,000 GP	50%	80%
1,000,001 - 2,500,000 GP	75%	95%
More than 2,500,000 GP	80%	100%



Attack chance is the percentage roll to determine if the Brotherhood will attempt to take the unlicensed merchant vessel. Note that bribery may be resorted to by shippers to attempt to gain a proper license.



Hex 2625, Campaign Map Four Bireznia - Lair of the Azureain Brotherhood

All hex locations hereafter are numbered hexes contained within the five-mile hex cited above.

- 1** Watch Tower: Hex 1120. This is a platform built in a large oak tree and camouflaged. It has walls approximately 13' high and about a foot thick. Its dimensions are 15' x 20', and it holds ten men on its two stories. It is entered by a rope ladder which is only lowered when the guard is changed every 18 hours. Three men are always maintained on guard, and these three are changed every three hours. Others at the tower are either sleeping (60% chance) or awake (40% chance). All are 1 HD and AT: Leather. They are armed with Heavy Crossbows and Cutlasses. Carrier pigeons are released if danger or prey approaches. A +3 Heavy Crossbow is carried by the leader of the detachment, but it always remains at the Watch Tower.

HTK of garrison: 8, 6, 6, 5, 5, 5, 4, 3, 1.
- 2** Ferry: Hex 2015. Black Diccon, Ferryman (M): Half Orc; Class: Thief; Align: N; LVL: 5; HTK: 21; AT: Leather (Plate*); Social Level: 2; STR: 15; INT: 10; WIS: 12; CON: 15; CEX: 17; CHAR: 8; POW: 14; SPD: 13; END: 16; LED: 11; STA: 15; LCK: 14; AGIL: 16; GAM: 11; Weapon: +1 Dagger. Diccon always wears black, hooded robes. He is extremely nervous when fares appear. He charges 1 SP per man or beast and 3 SP per wagon or cart. He greatly distrusts anyone who is not obviously a warrior-type. Diccon will attempt to rob customers who are not of the area if there are only one or two individuals (80% chance if one customer, 65% if two). He uses a weighted fishing net to entrap his prey - treat the target as AT: Leather to hit. If hit, the victims are snared for 4 - 7 rounds. Diccon then uses a Truncheon to knock out the victims prior to robbing them of everything they own. The victims are then tied to logs and abandoned into the stream. Diccon's treasure is stashed in his nearby hovel: 106 SP, a +1 Sword, and assorted goods worth 25 GP.

* Diccon wears a reinforced breast and back plate under his robes. If struck there, treat as AT: Plate to hit.

Judges Guild Campaign Map #4

Hex 2625

Tarantis



Large Hex = 5 miles

Small Hex = .2 miles

- - - = Road
- ~ ~ ~ = River
- ||||| = Elevation
- □ = Buildings

- 3 Stone Tower: Hex 2115. This tower is 20' tall and 15' in diameter. A Light Ballista is mounted on the roof. The garrison consists of 15 men, all AT: Leather. There are five artilleryists armed with Short Swords, HTK: 5, 4, 4, 2, 1. There are five armed with Short Swords and Light Crossbows, HTK: 7, 5, 4, 3, 2. There are five with Cutlasses and Boarding Pikes (Spears), HTK: 6, 6, 4, 4, 2.

Tower Captain: Shanghai Sam (M): Class: Fighter; Alignment: CE; LVL: 3; HTK: 20; AT: Leather and Shield; Social Level: 4; STR: 16; INT: 13; WIS: 9; CON: 16; DEX: 15; CHAR: 9; POW: 16; SPD: 11; END: 15; LED: 10; STA: 14; LCK: 14; AGIL: 14; GAM: 13; Weapon: Cutlass. Sam thinks of himself as a "lady-killer" and will always admit females to the tower who have a CHAR of 14 or higher. Females who rebuff his advances are apt to end up chained in the cell underneath the Tower floor. Sam's treasure: 158 SP and 285 CP.

- 4 Auctioneer's: Hex 2215. This is a large, two-storied stone building. Here is the site where locals bid on the loot stolen by the pirates. Goods are auctioned here every month on the last two days of the month. There is a below-ground vault in which goods are stored before the auction. The stairs to the vault entrance are always guarded by two men, AT: Leather, HTK: 7, 6 who are armed with Cutlasses and Boarding Pikes. These men are relieved every four hours from the Stone Tower. The vault door is trapped with poisoned, spring-fired Darts (2 - 12 in number). The poison is Type 7 (Ready Ref Sheets, Judges Guild product number JG 0014). Only the auctioneer and the Seahawk have the key.

Auctioneer: Mumbles Mahon (M): Class: MU; Alignment: LE; LVL: 3; HTK: 12; AT: Shield; Social Level: 6; STR: 10; INT: 17; WIS: 9; CON: 10; DEX: 15; CHAR: 10; POW: 9; SPD: 13; END: 10; LED: 14; STA: 9; LCK: 13; AGIL: 14; GAM: 11; Weapon: +1 Dagger. Mumbles has a Ring of Human Persuasion which he is known to use during the auctions. His cut is generally 1% of the sale value taken from the owner's share. Mumbles and his loyal servant, Cruchface (Ogre; HTK: 25; AT: Splint Mail) live upstairs from the Auction Hall. Mumbles' treasure is hidden under the floor beneath Cruchface's bed. The box has a symbol of fear engraved inside the cover. Treasure: 1,575 GP in assorted jewelry, 355 GP, 1,800 SP. Folded over the loot is a Cloak of Poisonousness made of leather with a high-standing collar. The cloak has a clasp of two red stones, each worth 500 GP.



- 5 Seahawk's Hold: Hex 2316. The Seahawk (M): Class: Fighter; Alignment: LE; LVL: 9; HTK: 83; AT: Chainmail; Social Level: 8; STR: 17; INT: 16; WIS: 10; CON: 16; DEX: 15; CHAR: 14; POW: 16; SPD: 12; END: 16; LED: 17; STA: 15; LCK: 10; AGIL: 14; GAM: 7; Weapon: +2 Cutlass. The Seahawk is often absent from the Hold: 20% chance he is in Tarantis; 40% chance he is on a raid; 10% chance he is meeting with the Captains at the Red Lion Inn. The Seahawk is a master of disguise - treat him as equal to an Assassin of equivalent level. He often disguises himself and wanders around the area listening for promising rumors.

Others in the Hold:

Glorglas (M - Half Orc): Class: Assassin; Alignment: NE; LVL: 6; HTK: 20; AT: Leather; Social Level: 4; STR: 15; INT: 13; WIS: 10; CON: 15; DEX: 17; CHAR: 8; POW: 14; SPD: 18; END: 14; LED: 8; STA: 15; LCK: 8; AGIL: 16; GAM: 13; Weapon: Cutlass and Stiletto.

Astrahir (M): Class: Magic User; Alignment: NE; LVL: 6; HTK: 13; AT: Leather; Social Level: 6; STR: 5; INT: 17; WIS: 8; CON: 12; DEX: 14; CHAR: 9; POW: 4; SPD: 12; END: 11; LED: 10; STA: 13; LCK: 12; AGIL: 15; GAM: 13; Weapon: Dagger.

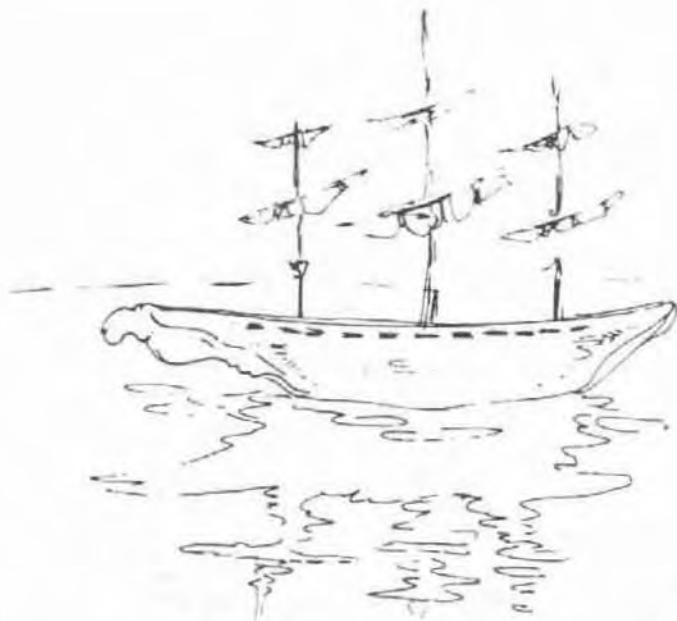
Nordak (M): Class: Cleric; Alignment: LE; LVL: 12; HTK: 42; AT: Plate; Social Level: 8; STR: 14; INT: 10; WIS: 17; CON: 13; DEX: 10; CHAR: 12; POW: 13; SPD: 10; END: 11; LED: 11; STA: 12; LCK: 14; AGIL: 9; GAM: 13; Weapon: +2 Mace.

Prog the Grim (Chief Mate - M): Class: Fighter; Alignment: LE; LVL: 6; HTK: 25; AT: Chainmail; Social Level: 5; STR: 16; INT: 14; WIS: 9; CON: 12; DEX: 15; CHAR: 13; POW: 16; SPD: 13; END: 12; LED: 8; STA: 11; LCK: 10; AGIL: 15; GAM: 10; Weapon: Cutlass.

Mak the Knife (1st Mate - M): Class: Fighter; Alignment: NE; LVL: 4; HTK: 21; AT: Leather; Social Level: 4; STR: 13; INT: 12; WIS: 11; CON: 14; DEX: 17; CHAR: 10; POW: 12; SPD: 16; END: 13; LED: 7; STA: 14; LCK: 12; AGIL: 17; GAM: 6; Weapon: 8 Throwing Knives.

Brother Clon (M): Class: Cleric; Alignment: LE; LVL: 2; HTK: 10; AT: Leather; Social Level: 5; STR: 12; INT: 16; WIS: 16; CON: 10; DEX: 10; CHAR: 11; POW: 12; SPD: 9; END: 11; LED: 7; STA: 11; LCK: 13; AGIL: 10; GAM: 7; Weapon: None.

Tardry Lan (Bosun - M): Class: Fighter; Alignment: LE; LVL: 2; HTK: 11; AT: Ringmail; Social Level: 4; STR: 15; INT: 10; WIS: 9; CON: 13; DEX: 13; CHAR: 12; POW: 14; SPD: 15; END: 14; LED: 14; STA: 11; LCK: 13; AGIL: 13; GAM: 12; Weapon: Cutlass.



The Golden Griffon

Glorglas disguises himself to appear as the Seahawk when the Seahawk is away on business. He also has been known to eliminate rivals of the Captain-General and is 98% loyal to the Seahawk. Prog is the second-in-command, and Mak is third on the Seahawk's ship, **The Golden Griffon**. Brother Clon is the chief accountant for the Brotherhood. Tardry Lan is the younger brother of the Seahawk, but only Glorglas knows this secret. Lan is the personal messenger and confidante of his brother. All have rooms on the second floor. The stairs are guarded at all times by two pirates, AT: Ringmail and Shield, HTK: 6, 5. A trapdoor in the Seahawk's room leads to a hidden stairway to a tunnel below ground level. The escape tunnel leads off to the north-east and is barred by a magically-locked, heavy door. Only the people who live at the Hold know the secret password required to deactivate the spell, as does Mumbles Mahon. Immediately to the left when the door is opened can be found a 25' by 50' room which contains the Seahawk's loot. If the door (locked by the same password as the other) is forced open, a 15' x 15' square pit opens at the door, and intruders will fall 25' into 20' deep water. The treasure is contained in locked strongboxes which line the walls. Treasure: 15,000 GP, 15,000 SP, 25,000 CP, 10,000 GP in jewelry, 15,000 GP in gems, and five potions: Ether Form, Dominate Birds, Flying, Vial of Persuasiveness, and Dragon Control. The treasure is guarded by an Iron Golem which always attacks unless the control word is spoken. This word is known only to the Seahawk, Nordak, Astrahir, and Tardry Lan.

The Seahawk's ship, **The Golden Griffon**, is manned by sixty seasoned veterans.



6 The Accounting House: Hex 2316. Employed here are:

Brother Sind (M): Class: Cleric; Alignment: LE; LVL: 2; AT: Leather; HTK: 8; Social Level: 3; STR: 12; INT: 15; WIS: 16; CON: 12; DEX: 12; CHAR: 10; POW: 11; SPD: 9; END: 12; LED: 13; STA: 11; LCK: 8; AGIL: 12; GAM: 7; Weapon: Mace.

Brother Korval (M): Class: Cleric; Alignment: LE; LVL: 2; AT: Leather; HTK: 6; Social Level: 2; STR: 14; INT: 14; WIS: 15; CON: 12; DEX: 15; CHAR: 10; POW: 13; SPD: 12; END: 13; LED: 10; STA: 14; LCK: 16; AGIL: 15; GAM: 15; Weapon: Mace.

One of the two will always be found consulting or writing papers. There are also two scribes (AT: None, HTK: 2, 1) and six slaves (AT: None, HTK: 5, 4, 4, 3, 2, 2) present. There is a 1% chance per five minutes that a literate character may find the control word for the Golem in area 5 in this place. There is then a further 40% chance that the paper on which the control word is found may connect the word to the Golem; otherwise, just the word has been found. There is also a 5% chance per fifteen minutes that a map of dungeon level one is found.



7 Temple of Neptune: Hex 2317. Presided over by Nordak, this is a local shrine to the patron of the river. There are two acolytes and three custodian/guards:

Fostick (M): Class: Cleric; Alignment: NE; LVL: 3; HTK: 13; AT: Chainmail; Social Level: 4; STR: 14; INT: 10; WIS: 15; CON: 10; DEX: 12; CHAR: 10; POW: 14; SPD: 11; END: 10; LED: 6; STA: 11; LCK: 12; AGIL: 12; GAM: 14; Weapon: Mace.

Istrim (M): Class: Cleric; Alignment: NE; LVL: 3; HTK: 13; AT: Chainmail; Social Level: 4; STR: 10; INT: 10; WIS: 14; CON: 12; DEX: 15; CHAR: 11; POW: 9; SPD: 10; END: 10; LED: 14; STA: 11; LCK: 9; AGIL: 15; GAM: 8; Weapon: Mace.

Falfour (M): Class: Fighter; Alignment: LE; LVL: 3; HTK: 10; AT: Ringmail; Social Level: 2; STR: 17; INT: 10; WIS: 10; CON: 12; DEX: 13; CHAR: 10; POW: 16; SPD: 13; END: 11; LED: 14; STA: 12; LCK: 16; AGIL: 13; GAM: 15; Weapon: Trident.

Trim Ardris (M): Class: Fighter; Alignment: NE; LVL: 2; HTK: 11; AT: Ringmail; Social Level: 2; STR: 16; INT: 9; WIS: 11; CON: 14; DEX: 14; CHAR: 9; POW: 15; SPD: 11; END: 14; LED: 8; STA: 13; LCK: 11; AGIL: 12; GAM: 11; Weapon: Trident.

Lyr Manan (M): Class: Thief; Alignment: NE; LVL: 2; HTK: 7; AT: Ringmail; Social Level: 2; STR: 12; INT: 13; WIS: 10; CON: 10; DEX: 17; CHAR: 13; POW: 11; SPD: 8; END: 9; LED: 16; STA: 8; LCK: 13; AGIL: 17; GAM: 9; Weapon: Cutlass.

All monetary donations are used to plate the marble statue of Neptune; all non-gold items are exchanged for gold plating. Its current value is 22,500 GP. Per five minutes of uninterrupted work, 450 GP value of plating may be removed. The statue is on a high dais surrounded by a 15' wide moat that is 30' deep. The moat is filled with river water.

- 8 The Armory: Hex 2317. Contents: 2 Light Ballistae, 25 casks of oil, 150 Ballista Bolts, 50 Heavy Crossbows, 100 Light Crossbows, 2,000 Crossbow Bolts, 300 Cutlasses, 500 Boarding Pikes, 200 Knives, 150 small Shields, 100 sets of Leather Armor, and 100 Grappling Hooks.
- Clank Torgrim (Dwarf armorer): Class: Fighter; Alignment: N; LVL: 2; HTK: 10; AT: Ringmail; Social Level: 3; STR: 16; INT: 14; WIS: 10; CON: 13; DEX: 14; CHAR: 10; POW: 5; END: 12; STA: 13; AGIL: 15; SPD: 11; LED: 8; LCK: 11; GAM: 15; Weapon: Hammer.
- Fourfingers Tralnor (M): Class: Fighter; Alignment: LE; LVL: 5; HTK: 28; AT: Chainmail; Social Level: 4; STR: 17; INT: 15; WIS: 12; CON: 12; DEX: 15; CHAR: 8; POW: 16; SPD: 11; END: 12; LED: 9; STA: 11; LCK: 16; AGIL: 15; GAM: 11; Weapon: Cutlass.
- Guards: Five pirates, two of which are always on guard: AT: Leather, HTK: 6, 5, 5, 4, 3; Weapons: Cutlasses and Pikes.
- 9 Rope Maker: Hex 2417. Boldikker (Goblin): Class: Fighter; Alignment: CE; LVL: 1; HTK: 4; AT: Leather; Social Level: 2; STR: 13; INT: 12; WIS: 10; CON: 9; DEX: 15; CHAR: 12; POW: 13; SPD: 11; END: 10; LED: 10; STA: 8; LCK: 7; AGIL: 15; GAM: 6; Weapon: Dagger. Treasure is 56 GP hidden beneath a rope coiled in the upper loft. Rumor: An old temple may be found in the caverns beneath the ship cove, and much wealth lies undiscovered.



Leena



Aestar

- 10 Red Lion Inn: Hex 2116.
- Big John Ferman (M): Class: Fighter; Alignment: NE; LVL: 4; HTK: 21; AT: Leather; Social Level: 3; STR: 17; INT: 11; WIS: 12; CON: 15; DEX: 15; CHAR: 15; POW: 16; SPD: 13; END: 14; LED: 14; STA: 15; LCK: 10; AGIL: 15; GAM: 14; Weapon: +1 Mace.
- Fast Eddie (M): Class: Thief; Alignment: NE; LVL: 3; HTK: 11; AT: Leather; Social Level: 2; STR: 8; INT: 15; WIS: 12; CON: 14; DEX: 17; CHAR: 12; POW: 15; SPD: 8; END: 14; LED: 10; STA: 13; LCK: 10; AGIL: 17; GAM: 9; Weapon: +1 Dagger.
- Lintner Gras (Orc): Class: Fighter; Alignment: CE; LVL: 4; HTK: 14; AT: Chainmail; Social Level: 2; STR: 14; INT: 10; WIS: 8; CON: 12; DEX: 13; CHAR: 9; POW: 15; SPD: 10; END: 12; LED: 13; STA: 11; LCK: 10; AGIL: 13; GAM: 8; Weapon: Sword.
- Toke Simal (Orc): Class: Fighter; Alignment: CE; LVL: 4; HTK: 19; AT: Chainmail; Social Level: 2; STR: 14; INT: 11; WIS: 10; CON: 13; DEX: 12; CHAR: 12; POW: 14; SPD: 11; END: 13; LED: 16; STA: 12; LCK: 11; AGIL: 12; GAM: 12; Weapon: Sword.
- Leena (F): Class: Thief; Alignment: NE; LVL: 3; HTK: 11; AT: Leather; Social Level: 3; STR: 10; INT: 13; WIS: 10; CON: 11; DEX: 17; CHAR: 15; POW: 9; SPD: 11; END: 9; LED: 14; STA: 10; LCK: 13; AGIL: 16; GAM: 11; Weapon: Dagger.
- Aestar (F): Class: Thief; Alignment: N; LVL: 2; HTK: 4; AT: Leather; Social Level: 2; STR: 12; INT: 14; WIS: 9; CON: 13; DEX: 15; CHAR: 14; POW: 12; SPD: 12; END: 13; LED: 15; STA: 12; LCK: 18; AGIL: 14; GAM: 14; Weapon: Dagger.

Big John owns the inn. Fast Eddie runs knucklebones games in the corner. He often cheats, so add 1 to his total. The chance of detection is 5% cumulative per roll. Gras and Simal are the bouncers. Leena and Aestar are barmaids. Leena also works as the dancing girl. Rooms upstairs are available 40% of the time. Cost with food and drink is 2 SP per night. There is a 10% chance per night that Eddie, Leena, or Aestar will attempt to steal something. Usually present are 10 - 40 Pirates (AT: Leather, Cutlasses) and 1 - 20 visitors (Judge's choice of stats), and there is a 10% chance per night of a Captains' meeting (refer to area 5). The Seahawk is in love with Aestar who only knows him as Rolstir, a pirate in the Seahawk's crew. The Seahawk visits Aestar weekly (15% chance cumulative per day) and spends the night in her room. Each person mentioned above will have a stash of 20 - 40 GP. The establishment's till is kept in a locked cash box and equals 120 GP, 100 GP, and 55 CP.

