

BEAST ENTZ PRESENTZ ...

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TORTURED SOULS!

No.7

SELECTED SCENARIOS FOR ROLE-PLAYING GAMES



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Floorplans
inside**

TORTURED SOULS! 7

This issue sees more changes here at the lair of the Beast, both for **Tortured Souls!** and for Beast Enterprises itself. We are continuing to expand our distribution range, and are now stocking a wide range of Standard Games lines. Although Standard are best known for their excellent "skirmish" games such as *Cry Havoc*, *Siege* and *Samurai Blades*, they also produce a wide variety of other games, plus the new *Dragonroar* role-playing game and an excellent series of A4 hex and character pads. All Standard Games products are reasonably priced and produced to very high standards.

Unfortunately we have had to raise the price of **TS!**, bringing it a little more into line with conventional prices, but we feel it still represents outstanding value for money. In fact it is a combination of high quality with value-for-money that we look for in all our products, whether they are actually produced by us or just distributed, and we will attempt to retain this standard as we expand further.

You will notice that this issue contains no solo adventure; in fact there will be no more solos appearing in **TS!** for the time being. Solo fans can rest assured that their needs will be catered for in a unique series due to be published from September '85 onwards.

You will also find that this issue contains no details of the magic scroll and campaign quest mentioned in issue 6. We are saving these for a special separate *Zhalindor Campaign* release, which should appear late '85 or early '86, and will be well worth waiting for!

In the meantime we now have more space in the magazine for conventional modules, and it is hoped that we will be able to feature some more scenarios for minority systems (starting this issue with a short *Warhammer* scenario). We will also be using the inside back cover for a variety of purposes, concentrating this issue with reviews of some recently released role-playing games and accessories.

ALL FOR A SWORD

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**BEAST
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ALL FOR A SWORD



When the blind old man limped his way warily to your side, and offered to trade you epic tales of men and magic or dragons and demons for the price of a drink, you had at first feigned indifference and turned him away. But as the chill of the night drew closer around the small tavern - little bigger than the huts of the peasants that you had passed on your way into the village - a melancholy air had crept over you with the gathering gloom. Drawing a little closer to the fire you called him over, and after pouring him a tankard of the local mead enquired as to the origin of the tavern's name - Northon's Blade.

For a while he had said nothing, but had supped a little of the brew and turned his sightless eyes towards the rafters, as if seeking some further inspiration. When he did begin his tale it was in a quiet but firm tone of voice, with no hint of the slight stutter that had punctuated his earlier conversation.

The tavern swiftly fell silent as the locals moved a little closer, eagerly awaiting the words of the frail old man. You briefly wondered at their interest in a story that they must have heard repeated a score or more times in this very room, but soon you, like them, were engrossed in the words of the storyteller.

And what a storyteller he had turned out to be, spinning an intricate tale of the rise to fame of Northon, the young Templar knight. In hushed tones he had told of the perils that Northon had faced, and the wounds that he had received; and in a voice suddenly full of strength and vigour he told of Northon's great victories among the chaos creatures in the dark mountains to the south.

It was on one of these raids to the south, so the old man said, that Northon first came across the sword that was later to bear his name, looted from the camp of a band of foul creatures that had fled before the sudden onslaught of his knights. Soon, however, the chaos creatures rallied, and returned in a vast multitude hell-bent on revenge. Now it was Northon's turn to flee, and gather his reinforcements for the battle to come.

In the ensuing battle both knights and chaos warriors were slain in their hundreds, and the lush sward was stained crimson by the blood of the fallen. Eventually, however, Northon won the day, and shortly afterwards returned as a hero to his homeland. He was told by a sage that the sword that he had acquired had great magical powers, but Northon was unable to use it as it had been specifically enchanted to be wielded by creatures of evil.

And so the storyteller had finished his tale, and sat for a while in silence, listening to the cracking of the logs and the occasional sputtering as some damp wood caught alight. You finish your drink and notice that it is now pitch black outside, and the fire has dwindled considerably since he first started his tale. It is at this point, after the locals have taken their leave and left for their hovels, that the storyteller begins to quietly speak again, as if reminiscing to himself.

"After his return Northon coveted the use of the sword, and turned his mind towards a method of altering the original enchantment so that a man of true heart could draw on the power of the blade. At that time there was a powerful temple here, and the priests of that place agreed to attempt to alter the enchantment for him. And so he hurried to Belkane, unaware that the original owner of the sword had discovered its location and was even then gathering an army to retrieve the sword by force."

At this point the old man once again falls silent, and you beg him to continue. For a moment he says nothing, but merely draws his threadbare cloak a touch closer around his hunched shoulders and leans further towards the fireplace. Then he turns to you with the merest hint of a wistful smile beginning to play at the corners of his cracked lips.

"Well my friend", he ventures at last, "after that was the Battle of Belkane, and perhaps it was Northon's last great battle, for nothing has been seen of him in these parts since that day." Here he pauses to glance significantly at his newly-empty tankard.

"But that, of course, is another story..."











INTRODUCTION

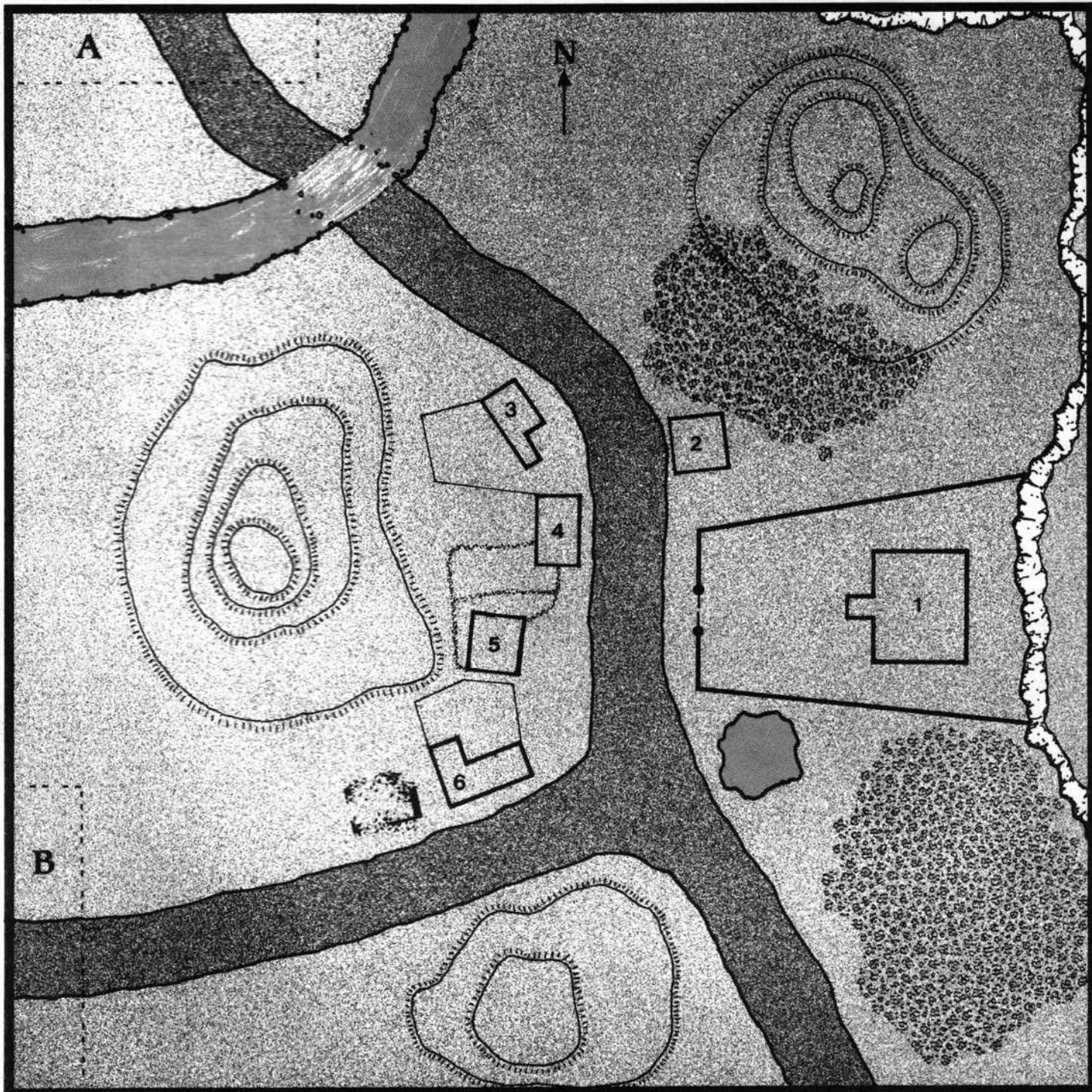
All for a Sword, by P. E. Kill, is a Warhammer scenario written for use with either set of rules (the old set or the new revised set). Note that where two numbers or values are given separated by a stroke (eg 3/A), the first figure is for the new edition, while the second is for the first edition. If only one figure is given the value is the same for either edition.

The scenario is designed for 3 players and a referee, but could also be played by either 2 or 4 players plus referee (it is important that individual players are given their aims separately). While the size of board and terrain used (see map below, drawn one tenth actual size) can be varied according to what is available, it as advisable to keep as close to the original set up as possible.

Some notes on the map are given on this page. Statistics for the armies are given on page 5, and further information on buildings and general information for use in running the scenario appears on page 6.

MAP KEY AND NOTES

-  Water: Cannot be crossed except at Ford.
-  Ford: 10cm x 10cm, counts as difficult ground.
-  Road: If all unit is on road, add 1/2" to movement.
-  Wall: 3' high obstacle, costs 1/2 move to cross.
-  Hedge: As Wall above.
-  Gate: Counts as T 7/F, and has 4 wounds.
-  Building: See separate key on page 6.
-  Rubble: Counts as difficult ground.
-  Cliff: Cannot be climbed.
-  Start Area: For groups 1 and 2 (50cm x 12 1/2cm).



