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Pegasus

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ISSUE LOGO

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HORSE FEATHERS

AN EDITORIAL by

Edward R. G. Mortimer

Hello Faithful Readers, I've received many letters and answered surveys, and we are busily digesting your opinions. Even now we are adjusting our format and appearance in order to make a better magazine for you.

We have three new headers from Maurine Starkey, a very fine artist we hope to see more of. Screen Scenes has been put aside for now, but may be back in the future. Our fiction is now getting the space it deserves, as well as fine artwork created specifically for the story.

Next issue will see The Morrow Project Report undergo a concept change that will make Bill's column helpful to all of the "After the Holocaust - type games" available.

All of us here welcome a new artist to the Guild, Wes Crum from Carbondale, Illinois. Wes will be doing a lot of covers for Judges Guild products, including the Pegasus, so watch for his fine work (. . .psst! Check out this issue's cover!).

In the "Whoops Department", it seems that we mistakenly credited Russ Steffens for Kevin Siembieda's cover and color last issue. To both men, I sincerely apologize for the mix-up. We were scheduled for a Russ Steffens cover, but slow mail service caused us to substitute Kevin Siembieda's work at the last moment.

This issue contains many items of interest, including A Guide to Copyright by Stephen R. Marsh for all of our aspiring writers. Then, for the scientifically-inclined, George R. Paczolt presents us with A Dual Purpose Program For Melee/The Fantasy Trip. Dave Sering reports back from an intra-system journey to Jupiter, Saturn, Uranus and Neptune, with news of scientific interest to all SFRPers.

We have the second part of To the Beast, by C.J. Henderson, for you, and a fine comedy/mystery/fantasy story by Ken St. Andre, entitled, Murder at the Ruptured Troll.

Speaking of Ken, if you'd like to read more of his fiction, there's a brandy-new magazine on the stands called, Oracle, which will feature fiction by the best fantasy and science-fiction authors. Oracle #1 features a story by Jessica Amanda Salmonson, The Fabulous Sea Below, as well as Ken's own, Mandrikor. Future issues should see stories by Roger Zelazny, C.J. Cherryh, and other top-name authors.

Oracle Magazine comes from Detroit, Michigan, where Dave Lillard works hard as the editor (not an easy job at all, let me assure you). Look for it!

Next issue will see the first science-fiction issue of the Pegasus. We have many top-notch sci-fi articles for you, take a peek into The Crystal Ball (page 94) for a preview of what's coming up.

And so, that brings us to the end of this editorial, and now I can get back to creating more surprises and adventures for you, both in this magazine and in other Judges Guild products.

MEMORIAL DAY CELEBRATION



Part of Marc Summerlott, then John and Diane Mortimer, with Pixie Bledsaw in the background



John Mortimer and Rick Houser



The Invincible Overshoot

"Part 2"

TO THE BEAST



©1980 Russ Steffen S

by C.J. HENDERSON

Andra sat beneath a large pine, listening to the rain. The trees grew so closely together where she sought shelter that hardly any rain could squeeze through the tightly-locked branches. All about her rested the pack of Bloodsmile. Only females lay close to the young witch. The males were stationed at points spread throughout the grove. Out of the darkness, Bloodsmile approached Andra. He pawed the ground in patterns, adding a growl from time to time, telling the Lomonian that none of his people had seen the gargar. She answered in kind.

Bloodsmile is great, indeed. I thank him mightily for his protection and friendship

It is understood answered the wolf. *Bloodsmile's people know the ancient pacts. We are of honor. We would not forsake you*

Andra smiled. She raised her hand to say more when a sudden howl pierced the grove. It was Mauler, Bloodsmile's brother. All of the wolves strained to the sound. It came again, once more followed by silence. Bloodsmile took a few steps forward, listening intently. Mauler spoke again, but this time it was a challenge not a warning. As the wolves waited, they heard the growls and barks of threat and then combat. No voice answered Mauler's, only the rain. And then a shriek cut through the storm, a terrible, crackling, tenor note of pain and blackness. Andra and Bloodsmile both felt Mauler's death cry. The pack leader turned to the witch, saying *We have found your enemy*

He has found us

No matter. Go with Nightmist. He will lead you to safety further back beneath the trees. We shall deal with the lizard

Andra growled an acknowledgement. Bloodsmile was already gone. Watching the pack move grimly forward, the witch left with the cub, Nightmist. Settling far back into the grove, the pair listened to the struggle in the distance. Both tried to ignore the howls of agony which broke the rain's patter time and again. Something was moving through the wolves, fighting them in twos and threes, thrashing, breaking, killing its way through them. Andra held the cub tightly to keep it from shaking.

And then, suddenly, it was quiet again. No further sounds of struggle came from the area of the battle. Both Nightmist and the witch listened, but, for many minutes, only the rain's muffle hung in the trees.

Finally, however, they heard a scraping. Nightmist growled; Andra quickly wrapped her fingers around his snout. She stood quietly and began to work her way through the trees and away from the approaching scuffings.

She knew it was Grakar. She also knew he would find her resting place soon and begin to track her. She tried to move softly, jumping from one bare patch to the next. She had only covered a few dozen yards when a small pool of rain water hidden in the darkness snared her foot and sent her crashing. Instantly, Grakar knew where she was. As the young witch rose, trying to quickly regain her bearings, she realized that Nightmist was gone. Before she could call him, pitiful, puppy-ish growls came from the distance.

Andra heard the chuckle and then the thud. Horrified, she ran out into the rain. Minutes later, the gargar found her tracks at the edge of the grove.

Although he followed quickly, Grakar soon found himself losing ground to the witch. His battle with the wolves had left him with a number of ragged wounds. None of them was serious, but they were painful. Moving after Andra in a limping run, the gargar tried to close the gap.

"Filth!" he screamed harshly, air rasping in his throat. "Fight for yourself! Come back, little animal. Fight me. Fight me!"

Andra continued to run. Peering forward, Grakar spotted her. She had reached his cliff.

"I've got to get up to that ledge," she thought. "Bloodsmile and the others must have hurt him. If I can get above him, I can find some kind of an advantage."

Silently, she began to climb. As she ascended, the witch sent out desperate calls, trying to find the racker and the bear she knew to be in the area. She was halfway to the ledge when she heard Grakar begin his ascent.

The gargar had lost his sword in the grove. He had left it buried in a wolf who had lumbered off to die in the darkness, taking it with him. One of

his daggers also remained behind, caught fast in Bloodsmile's ribs. He did not care. Dragging his pike behind him, the lizardman pulled himself up the slippery cliff wall, finally beginning to close the gap between himself and the witch.

Andra dragged herself over the edge of the cliff onto Grakar's ledge. Sliding on the wet slate, she headed up the rocky pathway toward the top of the mountain. She had only gone a dozen yards when the voice called to her.

"Don't run, little witch. There is no reason." Slowly she turned to face the gargar. "Your bare feet and hands will not take you far up the wet rock. Surrender, child. The game is over."

Andra stepped back, looking from side to side for anything she might use to prolong her chances. Again she called for her missing animals. This time, she got a response.

"Come, I will show you where to hide from the rain. Further combat is foolish. Give it in." Andra backed away as the gargar spoke, hoping for help from either the racker or the bear. As she moved up the ledge, she suddenly spotted the lizardman's niche. Her eyes fell on the bow and arrows he had left behind. Although Andra had never held a bow or any other weapon before, she knew she would have to try to use it against her foe.

"Speak, little witch."

Grakar started to ascend the ledge. With some of his wounds still dripping, he used his pike as a crutch as he hobbled up the slick rocks.

"Surrender. Let us forget this all. Give back to us Hotor's Talisman. Take back your life. You have no right to do otherwise. Surrender!"

And then, the racker appeared. Stepping down silently from the topmost reaches of the ledge, the large forest cat growled at the gargar below. Grakar brought his pike up as the racker leaped. Oak rang against the cat's skull. The racker backed away, dazed, searching for an opening. The gargar kept the pike between himself and his foe.

Tearing herself from the spectacle, Andra made her way into the recess. Quickly, she grabbed the bow, hurriedly bending it, trying to drag its string into place. Time after time, the loop slipped from her grasp, tearing the skin from her fingers.

In the meantime, the racker had managed to back Grakar several yards down the ledge. Rain continued to pelt them both. The cat snapped at the rain, shaking its thick mane. Droplets ran down its fangs, splashing against its paws. Above them both, Andra continued to fumble with the bow.

"Well, do it," hissed Grakar. "Do it, you wet, stupid, smelly mammal." The racker growled. "Scream. Go ahead, scream your lungs out. I'll give you something to scream over, you foul, damn-to-frack - now!"

The gargor lunged, driving his pike deep into the racker. The cat scratched at the sky, pawing the pike, but it was too late. Rolling over backwards, the racker toppled over the cliff ledge, taking Grakar's pike with it. Breathing heavily, the gargor moved slowly back up the ledge.

"Well, witch, any other tricks for us? Come out and face me, you maggot. Face me!"

To Grakar's surprise, Andra appeared from the recess, his bow in her hands. Before he could react, she began to bend the weapon back, her arrow aimed directly at him. Knowing he could not run on the slippery ledge, the lizardman went for the dagger in his boot. Andra's bloodied fingers, able to hold the string no longer, released the arrow, sending it into Grakar's chest.

He stood staring for a moment, outlined in the darkness by the rain. His eyes remained on Andra as his blade slipped from his grip. Slowly, he stooped over, picking the dagger back up. Andra turned, hurriedly trying to ready another arrow. Before she could, he had already flung his blade. What effect it had, however, he did not get to see. The gargor had begun to tumble down the sopping ledge even as the dagger left his fingers.

Round six went to the witch.



Andra awoke slowly, groggily. At first, she was confused. "How?" she wondered. "How did I get home? I was in the valley, on the ledge - the rain, Grakar - the dagger. . ." Instinctively, her hand sought her side. Her memory was not wrong; her fingers discovered a bandage. Before she could call out, Charri entered her room.

"Daughter, you are awake."

"Yes, but the last things I remember, the duel, everything is so mixed. How did I get home?"

"Grakar brought you."

"What? But I slew him. The arrow. . ."

"No, Andra," answered her mother, "you did not. The shaft you fired barely pierced the gargor's armor. When he fell, it was because he slipped on the rocks. By the time he made it back to where he had left you, you had already passed out. He removed his blade from your side and stemmed the flow of blood. Then, he cleaned your wounds and his, waited for the rain to stop, and brought you home."

Andra stared at her mother, not knowing what to say. Charri continued, "You were delirious. Grakar carried you to our end of the valley."

"But, why? Why didn't he - why didn't he. . .?"

"Why did he not slay you? There was no reason. He found you a worthy foe. He felt you deserved better. He also found no honor in killing a helpless enemy. Grakar knew he had won. It was all he wanted."

Charri's words took on meaning for Andra. In a quieter voice, she asked, "He won?"

"Yes, child. Hotor's Talisman is on its way to Gargoria now."

"I am sorry, mother."

Smiling, Charri said, "Do not be. You did your best. It does not matter."

"But, now, the gargors will attack us."

Charri shook her head. Looking away from Andra, she answered, "No. Heskar does not want to invade Lomonion. There would be no profit in that. Let me explain. Heskara needs Hotor's bauble to unify the gargor state. This will take him years to accomplish. But he has no intention of attacking us. We have no riches for him to plunder, and Lomonions make terrible slaves. No, when Heskara has his army, he will use it against the humans."

Andra stared at her mother. She could find nothing to say. Charri continued, "I know, child. You are wondering why all of this had to take place. It is best blamed on tradition. We could not just hand the talisman to the gargors; they would have found that an insult, as if we were saying, 'Take your toy. We do not fear you.' They would have made war with us out of pride, then. And, if we had refused to return it to them, they would have been forced to attack us to regain it. Heskara gambled that, if he pressed the issue, I would give him a fair chance to get what he wanted. He knew I was aware of his plan to attack the humans. Since we of Lomonion would see the humans reduced, it is to our advantage to let the gargors do it for us."

Andra looked at her mother. Trying to keep her voice from showing the hurt she truly felt, she said, "So, in truth, I was your tool. If I won, the gargors would have to leave and be quiet. If I lost, we still get what we want. Either way, no matter who finally did the fighting, Lomonion would be the winner."

"Almost." Charri stood looking down at her daughter. "In any contest of war, there are victims and there are those who live. The victims gain a release from this world. They are rewarded with peace. Those who live. . . survive. They go on. That is all. Neither wins. There are no winners."

Charri turned to leave. Walking toward the door, she turned back to her daughter. Andra had turned to the wall, trying to hide her own tears. The Mother To All realized that Andra would not understand her part in what had happened for many years. Although she would learn much from it, although she would learn the kinds of things she would need when she sat on the throne herself, now, it would hurt.

Charri wanted to comfort her daughter, but it was not the Lomonion way. As she exited, she concluded, "There are never any winners."

Andra said nothing. Alone in her room, she could think of only one thing: she knew her mother was wrong. Heskara had taken the trophy; even if it had been in Lomonion's best interests for it to be so, the gargors had controlled everything from the beginning. Andra tried to hold back her tears, but she could not.

The final round had gone to the beast.

MURDER!

AT THE

RUPTURED TROLL

by

KEN ST. ANDRE

with apologies to Agatha Christie.



Flaming Cherry was buying me a drink in the Green Dragon, a high-class place in the heart of Khosht when Morty the stable boy found us. I was hoping that the evening would lead someplace warm and comfortable even though I didn't have the customary ten golds for her fee. I was inching ever closer to her luscious lips when Mort came running in, fell down, and drooled on my boots.

I picked him up by the scruff of his neck and poured some of my good ale into his undeserving but dry throat. He spluttered, choked, and gasped. "Now, Mort," said I, "why are you out and risking your life, not to mention ruining my love life? It's nearly midnight."

"You've got to come at once, Muck!" he cried. "There's been a murder at the Inn, and Gris alone knows how long old Slather can keep the Elves from wrecking the joint."

"Elves???"

"In the Ruptured Troll!!!!"

Cherry and I were both incredulous. We stood up, forgetting all about our half-finished drinks. But not Mort - he grabbed another slug of my ale. This time, most of it stayed down.

"I'll come at once," I said. I had to, of course. My apartment was there, and, if the place was wrecked, I might lose a lot of expensive equipment.

"Do you mind if I join you, Muck?" asked Cherry. "I could use a bit of excitement. I've been idle for too long."

Faced with the prospect of a fight, most men might have told her to go home. Most men would have missed out. "Sure, Cherry, I'd be glad to have you come."

She slapped two silver eagles on the table and stood up. As she wrapped her cloak around herself, I swear every man in the tavern was watching us. By Gris! I don't blame them. Ah! Those long legs, oversized breasts, and that incredible mane of fire-bright hair curling around a face as lush and ripe as a peach. She was in her working costume - a girdle of fine green silk, copper breastplates, a few baubles, bracelets, and bangles, and a Straight Sword and Throwing Dagger.

"Hurry, Muck!" said Morty again. "Those Elves may go berserk and start killing people." But he was talking to air. We were already on our way.

The streets of Khosht were dark and muddy, and large, hungry beasts were aprowl in them, which didn't bother us much, for we took the Rogue's Path across the rooftops until we neared the Old City gate in the East Wall. The great temple of the Money God stands on the edge of the River Gate, and it was lit up with several hundred lamps and torches so that it looked more like high noon than the wee hours of the morning. Three squads of the Night Watch, as well as a couple of pot-bellied priests in their gold and silver robes, and an all-night wine-seller were mingling in the plaza before the temple doors. Two games of Death Dice were in progress, and one arm-wrestling match matched two straining guardsmen as we descended and walked out into the light. Several arbalests moved to cover us as we emerged from the shadows, but they were quickly stashed as Flaming Cherry came into view. Sometimes I think she knows every man in

the city, or, at least, every man knows about her.

As she walked among them, bestowing a kiss here, accepting a caress there, Morty ran to the gate and called for the Captain to open it up.

The gate captain this night was my old friend Alex. He wasted no time in letting the three of us through the postern. Morty had already explained the murder to him, though the kid hadn't found time to explain it to me, yet. Well, it's hard to talk when you're jumping from roof to roof.

"You'd better get over to the Troll quick, Muck," said Alex as I squeezed through the postern. I swear it was designed for Dwarves, not for seven-footers like myself. "I'd send a squad over with you, but they're not about to risk their lives on the docks in the middle of the night. I'd like to go myself, but BJ would have my hide if I left my post tonight."

"Don't worry about it, Alex," I told him. "I haven't seen the barfight yet that I can't handle! Hell! Somebody gets killed every other day or so down in the dock taverns. I don't see what's so urgent about tonight."



"Yeah. Orcs, Dwarves, Gremlins, even an occasional Man or Troll are always getting themselves killed down by the river," he said as he closed the gate. "but I can't ever remember an Elvish wizard biting the big one before. Well, good luck!"

Suddenly I knew that I was going to need it.

Three alleybashers jumped us when we were still half a block from the Ruptured Troll - two Orcs and an Ogre. They must have been new to town or they would have known better. Flaming Cherry ducked inside the Ogre's grip, grabbed him in the middle of his wolf-hide loincloth, tossed him into the air, and smashed him to the ground. Then she kicked him in his middle eye, and he was out for the rest of the fight as well as half-blinded for life. Meanwhile, the two Orcs tried to jump me from behind, but I smelled them before I heard them, and I heard them before they ever got close. They were using Scimitars, so I figured it was only fair if I used my own weapon. Yeah, I'm big, but I'm also fast. I came around like a blur with my trusty old Bastard Sword out and caught them in mid-leap.

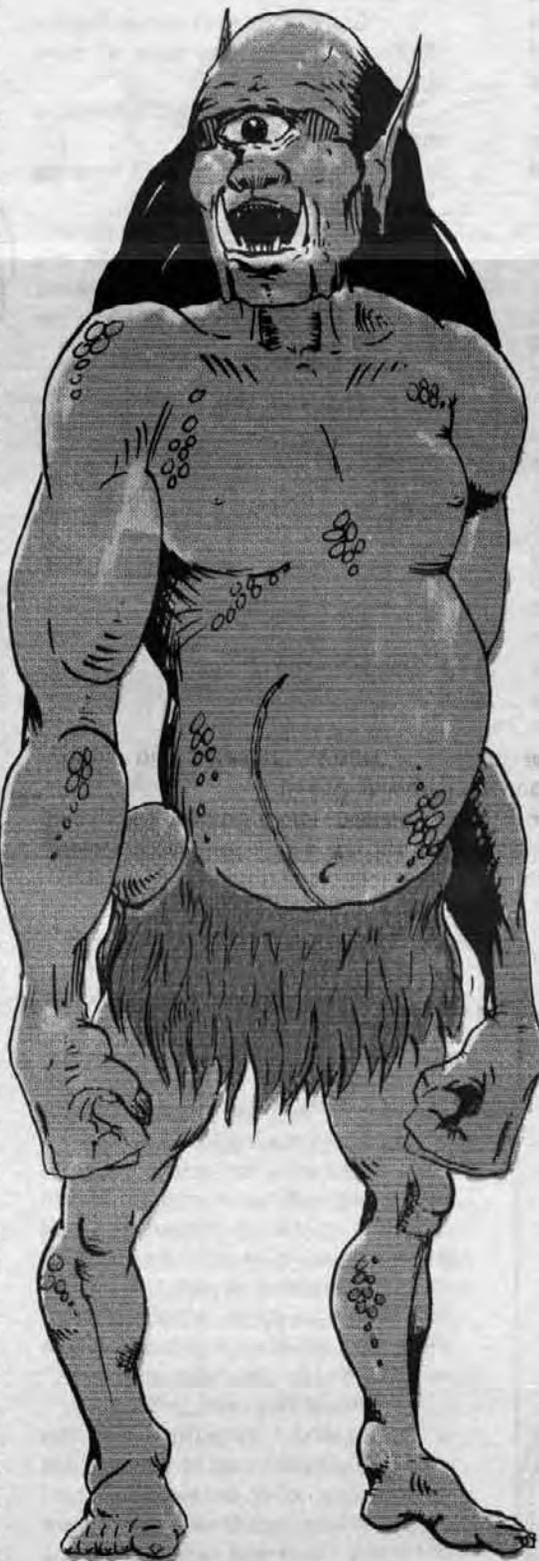
THUD THUD THUD THUD. It's surprising how easily a magic weapon will go through mere Orc flesh.

Yeah, I look tough, and (with the help of a little magic I've picked up here and there) I'm actually tougher than I look. Now, Flaming Cherry, she just looks gorgeous, but she's twice as tough as I am, or any other fighter in the world as far as I know. (It's all done with magic, as I'm sure you know.) I'm just glad that we're very good friends.

You could tell that there was something wrong at the Ruptured Troll. It was quiet.

I slammed through the front door the way I usually do - quickly, but this time I knocked an Elf sprawling. The Arrow he had nocked went thrumming into the floorboards, and I looked around to see three shafts trained on my head with angry-looking Elves on the other ends of them.

"DON'T SHOOT!" bellowed the basso profundo voice of old Slather. "IT'S MURK. HE'S THE DETECTIVE I SENT FOR."



"Looks more like a defective to me," sniggered a runty little Goblin named Ratso Snurk. He wasn't exactly a friend of mine.

"Identify yourself!" piped one of the Elves who had me covered. Flaming Cherry and Morty came in as he was speaking.

I thumped my deep chest with my huge left fist and bellowed my regular boast, "I'm Murk the Mighty, Private Sword and Hero for Hire. I'm a Survivor of Swan's and a Graduate of Gristlegrim's. I'm half man, half wild boar, and half hurricane! I can outfight, outdrink, and outcuss any being in the room. I keep a Basilisk as a personal pet and an untamed snollygoster for Sunday rides in the country. I can lick my weight in Dragon, and if you don't lower that Bow, I'm going to break it up for toothpicks and stuff it in your ear." And I grinned at the unlucky Elf who'd asked.

The Elf staggered back a couple of steps and lowered his Bow. Most of the low-life scum on the other side of the tavern were breaking up with laughter. You'd think I'd said something funny whereas I had merely stated the truth and nothing but. Ordinarily, I'd have walked across the room and mopped up the place with their scrungy carcasses, but there was this Elvish corpse on a table, and it just didn't feel like the right time for fun and games.

If you've never been to the Ruptured Troll, you might not realize that Slather is the Troll in question. He's a one-eyed Rock-troll from the hills around Kharrg, about 14 feet tall, and built like a boulder. His hide, which is generally naked, is mostly a slaty gray color with patches of brown, except for this big, crimson scar across his enormous paunch. Most likely that scar is a love token from some delver who met him in the old days before he gave up dungeon work and came to Khosht to set up his inn - Slather never talked about it, but it was definitely the rupture in question. He has big ears, tusks instead of teeth, and his knuckles tend to drag along the floor. He's not only the owner and manager, but also the bouncer of the toughest tavern of all tough taverns on the Khosht river docks.

"You'd better fill me in, Slather," I said. "Who's the dead Quendir, and how'd it happen?"

I could see a new gleam of respect in the eyes of the nine living Elves that I'd managed to identify their tribe so quickly. By Grim! I've adventured with Elves from all over Rhalph and even farther lands, and the silver earrings they wore as well as the markings on their moccasins fairly shouted Quendir to anyone who knew what to look for.

"I'LL TELL YOU WHAT I KNOW!" roared Slather. "THERE'S A KILLER IN THIS ROOM, AND I WANT YOU TO FIND HIM. THAT'S WHY I DIDN'T LET ANYONE LEAVE."

I decided that it was time for me to take charge of the situation. We were all in the common room of the Ruptured Troll, a big cluttered square room about 30 feet on a side. Along the front wall were nine Elves, dressed in gray and green, carrying Bows and Spears. They all looked mad and frightened. On the other side of the room by the bar were some 15 of the tavern's usual patrons, an assortment of human scum, Orcs, Goblins, and a Dwarf. They were fingering Daggers and Cudgels and looked mean. On the largest table in the room lay the corpse, a white-haired Elf in the robes of a Mage. There was a Dagger sticking out of his shoulder and some blood coagulating on the table and dripping off into the sawdust on the floor.



10 Pegasus

"I'm going to get to the bottom of this!" I announced. "Slather, you keep these low-life customers of yours from getting impatient while I ask a few questions."

"GOOD!" Slather growled at his captive customers, and most of them cowered.

I turned to the Elves. "Who's in charge here now?"

One of them stepped forward. "Slyon at your service."

"I've got some questions to ask," I told him. "I want to know how this killing happened and what you Elves are doing in a place like this. Who's the corpse?"



"That's Phanomii, a fifth level Wizard of the Quendir. He was our leader on the current expedition."

"What are you doing in the Ruptured Troll? Can't you tell this is no place for your kind?"

"We had a rendezvous here, but we arrived half a day early, and Sven Stormsender hasn't arrived yet. We thought it would be easier to stay overnight than to try and walk back out to the woods to camp, especially since there were ten of us, and that ought to be enough to be safe anywhere."

"How'd Phanomii die?"

"He and I were sitting at that table studying the map to the Dungeon of the Bear when a mighty gust of wind went through the room and blew out every torch and candle, plunging the place into complete darkness. That wind had to be magical, because all the doors and windows were closed. I heard Phanomii cry out, felt a mighty buffet, and then the darkness was gone and my leader was dead."

"It was a *Will-o-the-Wisp* spell, Murk, that lit the place up," volunteered Morty. "I think it was the last thing the dead Wizard ever did."

I stopped to look more carefully at the corpse. There was certainly a Dagger in him, but it didn't look like a fatal wound.

I expressed my doubt. "This shouldn't be enough to kill a 5th level Mage. They're usually tougher than old Roc eggs."

"The blade could be poisoned," suggested Flaming Cherry.

I cast a prejudiced eye on my 15 suspects. They bore so many Daggers of all descriptions that one more or less would never be noticed. So much for my hope that I could find the murderer by just looking for the empty sheath.

"Where's the map?" I asked.

Nobody knew, or would say. All of a sudden, a motive had been established.

"Slather, I want you to search all of your customers one at a time. If any of them has the map, it'll be pretty good evidence."

"RIGHT, MUCK!" He started with the nearest Orc and went over him thoroughly, but he hadn't got far when a piece of papyrus came flying up out of the group of suspects and lit on the floor near my feet.

"Who threw that?" I yelled, for, of course, it was the map, and the guilty party couldn't afford to be caught with it. I looked at Flaming Cherry, but she just shrugged. She had been watching Slather.

"Blotar's bludgeon!" I swore. "At least I know how to find out if this shiv is really the murder weapon," I declared. "Ratso, front and center."

The little guy cowered. "Wh-what d-do you mean to do, Muck?" he whispered.

"Don't worry, worm, I'm just gonna slice you a little to see if you croak," I reassured him.

Ratso shrieked and made a jump for the door to the kitchen, no doubt hoping he could get out the back and escape. But I had already plucked the Dagger from the shoulder of the corpse and sent it spinning end over end to impale the shrimp in the fleshy part of his butt. The impact knocked him down, and, when he felt himself bleeding, he just lay there screaming. Morty skipped around and kicked him lightly in the teeth, which put a stop to his noise.



taining it any longer. "Illusion end!" screeched the perfidious Wizard. And then he surprised me by following it with, "Get them, men!"

I should have known. Every scum in the tavern was part of his hired gang. With a roar, they surged off the back wall, and over my somewhat unprepared body, and into the Elves. Two of the Elves still had their Bows knocked, and two of their attackers went down with Arrows in their throats, but then the attackers reached close quarters, and it became a general melee.

I'm only going to mention the high points of the brawl that followed. It started with a big guy sitting on my chest and slamming my head repeatedly into the floorboards. A delicate hand wrapped around his flowing mane of hair and pitched him across the room. Flaming Cherry helped me up, and we waded into the brawl.

A lot of chairs and tables got broken. A lot of booze got wasted. Elves, Orcs, Men, Dwarves - they were dropping like flies. Slather was a horrible engine of destruction. Anyone he hit just splattered, but a quick-thinking Orc snatched up an ornamental Poleaxe from the tavern wall and clouted the big fellow with it just when there was a Dwarf behind him, and Slather went down. I saw Slyon go sailing

through the air to get caught on some aurochs horns from the stuffed head over the door.

The combat gets kind of hazy at this point. I know I endured several smashes to the head and was knocked down at least once, but I'm sure I gave better than I got. The next thing I knew, there were only two of us left standing - Flaming Cherry and myself. She was standing in the center of a ring of bodies polishing her knuckles - Brass Knuckles. I was staggering around with a cut over my right eye and a sore spot on my left leg where some Goblin had bit me. Slyon was shouting for someone to get him down.

The place looked like a battlefield with the dead and unconscious strewn all over. As I said, several were dead, and most were unconscious. Even Slather, who was the biggest guy in the place, was sitting rather dazedly by the kitchen door with black blood oozing slowly from a shallow cut across his upper chest. I looked all around for the culprit who'd started the massacre but didn't see him.

"Damn!" I groaned. "That villain Stormsender seems to have gotten away."

"I WOULDN'T SAY THAT!" laughed the Troll. He stood up gingerly. There, on the floor below him, was Sven Stormsender looking flat and rather ill. No doubt every rib in his body was cracked or broken.

Flaming Cherry lifted Slyon down from his perch and then started to go around reviving the other Elves who could be saved.

I took the unconscious Wizard and thrust him into Slyon's embrace. "There's your killer," I said. "He lured Phanomii here in order to get the detailed map to the Dungeon of the Bear. He never had any intention of sharing the treasure from the place with you Elves. When he had the chance earlier, he whistled up a gust of wind to blow out all the lights in the place, having previously placed a *Cateyes* spell on himself and Hagar, so that those two could see perfectly well. The Halfling was supposed to cut Phanomii's throat, but the Elf moved, and the thrust missed, getting caught in the shoulder instead. Hagar grabbed the map and knocked you sprawling, Slyon, and they would have escaped unhindered except that your Wizard negated the darkness with a *Will-o-the-Wisp* spell. Seeing that, Stormsender here hit your

leader with a high level bolt of *Death Energy* which caught Phanomii unprepared and killed him. Slather came out of the back room and brought another torch. He kept everyone from leaving while you Elves got the drop on them with your Bows. His main purpose was probably to keep you Elves from starting a bloodbath on the spot, and he sent Morty to find me. Well, Slyon, what to you intend to do with your prisoner?"

"We should kill him now," said the Elf, "but if we can get him back to Quenyar, we could really get our revenge."

I turned away. I didn't really care what the Elves did. Looking at Slather, I grinned and vaunted, "Well, by Gris, I solved the mystery for you, Slather."

"YEAH, MUCK, BUT LOOK WHAT YA DID TA MY BARI! IT'S ALL GOIN' ON YER BILLI!"

"How much do I owe you now?"

He did some quick arithmetic, stopping a few times to count on his fingers and toes, all 8 of them. "1600 GOLD!" he bellowed. And me without so much as a Copper.

"We detectives don't work for free," I told him. "Consider that my fee for this caper." He looked like he had just been Poleaxed again. "Hey, Cherry, would you like to see my room? It's right upstairs."

The map to the Dungeon of the Bear was in my pocket as I left. All in all, it was a pretty good night's work. I had solved a crime, cleared my bar bill, and, with the map, there was an excellent chance I'd soon be flush again.

"I'd love to, Muck," she smiled. Arm in arm, we headed for more pleasant surroundings.



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8th Annual Strategists Club Awards for "Creativity in Gaming"

Each year at this time, Dragon Publishing sponsors voting for the annual Strategists Club Awards for "Creativity in Gaming." This August will mark the eighth anniversary of the Awards, and once more we turn to you, the gaming public, to vote for those games and gaming aids deserving of recognition.

Votes will be collected and tabulated between now

and August 1st, with the awards being presented at the GenCon® XV Convention, August 19-22 at the University of Wisconsin-Parkside, between Racine and Kenosha. Those wishing to attend the Strategists Club Banquet and awards presentation should make reservations now by contacting GEN CON® XV, P.O. Box 756, Lake Geneva WI 53147.

WHO MAY VOTE, AND HOW:

Anyone reading this ballot in any of the magazines or publications in which it appears is eligible to vote — but each person can only vote once. The voter's name and address must appear on the ballot; failure to do so will invalidate the ballot. If a voter doesn't want to remove the ballot from the magazine, choices may be recorded on a postcard by listing them in the order in which the categories appear on the ballot itself.

ONLY ONE CHOICE IN EACH CATEGORY IS ALLOWED. Ballots must be received by **August 1, 1982**, and should not be sent in along with orders for magazines or any other business concerning Dragon Publishing.

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of earlier products may be eligible for an award if, in the opinion of the Strategists Club membership, the revisions are substantial enough to consider the revised edition as a different product.

OUTSTANDING GAME OF 1981

BOARDGAME CATEGORY — for any game designed to utilize a playing surface to regulate or record position or movement of playing pieces during the play of the game, as opposed to a surface used only as a graphic or visual aid.

OUTSTANDING GAME OF 1981

ROLE-PLAYING CATEGORY — for any designed to require role-playing on the part of game participants, and not requiring a playing surface like a boardgame.

OUTSTANDING GAME OF 1981

OPEN CATEGORY — for any game which does not qualify for either of the two above categories.

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For any product designed to assist, expand, or otherwise facilitate the playing of an existing game (excluding gaming magazines, newsletters, house organs, etc.).

OUTSTANDING MINIATURES RULES OF 1981

OUTSTANDING MINIATURE FIGURE LINE OF 1981

Either the entire line or the major portion of it must have been released and made available during 1980.

OUTSTANDING PROFESSIONAL GAMING MAGAZINE OF 1981

HE'S HOLDING HIS SWORD IN THE WRONG HAND!

by Scott Fulton

One of the most overlooked factors in any Role Playing game is whether a character is right or left handed. A few rules sets have some sort of system for determining manual dominance, but most either invite the player to choose for himself or ignore the problem entirely. After nearly a quarter of a century of experience with the positive and negative aspects of left-handedness, it is obvious to me that this approach is far too haphazard.

For reasons give below, I feel that manual dominance is too important a factor to be left to the player's discretion. On the other hand, I have not found any published method of determining it with which I fully agree. There are three types of manual dominance to be considered: right-handedness, left-handedness, and ambidexterity. My personal observation has shown that about one person in four or five is left-handed, and the ambidextrous person is about one in twenty. Therefore, I suggest determining manual dominance in the following manner: roll D100; 01 - 75 means right-handed, 76 - 95 means left-handed, and 96 - 00 means ambidextrous.

Now then, what difference does it make if a person is left handed? Anyone who knows anything about fencing, SCA-style fighting, or even baseball, for that matter, can answer that! A left handed person must be handled in a completely different manner. In the first two examples, attacks come in from just the opposite direction than the defender expects and is used to, which is upsetting and hard to adjust to. The left-hander has no such problems with a right-handed opponent because the rarity of left-handers forces him to practice almost exclusively with right-handers. Strangely enough, this means that a left-hander also has problems when facing another left-hander. To reflect these facts, I suggest that a character be given a +1 bonus when fighting

left-handed in melee (plus 5% in a percentile combat system).

Things are not all in the favor of the left-hander, however. Let us return to the example of baseball. Nearly anyone who is interested in the game has probably heard the phrase, "a wild southpaw." I know from bitter experience that this is more than just a myth. Southpaws really are less consistently accurate when throwing things than are northpaws. For what it's worth, this is probably due, in a large extent, to being trained by right-handers. At any rate, to reflect this, a left-hander should receive a -1 (5%) penalty with any thrown weapon. This would include things like rocks, Darts, Spears, Bolas, Hand Grenades, and the ever popular flasks of oil. It would also include Spear Throwers and Slings, but not Bows. Bows, like firearms, use a different method of aiming. I cannot throw a ball with any great accuracy, but I am a very good shot with a rifle.

This brings up another problem, however. There are many things which are built to be used in the right hand. A right-handed person would never think about it, but it is a real problem for the left-hander. It is surprising to see what everyday objects are built for the ease of the right hander but can cause trouble for the left-handed person. Many of them can be used successfully with the left hand but not with full efficiency. The following list of items was compiled from the equipment lists of ten Role Playing games. Each and every one of them is constructed so as to cause difficulty to the left-handed user. If you pay attention as you go about your daily business, you can probably find many more. They are: adjustable wrenches, books, Bows (including Crossbows), bull-horns, cameras, chainsaws, firearms (all types), fish hooks, gunbelts (holsters, also scabbards, sheaths, quivers, etc.), Hand Grenades, hilts of Swords and Daggers (especially single-edged), hafts of Axes, Picks, etc., locks, medical

instruments, musical instruments, purses, scissors, Shields, telephones, typewriters, umbrellas, walkie-talkies, and wristwatches.

Any of these items could, of course, be specially made for left-handed use at a somewhat increased cost. It could be quite interesting to see the faces of a party right after you tell them that the magic Longbow they have just found can only be used left-handed!





HANGING OUT IN THE CITY STATE



by Edward R. G. Mortimer

Greetings once again, City-Staters. In this issue, I will answer one of the most frequently-asked questions about the City-State Campaign World: What is available, and how does it all fit together? I will do this by listing all of the campaign aids published so far by Judges Guild, as well as Pegasus installments, and provide information on each item. So, without further ado, on to the City-State!