- 11 Granary: Hex 2117. Contains 20 - 200 tons of grain. Watchman is Perf Ladir (M): Class: Fighter; Alignment: NE; LVL: 2; HTK: 8; AT: Leather; Social Level: 2; STR: 12; INT: 9; WIS: 8; CON: 12; DEX: 12; CHAR: 7; POW: 11; END: 12; STA: 13; AGIL: 13; SPD: 13; LED: 13; LCK: 12; GAM: 14; Weapon: Club.
- 12 Barracks: Hex 2216. Contains 50 + 1D20 pirates.
- Captain One-Eye Blon (M): Class: Fighter; Alignment: NE; LVL: 5; HTK: 25; AT: Ringmail; Social Level: 4; STR: 16; INT: 12; WIS: 11; CON: 14; DEX: 15; CHAR: 13; POW: 16; SPD: 13; END: 14; LED: 12; STA: 13; LCK: 8; AGIL: 15; GAM: 7; Weapon: +1 Cutlass.
- Bosun Skregor (M): Class: Fighter; Alignment: CE; LVL: 3; HTK: 16; AT: Ringmail; Social Level: 3; STR: 15; INT: 10; WIS: 9; CON: 10; DEX: 13; CHAR: 12; POW: 14; SPD: 11; END: 9; LED: 9; STA: 10; LCK: 13; AGIL: 14; GAM: 12; Weapon: Cutlass.
- Crashwort (Orc): Class: Fighter; Alignment: LE; LVL: 3; HTK: 16; AT: Ringmail; Social Level: 3; STR: 13; INT: 12; WIS: 13; CON: 13; DEX: 14; CHAR: 8; POW: 12; SPD: 7; END: 12; LED: 10; STA: 13; LCK: 10; AGIL: 14; GAM: 9; Weapon: Cutlass.



Capt. Bigboot Lathey



Capt. One-Eye Blon

- 13 Lathey's Place: Hex 2317.
- Captain Bigboot Lathey (Orc): Class: Fighter; Alignment: CE; LVL: 6; HTK: 25; AT: Chainmail and Shield; Social Level: 7; STR: 15; INT: 16; WIS: 10; CON: 13; DEX: 15; CHAR: 13; POW: 15; SPD: 11; END: 12; LED: 11; STA: 13; LCK: 10; AGIL: 15; GAM: 9; Weapon: +1 Cutlass.
- Chief Mate Scron (Orc): Class: Fighter; Alignment: CE; LVL: 3; HTK: 15; AT: Leather; Social Level: 4; STR: 12; INT: 13; WIS: 9; CON: 12; DEX: 13; CHAR: 12; POW: 11; SPD: 10; END: 12; LED: 9; STA: 10; LCK: 9; AGIL: 13; GAM: 9; Weapon: Cutlass.
- Scurvy Dan (Goblin): Class: Fighter; Alignment: CE; LVL: 2; HTK: 10; AT: Leather; Social Level: 3; STR: 13; INT: 10; WIS: 12; CON: 12; DEX: 14; CHAR: 10; POW: 16; SPD: 12; END: 11; LED: 12; STA: 12; LCK: 18; AGIL: 13; GAM: 13; Weapon: Cutlass.
- Bosun Iblis Nard (Troll): Alignment: CE; LVL: 7; HTK: 26; AT: Chainmail and Shield; Social Level: 5; STR: 18; INT: 11; WIS: 6; CON: 18; DEX: 12; CHAR: 5; POW: 17; SPD: 8; END: 17; LED: 4; STA: 16; LCK: 17; AGIL: 11; GAM: 15; Weapon: Boarding Pike and Brass Knuckles.

Bigboot and his cronies are the Seahawk's main opposition. They control about a third of the Brotherhood's votes and are always trying to undermine the authority of the Seahawk. Their ship, **Grim Reaper**, is manned by 40 Orcs and 20 Goblins. Bigboot will pay money for any information which may prove damaging to the Seahawk.

14 Bellagio's: Hex 2318.

Captain Bellagio (M): Class: Fighter; Alignment: NE; LVL: 5; HTK: 38; AT: Chainmail; Social Level: 6; STR: 17; INT: 15; WIS: 14; CON: 14; DEX: 13; CHAR: 12; POW: 17; SPD: 9; END: 13; LED: 11; STA: 14; LCK: 6; AGIL: 12; GAM: 6; Weapon: Cutlass.

First Mate Nameless (M): Class: Fighter; Alignment: LE; LVL: 3; HTK: 24; AT: Leather; Social Level: 4; STR: 18; INT: 10; WIS: 13; CON: 13; DEX: 14; CHAR: 10; POW: 17; SPD: 11; END: 13; LED: 8; STA: 13; LCK: 15; AGIL: 15; CAM: 9; Weapon: Cutlass.

Bosun Uldr Kan (Elf): Class: Fighter- Magic User; Alignment: CG; LVL: 3; HTK: 20; AT: Ringmail; Social Level: 4; STR: 13; INT: 16; WIS: 12; CON: 15; DEX: 16; CHAR: 12; POW: 11; SPD: 6; END: 14; LED: 15; STA: 15; LCK: 12; AGIL: 16; GAM: 12; Weapon: Longbow and Sword.

Bellagio generally (85%) votes with the Seahawk on policy matters. His ship, **The Tarantis Princess** is crewed by 50 men and 10 Viking-type Berserkers.

15 Brig: Hex 2418.

Scarface Druel (Ogre): Class: Fighter; Alignment: CE; LVL: 5; HTK: 23; AT: Chainmail; Social Level: 2; STR: 18; INT: 9; WIS: 8; CON: 15; DEX: 12; CHAR: 6; POW: 18; SPD: 13; END: 14; LED: 7; STA: 15; LCK: 17; AGIL: 12; GAM: 9; Weapon: Club.

Ratty Zorf (Wererat): Class: Fighter; Alignment: LE; LVL: 4; HTK: 17; AT: None; Social Level: 2; STR: 13; INT: 15; WIS: 10; CON: 16; DEX: 13; CHAR: 7; POW: 12; SPD: 9; END: 15; LED: 6; STA: 16; LCK: 7; AGIL: 13; GAM: 9; Weapon: Sword.

Cells contain: 1 - 8 pirates (usually jailed for fighting), 2 - 12 prisoners (held for ransom. More important prisoners may be held by individual Captains on a 15% chance each.), and 1 - 4 others (miscellaneous outsiders, spies, etc.). All cells are on the upper level of the building. On the lower levels (ground floor and two levels below ground) are the quarters for the overseers and field slaves. There are quarters for 150 slaves who are chiefly employed in working on the nearby fields. There is one overseer (armed with Whip and Sword) per 15 slaves. The slaves are of all races: 85% Human, 10% Orc, 2% Elf, 2% Dwarf, 1% Halfling and miscellaneous. They are kept chained at all times. Attrition rate is high - 10% chance of disease cumulative per month held in slavery. Slave raiding is one of the Pirates' many activities.

16 Watchtower: Hex 3118. This is a wooden tower 20' high and 15' in diameter. There is a ten-man garrison, AT: Leather, HTK: 6, 6, 5, 5, 5, 4, 4, 4, 3, 2. There are always three men on duty, armed with Cutlasses and Light Crossbows. The others are armed with Cutlasses and Boarding Pikes.

17 The Keep: Hex 2612. This is a stone tower Keep, 30' in diameter and 50' high. There is a beacon fire on the roof which is sometimes used to guide ships to the camp or to relay signals. The normal garrison is 20 men, AT: Leather, HTK: 6, 6, 6, 5, 5, 5, 4, 4, 4, 4, 3, 3, 3, 2, 2, 1, 1, 1. There are ten Light Crossbows with the garrison. The duty shift consists of five men at all times. There is a trap door which leads to a shaft connecting to the cave below.

18 The Ruins: Hex 2610. Here are the remains of what was once a large building which was destroyed by fire long before the Pirates found it. The area is shunned by the superstitious sailors although some say that the place was once a rich temple to a local cult of killers.



Other Captains
(20% chance of being present)

- 1 Belis (F): Class: Fighter; Alignment CG; LVL: 7; HTK: 39; AT: Leather; Social Level: 6; STR: 16; INT: 15; WIS: 12; CON: 13; DEX: 16; CHAR: 13; POW: 16; SPD: 11; END: 12; LED: 6; STA: 13; LCK: 13; AGIL: 16; GAM: 11; Weapon: Longsword. Ship: **Revenger**. Crew: 60 Amazons. 20 Have Javelins and Cutlasses, 20 have Bows and Short Swords, and 20 have Boarding Pikes and Cutlasses. NOTE: Never ransoms male prisoners - sells them as slaves. Uncooperative with other Captains.
- 2 Agrin Ron (M): Class: Fighter; Alignment: LE; LVL: 6; AT: Leather; HTK: 30; Social Level: 5; STR: 17; INT: 10; WIS: 11; CON: 14; DEX: 15; CHAR: 9; POW: 17; SPD: 16; END: 14; LED: 9; STA: 13; LCK: 11; AGIL: 15; GAM: 12; Weapon: Cutlass. Ship: **Levantine Lady**. Crew: 58 men, 4 Dwarves. Twenty men have Longbows. The rest are armed with Cutlasses and Boarding Pikes. NOTE: Always votes against the Seahawk. Hates him with a passion.



Capt. Poldon



Capt. Agrin Ron



Capt. Belis

- 3 Zindar (M): Class: Cleric; Alignment: LE; LVL: 6; HTK: 27; AT: None; Social Level: 6; STR: 17; INT: 13; WIS: 17; CON: 13; DEX: 14; CHAR: 13; POW: 16; SPD: 11; END: 13; LED: 9; STA: 11; LCK: 10; AGIL: 15; GAM: 13; Weapon: Morning Star. Ship: **Soul Stealer**. Crew: 60 Hobgoblins.
- 4 Poldon (M): Class: Cleric; Alignment: LE; LVL: 7; HTK: 30; AT: None; Social Level: 6; STR: 15; INT: 15; WIS: 17; CON: 11; DEX: 13; CHAR: 14; POW: 14; SPD: 7; END: 11; LED: 12; STA: 10; LCK: 9; AGIL: 13; GAM: 16; Weapon: +1 Mace. Ship: **Knife of the Lord**. Crew: 50 Orcs, 6 Goblins, 4 Hobgoblins. The Goblins use Javelins. The Hobgoblins are armed in Chain and wield Two-handed Swords. (Judge's Note: Polon is the inheritor of the position of the High Priest of Cutul-Nyar. None of the Pirates know this because he covers his true religion and pretends to worship another god. He is rumored to be seeking an able-bodied human First Mate.

Cutul-Nyar

Cutul-Nyar is a powerful demon. He is the personal servant of Asmodeus. The ruins at the top of the cliff are the remains of a long-destroyed temple to Cutul-Nyar. There are few servants and worshipers of this demon. The Pirate Captain, Poldon, is the current High Priest although this is not known to the rest of the Pirates.

Cutul-Nyar, for past offenses against his master, is locked into a cycle of earthly existence which lasts approximately 81 years. After this time, he is sent to Hell to become a minor demon for the same period of time. Unfortunately for Cutul-Nyar, this cycle was interrupted some 200 years ago by the actions of a human champion of the Gods of Light. The earthly focus for the gate to the earthly plane, a jeweled heart, was shattered into nine parts by the Sword, Razondil.

Since that time, Cutul-Nyar has not been able to return to the earth. His priests have used all their resources to discover a way to ensure his return. From their studies, they have found that a human host is required for the devil to enter, and the shattered heart must be rejoined. It is not clear, however, to the newer priests, exactly what else is required since many records were destroyed in the past.

The only surviving text is **The Scarlet Tome**, a record of the priests of Cutul-Nyar. This book has been severely damaged, and only short portions are readable. Poldon is the current guardian of the book, and he is resolved to make the attempt to recall Cutul-Nyar to this plane. He also knows a secret passage from the opposite side of the cliff which leads to the temple area beneath the ground.

The Scarlet Tome The Inscriptions and Legends of Cutul-Nyar



efore the beginning of history, before there was man, there was Cutul-Nyar. When the Lords of Evil contested with their opposites upon the barren plains of the Earth, Cutul-Nyar was charged with the promotion of their rule over the liquid mediums. The creatures of the night and the depths of the seas found first his power. Subjected to his will were many. Subjected to his influence were many more. It has been said that true rivers of blood flowed to mingle with the waters of river and ocean.

THE GREAT LORD A [REDACTED] SAW AND WAS PLEASED.

HELL WAS ENRICHED. But time passed.

THE GREAT LORD A [REDACTED] became jealous. As the power of Cutul-Nyar grew, this envy increased. FOR THIS WAS HE CAST DOWN. Cutul-Nyar was summoned to serve himself in Hell.

Eons passed. The dark ways and rites were forgotten upon the Earth. Relenting, THE GREAT LORD A [REDACTED] allowed his servant to enter this plane again. New creatures felt the lash of Cutul-Nyar, the Orcs and Goblins of the depths. For his former presumptions, Cutul-Nyar was restricted to the bowels of the Earth, no more to rule the deep waters.

As the numbers of circles was nine, his sentence was nine nines of years. For nine nines of years was he to be given a body on the Earth. The ones of the Earth then named him That-which-walks-as-a-man. For nine nines of years was he recalled to Hell to serve.

In the breast of man was fashioned

(Here the book is damaged)

In the years measured by Cutul-Nyar numbered 72835 (this translates roughly to 400 years previous), the Scarlet Coven of the Priests had constructed the great temple of the East. Into the depths of the Earth was hewn chambers of worship, and those chambers were built with the blood of all the races of life. An edifice of strength and might grew above the subterranean vaults - a structure to rival any on Earth - a place of wonder.

Then, again, did THE GREAT LORD A [redacted] take offense and his might was unleashed. The dread LORD struck at the temple and left a smoldering heap of ruins. The earthen body of That-which-walks-as-a-man was sundered for nine nines of years.

In the year numbered 73037, the sojourn in Hell had been completed by nine years. The powers of Cutul-Nyar increased in scope. Where once he flourished, his followers returned.

There arose at that time, in the lands of the west, a man favored by the GODS OF LIGHT (may their deeds be cursed). Endowed with RAZONDIL, a blade of fearsome potency, the man known as FORLINDEN (may his deeds be cursed) came to the domains of Cutul-Nyar.

Five score perished and the foundations of the mountain were shaken when RAZONDIL cleft the earthly heart of Cutul-Nyar. As it sundered That-which-walks-as-a-man, RAZONDIL was shattered. The Earth spoke, and Cutul-Nyar and FORLINDEN were no more.

Nine nines

(Here the writing is obscured)

CEREMONYES OF THE RED CO

In the beginning was then the orb of the soul.

(All praise his name)

Let it then be joined.

(All praise his name)

(Here the parchment is destroyed)

May his servants approach - the host awaits.

(All praise his body)

Ablution:

The washing of the host with the blood of Life. The waters mix with the blood of Life.

The spirit of the dread one will approach.

(All praise his spirit)

He draws nigh.

(All praise his word)

Fix the helm upon the gift.

(The waters mix with the blood of Life)

(Here the parchment is interrupted)

NOW the victim is given. THE KNIFE OF THE LORD performs the four cuts of life and death.

(All praise his life)

The waters mix with the blood of Life.

The clenched fist is armed with his sceptre.

The ROBE OF LIFE is fitted.

(All praise his coming and

(Here the parchment is ripped away)

The remainder is recently written, approximately 30 years old:

It may then be inferred that, when the proper host is found, it may then be a relatively simple arrangement to invoke his presence.

It may be an involved ceremony then to manage his embodiment. But That-which-walks-as-a-man has the cycle of nine nines to contend with. Infernal politics may, therefore, be an assumed mechanism. This is, indeed, applicable according to the inferred writings of Shabad-niser IV (see volume IX, *Ceremonies of the Red Coven*, cycle 23).

However, the sundering of the orb of the soul by the thrice-cursed RAZONDIL may provide several obstacles to his coming. It is not clear if any damage was done - but we must not preclude any possibilities of complications which might arise in the ancient recorded procedure.

(Here the parchment is destroyed)

It is resolved, then, to forgo any procedural complications. The requirement of the NINE is not deemed functionally necessary. The competent focus is what is truly required. Of course, the host is also necessary. The earliest that we may begin is the second part of the 25th cycle, since this marks the passage of the current nine nines of years. He awaits the opening that we will provide and

(Here the parchment is destroyed)

The end of the purpose comes. But I fail. My LORD fails me as I fail him. I pass this to one who may succeed.

Let him then seek the host:
MAY THE LORD COME
PRAISE HIS NAME

(Here the book ends abruptly, save one entry following)

THE TIME IS NIGH. PRAISE HIM



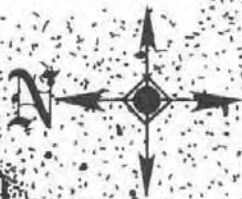
Judge's Notes

The nine pieces of the Heart of Cutul-Nyar necessary for the summoning of the devil are found in the following rooms:

- 1 - The left eye in the face in the crypt in the northeast corner of Room No. 3, Level Four.
- 1 - The left eye in the crypt in the southwest corner of Room No. 3, Level Four.
- 2 - The eyes in the northern crypt in Room No. 4, Level Four.
- 2 - The eyes in the southern crypt in the same room.
- 2 - The eyes of the face in Room No. 8, Level Four.
- 1 - The gem of the necklace worn by the inhabitant of Room No. 14, Level Four.

If found and taken by an adventurer, the gems will not be able to leave the level. A *Detect Magic* and *Detect Evil* will both register positive results if used on the gems. In times of stress or sleep (roll as if the gem was a magic Sword with a score of 25 combined Intelligence and Ego scores), the gems will influence the possessor to return them.

Level 1



Down

13

1 Square = 10 feet

4

3

12

11

14

7

10

6

Down

- - - = Doors
- S = Secret Doors
- ▣ = Pit
- ~ = Water
- = Pillars
- = Stairway

To Tower Up

2

9

5

8

Key Dungeon Level One

- 1 Steps lead up to the Keep on the top of the cliff.
- 2 Docking slips for the Brotherhood vessels. The basin under the cliff and the stream leading to the river have all been dredged to allow the easy passage of shallow-draft ships that the Pirates use. There is always one small rowboat tied to the dock. There is a 50% chance for one or two cargo-carrying river craft and a 25% chance for a warship. (If a warship, roll on table below).



01 - 25	Golden Griffon
26 - 55	Tarantis Princess
56 - 80	Grim Reaper
81 - 90	Two of the above
91 - 95	All of above
96 - 99	One other
100	Two others

Guards are two Pirates, AT: Leather, HTK: 5, 4, armed with Cutlasses and Light Crossbows. Also, three men of the crew of each docked ship are normally posted as guards.

- 3 Stores: Contents: 20 - 30 kegs of salted meat. 10 - 20 cases of rum and other liquors. 30 - 40 cheese wheels (c. 40 lbs. each). 5 - 15 cases of bottled fruit juice. 50 - 60 barrels of flour. 5 - 15 crates of live chickens. 5 - 10 cases of dried peas and beans.
- 4 Stores: Contents: 25 - 35 barrels of oil. 6 Mast timbers. 15 - 25 kegs of nails. 30 - 50 oars. A stack of wood 20' x 20' x 30'.
- 5 Guard Room: Two medium Ballistae. They are always armed and manned.
 - Gornash (Orc): Class: Fighter; Alignment: CE; LVL: 3; HTK: 12; AT: None; Social Level: 3; STR: 12; INT: 13; WIS: 10; CON: 13; DEX: 10; CHAR: 9; POW: 13; SPD: 12; END: 12; LED: 8; STA: 13; LCK: 13; AGIL: 9; GAM: 12; Weapon: Cutlass and Ballista.
 - Barak (Orc): Class: Fighter; Alignment: CE; LVL: 3; HTK: 21; AT: None; Social Level: 3; STR: 13; INT: 10; WIS: 9; CON: 12; DEX: 14; CHAR: 13; POW: 12; SPD: 10; END: 11; LED: 7; STA: 10; LCK: 6; AGIL: 13; GAM: 9; Weapon: Cutlass and Ballista.
 - Zarab (Orc): Class: Fighter; Alignment: CE; LVL: 1; HTK: 3; AT: None; Social Level: 1; STR: 15; INT: 9; WIS: 12; CON: 14; DEX: 11; CHAR: 13; POW: 16; SPD: 9; END: 13; LED: 11; STA: 13; LCK: 17; AGIL: 10; GAM: 12; Weapon: Cutlass.
 - Pogork (Orc): Class: Fighter; Alignment: CE; LVL: 1; HTK: 6; AT: None; Social Level: 1; STR: 10; INT: 14; WIS: 10; CON: 15; DEX: 9; CHAR: 4; POW: 9; SPD: 10; END: 15; LED: 2; STA: 16; LCK: 9; AGIL: 8; GAM: 9; Weapon: Cutlass.

Gornash and Barak are trained artilleryists. They have orders to sink any unauthorized vessel coming into the dock area. Zarab and Pogork carry ammo. One crew (two men) is always on duty. Sleeping quarters 24' x 16' x 15' high adjoin the guardroom. Their loot is equal to 25 GP total.