GROUP 1	UNIT	M	Ws	Bs	S	T	W	I	A	Ld	Int	Cl	Wp	NOTES
Metak's "men"	10 Orcs	5	3	2	4/3	5/D	3	3	2	5/0	4/2	5/4	7/6	Ch,Sh,2HW.
	Metak	5	4	3	5/4	5/D	4	3	3	5/1	4/3	5/4	7/6	Ch,Sh,2HW.
Tasun	Chaos Warrior	5	6	6	4/3	3/C	2	6	2	10/2	10/8	10/7	10/7	Ch,2HW,LB.
	Giant	6	3	3	7/4	7/D	6/4	3	5/2	6/0	4/2	6	6	2HW
Beltas' Smashers +Musical Instrument Ri	20 Orcs	3	3	3	3/2	4/C	1	2	1	7/0	5/4	7/5	7/5	PI,Sh,H.
	Beltas	3	4	3	4/3	4/C	1	3	1	7/1	5/4	7/5	7/5	PI,Sh,H.
	Chaos Warrior	3	6	6	4/3	3/C	2	6	2	10/3	10/8	10/7	10/8	PI,H,Sh,LB.
Eajan's Riders	10 Orcs	3½/3	3	3	3/2	4/C	1	2	1	7/0	5/4	7/5	7/5	Ch,Sh,Sp,H.
	Eajan	3½/3	4	3	3/2	4/C	1	3	1	7/2	5/5	7/5	7/6	Ch,Sh,Sp,H.
	Wolves	9	4	0	3/2	3/C	1	3	1	3/0	4/1	4/1	4/1	
Kadon's Crushers +Musical Instrument Zairun	20 Orcs	4/3	3	3	3/2	4/C	1	2	1	7/0	5/4	7/5	7/5	Ch,2HW.
	Kadon	4/3	4	3	3/2	4/C	1	3	1	7/1	5/5	7/5	7/6	Ch,2HW.
	Chaos Warrior	4/3	6	6	4/3	3/C	2	6	2	10/3	10/8	10/7	10/8	Ch,2HW,LB
Yesan	Ch. Warrior Champ.	3	7	7	5/4	3/C	2	7	2	10/4	10/9	10/8	10/7	PI,Sh,H,LB.
Yesan's Aim: Kill Blar and take command of the whole army after Northon has been defeated (you want Blar's old sword!).														
NOTES: Ch = Chainmail, PI = Platemail, Sh = Shield, H = Hand Weapons, Sp = Spear, 2HW = 2 Handed Weapon, LB = Longbow.														
GROUP 2	UNIT	M	Ws	Bs	S	T	W	I	A	Ld	Int	Cl	Wp	NOTES
Drepp's Company +Musical Instrument Jurg	20 Dark Elves	3½/3	4	4	3/2	3/B	1	5	1	8/0	9/7	9/7	8/6	Ch,Sh,H,RXB/XB
	Drepp	3½/3	5	4	3/2	3/B	1	6	1	8/3	9/7	9/8	8/6	Ch,Sh,H,RXB/XB
	Chaos Warrior	3	6	6	4/3	3/C	2	6	2	10/2	10/7	10/8	10/6	PI,Sh,H,LB.
Amoue's Manglers +Musical Instrument Motet	20 Dark Elves	3½/3	4	4	3/2	3/B	1	5	1	8/0	9/7	9/7	8/6	Ch,Sh,H.
	Amoue	3½/3	5	4	3/2	3/B	1	6	1	8/3	9/7	9/8	8/6	Ch,Sh,H.
	Chaos Warrior	3	6	6	4/3	3/C	2	6	2	10/4	10/7	10/9	10/7	PI,Sh,H,LB.
Chablan's Archers +Musical Instrument Iblan	20 Dark Elves	4	4	4	3/2	3/B	1	5	1	8/0	9/7	9/7	8/6	Sh,H,LB.
	Chablan	4	5	4	3/2	3/B	1	6	1	8/2	9/7	9/8	8/6	Sh,H,LB.
	Chaos Warrior	4	6	6	4/3	3/C	2	6	2	10/3	10/7	10/9	10/8	Sh,H,LB.
Fudel's Gang +Musical Instrument	25 Goblins	4	2	3	3/2	3/B	1	2	1	5/0	5/2	5/2	5/3	H,Sh.
	5 Goblin Fanatics	4	2/3	3	3/2	3/B	1	2	1	5/0	5/2	5/1	5/1	B+C.
	Fudel	4	3	3	3/2	3/B	1	3	1	5/1	6/3	6/3	6/4	Sh,H.
Pretal	Chaos Warrior	3	6	6	4/3	3/C	2	6	2	10/3	10/7	10/9	10/8	PI,Sh,H,LB.
	Giant	6	3	3	7/4	7/D	6/4	3	5/2	6/0	4/2	6	6	2HW.
Blar	Ch. Warrior M. Hero	3	8	8	5/4	4/C	3	8	3	10/5	10/8	10/9	10/10	PI,Sh,H,LB.
Blar's Aim: Northon has stolen your magic sword and is hiding it in a temple at Belkane. Go get it back!														
NOTES: Ch = Chainmail, PI = Platemail, Sh = Shield, H = Hand Weapon, 2HW = 2 Handed Weapon, B&C = Ball and Chain, LB = Longbow, XB = Crossbow, RXB = Repeating Crossbow.														
NORTHON'S MEN	UNIT	M	Ws	Bs	S	T	W	I	A	Ld	Int	Cl	Wp	NOTES
Grom's Crossbows	15 Crossbowmen	4/3	3	3	3/2	3/B	1	3	1	7/0	7/5	7	7/5	Ch,H,XB.
	Grom (leader)	4/3	3	4	3/2	4/C	1	4	1	8/3	7/6	8	7	Ch,H,XB.
Blidab's Archers (Skirmish Order)	10 Human Archers	3½/3	3	3	3/2	3/B	1	3	1	7/0	7/5	7	7/5	Ch,Sh,H,LB.
	Blidab	3½/3	3	4	3/2	4/C	1	4	1	8/2	7/6	8	7/6	Ch,Sh,H,LB.
Blodal's Axemen +Musical Instrument	20 Axemen	3½/3	3	3	3/2	3/B	1	3	1	7/0	7/5	7	7/5	Ch,Sh,H.
	Blodal	3½/3	3	3	3/2	4/C	1	4	1	8/2	7/6	8	7/6	Ch,Sh,H.
Manton's Guard +Musical Instrument	20 Warriors	3	3	3	3/2	3/B	1	3	1	7/0	7/5	7	7/5	PI,Sh,H.
	Manton	3	3	3	3/2	4/C	1	4	1	8/3	7/6	8	7/8	PI,Sh,H.
Phelon's Escort (Men of the West) (cavalry)	10 Knights	3	4	3	3/2	3/B	1	3	1	7/0	7/5	7	7/5	PI,Sh,WH,B,H,L
	Phelon	3	5	3	3/2	4/C	1	4	1	8/3	7	8	7	PI,Sh,WH,B,H,L
	Warhorses	8	3	0	4/2	3/B	1	3	1	3	3	3	3	
Norgra's Company (Skirmish Order)	15 Dwarves	2½/3½	4	3	3/2	4/C	1	2	1	9/0	7/9	9/5	9/10	Ch,Sh,H.
	Norgra	2½/3½	5	4	4/2	4/C	1	3	1	9/4	7/10	9	9	Ch,Sh,H.
Trappel	Minor Hero Warhorse	3 8	5 4	5 0	4/2 4/2	4/B 3/B	2 1	5 3	2 1	9/4 3	9 3	9 3	9 3	PI,Sh,WH,B,H,L
Northon	Hero	3	7	6	5/3	5/C	3	6	3	10/4	9	10	9/10	PI,Sh,H.
Northon's Aim: Defend the temple from the hordes of chaos so that you can have the enchantment on "your" sword altered.														
Malvon	Wizard	4	3	3	4/2	4/B	2	5	1	8	8	8	9	CP=20/14.
Malvon's Aim: (If applicable) You want to see Yesan dead at all costs as he was responsible for the death of your brother.														
NOTES: Ch = Chainmail, PI = Platemail, Sh = Shield, WH = Warhorse, B = Barding, H = Hand Weapon, LB = Longbow, XB = Crossbow, L = Lance, Malvon's spells are given on page 6.														

NOTES ON ARMY LISTS

- A) If the Old Edition is being used all units of 20 or more members may have a standard.
- B) All Chaos Warriors should be on 25mm x 25mm bases.
- C) Phelon's Escort are Templars, they hate everyone but men of the west (including the dwarves on the same side), are at +1 on morale tests and subject to frenzy but **don't** remove their armour.
- D) Yesan carries a sword (Seff) which makes all opponents (either of him personally or of a unit he is attached to) suffer from Fear.
- E) Blar carries a sword that drains 1 point of Toughness from an opponent when it causes a wound (ie when opponent loses life). Blar gains this point for the next turn.
- F) Blar has the ability to communicate mentally with any Chaos Warriors within 1/2 mile. If he takes a wound roll a d6: on a 5 or 6 he sends out a telepathic "SOS". At this point all Chaos Warriors will rush to his aid, leaving their commands. This causes their commands to make a morale check on their leader (not the Chaos Warrior) - causing all sorts of problems.

MALVON'S SPELLS

Unless otherwise noted the following spells are for use with both editions of Warhammer:

LEVEL 1: Cure Light Injury, Fire Ball, Flight.
(Old edition only: Bless Sword, Lock, Magic Light, Alarm).

LEVEL 2: Aura of Protection.
(New edition only: Smash, Hold Flight).

TALISMANS:
(All for Old Edition only): 2 x Philtre of Fiery Humour, 2 x Amulet of Thrice Blessed Copper.

Don't forget his innate magical abilities (Book 2 page 6-7).

THE TEMPLE

The temple is the building marked as 1 on the map on page 4. Walls are T 8/G, W 7 per inch, Doors and Windows are T 7/F, W 4. The outer wall is T 6/E, W 3 per inch. The roof of the temple is flat and can be reached via the stairs or by climbing the walls. For each figure trying to climb roll a d6, on a 6 they reach the roof, on a 1 they fall and take 1 Strength 3 wound (armour gives no saving throw)

The sword is currently on the altar in the largest room. The sword can only be used by evil creatures, its abilities are Double Damage and Invisibility.

Double Damage: Each wound scored counts as 2.

Invisibility: Owner may turn invisible for 10 turns a day.

A brief guide to the interior of the temple appears below, referees can detail the rooms in advance if they think it will be necessary (if it is likely that Northon's men will attempt to conceal the sword, for example!).

A = Altar

E = Entrance Hall

G = Guest Room

P = Priests' Quarters

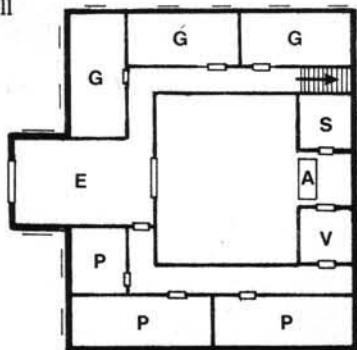
S = Sacristy

V = Vestry

— = Door

— = Window

▨ = Stairs



OTHER BUILDINGS

Details of the interiors of the other buildings are left for the referee to determine. It is recommended that they are all 1 level buildings of timber (T 7/F, W 5 per section) with 1 solid timber door and one window per inch (T 6/E, W 3, there are no windows in the section that the door is in).

- As a guideline for referees wishing to detail the contents of the buildings further, their present uses are as follows:
- 2: Currently empty, the floor is strewn with rubbish.
- 3-5: Farmhouses, actually little more than poor hovels. Very simply furnished and with little of value.
- 6: A small tavern serving visitors to the temple with only the most basic of drinks (mead, rough spirits, etc).

PLAYING THE SCENARIO

Ideally one player should take the part of Northon and command the combined force of the defenders, one should take the part of Yesan and command Group 1, and the other the part of Blar, commanding Group 2. The referee should photocopy page 4 and cut it into 3 parts, giving the appropriate army listing to each player. It is of course important that the player controlling Blar does not know the objective of the player controlling Yesan.

If you have only 2 players Yesan's objective should be dropped, and one player will control the combined forces of Group 1 and Group 2.

If you have 4 players you should proceed according to the briefing for 3 players above, but one player will play the part of Malvon and have his own lesser objective. The players taking the parts of Northon and Malvon can either divide up the defending force between them or take joint command.

STARTING POSITIONS

Northon's men set up first, then Group 1, then Group 2.

All of Northon's forces start within the outer wall of the temple, except for the Dwarves who may set up anywhere. Northon, Malvon and at least 30 men must start within the actual temple building. Phelon's Escort are dismounted and must spend the first two turns mounting up.

Group 1 start in the Group 1 starting area (labelled A on the map, or off the board to the north, in which case they must enter along the road.

Group 2 start in the Group 2 starting area (labelled B on the map, or off the board to the west, in which case they must enter along the road.

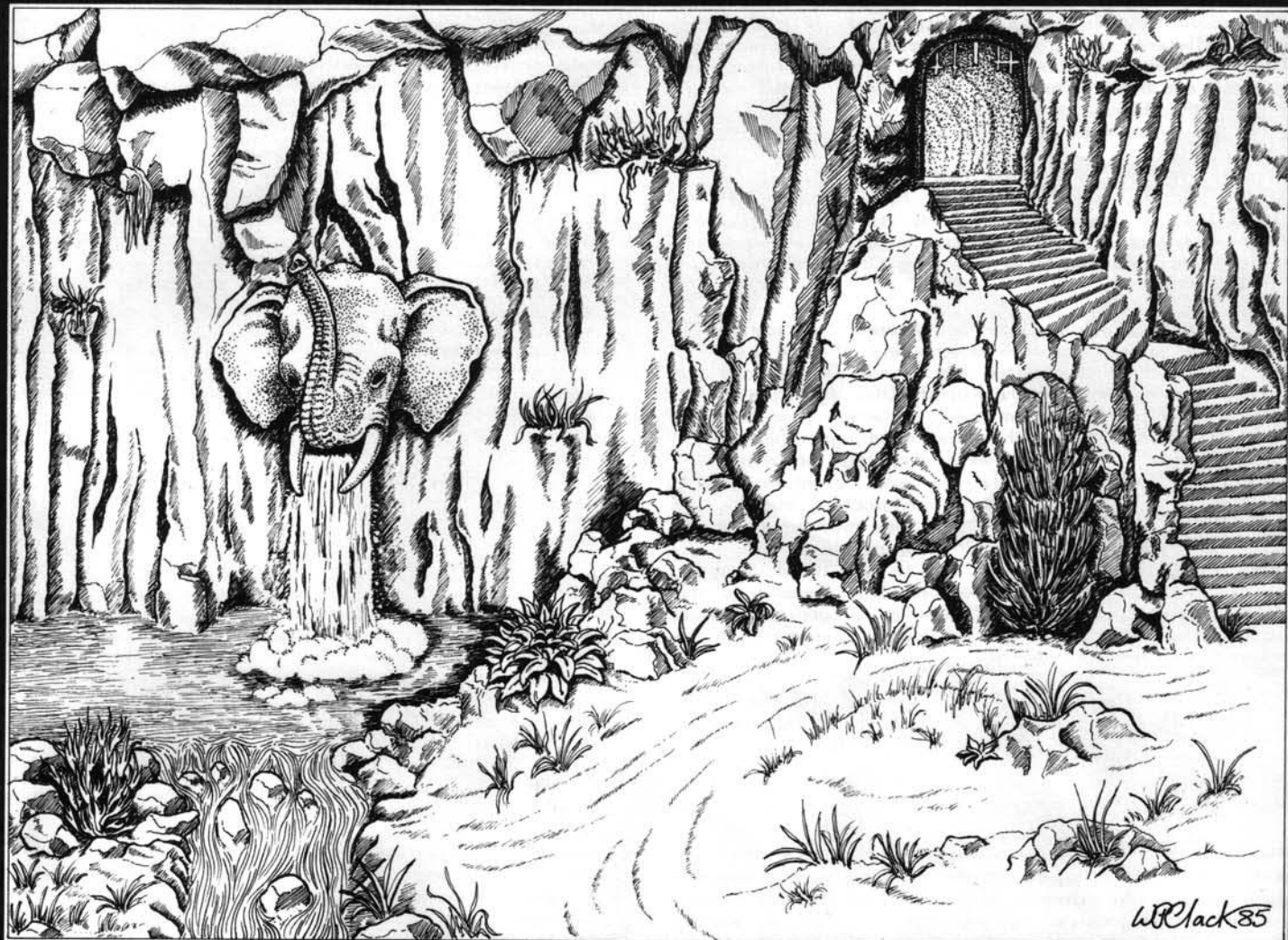
The turn sequence will be as follows: First Group 1, then Group 2, then Northon's forces. Note that while Groups 1 and 2 are still working together they may elect to move simultaneously rather than as above.