First Fantasy Campaign by Dave Arneson: 64 pages, two 17" x 22" campaign maps (1 Player, 1 Judge), 12 levels of Blackmoor Dungeon, 5 levels of Blackmoor Castle, village of Blackmoor, Svenson's Freehold, citadels, much more!
JG 0037 \$7.98

Wilderlands of High Fantasy by Bob Bledsaw and Bill Owen: 32 pages, six 17" x 22" maps (3 Player, 3 Judge, two-sided), Campaign Maps 1 (City-State), 2 (Barbarian Altanis), 3 (Valley of the Ancients), 4 (Tarantis), 5 (Valon), villages, citadels, castles, creatures, adventure!
JG 0048 \$8.50

Fantastic Wilderlands Beyond by Mark Holmer and Bob Bledsaw: 32 pages, four 17" x 22" maps (2 Player, 2 Judge, two-sided), Campaign Maps 7 (Desertlands), 8 (Sea of Five Winds), 9 (Elephant Lands), 10 (Lenap), villages, citadels, castles, creatures, adventure!
JG 0067 \$8.00

Wilderlands of the Magic Realm by Mark Holmer and Bob Bledsaw: 48 pages, four 17" x 22" maps (2 Player, 2 Judge, two-sided), Campaign Maps 11 (Ghinor), 12 (Isles of the Blest), 13 (Ebony Coast), 14 (Ament Tundra), villages, citadels, castles, creatures, adventure, 300+ islands!
JG 0092 \$8.50

Wilderlands of the Fantastic Reaches by Judges Guild Staff: 32 pages, four 17" x 22" maps (2 Player, 2 Judge, two-sided), Campaign Maps 15 (Isles of the Dawn), 16 (Southern Reaches), 17 (Silver Skein Isles), 18 (Ghinor Highlands), villages, citadels, castles, creatures, treasure!
JG 0300 \$8.50

Village Book I by Bill Davis, Marc Summerlott, Bob Bledsaw, and Mark Holmer: 64 pages, 48 village maps, 9 pages of pertinent tables, usable for any campaign but ideally suited for mapping out the many villages appearing in the Judges Guild Campaign World!
JG 0059 \$2.75

Village Book II by Bryan Hinnen, Mark Holmer, Mitchell Johnson, and Bob Bledsaw: 64 pages, 50 maps of villages and hamlets, 9 pages of heraldic generation tables, second in the Village Book series.
JG 0104 \$3.00

Island Book I by Bill Davis and Bob Bledsaw: 64 pages, 48 maps of island groups and atolls, 3 pages of essential tables, ideal for any campaign but extremely suited to the Judges Guild Campaign World!
JG 0061 \$2.75

Thieves of Fortress Badabaskor by Marc Summerlott, Mike Petrowsky, Craig Fogle, Bob Bledsaw, Bill Owen, and Tony Floren: 32 pages, adventure within a brigand stronghold carved out of a mountain, four Dragon dens within the five levels, suitable for addition to any campaign but perfect for many areas of the Judges Guild Campaign World!
JG 0052 \$3.00

Citadel of Fire by Marc Summerlott, Bob Bledsaw, and Peggy Keith: 32 pages, ancient stronghold of Yrammag, 6 Tower levels, 5 Dungeon levels, tables, Goblin tribe, Water Trolls, Demons, treasure, and more!
JG 0063 \$3.00

Portals of Torsh by Rudy Kraft: 48 pages, interdimensional adventure to a world of Lizardmen and Humans, villages, Mistress Naji, treasure maps, Lizard Wizard's Tower, wilderness, history, economics, suitable for any campaign.
JG 0260 \$3.98

Book of Treasure Maps by Paul Jaquays: 48 pages, 5 mini-adventures, Campaign Map 10 (The Lost Temple), Campaign Map 9 (The Tomb of Aethering), Campaign Map 4 (The Lone Tower), Campaign Map 12 (Willchidar's Well), Campaign Map * (Crypts of Arcadia).
JG 0113 \$3.95

Book of Treasure Maps II by Daniel Hauffe and Rudy Kraft: 48 pages, 6 mini-adventures, Campaign Map 8 (Dragonspate Geysir), Campaign Map 12 (Castle Potunda), Campaign Map 3 (Demon Temple of Thoth), Campaign Map 2 (Temple of Lizardmen), Campaign Maps 3, 8, 9, 10, and 11 (Circle of Shifting Stones), Campaign Map 7 (The Tomb of Albascor).
JG 0320 \$3.95

Book of Ruins by Michael Mayeau: 32 pages, 10 mini-adventures perfect for the Campaign Maps but can be used in any campaign, many terrains featured, Yeti, new demi-gods, Elfreet, evil Wizard, Harpies, Ogres, treasure, and more!
JG 0400 \$4.00

Castle Book I by Bob Bledsaw, Bill Davis, Mark Holmer, John Kiesel, and Marc Summerlott: 64 pages, 50 maps of myriad fortifications, six pages of tables, usable for any campaign but excellent for use in filling out the castles in the Judges Guild campaign world!
JG 0060 \$2.75

Castle Book II by Bob Bledsaw, Dan Hauffe, and Mitchell Johnston: 64 pages, 50 maps of numerous fortifications, pages of tables, usable for any campaign, second in the **Castle Book** series.
JG 0140 \$3.00

Temple Book I by Bob Bledsaw, Dan Hauffe, Rick House, Jerry Taylor, and Mark Holmer: 64 pages, 48 temple maps, tables, usable for any campaign but especially suitable for Judges Guild Campaign World, ideal idea starters!
JG 0440 \$3.00

Campaign Hexagon System by Bob Bledsaw, Bill Owen, Debra Bledsaw, Marc Summerlott, and Norma Bledsaw: 64 pages, 55 map grids for mapping wilderness area, 6 pages of invaluable tables for generating forests, wilderness encounters, flora and fauna, and many other subjects.
JG 0047 \$2.50

Unknown Gods by Bob Bledsaw, Mark Holmer, Paul Jaquays, and Mike Petrowsky: 48 pages, 48 dieries from the Judges Guild Campaign World, ideal idea starters and a must for all Clerics!
JG 0420 \$6.00

Ready Ref Sheets by Judges Guild: a 56-page compendium of all the tables and reference charts of the first six Guild member installments, many valuable tables for running the City State campaign or any campaign.
JG 0014 \$2.99

The Fantasy Cartographer's Field Book by the Judges Guild Staff: 96 pages, comprehensive map symbol key, pages of blank map grids, four types of grids, pages of Record Data sheets, ideal for any Judge or designer.
JG 0240 \$3.98

Portals of Irontooth by Rudy Kraft: 48 pages, interdimensional adventure to a world of Gnomes and Humans, new creatures, wilderness, history, second in the **Portals** series.
JG 0580 \$4.00

Portals of Twilight by Rudy Kraft: 48 pages, interdimensional adventure to Halfworld, a planet of half light and half shadow, varied new creatures, third in the **Portals** series.
JG 0770 \$4.98

Fantastic Personalities by Bill Paley and Edward R. G. Mortimer: 64 pages, 83 characters from all over the Campaign Map areas, many different levels, classes, 83 races, histories, personalities, magic treasures, rumors, many excellent henchmen, associates, allies, enemies, rivals, and villains.
JG 0610 \$5.88

Glory Hole Dwarven Mine by Edward R. G. Mortimer: 48 pages, Campaign Map 1, City State of the Invincible Overlord, 7-level Dwarven Mine outside the walls of the City-State, stream connected with a Lost Gnome Mine, interplanar nexus point, Demon prince, gems unlimited, intrigue, magic, and heart-stopping adventure!
JG 0800 \$3.98

Wrath Overlord: Terror Beneath the City State by Scott Fulton and the Judges Guild Staff: 112 pages, Campaign Map 1, City State of the Invincible Overlord, Hex 2623, ruins, sewers, tunnels, and complexes beneath the City-State, 17" x 22" City-State Map, 22" x 36" two-sided Dungeon Map, myriad creatures.
JG 0660 \$12.00

Pray of Darkness: Quarterly, Guise and Sable by Edward R. G. Mortimer, John Mortimer, and Diane Mortimer: 48 pages, Campaign Map 9 (Elphand Lands) Hex 4417, 7-level brigand lair, six-Orc lair, headless Ghost, Boggart, Rock Gnomes, secret tunnel network, rewards, treasure, the Black Axe Tavern, extensive NPCs, many creatures.
JG 0840 \$6.00

Tege Manor by Bob Bledsaw and Bill Owen: 32 pages, Campaign Map 1, City State, 17" x 22" Judge's Map, 11" x 17" Players' Map, both two-sided, huge, haunted mansion, 240+ rooms, secret, four-level Dungeon, Magic Statues, Magic Portraits, Ghosts, Werewolves, Zombies, treasure, Tege Village.
JG 0027 \$4.50

The Black Ring by Dan Hauffe: **Pegasus 1** installment, 36 pages, Campaign Map 12, Isles of the Blest, Hex 3427, The Sentinel Keyes (Isle of Hestrin, Isle of Lonesome Shoulders, Isle of the Sentinel, Carrasthian's Isle).
JG 0600 **Pegasus 1** \$3.00

Revelshire by Scott Fulton: **Pegasus 2** installment, 32 pages, Campaign Map 13, The Ebony Coast, Hex 4612, Revelshire, a Half-Elven city in the trees, Revelroot the Treant, Cima the Wizard and his Werebear companions.
JG 0610 **Pegasus 2** \$3.00

Isle of the Blest by Scott Fulton: **Pegasus 3** installment, 34 pages, Campaign Map 12, Isles of the Blest, Isles of the Stain (Holy Isle, Isle of the Lake), Enlifen Underlake Society, city of Holly Iair, six-Undersea Temple, Undersea Labyrinth, Isle of the Blest.
JG 0620 **Pegasus 3** \$3.00

Isle of Tirnanog by Scott Fulton: **Pegasus 4** installment, 32 pages, Campaign Map 10, Lenap, Tirnanog Isle, Jynjerzo's Tower, villages of Calfat, Dalmaric, Talmanor, Kailasa, Heratus, Lanka, and Marechal.
JG 0780 **Pegasus 4** \$3.00

The Quest for the Silver Empress by Clayton Miner: **Pegasus 5** installment, 32 pages, Campaign Map 6, The Copper Cup House (in the City State of the World Emperor), the ship, Nosferatu, Campaign Map 3, Valley of the Ancients, undersea adventure!
JG 0830 **Pegasus 5** \$3.00

The Azurerain Pirates by R. J. Baer: **Pegasus 6** installment, 32 pages, Campaign Map 4, Tarantis, Hex 2327, hamlet of Birezna, the Azurerain Brotherhood, the ships, Golden Griffin, Tarantis Princess, Riser Reaper, 4-level Dungeon, the Demon, Cuful-Nyar.
JG 0870 **Pegasus 6** \$3.00

Aeal's Tutoring Service by Charles Farnum: **Pegasus 7** mini-installment, 3 pages, Campaign Map 1, City State of the Invincible Overlord, Aeal's Tutoring Service in the City State of the Invincible Overlord, introductory learning adventure, possible mercenary-type job.
JG 0970 **Pegasus 7** \$3.00

The Tower of Mabeleck by Bill Prouty: **Pegasus 7** mini-installment, 6 pages, Campaign Map 2, Barbarian Altaris, Hex 3017, 3-level Dungeon of ruined Wizard's Tower, Orc outcasts, Gnolls, Zombies, Ghouls, and treasure!
JG 0970 **Pegasus 7** \$3.00

Kthenta's Dark Repose by Conrad Heiney: **Pegasus 7** mini-installment, 6 pages, Campaign Map 1, City State of the Invincible Overlord, Campaign Map 2, Barbarian Altaris, Hex 3022, 2-level Dungeon within a huge, black, petrified oak, deception, greed, the Undead Dark Elf, Kthenta.
JG 0970 **Pegasus 7** \$3.00

Pyramid of Suberus by Greg Woodcock and Christopher Weaver: **Pegasus 7** mini-installment, 11 pages, Campaign Map 7, the Desertlands, Hex 1424, 4-level ancient pyramid, Undead, Elementals, the Death King, magic treasures, a Dragon.
JG 0970 **Pegasus 7** \$3.00

Modron by Bob Bledsaw and Gary Adams: 16 pages, Campaign Map 1, City State, 11" x 17" Judge's Map, 8" x 11" Players' Map, both two-sided, Modron village, taverns, shops, open markets, shark and sea monster tables, NPCs, underwater adventure!
JG 0034 \$3.50

City State of the Invincible Overlord by Bob Bledsaw and Bill Owen: 80 pages, Campaign Map 1, City-State, Hex 2623, City-State taverns, inns, shops, towers, palaces, parks, NPCs, rumors, tables, two 22" x 34" City-State maps (1 Player, 1 Judge), Thunderhold, the Dwarven city and mine.
JG 0062 \$8.00

City State of the World Emperor by Creighton Hippenhammer, Bob Bledsaw, Rudy Kraft, Clayton Miner, and Mark Holmer: 3 Booklets, Campaign Map 8, inns, taverns, shops, NPCs, rumors. **NOT AVAILABLE AT THIS TIME**

Mines of Curtaloon by Bryan Hinnen: 48 pages, Campaign Map 1, City-State, 22 Hexes (550 square miles), villages of Byrry and Trollstore, inns, shops, taverns, wilderness encounters, 3-level Dungeon, lost civilization, Goblins, adventure!
JG 0111 \$3.95

Spies of Lightelf by Bryan Hinnen: 48 pages, Campaign Map 1, City-State, 22 Hexes (550 square miles), villages of Lightelf and Palewood, inns, shops, taverns, histories, the Wood of the Gnomes.
JG 0270 \$4.95

Judges Guild plans to release new City-State Campaign items soon. Some of them are:

Golden Sands of Death by Edward R. G. Mortimer, Joseph Weingand, and Paul W. Vinton: Adventure in the Desertlands (Campaign Map 7), politics, history, the forces of the Holy Cities, battle the proud nomads, the Golden Lions, temple-fortress, wilderness.

Shield Maidens of Sea Run by Bryan Hinnen: 80 pages, details the western coast of Judges Guild Campaign Map One, 22 hexes (550 square miles), Amazons, unholy War Band, Skandik raiders, adventure and intrigue!
JG 1010 \$6.90

Pirates of Hagrost by Bryan Hinnen and Dan Hauffe: 48 pages, 18 Wilderness Maps located on Campaign Map One on the River Hagrost, 22 hexes (550 square miles) detailed, charts, tables, pirate stronghold, complete wilderness area.
JG 1030 \$4.95

Inns and Taverns by Bill Pixley, Joseph Weingand, Diane Mortimer and Edward R. G. Mortimer. Numerous Inns & Taverns set in varying terrains, from dense jungle to wide open desert. All are set in the City State Campaign World but easily adapted to any campaign.
Coming in July

Book of Treasure Maps III by Rudy Kraft and Edward R. G. Mortimer: 80 pages, 9 mini-adventures keyed to the Campaign map, plus one large, self-contained adventure which includes the ingredients for many side-adventures, villages, wilderness, treasure.
JG 990 \$5.98

City State of Tarantis by Mark Holmer, Bill Pixley, Diane Mortimer, Ricky Randle, Edward R. G. Mortimer, and Dave Sering: Details another great City-State, inns, taverns, shops, adventure, and more!

Wondrous Weapons by Joseph Weingand, Ricky Randle, Bill Pixley, Diane Mortimer, Edward R. G. Mortimer, and Paul W. Vinton: 120 fantastic weapons to scatter through your campaign world, or go straight to the shop of Armerikus, the Dwarven Armorer and buy one, also includes tables for generating new magic weapons, histories and characteristics, NPCs.

In addition, these working titles of projects in the works will soon be appearing on your hobby store shelves. More information on these soon.

Tulla, the City of Magas
Majestic Wilderland: Campaign Overview
Witches Court Marshes
The House of Euklidies

As you can see, we have quite a campaign world for your fantasy adventures, and we are always expanding it. Plenty of adventure awaits you within the City State Campaign World!

Next issue, I'll have an adventure for you; don't miss it!

IF YOU HAVE ANY SHORT CITY STATE ADVENTURES, SEND THEM TO THIS COLUMN

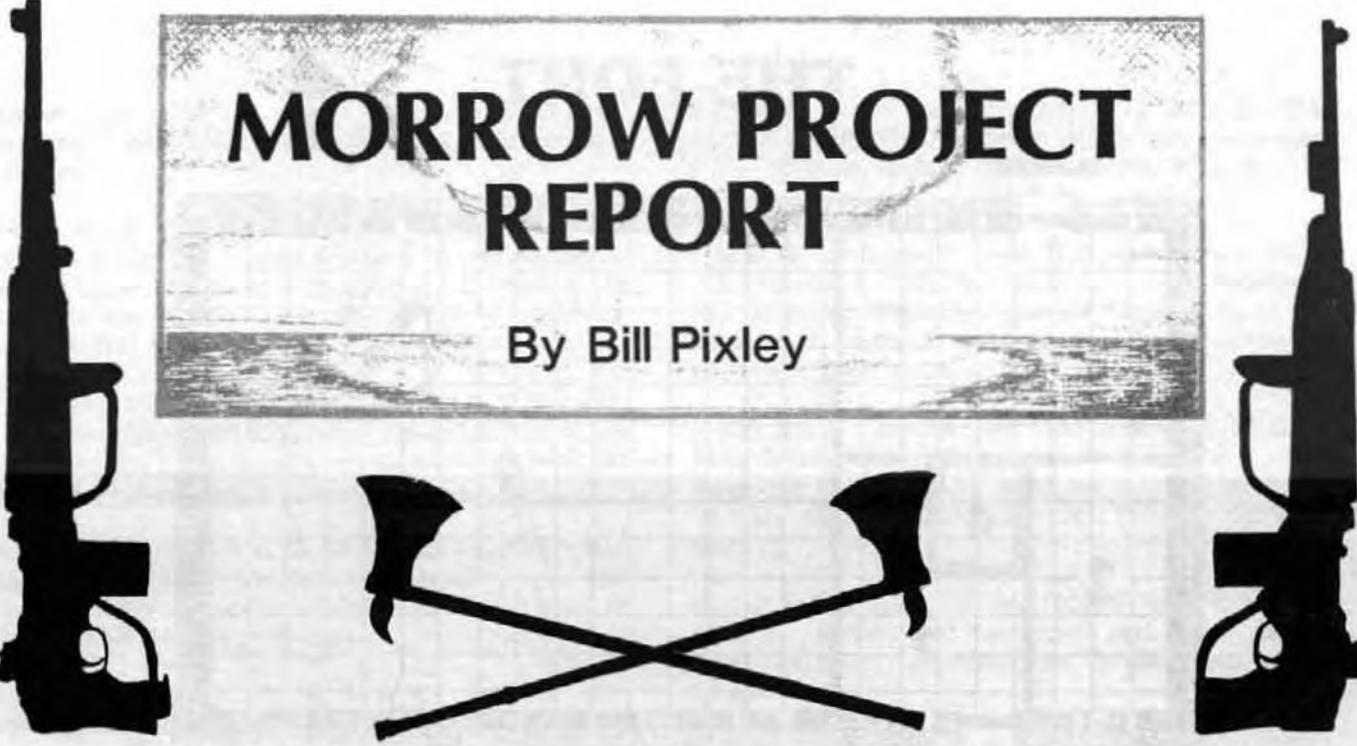
COMING THIS FALL

FALCONRAID



FROM

Judges Guild



MORROW PROJECT REPORT

By Bill Pixley

Once again the Krell are up to their old tricks. They move into an area that lacks any strong force, blow the local strongmen apart, and then reorganize the populace exacting severe taxes in the form of arms, grain, and most importantly, alcohol for their trucks. In exchange for the taxes the locals get no protection, most of their arms taken away (except for Muskets and Shotguns), and wiped out if they dare complain. The supplies are then sent back to the main Krell Base to strengthen the Krell. Additionally, a selected number of young men are impressed into slave labor units back at the Krell Base. When they have served fifteen years in back-breaking labor, under brutal conditions, and have been thoroughly indoctrinated, they are turned into regular Krell soldiers. Mixed with them are various children taken by the Krell and raised as their own to be totally loyal to Krell and his appointed leaders. This system allows Krell to develop a totally loyal army, and with bonuses for spying on one's comrades, the system almost always insures total loyalty (Krell has gone so far as to fake the capturing of a unit, selected at random, and then execute via torture anyone who foolishly joins the capturing side).

This particular scenario is a Forward Base that has just recently arrived to dominate an area. They have shot dozens of people, blown apart Monks, stabbed truckers who gave them a rough time, and carried off a quota of children. Their current base had been a Trading Post, held to be neutral territory by many of the surrounding groups before the arrival of the Krell. After massacring the people who ran the Trading Post (which served to trade items between two otherwise hostile groups) the Krell fortified it. The building has been completely sandbagged up to and including the roof (with suitable reinforcements to hold the sandbags in place). Each of the roads (at the points marked) have road blocks rigged upon them. The road blocks consist

of four I-beams scavenged from a nearby town, sunk into the roadway with three more I-beams acting as crosspieces. The barricade is covered with barbed wire and thorn branches. Hidden on the far side of each road block is a home-made mine (treat as a M26A1 Fragmentation Grenade with a 20% chance of not going off because of incorrect setup and wiring). Additionally, scattered about the map are several two-man weapons pits (located at positions marked by   and they also are boobytrapped as per the road blocks.

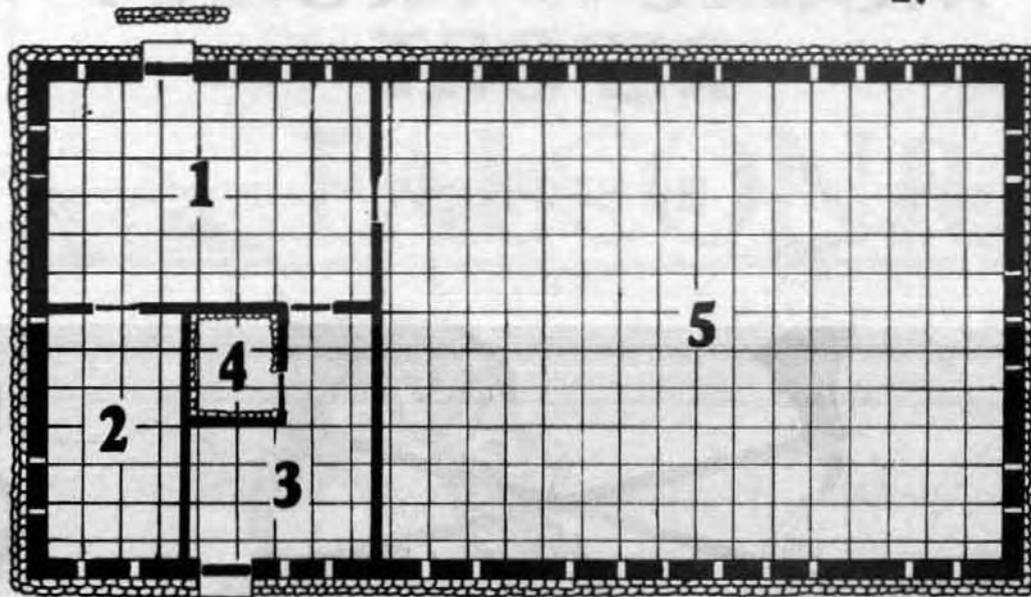
Krell Force Leader: Warrior William Followerson

Warrior William is one of the descendents of the original Warriors of Krell from right after the war. A hard man, he regularly flogs and otherwise disciplines his men harshly, but never without reason. A fanatical follower of Krell (who he has never seen), he would consider it an honor to die in Krell's service if he could take out some of the enemy in the giving of his life. He has the only key to the electrical box that controls the various boobytraps that lie by the road blocks and in the weapon pits.

STR/CON: 15; DEX/ACC: 12; SP/EP: 225; Equipment: one M17A1 Protective Mask, three M26A1 Fragmentation Grenades, one S&W M27 3½, 10 rounds, .357 Magnum, 12 rounds, .38 Special, Ruger AC-556 Assault Rifle (see **Pegasus 7**), three 20 round magazines, one Armburst.



THE FORT



 = Door

 = Firing slit

 = Sandbags

One square equals 1 meter

The Fort Hex 2014

Room 1: The old front room of the gas station that the fortress was built on. The door to the outside is two inch wood and is held in place by a four inch crossbar. Soldiers No. 1 and No. 2 are always present in this room on guard (actually, they switch off with the other members of Unit One, but at the time of the assault, they will be in this room).

Room 2: This room serves as the office/living quarters for Warrior Followerson. The Warrior will be present in this room. The room contains a cot, an old pre-war metal desk, and twenty days worth of food.

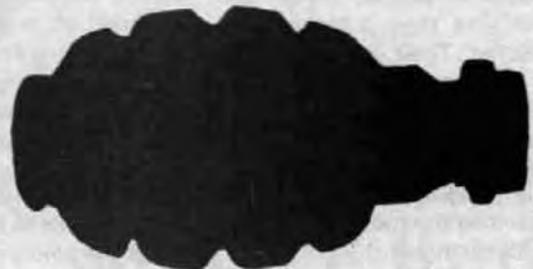
Room 3: This room serves as the storage room for the fort. It contains 240 days worth of food (mainly corn meal and salted meat). This room has a door to the outside like that found in Room 1.

Room 4: This small room is a recent addition. It is built of 4 inch, rough sawed wood with a layer of sandbags surrounding it. The door is made of 3 inch raw sawed logs and is locked by an old pre-war lock (Warrior Followerson has the only key). This room contains various weapons, ammo and explosives that aren't issued to the troops. The room contains seven .69 Muskets, a Barrel containing 20 pounds of Black Powder (each pound contains 12 charges for black powder weapons), 20 pounds of Lead, fifty .69

20 Pegasus

Bullets, a .69 Bullet Mold, an AK-47 with three empty 30 round Magazines, a crate of 5.56mm rounds (1,500), a box of 400 7.92mm Rifle rounds, a box of 1,000 .30-06 Rifle rounds, 7.62 x 63mm Ammo, 50 rounds of .38 Special, two M1903 Springfield Rifles, fifty 20mm M56A1 rounds, 100 rounds of 20 gauge Buckshot Ammo, 100 9m x 19mm rounds of Ammo, and one loaded Colt Police Special.

Room 5: This is the sleeping quarters for the Soldiers No. 3 - 6 in Unit One. The room contains 150 days worth of rations in various forms, ranging from old G-rations to hand-ground corn meal, various blankets and other sleeping gear, a pair of butcher knives, and a loaded Flintlock Pistol. At night, Soldiers No. 3 - 6 of Unit One will be in the room.



Krell Unit No. 1

Soldier No. 1: STR/CON: 12; DEX/ACC: 13; SP/EP: 244; Equipment: one M16A1, three 30 round magazines, one Armburst.

Soldier No. 2: STR/CON: 8; DEX/ACC: 13; SP/EP: 172; Equipment: Colt Commando Assault Rifle (see Pegasus 7), two 30 round Magazines, Enfiled Pistol, 12 rounds of .38 Ammo (is not .38 Special Ammo), one M26A1 Fragmentation Grenade.

Soldier No. 3: STR/CON: 16; DEX/ACC: 9; SP/EP: 236; Equipment: BAR, three 20 round Magazines, Colt Police .38, 12 rounds of .38 Special, one .54 Flintlock Pistol, 30 Balls and 30 charges worth of Black Gunpowder.

Soldier No. 4: STR/CON: 10; DEX/ACC: 10; SP/EP: 200; Equipment: M-16A1, two 30 round Magazines, two Colt Peacemakers in a cowboy fast draw rig, 53 rounds of .45 Colt, four MKII Pineapple Grenades.

Soldier No. 5: STR/CON: 10; DEX/ACC: 7; SP/EP: 200; Equipment: Remington 870P, 30 rounds of 12 gauge Shotgun Ammo, Colt M1911A1, three 7 round Magazines, one MKII Pineapple, Bayonet.

Soldier No. 6: STR/CON: 16; DEX/ACC: 16; SP/EP: 236; Equipment: Krell 20mm Anti-Tank Rifle (see Pegasus 5), 20 rounds of M56A1 20mm Ammo, Markov S1 Pistol, one 8 round Magazine, 10 extra rounds (see Pegasus 7), .54 Flintlock Pistol, 10 Balls, 10 charges of Powder.

Unit One is Warrior Williams personal squad. They obey him solely and enforce discipline on the rest of the men under his command.

Unit No. 2

Soldier No. 1: Location: Hex 2712; STR/CON: 9; DEX/ACC: 9; SP/EP: 181; Equipment: Krell 20mm Anti-Tank Rifle, 10 rounds of M56A1 20mm Ammo, Colt Police .38, 10 rounds .38 Special.

Soldier No. 2: Location: Hex 2813; STR/CON: 4; DEX/ACC: 4; SP/EP: 116; Equipment: M1903 Springfield (see Pegasus 7), three 5 round Clips.

Soldier No. 3: Location: Hex 2321; STR/CON: 9; DEX/ACC: 1; SP/EP: 181; Equipment: M1903 Springfield, three 5 round Clips, Machete.

Soldier No. 4: Location: Hex 2121; STR/CON: 6; DEX/ACC: 16; SP/EP: 136; Equipment: KAR-98, four 5 round Magazines, .54 Flintlock Pistol, 12 Balls, 20 charges worth of Powder, .54 Bullet Mold, P-08 Luger, one 8 round Magazine, 15 extra rounds.

Soldier No. 5: Location: Hex 2719; STR/CON: 4; DEX/ACC: 13; SP/EP: 116; Equipment: M1 Garand, three 8 round Clips, .44 New Model Army, 30 Balls, 50 charges worth of Powder, 100 Percussion Caps, .44 Bullet Mold, .54 Flintlock Pistol, ten .54 Balls, 10 charges worth of Powder, .54 caliber Bullet Mold.

Soldier No. 6: Location: Hex 2304; STR/CON: 6; DEX/ACC: 7; SP/EP: 136; Equipment: M1 Garand, two 8 round Clips, 10 loose rounds, Colt Police .38, 30 rounds .38 Special.

Soldier No. 7: Location: Hex 2109; STR/CON: 6; DEX/ACC: 16; SP/EP: 136; Equipment: Mini-14 (see Pegasus 7), two 20 round Magazines, one .54 Flintlock Pistol, .54 Bullet Mold, twelve .54 Balls, 10 charges worth of Powder, MKII Pineapple Grenade.

Soldier No. 8: Location: Hex 1513; STR/CON: 12; DEX/ACC: 7; SP/EP: 244; Equipment: KAR-98, four 5 round Magazines, Colt M1911A1 Pistol, ten 8 round Magazines, 30 loose .45 ACP rounds, four MKII Pineapple Grenades, Sabre.

Soldier No. 9: Location: Hex 1609; STR/CON: 5; DEX/ACC: 12; SP/EP: 125; Equipment: Sten MKII, two 32 round Magazines, Colt Police .38, fifteen rounds of .38 Special.

Soldier No. 10: Location: Hex 2321; STR/CON: 11; DEX/ACC: 15; SP/EP: 221; Equipment: Carbine, two 15 round Magazines, Colt Police .38, 12 rounds of .38 Special Ammo, MKII Pineapple Grenade.

Soldier No. 11: Location: Hex 2309; STR/CON: 3; DEX/ACC: 19; SP/EP: 109; Equipment: M1 Garand, four 8 round Clips.

Soldier No. 12: Location: Hex 2813; STR/CON: 18; DEX/ACC: 10; SP/EP: 264; Equipment: M1903 Springfield, three 5 round Clips, two .54 Flintlock Pistols, .54 Bullet Mold, twenty .54 Balls, 30 charges worth of Powder, MKII Pineapple Grenade.

Hex 2515: Krell Armored Car, 50 gallons of Alcohol (500 miles of driving).

Hex 2516: Krell Armored Car, 100 gallons of Alcohol (1,000 miles of driving).

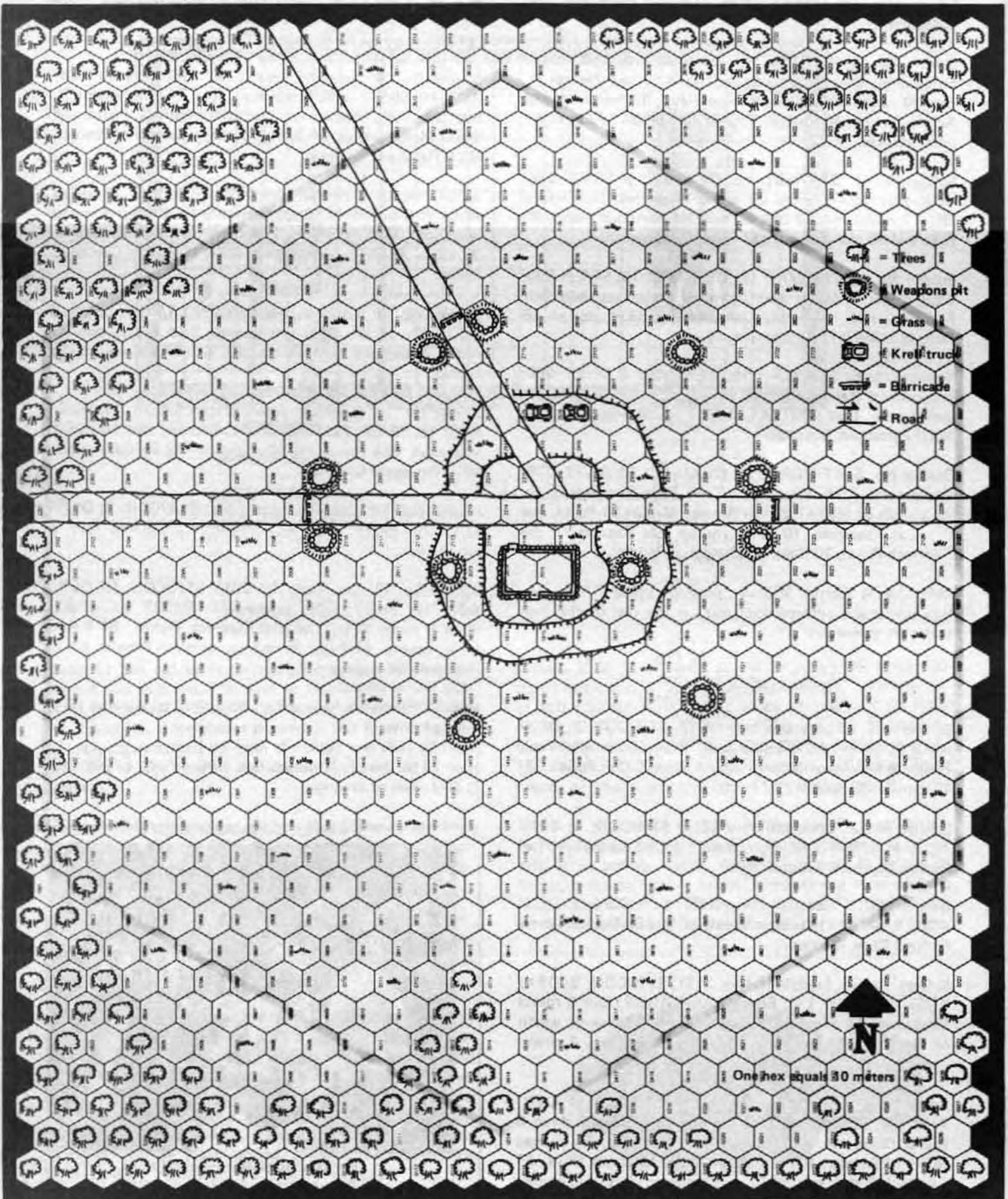
KRELL COMMANDOS!!!!



Backs of Rick Houser and Chuck Simpson, then Ed Mortimer, Wes Crum, and John Mortimer.

CAMPAIGN HEXAGON SYSTEM BOOKLET
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Area Mapped _____



Gateway

By
Dave Sering

Quadrant

Ever since Galileo pointed his first crude telescope at Saturn and tried to puzzle out just what the rings were, mankind has been fascinated by the gas giants in our solar system. Many folk over the centuries have voyaged hither in their minds or in the pages of a novel. Just recently with the journey of Voyagers 1 and 2, we have had physical observers "out there". From these observers, mechanical though they may be, we have learned a great deal. These huge planets and their numerous families of rings and moons are even more complex and fascinating than anticipated. This column will examine some of the new information discovered and its application to science fiction rolegaming.

There are four gas giant planets known in our solar system and the prospects for discovering even another small one seem slim. In order out from the sun, they are Jupiter, Saturn, Uranus, and Neptune; the fifth, sixth, seventh, and ninth planets. Yes, ninth since Pluto, whose eccentric orbit takes it furthest out of all known planets also now brings it within Neptune's orbit. The major characteristic which sets them off from the inner planets is their size. The largest, Jupiter, has a mass some two and one half times that of all the other planets combined and a diameter of 143,200 km (88,700 miles). The smallest, Neptune, has a diameter of some 49,500 km (30,700 miles). We will concentrate on Jupiter and Saturn in this article because we have at least the beginnings of some solid data on them and their satellite systems. The latest information shows that each of the gas giants seems to be a miniature solar system with some of the same structural relationships displayed that are seen in the solar system as a whole.

The first principle is that the planes of orbit of the satellites tend to be in the same plane as the equator of the primary and revolve in the same direction. Some items do revolve in the opposite direction, but they are rare. Consequently, a spaceship pilot hunts for a "parking place" or orbit right smack dab in the middle of all this junk going the same way it is. True, the celestial debris will be heavy there, but it is headed his way at his own speed. The worst that is likely to happen is that dust particles drift up to his ship and cling to the hull with a static charge. Bigger stuff will just gently bounce off. If the ship isn't equipped with windshield wipers, the pilot may have to suit up and clean his portholes with a broom. However, this is much better than slamming at right angles at high relative speeds through this junk twice each orbit.

A second principle is that satellites closest to a large primary tend to be composed principally of rock. Travelling away from the primary, the major composition becomes mixed rock and ices and grades into primarily ices. This principle has been observed in the overall solar system as well as in the satellite systems of Jupiter and Saturn. Preliminary data seems to indicate that it holds true also for Uranus but we won't know for sure until the Voyager probes get there in 1986. This gradation is a result of radiation pressure from the primary. In the case of the Sun, the source of the energy for the radiation is the hydrogen fusion reaction. In the case of the gas giants, the primary source seems to be gravitational collapse with some undecided portion contributed by internal radioactive decay. For a starman, the major significance of this is that materials are already semi-sorted for him. Should he wish to mine much of anything above Carbon in the Periodic Table of Elements, he is going to have to look just as close to the primary of the system as he can. Should he wish to mine the lighter elements, great huge dirty snowballs of them, thousands of kilometers (or miles) in diameter, are waiting in one convenient lump in the outer orbits of the satellite system. For those spacefarers who require Hydrogen to fuel their fusion engines, this is the place to get it. If you have a hankering to make Mach 12 kamikazi runs through the violently turbulent (measured wind speeds of up to 500 meters per second) gas giants just to top off your tanks, oh well, that's gaming! It is so much easier to land on an outer moon where all your crew has to do is vacuum or shovel the fuel in. A place where even the weakest member of the crew can lift and move a ton or so of mass all by themselves. (Besides many characters are always trying to cut down on hull stress and expensive repairs that skimming gas giants causes.)

The third principle is that satellites within a system tend to have their period of rotation on their axis, the same as the period of revolution about the primary. Satellites keep the same face towards their primary at all times. The cause of this is tidal interaction between the two bodies which "locks" the smaller into place. This last principle is not that significant to a spaceman since it only determines the length of the "day". However, should the refrigeration or heating unit in the Life Support System be breaking down, such considerations could become very important for repair purposes!

Reference to Table One of Sol's four gas giants will point out several trends.

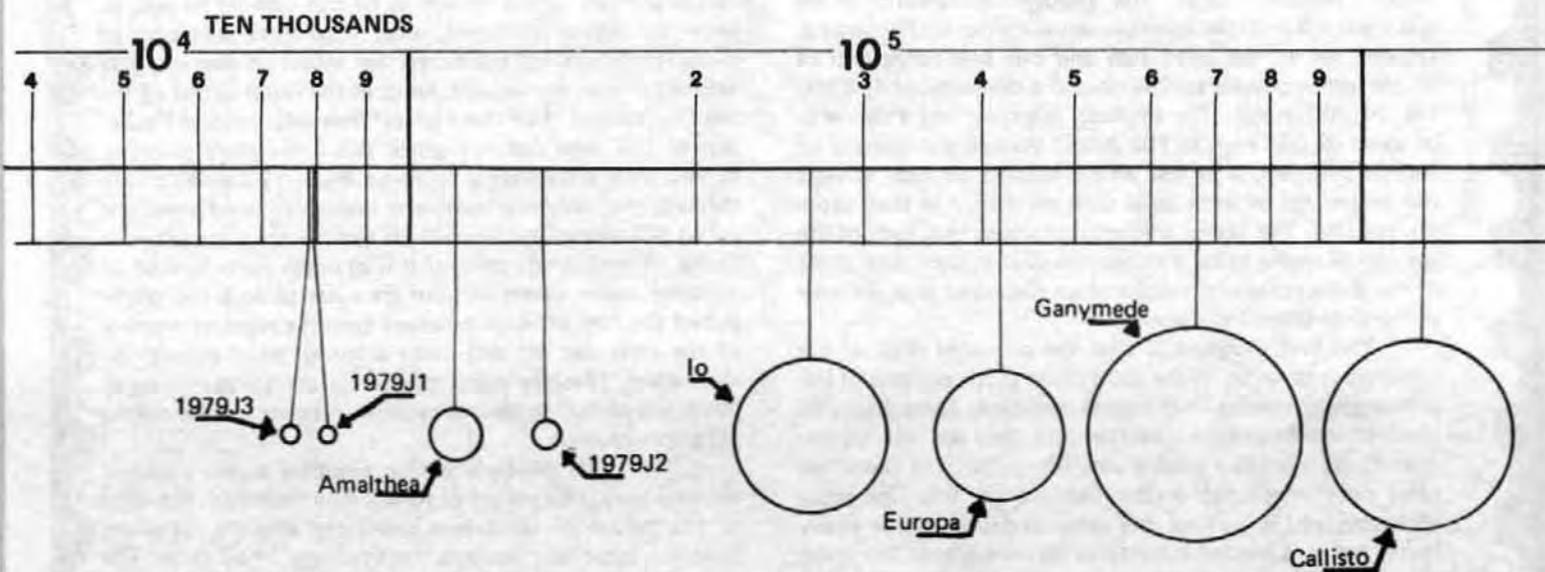
A trend that isn't so obvious is the relative proportions of the elements, compounds, and the physical forms they are found in. The first five elements, in order of abundance, are Hydrogen, Helium, Oxygen, Carbon, and Nitrogen. The lighter elements have been stripped out of the inner solar systems by the high temperatures when the sun started fusion reactions. The molecules of these gases unless tied down chemically in some heavier compound, soon escape the light gravity of the inner planets and are blown away by the solar wind. From the orbit of Jupiter on out, the radiation of the sun is too weak to melt Water (H₂O), Methane (CH₄) or Ammonia (NH₃) ices. Jupiter once produced enough radiated heat to melt the ice deposits on its nearest moons and strip them down to rock. Even then and still today, it possesses enough gravity to hang onto all of even the lightest of its own elements. Though we have as yet been unable to send probes down into Jupiter or Saturn themselves, we can deduce what lies underneath those fearsomely rolling clouds. Apparently both Jupiter and Saturn have a core of rock and ice, constituting about 4% of the former's and 25% of the latter's mass. The rest of the planet is formed primarily of Hydrogen. But that Hydrogen is compressed so strongly by the gravity that the layer surrounding the core has become metallic. This means that the atoms are jammed so closely together that the electrons can no longer "tell" which proton they are supposed to orbit and consequently wander about in an electrically neutral soup. This critical pressure is nearly the same on both Jupiter and Saturn, three million earth atmospheres. Thus, the metallic layer extends out to

75% to 80% of the radius from the center to the surface of Jupiter while extending out 45% to 50% of Saturn's radius. Theoretical studies indicate that this metallic liquid abruptly gives way to a molecular liquid. The molecular liquid extends upwards until at higher levels it becomes a gas, the atmosphere. From what tracking we have been able to do, that atmosphere is extremely turbulent. Jet streams on planet earth move up to 160 meters per second (350 miles an hour) while similar streams on Saturn have been clocked at 500 meters per second (1200 miles per hour). While this certainly doesn't preclude the atmospheric scoop mining with spaceships so beloved of some rulesets, there are easier ways to fill your fuel tanks without straining hull metal and pilot skills.

We now move on to the area of Jupiter or any other gas giant that is both more useful and more accessible to the average spaceman. This area is the satellite family. While we thought there ought to be some interesting things out there, we weren't anticipating the wild things we were shown by Voyager. First, these scientific missions disclosed the presence of a hitherto undetected ring. Second, three more small moons close to Jupiter were found. Third, considerably more detail was obtained on those moons than were known to exist.