- 6 Stores: Contents: 200 - 400 feet of heavy rope cable, 2,000 - 5,000 feet of medium rope.
- 7 Stores: Contents: Four anchors, 100 - 200 feet of heavy chain, 200 - 300 feet of chain, 10 - 20 harpoons, a 25' x 125' fishing net with floats. There is a secret door which leads to a passage to the Seahawk's lair (building No. 5). The storeroom is very dusty and not much used.
- 8 Well: The well shaft is about 45' deep and is used primarily in case of siege.
- 9 Barracks: 2 + 1D8 Pirates, AT: None, HTK: 6, 5, 4, 4, 4, 4, 3, 3, 2, 1. If looted, their sea chests will bring 4 - 7 GP per Pirate. Their latrine is in the NE corner of the room. There is a 25% chance of a nasty, but true, rumor about the Orcs in Room No. 5 being scrawled on the latrine walls. Rumor: "The Orcs in the guardroom eat Dwarf meat."
- 10 Barracks: 3 - 1D10 Pirates, AT: None; HTK: 6, 6, 6, 5, 5, 4, 4, 4, 4, 3, 2, 2, 1. Sea chests will bring 5 - 8 GP per Pirate. Twenty minutes of search will uncover a 50 GP gem hidden in a bed post by the crew chief.
- 11 Barracks and Mess Hall: 3 + 1D20 Pirates, AT: None, HTK: 6, 6, 6, 6, 5, 5, 5, 4, 4, 4, 4, 3, 3, 3, 3, 2, 2, 2, 2, 1, 1, 1, 1. Loot is 4 GP per Pirate. There is a rack of Cutlasses (10 - 20) on the west wall.



Beans Aron



Baby Stewie

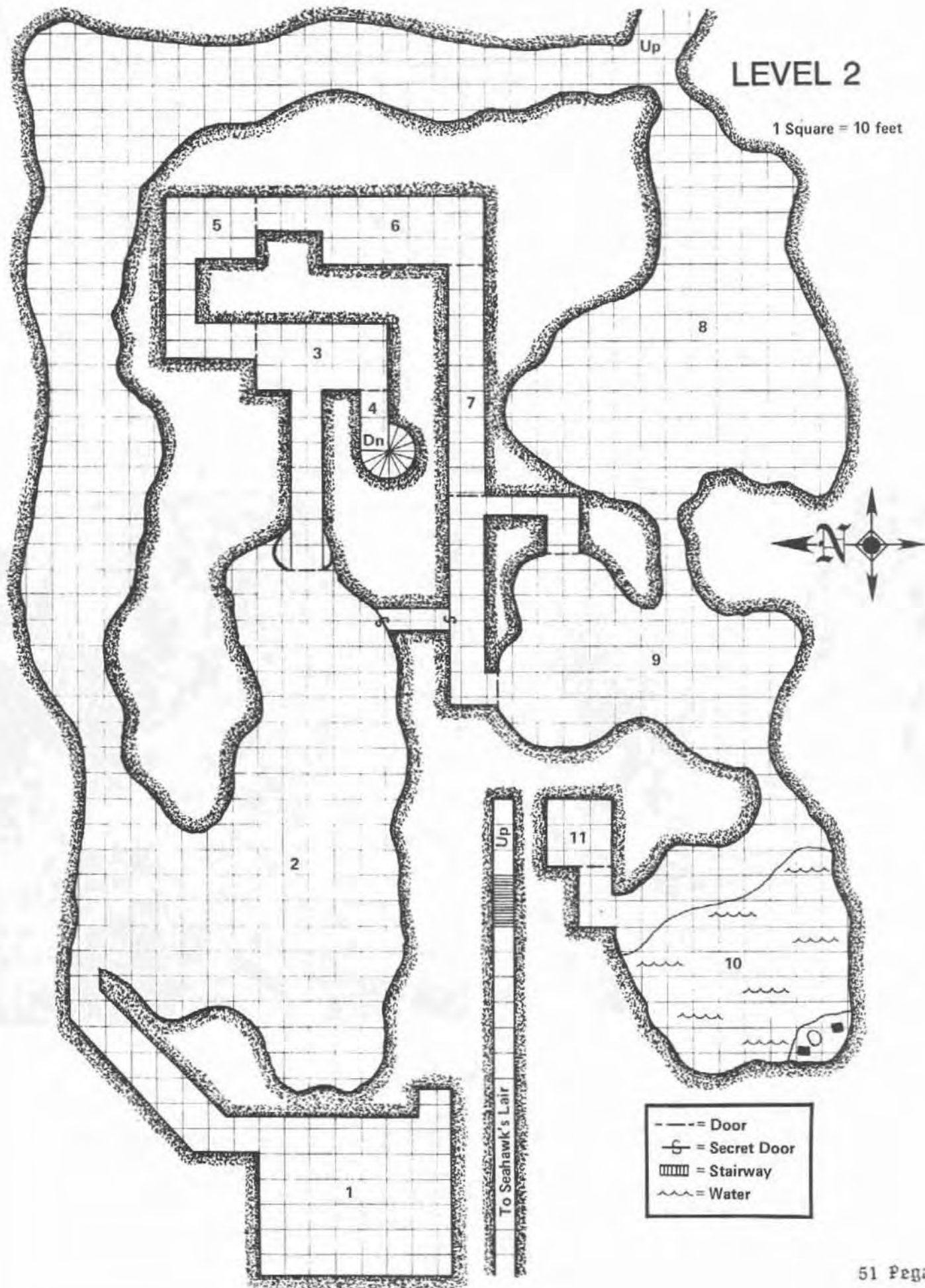
- 12 Kitchen: Two fireplaces are located on the east and south walls. 2 + 1D4 of the following are present:
- Beans Arno (Hobgoblin): Class: Fighter; Alignment: CE; LVL: 2; HTK: 13; AT: None; Social Level: 2; STR: 15; INT: 12; WIS: 11; CON: 13; DEX: 12; CHAR: 8; POW: 14; SPD: 7; END: 12; LED: 4; STA: 13; LCK: 12; AGIL: 12; GAM: 12; Weapon: Meat Cleaver (Battle Axe).
- Fishtunk (M): Class: Thief; Alignment: NE; LVL: 1; HTK: 3; AT: None; Social Level: 1; STR: 10; INT: 13; WIS: 10; CON: 12; DEX: 14; CHAR: 9; POW: 9; SPD: 7; END: 10; LED: 5; STA: 11; LCK: 11; AGIL: 13; GAM: 8; Weapon: Butcher Knife.
- Baby Stewie (M): Class: Fighter; Alignment: CG; LVL: 2; HTK: 14; AT: None; Social Level: 2; STR: 17; INT: 8; WIS: 10; CON: 15; DEX: 10; CHAR: 12; POW: 17; SPD: 5; END: 15; LED: 6; STA: 14; LCK: 5; AGIL: 8; GAM: 8; Weapon: Butcher Knife.
- Spitboy Lascar (Goblin): Class: Fighter; Alignment: CE; LVL: 1; HTK: 3; AT: None; Social Level: 1; STR: 10; INT: 10; WIS: 8; CON: 9; DEX: 12; CHAR: 12; POW: 10; SPD: 7; END: 8; LED: 9; STA: 9; LCK: 9; AGIL: 12; GAM: 14; No Weapon.
- Gruk (Goblin): Class: Fighter; Alignment: CE; LVL: 1; HTK: 1; AT: None; Social Level: 1; STR: 9; INT: 10; WIS: 11; CON: 12; DEX: 15; CHAR: 12; POW: 7; SPD: 11; END: 14; LED: 7; STA: 15; LCK: 8; AGIL: 14; GAM: 13; No Weapon.
- Heyboy (Goblin): Class: Thief; Alignment: NE; LVL: 1; HTK: 2; AT: None; Social Level: 1; STR: 12; INT: 11; WIS: 10; CON: 9; DEX: 15; CHAR: 14; POW: 11; SPD: 12; END: 7; LED: 8; STA: 9; LCK: 17; AGIL: 15; GAM: 11; Weapon: Dagger.

The first three are cooks. The second three are the mess boys and helpers. Beans sometimes whips up special dishes for the Ballista Room (see Room No. 9) in which he sometimes shares. Heyboy dreams of pirating although none of the Brotherhood would ever consider him a prospect. He would do anything to get out of the kitchen.

- 13 In this arm of the natural cavern is a heavy, bronze door embossed with the faces of leering demons and devils. This area is generally left alone by the Pirates. Occasionally, unransomed prisoners or Pirates who have committed especially vicious acts have been abandoned behind the huge doors.
- 14 Guard Room: 2 - 4 Pirates, AT: Leather, HTK: 6, 5, 5, 4, with two Light Crossbows and Cutlasses. Two men are always on duty. They watch the corridor to the east through Arrow slits. By pulling a lever, they can activate the floor pit in the corridor. The concealed pit is 20' deep and 10' x 10' in size.

LEVEL 2

1 Square = 10 feet



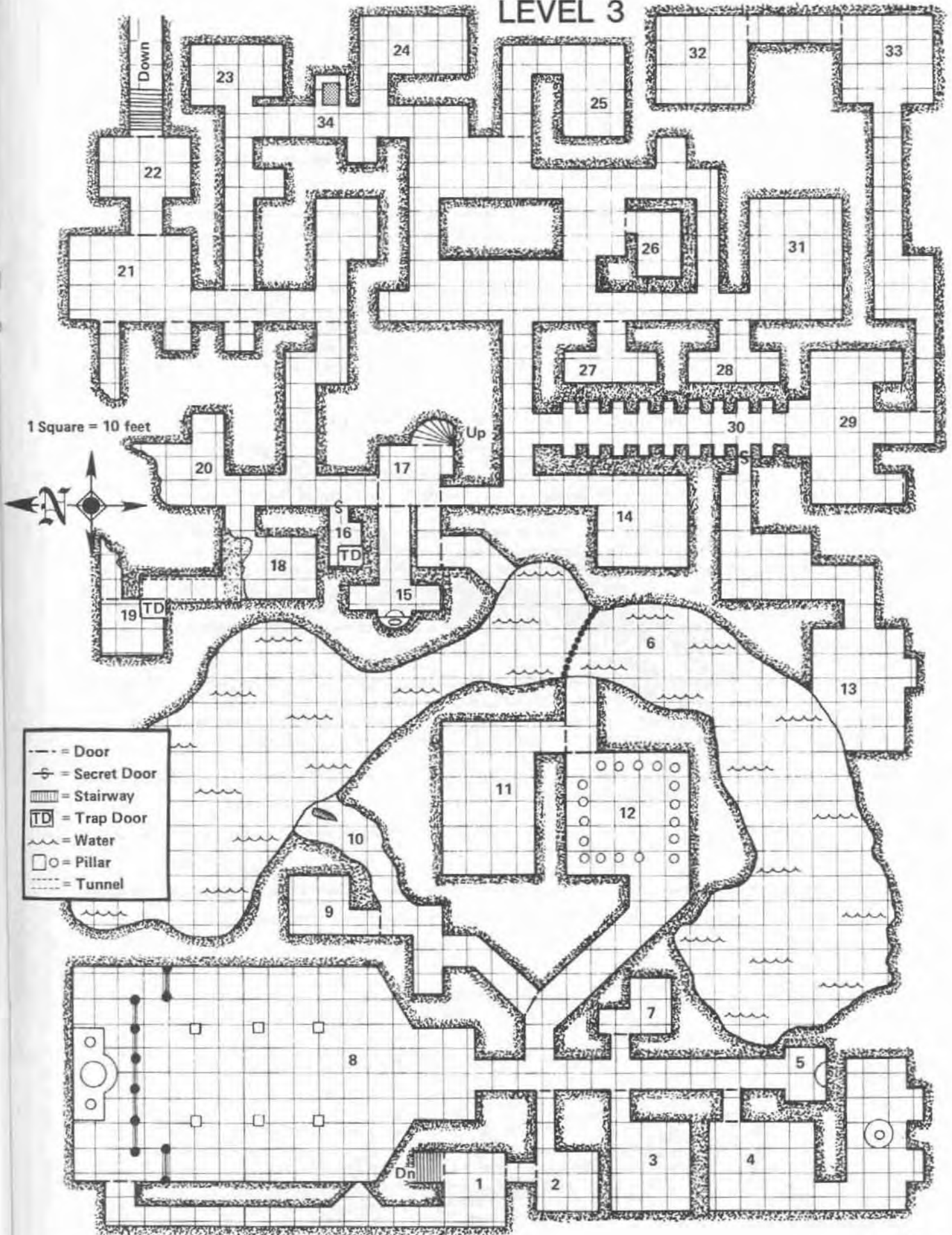
Dungeon Level Two

- 1 A pack of six Goblins is here, AT: Chainmail. Two have Spears (HTK: 7, 5); one has a Morningstar (HTK: 2); one has a Military Pick (HTK: 1); one has a Sling and lead bullets (HTK: 3); and the leader carries a Shortsword and a Pick (HTK: 4). 3 - 18 SP per Goblin. The leader has 3 GP. There is a 50% chance that they will join an adventuring party if asked. They will serve for 20 - 30 turns. At that time, if no treasure has been given to them, they will attempt to backstab the party, steal what they can, and then run. They know about the loose stalactites in Room No. 2 because they recently lost one of their party there.
- 2 Caverns: The western half of the room is made treacherous by the loose stalactites hanging from the ceiling. Any movement will cause 0 - 3 to fall each minute. Each one that falls has a 15% chance to hit anything in that half of the room (take 2 - 16 points of damage). At the eastern end of the Caverns is a doorway. This entrance is in the form of a mouth to a huge, grotesque face carved into the rock. The face is about 45' high.
- 3 Empty.
- 4 Stairs to the third level.
- 5 Empty.
- 6 Empty.
- 7 Trap: The passageway between the two doors is balanced on a central pivot. Shutting either door activates the point. The corridor floor tilts on the center axis, depositing trespassers into a chute to the fourth level.



- 8 Cavern: Empty.
- 9 Cavern: Empty.
- 10 Two Giant Toads, AT: None, 5 HD, HTK: 22, 17, inhabit this area. Water covers the western part of the chamber. On the island in the southwestern corner is a stone statue with two half-buried wooden chests at its feet. Carved at the base of the statue is the word "CUTULNYAR." The face of this statue looks like that of the large face at the entrance in Room No. 2. One chest contains a poisonous Snake, AT: None, HTK: 7, and a 200 GP gem in an inside compartment. The other chest is empty.
- 11 Empty.

LEVEL 3

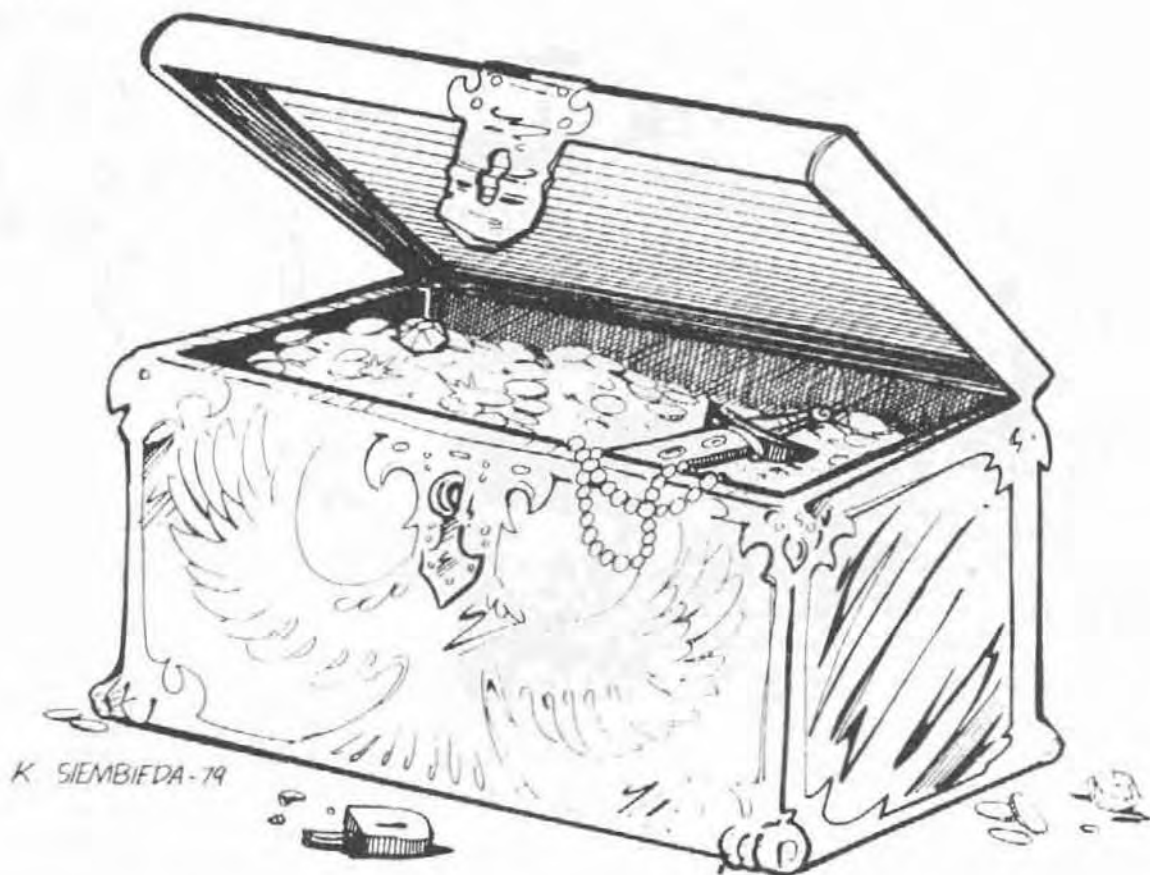


Dungeon Level Three

- 1 Robing room of the Priests of Cutul-Nyar: The stairs lead down to the fourth level. On the west wall of the room is a fresco badly molded with green slime. If the slime is scraped off, a map of this level will be visible. To the north of the room is a spy-hole to permit observation into Room No. 8.
- 2 Anteroom: Tattered clothes and ceremonial vestments can be found in the southeast corner of the room in a wooden chest.
- 3 Storeroom: There are five wine urns, each six feet high, in the southwest corner. The wine has turned to vinegar. In the bottom of the fifth urn is a golden figurine of Cutul-Nyar worth 200 GP. The rest of the room is littered with worthless junk.
- 4 Purification Chambers: Once-rich scarlet brocaded tapestries hang in tatters from the walls of the northern chamber. Four gold-plated brass face masks of Cutul-Nyar (value: 25 GP each, apparent weight: 300 GP each) hang, one on each wall. The southern chamber is paneled in a rich mahogany. The two niches once held statuettes of Cutul-Nyar. The pedestals are still there with the golden feet broken from the statuettes still attached. The fountain, 4' deep, is of pure marble with deep reddish stains inside and along the sides. The fountain is empty and a drain mechanism is visible at the bottom of the structure.
- 5 This is a 15' high statue of Cutul-Nyar carved of black basalt. The eye sockets are empty. The corridor to the north is 25' high.
- 6 Caverns: This is completely filled with water. In the southern arm of the cave lairs a Giant Eel (HD: 5, HTK: 26; DAM: 1 - 6). A wooden barrier prevents the passage of the Eel north of the entrance to Room No. 12.
- 7 Storeroom: There are ten strong boxes in the room. In the southeast corner is the body of a Human in Leather with a rusted Cutlass. There is a Dagger with four blades and a design of a clenched fist engraved on the blades embedded in the back of the body. The body lies face up and must be moved to see the Dagger. The body appears to be a few weeks old and is already infested with maggots. The body is draped over a 1½' square ebony coffer. There is a poisoned needle concealed in the lock of the chest. The poison is Type 7 (Ready Ref Sheets, Judges Guild product number JG 0014). The base chance of detection is 20%. Inside the chest is a pectoral collar of gold set with a large Fire Opal and 15 Bloodstones (value 3,250 GP).
- 8 Temple of Cutul-Nyar. The altar is constructed of blood-stained marble. There is a 25' high statue of Cutul-Nyar standing over a 10' diameter, water-filled pit. By the rusted remains of clamps and bolts, a character with INT of 12 or greater will discern that there was once a metallic sliding covering over the pit. A marble latticed screen is indicated by the line on the map. Six pillars support the ceiling, each carved with bas-reliefs of Cutul-Nyar.
- 9 Storeroom: Eight empty chests lie scattered about the room. It is obvious that the room has been ransacked. A usable brass lantern lies discarded (no oil) in the southeast corner.
- 10 A small, oared boat has been pulled into the corridor. Footprints lead toward the temple (appears to be two sets of footprints).
- 11 Storeroom: There are ten broken-open crates littering the floor. In a pile of rotted clothing lives a Giant Centipede (HTK: 3).



- 12 Colonnades: There are eighteen marble pillars which reach the ceiling of the chamber. There are rusted iron rings about eight feet from the ground on nine of these pillars. The pillars are badly stained a red color from about nine feet from the ground to the ground. There are what appear to be drains in the floor under the pillars.
- 13 Nine Neanderthals lair in this room. There are three adult males (HTK: 15, 12, 11; one has two Javelins; one has a stone Battle Axe). There are four adult females (HTK: 7, 5, 3, 3) and two young females (HTK: 3, 2). Treasure: 150 CP, 100 SP, 25 GP, 1 gem worth 100 GP.
- 14 Empty.
- 15 This is a T-shaped corridor, ten feet high. At one end is a statue of Cutul-Nyar, about nine feet tall. In front of the statue is a water-filled basin.
- 16 Concealed chamber behind a secret door: In the corner is a trap door which leads in a short passage to an area beneath the statue in Room 15. The statue is hollow and can be entered by a ladder from below. Slits near the idol's eyes allow vision into the passage. A megaphone is attached to the mouth of the statue, and it is evidently used to impress worshippers.
- 17 Empty.