PLAYING TO A TIME LIMIT

If the referee desires he can set a time limit to the game. If Blar has not regained his sword at the end of this time, and it is still in the temple, it will have been converted for Northon's use and Northon's forces will therefore win the day, otherwise Blar will win. Referees could of course choose to have the attack take place during the hours of darkness, with the ceremony to alter the enchantment on the sword due to conclude with the first rays of dawn. In any case Yesan should have a slightly longer time limit within which he must steal the sword from Blar.

A simpler alternative is to set a time limit and declare the player in possession of the sword at the end of that limit the winner (if there is a player playing the part of Malvon he will share a joint victory with Northon if either of them are in possession of the sword).

FOUNTAIN OF LIFE



Weary from your day's travel, and filthy from the dust and grime of the road, you are glad to see the welcoming lights of the inn ahead. As a few spots of rain begin to fall in the gathering dusk, you tighten your rain capes and hasten your pace, wondering what sort of welcome to expect...

A mere ten minutes later you are securely bound and roughly dumped in a corner of the inn. The patrons of the inn had seemed distinctly sullen on your entrance, and when, shortly afterwards, one of them had jumped the leader of your party from behind and held a knife to his throat, you had little choice but to obey his commands and throw down your weapons. You now listen to their animated discussion, and ponder your fate. You have clearly become the scapegoats for some dire crime in the area, for while a few of them are demanding that you be tried fairly, the others are obviously in favour of a quick hanging!

Suddenly the door bursts open and a huge dark-haired man wearing a blacksmith's leather apron fills the doorway. As he enters you can see that he carries a corpse across his massive shoulders, and has a curious broad-bladed hunting spear in his free hand. Although the face of the corpse is terribly burnt, the other inhabitants obviously recognize a former friend from his clothing and rapidly examine his wounds before turning their attention on the spear. There then follows a brief conversation in hushed tones, with many discreet glances in your direction. Eventually a frail old man seems to have been elected spokesman. He crosses to your corner and frees your bonds, before clearing his throat and addressing you in a croaking old voice:

"It seems we owe you an apology, my friends. Please forgive us this unseemly welcome. You see there have been a few disappearances from our little community over the past few weeks, and tempers have been running rather high. When young Pugam failed to return from the fields this afternoon we gathered here to decide what could be done, and your arrival was perhaps a little untimely. However it appears from the wounds to his chest, gored as if by the tusks of some animal, and from this spear found nearby, that Pugam was killed not by a party of brigands (as we assumed from your appearance that you might be) but by a manelephant."

Seeing the blank looks on your faces, he explains further: "A manelephant is a strange creature, with the head of an elephant but the body of a man. They were once common in this area, living in roving bands and moving from day to day. But while they were usually peaceful they were greatly feared, for occasionally one would develop a form of madness and turn Rogue, slaying any humans that crossed its path. Now it appears that there is a Rogue on the loose near here, and that he is responsible for the disappearances."

"If you will help us I think we may be able to catch him. The older ones among us remember a kindly young manelephant of magical powers called Ooomtolo, who would track down such Rogues for us and calm them down by magical means. Local stories say that he settled down many years ago in the Valley of the Fountain of Life, where there is said to be an elephant's head fountain with healing properties. Please seek out Ooomtolo for us. We have little reward to offer, but I'm sure that as men of honour you will help us!"

INTRODUCTION

This scenario is for use with the **Dragonroar**, **AD&D** or **Basic** rules systems. Most of the descriptions, notes and other background material are the same regardless of the rules system used, but magic spells and combat statistics will change according to the system in use. For convenience **Dragonroar** statistics are given first, and **D&D** statistics, where different, are given afterwards in (bold brackets). Unless otherwise noted such bracketed material refers both to **AD&D** and **Basic**. There will be similar bracketed sections detailing the damage given by traps, values of any treasure found, and so on, where different for **D&D**.

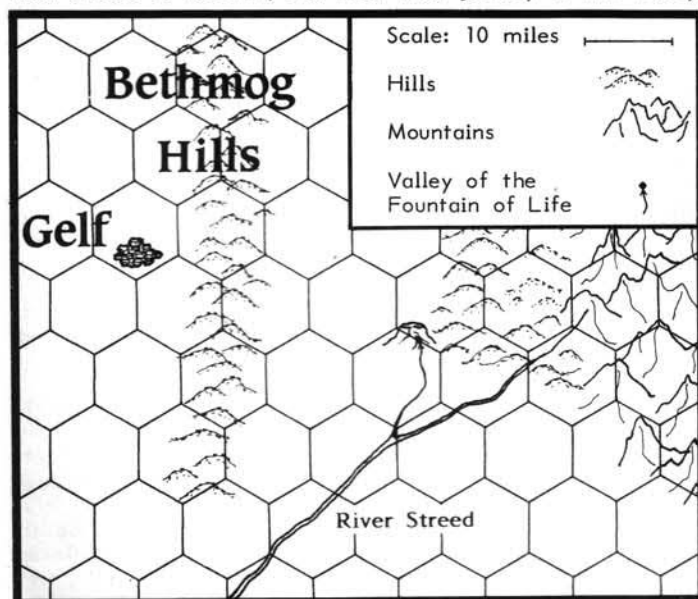
Dragonroar players should note that "BR 7" refers to page 7 of the Basic Rulebook; similarly for **AD&D** "MM" = Monster Manual, **DMG** = Dungeon Masters Guide, and for **Basic** "DMR" = Dungeon Masters Rulebook. Players of **D&D** should substitute DM for FM (the Fatemaster or referee of **Dragonroar**) whenever this occurs.

If the **Dragonroar** rules are being used the scenario is suitable for a party of 4-6 adventurers of Life Level 0. The scenario is ideally suited for novice players, and can be used as a follow up to the Kalonth Dive adventure that is included with the **Dragonroar** rules, in which case survivors from the first adventure should be used again (with extra reinforcements if casualties were very high on their first adventure!). For **D&D** 4-6 1st-2nd level adventurers should be used; these may be experienced characters, but the DM should ensure that any magic items they may have will not unbalance the scenario. Again the adventure is ideally suited to beginners, so you may wish to save it for when you have some new players to introduce. The scenario is also designed to be played using floorplans; **Dragonroar** players will find that counters for all the monsters encountered are included in with the game.

PLEASE NOTE: The information given below is for the benefit of the FM **only**. If you intend playing in this scenario **PLEASE STOP READING HERE!**

BACKGROUND

The scenario is set in the Nomad Realm just east of the North Quad of Skarran, on the planet of Home, the world in which **Dragonroar** scenarios are set. (For **AD&D** or **Basic** another location should be substituted to fit in with a campaign world as required - it is probably best to set the scenario in an area previously unknown to the players). The actual action of the scenario takes place in a rocky valley at the source of a minor tributary of the river Streed some 30 miles south-east of Gelf (see map below). However the nature of the players' introduction (page 7) is such that they can be recruited at an inn some distance away, perhaps near Streed or Kalonth, and must then journey to the Valley.

THE PLOT

The disappearances are in fact the result of abductions and murders carried out by Oomtolo himself. This is not known by the villagers, and should be concealed from the players for as long as possible. The major part of the scenario will concern the players' attempts to penetrate Oomtolo's lair (the key for which is given on pages 10-14) in order to speak to Oomtolo himself. A description of Oomtolo, with guidelines on how to handle the conversation are given on page 9; if the players do not suspect him by the time this meeting takes place the FM will have to handle it with great care.

Possible hints to the players which should lead them to suspect Oomtolo's involvement are the absence of attacks by other manelephants during the journey, the presence of evil creatures (the hobgoblins) in Oomtolo's lair, and any hints the FM may drop into the conversation with Oomtolo. The discovery of skeletons in the cell (room 17) points to some past misdemeanour, but it will not be possible to identify the bodies (but see below).

While an experienced FM will have little trouble in arousing the players' suspicions, a novice FM, or one dealing with inexperienced players, may have trouble doing so. In this case it is recommended that an additional clue be placed which will definitely pin the blame on Oomtolo **before** their meeting with him (assuming, of course, that the players have found the clue by then). The FM should therefore use the meeting with Travultar detailed below.

THE MEETING WITH TRAVULTAR

It is assumed that the players will be given free board at the inn for the night before departing on their quest in the morning. Shortly after they have retired for the night there will be a knock at the door, and a man will enter. The players will recognize him as the blacksmith who found the corpse earlier in the day, but he now has his dark hair slicked neatly back and wears the brilliant white tunic and trousers used to denote headmen in villages in this area.

He will introduce himself as Travultar, and explain that he has accepted the headman's position in the absence of his brother, the former headman, who was one of the first to disappear. He then opens his tunic to show the players a gold chain and medallion, almost invisible amongst a mass of curly hair. The chain is of an unusual design, being finely wrought with diamond shaped links. He explains that his brother was wearing a similar chain at the time of his disappearance. If the party find his brother alive he will offer 200 crowns (gp) as a reward, or will give 100 crowns (gp) for the return of the other chain as proof of his brother's death. The missing chain can be found on one of the skeletons in room 17, so the party will be able to claim the lower reward as well as implicating Oomtolo if they find it (but will, of course, find it impossible to claim the higher reward!).

THE JOURNEY

Although nobody in this area has been to the Valley of the Fountain of Life, the old man will be able to give the players rough directions to its supposed location. From their present location they should journey to the river Streed, and then follow it north-east until they pass the Bethmog hills. They should then take the first tributary on their left, said to originate from a spring in the Valley.

The journey from the players' present location to the Valley of the Fountain of Life should be relatively uneventful. The FM can either assume that the journey was undertaken successfully and merely inform the players that they have arrived, or can play out the journey using the appropriate guidelines (BR 15-18 (AD&D: DMG 47-49 BASIC: assume a safe journey or see Expert Rulebook 21, 30)). A suggested wilderness encounter, if required, is with three wolves (BR 35, Speed 12, Life Level 0 (AD&D: MM 101, BASIC: DMR 39)) who will attack until one is killed or crippled (reduced to half hit points) at which point they will run away.

OOOMTOLO

The description of Ooomtolo given below gives spells and statistics for the **Dragonroar** game system. **AD&D** and **Basic** players should use the relevant statistics given at the end, although the general description will remain the same.

STR.	SPD.	KNL.	WLL.	END.	LifeLevel
14	12	17	16	14	3

Weapons: Like most manephant wizards Ooomtolo gained the use of the traditional manephant hunting spear rather than a short sword at life level 1. He also has a dagger tucked into his belt.

Attacks: 2 tusks, 30% 1-4 damage, plus:
Spear, 55% 1-8 damage, or:
Dagger, 35% 1-4 damage.

Armour: As a wizard Ooomtolo wears no armour, but like all manephants his tough skin gives him natural protection equivalent to chainmail. In addition as he is life level 3 all attacks against him do 1 point less damage.

Spells: Ooomtolo knows all the basic spells listed, and also has a special version of the Calm spell (see room 20, this counts as 2 spells for purposes of the number of spells that he knows as he had to research it specially). Remember that as Ooomtolo is life level 3 he has a +15% chance of casting spells, and they cost 3 less endurance points for him to cast.

Areas of Knowledge:

Magic: Mind Magic: Audio, Visual, Informational. Combat.

Languages: Humanoid: Esoteric.

Special Possessions:

Ooomtolo always wears a snake-shaped bracelet which gives him an extra 15% resistance to mental magic (in addition to the 10% he gains from his high willpower). This bracelet will only work for manephants. Ooomtolo also has a magical statue (see room 14) and a crystal ball (see room 20).

Treasury: Ooomtolo carries no money on him (and cares little for it). Any money he gains he places with the treasure in room 10. The furnishings of his rooms are also of little value.

Description: When younger Ooomtolo was very friendly for a manephant, and is well versed in the affairs of humans. He dresses simply and previously lead a contemplative life, devoting a considerable amount of time to magical research. Although he has now turned Rogue he is not without honour, and it is possible that the party may bargain with him.

D&D: As noted above Ooomtolo is a manephant, a strange creature with the head of an elephant but a human body. They are usually a little taller than humans and noticeably stronger. They are intelligent and have a keen sense of smell and their thick skin gives them protection equivalent to chainmail. As well as their small tusks they can use weapons, and are usually armed with broad-bladed hunting spears. Occasionally when severely provoked they turn Rogue and are extremely dangerous, patiently hunting down their quarry. Ooomtolo's statistics are as follows:

S 14, I 17, W 16, D 12, C 9, Ch 15, MOVE 9"/90', AC 5, HD 6, hp 28, Att 2 Tusks (1-3) + Spear (1-8)/dagger (1-4).

Ooomtolo attacks as a 6HD monster, and also has spells as a 6th level cleric. He wears a snake-shaped bracelet which makes him immune to **sleep**, **hold** and **charm** spells (only works for manephants) and also has a magic statue (see room 14) and a crystal ball (see room 20).

Ooomtolo's spells are as follows (bracketed spells are for **AD&D** only):

LEVEL 1: (Command), Cure Light Wounds, (Detect Magic), Light, (Resist Cold).

LEVEL 2: Charm Weed*, Hold Person, (Resist Fire), (Silence 15' radius), (Snake Charm).

LEVEL 3: (Dispel Magic).

*This is the special spell that Ooomtolo has developed for use against the weed in room 20.

THE MEETING WITH OOOMTOLO

The meeting that takes place in room 13 between the players and Ooomtolo is crucial to the scenario, and needs to be carefully handled by the FM. The notes on room 13 in the key deal mainly with any combat that is likely to arise, and not the finer points of negotiation which are touched on here. **D&D** players will note that the key to room 13 shows how Ooomtolo would use **Dragonroar** spells to try to evade capture, and **D&D** players should therefore base his use of **D&D** spells on a similar course of action.