The ring probably will not be of great interest to an astronaut. It is very thin, quite weak, and is probably formed of small particles blasted off the surface of a moon. This small moon circles just at the outer edge of the ring. The ring itself is made up of microscopic particles, mostly no larger than the particles which make up cigarette smoke, with some few bits of larger rubble. Thin as it is, it won't even screen a ship from radar detection. It certainly can't

SATELLITE SYSTEM OF JUPITER



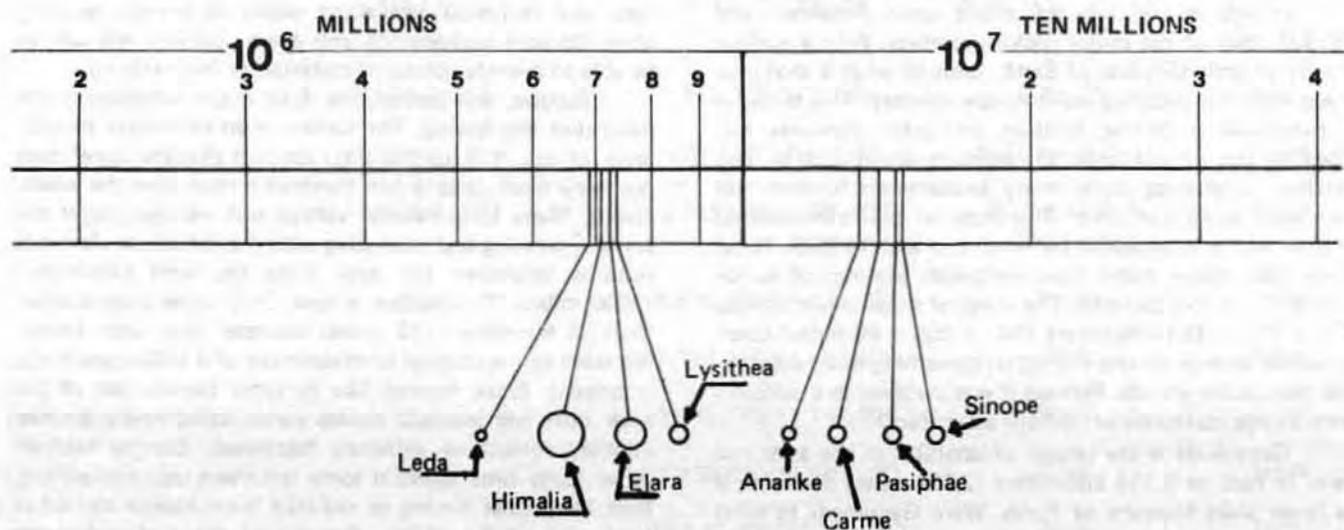
stop a missile. It might have a significant screening effect on laser beams, though. With its probable origin in the innermost moon, this ring belongs to the first of the three groups of Jupiter's satellites. An examination of the orbital data (Table Two) shows that the family of moons can be broken up into three sets by distance from the planet. The first set includes 1979J3, 1979J1, Amalthea, 1979J2, Io, Europa, Ganymede, and Callisto. These are the innermost set of moons, extending from 126,000 to 1,884,000 kilometers (78,000 to 1,168,000 miles). This first group includes four small rocks and four respectable worlds. The second group includes Leda, Himalia, Elara, and Lysithea. They range from 11,094,000 to 11,861,000 kilometers (6,878,000 to 7,353,800 miles). All four are minor rocks under 200 kilometers (125 miles) in diameter. The third and final set is composed of Ananke, Carme, Pasiphae, and Sinope. This set is located from 21,250,000 to 23,670,000 kilometers (13,175,000 to 14,675,000 miles) out and revolves around Jupiter in a retrograde fashion. That is, all four of these minor rocks of less than 35 kilometers (22 miles) diameter move clockwise when viewed from above the north pole.

Even this does not exhaust all the members of Jupiter's orbital family. Several other positions in an orbit are stable and are known as Lagrange Positions. One of these is located 60 degrees ahead of Jupiter's orbital position and one is 60 degrees behind. Asteroids have tended to collect in these stable positions. Named after the heroes of the Trojan War, these have become known collectively as the Trojan Asteroids. The largest, Hektor, is elongated to twice the size of its companions who seem to be uniformly

round. Hektor may thus be two 150 kilometers (43 miles) spheres which have either gently collided and stuck together or orbit each other very closely. These Trojan positions have a lot to recommend them to a game Judge. First, they are a place where asteroidal and other debris has concentrated. This would be the place where asteroid prospectors would make a quick survey of a new solar system to judge its potential worth. They make excellent sites for deep-space manufacturing facilities. Any items put in orbit there would tend to be stabilized there by both the sun and the gas giant planet. The amount of debris is a good place to hide a ship or an artifact of some sort. It would be a nasty place to have to fight a space battle though!

Eleven of the moons of Jupiter are little different from asteroids, dirty grey brown chunks of carbonaceous rock. In fact, that is the most likely origin for the outer retrograde set of four. The middle four could be either of asteroid or planetary formation. Asteroid origin means that the satellite in question was not formed out of the same ring of dust and debris that formed the planet and was captured at some later time. Indeed, an item of asteroid origin could be from completely outside the solar system. The innermost four are difficult to classify with our current information. While mostly rock, they could be the remnants of much larger bodies of ices stripped down by Jupiter's heat and intense magnetic field.

The four Galilean satellites (Io, Europa, Ganymede, and Callisto), as well as Amalthea, range from somewhat to wildly different. They are probably the most interesting of Jupiter's family. Here is where most science fiction gaming would probably take place.



Io is the most interesting of the moons observed about Jupiter. While about the same size as Luna, this moon is far from cold and dead. In fact, Io is the most active example of volcanism known yet in the solar system. The appearance is most strange. It is mottled with red, yellow, white, and orange blotches as well as pocked with blackish spots. The reason for this is the intense and continuous eruptions of at least four, and more probably eight, simultaneously active volcanos. These active calderas spurt plumes from 70 to 280 kilometers (43 to 174 miles) above the surface and spreading out as much as 500 kilometers (310 miles) from the center. The material in these eruptions is travelling from 500 to 1000 meters per second (1,100 to 2,200 miles per hour).

The overall surface daytime temperature is about -150 degrees C (-235 degrees F) with some warm spots ranging up to 30 degrees C (85 degrees F). The eruptions were measured at 327 degrees C (621 degrees F) with some outbursts perhaps ranging as high as 427 degrees C (800 degrees F). Other worlds draw the energy for their volcanic eruptions from radioactive disintegration and gravitational collapse, sources which Io would have exhausted several billion years ago. Scientists speculate that the required energy is supplied by the gravitational "flexing" that is caused by the combination of Jupiter and the other moons. Io thus expends its orbital position in the form of heat and gradually moves closer to Jupiter. Perhaps in another billion or so years, Io will reach Roche's point and be torn apart to form another set of rings as spectacular as those of Saturn. Until such time intrepid spacefarers might investigate those volcanic eruptions and find them composed of sulfur. It appears likely that the original surface of water ices has long since boiled off. Io has a fairly high density for a moon and it would be a good place to seek other minerals as well. Mining colonies on Io have already become the subject of science fiction movies. But, what else might lurk beneath those molten sulfur flows? Perhaps life. Silicate life forms might find such a place a perfect environment!

Io has an environmental effect upon Amalthea and 1979J2, two of the minor rocky moonlets. With a surface gravity of only 18% that of Earth, some of what is shot into space from the volcanos reach escape velocity. This material is composed of Sulfur, Sodium, and other elements. Excited by the intense belts of radiation about Jupiter, this produces a glowing cloud many Io-diameters forward and backward along the orbit. This material spirals in towards Jupiter and is intercepted by Amalthea and 1979J2. Thus, these two minor rocks have yellowish coatings of sulfur gleaned from Io's cast-offs. The irregular shape of Amalthea, 270 x 170 x 155 kilometers (167 x 105 x 96 miles) bears probable witness to the impact of something more substantial than sulfur clouds. Perhaps it was involved in a collision with a large meteorite or perhaps an artifact?

Ganymede is the largest of satellites in the solar system. In fact, at 5,216 kilometers (3,234 miles) diameter, it is larger than Mercury or Pluto. Were Ganymede to orbit the sun on its own, it would be considered a significant planet in its own right. It is only a little bit smaller than Mars. This body appears to have no atmosphere and to be composed primarily of ice and rock. Examination of the surface features indicates that the rock sank through the ice to form a central rocky core surrounded by an ice mantle. Even though the center of Ganymede may still be warm, most of the geological activity has long since died

away. Still traces of plate tectonics action are noticeable and scientists will want to study Ganymede for what it can tell us about our own planet. Future astronauts will want to visit because it is a large world. Mining activities will have to get through a lot of ice to make it to the core but most of the discarded material will be processable for fuel or water. Mining colonies should thrive on Ganymede as soon as deep prospecting methods are worked out. Future prospectors may fight off claim jumpers from the interior of their fusion-powered sub-moles. Though not as spectacular as Io, Ganymede has much greater prospects for long term industrial development.

Callisto is somewhat deceptive. It's darker appearance and extensively cratered surface would lead an observer to think that it was rock. In fact, density measurements show Callisto is primarily ice with only a small admixture of rocky material. The dark tone appears to be from the constant rain of meteorites which vaporize the surface ice and leave black carbonaceous material behind. Another curious phenomena also indicates a composition of ice. Callisto is flat and dull with maximum detected relief on this planet at barely more than a kilometer. The ice has flowed smooth with time. All large features are nearly obliterated. Small craters are preserved nearly intact though. The ice is strong enough to hold up small crater rims but no large crater rims. Perhaps Callisto could become the naval base of the future. Its weak gravity (12% of Earth) and absence of any atmosphere should make it extremely easy to land even the largest of spacecraft. Building or refitting docks could be carved out to any size required with the excavated material processed for fuel. A simple heat source would be all that would be required for even very large scale projects. Of course, after a century or so, or perhaps even a millenia, it might be necessary to come along and trim the slowly flowing walls back to their original contours. Perhaps some ancient installations from some previous native or alien culture lie buried there where the slow ice creep of centuries has smoothed over surface indications. Commercial, military, and technical advantages might lie buried, awaiting some intrepid explorer. In any event, Callisto will always be able to provide plenty of material for fuel refining.

Europa, the last of the four major satellites is the most dull and boring. The surface is an extremely smooth layer of ice. It is so perfectly smooth that the relief does not vary more than a few hundred meters over the whole planet. Many long, narrow valleys and trenches cover the surface, crossing and recrossing with the individual elements running unbroken for over three thousand kilometers (2000 miles). This surface is new. Only three craters larger than 20 kilometers (12 miles) diameter have been found. No trace of the original bombardment of 4 billion years ago is present. While formed like its sister planets out of the rock dust and ice dust clouds surrounding newly formed Jupiter, something different happened. Europa melted! After some time spent in some unknown other condition, heat from tidal flexing or radiated from Jupiter melted at least part of the planet. Perhaps all the surface became covered over with an out-pouring of water to form an all encompassing sea. Soon this sea froze over with subsurface currents and expansions producing cracks and pressure ridges. As more heat radiated off into space, the ice layer grew thicker and thicker. Has Europa frozen all the way down to its rocky core? Or, instead, is there a sunless sea sealed underneath an insulating skin of ice? Perhaps some

day soon, real astronauts can follow rolegaming characters into the Eban Ocean of Europa.

Next column we will continue our voyage on out among the gas giant planets to visit Saturn, Uranus, and Neptune. Our fictional characters can but follow their mechanical Voyager predecessors and keep interest alive until our own real astronauts can reach these fascinating places. Just because it is colder than Terra doesn't mean it can't be interesting to game.

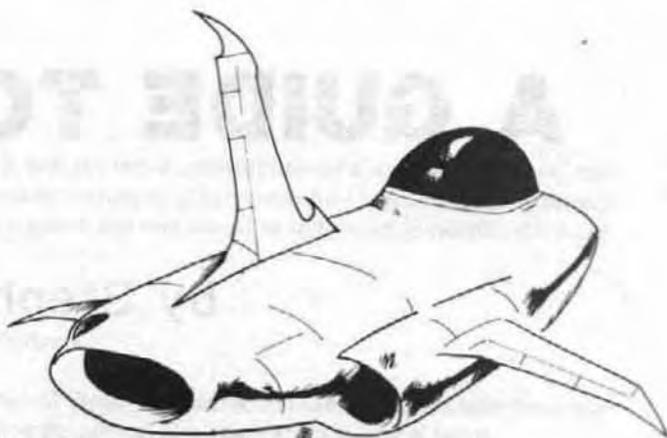


Table One

	Mass	Diameter	Gravity	Density	Surface Material	Atmosphere
J	318	143,200 km	2.60	1.33	Liquid H2	H2, He, NH3, CH4
S	94	120,000 km	1.10	.69	Liquid H2	H2, He, NH3, CH4
U	15	51,800 km	.88	1.75	?	H2, He, CH4
N	17	49,500 km	1.14	2.20	?	H2, He, CH4

Table Two

	Satellite Name	Diameter Kilometers/Miles	Distance From Planet Miles/Kilometers	Surface Material	Atmosphere
1	1979J3	40/25	78,120/126,000	Rock	None
2	1979J1	35/22	79,360/128,000	Rock	None
3	Amalthea	270 x 170 x 155/167 x 105 x 96	112,840/182,000	Sulfur Layer Over Rock	None
4	1979J2	75/47	138,260/223,000	Rock	None
5	Io	3,640/2,257	261,640/422,000	Sulfur Compounds	Very Thin SO2, S, Na
6	Europa	3,130/1,941	416,020/671,000	H2O, Ice	None
7	Ganymede	5,280/3,274	664,020/1,071,000	H2O, Ice & Dust	None
8	Callisto	4,840/3,001	1,168,080/1,884,000	Rocky, Dust & Some Ice	None
9	Leda	10/6	6,878,280/11,094,000	Rock	None
10	Himalia	170/105	7,121,940/11,487,000	Rock	None
11	Elara	80/50	7,283,140/11,747,000	Rock	None
12	Lysithea	25/16	7,353,820/11,861,000	Rock	None
13	Ananke	20/12	13,175,000/21,250,000	Rock	None
14	Carme	30/19	13,974,800/22,540,000	Rock	None
15	Pasiphae	35/22	14,576,200/23,510,000	Rock	None
16	Sinope	30/19	14,675,400/23,670,000	Rock	None

A GUIDE TO COPYRIGHT

by Stephen R. Marsh

Edited by John T. Sapienza

This is a short piece that explains what a fantasy role-playing game (FRPG) author should know about Copyrights and why. It gives the basic knowledge of what a Copyright will do, how to get one, and what to do with it to make it work. It is based on the new Copyright Law (enacted in 1976) and focuses on written works. The bibliography is a useful part of the article and will direct the reader to sources beyond the scope of this short piece.

Why Copyright?

The first reason that any working author Copyrights things is so that author has something to sell. Uncopyrighted material is in the public domain—it can be used by anyone without credit or compensation to its creator. If you plan to sell a work you need to Copyright it. Otherwise, anyone can take it and anyone can sell it without giving you credit as an author or payment as a creator.

The second reason an author Copyrights is to have the right to continue to use his creations. Tolkien was almost foreclosed from the use of any Elvish words by the publication of an Elvish Dictionary. Moorcock could be barred from the use of certain named gods because those names exist under TSR's Copyrights. Both of these authors have been lucky because they are dealing with honorable people. Some FRPG authors have not been so lucky. If you want to keep the right to use your creations after they enter the commercial market, you need to Copyright.

The final reason to Copyright is related to the first reason. Copyrights are secured to insure that credit goes where credit is due. Just as an author would Copyright something to protect the monetary rewards of their work, so an author Copyrights to get the emotional satisfaction that comes from getting credit for having done a good piece of work. A Copyright protects against the theft of credit for who did the work.

What Can Be Copyrighted?

The Law says:

§ 102. Subject Matter of Copyright: In General

(a) Copyright protection subsists, in accordance with this title [17 U.S.C. § 101 et. seq.] in original works of authorship fixed in any tangible medium of expression, now known or later developed, from which they can be perceived, reproduced, or otherwise communicated, either directly or with the aid of a machine or device. . . .

This means that anything you can record, you can Copyright—but if, and only if, it is something original. The law is very liberal as to what constitutes being original as long as the work has some artistic value that did not exist before.

The reason for the stress on originality of presentation is that the law protects the presentations. The "original work of authorship" protected is the manner in which the author presented his or her ideas. For example, all the information in this article existed before I wrote it. The Law does not protect the information, but it does protect the original way I am presenting it. Copyright Laws protect the way authors present their ideas to the public.

However, the Law protects only presentations. Part (b) of the above reads:

(b) In no case does copyright protection for an original work of authorship extend to any idea, procedure, process, system, method of operation, concept, principle, or discovery, regardless of the form in which it is described, explained, illustrated, or embodied in such work.

That's right—Part (b) clearly states that the Copyright Law does not protect ideas. It won't protect my idea of writing an article on Copyright Law for FRPG authors. What the Law protects is my expression of that idea. This is true of every piece of writing in the FRPG field—including rules.

So, the Law won't protect an idea (such as Hit Points) but it will protect a presentation of that idea. In a novel, that would include the names of the characters, and in a set of rules, would include original names for ideas and original descriptions of them. Thus, the Law does not protect TSR's idea of magical spells, but one would be ill-advised to borrow the name, description or exact characteristics of a spell in *Greyhawk*.

What Copyright Protects

As the last section indicates, Copyrights protect the expression of ideas. This protection can be broken into three concepts that make it easier to understand. These three concepts will bring the *why* of Copyrights into practical focus.

- 1. The Right to Publish:** This means that a Copyright protects the right to either sell a work to the public or keep it private. The Right to Publish is the right to put the work before the public. In practical terms, it means the right to sell a work to a publisher.
- 2. The Right to Copy:** Following the right to decide whether your work is to be exposed to the public is the right to limit the copies. This can be seen as the right the publisher has to sell copies or the lack of a right in others to make copies of a work without paying for them. In real life, this would be the right *Chaosium Inc.* has to object to another company producing *Runequest! tm* or my right to prohibit the printing of this article unless I'm paid (when I was paid the right to object shifted to the publisher).
- 3. The Right to Adapt:** This right best expresses one of the reaches of the protection your expression has. It is the right to write something derived from the originally Copyrighted piece.

Tolkien's right to write *The Silmarillion* was his right to derive a work from the *Lord of the Rings*. Dave Hargrave's right to do the successive books in the *Arduin* series comes from his Copyright in *The Arduin Grimoire*. Your right to use rules you have written to do the next in a series of rules (or situations in the next of a series of scenarios) comes from the right to adapt.

The fact that the author has the right to adapt means that others do not have the right to do derivative works. Thus, I can not do a rule book that incorporates Michael Moorcock's *Elric, Young Kingdoms, Moonglum, Arioeh, Stormbringer*, or others because Moorcock's Copyrights give that right to him.

Thus, Copyright protects the original work's privacy, the number of copies made, and the offspring of the original work. It is your right to sell your work and to exploit it in succeeding derivative works.

This protection provided lasts for your lifespan and also protects your estate (whoever gets your Copyright in your will) for 50 years after your death.

How to Copyright

Copyrights are surprisingly simple and inexpensive to obtain.

First, write to:
Register of Copyrights
Library of Congress
Washington, D. C. 20559

Ask for Form TX (the form for written works including computer programs). The register will send you two copies of Form TX.

Second, fill out the forms. They are free and come with complete directions.

Third, return the forms with a copy of your work and ten dollars (check or money order). If the work has been published, send two copies.

Fourth, the register will send you a certificate. Put it in a safe place.

There is a fifth step that really comes first, at the time you publish your work (which includes handing out copies to friends and critics): You **must** put a copyright notice on your work. All copies of your work (including the one you send the register) should have the notice on it. The notice should be in the following form:

© Date Your Name

So for this article I would go: © 1981 Steve Marsh. You may wish to place under the notice the words "all rights reserved".

The above is a magical formula, that when worked with the four part ritual that began this section, will create a valid Copyright. In legal terms, the formula gives notice and the ritual registers the Copyright inherent in the author. However, without a Copyright notice on the work, the author gives up their inherent right to a Copyright. And without following the four part ritual, the author can not enforce any of those rights in court.

You should Copyright a work every time it is finalized. Thus, if you were to circulate a draft for a set of rules based on Moorcock's **Young Kingdoms** and **Elric**, you should spend ten dollars (and copying fees) and Copyright the circulation draft. Then, after you had finished changing it and done the rewrites, you would Copyright that form, too. This would be the proper way to make certain the original work and the finished product were protected from malign spirits (and more substantial and unprincipled Copyright violators).

Following these steps will secure an author a Copyright that will extend as far as the current FRPG market goes. It will allow you to sell your work in the U. S., England, the European Continent and both South America and South Africa.

How to Protect Your Copyright

A Copyright is protected in two ways. The first is by giving full and proper notice. The second is by acting quickly every time someone tries to infringe on the Copyright.

1 Proper Notice: Proper notice is given by placing the notice formula (© Date Name) prominently on every copy of the work where it can be clearly and easily seen. For articles, the first page is usually a good place, and most rulebooks use the inside cover (look at the rules to **D&D**, **AD&D**, **RQ**, or **TFT**).

If your work ends up in public (and doesn't fall within one of the three following exceptions) without proper notice, you lose your Copyright and the statutory protections. Maybe a very good lawyer can help you. Maybe.

The first exception is if notice was not included on a very small number of the copies sold (very small in both absolute numbers and in percentages of the total).

The second exception occurs when you expressly required, in writing, that a Copyright notice be included as a condition of publication and the notice was omitted in violation of that agreement.

Finally, if the work had a proper notice and it was removed after sale, you are not responsible for that unauthorized removal and the work is still protected.

2 Prosecution of Infringers: Anyone who uses one of your rights (that of publishing, distributing copies, or of making derivative works) without your authorization, has infringed on your Copyright. In order to use the law to protect yourself, you must act within three years. If you don't do something that would indicate to the infringer that you want them to stop, and don't do it within three years of the infringement becoming public, you lose your right to do anything.

When you act, you may either talk to the infringer yourself (and handle any legal actions yourself), or hire an attorney. This section will handle both alternatives, though the advice on how to go about self-enforcement is included more to give you an idea of how an attorney would handle the case than to suggest how to get into court and lose a case by failing to use an attorney.

In deciding which alternative to pursue, you should be aware that the law will allow you to recover whatever costs you incur when you hire an attorney--if you win. Also, talking with an infringer and asking them to settle is the cheapest way to go if it works. Almost any result is better than a court battle.

Conducting Your Own Court Case: This is to be done only when there is an obvious blatant infringement. The best example is when someone has copied a rules section you write word-for-word or writes a novel or scenario using your characters (with the same names) and your milieu (with the same name).

First you get a copy of your copyrighted work and a copy of the infringing work and make a list of the word-for-word sections.

Next, you write a complaint with the following elements (note that if you hire a lawyer, they will want to see most of these too):

- 1 Allege a Copyright (and include a copy of your certificate).
- 2 Allege an infringement (and include a copy of your work, the infringing work, and that list of infringements that you made).
- 3 Refer to the Federal Law (17 United States Code, Sections 101 ff).
- 4 Recite your attempts to negotiate with the infringer. If possible, include copies of letters, telephone bills, etc.
- 5 Ask for an injunction (for the court to forbid the person to continue infringing on pain of being jailed) and statutory damages.
- 6 Ask for summary judgement.

Then take several copies of your complaint and go to the nearest Federal District Court (to be found by looking through the phone books in a library) along with 100 dollars.

You then find the Clerk of the Court who will take your money and have the U.S. Marshal deliver summons to the infringer.

If your case is clear cut **and you are lucky** (yes, you should get the feeling you are being foolish prosecuting it on your own without a lawyer) the court will send you a notice that you have won. The court will also award you a sum of money under 10,000 dollars that you have to collect from the infringer. You will probably need legal help to get the infringer to pay.

Please note that this will only work if the infringement is very blatant and the law is clearly on your side. You will need to read the law and spend much time on the case if the infringer decides to fight your claim and things aren't clear enough for the Judge to simply award judgement to you.

Hiring an Attorney: This is what is usually done when negotiations fail to get the desired results. It should always be done when a large amount of money is involved. An attorney can also advise you on close calls--when you are not certain if your copyright has been infringed.

First, go to the local Bar Association. You can find them in the telephone directory. The Bar Association licenses attorneys, disciplines them if they fail to do a good job, and can refer you to an attorney who meets your needs. An attorney who can handle your divorce may not be the one to go to for help with your income tax or for copyright protection (though he may be).

Next, discuss with the attorney what they are going to do. You should have all the things with you that you would prepare if you were prosecuting the case yourself. If you win, a court may do any or all of the following things:

- 1 **Issue an Injunction:** This means the infringement must stop or the infringers will go to jail. A creative attorney may be able to persuade the court to do additional things along this line.
- 2 **Impound:** The court will take all of the infringing items. It will usually destroy them.
- 3 **Award Damage:** The statute provides for a range of money the court may take from the infringer and give to you. Or, if you can prove that you were hurt, you can recover any harm you suffered **and** all the profits the infringer made. So, if you lost 5,000 dollars in royalties and the infringer made 10,000 dollars, and you can prove it, you might recover 15,000 dollars from the infringer (the court will treat all the money made with your rights as your money).
- 4 **Criminal Proceedings:** The infringer may be sent to jail or be forced to pay fines.
- 5 **Attorney's Fees:** The infringer may be forced to pay your attorney's fees and court costs. Thus, if you spent 3,000 dollars paying your attorney and a thousand dollars on paperwork and such for the court, you would get 4,000 dollars more from the infringer to pay for that.

When you hire an attorney, you should know which of these remedies the attorney intends to have the court enforce. Each thing you ask the court to do will require you to prove different things.

For example, an injunction requires showing that the infringement is still continuing, impoundment needs something to exist that can be impounded, and attorney's fees requires proof that you hired an attorney. While the court will assume some things and guess a little (that is the reason for the statutory damages provision), if you ask for everything, you need to realize that you will have to prove the specific things for everything which will make the court case longer and more expensive.

Looking at what a court will do to an infringer is a stiff warning against stealing from someone else's work. The courts are vigorous and often may appear slightly vindictive. However, realizing that an infringer is seeking to replace an author and take his rights without credit or compensation, the law and the courts are only the barest justice. Authors' Guilds have suggested punishments that would make a Pict blanch.

Incidentals to Copyrights

To every rule, there are exceptions, additions, and alternatives. With Copyrights, the exception is the area of fair use, the addition is the sale of your Copyright, and the alternatives include the law of unfair competition, patents and trademarks.

1 The Exception of Fair Use: The law allows the "fair use" of Copyrighted material. The courts have given this an almost definite meaning. Generally, fair use consists of:

- A The use of some of the contents of your work in a parody of it. This is perhaps the lowest blow of all.
- B A summary with brief quotes in the news. Thus, Newsweek may use brief quotes to report your work.
- C Short excerpts in a critique. This means that a review of **Different Worlds in The Dragon** could include parts of the copyrighted contents of **Different Worlds**.
- D Sample quotes from a technical piece to show the author's views. Thus, short quotes from this article could be used to show how I handled this subject.
- E Educational distribution of copies, where the excerpts are of a small portion of a complete manuscript, by a teacher or a student, as a one time use in a lesson. A professor may once hand out copies of a single poem from **The Lord of the Rings**. Educators are governed by their own complex rules.

When considering whether or not a specific example is a fair use, the statute gives these guidelines:

- 1 Is the use for profit or non-profit ends
- 2 What is the copyrighted work
- 3 How much of the work is copied
- 4 The Impact on the potential sales of the work

2 The Addition of Sales: An author's real concern with a Copyright is usually the sale of it. This section covers the current rates authors in this field get and a suggested method of sale.

Hard cover books usually bring the author a royalty of 10% on the first 5,000 volumes sold, 12½% on the next 5,000 volumes, and 15% of all following sales.

While this is the publishing industry standard, only TSR publishes hard cover books and the current royalty receipts are a great deal less than 15% (because the authors have felt that they owe the company something). Percentages are always reduced by the amount of editing required.

Paperbound volumes will bring a lump sum from TSR, 2½% from Chaosium Inc., from 1% to 15% from Judges Guild Inc., and lump sums from the others in the field. Judges Guild and Chaosium will also pay lump sums if the author requests. A lump sum means all the money up front, no waiting, and insurance against your work failing to sell. It means making less if your work sells much better than average.

Currently, magazines in the hobby bring about a penny a word. Judges Guild modifies its rates by the fame of the author and the quality of the copy (you get very little for crayon on wax paper and more for camera ready copy). The other magazines prefer double-spaced (or it goes to the bottom of the slush pile) but do not modify rates based on format.

In selling your copyrighted work, it is usually assumed that the right to do derivative works remains with you. It does not hurt to write that into the sales contract--and doing so will avoid any future misunderstandings. It is also good practice to have all non-exercised rights revert to the author after a period of time (usually 1 to 3 years). In any case, after 35 years, the author has the right to cancel the sale of any copyright right.

Never sign a sales contract with the magic words "work for hire" or "a work made for hire" in it unless you clearly intend to give up all rights in that work forever. Don't trust anyone who sends you such a contract unless they've clearly explained themselves in advance.

3 The Alternatives of Unfair Competition, Patents and Trademarks: While copyrights are useful for most of an author's needs, this section covers rights and protections not available from the Copyright Laws.

Unfair Competition is when someone doesn't quite infringe on your Copyright but does something just as bad. This covers cases where an individual is trying to get the same result that infringing would give them. It is relevant to things like using the same title, the same typeface and art, and similar acts.

The reason that unfair competition covers what it does is that it is designed to protect against attempts to pass things off as a part of something else. So if I did a supplement to **RuneQuest!** but was careful not to use any of the copyrighted spells or descriptions, and didn't refer to them, but was trying to pass it off as a **RuneQuest!** supplement I wouldn't be violating the Copyright Law but I could be liable (able to be sued) in tort (a type of law with moral rights and wrongs) and could be forced to pay **Chaosium** not only the amount I hurt them by but extra (called punitive damages) to make sure I didn't do it again.

Patents cover things, and ideas. A machine to make high impact dice for 10 cents would be the subject of a patent. Patents are outside the scope of the article but deserve two notes. One, a Copyright **will not** serve in the place of a patent. Two, in the case of something that qualifies for both, Copyright first and Patent second.

Trademarks go hand in hand with Copyrights in our field. **D&D** has been trademarked. So should any product which sells copies based on the power of its name alone. Trademarks can be used to protect the titles of rule books against unjust appropriation of their meaning. They also protect logos such as the **TSR Lizardman**, the **TSR Wizard**, **IBM's "IBM"**, etc. If your rule name or company has a distinctive name or can sell things by identifying them with the name (or if you intend it to do so in the future) it is a good practice to trademark both name and logo.

These three topics are deep enough for articles in and of themselves. They are briefly mentioned to alert the reader of alternatives to Copyrights when you need protection and a Copyright won't give you what you need. While there is some overlap between the protection of unfair competition, patents and trademarks, each serves a different function and each is a different piece of armor to protect you against individual who would otherwise loot you naked of rights.

The following books are both a bibliography and a list of useful texts for someone interested in gaining greater depth in the field of Copyrights or a broader field of vision that this article provided.

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This Adventure

Belongs To: _____

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Introduction

This adventure setting takes place in the **Elphand Lands, Campaign Map 9**, centering on the village of Damkina and the surrounding area. Damkina is the central marketplace for the area, but, recently (in the last 6 - 9 months), many raids on merchant vessels from a Hobgoblin village by the Giants' Bog have cut trade down to a mere 25% of normal. No trade at all has come from east of Vast Lake in the last six months due to these raids, and only the braver or the financially desperate traders from the west have continued to come to Damkina. Due to this situation, Damkina is in danger of becoming financially destitute, and the Overlord of the White Throne is prepared to pay a reward to anyone who can stop these raids. This reward is 1,000 GP and a personal slave to each individual involved, and the grant of land (equal to one 5-mile hex) to all involved (one piece of land for all members to share, not one grant for each member). Successful adventurers can choose their land from the following hexes: 2516, 2515, 2514, 2613, 2713, 2813, 2915, 2817, 2718.

To get the players started on this adventure, they must first be aware that the Overlord of the White Throne is looking for adventurers to find out who is responsible for these raids and to stop them. Inquiries will lead them to set up an appointment with the Overlord. The Overlord will advise them to seek out Aliana the Avenger (Guardian of the Final Pass) and enlist her aid. The Overlord is certain that she will help and will provide transportation for the player-characters in the way of a merchant ship and guides. He will advise them not to bring horses because Aliana rides a Gryphon, and Gryphons and horses do not get along well at all.

Another adventure that can involve the player-characters takes place in Quinden. The populace of Quinden would love to overthrow Baron Drampinill, and Lady Starmist Moonflight is ready to attempt it. The Overlord of the White Throne is in favor of such a revolt and will send help if it is requested. The Lady Starmist Moonflight will also provide help for the main adventure if she is asked to do so. She will send Longbeard the Young and Wildhair Manslayer with the player-characters for more muscle - **not** cannonfodder. These two will act intelligently and will not take unnecessary risks unless the lives of the party members are at stake.

Damkina, Village of the Vast Lake

Upon an island in the center of an ancient and unplumbed lake called **Vastlake** sits the small metropolis known as Damkina (Hex 2715, **Campaign Map 9, Elphand Lands**). Damkina has, of late, been in a dreadful uproar. A bid for power by an unknown faction in alliance with a powerfully evil lord and the temple of Artranax - the Greater Lord of Evil has left the populace shaken. The raids of fell beasts from the north against outlying farms and the harassing of the long route between Damkina and its ally to the West, the Dwarven kingdom of the Iron Smelter Tribe (the village of Bighsdale, Hex 1318) has further upset matters. The Overlord of the White Throne seems helpless to act against all the problems at once, and the situation seems to be worsening. Following is a description of the town's most important places and people as well as its Inns and Roadhouses.

Good Luck.

Key to Damkina

No. 1 - The Palace of the Overlord of the White Throne

The center of government for the city and surrounding countryside

See Sub-Map A

The Overlord of the White Throne: CLS: PAL; LVL: 051; ALN: LGX; HTK: 031; ARM: +4 Plate and Shield; STR: 179; INT: 107; WIS: 167; CON: 146; DEX: 145; CHA: 189; AGL: 167; END: 155; LED: 189; LCK: 135; PSY: 073; WPN: +2 Broadsword. The Overlord is constantly attended by four 5th Level Lawful Good Fighters who form his personal bodyguard. They are intensely loyal. Bodyguards: CLS: FTR; LVL: 051; HTK: 030, 028, 021, 022; ARM: 080; AGL: 112, 122, 133, 081; WPN: IBA and IMF.

On Sub-Map A, the ground floor, the following encounters are definite:

Pt. A Guard Room: Six 1st Level Fighters: CLS: FTR; ALN: NGL; LVL: 011; HTK: 004, 004, 006, 005, 004, 003; ARM: 070; AGL: 122, 122, 091, 071, 111, 091; WPN: ILS, and one 2nd Level Sergeant: CLS: FTR; ALN: NGL; LVL: 021; HTK: 011; ARM: 080; AGL: 122; WPN: IBA.

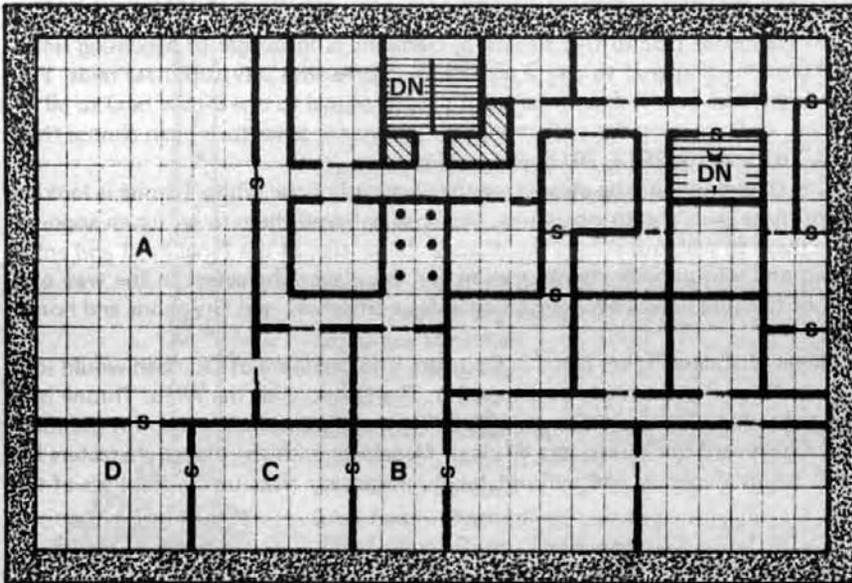
Pt. B The Throne Room: Daytime - the Overlord and his personal guard, 2 Nobles of the realm (Judges choice) and 4 fair ladies (CHA: 162, 173, 172, 184). At night: two 4th Level guards and a cleaning crew. Guards: CLS: FTR; ALN: NGL; LVL: 041; HTK: 021, 019; ARM: 080; AGL: 122, 102; WPN: IBS. Cleaning Crew: Female with Mops, Scrub Brushes, and pails of soapy water.

Pt. C Stair to Level 2. Two 4th Level Guards: CLS: FTR; ALN: LGN; LVL: 041; HTK: 019, 020; ARM: 080; AGL: 122, 081; WPN: IBS.

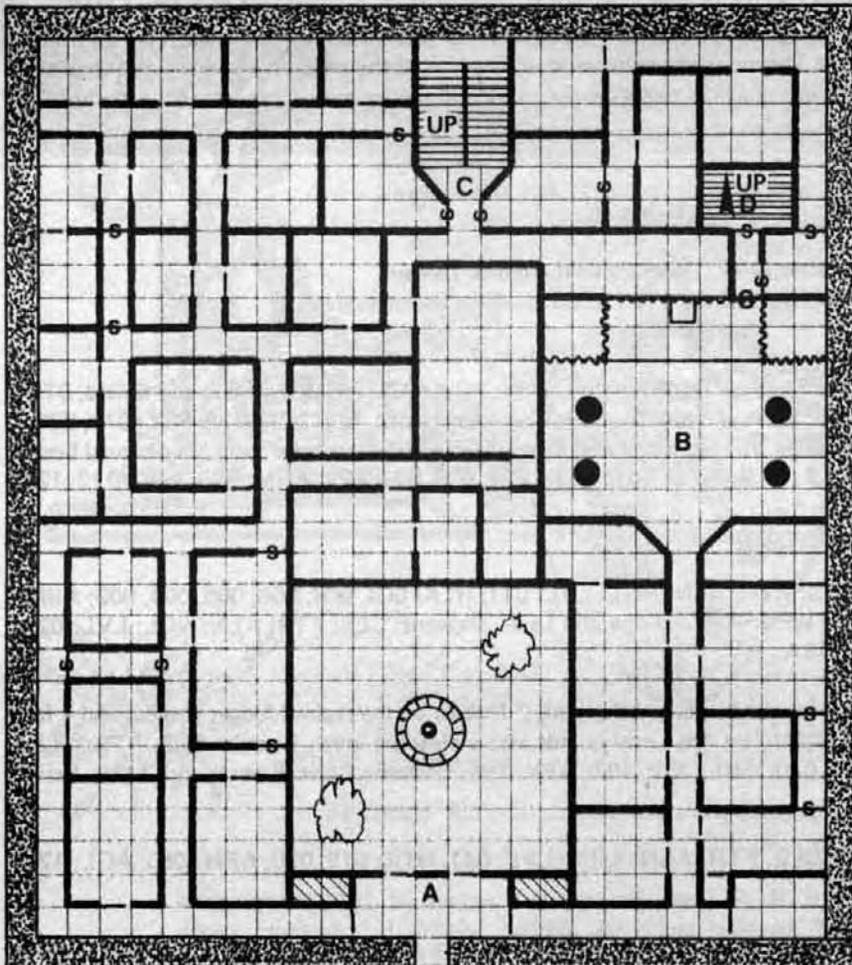
Pt. D Secret Stairs. Few of the people in the palace know of these stairs. They are guarded by a trained Hippogriff. Hippogriff: HIT: 006; HTK: 030; ARM: 050; AGL: 143; DPA: 2/1D6/1D6/1D6/1D6.