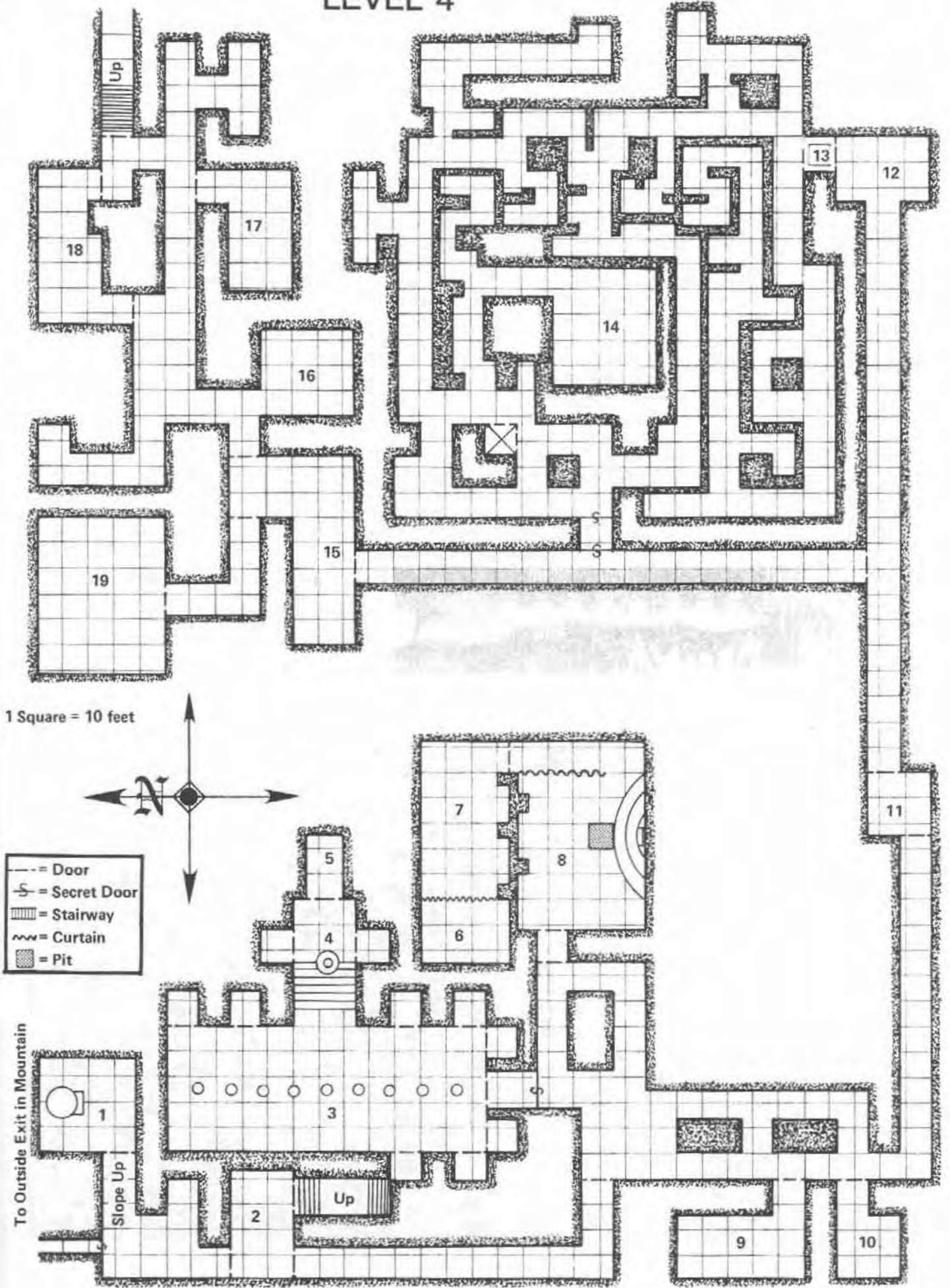
- 18 The northern part of the room is filled with rubble from an apparent cave-in. The entrance is only about 2' x 2'. The room is inhabited by 8 Giant Rats (HD: 1; HTK: 6, 6, 6, 5, 5, 4, 4, 2). In the northwest corner of the room is a trap door covered with rubble and Rats' nest. If cleared away (about 25 minutes work by one man; reduce proportionately for more), a 5' x 4' trap door is revealed. Underneath is a short passage leading to room 19. The floor of the passage is filled with 3' deep, cold water. There is a 2' diameter Rat hole in the southeast corner of Room 18 which leads to Room 27.
- 19 There are two chests in the northwest corner of this room. The one on the right is covered with sheet bronze embossed with the face of Cutul-Nyar. The other is similarly covered, but the images are of four-bladed weapons. Inside the right one is a ceremonial mask of gold plate (value: 300 GP); it is the mask of an high acolyte. In the left chest are ceremonial robes once richly embroidered but now a little tattered. Underneath the robes is a studded leather belt with semi-precious stones embedded in it (value: 150 GP). Attached to the front of the belt is a four-bladed Throwing Knife plated in silver (value: 100 GP). Treat it as a normal Throwing Knife but add one to the number to hit and damage because of the weight and design. The roof of the passage to the east has collapsed.

- 20 This rubble-filled chamber is empty of anything of worth or interest.
- 21 Empty.
- 22 Empty.
- 23 Three Ghouls (LVL: 3; HTK: 14, 12, 12) live here. They also patrol rooms 21, 22, 23, and 24. Action such as combat, breaking open doors, or loud noises will draw a Ghoul 40% of the time (60% in Room 23). This will increase by 10% per minute of continued noise. If a wandering monster is rolled in this area, it will automatically be a Ghoul. The Ghouls will retreat to Room 22 if they are heavily outnumbered. Their stash is in Room 23. Amid moldering meats from varying sources can be found a 100 GP gem, 150 SP, 50 GP, and a scroll of two Third Level spells. The Ghouls know about the trap at Room 34 and, if cornered, try to trick their enemies into using the area.
- 24 Empty.
- 25 Empty.
- 26 The bones of an ex-adventurer lie in the northwest corner. The Chainmail that he wears is rusted and useless. He carries a +1 Sword, a brass lantern (no oil), a Dagger, and 56 GP. The door is magically locked to open only from the outside. If the door is shut accidentally or by the adventurers, it will be considered to be magically locked.



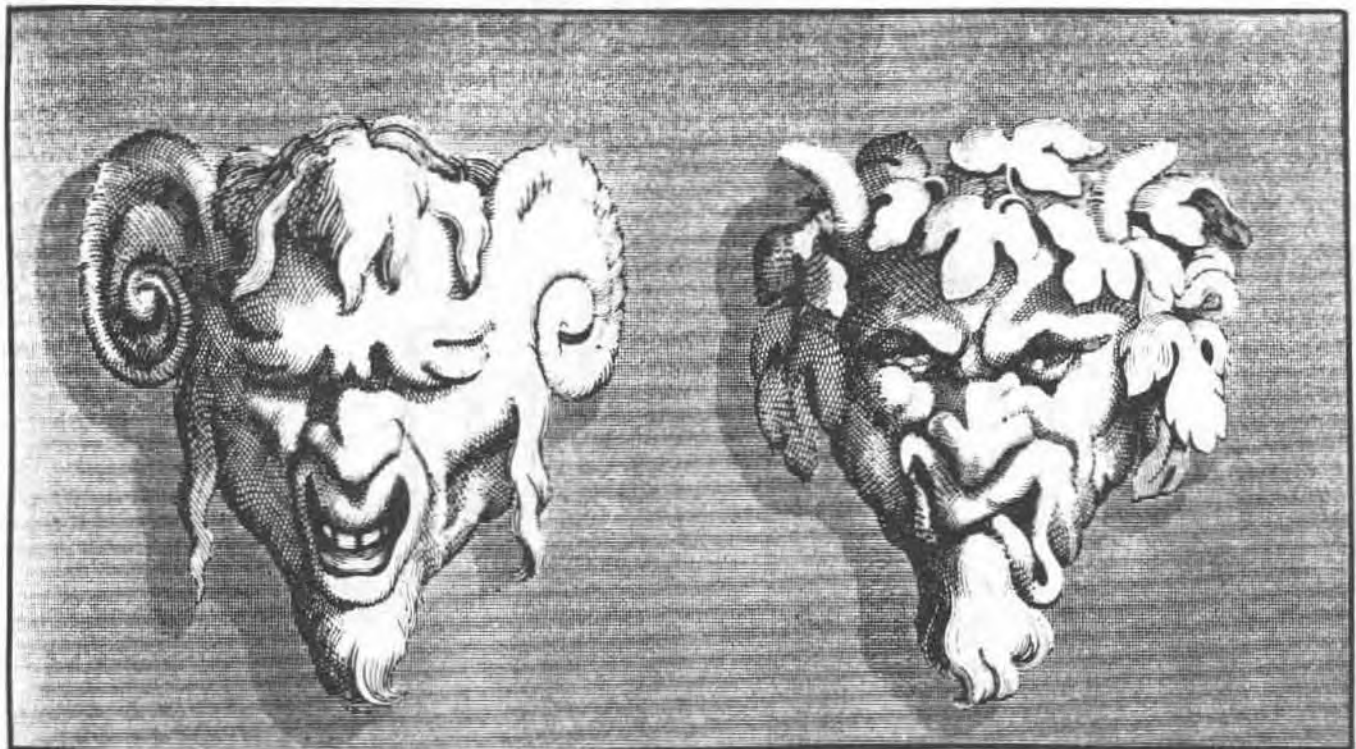
- 27 Three Wererats live here (LVL: 4, HTK: 21, 18, 15). There is a 2' diameter hole in the northeast corner which leads to Room 18. If outnumbered, the Wererats will summon the Giant Rats to help them. Treasure: 250 GP and 3 gems valued at 100 GP each.
- 28 Empty.
- 29 There is a false door in the southwest passage. The room is filled with a high-pitched, whistling noise.
- 30 The niches along the walls of this 15' high passage all once contained statues of Cutul-Nyar. One half-broken statue remains in the northern-most niche on the eastern side. The others have only pedestals with wierd carvings on them.
- 31 Empty.
- 32 Empty.
- 33 Empty in appearance only. On the wall directly above the door is a Giant Amoeba (HD: 8; HTK: 33; DAM: 1 - 12; MOVE: 6"; AT: None).
- 34 Trap: On the east wall is hung a glowing Sword. Above it is inscribed something in glowing letters which are unreadable by any means. Touching the Sword with metal or flesh will trigger the floor pit - a 15' drop into 20' deep water. The Sword is fastened to the wall and cannot be removed. If a *Magic Detection* spell is used, a positive answer will result.

LEVEL 4

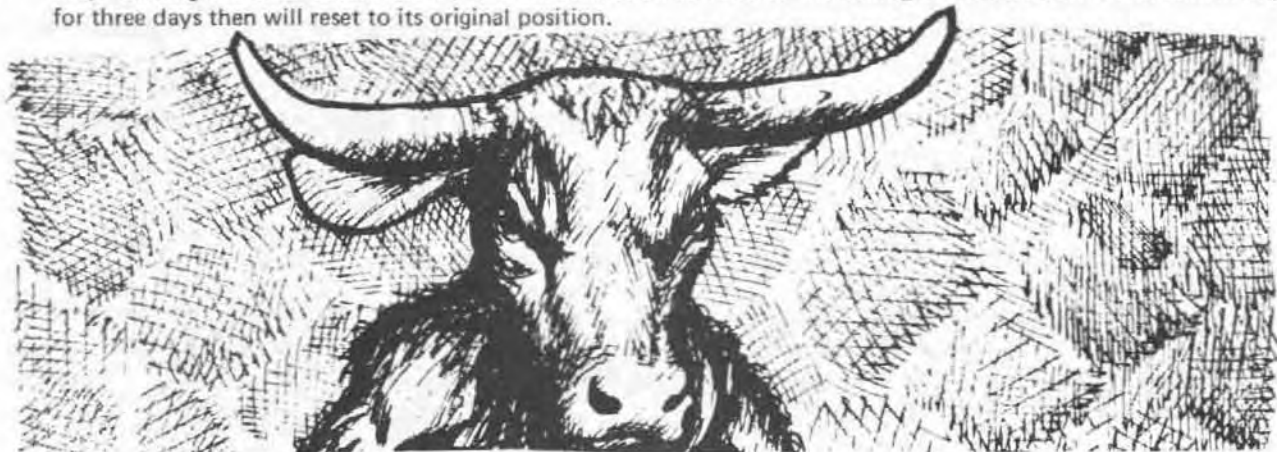


Dungeon Level Four

- 1 In the well shaft from the upper level sacrificial altar is found a watertight door. In front of the shaft is a pump which is used to reduce the water level in the well. When the door is opened, a grating may be found which is used to salvage valuables that may have been offered as sacrifices. The well itself continues down at least 45' past this point. The door is constructed of heavy bronze with leather seals and is embossed with a leering face of Cutul-Nyar. The room is otherwise empty.
- 2 Empty. On the west wall is a mural of Cutul-Nyar accepting victims of all races.
- 3 Crypts of Cutul-Nyar: Ten Ghouls (LVL: 3; HTK: 16, 14, 13, 13, 12, 11, 11, 10, 9, 7) lair here, and they are under the command of the inhabitant of Room 5. They have cleaned out the crypts. Their food is stored in the northeast corner of the room. Discarded atop a rubbish heap in the northwest corner is a Scroll of Undead Protection still enclosed in a carved, wooden case. Within each crypt is a stone sarcophagus with a carved face of Cutul-Nyar atop the lid. The eyes of the faces are each red garnets worth 150 GP each.
- 4 Each of the two doors (north and south) is silver-plated to a value of 100 GP. Inside the northern door is the skeletal body of a man in rusted ceremonial armor with a 4 - bladed Knife clenched in his left fist. Within the other door is a skeleton clothed in embroidered robes with a similar Knife in his right hand. Atop the lid of each sarcophagus is a carved face with eyes of red garnets each worth 200 GP.
- 5 This crypt is the lair of a Wraith (HTK: 29). The Wraith will summon the Ghouls if a party enters this chamber. Within the marble sarcophagus is the skeleton of the last High Priest of Cutul-Nyar. He is clothed in rich, brocaded robes. A jeweled pectoral collar lies on his breast (value: 2,000 GP). Clasped in his hands, which are folded over his breast, is a gilded Dagger of four blades (valued at 500 GP). Upon his head is a horned, golden mask fashioned to look like Cutul-Nyar. This is a Helm of Linguistics Magic Comprehension. Within a silver coffer (value: 250 GP) at his feet are a Potion of Shrinking, a scroll of three spells (LVLS: 1, 2, and 4), and a copy of the diagram to a mystic pentacle to be used in calling Cutul-Nyar. Hangin on the eastern wall is a Cursed Sword of Disease. Anyone who wields it will develop a case a bubonic plague within three hours.
- 6 Living Quarters of the High Priest: A tapestry forms the eastern boundary. There are many furnishings, all once very beautiful but now tattered and moldy. There are four chests, all empty.
- 7 More living quarters for the priests of the temple. There are several beds and chairs, all badly decayed. There are ten chests scattered around the room, all of which are broken and empty.



- 8 Audience Room of the High Priest: On the south wall is a gold-plated throne (value 200 GP) atop three raised steps, each 1½' high. The arms of the throne are movable and produce varied effects. If the right one is pulled upward, the floor area in the doorway to the left will rise to block the passage with an 8' x 8' stone pillar. If the left arm is raised, the pit area in front of the throne will open. This 8' x 8' pit is 25' deep, with the bottom 15' filled with cold water. Returning the position of either arm to its original state will reverse the effects. Above the throne is a gilded face of Cutul-Nyar (value 250 GP) with two red garnets for eyes (value 250 GP each). Seated upon the lowest step of the throne platform are two statues of horned, female demons. These statues will become real demons if any unauthorized persons approach within 20' of the throne platform. The demons are HD: 8; HTK: 39, 28; AT: None, but they can only be hit by magic or silver weapons.
- 9 This room is lined with black obsidian. On the north wall is a face of Cutul-Nyar carved into the rock. The eye sockets are empty. Centered in the room is a red granite table, about 3' high and 8' x 4' at the top. The form of a man is carved into the top of the table, recessed to a depth of about 5 inches. If measured, the man's height appears to be 6' 4". There is a lip around the top of the table which is 10" high. There appear to be holes in the corners of the table, and, if a liquid is poured on the table, it will be discovered that the holes are drains. A secret compartment hidden in the side of the table contains four red-stained, ivory plugs filigreed in gold (total value: 800 GP).
- 10 Empty.
- 11 The floor of this chamber is filled with cold water to a depth of one foot. The floor is slippery; roll DEX or less to avoid falling. The floor is a mosaic of Cutul-Nyar.
- 12 Empty.
- 13 Trap: Closing the door causes the 10' x 8' floor section to raise to the ceiling of the corridor. It will remain in place for three days then will reset to its original position.



- 14 Minotaur Lair: Gotzbad the Minotaur (HD: 7, HTK: 31) can speak Common (in a horrible, growling voice) and carries a huge, double-bladed Axe. He will not harm any person wearing any priestly garments of Cutul-Nyar or anyone who mentions his name favorably. He will escort them to the secret door in the west wall of the labyrinth. Any others he will save to eat. Treasure: 8,000 CP, 2,000 SP, 1 red garnet and gold necklace (which he wears) valued at 825 GP, and a map to the crypts of Cutul-Nyar (Room 3). The area to the northeast of this room indicated by the X is the place where the chute from Level Two empties. It recloses and locks into position after it has deposited the victims into the maze.
- 15 This room is used as the garbage disposer for the Minotaur in Room No. 16. Gotzbad hauls all the things remaining from his feasts here. Rummaging around, an adventurer will find three broken Swords, a bent, metal-covered Shield, a crow-bar, two old, leather backpacks, a crushed Helmet, two Chain shirts that have been ripped to pieces, about 850 assorted, gnawed bones, and numerous pieces of ripped Leather, metal plates, and broken weaponry.
- 16 Two Devil-Dogs (HTK: 28, 20, 8 HD, DAM: 3 - 12 + Breath Fire for 2 - 8) are stationed in his room. They will admit anyone in the garments of a priest of Cutul-Nyar or anyone who calls out his name when the Dogs first appear. The two Dogs patrol Rooms 17, 18, and 19. If a wandering monster is rolled for in this area, it will be one of the Dogs.
- 17 Empty. The walls of the room have been burned in some manner; a layer of soot is visible on the south wall.
- 18 Empty. There is a face of Cutul-Nyar carved into the east wall. On the west wall is carved the figure of a bull-headed man flanked by two huge dogs.
- 19 Empty.



Events and Encounters in Town

If an encounter is rolled for in the town, roll 1D20 for the type of occurrence.

- 1 A party of drunken Pirates (HTK: 8, 6, 4, 3, and 3) accost the party and demand that they buy a round for them at the Red Lion. They will fight if the party doesn't come across.
- 2 Old Wilf, a one-legged retired Pirate offers the party a secret map (fake) of the dungeons below the Seahawk's house for 200 GP. If pressed, he will say that he is not able to search them himself because of his bum leg. (This encounter may only happen once. If it is rolled a second time, roll again.)
- 3 Mother Juju, an old hag, offers good luck charms to the party, 1 SP each. They are worthless.
- 4 A band of slaves is being led to work in the fields, and one attempts to escape. He runs toward the party while the overseer chases him. It is a serious crime to aid a slave and a duty to capture all escaping ones.
- 5 A drunken Pirate is observed being robbed by a small boy. The boy, Grido, knows all about a secret tunnel that leads beneath the mountain to a hidden temple.
- 6 An impressment gang has a 35% chance of noticing a player-character and will seek to capture him.
- 7 Party is offered employment by a representative of the Tarentine Merchants' Association as a crew member for a raiding expedition.
- 8 An Elf, chained to a wagon, whispers to the party leader that he will pay handsomely if they will release him.
- 9 A scantily-clad woman (Argelis, Class: Fighter; Alignment: CG; LVL: 4; Social Level: 4; STR: 15; INT: 12; WIS: 11; CON: 13; DEX: 15; CHAR: 17; POW: 16; END: 14; STA: 13; AGIL: 16; SPD: 16; LED: 18; LCK: 8; GAM: 7; Weapon: Longbow) walks toward the party. If the party says anything suggestive or improper, Argelis will fight. She is a member of the crew of the *Revenger*. HTK: 23.
- 10 A rough-looking character gives the party leader a scrap of paper and whispers, "It must be done tonite, matey." The paper has a large black spot, and beneath it is written: Prog the Grim. (This encounter may only happen once. If rolled a second time, roll again.)
- 11 A beautiful woman asks the party leader to help her to find her father who is rumored to be a prisoner of Bigboot Lathey. She will pay 1,000 GP if her father is released. Lathey demands 2,000 GP for the ransom of the prisoner.
- 12 A ship-less Captain, Tindel the Red, Class: Fighter; Alignment: LG; LVL: 3; Social Level: 3, STR: 17; INT: 11, WIS: 14; CON: 14; DEX: 9; CHAR: 11; POW: 17; SPD: 13; END: 14; LED: 11; STA: 15; LCK: 8; AGIL: 8; GAM: 14; HTK: 16, approaches the party and confides that he is a little down on his luck but is seeking investors to help him get a new ship. He shows the party half of a treasure map showing the legendary island of Dariabar where fabled riches are concealed. (This encounter may only happen once. If rolled a second time, roll again.)
- 13 A street vendor approaches, selling "official" Pirate head scarves for 2 CP each. He is very persistent.
- 14 Two Pirates begin a fierce brawl as the party passes. There is a 25% chance that one of the party is struck by one of the combatants.
- 15 A rum-seller runs past the party yelling, "Stop, Thief!" to a fugitive disappearing into a doorway ahead.
- 16 A lady of the evening propositions the party leader.
- 17 A drunken Pirate lies sprawled in the gutter muttering about men and "a dead man's chest." He has 3 SP in his pocket and a treasure map (fake) hidden under his bandana. (This encounter may only happen once. If rolled a second time, roll again.)