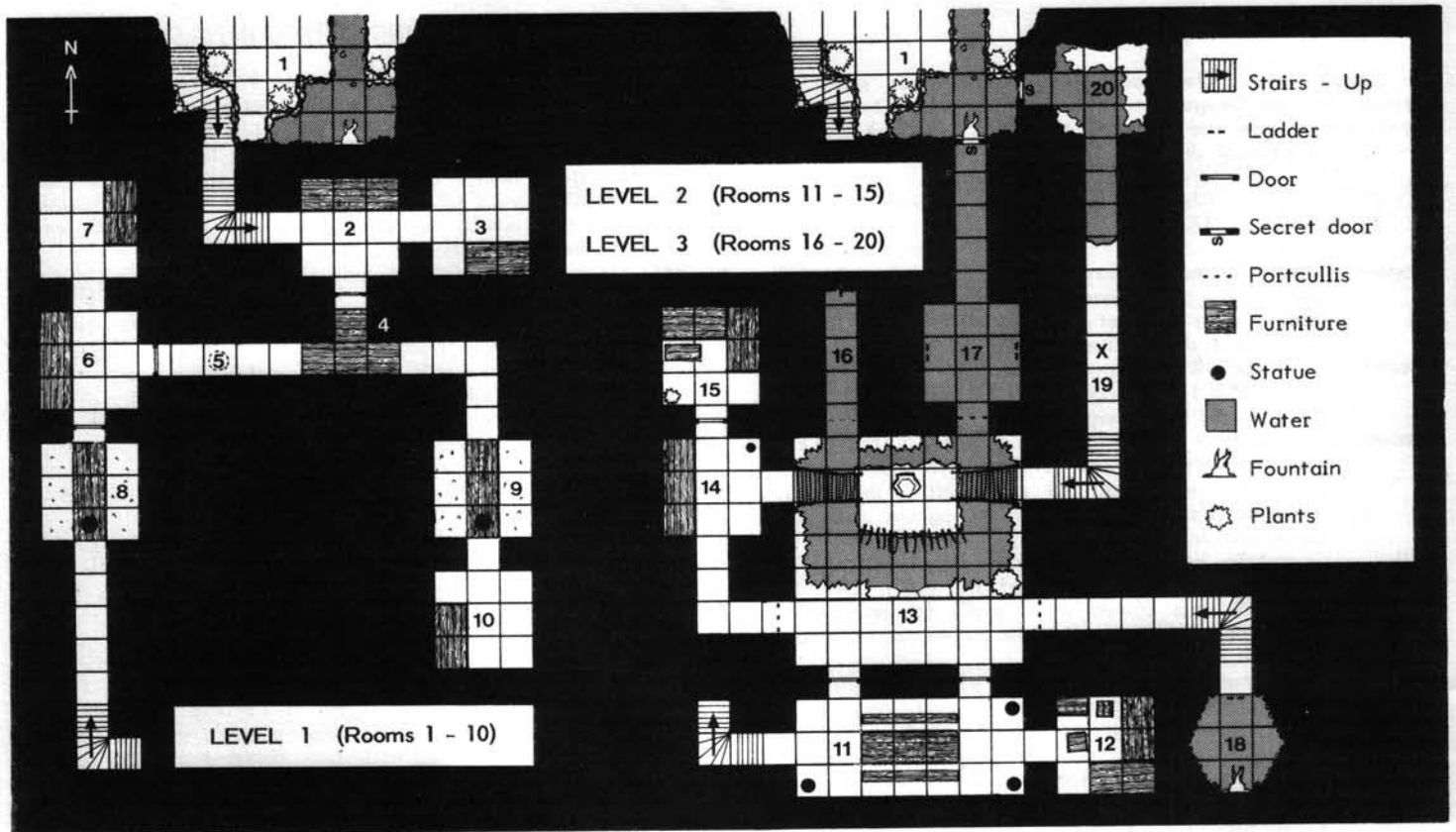
It is important to remember that Ooomtolo is basically honourable, and has good reasons for turning Rogue (see below). While he will therefore **not** admit responsibility for the disappearances, he will also be very unwilling to actually lie to the players, and hence will seek to evade many of their questions. It is this evasiveness that should lead the players to suspect that Ooomtolo knows far more than he is admitting, and is in fact responsible himself.

Ooomtolo turned Rogue as a result of the shock of having his entire family murdered in cold blood. His family were travelling in the region from which the players have been sent, when they stumbled into an ambush set by five ivory hunters lead by Travultar and his brother. Ooomtolo was watching at the time using his crystal ball and witnessed the whole gory spectacle, although he was powerless to stop it, none of his enchantments being capable of working at such a distance. However he took careful note of the men responsible for the evil deed, and swore a bloody revenge. He has therefore been tracking the men down one by one, returning home with each body to rest and recuperate before setting out for the next victim.

Pugam and Travultar realized what was happening following the third disappearance, for they knew from the old legends that a manephant never forgets the killers of his kin. They assumed that there had been a survivor from their ambush, and that it was this survivor that had caused the disappearances of their friends. However they decided not to tell their neighbours, preferring to keep secret the details of their crime (the ivory had been discreetly sold in a nearby town), and agreed to regularly call on each other for their mutual protection. So it was that Travultar disturbed Ooomtolo carrying off Pugam's body, causing the manephant to drop his load and flee. Since Travultar now knows that there is definitely an manephant stalking him, he fears that the problem will only be solved with the death of his adversary or himself, and is hoping that the party will perform the deed for him!

The best chance for the players to reach an honourable solution to the problem will come if Ooomtolo runs out of offensive spell capability, but the party are still no closer to reaching his rock. At this point an impasse will have developed, and Ooomtolo will be willing to negotiate if this is suggested by the party. If Ooomtolo explains the situation to them the party will now be faced with a further problem, for while they can scarcely condone any further murders without losing honour, it is clear that Ooomtolo has a genuine grievance. As Travultar is the only surviving member of the hunting party the most honour-able solution is for Ooomtolo and Travultar to fight a duel (and in fact both parties will accept this idea if it is suggested by the players). If such a duel takes place, the result will be at the FM's discretion, depending on any future plans he has for the party (see below).

D&D players should note that in **Dragonroar** the seeking of honour is a valuable end in itself, similar to the amassing of experience points. While **Dragonroar** players will therefore have an incentive to seek an honourable solution to the problem, **D&D** players may seek only to slay everything they meet. Although DMs can counteract this tendency by awarding extra experience points if an honourable solution is found, they may prefer to give some other advantage to a party that has played well. One possibility is that if Ooomtolo wins a duel he will be grateful to the party, and will allow them to use his lair as a home base for their future operations (in which case you may wish to limit the healing properties of the fountain to be only usable once a month).



LEVEL 1

1. The Outside

If the party follow the stream they will come across the entrance to Oomtolo's lair at the end of a steep ravine. To the west of the party a set of roughly hewn stone steps follow the line of the cliffs, ascending 20' to a passage opening in the cliff face. The remains of a portcullis can be seen in this opening, but there will be plenty of room for the party to enter (and the stone steps are quite safe). To the east of this opening an elephant's head fountain seems to be carved in the face of the cliff itself, and water constantly pours from the open mouth of the pachyderm. The water forms a pool which is hollowed out below ground level to a depth of 5'. A line of rocks has been built at the edge of the pool and the water tumbles over these in a small waterfall before flowing on to form the stream.

There will be no discernible effects on any character who bathes in the pool or beneath the fountain - this is **not** the one referred to in the legend! However characters beneath the fountain may notice that it appears to be hinged along the bottom. If they can somehow get closer to examine the fountain (perhaps by throwing a rope around it or forming a 'human pyramid' - don't forget the water is 5' deep and there is another 10' between water level and the fountain) they will find that it appears to be mounted on a 4' square panel set into the cliff face and hinged at the bottom, and **not** carved from the cliff itself as it first appears to be. Any character who puts his hand in the mouth of the carving will find a large lever, concealed from the outside by the water pouring out. If this lever is pulled the panel opens on its hinge, the whole carving swinging downwards. It is many years since this secret entrance was operated, and at the time of its design the water level inside the complex was much lower and it could be opened safely. Now, however, the extra volume of water piled up behind it makes opening the panel extremely dangerous. The character opening the panel must roll his Speed (DEX) or under on 4 six sided dice or will be trapped under the carving, causing 1-8 points of damage to the torso and arm used to open the lever, with a 50% chance of 1-6 points of damage to the head and other arm (roll separately for each) (the character will take a total of 1-8 points of damage if he fails his saving roll). The water pours out continuously for 3 turns, during which the character takes an additional 1 point of damage per trapped location each turn (a total of 1 point per melee round).

The other characters (and the opening character if he was not trapped) will be thrown back by the force of the water and may not free him (although they can cast healing spells if he is in danger of dying). At the end of this time the water level in 13, 16 and 17 will have dropped by 3' and it will be possible to walk in these areas, the character can be easily freed as the force of water returns to normal, and the secret panel can be used to enter the passage to 17.

There is another secret panel leading into the complex (see room 20). However the FM should ensure that the players do not discover it from this side, or will be unable to open it by any means (it can be considered as magical and requiring a specific command word to open it from this side).

2. Guardroom

Like most of the rooms in the complex this abandoned guardroom does not contain any lighting; sufficient light enters from the west (assuming it is daylight outside) to permit the characters to make out only the dim outlines of the room. If they enter slowly and cautiously the characters will be able to hear faint sounds of movement from above them. Huddled asleep in the northwest corner of the ceiling are 4 Bats (BR 33). The bats will do nothing unless the party attempt to light a torch or make any loud noises, in which case they immediately attack (each bat has a 2 in 3 chance of attacking the nearest party member, otherwise chose a random character). The bats will also wake up if a loud noise is made in an adjacent room (eg combat in 3 or falling through the cover in 4), and will then all attack the next character or creature to enter the room. (The 4 creatures are Stirges MM 92/DMR 38; they behave as detailed above). Note that if the characters enter between dusk and dawn they will be out hunting and hence absent.

There are 3 huge chests along the north wall of the room. The west chest contains the rusted remains of several suits of chainmail. The centre chest contains 4 shields (still usable), 2 rusted (useless) short swords and a broken short bow. The east chest has a small hole gnawed through at floor level; inside are the gnawed remains of 2 sacks of grain and 3 starving Rats (BR 38) who will spring at the character opening the chest (Treat the rats as AC9, 1hp each, will inflict 1 point of damage per bite). Anyone bitten by a rat has a 1 in 20 chance of catching a disease - the effects appear in 2-5 days; there is a 25% chance of dying, otherwise the adventurer will be confined to his bed for a month.

3. Sleeping Quarters

This room is not lit and the players will be unable to make out details if they have not yet struck some sort of light. The room provided sleeping quarters for off duty guards, and there is still a set of roughly constructed bunk beds in the south-east corner. On the top bed a **War Hedgehog** (BR 35) lies sleeping (unless the players have made a lot of noise in room 2, in which case he is hiding in the north-west corner in order to observe the players' entrance). The hedgehog's name is Artalarg and he is rather lazy by nature. Artalarg's speed is 12, life level 3 and he has a giant axe. He moved in a few weeks ago and now uses this room as his lair, sleeping all day and hunting by night so as not to disturb the bats next door. He will remain in hiding while the party deal with the bats, his reactions when they enter (unless they attack him in which case he will always be hostile) depends on the present number of party members:
 3 or less: he will offer to join the party (if they accept he will go along for the rest of the adventure - he will not open doors or chests and will refuse to be first into new rooms or passages, but will fight fiercely for the party if required. He has never been into room 4 or beyond).
 4 or 5: he will attempt to remain neutral, and will ask the party to leave his lair but will not attack unless provoked.
 6 or more: he will immediately attack the intruders.
 (Artalarg is an **Ogre MM 75/DMR 35** and attacks on sight).

4. Cell Entrance

This wooden planking covers a shaft leading down to the cell below. If players pull up some of the planks they will be able to see water below, and could pull up sufficient to lower a character down on a rope. The planks are now very rotten and creak ominously if trodden on. The party will be safe as long as they only cross one at a time, but if two characters step on the wooden area at the same time the entire area will give way and they will both fall to the cell below. Although they fall 25' the characters have a pretty soft landing and take only 2-8 points of concussive damage (ie 1-4 each to two random areas, which may be the same area), but will probably drown if they are concussed. (They take 1d4 damage and will be concussed on a roll of 4).

5. Fragile Passage

There is a fragile place in the passage floor as indicated. The FM should roll secretly for each character whenever the party passes this point, there is a 5% (10% for someone wearing plate, or for Artalarg) chance that the character will fall through opening up a hole. They will fall 25' to the middle of passage 16 (taking damage as in 4 above) and thence be swept onwards (their fate should not be revealed until the other characters have finished the scenario). Only one character will fall through, and the hole is then clearly visible and can be easily avoided.

6. Kitchen

This room was once a kitchen and the large west work surface contains many knife marks and bloodstains. Underneath are a variety of battered pots and pans, but the players will be unable to find any items of use or value.



7. Storeroom

This room used to be used for kitchen supplies. There are several large meat hooks hanging from the ceiling, but there is nothing on them or in the empty chest in the north-east. There is a faint musty smell in the room.