DAMKINA SUBMAP A

PALACE OF THE OVERLORD



SECOND FLOOR



FIRST FLOOR



- ⊕ = Secret Door
- ➔ = Door
- ▨ = Outside Wall
- ▨ = Stairs
- = Columns
- ~~~~ = Curtains
- ☁ = Trees
- ⊙ = Fountain

1 square = 10 feet



In the halls and corridors, there is a 2 in 6 chance of meeting someone every other melee round during the day and a 1 in 6 chance at night.

Random Encounters

(Roll on 1D6 after determining that there is an encounter.)

- 1 Four 1st Level Soldiers: CLS: FTR; ALN: NGX; LVL: 011; HTK: 004, 005, 003, 005; ARM: 070; AGL: 071, 133, 112, 112; WPN: ISW.
- 2 Four Body Servants: CLS: FTR; ALN: NXX; LVL: 011; HTK: 004, 002, 002, 001; ARM: 010; AGL: 071, 101, 112, 071; WPN: None.
- 3 Two Courtiers: CLS: FTR; ALN: NGX; LVL: 071, 081; HTK: 040, 042; ARM: 110, 090; AGL: 143, 163; WPN: IRS.
- 4 Spy for the Overlord: CLS: THF; ALN: NXX; LVL: 031; HTK: 015; ARM: 030; AGL: 184; WPN: IDG.
- 5 Concubine: Female; CLS: THF; ALN: NXX; LVL: 011; HTK: 004; ARM: 010; AGL: 123; WPN: IDG.
- 6 Representative of the Sorcerers' Guild with all supporters. Check for which one.

On the Second Floor, the following encounters are definite:

- Pt. A The royal Treasure: 14,000 GP, 50,000 SP, 140,000 CP, Jewel-set crown worth 10,000 GP, spun gold robes worth 15,000 GP, the Sword of the Realm (IQ: 121; EGO: 122 and is aligned LGX. The Sword speaks Dwarven, Common and Gnomish. It adds 5 points to the attack and damage rolls and changes the alignment of anyone who uses it in battle irrevocably to LGX). The Treasure is guarded by a Stone Golem: HTK: 060; ARM: 042; AGL: 031; ATK: One for 4 - 24. Only weapons of +2 or greater magic do any damage to the Golem.
- Pt. B Harem of the Overlord of the White Throne: 4 - 8 Concubines present at any given time. Concubines: Female; HTK: 006, 004, 004, 004, 003, 003, 002, 002; ARM: 010; CHA: 189, 179, 179, 169, 179, 179, 169, 169; CLS: HRI; AGL: 168, 158, 157, 156, 155, 155, 146, 145; WPN: None.
- Pt. C Magic Message starts screaming, "Help! Help!! Help!!! Intruders, Intruders!!!", when anyone not of the palace retinue passes by this spot.
- Pt. D One Single Doomguard (animated Armor per *Arduin Grimore*): HTK: 10; ARM: 100; WPN: Great Sword; Dexterity and Agility always matches that of its most dextrous and agile opponent.

No. 2 - The Palace of Lord BlueGlimmer - a Noble of the Realm

BlueGlimmer is young and idealistic. He supports the Overlord faithfully and cannot understand why he doesn't take decisive action in the present crisis. Lord BlueGlimmer: CLS: FTR; LVL: 051; HTK: 030; ARM: +4 Plate Armor; WPN: IBS. BlueGlimmer is constantly accompanied by four 4th level Fighters and a 7th level Gnome Illusionist. Fighters: HTK: 022, 025, 014, 016; ARM: Plate Armor; WPN: IBS, WSB. Illusionist: HTK: 024; ARM: 010; WPN: ITK; Spells: *Illusory Noise*, *Disguise x 2*, *Rainbow Rays*, *Detect Invisible Objects*, *Hypnotic Pattern*, *Multiple Images*, *Mislocation*, *Fear*, *Dispel Illusion*, *Suggestion x 2*, *Confusion*.

No. 3 - The Palace of Lord Fairfellow - a Noble of the Realm

Lord Fairfellow is an ally to Lord BlueGlimmer. Fairfellow is Lawful-Good and serves Glor'diadel*. He is always accompanied by a single Phraint Warrior (per *Arduin Grimore*). Lord Fairfellow: CLS: FTR; LVL: 051; ARM: +3 Plate Armor; AGL: 155; WPN: Great Sword. Phraint Warrior: HTK: 31; ARM: 050; WPN: 4 Javelins (2 of Lightning) and a Whipsword (does 2 - 12 damage due to stripping of flesh). The Phraint resembles a Giant Preying Mantis, standing upright.

Lord Fairfellow will have within his town house at all times 5,000 GP. He carries 100 GP on his person.

No. 4 - The Palace of Lord Bloodspiller

This Noble is the most powerful of the peers, and totally opposed to the Overlord. He has connections in the Temple of Arthranax - Greater Lord of Evil, a Temple being used by Back-Lor, Wizard of Darkness for his own purposes (see No. 12). Lord Bloodspiller: CLS: FTR; ALN: LEX; LVL: 071; HTK: 062; ARM: +5 Plate Armor; STR: 189; INT: 155; WIS: 073; CON: 166; DEX: 145; CHA: 104; END: 166; AGL: 154; LED: 164; LCK: 096; PSY: 031; WPN: Staff of Rulership with only 2 charges remaining, so he is loathe to use it. Bloodspiller is accompanied at all times by his Lover (a Demoness in Human form) and her two pets. Lover: Hellmaid: HIT: 006; HTK: 037; ARM: 030 (natural); AGL: 189; DPA: +2 Long

Sword. Pets: Hell Hounds: HIT: 004; HTK: 026, 023; ARM: 030; AGL: 155, 146; DPA: 1 - 10 + Fire Breath of 2 - 8. He has a further force of thirty Armed Men (CLS: FTR; LVL: 011), two Sergeants (CLS: FTR; LVL: 020) and 1 Captain (CLS: FTR; LVL: 061). Fighters: HTK: 008, 007, 001, 003, 001, 005, 005, 009, 009, 009, 010, 004, 004, 007, 010, 008, 004, 005, 010, 009, 004, 001, 001, 008, 008, 002, 003, 008, 004; ARM: 040; AGL: 155 (all); WPN: ILS, WSB; 1 - 6 GP each. Sergeants: HTK: 017, 010; ARM: 040; AGL: 165 both; WPN: ILS. Captain: HTK: 030; ARM: +2 Plate Armor; AGL: 177; WPN: IBS, LWH.

The Lord Bloodspiller's wealth consists of 15,000 GP and 2 Statues of Arthranax worth 15,000 GP each; as well as his estates and other land holdings.

No. 5 - The Palace of Lady Moonmist

Half-Elven of race, the Lady Moonmist is intensely Lawful Good in nature. She keeps check on Lord Bloodspiller and he hates her. She is more interested in the ultimate triumph of Good than anything else. She is the only one of the peers that is not a Warrior, she is a Wizardress. Lady Moonmist: CLS: MAG; ALN: LGX; LVL: 101; HTK: 026; WPN: +3 Dagger, Staff of Smiting; Spells: *Charm, Comprehend Languages, Detect Magic Auras, Familiar, Magic Bolt, Permanent Sphere of Light, Detect Evil Auras, Invisibility, Open, Ray of Weakness, Dispel Magic, Flight Speed, Protection from Evil, Slow, Charm Monster, Dig, Dimension Portal, Shape Change, Remove Curse, Contact Other Plane x 3, Teleport x 2, Control Weather, Enchant Items, Geas, Mass Invisibility x 3*. Lady Moonmist has a Brownie Familiar: HIT: 1; HTK: 4; ARM: 020; AGL: 189; DPA: 1 - 3; Once per day may use: *Protection from Evil, Ventriloquism, Lively Lights, Permanent Sphere of Light, Multiple Images, Confusion, Dimension Portal*. Capable of blending into landscape and escaping at will. She is further guarded by a 7th level Paladin: HTK: 45; ARM: 050; He has a +5 Long Sword, and is extremely loyal to Lady Moonmist. She also has 20 Elven Guards with Long Bows and Long Swords: CLS: FTR; LVL: 011; HTK: 005, 002, 005, 003, 004, 003, 003, 002, 004, 003, 008, 006, 007, 006, 008, 005, 005, 001, 005, 001; ARM: 030.

Her personal treasure consists of 50,000 GP worth of Gems and 1,000 GP in cold cash.

No. 6 - Temple of Glordiel (Lawful-Good)

The smallest of the Temples in town, the various Craftsmen are all members of the Temple. The High Priest is Clear-sight the Old: CLS: CLR; LVL: 111; HTK: 058; ARM: +2 Chainmail; WPN: Silver +2 Mace and a Healing Wand with 49 charges in it, which heals 10 points of damage with each charge; Spells: *Bless, Command, Detect Evil Auras, Protection from Evil, Remove Fear, Chant, Find Traps, Detect Alignment Auras, Silence, Create Food and Water, Cure Blindness, Cure Disease, Prayer, Heal Major Wounds, Detect Lie, Exorcise, Dispel Evil, Raise Dead, Heal All Wounds*.

Further within the Temple are two 5th level Priests who assist the High Priest. Lollar the Good: LVL: 051; HTK: 031; ARM: 045; AGL: 144; WPN: IFM; Spells: *Heal Minor Wounds, Purify Food and Drink, Sanctuary, Resist Fire, Slow Poison, Speak with Animals, Feign Death*. Brando the Big: LVL: 051; HTK: 035; ARM: 045; AGL: 124; WPN: IFM; Spells: *Heal Minor Wounds x 2, Sanctuary, Hold Person, Slow Poison, Detect Charm, Speak with the Dead*.

Finally, there are 20 Warrior Priests: LVL: 011; HTK: 008 each; ARM: 045; WPN: IFM; Spell: *Heal Minor Wounds*.

No. 7 - Temple of Arthranax - Greater Lord of Evil (Amoral Evil)

Titulary Head is the Evil High Priest, Strikesorrow: CLS: CLR; LVL: 101; HTK: 047; ARM: +1 Plate Armor; AGL: 155; WPN: +3 Footman's Mace (Bloodred); Spells: *Curse, Command, Protection from Good, Sanctuary, Find Traps, Hold Person, Know Alignment, Snake Charm, Cause Blindness, Curse, Create Zombie/Skeleton, Inflict Major Wounds x 2, Sticks to Snakes, Insect Plague x 2*.

Under his rule are three 4th level Priests and 20 Warrior Priests. Bloodmarrow: LVL: 041; HTK: 018; ARM: 045; AGL: 143; WPN: IFM; Spells: *Command x 2, Cause Fear, Hold Person, Detect Charm*. Heartrend: LVL: 041; HTK: 023; ARM: 045; AGL: 154; WPN: IFM; Spells: *Curse, Command, Protection from Good, Augury, Silence*. Black Barkov: LVL: 041; HTK: 018; ARM: 045; AGL: 123; WPN: IMS; Spells: *Sphere of Darkness, Putrify Food and Drink, Cause Fear, Find Traps, Speak with Animals*. 20 Warrior Priests: LVL: 011; HTK: 008 each; ARM: 045; AGL: 104 all; WPN: IFM; Spell: $\frac{1}{2}$ have *Protection from Good*, $\frac{1}{2}$ have *Detect Good*.

No. 8 - Temple of Allworthy (Lawful Good)

This is the State Religion. This Temple commands the most adherents. High Priestess is Sister Sweetwater: CLS: CLR; LVL: 111; HTK: 030; ARM: +2 Chainmail and +3 Ring of Defense; AGL: 188; WPN: +3 Mace; Spells: *Bless, Command, Heal Minor Wounds, Protection from Evil, Remove Fear, Chant, Hold Person, Silence, Speak with Animals, Permanent Sphere of Light, Cure Disease, Dispel Magic, Prayer, Heal Major Wounds, Exorcise, Tongues, Commune, Raise Dead, Heal All Wounds*.

8A The Home of Sister Sweetwater: Furnished with the simplest of furnishings and decorations. In her bed chamber, Sister Sweetwater keeps her personal treasure of 200 GP and 2 Potions of Major Healing.

8B The Home of the Patriarch of Allworthy, Aldones: CLS: CLR; LVL: 081; HTK: 022; ARM: +1 Plate Armor; AGL: 134; Spells: *Bless, Create Water, Purify Food and Drink, Detect Charm, Detect Alignment Auras, Slow Poison, Permanent Sphere of Light, Cure Blindness, Cure Disease, Divination, Sticks to Snakes*. His personal treasure, also hidden in his bed chamber consists of two Ioun Stones and a Medallion of Shielding.

8C Two Adepts dwell together here. Rin'thalin: CLS: CLR; HTK: 005; ARM: 045; AGL: 177; WPN: IFM; Spells: *Bless, Heal Minor Wounds*. Glimorphin: CLS: CLR; HTK: 006; ARM: 045; AGL: 135; WPN: IFM; Spells: *Detect Magic Auras, Purify Food and Drink*.

- 8D The Home of two more Adepts. Kithrop: CLS: CLR; HTK: 004; ARM: 045; AGL: 144; WPN: IFM; Spells: *Create Water, Sphere of Light*. Larkam: CLS: CLR; HTK: 006; ARM: 045; AGL: 123; WPN: IFM; Spells: *Heal Minor Wounds x 2*.
- 8E Four Adepts are in this Building. Yethron: CLS: CLR; HTK: 008; ARM: 045; AGL: 104; WPN: IFM; Spells: *Detect Magic Auras, Sanctuary*. Cor'sonas: CLS: CLR; HTK: 008; ARM: 045; AGL: 114; WPN: IFM; Spells: *Protection from Evil, Resist Cold*. Talupp: CLS: CLR; HTK: 005; ARM: 045; AGL: 138; WPN: IFM; Spells: *Command, Heal Minor Wounds*. Apta: CLS: CLR; HTK: 009; ARM: 045; AGL: 134; WPN: IFM; Spells: *Heal Minor Wounds, Light*.
- 8F The dwelling of the Lama Di-midion: CLS: CLR; HTK: 040; ARM: 050; AGL: 154; WPN: WQS; Spells: *Heal Minor Wounds x 2, Command, Augury, Hold Person, Snake Charm, Glyph of Warding, Speak with Dead, Exorcise*. Di-midion's personal treasure consists of a Potion of Ethrealness and 2 Potions of Flight. These are hidden in a nook under the floor of the small reception room. Di-midion preaches the faith on the streets of Damkina faithfully every day. He is always willing to help those in need.
- 8G Quarters for four Acolytes: Golopher, Putiono, Goodlight and Malak. Acolytes: CLS: CLR; HTK: 004, 003, 005, 002; ARM: 045; AGL: 134 all; WPN: IFM; Spells: Golopher: *Heal Minor Wounds*; Putiono: *Command*; Goodlight: *Light*; Malak: *Bless*.
- 8H Quarters for four Acolytes: Longwalk, Mordecai, Ward and Bertoro. Acolytes: CLS: CLR; HTK: 002, 007, 001, 004; ARM: 045; AGL: 143 all; WPN: IFM; Spells: Longwalk: *Bless*; Mordecai: *Heal Minor Wounds*; Ward: *Heal Minor Wounds*; Bertoro: *Command*.
- 8I Quarters for four Acolytes: Blue Max, White Loo, Red Kar and Green Barlo. Acolytes: CLS: CLR; HTK: 003, 003, 003, 006; ARM: 045; AGL: 103 all; WPN: IFM; Spells: Blue Max: *Remove Fear*; White Loo: *Cure Light Wounds*; Red Kar: *Bless*; Green Barlo: *Light*.
- 8J Quarters for four Acolytes: Low Looie, Short Sim, Little Lars and Stumpy Shoolar. Acolytes: CLS: CLR; HTK: 008, 004, 006, 003; ARM: 045; AGL: 114 all; WPN: IFM; Spells: Low Looie: *Bless*; Short Sim: *Command*; Little Lars: *Light*; Stumpy Shoolar: *Protection from Evil*.
- 8K The Prefect Man'radin, Director of Acolytes: CLS: CLR; HTK: 017; ARM: 050; AGL: 155; WPN: IMS; Spells: *Detect Evil Auras, Detect Magic Auras, Sanctuary, Chant, Silence, Speak with Animals, Locate Object*. Man'radin teaches his Acolytes well, and does not believe in strict disciplinary actions. He is always willing to talk to strangers.

No. 9 - Guild Hall for the Craftsmen's Guild

Normally unguarded, if approached in the evening there is a 14% chance of a meeting in progress, in which case all but 1 - 4 of the various Craftsmen described hereafter will be present.

- 9A The Leatherworker Shop: The Craftsman is Haus-Softshoe: Human; CLS: FTR; LVL: 021; HTK: 011; ARM: 020; AGL: 156; INT: 014 (shrewd in bargaining); WPN: ITK. The Cashbox contains 109 GP, 89 SP and 602 CP. The lid is trapped with needles dipped in a Potion that causes sleep unless save vs. Poison is made. Prices are 20% above normal, but the craftsmanship is excellent.
- 9B Arms Shop: Craftsman is a Gnome named Iron-Glob. He manufactures excellent Armor and Arms. Iron-Glob: CLS: FTR; LVL: 022; HTK: 011; ARM: 070; AGL: 176; INT: 017; WPN: DSS. He is intensely loyal to the Temple of Glor'diadel. 546 GP in Cashbox. All items are made of Damascus Steel and are priced 20% above normal.
- 9C Seamstress: This is a Gnome Woman named Nice-Hair. She repairs damaged garments or makes new ones. She does good work at reasonable prices. Nice-Hair: Female Gnome; CLS: FTR; LVL: 011; HTK: 003; ARM: 015; AGL: 177; WPN: None. Cashbox has 12 SP and 63 CP in it. It is not trapped.
- 9D Ink Maker: Craftsman is a Human Male named Auld-Sa. Pens, ink and some paper are available. Auld-Sa: CLS: FTR; LVL: 011; HTK: 006; ARM: 015; AGL: 103; INT: 014; WPN: DTK.
- 9E Wheelwright: This is a Human Male named Round-Wood: CLS: FTR; LVL: 021; HTK: 012; ARM: 015; AGL: 134; INT: 012; WPN: WBL.
- 9F Cobbler: A Gnome works this shop with the help of two Brownies. The Gnome's name is Par-eyut: CLS: FTR; LVL: 011; HTK: 004; ARM: 015; AGL: 134; WPN: DTK. The Brownies are Fastmark and Quickstep: HIT: 001; HTK: 004, 003; ARM: 030; AGL: 189 both; DPA: 1 - 3. They have normal Brownie abilities. Cashbox contains 45 GP and 27 SP and is trapped with Sleep Gas.
- 9G Dwarven Blacksmith: Craftsman's name is Buford, and he is a jack-of-all-trades (has many skills). He will shoe horses, make some weapons, whatever is needed. Buford: CLS: FTR; LVL: 031; HTK: 020; ARM: 050; AGL: 167; INT: 014; WPN: +2 Hammer. Cashbox contains 212 GP, 407 SP and 687 CP. In a niche in the floor, another 720 GP are hidden. Buford loves to recite Dwarven Legends.

- 9H Human Weaver Woman: Her name is Shining-Thread. She has cloth on sale of excellent quality inexpensively. Shining-Thread: Female; CLS: FTR; LVL: 011; HTK: 005; ARM: 015; AGL: 178; WPN: DTK.
- 9I Pottery and Ceramics Shop: This is run by a Gnome named Clayworker the Old: CLS: FTR; LVL: 011; HTK: 003; ARM: 015; AGL: 154; WPN: DTK. Cashbox contains 5 SP and 50 CP.
- 9J Jewelers: The owner is Simiril Gemlover: Elf; CLS: FTR; LVL: 031; HTK: 015; ARM: +2 Chainmail; WPN: +1 Long Sword. Treasure: In Cashbox: 520 GP, 460 SP and 14 EP; In display cases: 45 pieces of Jewelry (all Elven work) worth a total of 15,645 GP; In storage: 65 assorted Gems, a small bar of Gold, and one of Silver, total value is 14,000 GP; Hidden in Gemlover's private apartments are 6,000 more GP, a Medallion of Invisibility, a Vial of Healing (purchased from a wandering Cleric) and an Elven Cloak (which is a family heirloom).
Gemlover does not guard his shop alone. He has two hired guards, Gilador and Faramil: Elf; CLS: FTR; LVL: 031; HTK: 018, 016; ARM: +2 Chainmail; AGL: 179; WPN: DLS, WLB. It is to be noted that Gemlover is the richest of the town people below the level of Merchant. He is wary of Dwarves, though not blatant in his distrust. He will always give Elves and Half-Elves the best bargains.
- 9K Musical Instruments: The owner is a Human named Puffy Blowcheeks: CLS: FTR; LVL: 011; HTK: 004; ARM: 015; WPN: DTK. Puffy also directs the town's musical group. He is a very friendly person. Cashbox contains 26 SP, 12 EP and 6 GP.
- 9L Copper Goods (Pots, Kettles, etc.): A Gnome owns this shop named Hands Metal-Worker: CLS: FTR; LVL: 011; HTK: 004; ARM: 045; AGL: 155; WPN: IBL. Cashbox contains 500 SP and 200 GP.
- 9M Human Printer's Shop: The owner is named Ink-Blotch Paperlover: CLS: FTR; LVL: 011; HTK: 004; ARM: 015; AGL: 103; WPN: DTK. Cashbox contains 250 CP, 72 EP and 16 GP. It is trapped with a 4 die Fireball that will detonate if any other than the Printer opens the box (NO Disarming). It was set by a friendly Mage.
- 9N Candle Maker: Large-Nose: Gnome; CLS: FTR; LVL: 011; HTK: 007; ARM: 015; AGL: 113; WPN: IFM. Cashbox has 67 CP and 7 SP in it. Large-Nose hates jokes about his nose and will offer to make a candle out of the jokester.
- 9O Lamp Maker: This Elf doesn't give his name to customers, but his name is Last Longwellan: CLS: FTR; LVL: 011; HTK: 008; ARM: 015; AGL: 176; WPN: DTK. Cashbox contains 22 SP and 16 GP. He is very secretive and not at all talkative. He has a secret grudge against all Gnomes.
- 9P Glassblower: Sandbox the Young: Human; CLS: FTR; LVL: 021; HTK: 014; ARM: 015; AGL: 169; WPN: IBS. Cashbox contains 52 SP and 35 GP. Sandbox wants to give up his shop and go adventuring.

No. 10 - The Guild Hall for the Thieve's Guild

The Hall is constantly guarded by two 4th level Thieves. On any given night, there is a 14% chance that there will be a meeting of the Guild in progress. Eight-Toes Marlo: LVL: 041; HTK: 020; ARM: 015; AGL: 179; WPN: +2 Dagger and Garroting Rope. Lefty Lancaster: LVL: 041; HTK: 017; ARM: 015; AGL: 168; WPN: +2 Dagger and Vial of Poison.

- 10A Dwelling of the Master Thief: This man controls all the Thieves in Damkina. His name is Quick Fingers: CLS: THF; LVL: 101; HTK: 047; ARM: +4 Belt of Defense; AGL: 189; WPN: +3 Dagger. His dwelling is a repository for the stolen goods of other people. He has about 1,005 GP stored in small caches and he also has 4 pieces of Jewelry worth a total of 456 GP. He is very shrewd, and knows how to deal with chaotic personnas. He never forgets a slight (an offer protection from the law).
- 10B Dwelling of Quick Finger's Assistant, Surehand: CLS: THF; LVL: 081; HTK: 038; ARM: 015; AGL: 176; WPN: +2 Poisoned Dagger. He has 750 GP and a Vial of Potion of Ethrealness stored in a chest trapped with 6 poisoned needles. He is loyal to Quick Fingers, but loves to get in barroom brawls.
- 10C Dwelling of the Burglar, Nimble-Leap: CLS: THF; LVL: 051; HTK: 022; ARM: 015; AGL: 169; WPN: +2 Short Sword. He has a Blur Cloak which he doesn't normally use. This cloak is stored together with 450 GP in a hole under a loose stone in his kitchen floor. He is the town's cat burglar, and he only operates on nights of the no moons.
- 10D Dwelling for the village's only two Assassins, who work for the Thieves Guild, more or less. They also guard the entrance to Thieves Alley. They are called Quick-Kill and Man-Slayer. Both are Half-Orcs. Quick-Kill: CLS: ASA; LVL: 071; HTK: 034; ARM: 020; AGL: 159; WPN: +2 Poisoned Dagger. Man-Slayer: CLS: ASA; LVL: 071; HTK: 029; ARM: 020; AGL: 159; WPN: DTK, Blow Gun with Poisoned Darts. The occasional assassinations the two are called upon to perform, along with the salary the Thieves Guild pays them are sufficient to keep them in their usual manner. They drink and revel excessively, and live riotously at all times. Total cash between them consists of 204 GP, 309 SP and 24 CP.
- 10E The home of the Thieves, Eight-Toes Marlo and Lefty Lancaster, who normally guard the Guild Hall. There is only a 10% chance they will be home. Their treasure is hidden in a fake ceiling tile and consists of 207 GP.
- 10F The home of Igneous Fiddlefingers, teacher of the Apprentices: CLS: THF; LVL: 051; HTK: 025; ARM: 020; WPN: +2 Dagger. Personal treasure of 645 GP and a pair of Elven Boots. He drives the apprentices crazy with his nitpicking comments on their abilities.

10G, 10H, 10I, 10J, and 10K are the Barracks for the Apprentice Thieves. There are four Thieves in each barracks 50% of the time. Apprentice Thieves: LVL: 011; HTK: 006, 005, 001, 004, 004, 005, 001, 002, 003, 003, 006, 006, 001, 006, 005, 002, 002, 001, 003; ARM: 015; AGL: 155 all; WPN: DTK.

No. 11 - Guild Hall for the Houris Guild

This Guild Hall is guarded at all times by two Human Male Fighters: LVL: 021; HTK: 014, 014; ARM: 050. Guild Treasury is 1,243 GP.

- 11A The home and business of the Chief Houri, Guilda Gold: CLS: HRI; LVL: 091; HTK: 026; ARM: 005; AGL: 189; CHA: 189. Personal treasure: 240 GP. She can satisfy any whim (non-violent), and charges exorbitant prices.
- 11B The home and business of the Subchief Houri, Lara Lip: CLS: HRI; LVL: 071; HTK: 025; ARM: 005; AGL: 179; CHA: 189. Personal treasure: 45 GP. She is loyal to Gilda Gold, but has a sharp tongue and is abrasive to those she does not know.
- 11C Houri's home, Venus Veil: CLS: HRI; LVL: 041; HTK: 012; ARM: 005; AGL: 158; CHA: 179; WPN: DTK. Personal treasure: 67 GP, 45 SP.
- 11D Home of another Houri, Juno Jam: CLS: HRI; LVL: 041; HTK: 014; ARM: 005; AGL: 167; CHA: 169; WPN: DTK. Personal treasure: 36 GP, 2 PP.
- 11E Yet another Houri home, Aphro Anie: CLS: HRI; LVL: 031; HTK: 010; ARM: 005; AGL: 167; CHA: 178; WPN: DTK. Personal treasure: 42 GP, 12 EP.
- 11F Two Houris share this house. They walk out to the better part of town and try to attract male attention. Then, they go where ever their partners wish. 50% chance of either of them being home. They are named Arloa and Zelarna. Arloa: Female; CLS: HRI; LVL: 041; HTK: 012; ARM: 005; AGL: 167; CHA: 179; WPN: STK. Personal treasure: On Person: 14 GP; In House: 12 GP. Zelarna: Female; CLS: HRI; LVL: 031; HTK: 010; ARM: 005; AGL: 178; CHA: 169; WPN: STK. Personal treasure: 60 GP on person.
- 11G A semi-retired Houri, older, blowsy, but still attractive is Short-Skirt Selena: Female; CLS: HRI; LVL: 021; HTK: 007; ARM: 005; AGL: 104; CHA: 159; WPN: STK. Personal treasure: 17 SP, 4 GP. She knows everyone in town, and all the gossip on each person. She is a very valuable contact.
- 11H Older Teacher and four young Students of the Arts of Seduction. Old Teach: CLS: HRI; LVL: 061; HTK: 023; ARM: 007; AGL: 147; CHA: 169 (189 in her day); WPN: GTK. Students: Females; CLS: HRI; LVL: 011; HTK: 004, 003, 002, 002; ARM: 005; CHA: 189, 179, 189, 169; WPN: ITK.

No. 12 - Back'Lor, the Wizard of Darkness

This home is one of the richest in town. It belongs to a man named Back'Lor. To all appearances, he is a Merchant. Not a regular one, but one with many distant trading interests. To be sure, if a player or NPC goes to Back'Lor with a request for any type of exotic goods, Back'Lor will procure it for him within two weeks (at an exorbitant fee, of course).

In reality, however, Back'Lor is a Wizard of Darkness, connected with the dungeon of Man'Throp and controlling the Temple of Arthranax in Damkina, all in the hope of totally overcoming the alliance of the city with the Iron Smelter Dwarves and the Steading of Quinden, given time, replacing all this with the rule of an utterly depraved evil.

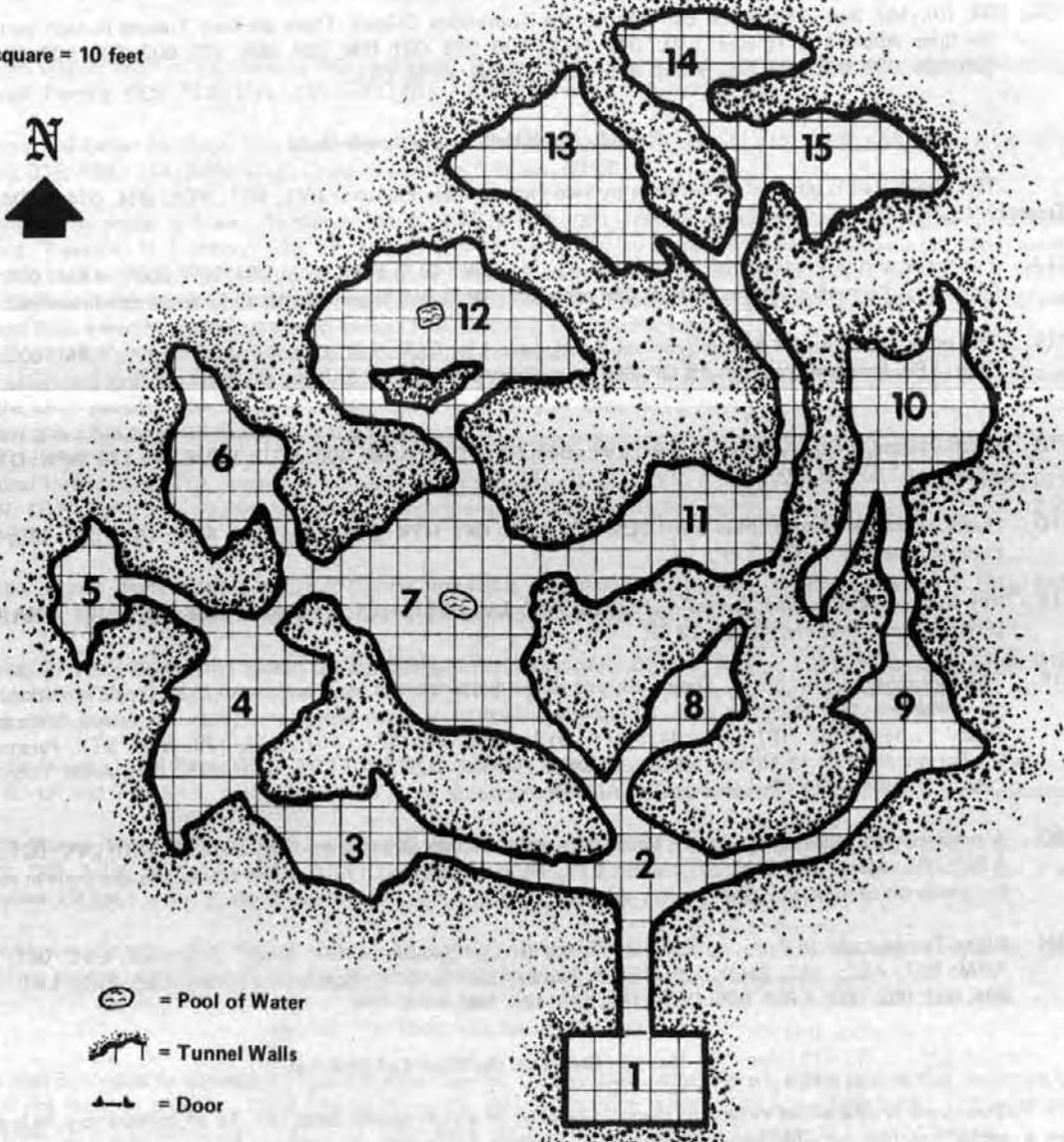
Back'Lor: CLS: MAG; LVL: 191; HTK: 038; ARM: +5 Ring of Defense; STR: 114; INT: 187; WIS: 113; CON: 154; DEX: 155; CHA: 092; END: 154; AGL: 155; LED: 167; LCK: 177; PSY: 189; Spells: *Fiery Fingers, Charm, Familiar, Magic Bolt, Slumber, Detect Invisible Objects, Open, Ray of Weakness, Spider Web x 2, Fireball, Speed, Flight, Lightning Bolt, Slow, Suggestion, Dig, Fear, Ice Storm, Curse, Wall of Fire, Create Zombie/Skeleton, Conjure Elemental, Ray of Cold, Portal, Wall of Force, Death Spell, Disintegrate x 2, Clone x 4, Incendiary Cloud, Blind, Gate*. Back'Lor has a Ring of Regeneration and a Ring of Meteors. His personal treasure consists of 14,000 GP, 3,000 PP, 24 Gems of the First Water worth 150 GP each. Opening out of the cellar of Back'Lor's home is a natural series of caves that Back'Lor is using for some of the allies he has to be house in, also to keep some of his more valuable magical equipment. See Damkina Sub-Map B.

Sub-Map B

- 1 The Cellar of Back'Lor's house: Boxes and bags are stored here, it looks like any other cellar. A door quite plainly leads somewhere. If opened, the party will see the rough hewn passage that leads deeper in.
- 2 A Guard Check Point: Two Gargoyles squat here, making sure that no unauthorized personnel pass. Gargoyles: HIT: 007; HTK: 030, 027; ARM: 040 (+1 weapon or better needed to do damage, however); AGL: 104, 115; DPA: 1 - 4/1 - 4/1 - 6.
- 3 A widening of the passageway: a few boxes of food are stored in out of the way corners.
- 4 Another Check Point: Two Gargoyles, if hard pressed they will flee to the north into No. 7. Gargoyles: HIT: 006; HTK: 032, 024; ARM: 040 (+1 weapon or better needed to do damage, however); AGL: 135, 144; DPA: 1 - 4/1 - 4/1 - 6.

COLD LAKE CITY SUBMAP B

1 square = 10 feet



= Pool of Water

= Tunnel Walls

= Door

- 5 Filthy Sleeping Quarters for four Gargoyles: Two will be present, sleeping soundly. Gargoyles: HIT: 005; HTK: 026, 022; ARM: 040; AGL: 103, 093; DPA: 1 - 4/1 - 4/1 - 6.
- 6 Storage space for food and a few weapons. No Guards.
- 7 A large Cavern with a pool of clear water in the center. There are 12 very alert Gargoyles ringing the pool. The Gargoyles will talk to characters, displaying sardonic wit and evil humor. Gargoyles: HIT: 006; HTK: 024, 016, 018, 028, 028, 018, 022, 020, 021, 022, 022, 027; ARM: 040 (+1 weapon or better needed to do damage); AGL: 124 all; DPA: 1 - 4/1 - 4/1 - 6.
- 8 Small storage area for food, etc.
- 9 Empty.
- 10 Bed Chamber for four Gargoyles. Two will be present: HIT: 006; HTK: 017, 028; ARM: 040 (+1 or better weapons to do damage); AGL: 083, 072; DPA: 1 - 4/1 - 4/1 - 6.
- 11 Empty.
- 12 Back'Lor's Chamber of Magics: A small pool in the center of the chamber may be used by any Mage to view events anywhere on the surface of this world. Only limitations being that normal visual conditions at the area looked at may obscure vision. There is a small chest in one niche. Opening it summons (no chance of disarming) a Minor Demon to attack the offender, if it is not Back'Lor. Minor Demon: HIT: 007; HTK: 034; ARM: 060; DPA: 1 - 4/1 - 4/1 - 8. The chest contains two Potions of Silver Dragon Control, a Potion of Stone Giant Strength and a Wand of Ice (14 charges left).

13 - 15 All three rooms are empty.

No. 13 - The Meeting House for the Sorcerers Guild

Here, the various Sorcerers of the city meet to discuss the affairs of the day (and what can best be done about them). There is a 5% chance of such a meeting during the day and a 25% chance of such a meeting in the evening. The Sorcerers from 13A - 13E will be present, and so will the Illusionist from No. 2.

At any other time, the house will be guarded by six 6th level Warriors and four Doomguard (from Arduin). Warriors: CLS: FTR; LVL: 061; HTK: 030, 041, 028, 042, 033, 032; ARM: +2 Chainmail; AGL: 155 all; WPN: +1 Long Sword, +1 Longbow. Doomguard: HIT: 006; HTK: 031, 027, 017, 026; ARM: 100; AGL: Matches that of opponent; WPN: DBA.

If the Sorcerers are present, the guards will be absent, but each will have brought his or her own personal retinue.

- 13A The home and business of the Wizard Aglamenon: CLS: MAG; LVL: 101; ARM: +3 Ring of Defense; AGL: 165; WPN: DTK; Spells: *Fiery Fingers, Charm, Erase, Comradery, Illusory Noise, Forget, Levitate, Spider Web, Blink, Clairvoyance, Slow, Spell Extension A, Fear, Teleport x 2*. In his Treasure Chest, the illustrious Wizard has 9,000 GP and three Potions, one of Healing, one of Levitation, one of Flying. As well as two bond Slaves who cook, clean, etc., Aglamenon is guarded by two 4th level Amazon Warriors: CLS: AMZ; HTK: 031, 027; ARM: +3 Chainmail; AGL: 178, 179. WPN: +2 Long Sword, +1 Hand Axe.
- 13B The home of Gitchi' Laud the Illusionist (Gnome): CLS: ILL; LVL: 091; HTK: 023; ARM: 015; WPN: +2 Dirk; Spells: *Illusory Noise, Rainbow Rays, Lively Lights, Sphere of Darkness, Hypnotism, Hypnotic Pattern, Invisibility, Magic Message, Dispel Illusion, Suggestion x 2, Emotion x 2*. The Illusionist has a permanent Invisible Porter to wait on him, compliments of a friend. Otherwise, there are no beings other than himself. He has 12,000 GP stashed away.
- 13C The 12th level Mage, Cardonius resides here: CLS: MAG; LVL: 121; HTK: 029; ARM: 015; AGL: 145; Spells: *Detect Magic Auras, Enlarge, Read Magic Script, Write Magic Script, Detect Evil Auras, Detect Invisible Objects, Invisibility, Levitate, Clairaudience, Clairvoyance x 2, Infravision, Remove Curse, Contact Other Planes x 2, Spell Extension B, Telekenesis, Teleport, Legend Lore*. It seems that Cardonius is ill prepared to defend himself, but such is not the case. He wears an Amulet of Magic Bolts. They may be fired, one pair per turn, striking unerringly and doing 2 - 5 points of damager per Bolt. He also wears a Ring of Magic, doubling 2nd level Spell ability. Otherwise, his treasure consists of 2,000 PP, 5,000 GP and 15,000 SP. He is served by two Servant Girls and six Lizard Men: HIT: 002; HTK: 010, 009, 016, 004, 016, 014; ARM: 030; AGL: 104 all; WPN: DSC.
- 13D The Sorceress of Qua dwells here. She is a Half-Gnome. Sorceress of Qua: Female; CLS: MAG/ILL; LVL: 072; HTK: 022; ARM: 015; AGL: 179; WPN: +1 Dirk. She is a devout member of the Temple of Allworthy. She is a seventh level Illusionist as well as a seventh level Mage. Spells: *Charm, Familiar, Comradery, Read Magic Script, Permanent Sphere of Light, Locate Object, Magic Message, Blink, Wind, Fear, Rainbow Rays, Hypnotism, Light, Minor Illusion, Hypnotic Pattern, Invisibility, Multiple Images, Dispel Illusion, Major Illusion*. Her personal treasure is 5,000 GP and a Ring of Meteors. She is constantly accompanied by four Invisible Pixies: HIT: 001; HTK: 004, 003, 004, 003; ARM: 010; Normal Pixie abilities.
- 13E The home of Black Bart, the Extradinaire (a Were-Bear with Druidic abilities commensurate to Level 7): CLS: DRU; HTK: 036; ARM: 015 (Man), 050 (Bear); AGL: 156; DPA: 1 - 4/1 - 4/1 - 8; Spells: *Animal Friendship, Entangle, Pass Without Trace, Invisibilty to Animals, Charm Mammal, Heat Metal, Produce Flame, Warp Wood, Call Lightning, Cure Disease, Snare, Plant Portal*. Personal treasure of 2,000 GP. No attendance other than small animals.

No. 14 - The Home of the Witch Starlight

Actually not a Witch, but an older 2nd level Fighter with Psionic Ability, she is a very respected woman of good, neat grandmotherly appearance. Her Psionic Ability equals 256 points. She is Lawful Good. Starlight: Female; CLS: FTR; LVL: 021; HTK: 019; ARM: 015; WPN: DDK; AGL: 136; Psionic Powers: Animal Telepathy, Clairaudience, Clairvoyance, Domination, Empathy, Hypnosis, Object Reading, Precognition, Dimension Walk, Telepathy. Further, she has a Ring of Human Persuasion and a Ring of Spells with *Slumber, Charm, Remove Curse, Faithful Hound, and Gate* stored within it.