ARGELIS



- 18 A recruiter for the ship, **Levantine Lady**, accosts the party and seeks a trained archer for the ship's company.
- 19 A Pirate walks past the party carrying a woman over his shoulder. The woman appears drugged. If aided, the woman will pay the party 100 GP.
- 20 A mounted messenger knocks down the party leader. He carries a list of unlicensed shipping to the Seahawk.

Wandering Monster Encounter Table

Roll 1D6 once every 15 minutes. A roll of 1 or 2 indicates an encounter

- 1 1 - 4 Pirates (from Rooms 9, 10, 11, or 12, Level One)
- 2 1 - 4 Neanderthals (from Room 13, Level Three)
- 3 1 - 4 Giant Rats (from Room 18, Level Three)
- 4 1 - 4 Ghouls (from Room 3, Level Four)
- 5 1 Minotaur (from Room 14, Level Four)
- 6 1 - 8 Giant Centipedes (HD: 1; HTK: 2, 4, 3, 5, 1, 2, 1, 3; DAM: 1 + Poison: 1 - 4 points unless Save is made; MOVE: 15"; AT: None)

Tower Captain



Shanghai Sam

BOOTY LIST

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AN INDEX TO ARDUIN GRIMOIRE MAGIK

by JOSEPH O. ALFORD

[The following is an index to the Magik spells detailed in the three volumes of the original Arduin Grimoire. Each spell is followed by a volume number (i.e. I, II, or III) and the page on which that spell appears. - Ed.]

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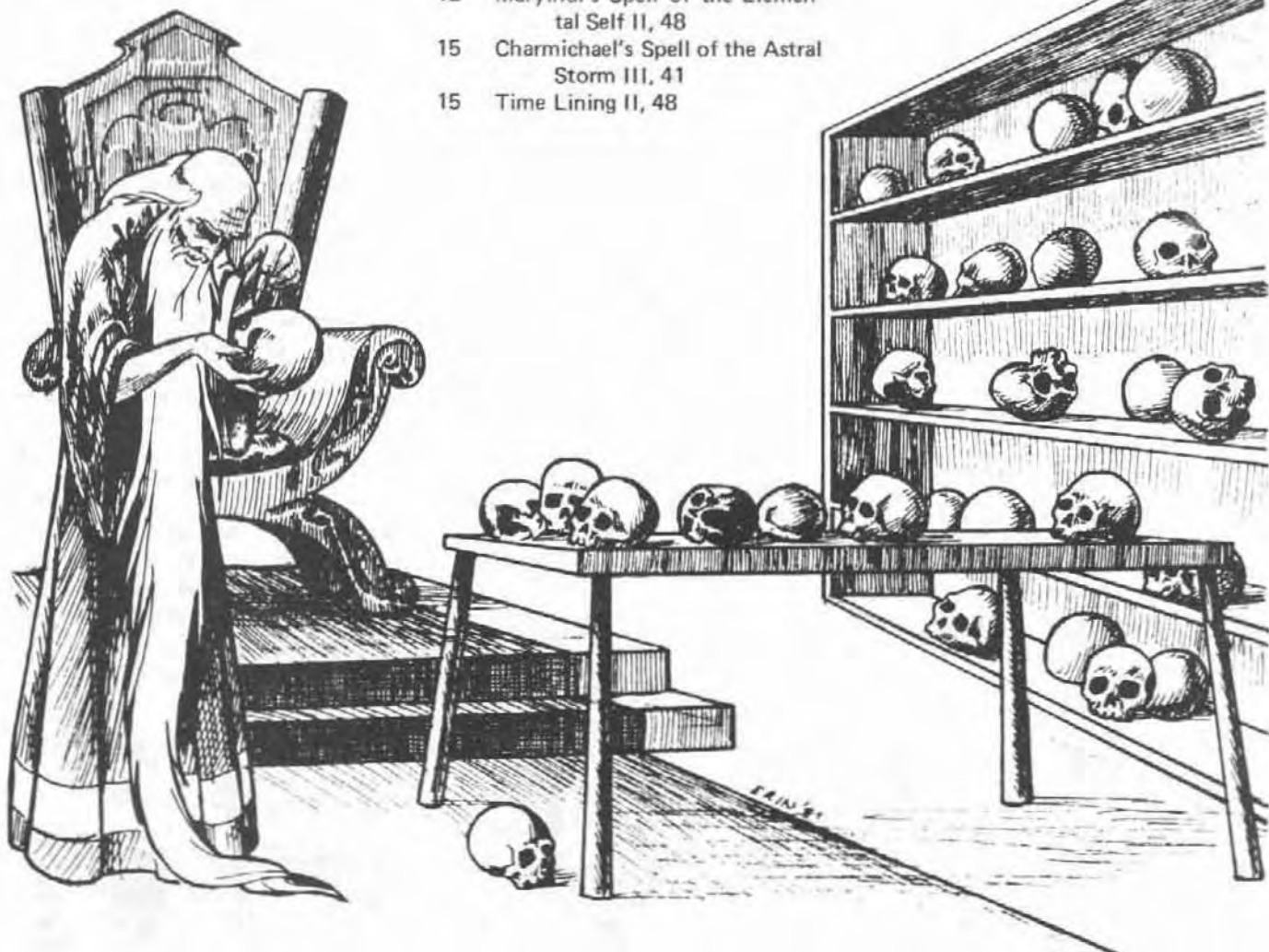
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THE JACKRABBITS' LAIR

by DANIEL J. MAXFIELD



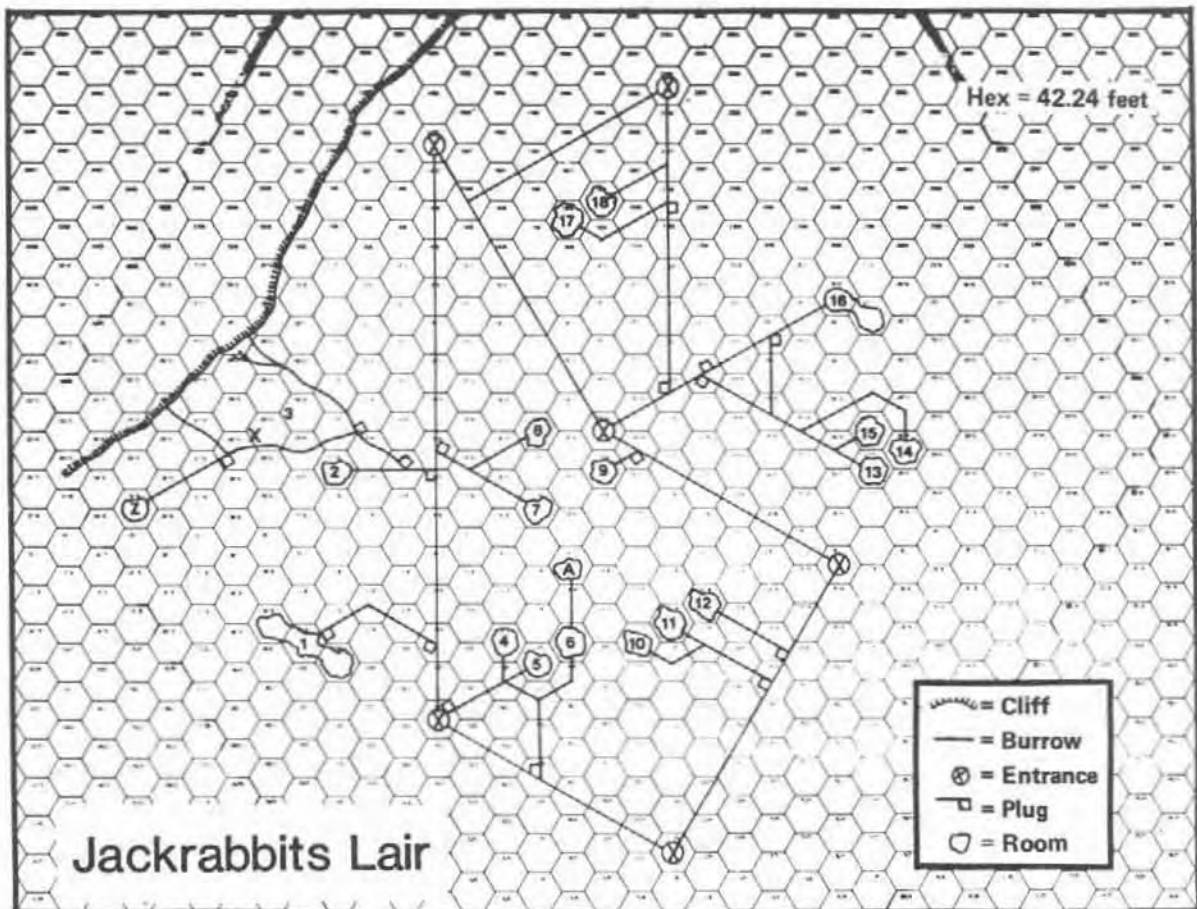
For purposes of this adventure, assume all Hares and Jackrabbits as Strength Level 15, Speed Level 18, and Smell Level 9, unless otherwise stated. Plagueweed Warren was started by a large and evil party of Jackrabbits fleeing from their former residence, no reason being given. During the course of their wanderings, most of their does were killed, and so raids on the outlying Rabbit Warrens were not made with any real force. In a few months that could all change... As for Jackrabbits digging Warrens: They do now.

Players' Information

The most sinister of the Jackrabbit Warrens on Wasp Isle is Plagueweed. Started by the cunning and diabolical Jackrabbit Chief 'Mr. Nettle-head', the Warren now raids the surrounding rabbit communities with both increasing regularity and with Ferrets.

- 1) Nettle-head's Private Mushroom Garden: This room contains mostly just plain edible mushrooms, but it also holds 40 truffles in caches of 4. The chance of finding a cache is the same as detecting a plug. Three Jackrabbit Guards, (HTK: 27, 26, 29), patrol the secret passageway, and a stinging Nettle trap is imbedded in the last plug.
- 2) Two does, (HTK:23, 21), feed their litters equivalent of 4 bagfuls of oats.
- 3) This is the lair of the huge Grizzly Bear 'Kojak the Kodiak', (HTK:151, LVL: 18 Intelligence, Wisdom, and Dexterity. He speaks Lapine, Common Lagomorph, Murine, Sciurine, Common Arthropod, and Common Herbivore in addition to those normally known to bears). His cave is very well camouflaged on the lower cliff face, but Nettle-head's burrowers dug through the back of it by accident. He maintains only an uneasy truce with the Jackrabbits because of an old grudge. It seems a troop of Jackrabbits once kidnapped his family while he was sleeping, (he had stayed up all winter with a sick friend). He preserves this grudge despite the many peace offerings the Jackrabbits have given him, including several undisturbed beehives, (don't ask me how). Kojak, being no fool, has concealed one at point X. If he is hard pressed in battle, he will claw it, filling his lair with bees. He is not ill-disposed towards rabbits, and has even supported several invasion attempts, (unbeknownst to the Jackrabbits, of course). There is a pile of leaves at point Y that conceals 2 Scorpions and a sack with 3 doses of Lemonberry Flower. In burrow Z lies Steel Abeat, Kojak the Kodiak's badger friend, who will follow the grizzly's suggestions without question.
- 4) Four Ferrets (HTK:17, 18, 17, 15), amuse themselves by blinding Crickets.
- 5) Four Ferrets with Fleas, (HTK:12, 15, 15, 15).
- 6) Four Ferrets, (HTK:14, 11, 18, 19). Two Rats, (HTK:6, 1). The passageway to Room A has a Rattlesnake, (HTK:3). Room A contains 7 sacks, each with 4 burning Nettles, 2 stinging Nettles, 2 hero Flowers, 4 Bitterweeds, and one Rabbit Flower.

- 7) Nettle-head's Chamber: 12 Heads of lettuce, 5 apples, and 2 truffles are on a stone slab in a corner of the room. Mr. Nettle-head is a Level 17 Seer/Fighter, (HTK:33), and his doe is a Level 15 Fighter, (HTK:27). The plug to this room is Nettle trapped.
- 8) Three burly Jackrabbits play sticks and stones for 10 truffles, while two others watch, (HTK:25, 29, 27, 28, 25).
- 9) An unsees Burrow. A large metal pipe protrudes from one wall. Any attempts to dig it out will result in the roof caving in, doing 4 dice of damage to all in the room.
- 10) Three Fighters, (HTK:35, 32, 30), rest on a mattress of rabbit skins.
- 11) Three Fighters, (HTK:29, 35, 35), are lazily chewing pellets.
- 12) Three Fighters, (HTK:27, 35, 34), laugh over a Human Relic, a copy of D&D. (Look! The characters are Human!).
- 13, 14, 15) Herb storage rooms. Twelve burning Nettles, 21 stinging Nettles, and 15 Dodgeweeds in each. Each is guarded by a 41 HTK Fighter, and three 6 HTK Rattlesnakes lie in the herb piles of each room.
- 16) Treasure Room: Nettle trapped plug, 150 dried truffles, ($\frac{1}{4}$ Value).
- 17) A Jackrabbit, (HTK:28), one of Nettle-head's burrowers. He has on a Luminescent Gem on an elastic strap that is worn around the head, thus creating a Beacon, (20 ft.).
- 18) As in 17, but with 3 head Beacons.





RULES FOR KAISSA: Gorean Chess



by PAUL ELKMANN

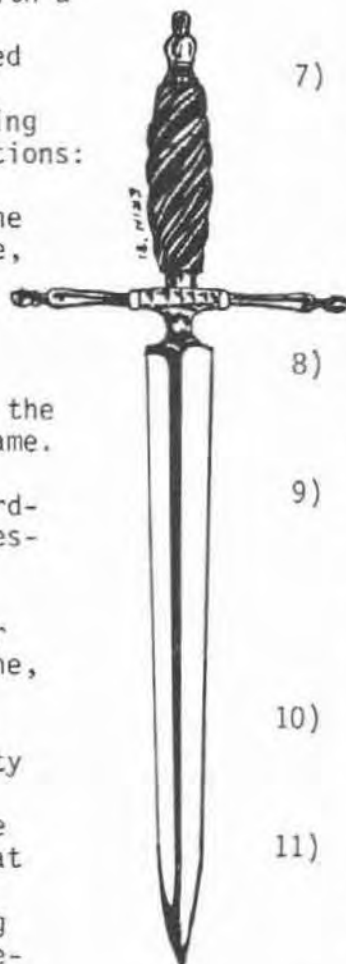
Adapted from the fragmentary descriptions of the chess-like board game described by John Norman in Books #3, 5, 9, 11 of his *Gor* Series; with necessary changes and inventions to overcome inconsistencies in the text.

Required equipment? one square board, ruled into squares, 10 squares to a side; the board is set in alternating colors, red and yellow with a red square along the right hand lower corner of the board and red squares along the diagonal.

Pieces: Designs representing the following Castes and occupations: Ubar, Ubara, Tarnsman, Builder, Initiate, Physician, Rider of the High Thalarion, Spearman, Scribe, Home Stone.

Rules of Play

- 1) After color is decided by the players, Red starts the game.
- 2) The pieces are moved according to their individual descriptions.
- 3) One each move, each player must move one, and only one, piece.
- 4) Pieces may move to an empty square or to one which is occupied by a piece of the other color, providing that it would otherwise be a legal move. If an opposing piece is present, it is removed from the board for the duration of the game and the capturing piece takes its place.



- 5) The only exception to #4 is during the move in which the Home Stone is placed on the board which counts as a legal move, although no other pieces can be moved at that time.
- 6) On or before the 10th move, the player must create a vacant square along his rear rank and place the Home Stone on that square.
- 7) The game ends when: (A) The Home Stone of one player is removed by the other; (B) When no pieces are capable of reaching either Home Stone. This is a drawn game; and (C) When 40 moves have elapsed without a capture taking place.
- 8) Only when the game ends by capture of the Home Stone is a winner declared.
- 9) Moves alternate between Red and Yellow, one moving and then the next; for Tournament purposes, a move is over after Yellow releases his hand from his piece.
- 10) The board is set up so that a Yellow square is on each player's left side.
- 11) The Ubar piece is placed on the central square of his own color and all other pieces set relative to him.
- 12) Once the Home Stone is placed on the board, it cannot be moved.

- 13) All moveable pieces with the exceptions of the Spearman and the Rider of the High Thalarion may move backwards.
- 14) For Spearman only, if the Spearman of one player is on his seventh Rank, with a Spearman of the other player on a file one place to either side, and the other Spearman options to move his first move with 3 squares, so that the two Spearman end up side-by-side (unable to attack each other), then the player whose Spearman did not move has the option on the immediately following turn (only) of moving as if the other Spearman had only moved two spaces and capture him, removing the Spearman from the board and advancing along the diagonal one square into the column from which the Spearman was taken ("en passant").

The Moves of the Pieces

- 1) The Home Stone: No movement allowed.
- 2) Ubar: Moves an unlimited number of spaces along any vertical, horizontal or diagonal direction with the restriction that it cannot move past any piece already along that line.
- 3) Ubara: moves up to five spaces along any vertical, horizontal or diagonal direction. Cannot move past pieces.
- 4) Tarnsman: Moves either forward or backward along either the diagonal or the vertical direction. Cannot move into another file while remaining in its rank. The Tarnsman can move behind pieces in its path. It may move one, two or three spaces along its allowed direction of travel.
- 5) Builder: Moves an unlimited number of spaces in either the

horizontal or vertical directions. May not move past a piece (like a Rook).

- 6) **Initiate:** Moves up to five spaces along any diagonal.
- 7) **Physician:** May move one space in any direction.
- 8) **Rider of the High Thalarion:** Moves directly ahead or to the forward diagonals, one space per move. If it reaches the 10th Rank, it may turn around and move back towards the 1st Rank.
- 9) **Spearman:** Moves forward one square every move except on the first one, when it may move 1, 2 or 3 squares at the player's option. It can capture on the forward diagonals as well as the forward vertical, but otherwise is constrained to the vertical direction. Upon reaching the 10 Rank, it may be promoted by the player to any of the other pieces excepting the Home Stone; it cannot be converted into an Ubar if that piece is still on the Board.
- 10) **Scribe:** Moves an unlimited number of squares along any diagonal and can, in addition, move one square along the vertical or horizontal.

For scorekeeping purposes, the pieces have been assigned values: Ubar: 9, Ubara: 9, Tarnsman: 8, Builder: 5, Initiate: 3, Physician: 2, Spearman: 2, Scribe: 5, Rider of the High Thalarion: 1.

The starting position is as follows, given for Yellow with Yellow's Ubar on the center yellow square.

Second Rank: Physician, Rider, Spearman, Spearman, Spearman, Spearman, Spearman, Spearman, Rider, Physician.

First Rank: Initiate, Builder, Scribe, Tarnsman, Ubar, Ubara, Tarnsman, Scribe, Builder, Initiate.

BLOOD TRIBUTE

DAVID NALLE

DESIGN

JON SCHULLER

SYSTEM ANALYSIS/DESIGN



THE SERIES

The *Ysgarth Adventure Series* is a set of serial adventures in the fantasy world of Ysgarth designed to be run consecutively as a group for the same set of player-characters. This novel concept puts an entire ready-made world at your fingertips. The adventures are in progressive levels and feature an unique experience system. Singly, they are easily fitted into any AD&D tm or NYR campaign.

YAS No. 1, *Blood Tribute*, is designed as an introduction to the series for newly-created, low-level characters. Guidelines are given for rolling up the characters, for their social background, and for the general situation of the world in which they live. Also introduced is a special standardized experience allocation system for use with the series. This system assures reasonable and regular advancement in phase with the level advancement with each new adventure.

BACKGROUND

Ysgarth is an ancient world, and the origins of its cultures and races are lost in time. History as it is known and kept by the Bards begins some time after the Age of Cataclysm, almost 700 years before the present day. What existed in the period before that is a mystery, though it is generally known that two races, the Wraithlords and the Archaeurges ruled, and the races of men served them. The Cataclysm from which the current era is dated is known as the Fall of Faldyg. At that time, a mighty being called the Archaeurge Faldyg embraced the powers of evil and was cast down beneath the earth, rending its very fabric, creating a great, 800-mile long chasm, and splitting the major land mass of Ysgarth in two.

After that time, the Archaeurges and Wraithlords have faded from view, and, perhaps, from power, and the chasm of Faldyg, now called "The Great Abyss," is the realm of a race of extra-planal demons. These demons seldom venture out of the Abyss save on the direst errands. They are outcasts of Hell ruled by Lord Zaedukrom the Eyeless. Others of their mighty leaders are Arekitash, the Soul Claw, and Salastevar, the Iron Bard. They find the upper world unhealthy and so work subtly and indirectly to subvert man to evil. It is thought that they are kept in check by remnants of the power of the Archaeurges.