8. West Stone Guardian

When the players enter this room they will see a stout wooden bridge crossing over an 8' deep pit filled with sharp spikes and large humanoid skeletons. Standing at the south end of the bridge is a man-sized stone statue armed with a mace. As the players enter it will address them in a loud voice asking "what is the nature of your business here?" If the players reply that they are here to seek audience with the wizard Oomtolo (or words to that effect) he will step to one side (seeming to hover in mid-air) and allow them to pass. If they make any other reply he will inform them that "You cannot pass!" and stand in the way.

If the players have to fight the statue (they will find that all spells appear to be completely ineffective against him) he has a speed of 10 and an 80% chance to hit (hits on a 5+), doing 2-8 damage. He always strikes first against each new opponent, but combat then proceeds as normal according to speed. When he hits a character there is a 2 in 6 (4 in 6 if he hits the head or either leg) chance that he knocks the character from the bridge. In this case roll randomly to see which area the character lands on, if he lands on either foot he takes no damage, if he lands on either arm he takes 1-4 points of damage to that arm, if he lands on his torso he takes 2 points of damage to every area (ie he lands flat out), if he lands on his head he will be instantly killed (unless his name is Thrudd...). He will also land on 1-3 of the spikes (subtract 1 if he landed on an arm, 2 if a leg - a result of 0 indicates that he avoided the spikes and can pull himself back up taking 1 move during which the statue gets a free attack). The spikes each do 1-8 points of damage to a random location (if the same one is indicated by more than one spike roll again), and will stop him from getting up (he will be skewered). (The character will take 1-4 points of damage from the fall and will land on 0-3 spikes each doing 1-6 points of damage). Once one character has fallen a comrade may step forward to take his place.

If a character hits the statue he will be dismayed to find that no damage is done, but he may knock the statue over (1 in 6 chance, or 2 in 6 for a leg hit). If the statue falls over it will appear to lie in space next to the bridge. At this point the characters will realize that the pit is in fact an illusion - the floor is completely solid and level with the bridge. All characters in the pit will now find themselves at bridge level, and all wounds caused in the pit (but not damage taken in hits from the statue) will vanish. Note however that characters that have been killed will stay dead even though the wounds appear to vanish from their bodies. It will take 2 complete moves for the statue to pick himself up and regain his position, during which time the characters may of course run past him. Once they know the pit is an illusion they may freely walk 'over' it, although the illusion is so powerful that it still appears the same (the characters will appear to be walking on air). If the characters return this way the statue will allow them to pass if it did so last time, otherwise they must fight it again. However as it will be facing away from them they get the first hit before it can turn around, and have double the chance of knocking it over on this first blow.

9. East Stone Guardian

This statue behaves exactly as in 8 above except that:
 1) It will immediately tell the players that they cannot pass and will always fight if they attempt to get past.
 2) If the players do get past it will be ready when they leave room 10 (it will stand across the north exit to room 9) so they get no bonus from attacking from behind.

10. Treasure Room

This is the room in which offerings carried by visitors to the shrine below were deposited. There is a pile of gold coins - 635 crowns (gp) in the south-east corner, while the chest in the south-west contains numerous small offerings - brass statues, wooden carvings, animal teeth and other such trinkets - with a total value of only 100 crowns (gp).

LEVEL 2

11. Dining Hall

Note that it is likely that the party will be attacked by the occupants of room 12 as they enter this room (see 12). The floor of this room is covered by what appears to be old and fading rush matting. There is a huge trestle table in the centre of the room with long benches to the north and south. In three of the corners of the room stand wooden statues that appear to be small manikins (about 4' tall). The manikins were originally magically enchanted to serve at the table, although this enchantment has now worn off and they merely stand idle in the corners. However if the FM wishes to introduce an element of humour to the scenario he can adopt the following routine:

As the players enter the room the north-east manikin will commence a violent twitching while the south-east will walk around and around on the spot (their enchantment is still in existence but not functioning properly). The south-west manikin (or a fourth manikin in the north-west, the south-west manikin being completely defunct) will run out of its corner and indicate that the players should sit at the table. Suddenly dishes of all manner of exotic foods and goblets of wine appear on the table, at the same time the sound of a large gong can be heard (this will alert the occupants of room 12 who will now rush in and attack).



During the ensuing chaos of the combat the functioning manikin will scurry backwards and forwards in a desperate attempt to pick up all the spilt plates and goblets and mop up the food from the floor. When a combatant is killed the manikin will immediately drag him to the nearest bench and attempt to make him sit up at table. When the combat is over the manikin will clear up any remaining mess and top up all the goblets from a decanter on the table before bringing in a fine dessert of fresh fruit (the players may of course choose to partake in a meal after despatching their foes). The FM should attempt to make his description of his actions as comical as possible, having the hobgoblins trip over the manikin during the fight and so on.

If the players attempt to attack the manikin they will find that it offers no resistance, merely attempting to continue its duties. Blows struck with blunt or pointed weapons (eg maces, arrows, spears) will do only 1 point of damage, but blows from edged weapons will do normal damage (and axes will do +2 damage). Any player successfully striking a blow (against AC9) should roll percentage dice to determine the location of the hit as follows: 1-10% = head, 11-40% = torso, 41-55% = right arm, 56-70% = left arm, 71-85% = right leg, 86-100% = left leg. Each location can withstand 4 points of damage (except for the torso which can take 6). Destruction of the head means that the manikin will lose all sense of direction and wander aimlessly, bumping into walls, furniture, hobgoblins etc. If a limb takes 4 points of damage it is severed, but will continue to drag itself around randomly (although the manikin continues with its duties, pulling itself along by its last limb if required). Only the destruction of the torso will stop the faithful servant from continuing with his tasks, as the body will have been separated into two halves which just lie on the floor twitching aimlessly.

The two north doors are both locked. If the FM has not run the sequence above any attempt to break down the doors will alert the occupants of 12 if they have not already attacked.

12. Servants' Quarters

This room is currently occupied by 3 hobgoblins - Lungt, Gruver and Snott (all three are Life Level 2). They were originally part of the guard force belonging upstairs, but as they knew how to get past the guardian they descended to the greater comfort and security of the servants' quarters after the departure of all of the servants and the remainder of the guards. Oomtolo knows that they are still here, but does nothing as they help to keep out unwanted intruders. Lungt is intelligent for a hobgoblin and also fast (Speed 17). He carries only a longsword, but may try to fool the party into believing he is some sort of powerful wizard. Gruver is slow (Speed 8) and stupid, but quite strong (17, +1 damage adj). He carries a mace and shield and wears a suit of battered chainmail (only gives 5% protection). Snott is weak (7, -1 adj), slow (10) and almost as stupid as Gruver. He carries a club and shield and wears no armour. (The hobgoblins are as normal (MM 52/DMR 31), except that Gruver gets a +1 damage bonus; their weapons are as above).

The hobgoblins keep to their old routine (partly out of habit and partly out of fear of attack) and hence at any time one of them (determine randomly) will be asleep and the other two playing cards. They keep a careful watch on room 11 and will attack anyone they notice entering (the players will always be detected if they make a lot of noise and there is a 4 in 6 chance that they will be spotted entering the room even if they are completely quiet. The sleeping hobgoblin takes 2 turns to wake and arm himself.

If the players take one or more of the hobgoblins captive they will find it impossible to extract useful information (the doors from 11 to 13 are kept locked and the hobgoblins use the main exit while Oomtolo uses the secret exit from 20, so they know nothing of any use concerning his actions). If the players decide to search the room after defeating the hobgoblins they will find that it is in a complete state of chaos. The main contents are two beds, a table with two chairs and a pack of cards featuring drawings of obese female hobgoblins in rather ludicrous postures. There are also a variety of filthy hobgoblin clothing and various decaying foodstuffs scattered about the floor.

13. Audience Chamber

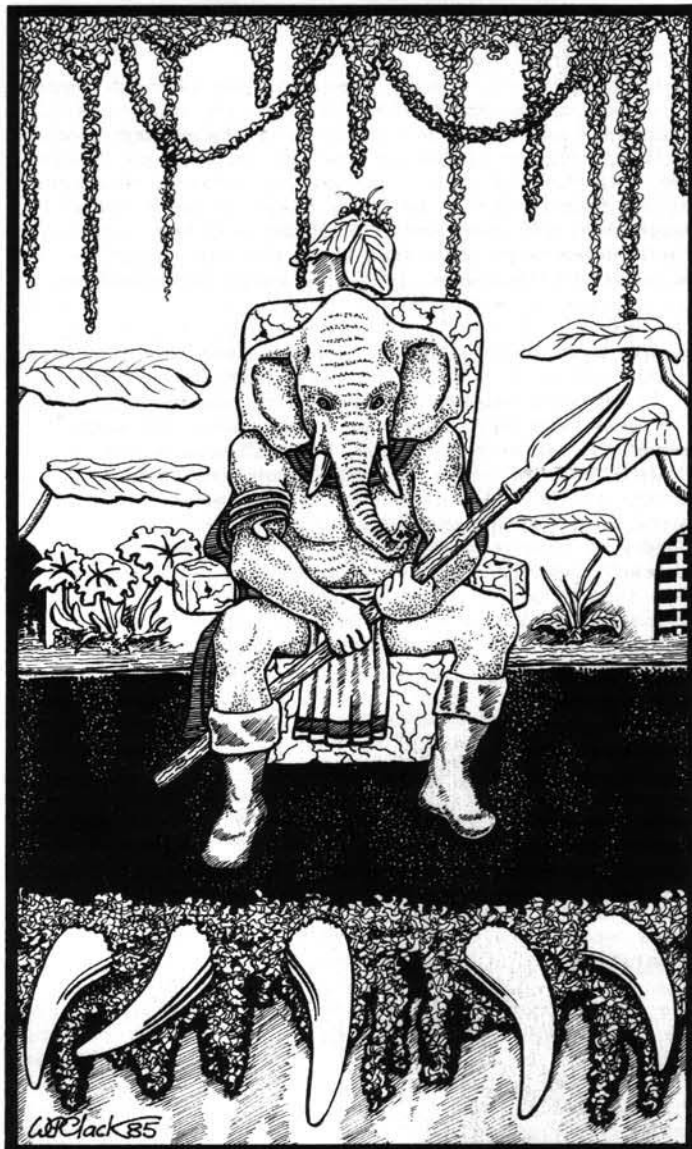
This is the huge central chamber in which Ooomtolo used to conduct audiences and now spends most of his time brooding. The platform to the south is largely covered by a rush matting. From this platform there is a 10' drop to the water level below, the water pouring out from a large hole half way down the rock face (it is fed to here via an underground stream). A large outcrop of black rock to the north has been levelled off so as to be the same height as the south platform, it is surrounded by water but accessible by means of two rope bridges. On this outcrop Ooomtolo has placed a white marble throne; he spends most of his time sitting here and contemplating, and will be here when the players enter. Around the front of the rock are a series of elephant tusks, and there is a dense foliage growing on the surrounding walls. The entire room is lit by a magical light spell on the ceiling. Three of the exits from the chamber are sealed by portcullises, operated by means of small levers on the arms of the throne. The flooded tunnel to the south-west has a similar portcullis, but the control lever is broken off and it is now permanently raised.

Ooomtolo will greet the players in a surprised but friendly manner as they enter, explaining that he has had no visitors for a long time. He will apologize for any inconvenience caused to the party elsewhere in the complex, and claim that he did not know the hobgoblins were still in the vicinity. He will enquire the purpose of the party's visit, but will tell them that he is unable to aid them (explaining that he never leaves the area and has heard nothing from the outside world for several years). If the party remain friendly and are wounded he will offer them the use of the shrine (room 18), raising the portcullis of the passage leading to it.

If the party are aggressive, attempt to cross the water to the rock or seem to know too much (eg ask him embarrassing questions about the skeletons in 17 if they have found them) he will attack them with his spells. He will use mostly flame/ice spells (aiming first at spellcasters or characters armed with missile weapons) which cost him 2 endurance points due to his life level. He will keep his last 2 points of endurance for his getaway (1 point for use in room 20, the other point he keeps so that he can keep running) as he will attempt to avoid hand to hand combat at all costs. If it seems likely that the party will reach his rock (eg one of them has successfully jumped across or they have broken down the west portcullis and so can reach the west bridge via room 16) he will make a run for it via the east rope bridge and exit via 19 and 20. The east rope bridge is tied in such a way that he can instantly pull it free after he has crossed, thereby slowing pursuit. If he has 8 or more points of endurance left he will cast a barrier spell behind him and then flee down passage 19.

Actually reaching the rock will not prove easy for the characters. They can try to break down the west portcullis (chance = Destroy Wall%, BR 7) (1% chance per STR point over 10), or could weaken it by means of a Pass Barrier spell (which would make it as easy to break as a normal door for 3 turns). A character attempting to jump across to the island risks impalement on the tusks (roll for two tusks to see if they 'hit', each has a 60% chance of striking a random location, doing 1-6 points of damage each and rendering the character immobile). The players could cast a Barrier spell horizontally across to the rock, but Ooomtolo would still get a free attack with his spear while they clambered over the tusks (and has a 25% chance of knocking a character off with a successful attack). In any case Ooomtolo will cast a Pass Barrier spell to remove such a bridge once he knows of it (assuming he has sufficient endurance left). Note that if any character falls or jumps into the water they will discover that there is a strong current, and be rapidly swept towards 16 (see 16) or 17 (they may cling to the portcullis, unless Ooomtolo is still on his throne and decides to raise it, in which case they are swept into 17).