Starlight's home is neat, clean with good usable, though old, furniture in it. She only uses four small rooms in her house. The rest she rents to the needy for whatever they can afford. She helps any and all that come to her.

Starlight attends the Temple of Glor'diadel every morning at 9 o'clock.

On her person at any time, she will have 5 GP and 11 - 20 CP. In a lockbox in her home, she has a further 205 GP and 561 CP she is saving for the future.

At any time, she will be accompanied by 1 - 4 male Street Urchins who have been washed and whose clothes have been cleaned and mended (15% chance one of them is an Angel of Glor'diadel she is entertaining in disguise).

If Starlight is robbed or killed, there is a 50% chance that Glor'diadel will send a Lesser Angel to seek retribution against the offending party. There is a 100% chance that the Common Townspeople will riot for 1 - 4 days or until the perpetrator is dead.

No. 15 - The Home of Bowregard the Axeman

Bowregard the Axeman is a Psionic Fighter, who is Neutral Good and reports to the Temple of Allworthy regarding goings on in the other Temples. Bowregard the Axeman: CLS: FTR; LVL: 041; HTK: 030; ARM: +3 Plate Armor; AGL: 146; WPN: +2 Battle Axe; Psionic Points: 147; Psionic Powers: Object Reading, Psychic Sensitivity, Probability Travel.

No. 16 - Pointy-Ears, the Holy Priest/Wizard

Pointy-Ears is the Holy Priest/Wizard in service to Glor'diadel. The Half-Elf is a frivolous, but generous and kind-hearted person. He is a seventh level Mage and a fifth level Cleric. Pointy-Ears: CLS: MAG/CLR; LVL: 072; HTK: 029; ARM: 015; AGL: 179; WPN: +2 Quarterstaff; Spells: *Bless, Command, Heal Minor Wounds, Augury, Slow Poison, Resist Fire, Coma, Fiery Fingers, Charm, Magic Bolt, Read Magic Script, Invisibility, Spider Web, Stinking Cloud, Fireball, Blink, Ice Storm*. He has no attendants, but is a well-loved friend of Starlight (No. 14). If killed, there is no chance of retribution via Angel, but there is a 50% chance of mob violence, if the offender is known.

Inns, Taverns and Roadhouses of the City

ORC'S DELIGHT: The lowest dive in the city, with the possible exception of "The Red Knife". Proprietor: Bandylegs the Short: Half-Orc; ALN: LEA; CLS: FTR; LVL: 021; AGL: 133; ARM: 020; WPN: IBA. Cashbox: 42 GP, 16 SP, 64 CP. Beer: 1 CP; Thin Ale: 2 CP; Sour Wine: 6 CP; Giant Rat Steak: 1 SP; Lizard Legs: 2 SP; and (specialty of the house, but you better appear Evil or they'll deny having it) Stewed Halfling: 2 GP. Generally there are from 2 - 10 people present during the day, 4 - 30 at night. Most will be the lowest sort, including many Half-Orcs and an occasional true Orc.

THE RED KNIFE: Similar to the "Orc's Delight", this tavern serves those whom the rest of the city doesn't wish to see. Proprietor: Squinty Eyes: Human; ALN: NEA; CLS: FTR; LVL: 011; AGL: 153; ARM: 020; WPN: VDK. Cashbox: 14 GP, 7 SP, 237 CP. Beer: 1 CP; Whisky (poor quality): 1 SP; Opium (no questions): 4 GP. Generally 1 - 5 are present in the daytime and 3 - 12 at night. 25% chance will be totally out of it on opium.

PLAZA TAPROOM: Of a better quality, the Tap Room opens only onto the Plaza. Proprietor: Garbot the Old: Human; ALN: NXX; CLS: FTR; LVL: 011; HTK: 002; ARM: 015; AGL: 103; WPN: IDK. Cashbox: 104 GP, 15 SP. Good Beer: 2 CP; Wine: 4 - 6 SP; Beef Steak with Potatoes and Gravy: 3 SP; Milk (chilled, with meal): 2 CP. Generally 2 - 10 customers are present during the day, 4 - 40 at night. The better types, middle class, so to speak.

THE SILVER EVE TAVERN: A good place to get a drink. Proprietor: Green Leaves the Bold: Half-Elf; CLS: FTR; ALN: CGX; LVL: 031; HTK: 018; ARM: 015; AGL: 167; WPN: DSS. Cashbox: 40 GP, 62 SP, 104 CP. Good Beer: 3 CP per cup; Wine: 2 SP; Elven Wine: 5 SP (25% chance drunkenness, per cup/cumulative); Elven Treat (Mixed Green Salad and Smoked Meat): 2 GP. 1 - 5 customers during the day, 2 - 16 at night. Upper class and Elves basically.

THE GRIFFON'S GOLDEN HIND INN: A good place to stay. Proprietor: Grey Steel: Human; CLS: FTR; ALN: NGX; LVL: 061; HTK: 030; ARM: 015; AGL: 155; WPN: +2 Long Sword. He claims that after single-handedly killing a Griffon, he found its hind-quarters to be made of Gold. With the Gold, he bought the Inn. Cashbox: 67 GP, 214 SP. Room: 4 GP per week; Beer: 2 CP; Wine: 2 SP; Meal (potluck): ½ GP. Generally 2 - 10 people staying in the Inn, which can accommodate a total of 24 people. Evenings 1 - 6 more come in from town to drink.

SPEAR AND SWORD: A militaristic tavern. Proprietor: Quick Strike the One Armed: Human; CLS: FTR; ALN: LGX; LVL: 051; HTK: 024; ARM: +1 Plate Armor; AGL: 135; WPN: DBS. Quick Strike was a Captain of the Guard till he lost his arm. He then used his stipend from the government to buy the Spear and Sword. Cashbox: 43 GP, 65 SP, 14 CP. Beer: 1 CP per cup; Wine: 7 CP per glass; Ale (the best): 2 SP; Meal of Pork and Vegetables: 1 GP. Generally 1 - 4 customers are present by day, 2 - 20 at night. All are Soldiers or Guardsmen.

THE BAD BADGER TAVERN: For Gnomes, Dwarves and Halflings (none bigger will fit). Proprietor: Blue Cloth Smiling-face: Gnome; CLS: FTR; ALN: LGX; LVL: 011; HTK: 006; ARM: 015; AGL: 176; WPN: DTK. He has a pet Badger who often does what he is not supposed to. Cashbox: 54 GP, 140 SP, 360 CP. Beer: 1 CP per cup (good stuff, but small cups); Wine: 1 SP per cup; Meal with Seeded Buns, Stewed Beef and Gravy, and other homey delights: 1 GP. Four rooms are available, if the proprietor knows the seeker: 2 GP per week. Generally, there will not be anyone present during the day. At night, however, from 5 - 50 Halflings, Gnomes, and Dwarves will be crowded into the Common Room making merry.

THE RED PENTAGRAM INN: The best roadhouse in the city. Proprietor: Hat'rakus the Magnificent: Human; CLS: MAG; ALN: LGX; LVL: 071; HTK: 016; ARM: 015; WPN: +2 Dirk. He has a Pouch of Sneezing Powder (40 uses). He does not belong to the local Sorcerers Guild. Spells: *Lively Lights, Comradery, Slumber, Invisible Porter, Invisibility, Levitate, Spider Web, Hold Person, Slow*. Cashbox: 145 GP, 250 SP. Beer: 4 CP; Wine: 3 SP; Almost anything to eat is available for between 2 SP and 6 GP; Room: 8 GP per week; Stabling for Horses: 6 GP per week per horse. Generally, from 2 - 12 people are staying here. House limit is 16.

THE ROBE AND RING ALE HOUSE: Sells Ale only, but any kind in any quantity. They also sell some food. Proprietor: Gitchi'Laud, the Illusionist (see No. 13B), he is seldom present and generally the Bar Maid, Alazon the Amazon, will be here instead. Alazon the Amazon: CLS: AMZ; LVL: 021; HTK: 017; ARM: 015; AGL: 167; WPN: DLS. Cashbox: 76 GP, 85 SP. Good Ale: 1 SP per glass; Excellent Ale (Gitchi'Laud claims its enchanted): 1 GP per glass; Food: 4 SP per plate. While not really enchanted, the Excellent Ale is potent; 20% cumulative chance drunkenness per glass. 4 - 16 customers will be present on any evening.

THE LEAPING UNICORN INN: The smallest of the Inns, but still very respectable. Proprietor: Tallstory BigTale: Human; CLS: FTR; ALN: NXX; LVL: 021; HTK: 020; ARM: 015; AGL: 134; WPN: IDK. He claims to have once been befriended by a Unicorn who led him to a huge treasure. In this case, its true. Cashbox: 102 GP, 397 SP, 24 CP. Wine: 5 SP; Mead: 1 GP; Food: 1 GP per meal; Room: 3 GP per week. Generally from 1 - 8 people staying at the Inn, plus 1 - 12 who come in to revel in the evening. In his own apartments, Tallstory has a locked chest with 16,000 SP in it, his nest egg. The chest is trapped with poisoned needles.

The Steading of Quinden

The Steading of Quinden is a small holding between the Amaite Range and the Scarlet Forest. As it is on the direct trade route between the Dwarven Kingdom of the "Iron Smelters" Tribe (Bighsdale) and their chief customers in Damkina, the Steading has a great deal of traffic passing through it.

Due to the amount of traffic, the Steading supports a larger than usual complement of farmers. Most farms are located along "Farmers Road", a few miles from town and the farmers are nearly all Halflings. Produce is brought in by wagon once per week during the summer. The Wayside Inn buys most of the groceries, either for immediate use, or to be put aside for the long winter. Whatever is left over is generally purchased by the Keep, to supply its mercenaries.

It is to be noted that each villager has a small garden, any additional supplies they need they purchase from the owner of the Wayside Inn.

Officially, the Steading of Quinden is under the authority of the Lord of the White Throne, ruler of Damkina. In practice, however, no notice is taken of this by the Steading or by Damkina Officials. The true ruler of Quinden may be considered Baron Drampinill the Slasher, a ruthless killer who has taken over the village for his own profit. Drampinill: CLS: FTR; ALN: CEX; LVL: 061; HTK: 048; ARM: +3 Plate Armor; STR: 178; INT: 146; WIS: 051; CON: 124; DEX: 083; CHA: 071; END: 133; AGL: 074; LED: 165; LCK: 144; PSY: 052; WPN: +2 Broadsword. His personal Guard consists of six 5th level Fighters: ALN: CEX; HTK: 036, 031, 035, 030, 031, 030; ARM: 050; AGL: 135 all; WPN: IBS. For the statistics of his Mercenaries, see No. 1 in this section.

No. 1 - The Keep of Baron Drampinill the Slasher

The Baron himself is seldom in the Keep. It serves as the base for his mercenary forces mainly. Those forces are as follows:

Twenty Men At Arms: CLS: FTR; LVL: 011; HTK: 008, 007, 009, 005 (x 5); ARM: 050; WPN: Broadswords, Spears, Heavy Crossbows. Defense of the Keep and village only.

Twenty Horse Archers: CLS: FTR; LVL: 011; HTK: 004, 006, 008, 002 (x 5); ARM: 040; WPN: Bows, Short Swords. They function in support of the Light Horse during the forays the Baron conducts to keep the trade roads open; they also function in defense of the Keep and village.

Horse Archer Sergeant: CLS: FTR; LVL: 031; HTK: 025; ARM: 040.

Sixty Light Horse Troops: CLS: FTR; LVL: 021; HTK: 016, 017, 014, 020 (x 15); ARM: 040; WPN: Lance and Saber. They function to keep the trade roads open and free of Bandits and Monsters. They also defend the farms along Farmer's Road. They will defend the village, but if it is obvious that an enemy is going to break through to the Keep, they will try to cut their way free and effect an escape, rather than involve themselves in a siege.

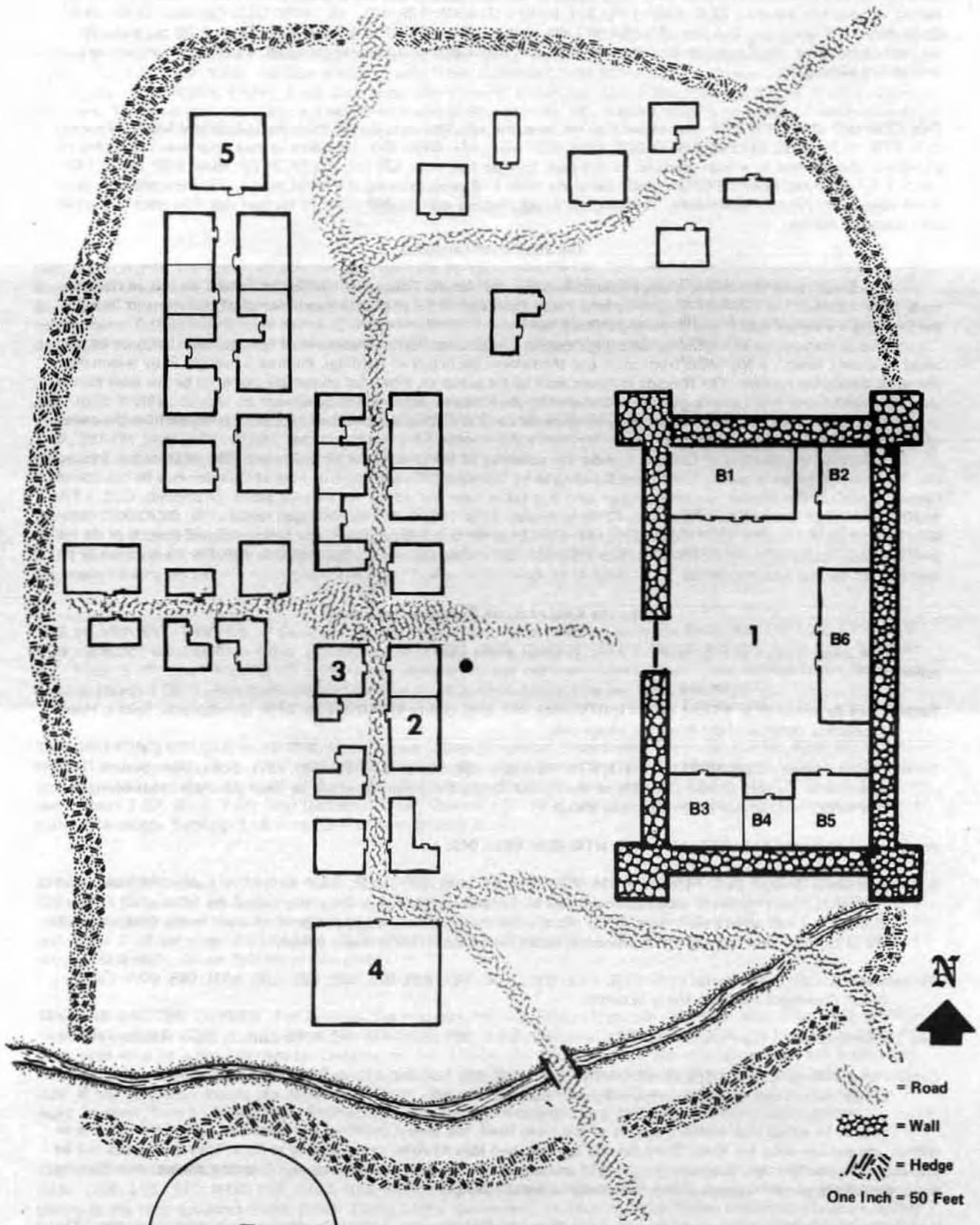
Six Sergeants for the Light Horse: CLS: FTR; LVL: 031; HTK: 021, 020, 025, 020, 023, 020; ARM: 045; WPN: Lance or Saber. Command the Light Horse in battle.

Two Lieutenants of the Light Horse: CLS: FTR; LVL: 041; HTK: 028, 030; ARM: 050; WPN: Lance or Saber (Medium Horse).

Captain of the Horse: CLS: FTR; LVL: 051; HTK: 040; ARM: 060; Lance, Broadsword (Heavy Horse). The Captain controls all the Horse Troops in battle in the absence of Baron Drampinill.

It is to be noted that within the walls of the Keep itself, the several buildings are numbered. Unless the village is attacked, anyone can enter the Keep. The gates will be open, two Men At Arms being on duty at Pt. 1. They are lax and will let just about anyone through, as people are going in and out all the time on business anyway. Once the players are within the Keep, consult the proper numbers as they search the various buildings.

Building 1: The Stables: This enormous structure houses 100 Destriers. From 10 - 100 will be present at any given time. The Destriers are from 2 to 4 HIT and get two attacks each if anyone they don't know tries to approach them. These attacks are in the form of Kicks. Damage depends on the size of the horse. Light Horses do 1 - 4 with each hoof. Light Horses are those with 2 HIT, and will account for 60% of the horses present. Medium Horses do 1 - 6 with each hoof. Medium Horses are the 3 HIT horses and will account for 30% of the horses present. Heavy Horses do 1 - 8 with each hoof. Heavy Horses have 4 HIT each and account for 10% of the horses present.



THE STEADING OF QUINDEN

Building 2: Fodder Storage for the horses in Building 1: Bales and mounds of hay, bags of grain and horse harness fill this structure.

Building 3: Barracks for 60 Men: 60 cots and campaign chests (obviously the barracks for the Light Horse Troops). There will be 10 - 60 men present (detailed in No. 1). Each campaign chest has clothes and 2 - 20 GP in it. A finely detailed Silver Damascus Steel Dagger worth 25 GP lies in one of the chests.

Building 4: Barracks for 20 Men: Herein are 20 cots and campaign chests (barracks of the Horse Archers). There will be 2 - 10 men present. Each chest contains clothes and 1 - 10 GP. In one chest is a small bag containing a 50 GP Gold Ring.

Building 5: Barracks for 20 Men: Herein are 20 cots and campaign chests (barracks of the Men At Arms). There will be from 2 - 20 men present. Each chest contains clothes, personal momentos and from 2 - 15 GP.

Building 6: The Keep Proper: This building contains the quarters for Baron and Baroness Drampinill, the Officers Quarters, and several Guest Chambers. Baron Drampinill will be present with his Bodyguards 20% of the time. Baroness Drampinill on the other hand, will be present 95% of the time. She is: CLS: FTR; LVL: 041; HTK: 013; ARM: 010; WPN: Dagger. She will be accompanied by two Hand Maidens: HTK: 004, 003; ARM: 010. The Officers will be in their apartments 50% of the time (any given one). The room of any given officer will contain a chest with clothes and 40 - 400 GP in it. The room of any given Bodyguard will contain a chest with clothes, personal momentos and 30 - 300 GP in it. Lady Drampinill's quarters contain a lot of expensive clothing, some embroidered items (her sterling workmanship), and 20 items of Jewelry worth from 50 - 500 GP each.

Building 7: The Counting House: There is 1,700 GP, 4,000 SP and four 100 GP Gems here. The Baron often boasts that all his treasure was "Procured in lawful manners".

No. 2 - The Home of the Alchemist, Arley Cronker

Arley Cronker excels in the manufacture of Potions. He sells "Drought of Amazing Endurance" for 250 GP per vial. This Potion is a concoction of his own that raises the drinker's Constitution by 1 - 6 points for 24 hours. He also sells Potions of Minor Healing (250 GP), Potions of Flight (750 GP), Potions of Bravery (500 GP), and Philtres of Lust or Love (300 GP). There is a 15% chance that Cronker has at least one of any other desired Potion. Anything he doesn't have he can make up in 1 - 2 weeks time. Arley Cronker: CLS: ALC; LVL: 014; HTK: 032; ARM: 011; WPN: 6 Vials of Acid thrown as missile weapons for 2 - 8 points immediate damage, plus 1 - 4 per round thereafter until the person is dunked naked in water.

No. 3 - The Smithy

Horses, ponies, whatever, can be shod here for 1 - 4 SP. Some reguation weapons are sold; Swords: 20 GP, Daggers: 5 GP; Spears: 7 GP. The Smith is Dwarven and his name is Umluk Handhammer: CLS: FTR; LVL: 051; HTK: 043; ARM: 070 (010 if working); WPN: +3/+3 Enchanted War Hammer.

3A The Smith's Home: A hidden cache in his somewhat messy kitchen has 76 GP, 45 SP and 100 CP in it.

No. 4 - The Wayside Inn

This large three story building has some 60 rooms available, as well as the Common Room and the owner's quarters. The owner is Jellysmear Plumbelly: CLS: CLR; LVL: 031; HTK: 016; ARM: 010; WPN: Mace. Jellysmear is in the service of Gunnora, Goddess of the Harvest, Fertility, and all Good Women. He tithes to her for every penny's income he receives.

Rooms in the Wayside are 1 GP per night with bed and bath. Meals are 2 SP. Mead, Ale or Wine are 1 SP and Beer is 2 CP.

In his own rooms, the Innkeeper has 78 GP, 150 SP, 74 CP, and not to mention his most prized possession, a Prayer Bead of Communication. The Prayer Bead is set in a hollow of Silver on a small homemade altar before a sheaf of dried wheat.

On any given night, 20% of the guests in the Common Room will be local citizenry, and 20% more will be regular travellers along these routes. Both factions will be aroused by any violent action towards the Innkeeper, who is known for his generosity and honesty. Further, there is a 30% chance that his good friend "The Lady" Starmist Moonflight, will be visiting in the Common Room. The Lady Moonflight will be accompanied by two guards. The Lady and her guards are detailed in No. 7. Both the citizens and the Lady will defend Jellysmear, if need be. Further, the regular travellers present may (50%) intercede on his behalf as well.

Jellysmear's Spells: *Cure Minor Wounds, Purify Food and Drink, Hold Person.*

No. 5 - Temple of Gunnora (Goddess of Fertility, Good Women, and the Harvest) (Lawful Good)

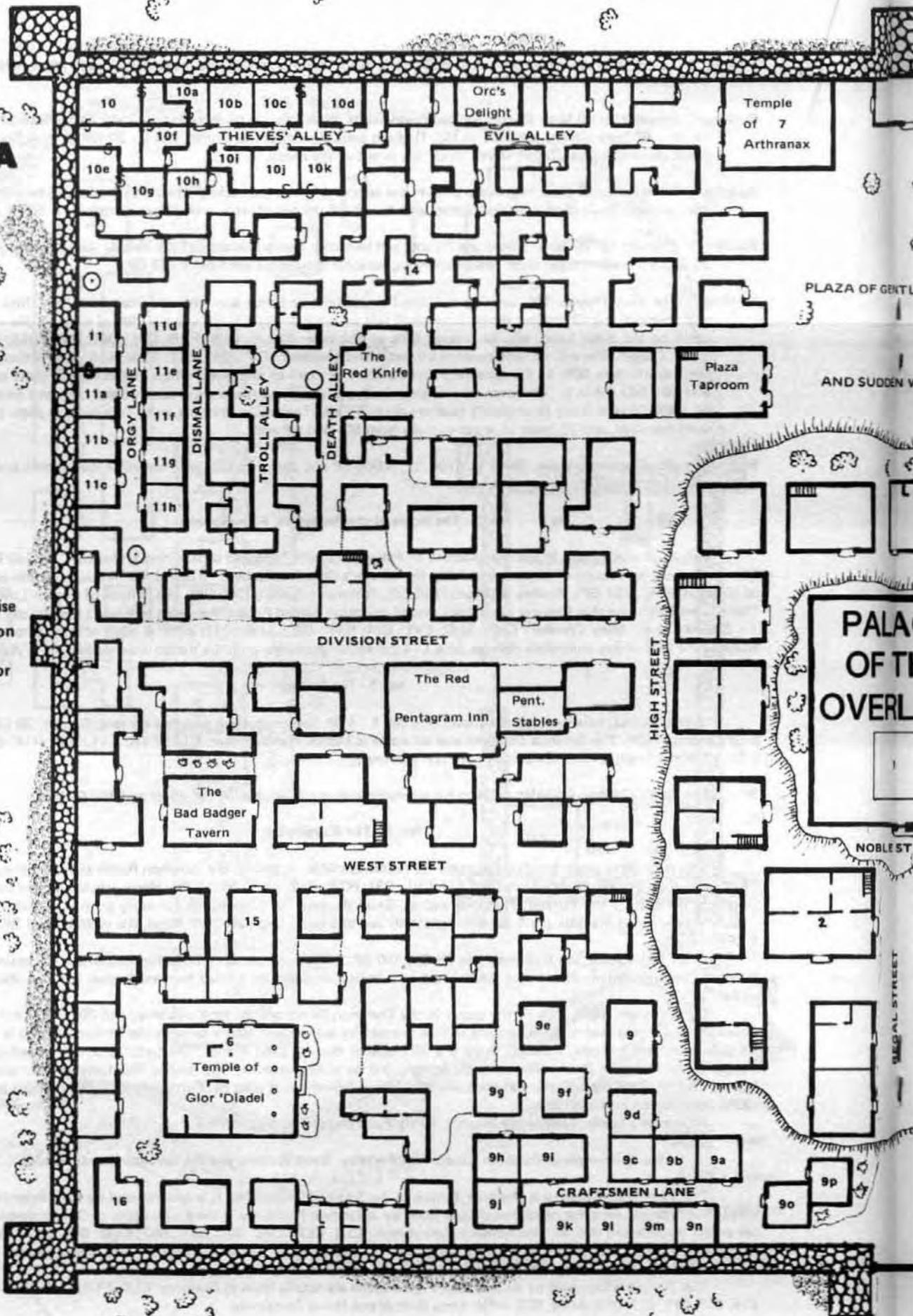
The Temple of Gunnora is the only Temple in the Steading of Quinden. It is administered by the Patriarchess Honeymeade Sunnybrook, who, for ritual purposes, is aided by Jellysmear Plumbelly, a third level Cleric of Gunnora who is proprietor of the Wayside Inn (No. 4). Honeymeade Sunnybrook: CLS: CLR; LVL: 091; HTK: 052; ARM: 080; WPN: Mace; Spells: *Cure Minor Wounds x 2, Detect Evil Auras, Remove Fear, Detect Charm, Detect Alignment Auras, Snake Charm, Speak with Animals, Cure Disease x 2, Cure Blindness, Detect Lie, Neutralize Poison, Raise Dead.*

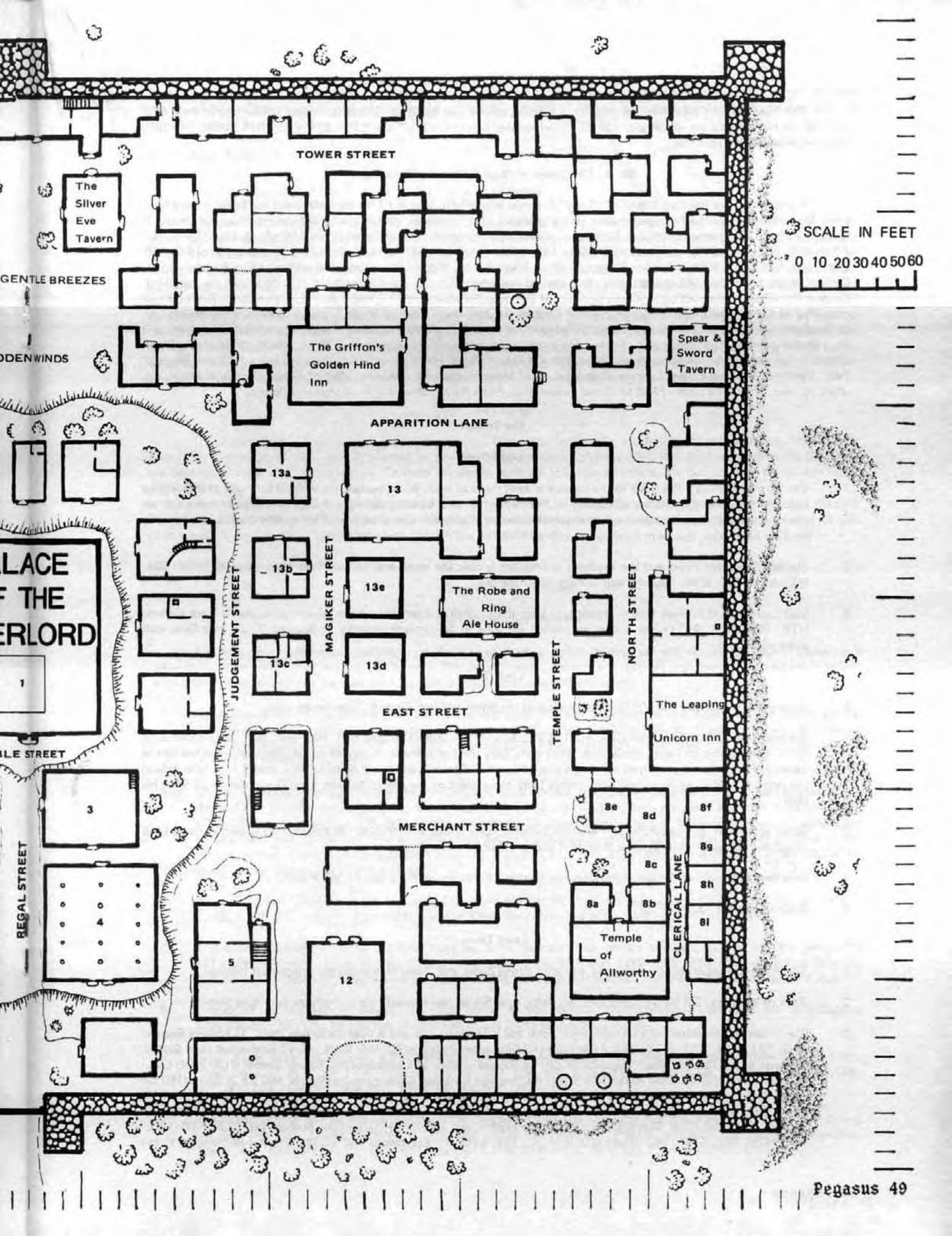
The Temple is defended by six 2nd level Fighters who are totally loyal to Gunnora: CLS: FTR; LVL: 021; HTK: 010, 014, 013, 011, 017, 019; ARM: 070; WPN: Long Swords and Heavy Crossbows.

Gunnora's Temple has no treasure. All offerings are in the form of farm produce. The Patriarchess herself has 160 GP, and 2 Potions of Major Healing in a chest in her rooms. Plumbelly's treasure is detailed in No. 4.

DAMKINA

-  = Bushes
-  = Trees
-  = Wall
-  = Gate
-  = Well
-  = 10 Feet Rise in Elevation
-  = Secret Door
-  = Door





TOWER STREET

The Silver Eye Tavern

GENTLE BREEZES

ODENWINDS

The Griffon's Golden Hind Inn

Spear & Sword Tavern

SCALE IN FEET
0 10 20 30 40 50 60

APPARITION LANE

13a

13

13b

13e

The Robe and Ring Ale House

13c

13d

PLACE OF THE OVERLORD

JUDGEMENT STREET

MAGIKER STREET

NORTH STREET

TEMPLE STREET

The Leaping Unicorn Inn

BLE STREET

EAST STREET

MERCHANT STREET

3

4

5

12

8e 8d 8f
8g 8h 8i
8a 8b
Temple of Allworthy

CLERICAL LANE

REGAL STREET

No. 6 - The Town Tinker, Pitterhammer Siegritz

The Town Tinker, Pitterhammer Siegritz, a Gnome, can fix just about any utilitarian object at the price of from 4 CP to 4 GP. In his cashbox are 46 SP and 320 CP. Pitterhammer Siegritz: CLS: FTR; LVL: 021; HTK: 010; ARM: 040 (010 when working); WPN: Hammer.

No. 7 - The Tower of "Lady" Starmist Moonflight

The out-of-town (barely) Tower of "Lady" Starmist Moonflight, who is a 17th level Mage and her followers live here. Lady Moonflight retired to her Tower after several decades of adventuring. She is by far the richest of all the people in Quinden, though few know it. She is a follower of Gunnora. Lady Starmist Moonflight: CLS: MAG; ALM: GLX; LVL: 171; ARM: 010; PSL: 150; STR: 114; INT: 189; WIS: 146; CON: 155; DEX: 176; CHA: 189; END: 169; AGL: 167; LED: 179; LCK: 155; PSY: 187; WPN: +2 Silver Dagger, Staff of Magic Power, Ring of Nightflight, and a Ring of Fire Resistance. The Staff of Magic Power has 147 charges in it. At a cost of one Power Charge, Lady Moonflight may do any of the following: Cause a Permanent Sphere of Light, Cause a Sphere of Darkness 5' radius, Levitate, Magic Bolt, Lightning Bolt, Ray of Weakness, Ray of Cold, Fireball. At a cost of 2 Power Charges she may cast: Personal Shield 5' radius, Sphere of Invulnerability, or Paralyzation. The Staff strikes as a +2 magic weapon for from 3 - 8 per Hit, or if one charge is expended when striking, it does double damage. The Staff can be broken for a retributive strike. Spells: *Charm x 2, Magic Missile, Read Magic, Sleep, Detect Evil Auras, Detect Invisible, Open, Spider Web x 2, Dispel Magic, Haste, Speed, Hold Person, Slow x 2, Charm Monster, Fear, Icestorm, Remove Curse, Conjure Elemental, Hold Monster, Passwall, Teleport, Wall of Force, Control Weather, Enchant an Item, Medusae's Gaze - Flesh to Stone, Lesser Wish, Phase Portal, Stun, Shape Change any Object.*

The Tower

Level One

- 1 The Entry Chamber: The door to the outside is itself made of steel. When barred, a combined Strength of 200 will be required to give a 20% chance of forcing it. The two arrow slits flanking the outside door are the only arrow slits on the first level. There is a large fireplace opposite the door. There will always be one of the special Guards (see Level 3) on duty here. Also, the room functions as a Great Hall.
- 2 Storage Space for Food and the Kitchen: A fireplace is near the north-east corner. Two Maid Servants (HTK: 004, 003; ARM: 010; WPN: Daggers) will be here (50% chance).
- 3 Stairs up to Level 2: Rock Golem attempts to stop all unauthorized personnel from mounting the stairs. Rock Golem: HTK: 060; ARM: 040 (+2 or greater enchanted weapons to do damage); Attacks: 1; Damage: 3 - 24, plus *Slow* spell every other round.

Level Two

- 1 Rack of six Crossbows and 400 Quarrels, including ten Silver and two Blessed. Three arrow slits.
- 2 Barracks for 8 Men At Arms: CLS: FTR; LVL: 011; HTK: 006, 005, 008, 001, 001, 007, 007, 006; ARM: 070; WPN: Longswords or Heavy Crossbows. They carry only the Longswords. In case of attack, three will man the slits in Level 2, Room 1; three will man the arrow slits on Level 3, Room 2; and 2 will go to Level 1, Room 1, to help defend the door. The Men At Arms will obey either Lady Moonflight or her special Guards. Each Guard has 4 - 24 SP in his chest.
- 3 Small Storeroom of Foodstuffs and Military Supplies: One dozen Kite Shields, 35 Spears, 100 Crossbow Bolts (two Silver, four Blessed), four Suits of Plate Mail and one Suit of Elven Chain.
- 4 Nice personal chamber for the Maids from the Kitchen: Feminine clothing and 6 - 30 CP each.
- 5 Staircase from 1 - 3.

Level Three

- 1 The Prison Chamber: Nicely furnished, but with strong doors and chains to restrain the prisoners if necessary.
- 2 Rack of Weapons: Six Heavy Crossbows, 40 Bolts, (one Silver, two Blessed), six Long Poles, four Kite Shields.
- 3 The Chamber for Moonflight's Champions: Each has a generous bed and a large campaign chest. 1) Blessed Reston: CLS: PAL; LVL: 051; HTK: 033; ARM: 100 (+3 Enchanted Plate); AGL: 155; WPN: +2/+2 Enchanted Holy Sword. Abilities as per Paladin. Chest contains 64 SP, 12 GP and clothes. 2) Longbeard the Young: Dwarf; CLS: FTR; LVL: 061; HTK: 027; ARM: 090; AGL: 135; WPN: +3 Dwarven Hammer. Chest contains clothes, 650 GP, 4 Gems (150 GP each), and a set of well used Steel Chainmail. 3) Wilhair Manslayer: CLS: AMZ; LVL: 051; HTK: 028; ARM: 040; AGL: 189; WPN: two +2 Longswords or Warbow (1 - 6), has an automatic +2 with all missile weapons. In chest is padded Steel and Silver Breast Cups, Chainmail, clothes and 350 GP. 4) Greenlight Busher: Elf; CLS: FTR; LVL: 061; HTK: 022; ARM: 080 (Elven Chain); AGL: 167; WPN: +1 Longsword and Longbow; has automatic +1 to Hit

with the Bow. Chest contains dried herbs, clothes and 300 SP. The chest has a trapped false bottom which contains an Elven Cloak and a Potion of Sweetwater. The Elf is capable of making a tea from some of his herbs that will heal 1 - 6 points of damage on any Humanoid.

4 Stairs from 2 - 4.

Level Four

The Apartment of Lady Moonflight: Each 'side' has an arrow slit in it with a sliding steel panel over the inside of it. There are various tables and desks littered with the things of Wizardry, two bookcases filled with books, three chests, and a bed. The Lady will be present 45% of the time. If she is not present in the apartment, she will be elsewhere in the Tower (50%) or gone visiting (50%). When going out, she will always be accompanied by one or two of her special Guards from Level 3. In Chest No. 1, there is 16,000 GP, 8,000 SP and 84 EP. It is trapped by four Poison Needles. Chest No. 2 is trapped by two Spears that spring up from the floor directly in front of the chest when it is opened. They impale for 2 - 12 points of damage if they hit. The chest contains 8 Diamonds (1,000 GP each), 6 Rubies (400 GP each) and 20 pieces of assorted Jewelry (20 - 200 GP each); one is a Ring of Weightlessness. Chest No. 3 is smaller and very ornate. A symbol of Stunning is set on the lid, which only the Lady can pass without activating. In the Chest are three items: a long thin round object wrapped in cloth (Wand of Frost, 34 charges), a Book (Lady Moonflight's Spell Book; contains all the aforementioned spells plus *Familiar* and *Comprehend Languages* x 2 spells), and an Arrow (Arrow of Direction Pointing).

The Hedge

The Village Proper is surrounded by a thick hedge. This hedge is virtually impassable except by Druids. The hedge is pierced by several gates. Each gate is guarded by one Man At Arms during the day. This Man At Arms notifies the Baron, or his Captain, if unusual people approach the town. He also collects the toll from all others. The toll is 1 CP a piece from locals and farmers; 1 GP a piece from outsiders.

If any given party contains a recognizable Thief or a Half-Orc, it is 45% likely that the gatekeeper will close the gate in the party's collective faces until he can report and receive instructions. All gates are closed at night. Any din for entry will raise the alarm and bring out Light Horsemen to quell the disturbance.

The Village of Bighsdale

The Iron Smelter Dwarves

The Kingdom of the Iron Smelters, a small Dwarven tribe, is about 10 days sail and ride to the west of Damkina, 8 days sail and ride from the Steading of Quinden. The Iron Smelters are not a fabulously rich people, as they work mostly with base metals, but neither are they poor, as their iron products sell well and widely.

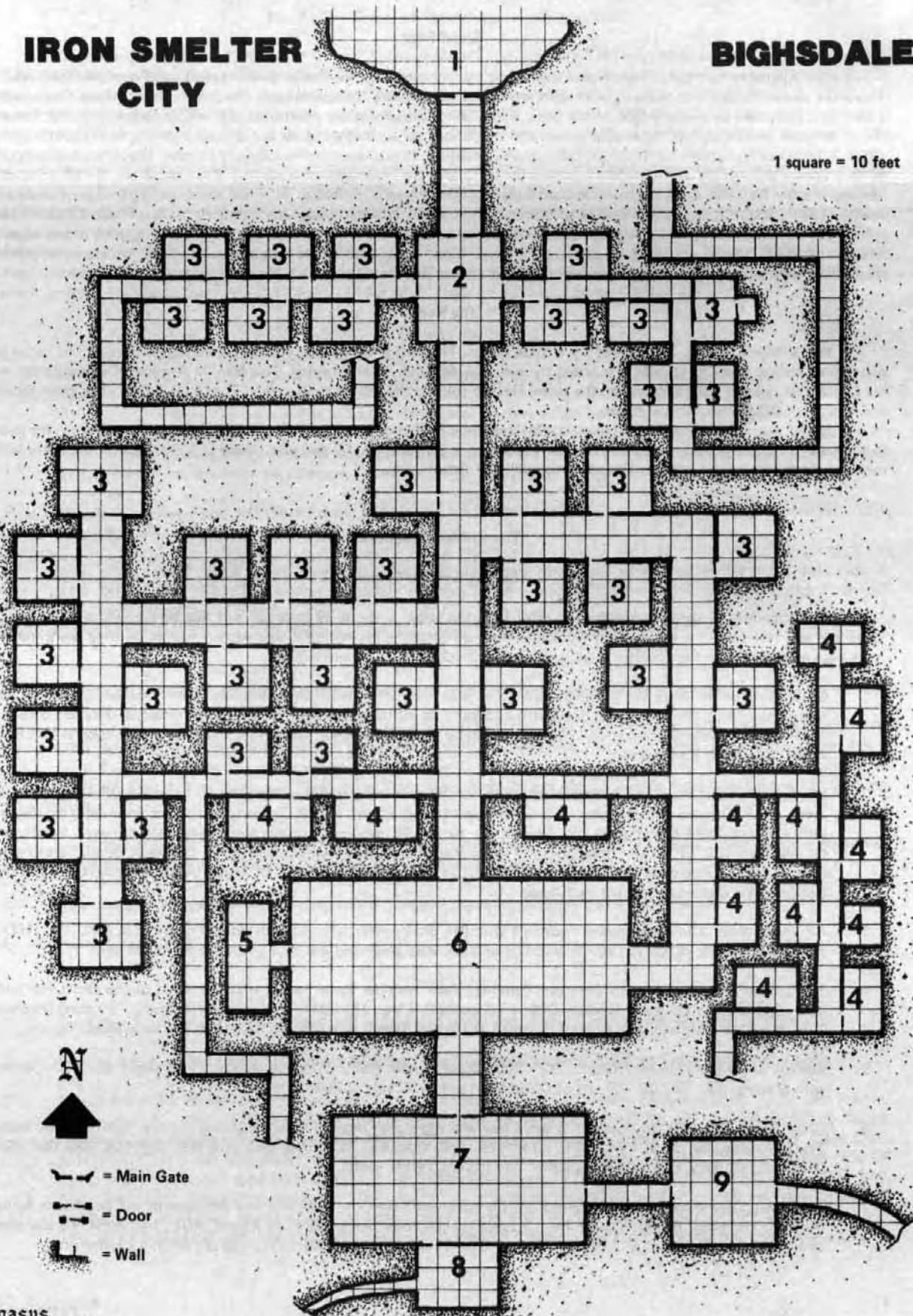
- 1 Outer Guard Post: Here are the great steel gates that open into the underground city. Four Dwarven Guards are stationed here at all times and will demand the identity of all travellers seeking entrance. If satisfied, they will collect a 1 GP toll and pass them through. Guards: Dwarves; CLS: FTR; LVL: 031; HTK: 019, 018, 011, 022; ARM: 075; AGL: 135; WPN: +1 Hammers.
- 2 Display Chamber: Here are samples of the Dwarven work displayed. There are Swords: Long: 15 GP, Broad: 20 GP; Axes: 7 GP; Daggers with Scabbards: 5 GP; Maces: 10 GP; Flails: 10 GP. There are also Chainmail Suits on display (100 GP) and Plate Armor (500 GP). Shields are 10 - 20 GP, depending on the size. Some small pieces of Jewelry are on sale from 250 GP on up; there are only seven pieces. Orders for large quantities of any item, or for bars of steel may be placed. There are two Dwarven Clerks: CLS: CLR; LVL: 011; HTK: 007, 007; ARM: 075; AGL: 145; WPN: DWH; Spells: *Command*, *Detect Evil Auras*.
- 3 All the Number Threes are rooms housing 4 Dwarven Worker/Warriors. All such will be: CLS: FTR; LVL: 011; HTK: 7 - 10; ARM: 070; AGL: 125 all; WPN: DWH or DBA. Any given one will have 2 - 20 GP on his person.
- 4 The special Quarters given to Dwarven Families. Each Number Four houses a Dwarf Male of the 3rd Level with 021 - 030 HTK; a Dwarven Female; CLS: FTR or CLR; LVL: 011 - 031; HTK: 006 - 025; and 2 - 5 Young Dwarves, 75% Male. The Male will have either a Hammer or a Broad-Bladed Axe and will have Plate Armor available for use.
- 5 Storage of finished objects: Swords: 12 - 200; Maces: 4 - 40; Flails: 6 - 60; Hammers: 2 - 20; Axes: 50 - 500; Daggers with Sheaths: 10 - 100; 20 - 50 sets of Chain-Mail; and 2 - 12 sets of Plate Armor.
- 6 Great Forge Area: 20 Dwarves are at work day and night over magical fires, pounding out the items of their trade. These Dwarves are: CLS: FTR; LVL: 011; HTK: 007, 004, 005, 003, 008, 003, 003, 005, 005, 004, 008, 004, 008, 007, 006, 004, 008, 005, 004, 003; ARM: 005 (its hot); WPN: DWH.
- 7 The Great Throne and Reception Room of the Dwarven King: The King and four Bodyguards will be present during the day. The King: Dwarf; CLS: FTR; LVL: 091; HTK: 069; ARM: +3 Plate Armor; AGL: 148; WPN: +3 Hammer. The Guards: CLS: FTR; LVL: 031; HTK: 014, 013, 016, 014; ARM: 080; AGL: 155 all; WPN: +2 Hammers.

- 8 The Royal Treasure Vault: 6,500 GP, 4,500 SP, 160,000 CP, 50 Gems of the First Water worth from 500 to 1000 GP each, a Set of Magical +2 Plate Armor, Two Bars of Mithril worth 4,000 GP each.
- 9 The Royal Apartments: The Royal Consort is here usually. The King will be here nights. The Consort is Alicia Ardor: Female Dwarf; CLS: HRI; LVL: 011; HTK: 004; ARM: 005. The King has a son, but he has departed on a quest. In a small chest, there are 20 pieces of Jewelry worth a total of 24,000 GP.

IRON SMELTER CITY

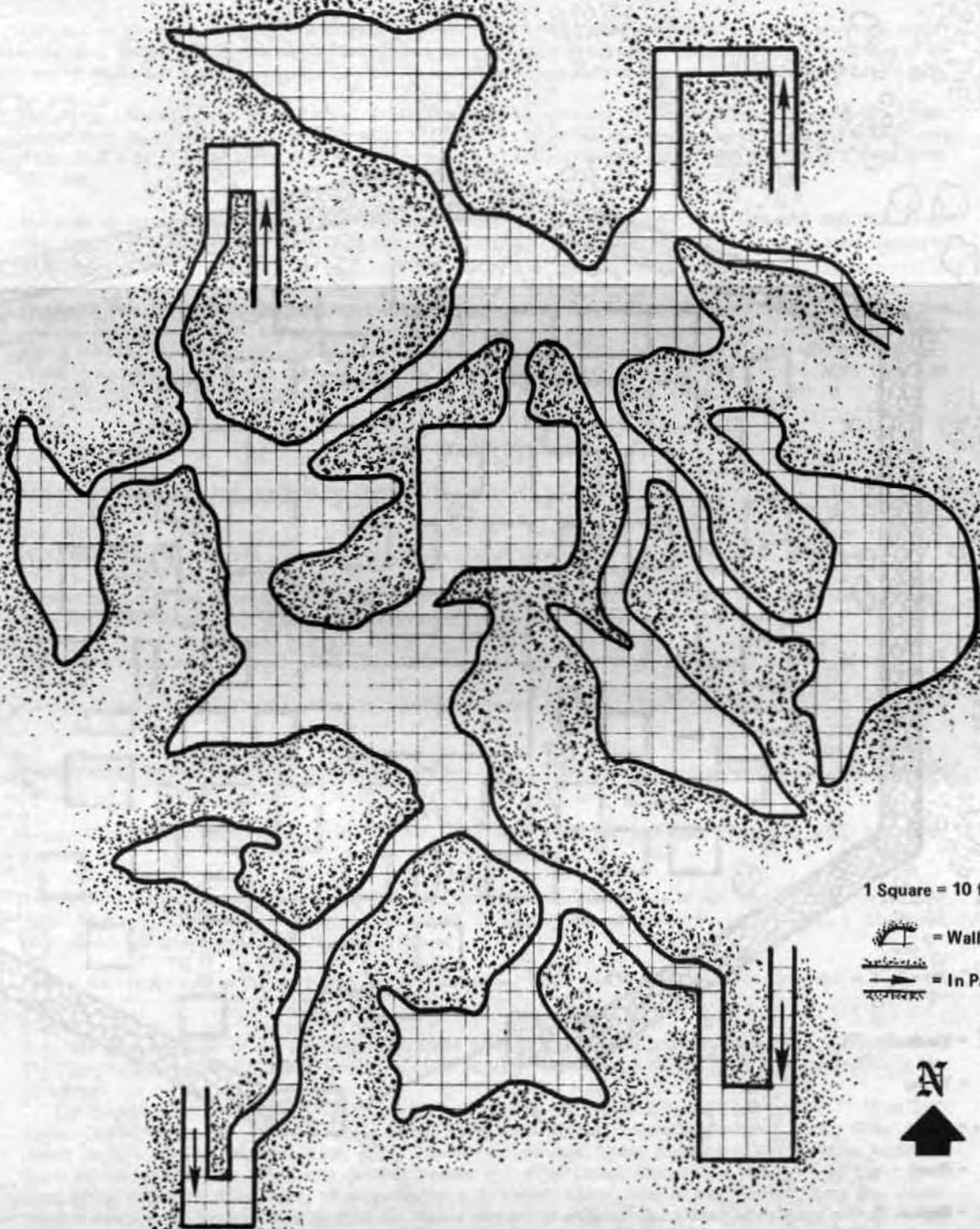
BIGHSDALE

1 square = 10 feet



BIGHSDALE

IRON SMELTER MINES

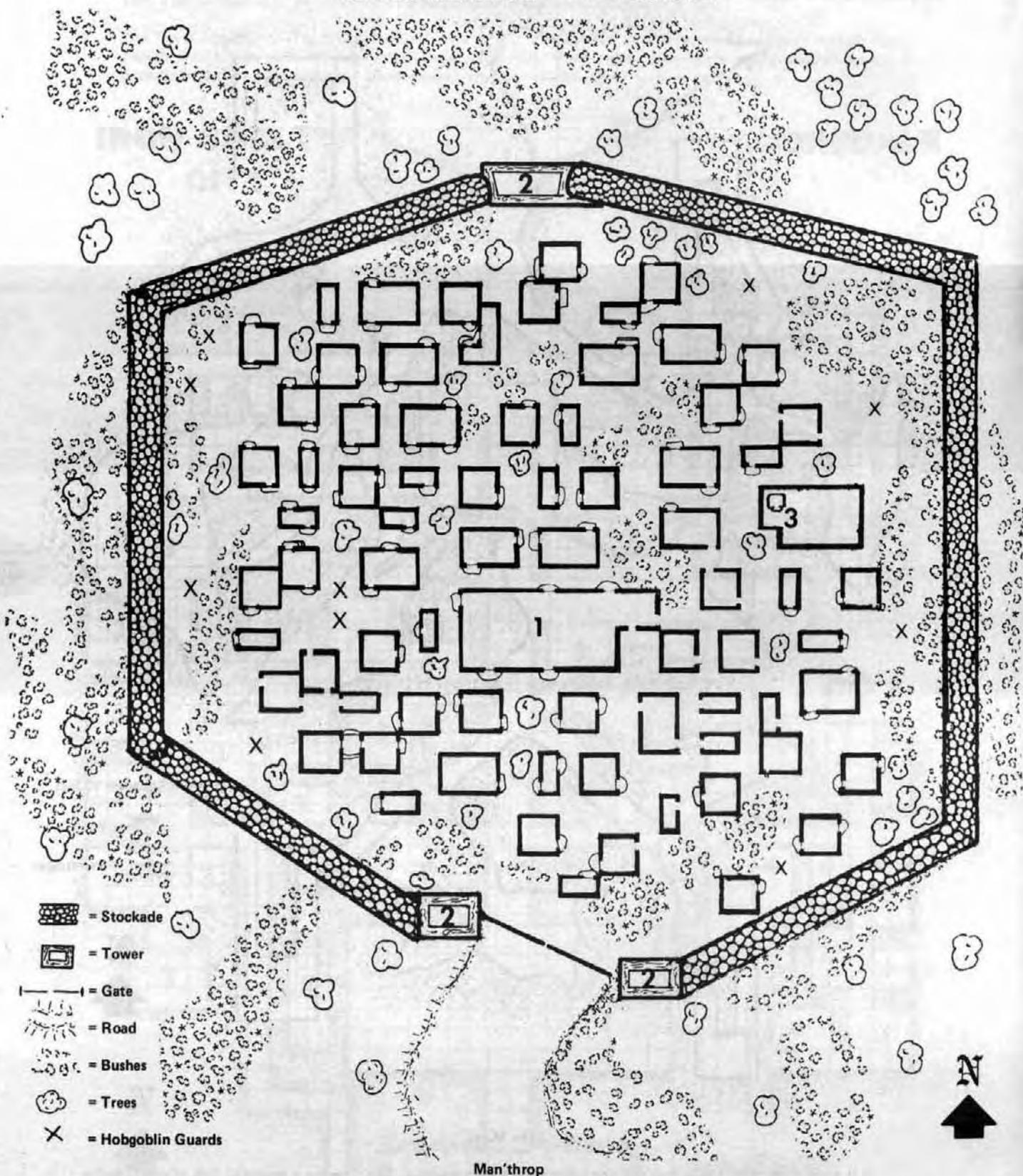


The Mines

It is from these great shafts that the Iron Smelters win their wealth in Iron. There is a chance of 25% of encountering a Mining Crew in any one of the great chambers. A Mining Crew consists of 6 - 10 First Level FTR Dwarves with Mining Picks in addition to Hand Axes as weapons. They also bear ore bags to gather their findings in.

Final Notes: In all Area 3s and 4s, percentile dice should be rolled. There is a 25% chance per Dwarf of that Dwarf being present, and if present, then he will be asleep. Otherwise, he is elsewhere. After all, the mining parties and founderies have to be manned.

MAN'THROP VILLAGE



The Threat in the North, or at least the center of it, is here, in Man'throp. Man'throp itself is not so remarkable. It is an aboveground Hobgoblin Village of Huts, with a Wooden Stockade and three Watchtowers. But, from beneath the Great Wooden Hall, there issues the opening to a small dungeon, from which all the battle against the fragile alliance of Dwarves and Men is directed. It is here that Back'Lor received his mission and a promise of considerable treasure, should it succeed. It is from here that all the evil forces in and around the area are marshalled and directed.

Man'throp Village

Each hut on the maps contains 3 - 6 Males, 3 - 6 Females and 6 - 12 Young Hobgoblins. The Males are nearly always battle-ready, being armed with Broadswords, Morningstars and Chainmail Armor. The Females also wear Chainmail and are similarly armed. Males and Females will have 3 - 10 HTK each. The Young are not armored and have only 1 - 2 HTK each.

- 1 This is the home of the Hobgoblin Chief, Crashtacker, and his retinue of 20 Bodyguards and 15 Sergeants. Crashtacker: HIT: 003; HTK: 022; ARM: 075; AGL: 124; WPN: +1 Great Sword. Bodyguards: HIT: 003; HTK: 016 each; ARM: 050; AGL: 114 all; WPN: IBA, WLB. Sergeants: HIT: 002; HTK: 009 each; ARM: 040; AGL: 114 all; WPN: IBS, IMS.
- 2 These are all Watchtowers. There are four Hobgoblins in each. Watchers: HIT: 001; HTK: 009, 008, 005, 002; ARM: 040; AGL: 115 all; WPN: WCB, IBS. They will sound the alarm if they see anyone coming. The X's mark Catapults, all Heavy.