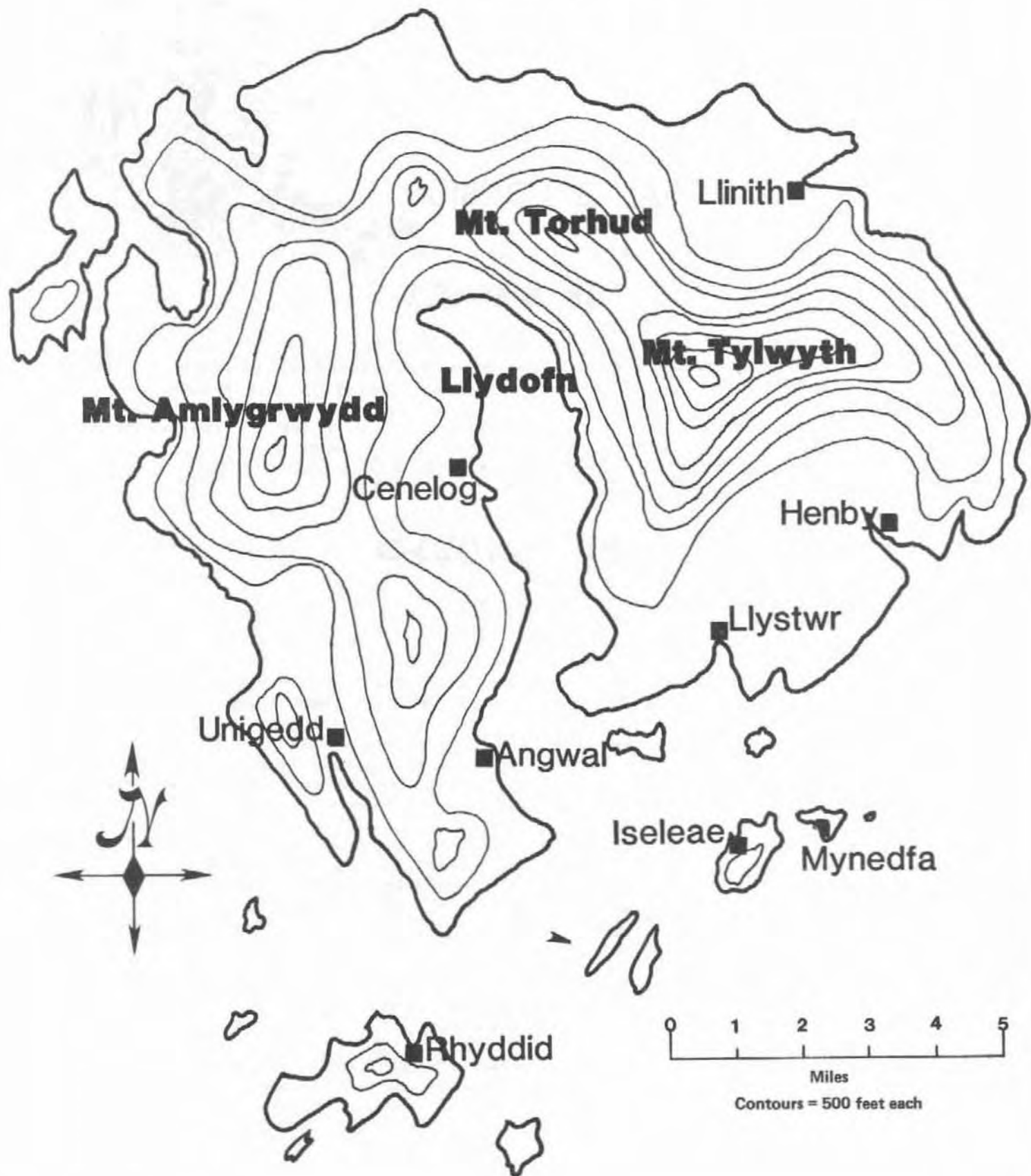
Other new arrivals in the world are the gods of men, representatives of a number of pantheons worshipped by the different human races in Ysgarth. They are generally divided into several groups. These are Vanir, Aesir, Kymric, Gaelic, and Miscellaneous. The Miscellaneous group is large and includes a number of single gods and some unpopular groups.

All of these gods are represented in the great city of Ptolemeias where 127 temples adorn the Street of the God. Ptolemeias is a great trading center where the nations of Ysgarth trade with their lost brothers across the Abyss by marine routes in the great Southern Sea. Much of this trade is between the Kymric kingdoms and the Empire of Ilchania. Little is known of this Empire or the other nations beyond the Abyss, as they are far off and alien cultures.

Ptolemeias has a population in excess of 300,000 souls and is a political, mercantile, religious, and social center for the warring nations and the tribes around it. It is a free city, ruled jointly by the 7 Thearchs, and the GuildLord. These represent the major religious and mercantile forces in the city. Another covert force in the city is the Mage-Pact, an alliance of the most powerful mages whose aim is to restrict the hostile use of magic in the city.

There are five major racial groups, or tribes, in Ysgarth. These are the Vaen, the Saexe, the Gael, the Kymri, and the Magar. Each has its own peculiar institutions and culture. The Vaen are nomad warrior tribes of the North-Eastern steppes. They are notable warriors and horsemen. They are generally fair haired and blue eyed. The Saexe form a large empire to the southwest of the continent. They are related to the Vaen but are shorter and more ruddy of complexion. The Gael rule in the island kingdoms of the North-West. They are tallish and fairly dark, though red or blond hair will show up from time to time.

UCHELGLAN



They are great seamen, and all of their nations swear allegiance to the Ard-Ri, their high-king, who rules in the Kingdom of Gaeldoch. The Kymri are loosely related to the Gael and inhabit half a dozen kingdoms in central, coastal Ysgarth. They are known for their art and wisdom, and they are ruled by a High-King or War-King who is the hereditary ruler of the Kingdom of Morganwc. The Magar are a short, dark people who live in the mountain lands of the South-East. They are good horsemen and herd-keepers. The terrain of their land keeps them mostly separate from the other peoples. There is a fair amount of mixed blood, and racial lines are often hazily drawn. Each people has its own heritage, language, and customs.

In addition to the human races in Ysgarth, there are several notable non-human races. These include the Khuzdar, or Dwarves, who live in the mountains of many regions or in the Dwarvish Kingdom of Khurzdal, and three races of Elves, the Gwyllion, the Gwragedd, and the Ellyllon, each of which has a preferred habitat. The Gwyllion are primarily mountain dwellers and have several kingdoms in the far North-East. The Gwragedd are sea farers, mostly in the island kingdom of Seregond, and the Ellyllon inhabit the woods of many parts of the world. Dwarves tend to be moderately friendly to man, but the Elves are often hostile and, at best, unfriendly. It is rumored that many stranger races dwell beyond the Abyss.

Magic and magical creatures abound in Ysgarth. Dragons, Gryffons, and other mythic beasts are deadly hazards of the land, and much youthful blood is spent in controlling them. There are many types of magic in the land, and the study of the Arts Arcane is the practice of over 30 major guilds. Magic is a key part of industry, trade, and many parts of everyday life in Ysgarth. Some forms of magic are more popular than others for their marketability and relative security. These include Pyromancy, Hydromancy, Geomancy, Windmastery, Sorcery, and Wizardry, among others. The study of magic is a life-long task and can often mean the early death or destruction of the Mage, though the rewards can be great in power and wealth.

On the whole, the world is peaceful, though the need for strong fighters is ever present in mercenary actions, militia, private guards, and small wars between contesting rulers. Employment is good and profitable for skilled Warriors in any of many campaigns and conflicts. Adventure, both martial and magical, can be had easily, but at what dear price?

THE CHARACTERS

For this adventure, the characters will all be newly created and suitably modified to fit the special context of the adventure. This scenario is designed as an introduction to the world and to the types of characters which are suited to it.

The characters will all be young (roll 14 + 1D8) for age. They will also all be residents of the same region and of somewhat similar backgrounds. They are all from the island of Uchelglan, a large island off the shore of Morganwc, the chief of the kingdoms of Kymria. They are all subjects of the king of Morganwc, and the island is rather near his capital of Arberth. They should be able to speak only their own language, Kymri, fluently, but they should each have a 10% chance of knowing one other language.

The island is mountainous, but quite fertile in the coastal areas. Most of the income of the island is from fishing in the cold waters around it. As detailed on the map, there are about half-a-dozen towns of varying size on the island; the largest of these is Lllynyth on the North Eastern side with a population of almost 3,000. The other towns are roughly equal in size at 500 to 1,000 population. The towns on the smaller islands are usually populated by fewer than 500 souls. The total population of the island group is some 80,000. The capital is in Lllynyth. The characters should each be from a different town. The large inlet which splits the island is a natural fjord. It and the mountains are all the result of glacial activity in the past. The fjord is called the Llydofn.

The characters should be somewhat restricted in what class they should take. They should only be allowed to be Warrior or Druid types without restriction. There should be no more than 1 Cleric type and one Mage type in the group. If a Mage is present, he would be best as an elemental or lesser type Mage.

There are several religious options open to the characters. All of them are variants of Druidical religions, specialized for a particular god and his attributes. There are six main deities who dominate the faith of the residents of Uchelglan. By far, the three most popular are Arawn, Gwyn Ap Nudd, and Aranrhyd. Three less popular gods are Dylan, Havgan the White, and Gwyrthur. It is very strongly recommended that the characters worship one of these gods, and a brief description of each follows.

Arawn is a god of water, mist, and deception. He is winter king of the land of Annwfn. He is a tallish, grey-haired man with grey eyes. He is a protector of fishermen, and travels in the fog. He is clever and witty. He is the foe of Havgan. He is also a noted Bard and patron of Bards.

Havgan is the summer king of Annwfn. He is a pale, fair youth. He represents the destructful aspects of summer, especially famine, plague, and drought. He is rude and abrupt in manner and not very considerate.

Gwyn Ap Nudd is one of the more popular gods of the island. He is the lord of the mountains in winter and the master of the hunt. He is worshiped by huntsmen, herdsman, and warriors. He is also a god of death, feasting with the dead in his castle on Mt. Tylwyth. He is very popular as he is a local god, with Mt. Tylwyth on the island. He is the foe of Gwyrthur.

Gwyrthur is a wind god, personifying the summer wind. He is a fair man with red hair. He is generally a beneficent god, with control over wind and light. He can blast foes with a withering flame. He has an uncontrollable and erratic temper, verging on a split personality. He fights with Gwyn for possession of the goddess Creudylad and the kingdom of Gwibir Vynydd, where Gwyn rules by winter and Gwyrthur by summer.

Dylan is a lord of the sea and storm. He looks like a tall, scaled man and lives beneath the waves. He can be considered a Kymric Poseidan. He has powers over the water and storms and is popular with seafarers. He is not particularly hostile.

Aranrhyd is the goddess of the moon and of fertility. She is popular throughout Kymria and on the island as well. She is generally worshiped by those who make their living off the fruit of the land. She is very fair but can drive men to madness. She is quite powerful and has maternal and child-like aspects.

Explain a bit of the background of their world and region to the players and have them roll up and develop their characters as they see fit. From there, you can proceed with the meat of the adventure itself. They should not in any way be warned in advance of the nature of the adventure.

EXPERIENCE

For this adventure, it is highly recommended that you use the Schuller Progressive Experience System, so that level advancement will remain parallel to the level advancement between the adventures in this series.

After the description of each room or encounter, there will be given an Experience Value in parenthesis. This indicates the relative difficulty of that encounter and is used in determining experience. At the end of the adventure, all of these EVs should be totaled up and the table below should be consulted to find the final experience. This should then be divided evenly among the members of the party.

If the party gets all it can from a room with minimal losses, it should be given the full EV; however, if it takes large losses or fails the goal of the room, it should get half EV. If it ignores the room, it should get no EV. In addition, there is an Individual Character Modifier determined. This is found by ranking the characters on value and role-playing on a scale from one to ten. Then consult the chart for this given below to find the multiplier to be used to modify their personal experience after the total party experience has been divided. A rank of 10 is considered the best, and 1 is considered the worst.

Total EV	Party XP	Characters Rank	XP Modifier
1	10	10	1.5
2	40	9	1.4
3	90	8	1.3
4	160	7	1.2
5	250	6	1.1
10	1000	5	1.0
15	2250	4	.9
20	4000	3	.8
25	6250	2	.7
30	9000	1	.6
35	12250		
40	16000		
45	20250		
50	25000		
60	36000		
70	49000		
80	64000		
90	81000		
100	100000		



Thus, from this you get the experience for each character. For example, if a party of three racked up 25 EV on a short adventure, they would each get 2083XP and, as one was ranked 9, one 7, and one 3, this would come out to be 2916, 2500, and 1666. This seems a rather fair and equitable division of the experience, taking into account all major factors.

INTRODUCTION

At the center of Uchelglan is the tall mountain called Mt. Torhud. At the top of this bald peak is the castle of the Master-Mage Corryon Cimelen. He is an ancient mage of great age, a master of Necromancy, Sorcery, and Dark Enchantment. He is favored by the god Gwyn, lord of the hunt. Corryon extends a rule of magic over the island, granting good harvests and weather in exchange for a small fee. His fee, unfortunately, is human blood and flesh. Each spring, at the vernal equinox, he expects a sacrifice of youths to be sent up the steep slopes of Mt. Torhud to enter his service. This year, the number required just happens to be the number of members in the party.

Victims to be sent up the mountain are chosen by lottery, and the characters which have just been rolled up were chosen. They are from separate parts of the island and do not know each other. They have been taken in their sleep, disarmed, and are standing in homespun tunics at the foot of the mountain. Behind them, a force of some 300 armed men and 25 Druidical Priests of Gwyn are waiting, armed with steel and magic to block their retreat down the mountain. They have no choice but to follow the clear path cut in the side of the mountain unless they would prefer death on the blades of their fathers and brothers. The rest of the islanders feel sorrow for them but realize that they must go up or the whole island would be doomed.

It should be noted that this is the start of the adventure, and the characters now have no equipment except their clothing and enough bread and meat for two meals.

ENCOUNTERS

E1 The path up the mountain passes between two cliffs, and there is an old deadfall pit ahead. There are many metal spikes and three corpses in the pit. It is possible to pass around the pit to the right, but each character must Save against falling in. This roll is +2.

If a character chooses to climb down into the pit, he must make a normal Save against falling, and, when he comes back out, he must make this Save again, with a -2 for each suit of Mail and a -1 for each weapon he is carrying.

Anyone who falls in the pit gets hit by 1D spikes. They each do his Weight/10-(1D8) in damage. For each turn a person is in the pit, there is a 15% chance that 3 Vipers will emerge from a small hole in the side. These Vipers are described below.

VIPERS

NYR AR:5
NYR DR:15
NYR AC:3
LN:20
WT:5
HP:8
ST:14
AL:C/N/A
Level:1
Attacks:1 Bite for 1D6 Plus Poison

Vipers are small, common black snakes. Their bite is poisonous. The first minute after being bitten, the victim takes 1D10 overall, the next, 1D8, and so on down to 1D2, then, nothing more. The damage will regenerate as normal damage does but needs a *Cure or Neutralize Poison*.

On the corpses are 2 -2/-2 Broadswords, a -2/-1 Mace, and 2 suits of -2 Chainmail. These are all rusty and in cruddy condition. (EV:2)

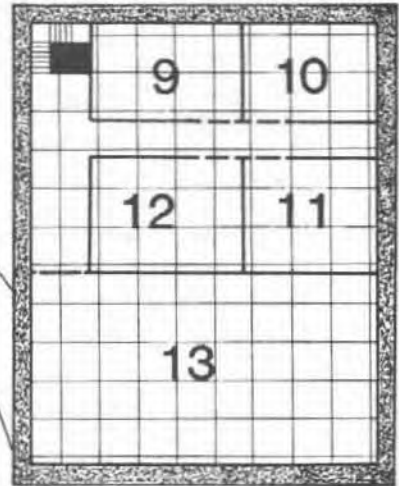
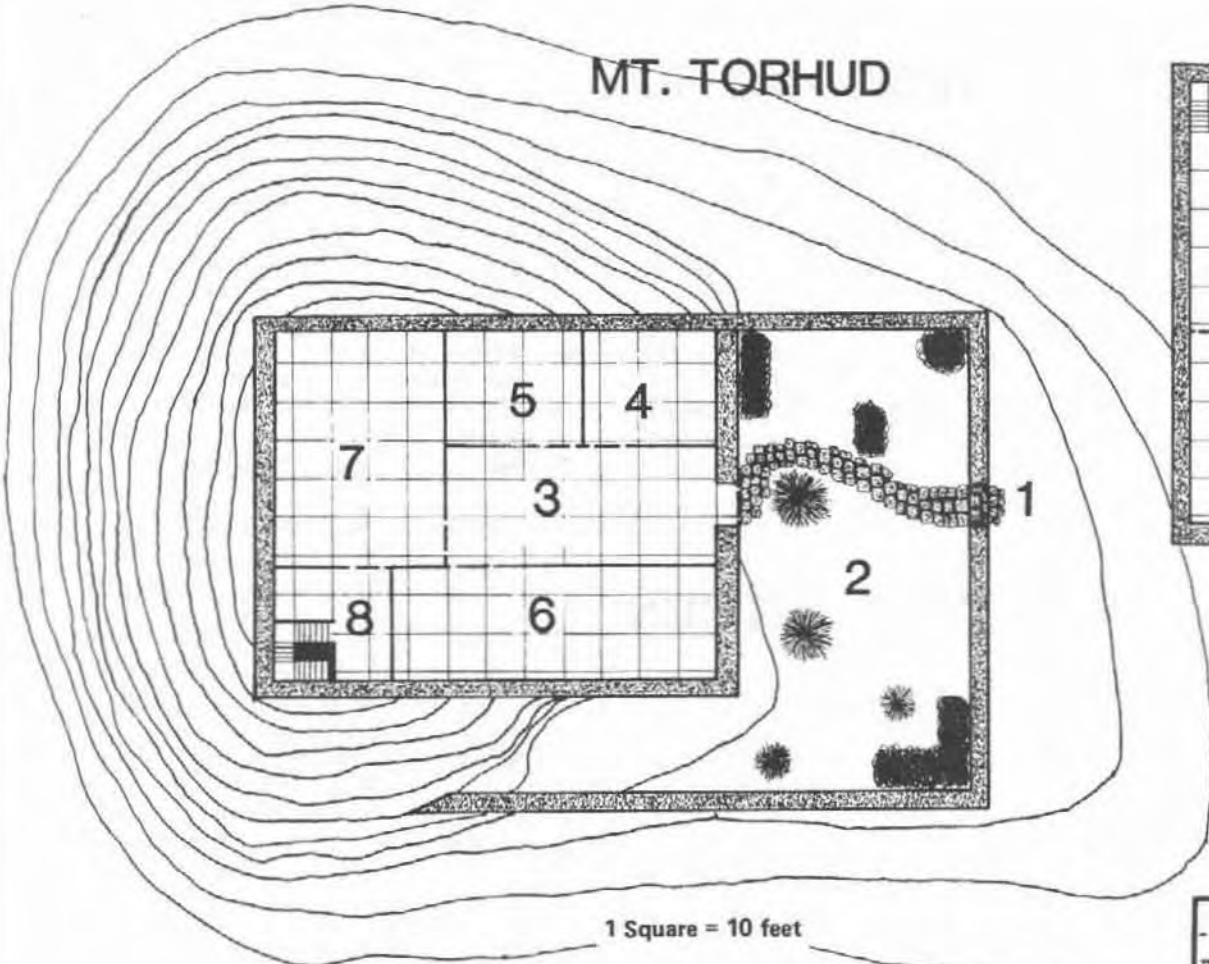
E2 A mountain stream cascades down to the right. A cliff is to the left. As they round the corner, the group sees a set of stairs ahead and a pool in the stream to the right. From this bursts a Stream Troll who falls upon them with a 50% minus half of the total of the characters' Wisdom's chance of surprise. The Troll is described below.

STREAM TROLL

NYR AR:7
NYR DR:8
NYR AC:4
HT:6'
WT:120
HP:40
ST:12
AL:C/E/A
Level:5
Attacks:2 Claws 1D8 + 1 1 Bite 1D6

Trolls are ugly, vicious, green-skinned humanoids who are not any too bright, especially this runtish variety. They like to eat humans for food, and this type has no unusual regenerative abilities.