If Ooomtolo runs out of endurance (apart from his last two points), but the characters still seem no closer to reaching the rock, an impasse will result. At this point he will be willing to negotiate if the party introduce such an idea. For details of how to handle such negotiations see the section on meeting Ooomtolo on page 9.



14. Laboratory

This is Ooomtolo's arcane laboratory, and the site of his spell researches. The long workbench to the west is smeared with the remains of Ooomtolo's spell ingredients (small animals' entrails, dragon dung, troll ichor and so on). Hanging from the ceiling are several plants left to dry out, and some gourds containing powdered plants, metal filings, gerbils' eyeballs and similar paraphernalia.

In the north-east corner is a small gold-plated statue of a fat boy blowing a hunting horn. This is magically enchanted and when the command word (Whoomba-Whoomba, engraved on the plinth) is spoken and the statue left in a room the horn will sound if anyone unaccompanied by the speaker enters. The horn is quite loud and continues to sound until the person who set the 'alarm' returns and touches it, or until he dies (however distant this event is). Ooomtolo has set the 'alarm' and if he is still on his throne when it sounds he will immediately attempt his escape leaving the horn blaring. It will continue to sound, and the players will be unable to set the alarm themselves until Ooomtolo has died or deactivated it, but may be able to sell it for a high sum to a collector of magical items (who will demand their money back when they discover that they cannot switch it off!).

15. Sleeping Quarters

This room serves as Ooomtolo's sleeping quarters. It is sparsely furnished and excessively tidy in comparison with his laboratory. As well as a bed, a desk and a large but uncomfortable chair the room contains a small plant growing in an old chamber-pot. The leaves of this plant cause a deep sleep if chewed; but Ooomtolo will know of the party's imminent arrival by means of his Crystal Ball, and hence will be awake and ready whatever time they arrive.

LEVEL 3

16. Flooded Passageway

This passage slopes steeply downwards, so although there is 5' of air space above the water at its south end it is completely submerged by the north end (the passage continues to the north, but is flooded and not included on the map). The current is very swift so anyone entering this passage (eg by falling from 5 or being swept in from 13) will be swept along and under water, emerging in a lake a quarter of a mile downstream some time later, and will almost certainly be drowned (95% chance, 100% if crippled, concussed etc).

17. Cell

As the room is 15' wide the water current is not as strong in this cell as it is in the archway from 13 or the passage to 1, and it is possible to slowly wade around in the room. The room will be 5' deep in water unless the party have opened the secret door from 1, in which case it will be only 2' deep and the snake and gold chain (see below) will be clearly visible. The portcullis to the south is extremely strong and magically protected - the FM should **not** allow the players to open it from this side. The players may attempt to reach room 4 by means of the ladders (although they will have to push up the planking from below if it hasn't already been removed) but note that the east ladder is weak and will break away just as the character reaches the top (they will then fall back down - see room 4 for details).

There are manacles in each corner, and 3 sets are currently occupied by the remains of some of Ooomtolo's victims. The skeleton in the south-west corner has a large poisonous water snake (BR 37) nestling in its ribs; this will strike at +25% chance to hit at anyone examining the skeleton. (AD&D: Poisonous snake, MM 88, BASIC: Sea snake, DMR 37). The skeleton that is in the south-east corner has no special features, but the mostly-submerged skeleton in the north-east is wearing the gold chain mentioned on page 8 (this is below water level so the players will have to examine the skeleton to find it), and so serves as a clue.

The current is strong in the passage to the north (unless the players have opened the secret door from 1), so anyone entering will be rapidly swept along. The water descends through a slit in the floor some 5' before the secret panel, so a character swept to here will be safe in the area of calm water just south of the panel. There is a control lever in the middle of the panel which can be easily opened from this side, but anyone doing so will be swept out and fall into the pool outside (no damage) from the force of the water as the panel bursts open.

18. Shrine

This shrine contains the elephant's head fountain with the legendary healing properties. The fountain is made of gold with ivory tusks, but it will prove impossible to pry it from the wall (the tusks may be removed, but this would bring down a powerful curse - FM's choice - on the players). Originally the fountain formed a sort of 'shower', the water draining away through a hole in the floor. The healing properties of the water are only effective while it is actually falling from the fountain (thus merely bathing in the pool will have no effect). Now that the water level has risen and the water pours out so forcefully reaching the fountain has become dangerous - anyone merely crossing the pool has a 40% chance of being swept into a whirlpool and washed down the hole (in which case they will never be seen again). Characters can pull themselves around the walls using iron handles set in the stone, but one of those on the east wall is weak (there is a 30% chance for each character using it that it breaks off, in which case there is then a 40% chance, as above, of being swept away).

If a character reaches the fountain each body location that is passed underneath (the legs cannot be without performing some absurd gymnastics with a 60% chance of letting go and being washed away) will be cured of 1-4 points of damage, any lost endurance will be regained and all diseases and poisons cured. The character may not be cured in this way more than once a week. (The character will be cured of a total of 2-8 points of damage and any diseases/poisons). The water will have no effect on dead characters.

19. Trapped Passageway

This passage slopes steeply downwards (1 in 4) northwards. Roll for each character passing over the square marked X, there is a 60% chance that they will step on the concealed pressure plate and set off the trap in this passage. If the trap goes off sharp wooden stakes will spring out from the walls in the square marked X and the square just to the north and south of it. Any character in these squares may be hit by up to 3 spikes, each having a 60% chance of hitting (armour deducts as normal). A hit does 1-6 points of damage to a random location. The torso may not be hit by more than 2 spikes, other areas only 1 (reroll as required). (Each spike must roll the characters AC or under on a d12 to hit, a hit does 1-3 points of damage). Note that Ooomtolo knows of the location of the trigger mechanism and will be careful to step over it when fleeing down the passage!

20. Flooded Cavern

North of the trap the passage continues to slope downwards, and becomes flooded, reaching a depth of 5' in the cavern. At the water line is a clump of foul-smelling green slime, and other lumps of slime float in the semi-stagnant water. The slime itself is harmless, but the cavern contains a prolific growth of a sentient weed which preys on any small animals (or characters!) entering the cavern.

Any character who enters the squares containing the weeds will be instantly enmeshed and dragged under the surface of the water; he will be helpless to resist and will drown in 2 turns. Characters entering the clear squares between the weeds will be attacked with a 10% chance per square passed through that they will be grabbed and pulled into one of the surrounding weed squares. Characters in squares adjacent to a grabbed person may attempt to pull him from the clutches of the weed - they have a 30% + Strength chance of rescuing him. Characters who loiter in one of the clear squares between the weeds for a turn (eg to attempt a rescue) will be attacked with a 40% chance of being grabbed as above. Anyone who reaches the square containing the secret panel will be safe from the attentions of the weeds. The panel is 4' square and has a small catch in the middle which releases it from this side. It is however just below the water line so characters may have trouble finding it and will have to get rather wet to use it!

Note that Ooomtolo has developed a special version of the Calm spell (**Hold Person** spell) which is effective against the weed (he has an 85% chance of successfully casting it). This will prevent the weed from attacking until he has left via the panel, at which point it becomes active again. Ooomtolo has also concealed his magical treasure - a crystal ball - in the clump of weed in the south-west corner. If his calm spell has been successful and the party is not too close behind he will retrieve it and take it with him, but he will leave it behind if hotly pursued.



MYANAAR'S CHANCE



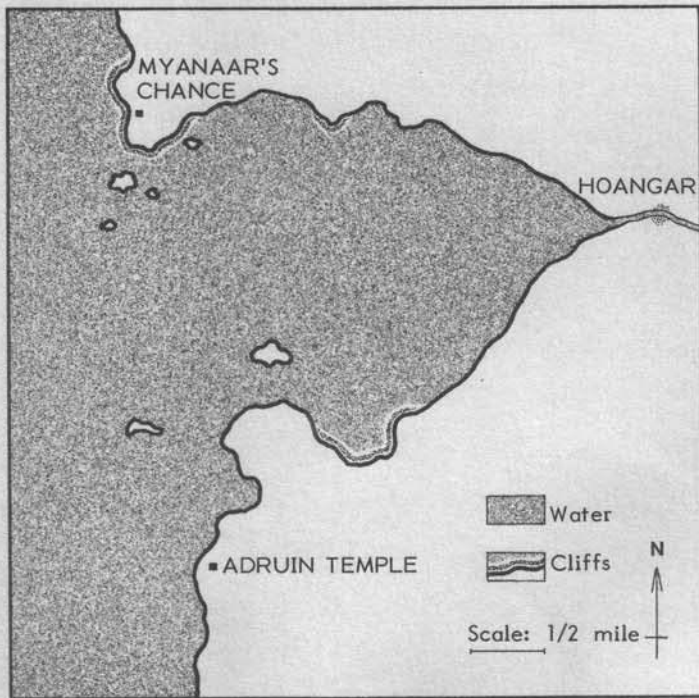
Myanaar's Chance is an AD&D module taken from the Zhalindor Campaign. It is designed for 5-7 characters of 4th-6th level. Some of the material in this module will refer to the Campaign supplements in *TS13* and *TS14*. However, these supplements are not essential to play the scenario and brief details will be given in the text where confusion might otherwise arise. If the module is being used outside the Zhalindor Campaign you should ensure that nothing herein conflicts with either your normal rules or the setting for your own campaign.

HOANGAR BAY

The action of this module is set in the small bay of Hoangar on the coast of the Nerrian kingdom. It is an isolated area with only scattered population, mostly living in farmsteads and a couple of hamlets inland, or in the town of Hoangar itself situated where the River Breen flows into the sea. A minor temple, formerly dedicated to Khian but now sacred to Esseni, stands just to the south of the Bay, and at its north end are the ruins of a castle. The scenario revolves around the temple, town and castle, and these will be described below. If the players need to know anything about any of the other settlements, you will have to improvise a couple of small villages; the details of these are not vital to the scenario but should relate to those for Hoangar.

The area in general is fairly depressed, having little contact with either the Imperial interior or the major towns and cities of Nerria itself, and depending upon fishing and subsistence farming for its survival. If there is a particularly good harvest, or if the fish are in plentiful supply, some trade is carried out with the nearest of the large towns, but on the whole the spring and autumn visits of a local merchant are the Bay's main link with the outside world. Accordingly the inhabitants are fairly insular and conservative in their outlook, and, although strangers are treated politely and their news heard with patience, the locals always have a slight mistrust of outsiders. With recent events (see below) this mistrust has grown into open suspicion, though there is as yet no suggestion of outright hostility.

A large bulk of the diet of the people in this area is made up of fish, and this forms the only regular trade which they conduct. The men of Hoangar fish both from the shore and from small boats that keep close to the coast, but the only time at which there are enough fish to allow them to trade is when the gyona fish return up the Breen river to their breeding pools. Nets are strung across the river to catch the fish, although a proportion are released each year, after being blessed, to continue up the river to breed. The fish that are retained are salted or prepared into pastes and any excess is traded for essential goods.



DM'S INTRODUCTION

This scenario takes place in three main parts - the temple, the village and the castle - and it is probable that the characters will encounter them in that order. The first part and, depending on how subtly it is handled, probably the second part are essentially investigative in nature; the third section of the scenario is more in the style of a normal adventure, but is unlikely to be reached or successfully completed unless the characters have properly coped with the earlier action. Before looking at the problems which currently trouble the Bay, some background detail is necessary to help explain recent events.

Some two hundred years ago, the village of Hoangar was much as it is now, a little smaller and, before the coming of the Empire, even more isolated, but basically the same. It was for this isolation and simplicity that Myanaar chose the Bay to be the location of his castle. Myanaar was the third son of a noble from Imperial Eldenvaan who had decided upon the career of an adventurer. He was a follower of the warrior god Ganil and for many years he worked closely with priests of that sect, travelling mainly in the north and east of the Empire. In one of these expeditions he had taken up with a party under the command of a cleric of the goddess of air, Esseni (a sect allied to the path of Ganil which he favoured and aided), which had gone into the east of the Demlich mountains to recover some relics sacred to the goddess that were said to be located here. The expedition was an utter failure, and all of the party members except Myanaar died before they could return to the High Temple in Resserlin to report. The shrine they sought had been cursed and was now occupied by a devil from the lower planes; the party had managed to break the hold of the devil on this place, but most had been lost in the ensuing battle.

When Myanaar reported back to the High Temple he was told that part of the curse had been brought away with him - he begged the priests to rid him of this, reminding them of his many services, but they said that they were powerless in this instance and that the nature of the curse demanded that he and he alone could negate it. But Myanaar's spirit had been broken by what he saw in the mountain shrine and he chose to flee to the west, no longer having the courage to face the dangers necessary to overcome the curse. He took his not inconsiderable wealth and built a castle overlooking the sea, hoping that he could escape the curse by moving such a great distance from its origin. And for some years he did manage to live in relative peace with a small group of household retainers, rarely even going to the nearby village. But this peace was only illusory and his mind was still greatly troubled.

Inevitably, his nemesis caught up with him. The priests had warned him of the great danger he was in, but had not been able to specify what this danger would be. He imagined that it would take a form similar to the previous confrontation with the devil, and would involve some form of sudden savage retribution. He entirely misjudged the complexity of the curse: it preyed slowly on his mind over the years and then gradually manipulated him so that he would bring doom upon himself. He began to study old texts on the type of creature that his expedition had banished from the shrine in the mountain and began to believe that he had found a solution to his problem. These texts seemed to imply that he had to summon the devil once more to this plane, but that if he took the correct precautions he could contain it and then force it to revoke the curse in exchange for its freedom to return to its home plane. He was mentally wasting away and showed only the faintest glimmering of the vigour he had possessed in youth, so he decided that he had no choice but to come face to face with the creature once more. The long preparations were made and he obtained the services of an old magic-using friend to aid him - he did not have the knowledge necessary for the task nor the courage to face it alone.