- 3 Hippogriff Pen: Here the Hobgoblins keep the twenty Hippogriffs they use to raid Damkina. They are tended by five Hobgoblins (HIT: 002; HTK: 012, 011, 008, 011, 007; ARM: 030; AGL: 156 all; WPN: IMS) who live in the shack within the pen. The Hippogriffs are chained to posts to prevent flight. They are hostile to all non-Hobgoblins, and will permit only Hobgoblins to ride them. Hippogriffs: HIT: 004, HTK: 012, 010, 016, 020, 015, 011, 013, 009, 008, 010, 030, 024, 016, 019, 025, 028, 031, 027, 022, 025; ARM: 020; AGL: 135 all; DPA: 1 - 4/1 - 4/1 - 6.

The Dungeon Beneath Man'throp

This dungeon opens out from beneath the Chief's large Hall/Hut.

- 1 The Initial Guard Check Point: Six Ogres refuse permission to enter to any not known by them. Ogres: HIT: 004; HTK: 017, 013, 028, 021, 018, 013; ARM: 050; AGL: 104 all; DPA: 1 - 10. The Ogres have 20 - 80 GP each.
- 2 A Minotaur guards the Crossways: HIT: 005; HTK: 028; ARM: 040; AGL: 175; DPA: 2 + 2. The Minotaur will roar the alarm if anyone comes by. It has 1,000 GP stored in a niche under a loose stone in the floor.
- 3 Four Living Stalagtites of large size: HIT: 004; HTK: 015, 016, 012, 016; ARM: 095; AGL: 031; DPA: 4 - 24.
- 4 Garbage Chamber: Lurking in the garbage is a Garbage Monster: HIT: 010; HTK: 052; ARM: 060; AGL: 073; DPA: 2 - 12/2 - 12.
- 5 Food Storage: Plenty of goodies in here, if you have jaded tastes, Lizard Shanks, Purple Octopus, etc. Also, as guards, five Gargoyles: HIT: 006; HTK: 017, 020, 019, 016, 018; ARM: 040; AGL: 103 all; DPA: 1 - 4/1 - 4/1 - 6.
- 6 Second Guard Check Point: Four Hill Giants: HIT: 008; HTK: 043, 034, 030, 036; ARM: 050; AGL: 073; DPA: 2 - 16.
- 7 The dwelling place of an Advisor to the Ruler of the Dungeon. This Advisor is a Mind Fiend: HIT: 007; HTK: 047; ARM: 040; AGL: 155; DPA: 1 - 8 or Psionic Attack. It has 291 Psionic points. Psionic Powers are: Levitation, Domination, ESP, Astral Projection, Probability Travel.
- 8 Empty, but there's a lot of garbage strewn about. If searched, 1 - 6 CP and 1 - 4 SP can be found, as well as 1 - 3 rusty Daggers.
- 9 It is here that the Ruler of the Dungeon holds court with his Bodyguards, and presides over all of his evil plans. The Ruler is the Amoral Evil Liche, Ditrian. His Guards are an Ogre Magi, a Minor Demon and, apparently, a Man (Rakshasa).

The Liche Ditrian: CLS: MAG; ALN: AEX; HIT: 021; HTK: 061; ARM: 070; AGL: 094; DPA: 1 - 10 or Spell; Spells: *Charm, Magic Bolt, Protection from Good, Sleep, Write Magick, Sphere of Darkness, Detect Good Auras, Detect Invisible, Ray of Weakness, Lock, Blink, Dispel Magic, Fireball, Speed, Suggestion, Shield of Fire, Ice Storm, Shape Change, Wall of Fire x 2, Create Zombie/Skeleton x 2, Killer Cloud, Ray of Cold, Wall of Force, Death Spell, Geas, Freezing Sphere, Spiritwrack, Mass Invisibility x 3, Vanish, Clone, Mass Charm, Shape Change Any Object, Symbol, Kill x 2*. He has a drained Staff of the Wizard near him at all times, and a Wand of Fireballs with 15 charges remaining. He has a Ring of Fire Resistance, which he wears.

The Ogre Magi: HIT: 006; HTK: 033; ARM: 060; AGL: 156; DPA: 1 - 12. He has all normal abilities, may fly, become Invisible, cause Darkness, Shape Change to a Human or similar shape and regenerate 1 point of damage per combat phase. Further, he may, once per day cast a *Charm*, cause Sleep, assume Gaseous Form and create a Ray of Cold (7 - 56 points of damage).

The Minor Demon: HIT: 009; HTK: 060; ARM: 100; DPA: 2 - 12, 2 - 12/1 - 3, 1 - 3/1 - 6. May cause Fear in opponents at will, may Levitate, may cause Pyrotechnics, Shape Change, Telekinese 400 pounds weight, or Gate in another Demon of similar type (25% chance of success).

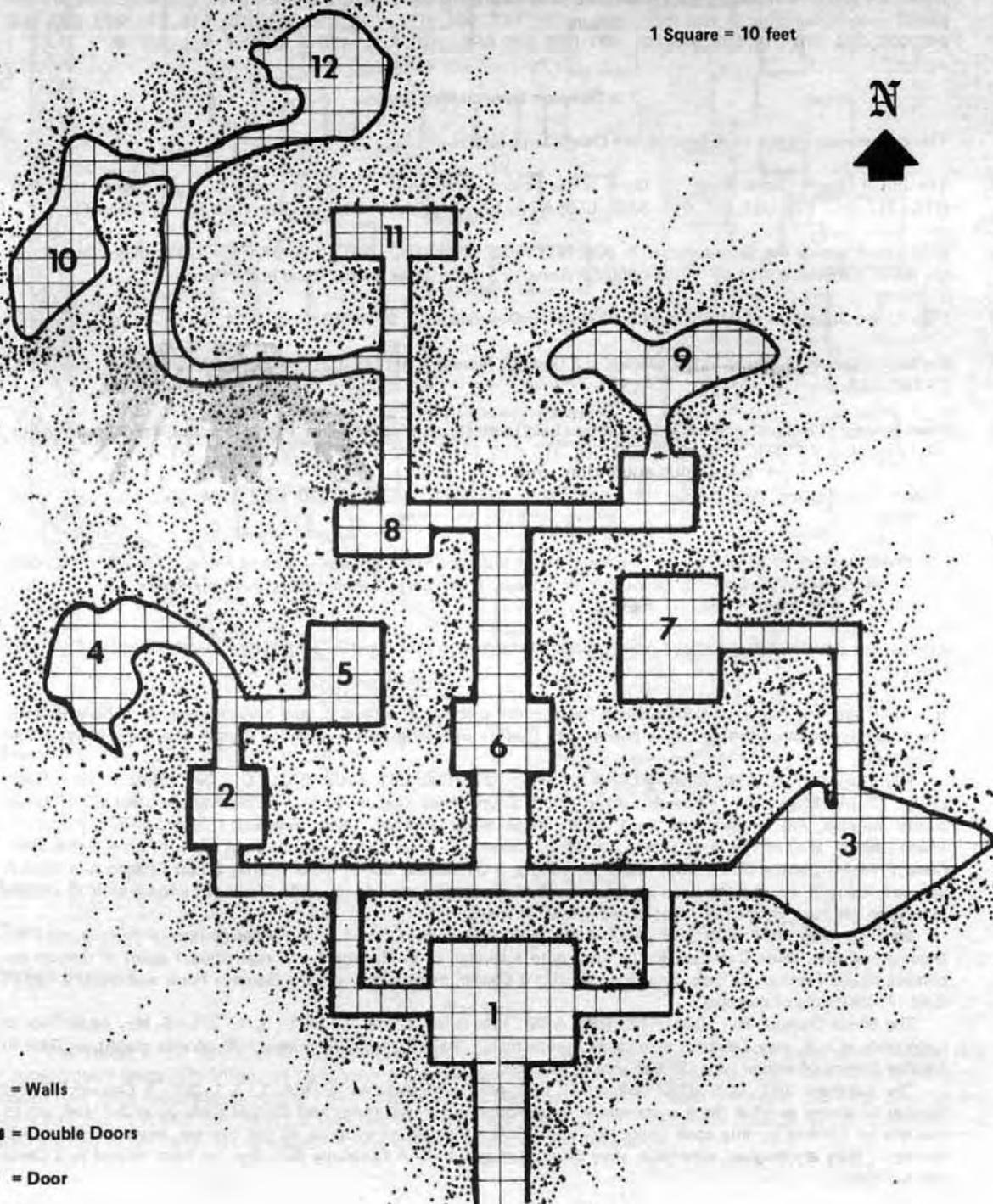
The Rakshasa: HIT: 007; HTK: 039; ARM: 080; AGL: 155; Attacks: 3; DPA: 1 - 3, 1 - 3/2 - 5. Can use ESP and Illusion to appear as what those encountered deem friendly. He uses magic and Clerical spells up to 3rd level, yet he can not be harmed by any spell under 8th level. Only +3 or better weapons do full damage; lesser weapons do ½ damage if they are magical, otherwise, they do no damage at all. A Crossbow Bolt that has been blessed by a Cleric will kill him.

In the back of the room, behind the Throne, there are three Chests: Chest No. 1 is trapped with a cloud of Poisonous Gas. Inside are 3,000 GP. Chest No. 2 is trapped with a delayed action Fireball that does 11 dice of damage. It has four dozen pieces of Jewelry in it that are worth a total of 15,000 GP. Chest No. 3 is not trapped, but there is a live Scorpion loose amongst the treasure. Scorpion: HIT: 001; HTK: 001; ARM: 001; Poison Sting. In the chest are six Potion Vials, a Ring, a Robe, and 250 PP. The Potions are: two of Major Healing, one of Flight, one of Giant Control, one of Speed, one of Sweet Water. The Ring is a Ring of Ice Bolts. The Robe is a Robe of the Chameleon.

- 10 Sleeping Chamber for the Hill Giant Guards: Four will be present at any given time. Hill Giants: HIT: 008; HTK: 042, 026, 034, 032; ARM: 050; AGL: 083 all; DPA: 2 - 16. Each has 40 - 400 GP on or about his person.
- 11 Empty.
- 12 Sleeping Quarters for the Ogres: There will be six present. Ogres: HIT: 004; HTK: 012, 021, 019, 015, 021, 015; ARM: 050; AGL: 094 all; DPA: 1 - 10. Each Ogre will have from 20 - 80 GP on him.

MAN'THROP SUBMAP A

1 Square = 10 feet



- = Walls
- = Double Doors
- = Door

Vast Lake

Vast Lake has an incredible diameter of approximately twenty miles, and is easily two thousand feet deep in some areas. The Lake teems with all sorts of wildlife (of the normal variety), and is often visited by such mythical water creatures as River Nymphs, Water Sprites and Nixies.

Fishermen and Merchants ply the waters of Vast Lake in a multitude of varied crafts, from log rafts to finely crafted Merchant Vessels. All of the trade to Damkina must come over the waters to reach the port of Damkina.

Of late, the trade has slacked off considerably due to the raids of Gargoyles and other creatures from the Aleion Mountains. No trade at all has come from the east in more than half a year.

The only encounters on Vast Lake will be with fishing crafts, and possible a Merchant ship or a lone Gargoyle out scouting and spying for Back'Lor. All fishing crafts will be near the shores of the Lake.

The Tamesis River

The Tamesis River is fed principally by the Elivagar and Hvergelmir Rivers. The Tamesis is wide, nearly a mile and a half in some parts, and is extremely deep, sometimes reaching an incredible depth of 300 feet.

Because of its width and depth, the Tamesis is usually very calm and the current is rather weak except in the center, where the flow of the water runs faster as one gets deeper.

The Tamesis empties into Vast Lake before continuing on eastward. Much of the Damkina trade comes by way of this river.

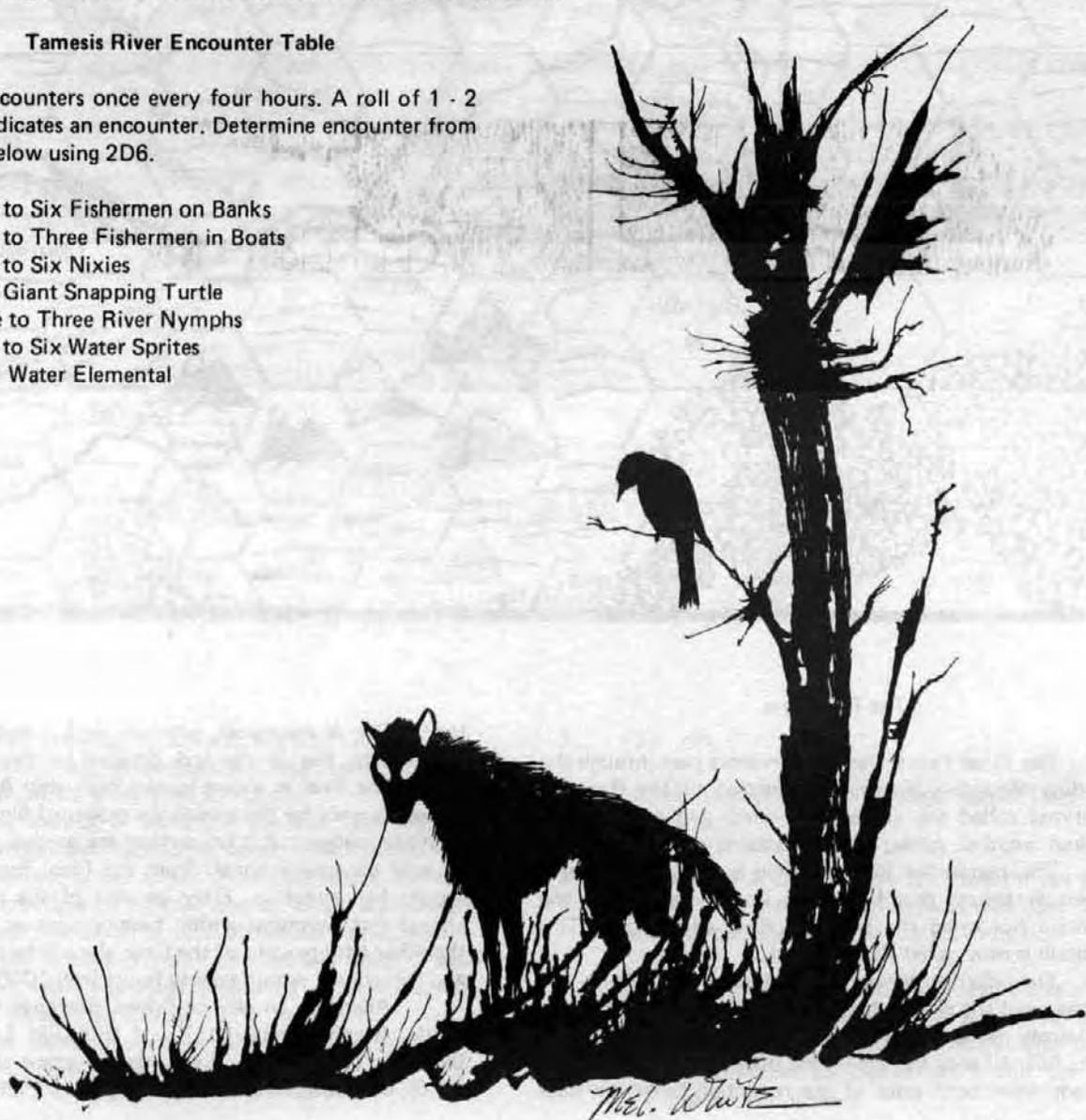
The fishing in the Tamesis is extraordinarily good, with pike and trout reaching incredible sizes and are very abundant in numbers.

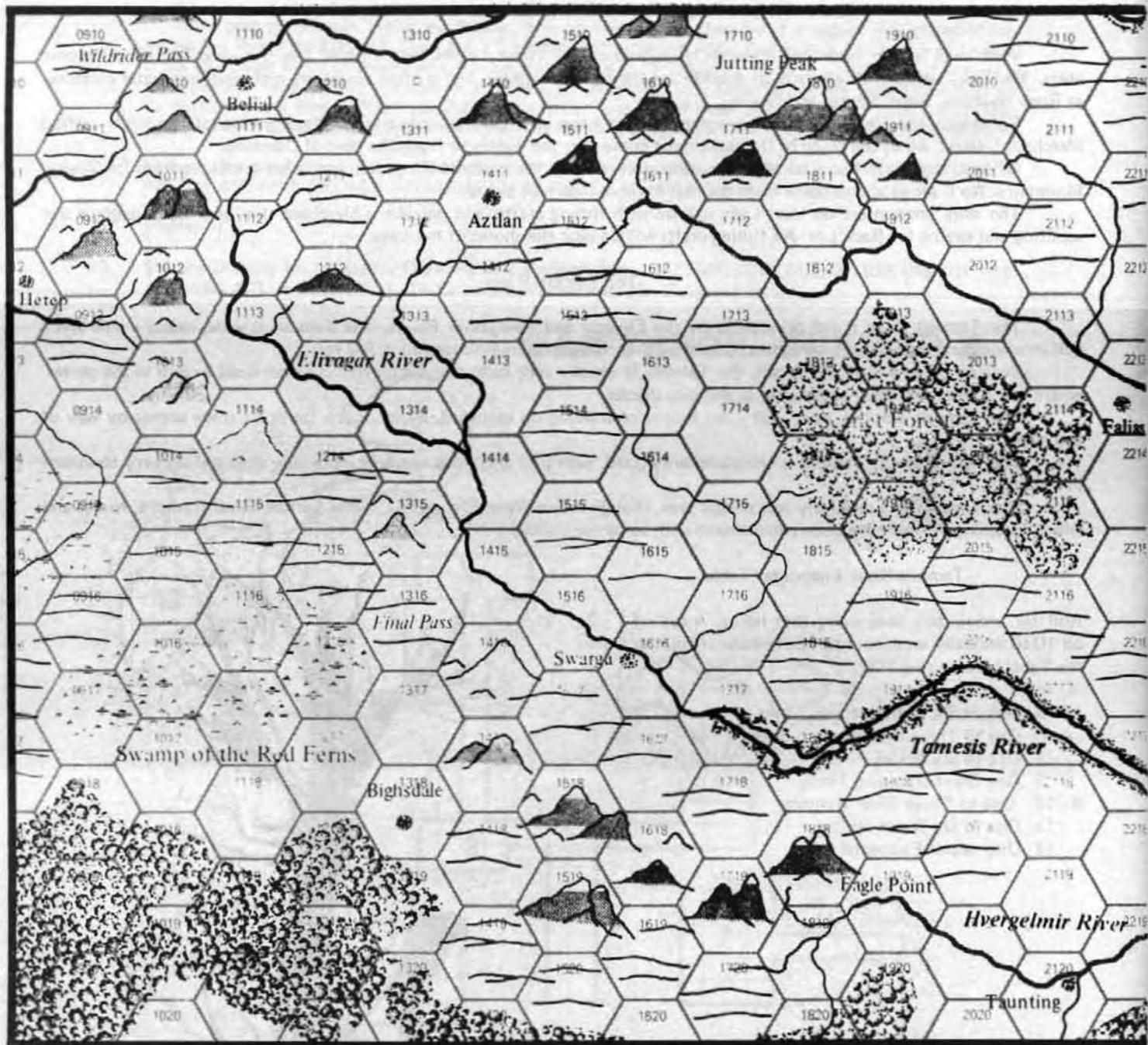
The Tamesis is a relatively low danger area, though minor Water Elementals, Water Sprites, River Nymphs, Nixies and Giant Snapping Turtles have been encountered with some regularity.

Tamesis River Encounter Table

Roll for encounters once every four hours. A roll of 1 - 2 on 1D10 indicates an encounter. Determine encounter from the Table below using 2D6.

- 2 - 3 One to Six Fishermen on Banks
- 4 - 6 One to Three Fishermen in Boats
- 7 One to Six Nixies
- 8 One Giant Snapping Turtle
- 9 - 10 One to Three River Nymphs
- 11 One to Six Water Sprites
- 12 One Water Elemental





The Final Pass

The Final Pass is the southernmost pass through the Guarding Mountain Range. This section of the Range is sometimes called the Eagle Mountains, and recently has acquired another name; The Mountains of the Avenger.

The reason for its new name is the presence of a Warrior-Wizardress that has taken up residence atop the mountain bordering the southern flank of the pass. This mountain is now called Avenger Peak.

The Warrior-Wizardress is known as Aliana the Avenger, and she rides a huge Gryphon, called Skyclaw, as she patrols the area searching for Minions of Evil to vanquish. Aliana keeps the Final Pass open, free from bandits, so trade from both sides of the mountain range can flow

freely. She is respected, admired, and feared by all the people who live in the area detailed by this installment.

She lives in a cave system high atop Avenger Peak, accessible only by those with the power of flight. It is common knowledge that if her services are needed, one only has to send up smoke signals from the Final Pass in order to attract her attention. Fifty percent of the time she will answer this summons within twenty minutes (roll 1D20), the other fifty percent of the time, she will be out on patrol and will answer within twenty hours (roll 1D20).

Aliana is an ally of Prince Rostanak the Eagle of Castle Granite (Hex 1617), of Stindalin Longbeard of Bighsdale (Hex 1318), Rostol the Reverent of Belial (Hex 1110), of Mootish Marn of Taunting (Hex 2120), Elsmar the



Guide of Falias (Hex 2213), Konrad Wolfe of Castle Oldenhain (Hex 2911), and Winsindor the White, Overlord of the White Throne, of Damkina (Hex 2715).

Aliana desires to eliminate the evil influences of the land, for they have caused her family much grief. She is the last surviving member of her immediate family, most of which were murdered by Ogres and/or Gargoyles (though her father and grandmother died of natural causes, unlike the rest of the family). To this end, she will quest unceasingly, and will definitely agree to help the player-characters against the Threat in the North.

Aliana owns a magical Glaive called Firestorm, which has the following powers:

- 1 +3 to Hit.
- 2 +3 to damage, +6 to damage versus Cold-Using Creatures.
- 3 Three times a day (24 hours) Firestorm can cast a Firbolt with a range of 100 yards that does 6 - 36 points of damage, half if saving roll is made.
- 4 Once a day (24 hours) Firestorm can cause a Firestorm to erupt within an area of up to 100 square yards (controllable by the wielder) that causes 2 - 24 points of damage to all within the area, half if saving roll is made.

- 5 Firestorm can absorb up to 36 points of fire damage directed at the wielder if no other function of the weapon is used.
- 6 Firestorm protects the wielder from natural cold, and protects against magical cold by blocking out half the damage that normally would be inflicted.

Aliana also owns a set of magical Throwing Knives. There are four of these Knives, which Aliana calls Falcon Blades. These Knives have the following powers:

- 1 +3 to Hit.
- 2 +3 to Damage.
- 3 Extended Ranges of: Short: 50 yards; Medium: 75 yards; Long: 100 yards

Aliana has achieved seventh level mastery in the Mystic Arts (as well as eighth level in Fighting ability) and can cast the following spells: *Affect Fires, Fiery Fingers, Lively Lights, Detect Magic Auras, Leap, Read Magick Script, Slow Fall, Sphere of Light, Invisibility, Open, Levitation, Fireworks, Detect Invisibility, Rope Trick, Fireball, Flight, Clairvoyance, Lightning Bolt, Shield of Fire, Wall of Fire, Illusory Terrain.*

Aliana wears high Leather Boots and Gloves, a Leather Loincloth (all with Silver ornamentation) and various Silver and Moonstone Jewelry. She has long, wavy golden-brown hair, and is ambidextrous. She has the following statistics: CLS: FTR; ALN: GLX; LVL: 082; HTK: 055; ARM: 030; PSL: 069; STR: 157; INT: 178; WIS: 178; CON: 167; DEX: 165; CHA: 199; END: 176; AGL: 156; LED: 189; LCK: 178; PSY: 178; WPN: VGL.

Skycrow, her Gryphon, has the following statistics: HIT: 008; HTK: 060; ARM: 050; AGL: 177; DPA: 1 - 6/1 - 6/4 - 16.

The Scarlet Forest

The Scarlet Forest covers about 225 square miles of land and is close to the Elven village of Falias. It is relatively clear and untouched by any taint of evil because, in addition to the 384 forest-loving Elves of Falias, there is a small tribe of 58 Wood Elves living a nomadic existence within its confines. A minor irritant to the Elves of the Scarlet Forest is Tor Hutson, a nimble Halfling Thief who is CLS: FTR; ALN: CNX; LVL: 042; HTK: 020; ARM: 020; PSL: 048; STR: 144; INT: 157; WIS: 158; CON: 146; DEX: 164; CHA: 134; END: 147; AGL: 176; LED: 156; LCK: 159; PSY: 164; WPN: IDK. In addition to his iron Dirk, Tor has a Ring of Invisibility which he uses to great effect in his many excursions. Tor has dug a concealed burrow in a gully in Hex 2115 of the forest from which he steals forth to filch everything from freshly-baked apple pies to richly-inlaid weapons. Among his many ill-gotten possessions are three leather bags containing 50 GP each, a silver Shortsword worth 40 GP, a gold-inlaid walking staff worth 20 GP, a pouch with 37 glass marbles, and a haunch of beef. Thinking ahead, Tor has decided to set about finding a bride (or two) in a couple of years, so he believes he should get the wanderlust out of his system while he is still young. He is 63 years old.

In Hex 2014 of the forest, an old, vine-covered chimney has a blue fire in it caused by phosphorescent moss. A Ring of Fire Resistance is hidden behind two loose bricks halfway up the chimney on its south side.

The Aleion Mountains

The Aleion Mountains are four in number, rising from amid many rolling foothills. They are the connecting link between the northern Range of Dissension Mountains and the southern mountains comprising the Amaite Range. Man'throp Village is the home of many low, evil scum; it is set in Hex 3013. This heavily-fortified village is the base for chaotic raids on the trading ships of Damkina moving on Yast Lake and the Tamara River. As long as these raids continue, trade will suffer. Many evil creatures roam this area.

Encounter Table for Aleion Mountains (1000)

- 1 War Party of 1 - 10 Hobgoblins and 1 - 4 Ogres marching southward to the Tamara River.
- 2 Group of 1 - 10 nomadic Bison suspicious of all approaches to the herd.
- 3 1 - 4 timid Deer grazing among the trees of a small grove.
- 4 Herd of 1 - 8 Mountain Goats bounding along the next ridge.
- 5 A ravenous Cougar, starving from a lean winter, attacks the last person in the party.
- 6 Black Bear pillages the camp while everyone is asleep; he is easily scared away.
- 7 Hunting party of 7 - 6 Elves from Falias are seen; they are not just hunting game, it will be discovered if the party engages them in conversation.
- 8 A trio of Hill Giants is out hunting interlopers - you!
- 9 Flock of 2 - 20 Quail are startled from concealment by the party.
- 10 Pack of 3 - 12 Wolves gather around the nightly campsite for 3 nights in a row.

The Amaite Range

Lightning-torn mountains comprise the Amaite Range. Foremost and renowned is Lightning Peak, which attracts several bolts of energy each day. The mountains are tall, and numerous pure mineral deposits act as the attractors of lightning to these peaks. Hardy Halfling prospectors from the village of Quinden roam the mountains looking for wealth and compete with humans from Taunting and Duat villages for claims and for life itself. What the Halflings lack in size and strength, they more than make up with stealth, slyness, and their own inbred tunneling abilities. Some Halfling prospectors do not like to dispose of their diggings in Quinden because Baron Drampinill is strict and not above cheating Halflings out of their due cash. A couple of the older, more experienced miners now take their diggings to Damkina instead, though this means braving air attack on the Lake and the ire of Baron Drampinill if he finds out about it.

Encounters for the Amaite Range

- 1 1 - 2 Halfling prospectors in the midst of excavating their claim.
- 2 Seven singing Dwarves are encountered on the way home from a long day at the mines.
- 3 1 - 4 Taunting prospectors heading back to Taunting village.
- 4 1 - 4 Hippogriff-riding Hobgoblins looking for a secure base of operations for lake raids.
- 5 Herd of 3 - 24 wild Mustangs stampede in front of the party.
- 6 Patrol of 10 Horsemen from Quinden keeping the area safe.
- 7 Seven Dwarves are encountered, marching along and singing on the way to their claim.
- 8 Flock of 2 - 20 noisy Geese pass overhead, heading north.
- 9 A tantalizing, snow white mountain nymph dances across the path and disappears into the forest.
- 10 1 - 4 Human prospectors from Duat planning to raid a nearby Halfling claim.



LADY
STARMIST
MOONFLIGHT

H20

UNIVERSAL FORMAT INFORMATION

ABBREVIATIONS

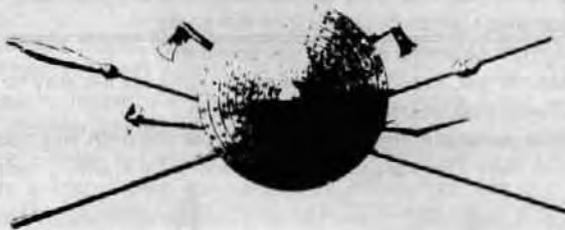
Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

BODY		HEAD	
1	SHOULDER GUARDS	3	HOOD
2	BELT	4	TURBAN
4	GIRDLE	5	CAP
6	BREASTPLATE	6	HELM
8	TUNIC	9	BASINET
10	COAT	11	HEAUME
ARM		HEAD MODIFIERS	
1	GLOVES	1	CHEEKGUARD
2	BRACFS	1	NECKGUARD
3	ARM BANDS	1	NASALGUARD
4	VAMBRACE	2	VISOR
5	HALF SLEEVE		
6	SLEEVE		
LEG		SHIELD	
4	PARRY WEAPON	4	PARRY WEAPON
5	BUCKLER	5	BUCKLER
6	TARGET	6	TARGET
7	HEATER	7	HEATER
8	ASPIS	8	ASPIS
9	KITE	9	KITE
12	TOWER	12	TOWER



Method: Add all to obtain each piece of armor and total for the whole:

EXAMPLE

Tunic made of Gold Ringmail	8 + 7 + 1 = 16
Heaume made of Steel w/Visor	11 + 2 + 11 + 3 = 27
Sleeves on Tunic	6 + 7 + 1 = 14
Tower Shield made of Iron	12 + 10 + 3 = 25
TOTAL	082 ARM

SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DIRK
OG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
HS	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	PIKE
PA	POLE ARM
CP	CATCH-POLE
BP	BLDRICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AWL PIKE
FC	FAUCHARD
GI	GUISARME
GV	GUISARME VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MF	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR
TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
DH	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALEST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SF	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
RN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATARPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALD
TB	TREBUCHET

	CONSTRUCTION MATERIAL	REINFORCEMENT MODIFIER	CONSTRUCTION METHOD
	1 Silk, Linen, Cloth	—	0 Open
	2 Soft Leather, Soft Wood	—	1 Ringmail
	3 Felt, Light Fur	—	2 Chainmail
	4 Wicker, Heavy Fur	+1	3 Formed Plate
	5 Hard Leather, Clay	+1	
	6 Hard Wood, Horn, Bone, Onyx	+2	
	7 Gold, Copper, Marble, Jade	+2	
	8 Electrum, Silver, Bronze	+3	
	9 Platinum	+3	
	10 Iron	+4	
	11 Steel	+4	
	12 Adamantite, High Chrome Steel	+5	



Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

UNIVERSAL FORMAT INFORMATION

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN: Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

LVL: Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

HTK: Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

PSL: Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

AGL: Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

LED: Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

LCK: Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY: Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

WPN: Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

ABBREVIATIONS

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRO	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
ORO	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHACUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON

CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSET
BA	BANDED ARMOR
CA	CLENAL ARMOR
JK	JACK
SL	STUDDED LEATHER
KK	KULAH KHUD
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES
CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED

TREASURE

VAULT



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by Rudy Kraft

Bones of the Diseased Dead

Description: Brown stained bones usually quite old, but not always.

Knowledge: Automatic, Cult Secret

Cults: Associated: Mallia; Hostile: Most Others

History: When someone dies of a disease, the disease frequently remains behind to infest the victim's remains. This fact is well known. What is not so well known is that even though the potency of this infection diminishes with time, it never completely goes away. Initiates of Mallia are able to take advantage of this and, through the sacrifice of one point of permanent power turn the bone of a deceased disease victim into a powerful magic item.

Procedure: See History

Powers: Each bone will be infested with only one disease, the disease which killed the bone's original owner, even if the owner was infected with two or more diseases at the time of death. Anyone touching one of these bones will immediately contract the chronic form of its disease and that person must resist the further advances of the disease in the normal fashion. Initiates of Mallia are not subject to this effect but instead gain immunity to a bone's disease for so long as they possess the bone.

Value: The items are not particularly valuable except to Mallia Cultists who might pay something between 4,000 and 20,000 Lunars, depending on their wealth and the disease in question. In general, non-Mallia Cultists who find these items and recognize them will destroy them by pulverizing them into dust. This destroys the bone and its powers completely.

Sulan's Scenic Paintings

Description: High quality landscapes usually held in elaborate solid gold frames. A careful examination will reveal movement within the painting.

Knowledge: Famous, Few, Automatic

Cults: Friendly: Lankhor Mhy

History: During the Golden Age of Godtime, Sulan was acknowledged as the greatest and most talented artist of all. In almost all other areas, she was, for a god, quite inept, but none could equal her skill as a painter. During the course of her lifetime, she painted a number of landscapes of different parts of the world.

Procedure: None

Powers: Each of Sulan's paintings shows a particular section of the world exactly as it appears in the present. Thus, the paintings can be used as viewports into those parts of the world. The paintings have a fixed point of view, however, so what you see is what you get. There can be no adjustment of the picture. On the other hand, the paintings are extremely detailed so a magnifying glass could be used to examine a small segment of the painting very closely, thereby showing a closeup view of one section of the landscape.

Value: The value of the paintings varies tremendously depending upon the importance of the site shown. None of the paintings will be worth any less than 50,000 Lunars to an art collector or to a Lankhor Mhy Temple.

Footprint of a God

Description: A large footprint imbedded in stone. The footprint will usually be Humanoid, but it depends on the god.

Knowledge: Automatic, Few

Cults: Associated: The cult of the god whose footprint it is; Hostile: That same god's enemies.

History: During Godtime, many of the gods walked the surface of the world and engaged in mighty struggles with other gods and the forces of chaos. Upon occasion, the gods walked in soft stone and mud and left behind their footprints. Obviously, most of these footprints were lost or destroyed as time passed, but a few of them were found by followers of the appropriate god and were protected by them.

Procedure: None (unless you can get a god to walk in mud during a time of great stress).

Powers: These footprints act as "holy places". They attract large numbers of spirits which cluster around them. Unlike most holy places, however, they only attract spirits which are basically friendly towards the god whose footprint it is.

Value: These items are rarely sold because almost all of them are already in the hands of the proper cult. If a new one should be found, its cult would probably pay up to 50,000 Lunars if the footprint is portable and up to 5,000 Lunars for a map to its location if it is not.

Horns of the Great Broo

Description: Very large goat horns.

Knowledge: Automatic, Famous

Cults: Associated: Thed; Friendly: Mallia; Hostile: Most Others.

History: One of the first children of Thed and Ragnaglar was a giant and powerful Broo by the name of Cashith. He spent his entire life attacking and defeating the forces of Law. By the end of the God Wars, he was the most powerful chaos being who had never been defeated. He was by no means the most powerful chaos being to survive the war, but he had never faced any opposition strong enough to threaten him seriously. Eventually, Cashith died. Some say he died of old age, while others claim that he was slain by his children. No one knows for sure.

Procedure: None

Powers: Any Creature of Chaos who possesses one of the two horns of Cashith is totally immune to any of the various special anti-chaos spells and powers. For example, the creature will be able to use his or her chaotic feature even against a Kyger Litor Cultist who has cast a "Counter Chaos" spell. Furthermore, the possessor will not even be detected by a "Sense Chaos" ability or a "Detect Chaos" spell. Of course, the horn must be kept hidden or a knowledgeable person will know what is going on anyway.

Value: 40,000 Lunars to an intelligent Creature of Chaos.



A DUAL PURPOSE PROGRAM FOR MELEE / THE FANTASY TRIP

by George R. Paczolt

The following program will serve two purposes:

- 1 It generates Fighter characters (Human scale) for **Melee/ The Fantasy Trip**, and simultaneously arms them with offensive weapons.
- 2 It will eliminate the need for die rolling in any situation calling for 1 to 7 six-sided dice.

The program was designed on the **Sinclair ZX81** computer (8K ROM) using the expanded memory, but should be adaptable to any other computer with a minimum of revision. Emphasis has been placed on ease of conversion, rather than saving memory. The program is designed in a series of subprograms, most of which are able to stand alone. In operation, the program goes through generating a character (lines 1 - 190), arming him (lines 300 - 421), giving the player the opportunity to repeat the generation and arming steps (lines 500 - 540), and goes on to resolving combat (lines 600 - 750). In addition, there's an alternate generation stage (lines 200 - 253) for foiling players who ignore program instructions.

Lines 1 Through 190 - Character Generation

Character generation follows the basic **Melee/The Fantasy Trip** procedure of a minimum value of 8 for each of the three characteristics (Strength, Dexterity, and Intelligence), and a maximum value of 18. Since it is often desirable to have more than a beginning level character - and to add a little more uncertainty in what the player's character will face, if you use the program to generate opposition - I have disregarded the 32 point total limitation for beginning characters. As a result, the character generated can have anywhere between 24 and 48 points spread between the three characteristics. If entered as written, the program will go to the Character Arming step immediately upon completion of Character Generation. Should only Character Generation be desired, change line 190 accordingly. Provisions has been made to bypass the Generation and Arming steps, should the user want to go directly to Combat Resolution (the bypass is lines 70 - 110).

Lines 300 Through 421 - Character Arming

Immediately upon having generated the character, the program will arm him with two offensive weapons: a Dagger (1 - 1) and a (hopefully) heavier weapon. Once again, this is done by using the generation of random numbers. Here, however, the randomness is skewed by the generated character's Strength, and an arbitrary decision on what range of weapons a character of given Strength would be interested in using. The weapons listed between lines 330 and 410 are listed in order of desirability within their Strength classes (all 340 weapons need Strength 9, all 350's need Strength 10, etc.), based on ability to do damage. I have arbitrarily decided that if a generated character is able to swing a Battleaxe, he isn't going to be too interested in a Rapier that only does about a third as much damage. Therefore, in selecting weapons, a character with a Strength of 15 doesn't get anything less than a Halberd. Should a player want to give the generated character an equal chance of picking a Sling as a Battleaxe, just change the values in the random number generators (lines 320 - 328). Also the weapon lines are numbers to allow inclusion of new weapons within Strength categories - just change the "W =" and random number generator parameters. As written, all character with a Strength of at least 9 will have a minimum of eight weapons to choose from. Characters with Strength less than 9 will have only four choices.

Lines 500 Through 540 - Repeat Option

Having generated and armed one character, this step allows the player to either go ahead and resolve combat or return to the beginning and generate and arm another character.

Lines 600 Through 750 - Combat Resolution

Here we have a series of seven random number generators, each giving a value between 1 and 6. Input the number of dice necessary for the roll, and the program will run through the necessary number of random number generators giving a line of individual rolls. The subprogram is on an endless loop, so that by inputting the number of dice needed, the next roll will be generated. A sub-loop is included to handle error requests of more than seven dice.

Lines 200 Through 253 - Alternate Character Generation

Since most players insist on rolling their own dice, I've felt it fair to let them punch in their own numbers on the computer - leaving a program wide open to the joker who pushes a number other than that instructed by the program, "...just to see what it'll do." If this is done at the start of character generation, "...what it'll do", will result in the character generation being shunted from the main random number generators (giving values of 8 to 18) to the alternate generators (giving values of 5 to 13 in Strength and Dexterity, and 5 to 11 in Intelligence). The break of point is line 120, and the alternate character generators are identical to the main ones, except for the limitation of their final values. Once completed, the main program moves back into the mainstream to Character Arming. If you wish to eliminate this section due to memory shortage, eliminate lines 100, 120 and 200 - 253.

Uses

My initial use for this program was in playing **Melee** solitaire, sort of practice gladiatorial combats for my current stable of characters. Such random generation ended by bias (unconscious, of course) of throwing low level cannon fodder against my characters for easy Experience points. It also ended a few well-loved characters!

In the meantime, I've found it equally useful for stocking adventures with nasties to give the exploring party a rough time, generating characters for players at conventions while wasting a minimum of time, and occasionally generating new players for my stable of characters.

The Combat Resolution sub-program has been a god-send for me, since I'm a gamer who finds it impossible to hold on to dice. Now that I'm using the computer, I'm no longer keeping my local hobby shop profitable.

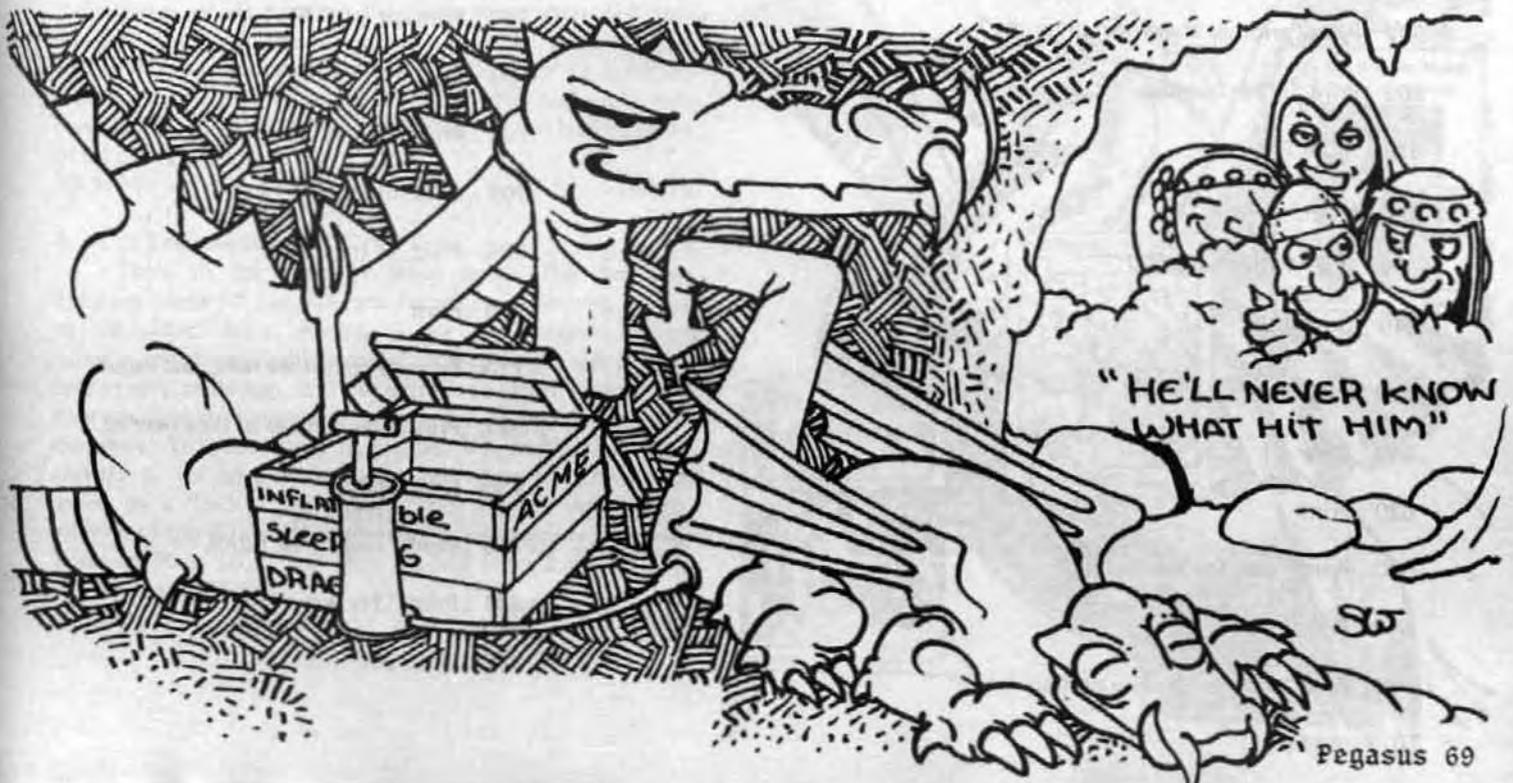
Incidentally, changing the values of the random number generators in the Combat Resolution subprogram, can cover anything from a four to a hundred sided die.