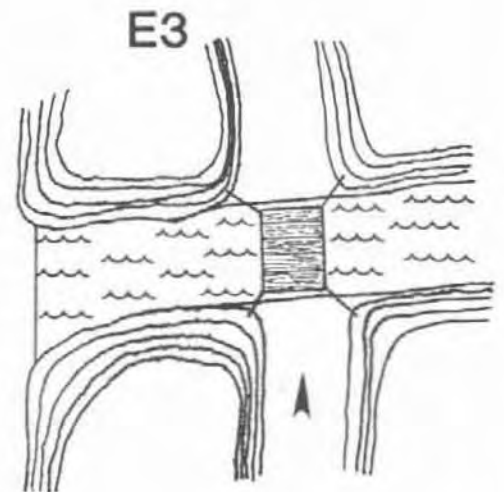
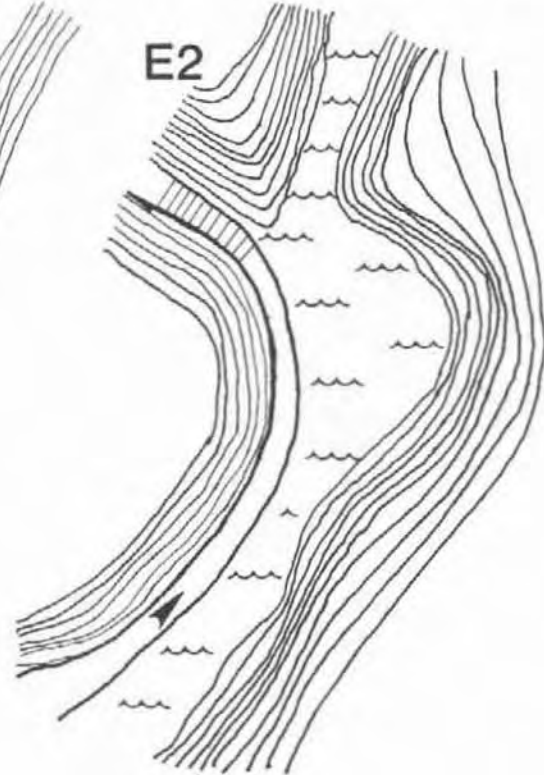
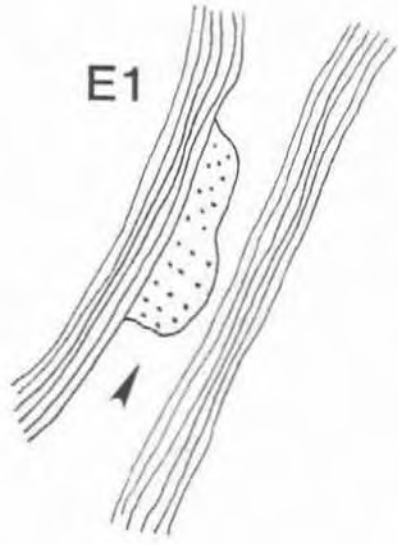
MT. TORHUD



Upper Level of Castle

- = Door
- ▨ = Stairway
- ⊞ = Path
- ~ = Water

ENCOUNTERS



There is a cave hidden under the pool in the cliff. It has air and can be reached by any reasonable swimmer. In the slimy lair, there is one Troll egg, which will hatch a Stream Troll in 2D100 days, and quite a few human bones. Among the bones are 200 Silver Marks, a +2/+1 Dagger/Throwing Knife, and 3 +1 Arrows. There is also a ring with three charges of Water Breathing. (EV:4)

- E3 The party comes to a deep ravine across the path through which runs the stream previously mentioned. Beyond the ravine they can see Corryon's Tower. There is a shaky-looking rope and board bridge across the ravine. Two can cross the bridge at one time. There is a chance of it collapsing equal to the total weight on it/5%. Any who fall in the stream must make a Dodge Save. If they fail, they take 3D20 overall in the 30-foot fall. If they make it, the party has 3 CR to save them before they go over the waterfall to the left and take 5D20 overall in that fall. (EV:1)

THE CASTLE

- 1 At this point, the party has reached the castle of Corryon, which they find to be more like a small, two-story house set into a rock spur. There is a wall around the front, and the rest is buried in the rock. Through a gate, they can see a garden. The gate is unlocked and can be opened freely. It is fairly easy to climb over the wall, as well, in several places along the slope of the spur.
- 2 This the the garden of Corryon. The path leads through the garden. There are two types of plants shown on the map. These are Tentacle Bushes, shown by squarish swirls, and Vampire Trees, shown by the spoked circles. The path passes close to two of these. All areas except where there is grass are covered with what is called Grasping Grass. These three deadly plants are described below.

In this section, one inch on the map of the castle is equal to 50 feet for the characters.

TENTACLE BUSH

NYR AR:7
NYR DR:2
NYR AC:3
HT:40"
WT:20
HP:20
ST:12
AL:N/N/A
Level:2
Attacks:1D8 Tentacles, 1D6 Each 1 Beak for 2D6+2

This appears as a rather scrawny, but normal-enough bush; however, the almost leafless branches are elastic, strong tentacles, and concealed in the heart of the bush is a beak-like mouth. Each bush will attack with 1D8 tentacles each of which has a (40 - target STR)% chance of grasping a chosen target. The same roll can be made each round to escape. The tentacles may also strike for damage. After 3 CR, the subject will be drawn to the mouth of the bush. The tentacles have a range of 15 feet.

VAMPIRE TREE

NYR AR:8
NYR DR:1
NYR AC:4
HT:15'
WT:1,000
HP:70
ST:9
AL:N/N/A
Level:4
Attacks:1D10 Leaves for 1D3 each/CR

This is a large, leathery-barked, oak-like tree. It has the ability to fling its leaves, which suck blood, at a rate of 10/CR, with a range of 30 feet. Each leaf has a 5 HP capacity, after which it will fly back to the tree with the 5 HP worth of blood. Each 5 HP of blood drained adds 1 HP to the tree. It takes 3 times damage from fire.

GRASPING GRASS

NYR AR:11
NYR DR:1
NYR AC:4
DI:10'
WT:75
HP:30
ST:6
AL:N/N/A
Level:3
Attacks:1D20 for 1 pt. Each plus Grasp

This is a creature which resembles a patch of grass. These creatures gather in colonies large enough to make up a whole lawn. They are sensitive to fire. Their blades are quite sharp and can pierce even Platemail to drink blood and eat flesh. Any which are successful in piercing flesh in this way will try to drag the victim down with the aid of another 1D20 on the next round. If the number of piercing shoots is within 5 of the victim's STR, he is immobilized. If they are greater in number than his STR, he will be dragged down that round.



M.L. White

Winds of Change: This is a magical effect, not actually a creature, but often acts as if it is conscious and possessed of a purpose. Each round in the wind, the subject must make a Save. If he fails it, a randomly located part of his body becomes that of some animal or creature as is shown on the table given below. The features changed remain normal size but take on all of the attributes of the creature in question. The wind will usually take 1D4 + 1 round to pass a person. It also transmutes normal matter and items that it passes.

Roll	Creature
01 - 08	Rat
09 - 20	Wolf
21 - 35	Cat
36 - 48	Mosquito
49 - 64	Lizard
65 - 74	Hawk
75 - 90	Penquin
91 - 00	Ant



Any disabilities of the creature and any abilities of the creature, as long as they pertain to that part of the body, are imparted to the person changed into that creature by the Wind. (EV:4)

- 6 This is clearly Corryon's library. It is lined with books, scrolls, and paraphernalia. Seated in what appears to be a large, stone tub in the middle of the room is a strange, glistening-black skinned creature. It becomes aware of the party if they enter the room and greets them, saying, "Name the seven great minions of Yubb." As the party does not know the answer to this, the creature will use its power to destroy the library when it does not get an answer. It is a Petron and is described below.

PETRON

NYR AR:5
NYR DR:2
NYR AC:2
HT:4'
WT:300
HP:40
ST:8
AL:N/N/P
Level:6
Attacks:2 Flame Sprays for 2D8 Each or Explode for 3D10 to All Within 15 Feet

This is a glistening, bulbous, black creature which lives in subterranean oil deposits. They are very loyal and very rare. They can self-ignite and jet flame through nozzles in their hides. They will also willingly explode and destroy whatever they have been set to guard. They have to live in tubs of oil when on the surface.

After the fire in the library has been put out, there will be only three things that survive. These are two Scrolls and a thin book. One scroll contains a Level 5 spell for 30% protection from fire. The book lists the names of three demons, Grondalak, Demyane, and Suburak, with an appropriate summoning for each. The last scroll contains the words, "Aliak, Ur Donnens, Sannmek--Torkites!" both in strange script and phonetically. The use of this will become clear later in the adventure. (EV:3)

- 7 This is a large combination dining room and lobby with appropriate furniture and fixtures. There are 8 seats at the dining room table. If any are sat in, a hand will appear with a menu. Those items pointed to will be brought magically from the air by other, flying, magical hands. The food will be warm and quite good.
- 8 There is a spiral staircase going up here. Seated on the stair is an old serving man who has shrunk so that his suit no longer fits him. If disturbed, he will look up feebly. His entire mind is a blank, and the retinas of his eyes are reflective, like mirrors. He is a lost cause.
- 9 In this room there is a Mirror Golem guarding a small chest which has in it Aeliscarp, the Sword of Justice.

MIRROR GOLEM

NYR AR:10
NYR DR:4
NYR AC:0
HT:6'
WT:120
HP:70
ST:10
AL:N/N/N
Level:7
Attacks:2 Fists for 1D10 + 3 Each

This is a Golem made of mirrors, polished to be highly reflective. Anyone attacking it must make a -1 Save or be confused, failing his attack for one round because of the dazzling, reflective surface. It is, however, very fragile, and any single blow of 15 or more points of damage will shatter it.

Aeliscarp, the Sword of Justice: This is a two-edged, pointless, executioner's Sword. It has only one unusual power. When used against anyone of confirmed criminal or evil nature, it is +5/+5 with 50% Sword of Sharpness on the first blow. Otherwise, it is just a +2/+2 Sword and hits for 1D10. (EV:4)

10 In this room, there is a Stone Mini-Golem similar to that described in Room 5. However, this one has a small door in his chest. Behind that door is a scroll which reads, "Tharak Dal Attrad-Istel, Corat Me Durag--Setharik!" The use of this scroll is not immediately apparent. (EV:2)

11 In this room, there is a Mirror of Duplication. It is unguarded.

Mirror of Duplication: This man-sized mirror, if looked in more than glancingly, will draw the looker into it where he must face a double, identical to himself in all ways, in combat. The winner of this combat will be able to emerge from the mirror. While they are fighting, it is impossible to enter or disturb the mirror. If the double wins, the player should keep playing him, but as the opposite alignment and personality. (EV:3)

13 In this room, there is a Zombie wearing the Helm of Mirrors. He will attack the party if they attempt to enter.

ZOMBIE

NYR AR:6
 NYR DR:6
 NYR AC:.....1
 HT: 6'
 WT: 150
 HP:.....40
 ST:.....12
 AL: N/E/A
 Level:3
 Attacks: 2 Claws for 1D8 Each

This is an animated corpse and, as such, cannot be slain. It will fight on until destroyed, and it is not intelligent although it can follow simple orders such as to guard something.

Helm of Mirrors: This is a full Helm, covering the face and polished to mirror reflectiveness. It causes opponents in battle to Save against confusion or miss with their attacks for that round. They must Save each round. (EV:3)

13 This is Corryon's private summoning chamber. He is seated, motionless, on a throne at the back, and there is a pentacle on the floor made of shattered mirrors. Leaning over Corryon is Mirraval, Demon of Mirrors, who will turn and attack the party.

Corryon is, in fact, dead, and, on close examination, he has mirror retinas. Mirraval has slain him. The scrolls found in Rooms 6 and 11 will do good here. The one from Room 6 will repair the mirror pentacle and any other mirrors as a Level 6 spell, and the one from Room 11 will force the demon back into the pentacle permanently as a Level 8 spell. Both take 2 rounds to read and will not work if interrupted.

MIRRAVAL, DEMON OF MIRRORS

NYR AR:10
 NYR DR:12
 NYR AC:.....4
 HT: 8'
 WT: 350
 HP:.....110
 ST:.....4
 AL: C/E/A
 Level:12
 Attacks: 2 Claws 2D8 + 3 and Special

Mirraval is a grey-skinned, humanoid demon with mirror eyes. His gaze is his main distance attack, and it drains FP (25), STR (1), and CON (1) from one target each round. When any of these reach zero, the target becomes the demon's mindless slave. He is sneaky and quite intelligent.

Corryon can be raised from the dead, and, if he is, he will do anything in his power, within reason, to aid the party with the powers of a 14th Level Mage/Druid. The party can escape safely if they take the head of the dead Mage or some other sign of his death and use it to convince the villagers that Corryon has been neutralized. Under the throne, there is a box with a cache of 50,000 Silver Marks. (EV:9)

The End



SEATRADE GUIDELINES

by **TOM JONES**



Fellow Judges, have you ever had a gaming session where the players, despite your best efforts, keep stumbling on lairs? Worse than that, they persist in surviving to haul out large amounts of gold and silver?

I have. As I have stated in some of my other guidelines, one of the main thrusts of play in my campaign has been to negate the boredom factor. These guidelines are a method whereby a Judge can eliminate both problems at the same time.

They are based on a world greatly similar to our Earth. The planet has multiple climatic zones with a shift in the seasons due to axial shift and orbital distance from its star. Like the Earth, the seasons experienced by the northern hemisphere and southern hemisphere will be opposite. (i.e. When it is summer in the northern hemisphere, it is winter in the southern one.) It also postulates a large number of high population/civilization level cities around the seas. If your campaign doesn't have many such cities, you may want to consider modifying the population and civilization figures in the guidelines to reflect this.

As can be seen from the high level of voyage failure, sea trade is a VERY risky business. This is my attempt to accurately reflect the technology of the Middle Ages. The only peoples who engaged in long distance trade at this time were the Arabs and the Chinese. The rise of the Italian Merchant Princes is several centuries in the future. The costs are commensurately high to reflect this risk.

As I mention in the guidelines, one of the best methods to separate players from large amounts of treasure is through the use of Merchants' Guilds or Brokerage Houses. These entities have usually refined the fine art of

lawful extortion to its maximum. The use of such organizations in a campaign will also give you, the Judges, an opportunity to get nasty with the players if you so desire.

Good luck, and may these guidelines provide many more hours of enjoyable gaming in your campaign.

Weather

January to February: These two months are the end of winter. No sailing in the Temperate or Subtropical climatic zones. 40% chance of a major storm in the Tropics.

March to April: These two months are the primary ones of spring. During this period, the shipping season opens in the Subtropical climate zone. 50% chance of a major storm in the Subtropical and Tropical areas. 25% chance of a hurricane in the southern hemisphere.

May to August: This is the period of late spring through summer. It is also the primary shipping season. All warm water ports are open. Check the weather as normal.

September to October: These months are the fall season. All ports in the Temperate zone are closed by October. This period is also the end of the shipping season for the Subtropics. All ports there are closed by the end of this period. 50% chance of a major storm in the Temperate and Subtropical climate zones. There is a 25% chance of a hurricane in the northern hemisphere.

November to December: These months are the beginning of winter. No sailing is possible in the Temperate and Subtropical regions. There is a 40% chance of a major storm in the Tropics.

Regarding storms and hurricanes: Major storms cause 50% losses for those ships caught in open waters and cover 50 - 100 hexes on the affected map. Hurricanes cause 75% losses to ships in open waters and 25% loss to those in ports. This weather effect covers the entire map.

Risk and Distance

Risk is defined as the loss of ship and cargo with all hands. It is a function of the distance the voyage is to encompass and the route chosen. The risk factor should be determined for each venture as detailed below. Roll a percentile die. If the resulting number is less than the calculated risk factor, the voyage fails and both ship and cargo are lost.

The risk factor for ships sailing along a coast is 1% cumulative for each hex covered. This percentage implies a Captain or Sailing Master who is familiar with the territory to be traversed. If the voyage is to take place through new or unexplored waters, alter the risk factor to 2% cumulative per hex of distance.

The risk factor for transoceanic trading expeditions is 1% within three hexes of the coast, regardless of the degree of familiarity. For each hex of open water traversed thereafter, add 1% if known, or 2% if the waters crossed are new or unexplored.

The risk factor for any one voyage may never exceed 80% by distance alone. Additional risk may be assessed by the Judge at his or her discretion.

Effects of Ports

Reevaluate the risk factor of any particular journey for each leg thereof

between ports of call with a population of 1,000+ or a Civilization Level of 6+.

The basic chance of encountering Pirates or Buccaneers at sea is as specified in the Waterborne Encounter Charts of the *Dungeon Masters Guide* EXCEPT as detailed following:

1. For each port of population 1,000+ or Civilization Level 6+ called at, there is a 10% chance of a "spotter" for one or more Pirate gangs being present in the city.
2. For each port of population 500 - 999, there is a 5% chance for this person to be present.
3. For each port of call with population 300 - 499, the chance for a "spotter" being present is 1%.
4. If such an individual observes you entering port or while therein (50% chance of such an event occurring), increase the basic encounter roll at sea to 1 in 10 and the possibility of running afoul of Pirates or Buccaneers to 50%. On a coastal trade route, there is a 25% chance that the encounter is with wreckers rather than the usual Pirates.
5. There is a 5% chance cumulative per Civilization Level 1 - 10 of a ship's crew being arrested by the City Watch for drunken brawling. Check for this taking place for each day a ship is in port. If the roll is positive, the voyage is delayed for 2 - 12 days. This covers the time spent in detention and Court. It will cost the Captain 10 - 100 GP per man in fines and court costs. Check daily for being spotted by Pirates.
6. There is a 5% chance of a "navigational accident" for every time a vessel enters a known port. There is a 15% chance when the port is new to the Captain or Sailing Master. This will delay the voyage 2 - 7 weeks for repairs and cost 100 - 1,000 GP.
7. There is a 5% chance when entering or leaving a port of Civilization Level 6+ or population 1,000+ of a collision due to the large amount of traffic. (After all, not every Captain is as skillful as your man!). Delay the voyage 1 - 6 days for minor collisions (75%), and

1 - 6 weeks for major collisions (25%). The cost for repairs will be 10 - 100 and 100 - 1,000 GP respectively. In addition, 1 - 4 crewmen will be lost in a major accident.

8. There is a 2% chance of a collision when entering or leaving ports of Civilization Level 3 - 5 or population 500 - 999. Results as No. 7.
9. There is a 1% chance of a collision for ports of Civilization Level under 3 or population under 499. Refer to No. 7 for results of such an event.

Procedures for Engaging in Trade

1. Wilderness exploration must take place to locate a local Merchant who is interested in the type of merchandise you wish to trade.
2. Convince him that he should deal with you. Use whatever method the Judge may direct. Don't forget to check on Customs duties and local import restrictions.
3. Make arrangements for the purchase or manufacturing of the goods you wish to ship.
4. Locate a ship Captain willing to handle your goods. This implies the necessity for locating a Captain familiar with the waters to be traversed. Many Players own their own ships and employ a Captain, but he or she is not always conversant with the proposed trade route. The standard hiring rules can be used, or use whatever system the Judge may specify.
5. If a Player-Character does not own a ship, one will have to be chartered. See the section following for suggested guidelines regarding charters.
6. Transport the cargo to its point of departure and load aboard the carrier. Conduct this phase as a regular Wilderness Expedition.
7. Sit back and wait for the return on your cargo. Be sure you pay any accrued Income Taxes and Import Duties! See "Calculating Your Return" for details on calculating the amount of return on your investment.

Chartering a Ship

There is a 25% chance per week of 1 - 4 Small Merchantmen being available for charter in a port of population 1,000+ or Civilization Level 6+.

There is a 15% chance per week of a Large Merchantman being available. This is exclusive of ships in the employ of a Brokerage House, Merchants' Guild, or Trade Magnate.

There is a 10% chance per week of a Small Merchantman being available for hire in a port of population 500 - 999 or Civilization Level 3 - 5. The percentage chance of a Large Merchantman being available is 5%.

For any port of population less than 499 or Civilization Level under 3, there is a flat 5% chance of any vessel being available. 99% of the time, it will be a Coaster or Small Merchantman.

Rates for Charter

Coastal Trade:

1. 50 SP plus 1 SP per ton of cargo for a Coaster.
2. 100 GP plus 5 SP per ton of cargo for a Small Merchantman.
3. 150 GP plus 10 SP per ton of cargo for a Large Merchantman.

Transoceanic Trade:

1. 500 GP plus 10 SP per ton of cargo for a Small Merchantman. A further fee of 1 SP per man will be levied as Hazard Pay if the voyage is over 2 weeks duration or 150 miles.
2. 1,500 GP plus 10 GP per ton of cargo for a Large Merchantman. A further fee of 1 GP per man will be levied for Hazard Pay if the voyage is over 1 month duration or 250 miles.

If the cargo is of a valuable or dangerous nature, the person chartering the ship will also be responsible for hiring Marines (treat as Mercenaries) to provide security for the cargo.

Ship Classes

The Coaster is a small vessel. It is usually family owned with a crew of 4 - 6. The vessel has a cargo capacity of 10 tons of cargo or 6 passengers. There are no provisions for livestock of any kind.

The Small Merchantman is larger with a crew of 10 - 15. The cargo capacity of such a ship is 15 passengers with mounts or 50 tons of cargo. A

total of 6 Marines may also be shipped in the holds to provide security.

The Large Merchantman is a truly magnificent vessel. It has a capacity of up to 50 passengers and their mounts. There are 4 private cabins for V.I.P.s. The hold may contain as much as 150 tons of cargo and 20 Marines. It is crewed by 20 - 25 seamen and 4 Officers.

Brokerage Houses

All large cities will have some type of Merchants' Guild, Brokerage House, or Merchant Magnate with ships of their own. If a Player does not wish to go to the trouble and expense of chartering his or her own vessel, these entities may be induced to handle the cargo. The exact terms of such an arrangement will be a matter of negotiation between the Player and the Judge.

(A note to Judges: Historically, these people were gougers. They will likely charge everything the traffic will bear. This may include such things as Magic Items, a cut of the cargo, future favors, etc.)

In return for their fee, these persons or organizations will underwrite the administrative and ancillary costs. They will also provide security for high value shipments. They will also either be able to recommend a distributor at the receiving end or provide an Agent if arrangements for disposal of the cargo are not already in place (at a commission, of course!).

But, if you should lose your cargo from one of their ships, don't hold your breath waiting for compensation. The concept of insurance and Lloyd's of London won't come into being for about 400 years!