The spells were cast, the supplications made and the devil appeared inside the protective circle that had been drawn in the dungeons of the castle. As the creature formed inside the circle it gave an exultant cry, for Myanaar had himself completed the terms of the curse - the devil had been banished from this world and had needed to be recalled by one of those responsible for his exile and Myanaar was the only candidate left alive. This strange nature of their relationship also overrode the protection of the circle as such a circle is effective only if the creature summoned is kept wholly within its confines; unfortunately for Myanaar, part of the creature was with him, lurking inside his mind and bringing him to this fateful action, and therefore the rest of the creature, its physical manifestation, could break the circle's power. It leapt at the two companions, killing them before they had a chance to do anything other than register the awesome mistake that they had made, and rampaged through the castle, murdering and destroying all that it came across. When it had satisfied its craving for destruction it fled, heading out to sea to consolidate some new territory until its time on this plane ran out and it had to return to its home, or find a replacement to satisfy the demands of its overlords.

Nearly fifty years after the arrival of Myanaar, the temple to the south of the Bay was built. The sect that funded this operation was that of the sea god, Khian, and they chose the location, just as Myanaar had done, for its isolation. The people that lived around the Bay were happy to see this new temple, as a major part of their living came from the sea and they felt that a place sacred to Khian so close to their habitations could only improve their fishing and their conditions in general. The original building was largely sponsored by the man who came to be the head priest of the temple but after that it had to depend both on the largess of the locals and on irregular, though not too infrequent, payments from the High Temple in Jarnla. In return for these payments the temple took new priests and trained them and also acted as a sanctuary for those who wished to retire from the world, either for a short time or permanently.

Until the last few years life at the Bay progressed smoothly and quietly, the villagers following their traditional way of life and the temple upholding an adequate, but by no means luxurious, lifestyle. The most recent priest at the temple, however, had left Jarnla with quite a few enemies due to his unorthodox religious views and various matters of internal temple politics. He began to find that the funds to the temple dried up, and he could not expect any more from the locals than they already gave. He tried to keep the temple open as long as he could, and even made journeys back to Jarnla in an attempt to placate his opponents, but all to no avail. Eventually there was no money left and, rather than keep a part of the temple open with a few priests living simply from farming and fishing, the decision was taken to close it down and to deconsecrate the holy areas.

The High Temple at Jarnla, however, did not wish to entirely give over its interest in this area and, rather than leave the temple standing empty, they tried to sell the building to one of their allied sects - it was preferable to have a temple dedicated to Mylin or Esseni in the area than to give one of the less favoured sects a chance to move in. The temple of Esseni in Alyrien decided to buy the building and got a good price for it as they agreed that representatives of Khian could still use it from time to time, even if there was not a priest permanently there. The Esseni priests moved in one year ago and reconsecrated the temple (not the same part as had previously been used) and lived as quietly and reclusively as had their predecessors. Although the villagers did not like to see the Khian sect leave, they had no objections to the Esseni sect itself and their relations with the priests were cordial; they continued to pay for some of the upkeep of the temple in exchange for the help of the priests in healing them and educating some of their children, although they did not pay quite so much as they had before because the priests could no longer bless their fishing and aid in the catches.

This year, however, when the time came for the gyna to swim up the Breen to their breeding grounds, the fish did not arrive. The villagers waited impatiently for several weeks, but there was no sign of the fish. This would normally have been an inconvenience and the villagers would have had to tighten their belts and do without new tools and equipment for the next year, but this year there had been a poor harvest and they had been depending on the fish to see them through the winter. To add to their troubles, many of the youngsters and quite a few of the older folk were suffering from a disease that sapped their strength - it was not yet particularly serious, partly due to the help of the priests at the temple, but the lack of food and supplies that the mysterious disappearance of the gyna would bring gave the villagers little hope that many of their ill kin would survive the winter.

The hopelessness of their situation and the unaccountable reason for the gyna not coming put the villagers in an evil mood, and it did not take them long to find a scapegoat for their troubles. It seemed obvious to them that the change of hands of the temple must be related to their problems - when the sea god had been worshipped there they had never had a shortage like this and the very year that Esseni took over the gyna had chosen not to appear. Naturally, they felt, Khian had been annoyed by this change and had asked the fish to forego their ceremonies of mating and breeding for this year. When the priests added insult to injury by claiming that they could not cure the sick magically without further donations from the villagers (saying that their goddess would not grant the spells unless she received some token of their appreciation), the locals decided to make a sacrifice of their own choosing to Khian. They gathered all the arms they could find, and took up firebrands and marched on the temple at night. Most of the priests were caught in their beds and none were allowed to go free. The heads of the priests were hacked off and were tied to the bottoms of rafts on which were placed the few villagers that had been killed and those who had already died of the sickness; these were pushed out to sea with a simple ceremony and the river current carried the bodies away while the villagers prayed for forgiveness from their god.



PLAYERS' INTRODUCTION

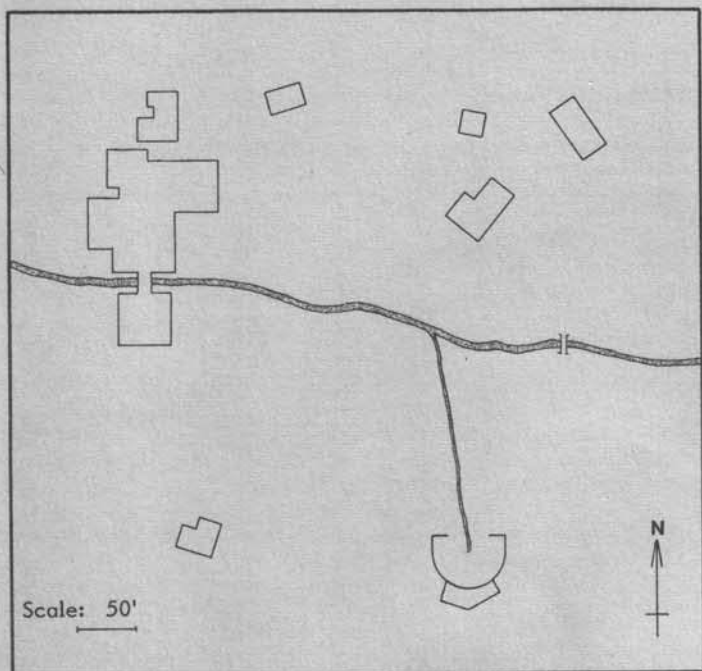
As is usual with the Zhalindor Campaign modules, there is no specific programmed introduction given for the scenario. This is because so many of the factors important to the introduction will differ from game to game and you will best know how your players should be brought to this scenario. A type of introduction that is always possible, though not in this case necessarily the best, is to have the characters come upon the Bay with no previous warning and to let them discover what they can and pursue the leads as they see fit. This introduction is better when confined to experienced players (but maybe without experienced characters) who can be depended upon to follow up clues without merely blundering their way around.

For less experienced players, it is better to prepare them in some way and give them some indications of the course that the game may take (it will, in fact, probably depart from their expectations but by that time they should have gained enough information to take a sensible approach to their problems). If the characters are in the area of the Bay it may be possible for them to hear rumours that will lead them to investigate further, but for the remainder of these notes it is assumed that the characters will have to be brought in from outside and that the most likely option for such an introduction is through a temple of Esseni, possibly that at Alyrien but certainly not one any further away. You will have to decide yourself how they are contacted by the temple, but this will depend on the current state of play in your game, the dispositions of your players, etc. If you are not using the Zhalindor Campaign, you can substitute from the appropriate areas of your own campaign, and if you are playing this as a one-off scenario use the introduction more or less as suggested.

The Esseni sect, not having heard anything from the temple at Hoangar Bay, are beginning to show some concern about this silence although they are not as yet too worried. They have many other problems to distract their attention from what probably has a relatively simple and harmless explanation and do not want to commit any of the small number of suitably qualified followers to investigate. As they do not see it is a vitally important mission, however, they are willing to hire a small party of outsiders (though it would be preferable if these were sympathizers with their cause) and to send this party to the temple to find out if there is a serious problem. The party will be paid a reasonable wage (this will depend upon the level of the characters concerned and the distance that they are from the Bay) and given supplies and even transport where possible. Their brief will be to go to the temple and check that everything is alright and if not to find out why and do something about it, and then to report back to the temple from which they were dispatched (or a suitable alternative).

The priests at the temple that employs them will tell them something of the history of the temple and village - this will concern the founding of the temple and the change in hands in the last few years, plus general details about the village (eg its insularity, its trade through fishing, etc). These details will not concern the history of the castle, although its existence may be briefly mentioned, as the temple will not consider this to have any possible bearing on the matter in hand. Even if the characters were to question closely about the castle, no temple this far to the west would have any information about Myanaar (although his exploits and troubles are recorded in an obscure vault under the High Temple in Resserlin).

It should be obvious once you have read through this module that the players should arrive from the south if this is at all possible; this means that they will come upon the temple first and will not have reached the village before they discover that the temple has been raided. If you want to arrange this without them suspecting that they are being coerced you should have them transported to Kalabay, either by a sea-going vessel that will refuse to stop en route to drop them off, or overland and then via the Lysan River. Once there they can be taken up to the temple and left by a hired boat - if the Esseni sect pays for this they are unlikely to refuse and choose to make their own way.



THE ADUIN TEMPLE

The temple is situated several miles to the south of Hoangar and does not actually face onto the Bay itself. It stands a couple of hundred yards back from the sea, although there is a small shrine on the shore, and is built around the stream after which it was named. The site is arranged around the stream, with the temple and other religious buildings (which include the house of the head priest) to the south and the main hall and dormitories to the north. The temple was deconsecrated when the site was handed over to the Esseni sect and the second stream that ran from there is now dried up. As the priests of Esseni had only been here for a short while before they were visited by the wrath of the villagers a new temple has not been built to the air goddess, although an area to the north of the main building has been cleared and levelled ready for the construction which was due to start next year. The small hall on the west side of the main building had been temporarily consecrated for simple ceremonies, but this does not really count as holy ground.

The temple itself and the main building are constructed of grey stone. The other buildings have stone walls for the first couple of feet - the rest of the buildings were made from wood, but they now stand ruined as the villagers burnt them when they came to murder the priests. All the contents of these buildings that were worth anything to the villagers were stolen and then the rest were burnt along with the houses. If the characters search through the remains they will find some metal domestic utensils and the odd items of wood or cloth that escaped the fire, but otherwise the houses contain nothing of interest (though the fact that they have been burnt, and that a search should reveal that most things were stolen before this, should be of interest).

Similarly the temple and the main hall were looted and then the remains were piled up for burning. The ensuing fires damaged these buildings to a certain extent but on the whole they are still safe - see below for any areas that might be likely to collapse when the characters walk on them or investigate, etc. The bridge over the stream, despite being wooden, is still sound although a couple of the railings are broken (hacked by misaimed blows in the fight).

The site is currently occupied by a couple of dozen wild dogs (M.M. 29) who skulk around the main building when they are not out hunting or scavenging. There is a 50% chance that the dogs will be away, leaving $d4+1$ behind 50% of the time. They will attack characters but will flee as soon as it becomes apparent that they are losing or if they are isolated from the rest of the pack. The dogs will not go near the temple, nor enter the Esseni shrine in the west hall, for they fear the magical power that they can sense coming from these areas.

1. The Temple:

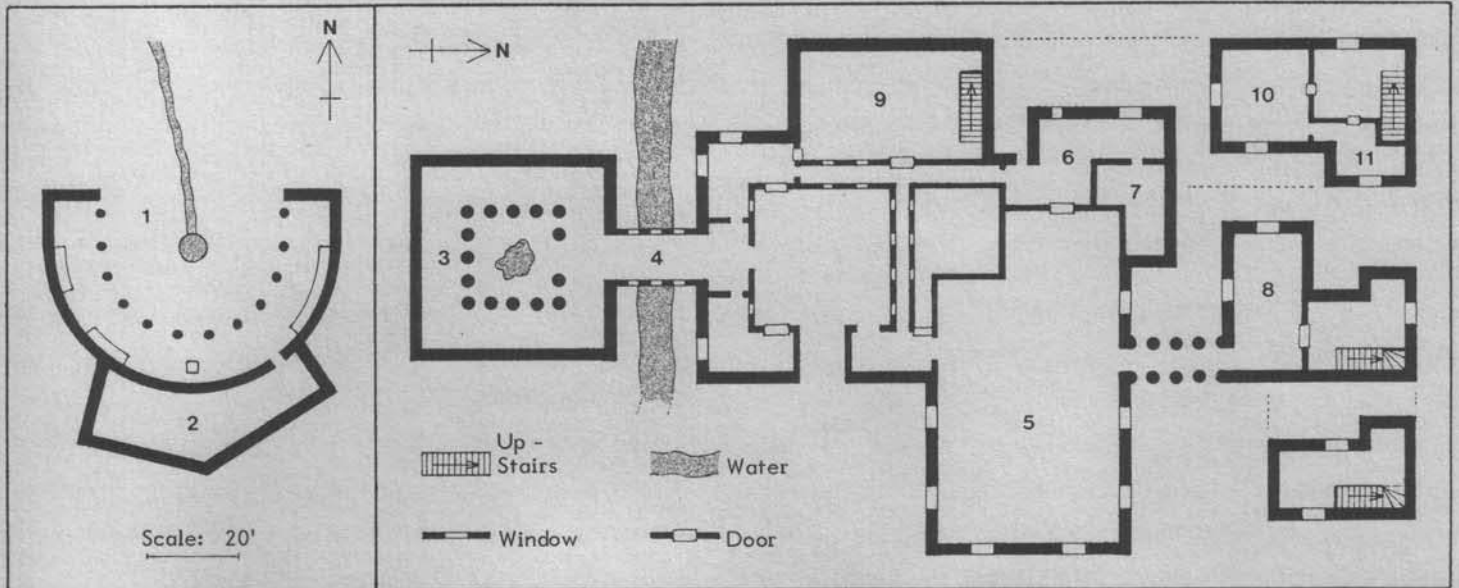
The temple is a simple and unadorned building, semicircular in shape with the inner face colonnaded. It is 15' high and made from a white stone that was imported to the area for its construction. The altar is in the courtyard rather than in the building itself and takes the form of a fountain - this fountain has three tiers, each smaller than the one below to allow the water to spill over the lip to the next tier. The fountain is undecorated apart from a pair of finely carved wavy lines running around the edge of the bottom dish. The north side of the bottom dish has a notch in it to allow the water to run into the stream and hence to join the Aduin as it flows down to the sea. The fountain was supplied with water from a narrow shaft that reached down to the water level below the surface. The water was drawn up magically, and the head priest could vary the intensity of the flow with a few command phrases. Since the deconsecration of the temple, the water has not flowed as the necessary magic was dispelled when the priests left. In their turn, the priests of Esseni used this building as a contemplative retreat, and placed some lilies floating in the dishes of the fountain.