```
1  Rem *Melee*
5  Rem *George R. Pazolt - 22 November 1981
10 Print at 10, 5; "Fantasy Trip Generator"
15 Pause 360
20 CLS
30 Print "Character Generation"
40 Print
50 Print "This program will create new"
```

```
51 Print "characters and roll for combat"
52 Print "when needed."
60 Print
70 Print "Do you need a character?"
71 Print "(Input Y or N)"
80 Print
90 Input AS$
100 If AS="Y" then goto 130
110 If AS="N" then goto 600
120 Goto 200
130 Print
140 Print "This is your character:"
150 Print
160 Print "Basic Strength is"
161 Let S= int (rnd*19)
162 If S<8 then goto 161
163 Print S
170 Print "Basic Dexterity is"
171 Let D= int (rnd*19)
172 If D < 8 then goto 171
173 Print D
180 Print "Basic Intelligence is"
181 Let I= int (rnd*19)
182 If I < 8 then goto 181
183 Print I
190 Goto 300
200 CLS
210 Print "You're only supposed to press"
211 Print "Y or N. Since you can't follow"
212 Print "directions, your character is"
213 Print "generated from the infirmary"
214 Print "list."
```

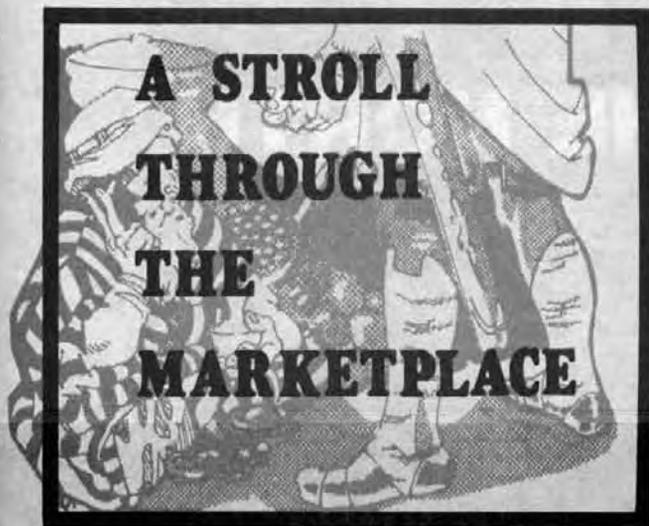
220 Print
 230 Print "Basic Strength is"
 231 Let S= int (rnd*14)
 232 If S 5 then goto 231
 233 Print S
 240 Print "Basic Dexterity is"
 241 Let D= int (rnd*14)
 242 If D 5 then goto 241
 243 Print D
 250 Print "Basic Intelligence is"
 251 Let I= int (rnd*12)
 252 If I 5 then goto 251
 253 Print I
 300 Print
 310 Print "Your character is armed with a"
 320 If S = 8 then let W= int (rnd*4)+1
 321 If S=9 then let W= int (rnd*8)+1
 322 If S=10 then let W= int (rnd*9)+4
 323 If S=11 then let W= int (rnd*10)+8
 324 If S=12 then let W= int (rnd*10)+11

325 If S=13 then let W= int (rnd*9)+15
 326 If S=14 then let W= int (rnd*11)+15
 327 If S=15 then let W= int (rnd*8)+21
 328 If S =16 then let W= int (rnd*9)+21
 330 If W=1 then print "Sling (1 - 2)"
 331 If W=2 then print "Dagger (1 - 1)"
 332 If W=3 then print "Main Gauche (1 - 1)"
 333 If W=4 then print "Nunchuks (1 + 1)"
 340 If W=5 then print "Javelin (1 - 1)"
 341 If W=6 then print "Small Bow (1 - 1)"
 342 If W=7 then print "Club (1)"
 343 If W=8 then print "Rapier (1)"
 350 If W=9 then print "Horse Bow (1)"
 351 If W=10 then print "Hammer (1 + 1)"
 352 If W=11 then print "Cutlass (2 - 2)"
 353 If W=12 then print "Flail (2 - 2)"
 360 If W=13 then print "Spear (1 + 2)"
 361 If W=14 then print "Longbow (1 + 2)"
 362 If W=15 then print "Small Axe (1 + 2)"
 363 If W=16 then print "Mace (2 - 1)"