Calculating Your Return

The return generated by a voyage is based on the amount of investment versus the Risk Factor.

1. Determine the Risk Factor and add 15% for each port of population 1,000+ or Civilization Level 6+ bypassed to the point of delivery.
2. Multiply the resultant number by the amount invested and add 100 GP per 1,000. This is the amount of return the Player receives when the vessel returns to the point of departure.

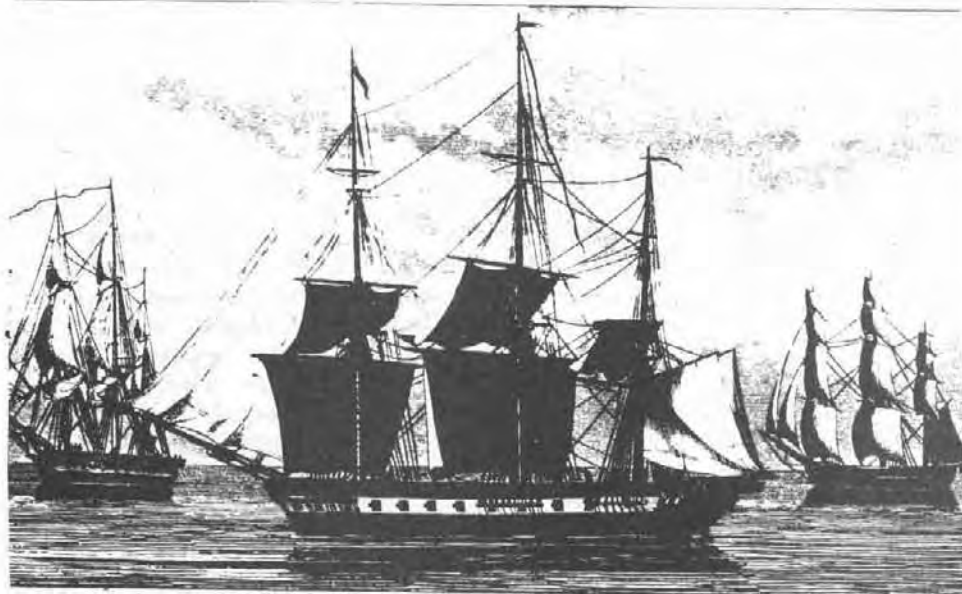
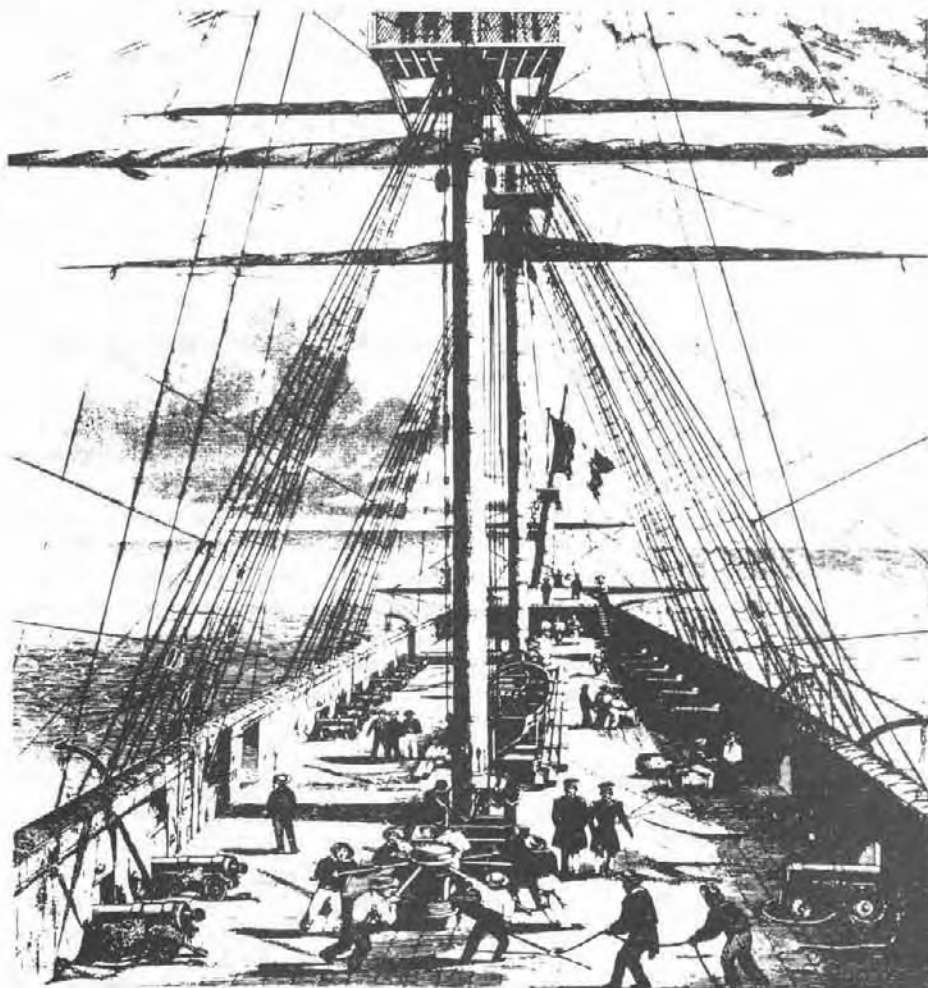
Example: A vessel carrying a 10,000 GP cargo engages in a voyage of Risk Factor 75% and bypasses 3 major ports. The return to the Player is $120\% \times 10,000 \text{ GP} + 1,000 \text{ GP} = 13,000 \text{ GP}$. This nets the Player a tidy 3,000 GP profit.

Good Luck and Fair Winds!

WANTED: Dungeoneer No. 7 and Dragon Vol 1, 2 - 6. Originals or copies.

D. L. Porter

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SHOWING YOUR TRUE COLORS



Christopher Condent

by JOHN MORTIMER

In the *Fantasy Games, Unlimited* release, *Skulls and Crossbones*, the game of roleplaying pirate-style, one of the things a new pirate captain will want to do is to choose a personalized flag of his own. Of course, the image that comes to mind first is that of the skull and crossbones on a field of black, which was first flown by the French pirate, Emanuel Wynne, in the early 1700's.

Although that familiar design was not the only one used by the pirates during their heyday, it did appear atop quite a few different ships. Other common designs included rum tannards, cutlasses, and daggers.

Another design used by these outlaws of the seas was the hourglass shape, which represented the fact that time was running out for their next victim.

Black was historically the predominant color represented in pirate flags of the day. But, just as with the skull and crossbones, such was not always the case. More than a few used the color red extensively. Christopher Moody used yellow, blue, white, and red to display his piratical nature. Again, you can expand upon this when designing your own flag. You can use any color you want; after all, you're a pirate! Put a red rose dripping blood and set on a black field or a blue skull and crossbones emblazoned across a white field on your flag. Maybe you would rather design a coat of arms for your personal insignia. It's all up to you. All you need is some imagination.



Bartholemew Roberts



Bartholemew Roberts



Emmanuel Wynne



Henry Every

Bartholemew Roberts, or Black Bart, as he was sometimes known, was one buccaneer who exemplified the pirate image. Flying his two flags, he was, indeed, a terrifying sight to many a merchant ship. One of his gruesome flags depicted himself and a skeletal figure drinking a "toast to death." On the other, which was more of a specialty flag, the feared pirate was pictured atop two skulls. One skull was labeled A.B.H., for "A Barbadian's Head," and the other was labeled A.M.H., for "A Martinican's Head." This idea can be used by the player-character quite readily. If, for instance, the governor of some colony is waging a personal campaign against your character, you might decide to show him his fate by putting his tombstone on your banner.

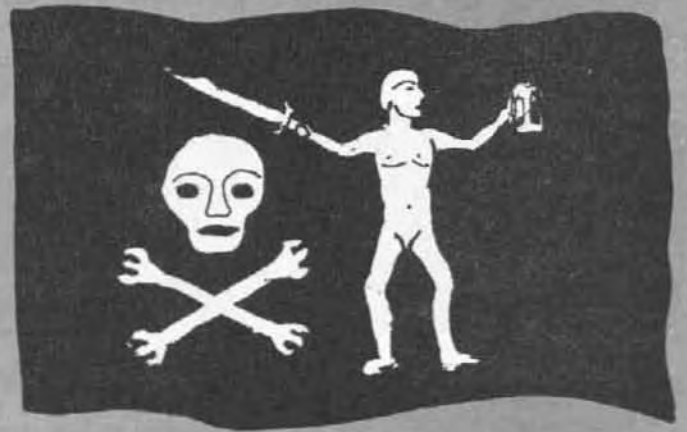
Not all pirates wanted a flag to show his opponents his true colors. A common tactic was that of flying whatever flag the situation called for. If, for instance, you're off the coast of a Spanish colony, Spain's colors would grace your sloop so as not to alert your prey until the last possible moment. A large stock of various countries' flags could be a valuable asset indeed.

There are a great many ways to go. Any way you choose will go a long way toward developing the personality of your player-character.

Captain Thomas Tew



French Pirate Ship, The Sansprite



Richard Worley



Captain Edward England



Christopher Moody



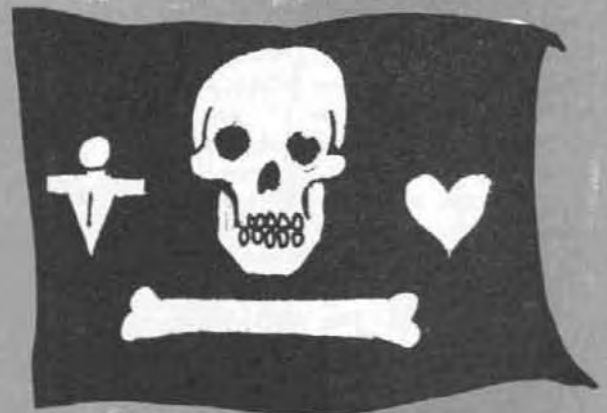
Edward Lowe



Calico Jack Rackham



Steve Bonnet



FROM THE HORSE'S MOUTH

PEGASUS Reviews Games
and Game Aids



Dragon Fire

Dragon Fire is a role-playing game set in a fantasy universe. The player assumes the role of the Huntress, the Warrior, the Wizard, the Elf, or the Dwarf. The player's objective is to slay the dragon, Salmadon, which is holed up under a great dungeon.

The game starts out very impressively, having a high-res picture of the dragon, Salmadon. However, once the dungeons have been entered, the game uses low resolution graphics.

The game is, essentially, overcoming all the monsters in each level of the dungeon. (There are 10 levels with Salmadon on level 10.) After leaving each level, the character may exchange his experience (from fighting monsters) into life points and constitution (thus, making you stronger).

The game has 5 levels of difficulty, sound effects, a small story to accompany the adventure, a save the game feature, and is randomly set up each time.

All-in-all, the game is good, but could use better graphics in the dungeon, and random events to relieve the repetitiveness of fighting monsters.

Dragon Fire requires: 48 K of memory, Dos 3.3, 1 disk drive, and an Apple II, Apple II Plus, or Apple III. Suggested Retail Price: \$49.95

Kaves of Karkhan

Kaves of Karkhan, distributed by Level-10) is the sequel of the game, Dragon Fire, and is a 3-dimensional, hi-res graphics game for the Apple.

The Kaves of Karkhan is an adventure game which is set in a fantasy universe. Maldamere, an evil force, was released from his captivity by the destruction of an ancient dragon (from the Dragon Fire game). As soon as it was released, Maldamere began its attempts to destroy the world. A brave Magic User noticed its attempts and used his magic to temporarily "suck up" Maldamere and contain it inside his body. The player assumes the role of one of the Mage's fellow adventurers and must hire people from a town to make up a party to deliver a magic stone to the top of Mt. Karkhan. In this way, Maldamere will be destroyed and the Mage saved. The idea of the program is to defeat the traps of the caves to progress further inside. The traps are defeated by using items acquired from the townsmen.

Overall, the high-resolution pictures were well done and interesting. However, the traps were so difficult to get past that almost no progress was made after several hours of playing the game. Suggested Retail Price is \$49.95.

Rings of Saturn

Rings of Saturn (distributed by Level-10) is a high-res arcade game for The Apple.

The introductory story behind the game is well-written and simple: you are the pilot of a spaceship which is carrying a new and dangerous power supply. The ship was stranded near Saturn, making your shuttle the best rescue vehicle (you are on a nearby base). The power supply, (called the Mad Angel) is no longer functioning as planned, and a tremendous explosion is imminent. To make matters worse, Saturn's gravity has attracted the stranded ship and pulled it through its outer rings - meaning, of course, that you must pass through them to rescue the ship. Hostile alien ships are included for more excitement.

The game has many options (including 4 skill levels) to keep it from growing boring. You have a limited supply of energy shields which can be damaged, various repair options (the ship's systems can be damaged from the flight through the rings), and only 15 minutes (real time) in which the Mad Angel must be taken from the crippled ship back to your base.

Overall, the game is very good. It makes extensive use of high resolution graphics (forward and rear view screens, long-range scan of Saturn's rings), and should remain challenging for a long time.

System requirements are: 48 K Apple II, 1 disk drive, 3.3 Dos, 2 paddles (or 1 Joy stick). Suggested Retail Price is \$39.95.



Review by Rob Greenberg

CONVENTION



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VII



Give you good greetings, Gentle Beings!

At my favorite hobby shop this morning (favorite because they graciously give me a 15% discount), I was pleasantly surprised to find issue No. 4 of *Pegasus* hiding behind the *Dragon*. It was the first time I had seen a copy of the *Pegasus*, and, naturally, I purchased it.

While I am not an avid player of fantasy games, being required by profession and health to spend great quantities of time in isolation, I, nonetheless, enjoy the mental aspects of the games (generating characters and monsters, devising traps and scenarios, creating names and religions and worlds and whole universes. . . .). Your *Pegasus* is a great addition to the other gaming magazines. The *Dungeoneer* is sporadically good, as was *The Space Gamer*, and the *White Dwarf* has an interesting flavor.

Pegasus is delightfully diverse without going over the head of a beginner or a dabbler who isn't quite "up" on all the lingo. The print of the *Pegasus* is substandard at times and the art occasionally insipid (are you really so lacking in contributions and submissions of art that you grasp at press-a-ply art?), but that is, in most parts, made up for by the quality of the articles.

It would be an immense help if, somewhere in each issue, there be printed a list of abbreviations used in the articles and what they abbreviate [for instance: FTR, HTK, LED (quartz readout?), LCK. . . .].

Which brings me finally to ask - May I have a copy of your *Writers' and Artists' Guide*? I'm a lousy writer but have been assured that my art is passable. I do mostly black and white line art; the occasional acrylic I do, I usually give away - usually Elves and dragons and other beasties. But, I have rambled on long enough.

Please, keep up the good work. Beginners and dabblers need all the help (and support) they can get!

Adventurously Yours,
S. L. Brothers

Sir Brothers,

Thank you for your welcomed comments concerning the Imperial Pegasus. We especially liked your comment about our delightful diversification. In the future, we will try to keep that term very applicable to the magazine.

To answer you questions, the reasons we use "sourcebook art" (press-a-ply) are many. 1) There is no applicable art in our files. 2) Applicable art in files has been used many times. 3) Applicable art in files is not the correct size and will not reproduce well if we shrink or enlarge the illos. 4) Applicable sourcebook art is easier to find. 5) To keep the cost to our readers of the *Imperial Pegasus* as low as possible, we have a low production budget, and sourcebook art is free.

Your comment on including a list of abbreviations is well-received and will be acted upon.

And, yes, you may have our *Artists' and Writers' Brochure*; we will anxiously await your submissions.

Ed, the Editor

If you are a subscriber, look for the PEGASUS issue logo in ads appearing in each PEGASUS. When an ad includes the issue logo, GUILDMEMBERS get 10% off the retail price of any item in the ad if the item is ordered from JUDGES GUILD. Your GUILDMEMBER BONUS for each issue will be good for one (1) month after the issue date of that PEGASUS. Be sure to state that you want your GUILDMEMBER discount and list the issue and page number on which the item appears in addition to the regular ordering info.

I'm Starving

During my AD&D tm campaign, the characters became in debt. They decided that, to save money, they would "live off the land." I found the AD&D tm rules to be grossly inadequate on the subject of hunting, so, to remedy this situation, I devised the following system.

When hunting, the character tells the DM the type of game for which the character is hunting. Fishing involves finding water, and hunting large game should involve tracking. Tracking is done by averaging the character's INT, WIS, and DEX. Then the player rolls a 1D20. If he or she rolls less than this average, the character has successfully tracked what he or she is after. A successful tracker should receive 25 experience points. A hunting character gets a base chance of 50% of finding what he or she is after, plus 1% per Level of Thief, Bard, or Druid. Add or subtract the following percent. After 3 days of no food, the characters must try for desperate.

Game	Forest	Marsh	Mountains	Desert	River
Fowl	+ 5	+25	- 5	-25	+20
Large Game	+15	+10	- 5	-25	+20
Small Game	+10	0	0	- 5	+ 5
Fish	+ 5	+ 5	- 5	-50	+25
Water	+10	+10	+20	-25	+45
Desperate	+20	+15	+10	+10	+20

Definition of Food

Fowl: Any Bird, Duck, Chicken, Goose, or Robin

Large Game: Bear, Deer, Cow, etc.

Small Game: Rabbit, Squirrel, etc.

Fish: Bass, Trout, Bream, etc.

Desperate: Snake, Lizard, Field Mouse, etc.

By Mike Tarkington

(continued from p. 26)

In it, Thoheeks Bili Morguhn, his troops, and a few others barely escape with their lives when the earth moves at the command of the Witchmen. As the flames from the mountains' inner depths drive them away, they are forced to escape into a territory said to be peopled by twisted, half-humans. Bili is forced to choose between returning back through an area where nature has lost all reason or staying where he is, facing the mutants on their home grounds.

Before he can make a decision, however, the owners he is worried about spot him and his men, and the war is on. And, although the premise seems rather thin, one must remember that, in any story, it is usually what is done with it that makes the difference. Adams does a lot.



There is little which really must be said. Like all of the Horsecian novels, *The Death of a Legend* is packed with both great action sequences and marvelous characterizations. By the end of the book, we know all of the surviving figures. Like real people one has known for years, we applaud their victories and despair for their losses. It is not the bold, slashing pen stroke of Howard or the light, flitting fantasy of Tolkien; Adams has created his own definite style which owes little to those who have gone before him.

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Upcoming Reviews

Ragnarok Enterprises: Duel Magical (Battle in the Arena of Dark Magic), Mini-System 2 (Character RolePlaying), Wyrdworld L (the Corsairs of Cythera), and Abyss.

Fantasy Folk: Miniatures.

All of his books are extremely readable because of this, if for no other reason than the fact that it is nice to read a fantasy story once in a while which isn't written in "the grand tradition of Robert E. Howard," or anyone else, for that matter.

The Death of a Legend is a good, solid novel, a welcome addition to the Horsecian series, and a great book to start 1982 off with. Now, who could ask for more than that?



Enemies of Justice

by Paul O'Connor. This is a trio of Villains and Vigilantes scenarios for you comic book heroes out there. Paul brings us "An Hour for Terror, A Moment to Die," "In Darkness Lurks the Slime Devil," and "Femmes Fatale." These are three action-packed adventures.

Standardization in FRP

by Bob Bledsaw. Our publisher discusses the merits and detriments of standardization. This interesting article is designed to help the Judge keep his players on their toes and their interest in the game at a peak.

How to Raise Pet Dragons

by Thomas A. McCloud. A very good article on raising Dragons for fun and profit details the care and feeding of your new pet from birth to old age (you should live so long!). This is an article that answers all those questions about this most dangerous of pets.

The Old Dwarf Mine

by Roy Cram. This suspense-filled Tunnels and Trolls™ adventure is designed by one of the fastest-rising new writers in FRP today.

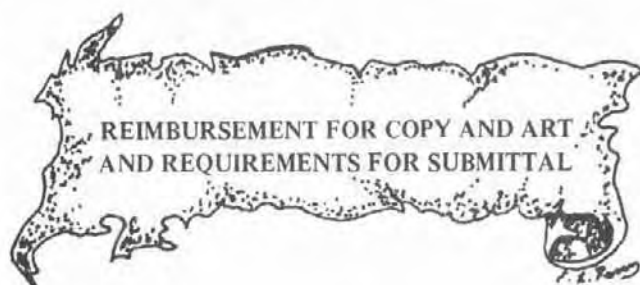


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Artists unfamiliar with the 'fake' color process will find an excellent article on it, with required charts, in issue 12 of The Dungeoneer, available as a back-issue. Black and White Artwork which we add color to is paid for at Black and White rates. Artwork may have to be reduced or blown-up to fit our needs. All Art is paid for at published sizes. We reserve the right to determine type, size and style, published size for art, and all other editorial rights. Full page size is between 8½" x 11" and 7¼" x 9½" (full page of copy).

Payments less than \$2 are not mailed out. We do credit your account for that amount, though. Special for Guildmembers: Guildmembers will be paid at a rate 10% higher than shown on charts. Special on Judges Guild Products: If payment is made in products which Judges Guild produces, you get 20% more than shown on chart. Special on Judges Guild Products and Special for Guildmembers combined gives you a rate 32% higher than shown on the chart.

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