```
364 If W=17 then print "Shortsword (2 - 1)"
370 If W=18 then print "Military Pick (2)"
371 If W=19 then print "Light Crossbow (2)"
372 If W=20 then print "Broadsword (2)"
380 If W=21 then print "Halberd (2 - 1)"
381 If W=22 then print "Morningstar (2 + 1)"
382 If W=23 then print "Bastard Sword (3 - 2)"
390 If W=24 then print "Great Hammer (2 + 2)"
391 If W=25 then print "Two-Handed Sword (3 - 1)"
400 If W=26 then print "Pike Axe (2 + 2)"
401 If W=27 then print "Heavy Crossbow (3)"
402 If W=28 then print "Battleaxe (3)"
410 If W=29 then print "Great Sword (3 + 1)"
420 Print "And a Dagger (1 - 1)."
430 Pause 1500
440 CLS
500 Print "If you're ready to continue,"
501 Print "press 1. If you wish to create"
502 Print "another character, press any"
503 Print "other number."
510 Input B
520 CLS
530 If B=1 then goto 600
540 Goto 130
600 CLS
610 Clear
620 Print
630 Print "Combat Resolution"
640 Print
650 Print "How many dice do you need?"
651 Print "(1 to 7 available)"
660 Input C
670 CLS
680 If C=1 or C=7 then goto 740
690 Print "Your die rolls are:"
691 If C=1 then goto 706
692 If C=2 then goto 705
693 If C=3 then goto 704
694 If C=4 then goto 703
695 If C=5 then goto 702
696 If C=6 then goto 701
700 Print int (rnd*6)+1
701 Print int (rnd*6)+1
702 Print int (rnd*6)+1
703 Print int (rnd*6)+1
704 Print int (rnd*6)+1
705 Print int (rnd*6)+1
706 Print int (rnd*6)+1
710 Print
720 Print "For further rolls, just input"
721 Print "the number of dice needed."
730 Goto 660
740 Print "I said 1 to 7 dice."
741 Print "Try again."
750 Goto 660
```



Shield Maidens of Sea Rune

Eighty pages detail the western coast of Judges Guild's Campaign Map One. Twenty-two wilderness hexes are described in the text that accompanies the maps of the villages, the tower, and the castle. Conflicting forces of Skandiks, Amazons, and an unholy War Band threaten the stability of the area and the lives of its occupants; the intervention of the Invincible Overlord looms on the horizon. **Shield Maidens of Sea Rune** is the latest guidebook to the City-State campaign world but can be used with most role-playing systems.

JG 1010

\$6.98



Inns & Taverns

Detailed in this 64-page book is a collection of Inns and Taverns set both within and outside the Judges Guild campaign world. Each can be set into any campaign to be used by any Judge; all feature a complete, detailed map of the premises and exacting descriptions of every room and employee as well as some of the regular customers one might expect to find within. Adventures can be found if desired, but beware of unexpected results! This is a new Universal playaid which will add a new dimension to any Judge's fantasy world and provide excitement for the players on their travels.

JG 1070

\$5.98

Wondrous Weapons

Featuring a marvelous, magical weapons shop run by a capable Dwarven armorer, **Wondrous Weapons** contains 120 different and astounding magical weapons for use in any campaign. Players must buy or trade to gain the weapon of their choice, or, if so desired, the Judge may construct a new weapon using the tables included for that purpose. The entire weapons shop is described in detail, and the book includes a complete map for the Judge and the players to use. New from Judges Guild, this Universal playaid is comprised of 64 pages in all.

JG 1040

\$5.98

Book of Treasure Maps III

Third in the Treasure Maps series, **The Book of Treasure Maps III** contains ten fantastic adventures within its 64 pages. Nine adventures are min-dungeon delves suitable for an enjoyable evening of play or as a side-adventure in any campaign, and the tenth is an entire area adventure containing villages, wilderness encounters, and fearsome monsters. This adventure is suitable for several beginning players or for an experienced player-character seeking to retire to a "quiet" community. For players desiring an evening of fun or several sessions of extended play, **Book of Treasure Maps III**, a Universal playaid from Judges Guild, will fill every need.

JG 0990

\$5.98

Pirates of Hagrost

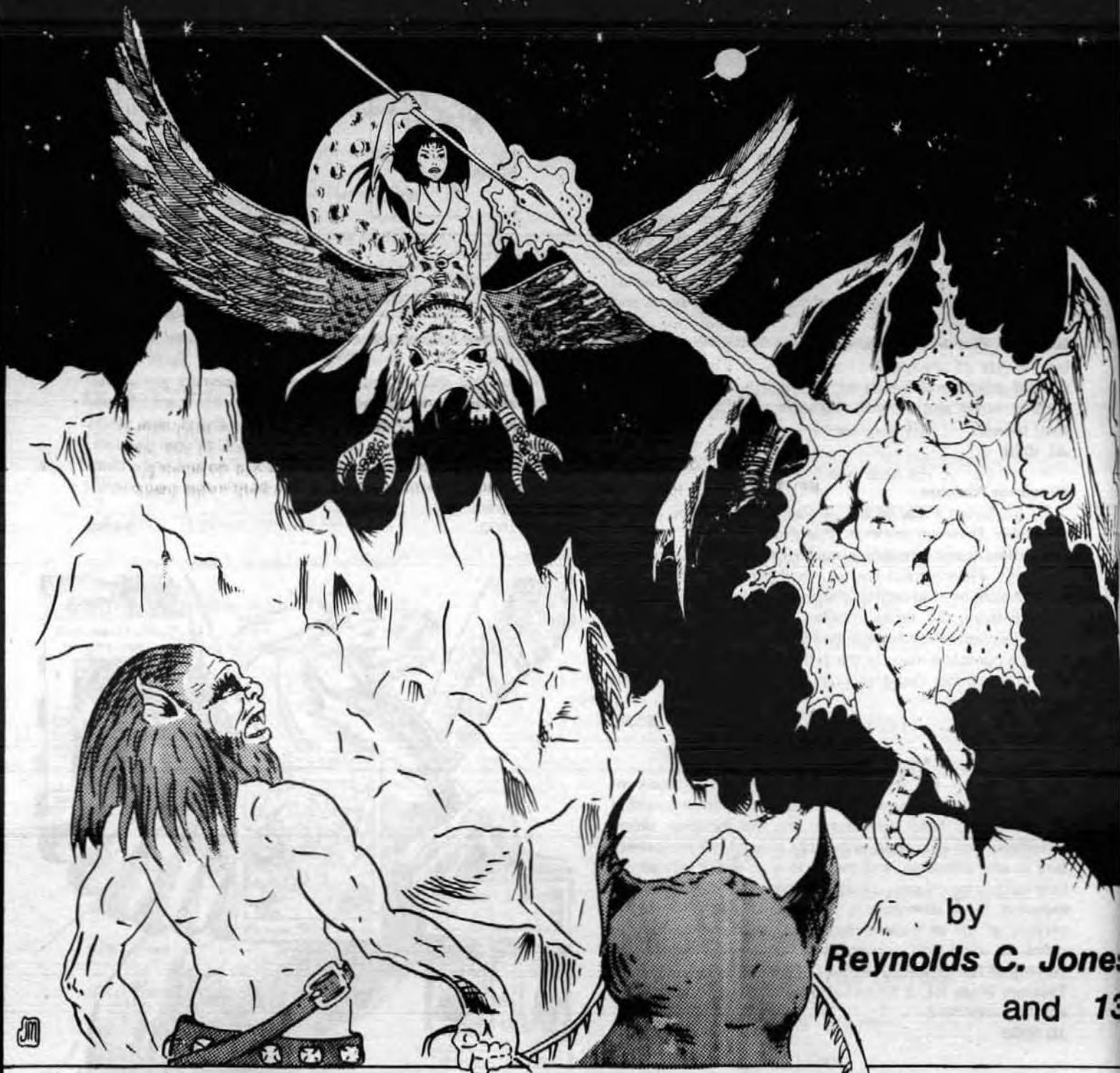
Longtime menaces to the sea trade of the Invincible Overlord, the Pirates of the River Hagrost whisper the rumors of an impending assault by the Invincible Overlord upon their stronghold among themselves. Tensely, the community of Pirates awaits the expected battle. Spies are rife throughout their organization, and newcomers are unwelcomed. These 48 pages contain 18 wilderness maps of Campaign Map One with explanatory text, charts, and tables included to facilitate the use of this Universal module. **Pirates of Hagrost** contains a detailed adventure and a complete wilderness area for use with all role-playing systems. It's a steal!

JG 1030

\$4.98



THREAT IN THE NORTH



by
Reynolds C. Jones
and 13

CITY STATE INSTALLMENT



ALL THAT GLITTERS . . .

Finger-Severing Ring by Roy Cram

This vicious magical trap looks like a Ring of Three Wishes, and the runes carved on it would lend weight to this opinion. However, when the wearer of the Ring tries to use it by making a wish, it immediately contracts, cutting off the finger on which it is worn. This evil device can only be destroyed by boiling it in Black Dragon blood at midnight under a full moon. Once claimed, it can not be discarded, but will always appear again on the hand of the claimer until he destroys it, or finds someone who will accept it from him, or he runs out of fingers. (I sure wish I could get rid of this \$%&*! thing. YAAARRRGHH!!)

Shield of Breath Resistance by Marc Patrick

This Shield is made of a highly reflective metallic substance. It is so reflective that you would be able to see a reflection with great detail at more than 100 feet away. The Shield is +3 to Armor Class, but -4 to Dexterity because of its bulkiness.

In order to make a clean escape from the Breath of a Dragon or other creatures with the power to Breathe Fire, you must face the Shield into the path of the flame. There is a 10% chance that a stray flame will do about 5% of the possible damage. The effect or damage of the blaze will rebound off the Shield and return to the originator of the flame, doing half damage.

Despite the fact that this Shield will not be effective against any forms of Gaseous Breath, it is totally effective against Morning Breath.

The Belt of Protection From Hunger by Edward R. G. Mortimer

This ordinary-appearing, broad leather belt is usable by anyone. It enables the wearer to sustain normal levels of energy expenditure, even if the wearer has been without food for 2 weeks. The Belt has the power to provide magical proteins, vitamins, etc., to the wearer in exactly the right amounts needed. The Belt also raises the Constitution of its wearer by 2 points (18 maximum) for as long as the Belt is worn. If the wearer should go without food for longer than 2 weeks, he/she will then start to suffer the effects of hunger as if the 15th day were the 1st day without food.

10% of these Belts are cursed; they cause the wearer to overeat (even to kill to obtain food) and eventually become too fat to move under their own power. Eating becomes the primary concern to the people who wear the Belt of Gluttony. The wearer will gain 5 pounds per week and, when the maximum racial weight is passed, he/she is unable to walk without assistance. When the maximum is exceeded by over 50%, the person will die of heart failure. The wearer of the Belt of Gluttony will lose 1 Constitution point every 10 weeks until the Racial Minimum is reached. Removing the Belt requires an *Exorcise*, *Limited Wish*, *Wish*, or *Alter Reality* spell, or an *Aura Alteration* with an expenditure of 100 Psionic Strength Points.

Sword of Soul Gems By Paul Andrew Denisowski

This Longsword has a strange black metal blade. If the user scores an 18, 19, or a 20, the creature must make a saving throw vs. Death Magic or be changed into a Black Sapphire. The only way to free the entrapped being is to crush the Gem with the pommel of the Sword. The Sword will function 2 - 20 times, then disappear in a puff of black smoke. When this happens, all the creatures imprisoned are released. Suggested GP Sale Value: 42,000

Antar's Medal by Michael A. Wilson

A character wearing this medallion for bravery will never fail a moral check.



IT IS SUMMER, 41 A.D.

Your journey has been long and arduous but at last you and the rest of your party camp within the great stone ring of Salisbury plain and spend an anxious night waiting for the golden glow of the midsummer day's dawn. Your thoughts are not of the mad emperor, Caligula, who sent you on this maniacal quest, nor do they dwell upon the evil clans of Black Druids who stood between you and this night; but rather of the unknown, mystical dangers that lurk within these very stone megaliths, dangers and powers that will be unleashed as sure as the sun will rise. Obsessed with this premonition of danger you have not the slightest inkling that when that same sun rises you will be irresistibly pulled into a series of events of such magnitude that they not only dwarf Caligula and Rome itself; but form the greatest adventure in human history. You have not the slightest suspicion that tomorrow's dawn will throw you into danger and intrigue that will lead you to discover . . .

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Man, Myth & Magic \$19.00

The Game Includes

Man, Myth & Magic comes complete with three booklets containing: all of the rules, six adventures (three for the basic game and three for the advanced), and a game master's guide containing various charts, tables and maps, along with two percentile dice, a pad of character sheets and player aid information and a large folded sheet of tear out maps.



FROM THE HORSE'S MOUTH

PEGASUS Reviews Games and Game Aids

REVIEWS BY BILL PIXLEY



Beasts, Men and Gods by Bill Underwood is the excellent fantasy role-playing system recently released by **The Game Masters**. The system comprehensively covers the basic areas that all fantasy role-playing games must handle: Character Creation, Combat and Magic. In all three areas, **Beasts, Men and Gods** does a very good job, making it one of the better fantasy role-playing systems around today.

First the Character Creation is covered extremely well with interesting ideas such as paired characteristics, and the use of a fixed number of Hit Points and an increasing-by-level Stamina. Paired characteristics works by having two similar characteristics, such as Strength and Constitution, share 1D6. In other words, 1D6 is rolled for both characteristics and then 2D6 is rolled for each characteristic. For example, if a 1 is rolled for Strength and Constitution and then 12 is rolled

for Strength and 2 is rolled for Constitution, it gives a Strength to the character of 13 and a Constitution of 3. This results in the paired characteristics being within at most 10 of each other. This is a very useful concept to prevent characteristics from varying too much between dependent or similar characteristics. For example, a person's Charisma and Personal appearance can not logically have too great of difference between them. The other idea of a separate Hit Points and Stamina represents the fact that a person realistically has only a set amount of damage he or she can take. However, in order for the character to last in Combat when he or she reaches a high level of skill, some manner of increasing per level of damage taken must be in a system. By having a set number of Hit Points and a varying number of Stamina points, that are used to represent a skilled person's dodges and parries, **Beasts, Men and Gods** handles this idea excellently.

Magic in the system works upon a Spell Point system with specific Schools of Magic. The Spell Points (called Mana Points) are spent with the cost of the Spell modified by its level and by the use of focuses to concentrate during the casting of spells, with a chance of spell failure and magic backfire. The specialization aspect of the rules is based upon the logical assumption that there are several specific Schools of Magic (which includes, by the way, various types of Religions) each with their own specialized spells plus some general spells that are widely known. This system is very useful in the creation of the spells that Religions use (three

example Religions are included in the book). By this system, all Religions and Mages will not know the same spells (the system stops such silly things as a Flame-God's Priests being able to use Cold spells which can happen in other systems). The Magic System is extremely logical and useable. Other systems would do well to examine this one.

Combat in the system works on a percentile basis with a quick and accurate Hit Location system. The system has a good determination of who attacks first. Then attacks are made with damage taken off first from Stamina and then from Hit Points with missile damage taken directly from Hit Points (it is hard to parry or dodge an arrow or quarrel). Several tables are included for Critical Hits, the effects of damage to specific parts of the body, and various Combat Events (tripping, weapons breaking, etc.).

Beasts, Men and Gods handles the three basics of fantasy role-playing systems, Magic, Character Creation, and Combat, far better than many other systems on the market today. In one book, all a person will ever need to run a campaign is available. The only problem that the rule set has is that an example adventure would be useful to starting adventurers. I can say that I heartily recommend the system for fantasy role-playing.





DUEL MAGICAL by Dave Nalle

Published by Ragnarok Enterprises

Duel Magical is a system that simulates two magic using characters that are fighting a duel. Each player is given a number of Credit points with which the player can buy Spells, Mana, and Level Enhancements with which to create a character. Then, they do combat by tossing offensive and defensive spells, with multiple spells being thrown each round depending on the Mage's level of enhancement. Each spell is then cross-referenced with what it is attacking, or defending from, to determine how the defense affects the spell being thrown. The effects range from the spell being augmented, to failing totally. By the system of planning the spells for a turn, all at the same time, a bad guess in a defensive spell could really hurt a character. The system is fast and easy to learn and play. It is a fun game which I would recommend playing. In fact, with a little modification, the system could be expanded into a spell point system for a regular role playing campaign.

Duel Magical sells for \$1.95

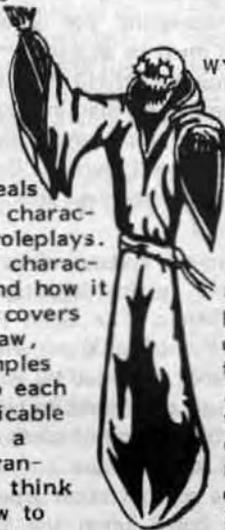
MINI-SYSTEM 2 CHARACTER ROLE PLAYING

by Dave Nalle

Published by Ragnarok Enterprises

Mini-System 2 Character Role Playing deals with how to put personality and interesting characteristics into the characters that a person roleplays. The 12 page booklet covers how to create a character's personality by considering his class and how it relates to the society he is in. The booklet covers the Warrior, the Mage, the Priest, the Outlaw, and special characters giving excellent examples on how to flesh out and give background to each character class. This system, which is applicable to any fantasy roleplaying system, will help a player turn a character from just a set of random numbers, into a realistic personality. I think that because of the basic information on how to truly roleplay that this booklet should be required reading for all those who are new to roleplaying, and that those who are not new to fantasy roleplaying should also read it for the very useful personality creation information that it contains.

Mini-System 2 sells for \$2.00



WYRDWORLD - THE CORSAIRS OF CYTHERA

by Jon Schuller

Published by Ragnarok Enterprises

The Corsairs of Cythera is an adventure for 4-9th level characters who are to journey from the Empire of Ilchania to the Island of Cythera in order to convince the pirate prince, Massarius, to side with Ilchania in the coming war with Achajan. The 12 page digest sized booklet covers the adventures on the journey to Cythera, including a rather nasty encounter with a skeleton-manned ghost ship, and the division of the gulf of Cythera amongst various pirate princes and leaders. Anzaburis, the city that the pirate Massarius rules, is described in detail along with several very interesting encounters for the party once they gain entrance to the city. All in all, The Corsairs of Cythera is a very interesting little adventure for 4th to 9th level characters and is well worth its \$1.50 price.

ABYSS 17 - February 1982

Published by Ragnarok Enterprises

Abyss 17 is a digest-sized magazine of 20 pages which covers various aspects of D&D, variant D&D, and Arduin Grimore in its articles. This issue contains articles on the use of creative magic, an article by Dave Hargrave on how the Arduin system came into being, and an article on how crime in a fantasy world would realistically be organized. The magazine also has a large article on the Assyro-Babylonian mythos that shows what the powers of various gods and beings of the mythos were historically, and how that differs with the often incorrect TSR descriptions in Deities and Demigods. Abyss 17 also has articles on new products, magical duelling, the adventures of a group of characters in one person's world, and how another handled the conception of a Archimagos Council, with the last two items being regular columns on the adventures of a world and on the history of another world. The magazine is an excellent one, and I would heartily recommend subscribing to it for the useful and interesting information it presents.

Abyss sells for \$1.00



Dear Editor:

Pegasus No. 4 is an improvement over No. 3, which, if you keep letters to the editor, you will note I am not saying too much.

Since my own world usually starts in the City-State, I find, and confidently expect to find, **Hanging Out in the City-State** to be quite desirable. "The Isle of Tirnanog" and the minor dungeon are improvements over last time, tho a peaceful little island is not what D&Ders are looking for.

However. . .

What is with your fiction? No. 2 had a continued story of which we have seen no more. This time we have "With Nations Underfoot," fine as part of a longer effort but very much incomplete as it is, and "Curse of the Green Lock Forest," which hardly belongs here at all and isn't much good, to boot.

Perry Cooper is on the wrong track with "A Realistic System for Handling Missile Weapon Combat." If anything, D&D is too favorable to arrows and other missiles as it is. 1 - 6 may not seem like much damage, but even the best weapons are rated little stronger. A huge, 2-handed sword, whose users in battle were perfectly willing to believe stories about cutting a man completely in half with one blow, leaving the lower half still riding the horse at full gallop, is rated only 1 - 10.

Fire rate is 2 per round for arrows vs 1 for the sword. In point of fact, the actual attack rate is quite the reverse; the swordsman manages to get in several swings for every arrow shot.

Also, we have accuracy to consider. The swordsman has his problems in hitting, it is true, but the bowman faces worse. He must hit moving targets with power.

In military history, we get a clear indication of the actual value of the missile weapon. In only a few battles have the bowmen been the heroes. Far more often, they were just assistants, and, sometimes, they were not even useful. D&D, like everything else, can be improved, but a more powerful bow is not an improvement.

"Monotheism in Fantasy Games" by Joseph Ravitts requires extensive comment, which I suggest you pass on to Ravitts.

Nobody denies that you can create a D&D campaign with an omnipotent God. God can hardly be more directly active than he is in reality. How long is any campaign going to last if around the next corner is . . . a receptionist for Travelers' Aid who passes out a complete map of the dungeon, which has nothing evil in it? A completely evil god is able to be more active, as the coin arcades remind us. We

can then measure success by how long we manage to survive even if we are doomed from Step 1. However, this is still not much for a long-term game. God must be content to take the role of club owner in the D&D game, punishing and rewarding the players later for their results, but having little active hand in the game.

Since this is the role God takes anyway, it isn't too hard to find such excuses for game purposes. Suppose we wanted a more or less normal D&D world with Christians added. We could posit a group of angels midway between the loyal and the fallen who are placed in a sort of Purgatory (D&D world) where they declare themselves gods. The results (not surprisingly, without God's help) are poor, and the good "gods" will eventually acknowledge their errors and accept God's mercy while the evil "gods" will be punished with Satan. In the meantime, Christ has come here, and a group of Christians are dispatched to spread the news. They will remain a minor sect for centuries. God will not interfere until the angels have had full chance to repent, a factor of some thousands of years.

If we want a more fully Christian background, you are still too free with limits. Magic is quite possible in a Christian world. True, the ancient magician was also a priest, but the ancient world made no distinction between science and religion. All knowledge was religious-tainted. We, thus, need merely assume that magic is a natural, unliving force. Our Christian MU could not use a variety of spells that are of devil-dealing nature, but would not be greatly limited otherwise.

In any war (good-evil, evil-evil, whatever), neutrals exist, usually in far greater number than those on both sides. To insist that these neutrals are, in fact, the same as dedicated partisans of one side is simply wrong. Consider: The starting alignment of anyone would, presumably, be pure neutral and would change from there as decisions were made. Some substantial group could be expected to remain without sufficient commitment to either side for their entire lives. These people would not be allies or enemies. Fools, perhaps.

Let us suppose that a group of communists are trying to purge Christians. We can expect that there will be some individuals who will shield the Christians without living up to the standards necessary for being considered of Good alignment. A Lawful Neutral might do so merely because the communists failed to follow legal form, and a Chaotic Neutral might do so because they had. Whatever the exact motive, they would be hindrances for evil and assistance to

the good.

Whatever standards we set for those of Good alignment (and you seem to set strict ones), there will be those who do not quite meet the standard but do come close. Again, it is hardly rational to classify these as the same as those who are not absolutely evil only to the extent that it is not possible.

Regarding the advantages and disadvantages of being a Christian in the D&D world, I propose the following. *Charm* spells would be only slightly weaker. There would be a larger list of things the Christian would refuse to do, but he would be basically as charmable as anyone else. The lass walking down the road charms both Christian and pagan. *Geas*, *Quest*, and *Beguiling* would also behave nearly as strongly as ever. *Geas* and *Quest* are not soul-controlling spells, strictly speaking. The victim can refuse to carry out the task, though the ultimate alternative is often death. The Christian might well find it easy to find a Cleric who could negate the spell, but he could still suffer from it. Fear would be quite normal. The Christian fears like any other Human, even if he has less reason to do so.

As with Job, the Devil can make free with our flesh, and even the most pious Christian can expect little advantage against any assault on the bod, such as Lycanthropy or becoming Undead. They would have extra protection vs any alignment changes (except, perhaps, within the Good range), but this protection would hardly be absolute. Those things causing alignment change should be viewed as extremely persuasive and rapid proponents of the new view and, thus, quite a danger to the less than fully steadfast. The spirit was willing; the flesh was weak is a very old lament.

Whether the non-Christian could raise dead is debatable, but, with the aid of illusions (for which the Devil is notorious) and *Create Undead* spells, the difference would be hard to tell. In fact, with the opportunities that it would give for traps, lies, and other evil, it would be amazing if it were not tried often.

The Christian would be under somewhat Paladinian limits as to conduct. However, even with proper modesty, the high-level Christian character is apt to think highly of himself and expect and get extra advantage of lessers. Given the choice of reviving a 20th Level MU or an infant NPC, the MU is the obvious choice. It may not be a nice choice to have to make, but the relative value should be clear.

Good luck with your world.

Yours for deeper dungeons
David Carl Argall



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Dear Dave,

Thanks for your comments, and we'll try to keep getting better with each issue.

As for your questions on our fiction, the issue No. 2 continuing story has not been continued because we do not have any other chapters as of this moment. The first part was printed by our previous editor who neglected to find out if the subsequent chapters would be submitted. There was then the trouble of a lost address for the author, P. K. Work. After all, we are not infallible, and we do not pretend to be.

Your comments on Joseph Ravitts' article, "Monotheism in Fantasy Games," deserved to be read by all our readers, so we have printed it here instead of sending it to Mr. Ravitts.

Ed

Dear Sir,

I subscribed to Judges Guild Journal in May of last year. When I found out that I was going to get Pegasus instead, I didn't mind, because of all the excellent features. Come on, though. Movie reviews? I can find movie reviews in any magazine. I didn't pay \$3.00 for a fantasy magazine to find out whether or not to go to a movie. What happened to "The Emperor's Counsel"? I enjoyed the advice that was given in that column.

Now for the good news. I was really happy when I found the guide to the "City State" in the last issue. I was badly in need of it.

Unfortunately, I have not had time to make anything to submit, as I have hardly had time to play myself.

Sasha Cole

Sasha,

I'm sorry that you don't like our movie reviews. If more of you out there feel the same way, be sure to tell us by using the handy-dandy Reader Survey to be found on pages 5 and 6 of Issue #5. If Issue #5 is not available, you can jot down any comments you have and send them off to us. We read all the mail we get.

To answer your question about "The Emperor's Counsel", well, that was just a title we stuck above a particular article of interest. I'm sure that at least one article in the last few issues deserved that special notation, if we were still using it. Mayhap we will go back to that. Let's hear what you others have to say.

--Ed

Dear Editor,

There was an article in the latest Pegasus called "The Crusade Against Fantasy Role Playing". Well, I have played D&D for 5½ years. I have played T&T for slightly less time. I am also a member of the United Presbyterian Church of Oxford. I still consider myself a good Christian, but I also like to play FRP games. I tend to ignore fanatics like Gary North. And, I am still going to play FRP games. I like what Dr. Pierce said about these people, "People like Gary North, and not the players, are the only ones who will ever find real demons in D&D." (from above mentioned article) I think for a person to believe in these monsters, he/she must be starting out with mental imbalances of one kind or another.

Laura Parkinson

Laura,

'Nuff said (you said it better than I did!!)

--Ed



Wes Crum and Mary Bess Williams

ACCURATE CRITICAL HITS

by Paul Andrew Denisowski

While numerous systems have been devised using a "critical hit" system, none of them take into account hit location. There is no difference between zonking someone in the head or smashing his toes except for a percentile die roll.

In my system, armor is divided into different parts of the body (an article on this is in an early edition of the *Dungeons*). Then, a player announces at which part of the body he or she is aiming. If the hit table shows a hit, the critical hit chart is consulted. If the shown number or lower is rolled, a critical hit has taken place. Then, one rolls on the critical hit table for that specific part of the body and finds out what happened. A note should be made that most critical hits involve bleeding which must be bandaged. Also, some critical hit effects, such as hemorrhaging, need magical healing, a *Heal* spell, a Staff of Curing, etc. While these tables generally reflect the use of an edged weapon, appropriate alternatives (ex. body blows) can be substituted.

Armor Location and Critical Hit Occurrence Table

01 - 10	Head	16% chance of critical
11 - 17	Neck	10% chance of critical
18 - 34	Chest	12% chance of critical
35 - 40	Upper Right Arm	10% chance of critical
41 - 46	Upper Left Arm	10% chance of critical
47 - 50	Lower Right Arm	8% chance of critical
51 - 54	Lower Left Arm	8% chance of critical
55 - 56	Right Hand	10% chance of critical
57 - 58	Left Hand	10% chance of critical
59 - 66	Abdomen	8% chance of critical
67 - 72	Groin	10% chance of critical
73 - 79	Right Thigh	10% chance of critical
80 - 86	Left Thigh	10% chance of critical
87 - 91	Right Shin	8% chance of critical
92 - 96	Left Shin	8% chance of critical
97 - 98	Right Foot	8% chance of critical
99 - 00	Left Foot	8% chance of critical

The percentile column is the body percentage for that part of the body and an unintelligent monster aim table. For intelligent monsters, play the part of the monster and decide for what part of the body you would aim.

HEAD

16% chance of critical, 25% chance of removing Helm.

01 - 10	Right eye torn out: 1D3 damage, -1 on Dexterity
11 - 20	Left eye torn out: 1D3 damage, -1 on Dexterity
21 - 30	Right ear severed: 1D2 damage, -1 on Surprise rolls

31 - 40	Left ear severed: 1D2 damage, -1 on Surprise rolls
41 - 50	Nose ripped open: 1D2 damage, -1 on Surprise rolls, 40% chance of losing 1 - 2 points of Charisma
51 - 60	Mouth hit: 2 - 12 teeth knocked out, 60% chance of losing 1 - 2 points of Charisma
61 - 80	Gash: 1D4 damage, 85% chance of losing 1 - 2 points of Charisma
81 - 86	Deep gash: 1D6 damage, lose 1 - 3 points of Charisma, 1 - 2 points of damage per round until bandaged
87 - 93	Concussion: 1D3 damage, 40% chance of stunning for 1 - 6 rounds
94 - 95	Severe concussion: 1D6 damage, unconscious, 30% chance of internal hemorrhaging. Hemorrhaging does 1D8 damage per round. 65% chance of losing 1 - 4 points of Intelligence and Dexterity. Only magical healing will stop hemorrhaging.
96 - 97	Fracture: 1D8 damage, unconscious, 40% chance of hemorrhaging as above
98 - 00	Skull split: Skull cracked and brain entered, immediate death

NECK

	10% chance of critical
01 - 32	Gash: 1D3 damage, 25% chance of losing 1 - 2 points of Charisma
33 - 46	Bash: 1D3 damage, 40% chance of being stunned for 1 - 3 rounds
47 - 50	Severe gash: 1D4 damage, 60% chance of losing 1 - 2 points of Charisma, 1D2 points of damage per round until bandaged.
51 - 56	Severe bash: 1D4 damage, stunned for 3 - 18 rounds
57 - 64	Spine Cracked: 1D3 damage, 25% chance of becoming paralyzed from neck down
65 - 70	Larynx punctured: 1D2 damage, no speech for 1 - 12 days, 40% chance of speech loss becoming permanent
71 - 84	Spine broken: 1D6 damage, 90% chance of becoming paralyzed from the neck down
85 - 93	Severe damage: 1D6 damage, windpipe blocked, 40% chance of immediate death; if not, 1D2 points of damage per round until cleared
94 - 97	Jugular vein cut: 1D3 damage, 1D6 points of damage per round until bandaged
98 - 00	Head severed: Immediate death

CHEST

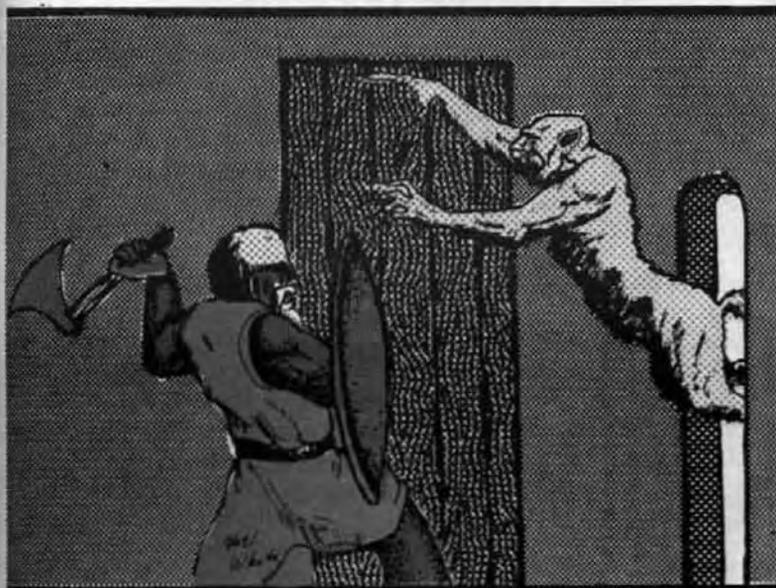
- 12% chance of critical
- 01 - 21 Gash: 1D6 damage, 20% on next chest strike being critical until healed
- 22 - 40 Rib cage fracture: 1D6 damage, ½ movement and no strenuous activities
- 41 - 49 Severe rib cage fracture: 1D8 damage, unconscious, no movement
- 50 - 59 Sternum cracked: 1D8 damage, no movement, 40% chance of fatal heart puncture
- 60 - 69 Lung puncture: 1D6 damage, no movement, 45% chance of losing 3 points of Strength
- 70 - 75 Deep gash: 1D8 damage, 1D3 points of damage per round until bandaged, 45% on next chest hit being critical
- 76 - 79 Spine cracked: 1D4 damage, 60% chance of being paralyzed from the chest down
- 80 - 84 Internal damage: 1D6 damage, 1D3 points of damage from hemorrhaging unless magical healing is used. Lose 1 - 2 points of Strength and Constitution
- 85 - 89 Spine broken: 1D6 damage, paralyzed from chest down
- 90 - 94 Lung torn: 1D12 damage, 30% chance of immediate death
- 95 - 99 Heart puncture: 1D8 damage, 1D4 points of damage per round until magically healed, 50% chance of immediate death
- 00 Impaled: 1D20 damage and roll again on Chest Critical Hit table. 85% chance of immediate death

ARMS

- Upper Right Arm: 10% chance of critical
- Upper Left Arm: 10% chance of critical
- Lower Right Arm: 8% chance of critical
- Lower Left Arm: 8% chance of critical
- 01 - 30 Bash: 1D2 damage, 40% chance to drop anything held with stricken arm
- 31 - 39 Heavy bash: 1D3 damage, drop anything held
- 40 - 50 Muscle slashed: Can't use arm for 1 - 20 hours
- 51 - 60 Severe muscle slash: Can't use limb for 2 - 20 days
- 61 - 70 Gash: 1D6 damage, 30% chance to drop anything held with gashed arm
- 71 - 80 Fracture: 1D6 damage, limb useless until healed
- 89 - 95 Compound fracture: 1D8 damage, limb useless, 1D3 points of damage per round until bandaged
- 96 - 98 Severe internal damage: 1D8 damage, 40% chance of a compound fracture as above (includes extra damage), 1D2 points of hemorrhaging damage per round until magical healing is used
- 99 - 00 Limb severed: 1D10 damage, limb removed at strike point, unconscious unless System Shock roll is made, 1D3 points of damage per round until bandaged. Lose 1 - 4 points of Strength and Dexterity

HANDS

- Right Hand: 10% chance of critical
- Left Hand: 10% chance of critical
- 01 - 40 Disarmed: Weapon or anything else held is dropped.
- 41 - 46 Heavy blow: 1D2 damage, disarm as above
- 47 - 53 Gash: 1D3 damage, disarm as above, 35% chance of a permanent -1 when using that hand
- 54 - 64 Severe blow: 1D3 damage, disarm as above, 40% chance of hand fracture (see below)
- 65 - 70 Severe gash: 1D4 damage, disarm as above, 75% chance of permanent -1 when using that hand, 1D2 points of damage per round until bandaged
- 71 - 80 Fracture: 1D4 damage, disarm as above, 90% chance of permanent -1 when using that hand. Hand useless
- 81 - 86 Compound fracture: 1D5 damage, disarm as above, permanent -1 when using that hand, 1D2 points of damage per round until bandaged. Hand useless
- 87 - 94 Fingers removed: 1D5 fingers removed, 1 point of damage per finger removed, disarm as above; if all fingers are not removed, there is a permanent -3 when using that hand
- 95 - 00 Hand severed: Hand severed at wrist - 1D6 damage, 1D3 points of damage per round until bandaged



GROIN

- 10% chance of critical
- 01 - 34 Gash: 1D6 damage, 40% chance of stunning for 1 - 6 rounds
- 35 - 50 Bash: 1D8 damage, stunned for 2 - 8 rounds, 50% chance of unconsciousness
- 51 - 64 Hernia: 1D6 damage, no strenuous activities until healed
- 65 - 70 Deep gash: 1D8 damage, 1D3 points of damage per round until bandaged
- 71 - 78 Heavy bash: Unconscious, lose 1 - 3 points of Constitution for 3 - 30 days
- 79 - 83 Double hernia: 1D6 damage, lose 1 - 3 points of Constitution
- 84 - 93 Genitals torn: 1D8 damage, unconscious, lose 1 - 2 points of Strength and Constitution
- 94 - 98 Fracture: 1D10 damage, unconscious, lose 1 - 3 points of Strength until healed
- 99 - 00 Compound fracture: 1D12 damage, unconscious, 1D3 points of damage until bandaged, lose 1 - 3 points of Strength permanently

LEGS

Right Thigh: 10% chance of critical

Left Thigh: 10% chance of critical

Right Shin: 8% chance of critical

Left Shin: 8% chance of critical

- 01 - 33 Bash: 1D3 damage, 35% chance of fall; if fall, there is a 60% chance of being stunned for 1 - 4 rounds
- 34 - 50 Heavy bash: 1D6 damage, fall as above
- 51 - 70 Gash: 1D6 damage, 30% chance of fall as above
- 71 - 86 Fracture: 1D6 damage, fall as above, leg useless, no movement
- 87 - 92 Deep gash: 1D8 damage, fall as above, 1D3 points of damage per round until bandaged
- 93 - 96 Compound fracture: 1D8 damage, leg useless, fall as above, 1D3 points of damage per round until bandaged
- 97 - 99 Severe internal damage: 1D8 damage, 40% chance of a compound fracture as above, 1D2 points of hemorrhaging damage per round until magically healed
- 00 Leg severed: Leg severed at strike point, 1D10 damage, 1D3 points of damage per round until bandaged. Unconscious unless successful System Shock Roll is made. Lose 1 - 6 points of Strength and Dexterity for 1 - 20 days

ABDOMEN

- 8% chance of critical
- 01 - 25 Gash: 1D6 damage, 35% on next critical in abdomen
- 26 - 38 Stomach torn: 1D8 damage, no movement, 40% chance of losing 1 - 20 points of damage extra
- 39 - 46 Intestines torn: 1D8 damage, unconscious, 60% on next abdomen hit being critical
- 47 - 53 Spine cracked: 1D6 damage, 35% chance of being paralyzed from abdomen down
- 54 - 63 Deep gash: 1D8 damage, 1D3 points of damage per round until bandaged
- 64 - 76 Intestines shredded: 1D10 damage, unconscious, 1D4 points of damage per round until bandaged, 75% chance of losing 1 - 20 extra damage points
- 77 - 85 Spine broken: 1D8 damage, paralyzed from abdomen down
- 86 - 93 Stomach ripped open: 1D20 damage, 1D6 points of damage per round until bandaged, 40% chance of immediate death
- 94 - 96 Eviscerated: 1D20 damage, unconscious, 70% chance of immediate death
- 97 - 00 Impaled: 1D20 damage, roll again on Abdomen Critical Hit table, 90% chance of immediate death

FEET

Right Foot: 8% chance of critical

Left Foot: 8% chance of critical

- 01 - 26 Heavy blow: 1D2 damage, 35% chance of movement at 1/3 normal rate
- 27 - 34 Severe blow: 1D3 damage, 35% chance of falling (as in Leg Critical Hit chart)
- 35 - 48 Gash: 1D2 damage, 45% chance of falling as above
- 49 - 58 Fracture: 1D3 damage, no movement, 55% chance of falling as above
- 59 - 68 Severe gash: 1D3 damage, fall as above, 1D3 points of damage per round until bandaged
- 69 - 78 Compound fracture: 1D4 damage, fall, leg useless, 1D3 points of damage per round until bandaged. Movement 1/2 normal
- 79 - 88 Severe damage: As compound fracture but 85% chance of movement penalty becoming permanent
- 89 - 95 Toes removed: 1D5 toes removed, 1 point of damage per toe removed. Movement reduced by 5% per toe removed. 1D2 points of damage per round until bandaged
- 96 - 00 Foot amputated: 1D6 damage, 1D3 points of damage per round until bandaged. Movement 40% of normal.



CITIES & SCENES FROM THE ANCIENT WORLD

by Roy G. Krenkel

Published by Owlslick Press
0-913896-02-0
Oversized hardcover: \$16.00

Reviewed by C. J. Henderson

Frank Frazetta took the fantasy art world by storm in the mid-60's. His interpretations of fantastic jungles, warriors, animals and women captured everyone's attention, sending him to stardom in a shorter time than the Beatles. Several times, Frazetta has acknowledged his artistic debt to a forerunner in print. The man who helped the most widely known fantasy painter of our time to bridge the gap from comics to paperback covers, to whom technical credit is given for the cover of *Conan the Adventurer*, is Roy Krenkel.

Roy Krenkel is possibly the most copied man in the field of fantasy art (Frazetta's early covers can barely be distinguished from those of Krenkel during the same period). There are good reasons.

He draws in the old master style of fine line, a style rarely seen these days. One of the reasons is that color has become so all important in the arts that the use of black and white as a medium of expression is practically sneered at. Very few creative talents have had the nerve to return to it. Ansel Adams continues to create wondrous images with black and white photography; film-makers, like

Woody Allen and Martin Scorsese, occasionally shock modern audiences with stunningly beautiful black and white films; in the fantasy field, however, outside of the once-in-a-while hurried sketch, no one works in pen and ink anymore, except for Krenkel.

He is a pagaentist, a man with time vision who looks back on ancient worlds and recreates them in a moment.



MAGIK TOMES

Rarely ever planning his work, he starts in whatever corner of his paper suits him and simply begins to sketch. Almost never working from any references outside of those

images ingrained in his head, he invariably lays out incredibly detailed and yet simple views of places and times of which there can be no photographic references. Krenkel has visited none of these places except in his imagination, which seems to have been sufficient.

Every page of this oversized collection is crammed with artwork. Unlike most fantasy art books which offer only one piece per page, any page which is not filled by one large work is filled by two, three, or however many pieces it takes to cover the white areas. Many of the smaller pieces are "doodles," single figure sketches of warriors, boats, city streets, women at wells, animals at rest, et cetera, whatever the artist happened to spot that day while viewing the past. Roy Krenkel is famed for his doodles.

Unlike the tossed off scraps of his contemporaries, these are, no matter how simplistic, all complete works of art. The anatomy of the figures is perfect; the range of shades go from the starkest whites to deep black, with all of the intermediary greys represented subtly inbetween. Indeed, Krenkel is one of those rare artists who seems untalented because he makes everything look so simple. He isn't.



Cities & Scenes From the Ancient World is one of the finest art books available to the public today. If you have a liking for such things (and can spare the cash in this depressed economy), you should treat yourself. You will find the enjoyment received will far out-balance the price.

(As with Durandal, check for this one at the specialty book shops, or send an S.A.S.E. to:

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Philadelphia, PA. 19101

for their entire catalogue, or just send a check for the book; they'll send a catalogue with it.)

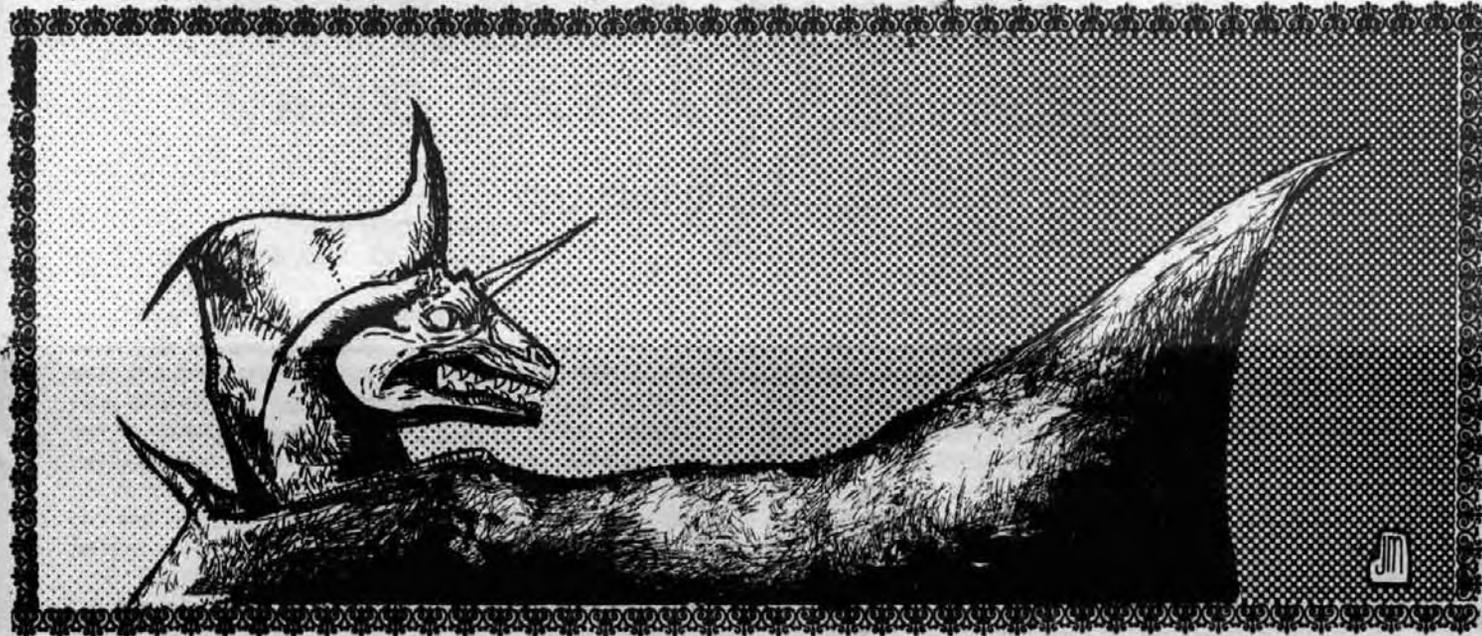


Studying the near 200 illustrations within **Cities & Scenes** will prove that. Not only is each one worth a few hours of study, but all of them are enhanced by the book's top-notch layout. It is a true art book, one designed to show each work to best advantage. There is one color plate, used for the cover (and also repeated inside), just for variety. The rest is all true Krenkel; placid, expansive, breathtaking—filled with life and the everyday things which go with it.

In the hurried, splashing, unrealistically muscled world of modern fantasy art, it is good to know that at least one artist still understands his craft, and that he is more concerned with doing good work than with pleasing children easily captivated by flashing lights.



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HOLICON 1
August 21 - 22, 1982 Hutchinson, KS
A.D.A.S. Holicon 1
Box 96
Abbyville, KS 67510



CHICON IV (World SF Convention)
September 2 - 6, 1982 Chicago, IL
Chicon IV
Box A3120
Chicago, IL 60690

PACIFICON 82
September 3 - 5, 1982 San Mateo, CA
Pacificon
POB 5548
San Jose, CA 95150



WINTER GAME FEST
November 12 - 14, 1982 Detroit, MI
Metro Detroit Gamers
POB 787
Troy, MI 48099

MASSCON 1982
September 18 - 19, 1982, Amherst, MA
Dennis Wang
11 Dickinson Street
Amherst, MA 01002
1 (403) 253-9472



The following is a list of Conventions for which we have limited information at this time.

AMBERCON 4 (SF)
June 25 - 27, 1982, Wichita, KS

INCONJUNCTION 2 (SF)
July 2 - 4, 1982, Indianapolis, IN

WESTERCON 35 (SF)
July 2 - 5, 1982, Phoenix, AZ

OKON '82 (SF)
July 16 - 18, 1982, Tulsa, OK

KCCON (SF)
August 6 - 8, 1982, Kansas City, MO

CON (SF)
August 13 - 15, 1982, Portland, OR

WINTERCON II (RP)
November 12 - 14, 1982, Detroit, MI

OFF TO ORIGINS '82



YOU CAN TAKE YOUR +2 BROADSWORD AND BATTLE AXE AND

By Bart Kemper

Have you ever noticed that most of your Fighter-class adventurers will automatically reach for the same weapons over and over; the ever popular Broadsword and/or Battle Axe. Why do you never see a Rapier, a Cutlass, a War Hammer, a non-Clerical Mace, or any number of time honored weapons used for years by various contries? Surely it can not be that they are harmless. All weapons, applied correctly can and will kill, maim, mutilate, and all of the other fun features that the more popular weapons have.

The main problem with these less popular weapons is the use of weapons in general. Even though the various manuals have the stats on the weapons, most people really forget that a Broadsword is very unwieldy, clumsy, and in general just not as effective as a Rapier in one-to-one, Human-to-Human combat. In the time that the person with the Broadsword swings, the Rapier man could easily disengage, feint, and thrust home. At many conventions and gaming sessions, this has been convincingly proven without the use of dice and charts. The same type of experiments with other weapons have proven that all weapons have their use in RPG.

The point is that the Broadsword and Battle Axe are very simple and straight-forward weapons, easily learned by a novice. Their attractiveness is owned to the Knight or Barbarian images instilled by the various movies and books that formed the RPG player in the first place. And there's nothing wrong with that. Even yours truly enjoys the feel of the well-worn shaft of his trusty gore-stained Battle Axe. But, a heavy duty weapon like that is just that, for heavy duty. Put Chuin Norsk MacDevlin in a pitched battle vs. three-score Orcs, you will find him with a Broadsword in one hand, his Battle Axe in the other. But with a couple of Humans, it's Rapier/Dagger time. This combination is highly effective, allowing the attacker to parry or attack with either hand. A very useful variation of this is using a long knife so that it will protrude about five to eight inches beneath a small Shield when gripped by the Shield hand. This gives the highly mobile piece of defense an offensive edge. So as you see, the lighter weapons do have their merit.

Maces are another oft neglected weapon. The very fact that they do not have large edges makes it a very handy weapon. Take a regular Axe and a regular Baseball Bat and swing at a tree with all of your strength. You could pull a muscle trying to get the Axe out in one quick yank, but the Bat is ready to go. That is the effect of Maces vs. the Human (and Orc, Kobold, Gnome, etc.) as opposed to getting your Sword stuck in an inconvenient corpse. This makes it an excellent weapon for pitched battles when there is little room to swing a Sword. Since many Maces are accompanied with a spike on the tip, a two-handed thrust would be a very effective blow, also suited for close combat.

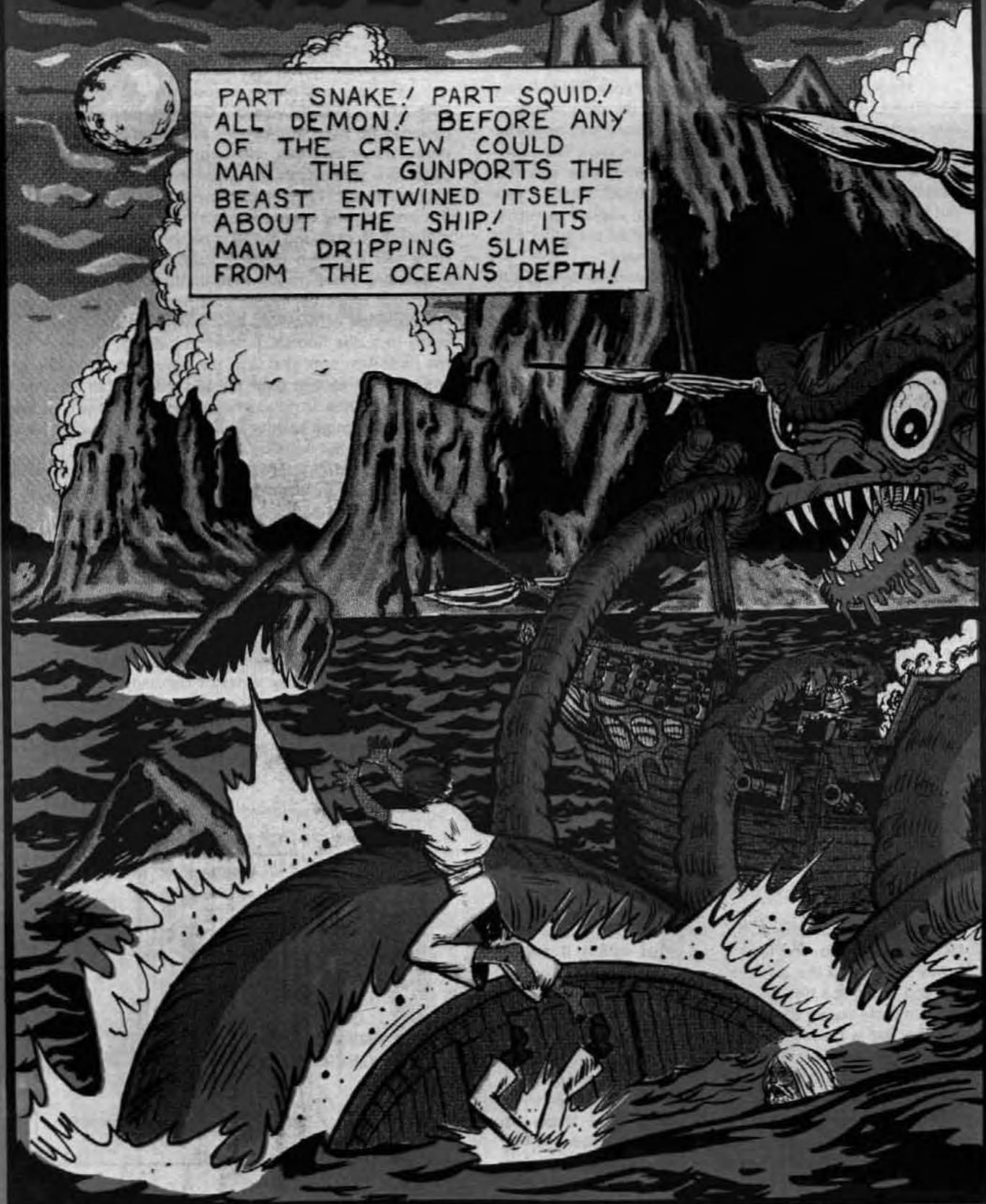
If there is a bit more room available, a well chosen Pole Arm is a useful weapon. Granted, many Pole Arms are designed for mass anti-cavalry phalanxes or decorative purposes, but a balanced, medium sized weapon such as the Spear are well worth the inconvenience of their size and encumbrance. They can keep most creatures at bay without bringing the bearer within striking range, bring down a mounted Human and the like, be thrown with satisfying results, and a myriad of other uses. One of the most useful is prodding ahead, to see what's in that dark corner or alcove or to trip traps that would have harmed the bearer instead. A dirty trick with a Pole Arm is when being chased in high grass, in a dirt floored dungeon, or similar situation, plant the Pole Arm butt first into the ground at a suitable angle and position so that your pursuer will run full tilt onto the point. Even if it is not immediately killed, it will be inconvenienced enough so that you could attack it effectively or keep running to buy more time.

If you have followed the general trend of this article, you will have realized there is more to death than the Broadsword or Battle Axe. Other weapons do have their uses and place in RPG. As a player or Judge, they should be used to make the game more interesting, and to better equip parties. A character with exotic weapons lends to itself an exotic flavor, which is fun when you are at, say, a convention when almost everyone is a stranger in real life as well in the campaign. The only problem would be not having a Judge experienced and/or open-minded enough to vary from the ordinary styles of fighting. But if this is the case, it makes the game very enjoyable. And that is the whole idea of RPG, to have a good time. So add some spice to your character, give your enemies a surprise, and have a good time doing it!

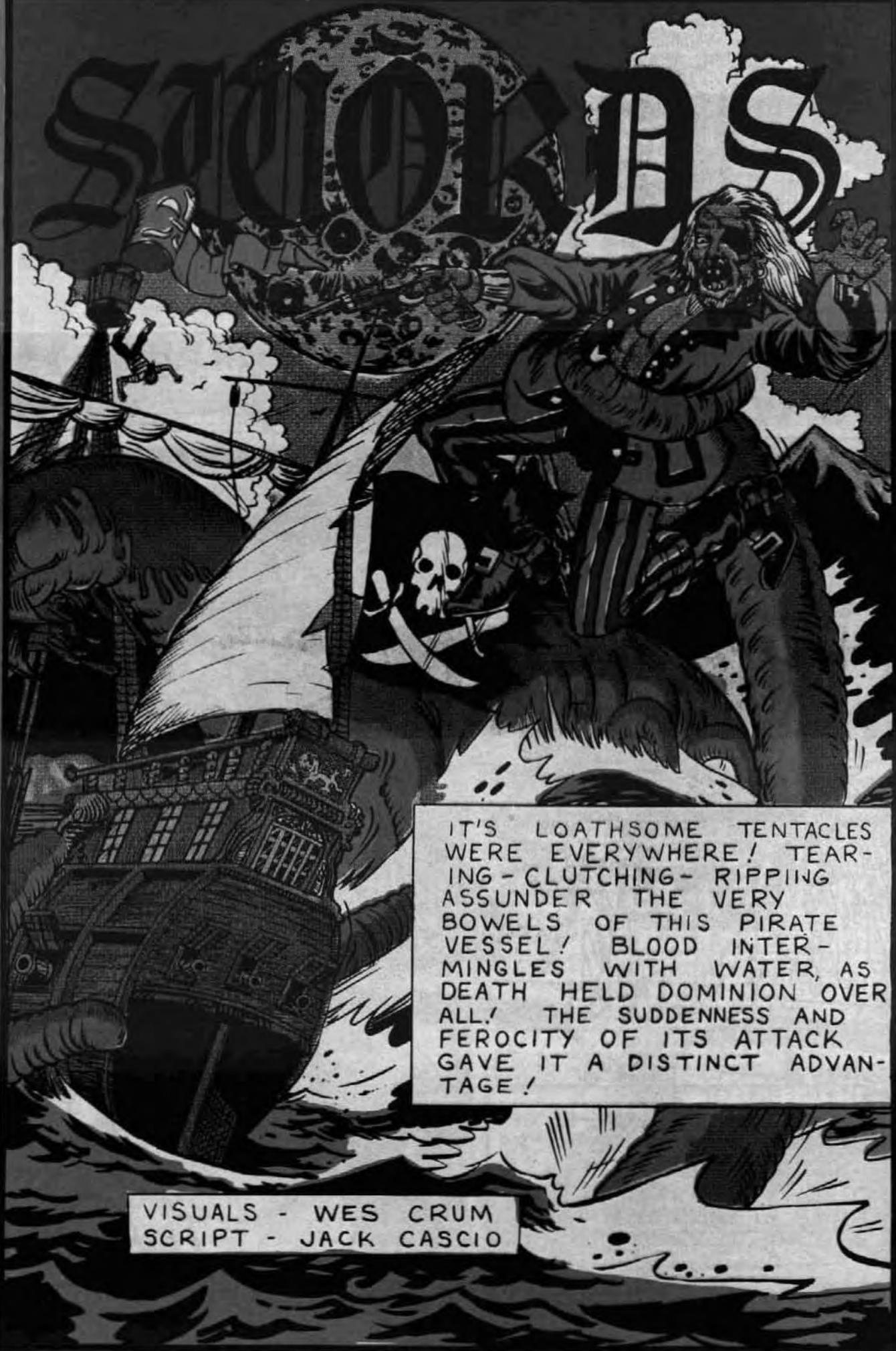


CRIMSON

PART SNAKE! PART SQUID!
ALL DEMON! BEFORE ANY
OF THE CREW COULD
MAN THE GUNPORTS THE
BEAST ENTWINED ITSELF
ABOUT THE SHIP! ITS
MAW DRIPPING SLIME
FROM THE OCEANS DEPTH!



SQUOKAS



IT'S LOATHSOME TENTACLES WERE EVERYWHERE! TEARING-CLUTCHING-RIPPING ASSUNDER THE VERY BOWELS OF THIS PIRATE VESSEL! BLOOD INTER-MINGLES WITH WATER, AS DEATH HELD DOMINION OVER ALL! THE SUDDENNESS AND FEROCITY OF ITS ATTACK GAVE IT A DISTINCT ADVANTAGE!

VISUALS - WES CRUM
SCRIPT - JACK CASCIO



THE DAY HAS BEEN YOURS SO FAR VILE BEAST! LET US SEE IF YOU CAN TAKE IT AS WELL AS DISH IT OUT!



FOR TODAY, BEAST, YOU DIE!



SHKAK!



SERAFIN BURIES HIS SWORD TO THE HILT THROUGH ITS EYE AND INTO ITS BRAIN!

MORTALLY WOUNDED, THE ENRAGED MONSTER LUNGES AFTER THE FLEEING PIRATE CAPTAIN!!



SERAFIN - AS A WISE MAN ONCE SAID, "HAUL IT!"

TIME TO ABANDON SHIP! THAT DEMON IS GOING TO SINK MY SHIP BEFORE IT FINISHES DYING!



OBVIOUSLY THIS IS NOT GOING TO BE MY DAY!





THE PICNIC IS OVER !



"REVENGE OF THE ANT-GOD"

The Fall City-State Installment.



PEGASUS FLIES TO ORIGINS '82

Pegasus will be at Origins '82 this year in Baltimore, Maryland on July 23, 24, and 25. Representing Pegasus and Judges Guild will be Edward R. G. Mortimer, Michael Reagan, and Bill "Weaponsmith" Pixley, barring any unforeseen roadblocks.

We will have many new releases for you, all made by the frantic Gremlins here at the Guild. There are a couple of BIG surprises in store for all that attend - we are prepared to start a quest into an area of gaming with which we have not previously been associated. Be there at the opening release of these fantastic NEW items; they are selling for unbelievably low prices considering what they include. They will definitely satisfy those of you who have expressed the opinion that we have not covered your particular area of gaming. I hesitate to say any more, for fear of ruining the surprise.

Also at Origins will be the Awards presentations for the finest products of gaming interest released in 1981, something we have all been waiting for with bated breath. The Trade Show is tentatively scheduled for Sunday morning (possibly Sunday afternoon). All or almost all of the members of GAMA (Game Manufacturers' Association) will be there to sell their wares, both old and new.

The premier gaming convention is about to start, so polish up your Sword and unlimber your thumb 'cause it's time to go on an adventure!



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Rayguns in Fantasy Role-Playing Systems

by Ken St. Andre explores the oldest of science-fiction gadgetry - the raygun. Perfect for any super-hero or space role-playing campaign, this article is a preview of a variant T&T super-hero game on which Ken is working.

ForeRunner Artifacts

by Steven Chabotte develops the history and technology of the ancient ForeRunners of Space Opera. This extensive playing-aid is invaluable to all Science Fiction campaigns, not just to Space Opera.

Empires in Space

by Edward Kuns. We present you with an ENTIRE SECTOR of space for all of you Traveller tm cadets out there. This comes complete with an overall sector map and all of the sub-sector maps, as well as descriptions of politics, aliens, technology, and everything else needed for new space adventures in an unknown sector of the universe.

Traveller Tips

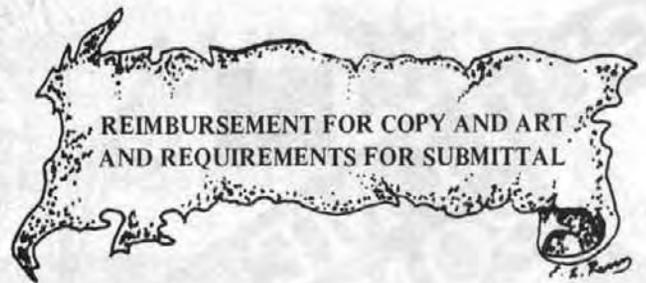
by Paul Andrew Denisowski offers advice to new and experienced Traveller tm players. It includes notes on how to choose weapons, vehicles, and service enlistment. Don't miss it!

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