Inside the building, behind the altar, is a plain stone chair, and there are several stone benches around the walls - these were for the head priest and the attendants at the ceremonies, some of which went on for many hours. These are currently occupied by the decaying bodies of the priests and other residents at the temple who were unfortunate enough to become the object of the villagers' wrath. These bodies were originally left by the villagers in the temporary shrine to Esseni that was set up inside the west hall of the main building, but some have since been moved. They have also had a limited animation spell cast upon them and will attack any humans, demi-humans or humanoids that come too close to them. As their heads have been hacked off, the creatures will have some problems in locating their victims and will only be able to do so at short range. However, as they now locate them by detecting their life-force rather than by sight, they will be able to sense the presence of PCs, etc, even if they could not normally be seen, if they are silent (magically or otherwise), etc. This sensory range is 30', but is lessened by 10' for intervening objects such as columns, doors, the fountain, etc, and by 15' if the PCs are on the other side of a wall. In the latter case, the creatures will move towards the PC until they hit the wall and then have a 50% chance of going either way along the wall looking for an opening. Once they have started to move (ie once the characters have come within 30' of them) they will continue to do so until they have been out of contact with the characters for $12+d12$ rounds, when they are 50% likely to stop where they are and 50% likely to try to make their way back to the temple. If they lose contact with a character they are 50% likely to move randomly until they contact another and 50% likely to continue on towards the character's last known position (whereafter they will move randomly. Note, however, that they will not go further than 500' from the temple).

Treat these creatures as wights for turning, although they cannot be turned within the temple or its courtyard unless the cleric is successful as if against wraiths. Their statistics are as follows: AC 7; Move 12"; HD 3+3; Att 2 x d4; special defence: resistant to all mind-affecting spells (obviously - this includes illusions); Size M. There are 13 of these creatures, with one sitting on the head priest's chair and the other 12 split evenly down each side of the temple, so, unless the PCs approach the temple from the front, the creatures will be animated before they are seen.

2. Antechamber:

This room is a later addition and is only 10' high and made of the normal local grey stone. It was used by the priests to prepare for the ceremonies, and occasionally as a place to retire for refreshments during long ceremonies. As the preparations that the priests made were secret (and as they didn't want anyone to know when they came in for a drink or snack), there are no windows and the only entrance is that through the temple itself. The Esseni priests merely used this room as a storeroom but the villagers have taken most of the contents and burnt those that they had no use for or that they couldn't be bothered to carry.



Some areas of the main building are not detailed below as they merely contain the signs of destruction that have been noted in the general section above. Many of the doors of this building have either been broken down or burnt, and those that remain will be easy to open because of the damage done to them.

3. Colonnaded Walk:

This is in a similar style to the temple, with columns 15' high supporting the inside of the roof, though the roof of this part slopes quite steeply down into the courtyard. The courtyard itself, unlike the grass of the temple, is gravelled, and there is a shallow pond, currently clogged with weeds, in the centre of it.

4. Passage:

This roofed walk spans the stream on short stilts, though there is some sign of damage where the stream passes below as these stone stilts gradually sink under the weight of the building.

5. Main Hall:

This room is 15' high. It has an unpleasant smell about it due to the excreta of the wild dogs and the rotten remains that even they decline to eat. The east end of the room is slightly raised (about 18") and the middle of the floor of this part is stained with blood where the last few priests of Esseni were slaughtered by the villagers.

6. Kitchen:

All of the kitchen utensils have been removed (the large wooden tables and a few stools were merely burnt) and there are even less remains in here than in the rest of the building. The oven set in the north wall is still intact - the iron doors are inscribed with a highly ornate version of Khian's wave symbol (the priests felt it necessary to have the blessing of their god upon what they consumed, especially as much of their food consisted of the fish also holy to their god).

7. Storeroom:

Strangely, most of the food was not taken by the villagers but burnt in here as they were afraid to eat that which may have been blessed by Esseni's priests in case they were thereby poisoned for their dreadful deeds. Most of the food which escaped the fire has since been eaten by the dogs.

8. Guest House:

The guest house is joined to the main building by a roofed colonnaded walk, though much of the roof, being made of wood, is now gone. The stairs to the upper level are also wooden, as are the beams supporting the floor. Although the fire did not entirely destroy these, they are greatly weakened; the stairs have a 1% chance of collapsing for each pound over 50 lbs that is placed on them, the upper floor a 1% chance per pound over 100 lbs. The house has otherwise been looted like the rest of the buildings.

9. West Hall:

Originally a room in which the priests could congregate or which could be used for the education of students, this hall was turned into a temporary shrine by the Esseni priests when they arrived, prior to constructing a more permanent temple to the north. Carved into the south wall is a 8' diameter circle, one of the symbols of the air goddess, and several smaller circles are carved into the other walls. The stairs to the upper level are stone, but the beams that support the upper floor, like those in the guest house, are wooden and have suffered from the fires that were lit here.

The room contains 11 of the headless undead creatures (described above in the section on the temple) propped against the west wall. These creatures have the same statistics and abilities as those in the temple, but will return to this room rather than the temple if they lose touch with the characters.

10. Library:

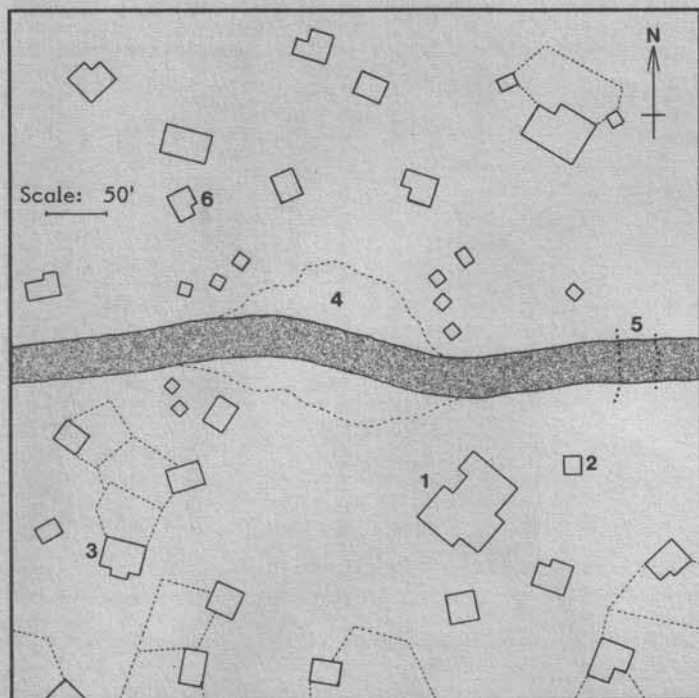
This room and the one to the north have weakened floors and these may collapse if walked upon. The chance is 1% per pound weight over 100 lbs and the floor will collapse in an area 5'-8' square. The books, scrolls, parchments, etc, that were previously kept in this room were mostly burnt - the villagers have no use for such things, especially as very few of them can read, but they do make good material for a fire.

11. Study:

This room is even more dangerous than the previous ones and the floor will collapse at a 2% chance per pound over 50 lbs in the same area as above. Another five of the headless undead have been placed in here, leaning against the east wall - they are the same as those in the west hall below. If a careful search is made of the room a few scraps of parchment that escaped the fire may be found. Several of these seem to contain dates and lists of names, and one has what is apparently part of a shopping list upon it. One fragment, however, merely has the hastily scribbled word 'Hoangar' on it. From their positioning the characters may suspect that some deliberate attempt was made to conceal these pieces (specifically the last piece).

The Beach Shrine:

Just to the south of the stream when it reaches the sea, and set above high water mark, is a small shrine to Khian. It is a simple basin, 5' wide and placed on a 3' high pedestal. When the Khian sect left, it was filled with lilies (as the fountain in the temple) but these have since been removed by the villagers. Both in the basin and around the base are a large number of small wooden carvings of fish, shellfish, boats, etc, that were placed here by the villagers to reverence their god. Since the villagers left them, all of these have been realigned to point slightly east of north (though a few have since been disturbed by animals).



THE VILLAGE OF HOANGAR

The village is situated just to the east of the Bay, on the River Breen. It is fairly small, being little more than a cluster of fishermen's huts and the few traders who serve them. At the outskirts of the village are the first of the local farms, their fields stretching back from the Bay - mostly ill-defined meadows and smaller patches of cultivated land. Most of the houses in the village are single-storey, made mainly of wood (although the bottom couple of feet of the walls may be stone), and with thatched roofs. Their entrances tend to face away from the Bay and there are usually fewer windows on the seaward side. There is an area of beach on each side of the river in the middle of the village, partly man-made, that is used by the fishermen for their boats, drying their nets, sorting their catch, etc. A dirt square stands to the south of these beaches and is used as a market and meeting place; although there are only a few and infrequent visits by merchants from the towns or cities, the farmers come here to sell and trade their goods.

In the key, details are only given of the houses that are likely to be more important to the scenario or that the PCs are almost certain to visit (excluding those of the various traders from whom they may wish to purchase new equipment). A general description will suffice for the rest of the houses and you will have to make up their specific contents and details of their occupants as the occasion arises - in all probability such details will not be vital to the scenario, but they should follow the pattern indicated below. The houses tend to be dark and rather damp with low roofs. There are usually between one and three rooms, often with some of the inhabitants sleeping in small attics. The occupants will vary from lonely old sea-dogs to overcrowded families of many children and odd relations. Furnishings will be simple though sturdy and very few houses have any contents that could be termed a luxury.

The people of the village are dour and stubborn but not unkindly. They have little interest in the outside world and will be polite rather than rapt in their appreciation of the conversation of strangers. Fishing, farming, the weather and the tides are the mainstay of talk between the villagers though they will often gather in the inn to hear tales of the outrageous exploits of semi-legendary forebears or the somewhat more restrained boasting of the living. The lives that they lead are dreary and repetitive and they do not exhibit a great imagination nor a great understanding of things that fall outside the compass of their daily routine, but for all that they are not stupid or insensitive.

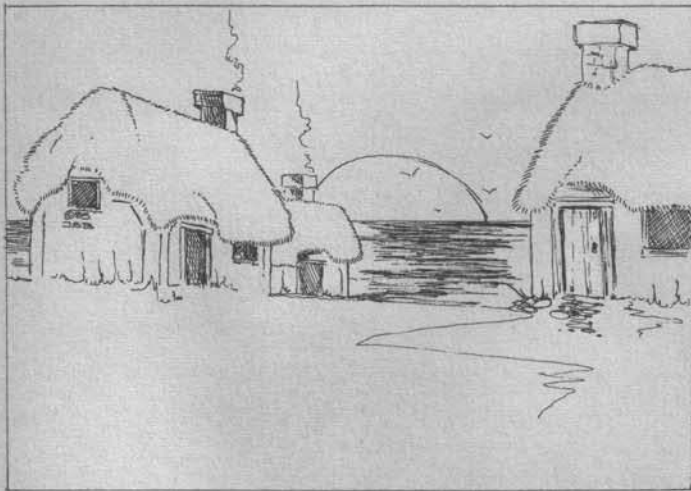
By the time that they reach the village, the characters will probably have visited the temple to the south, and if not they will almost certainly do so within a short time of their arrival. At first appearances the village is unlikely to raise the suspicions of the characters, but a closer investigation may lead them to suspect that all is not as it seems. This section is designed to give you some guidance in the handling of this part of the scenario and to outline the responses that the villagers are likely to make to the questions or actions of the characters.

The PCs will, no doubt, question the villagers about the temple, asking them if they know what happened, etc. The villagers will exhibit some nervousness if asked such questions as they obviously do not wish the PCs to discover that they were responsible for the burning of the temple and the murder of the priests. Although they committed this atrocity, they are not violent or homicidal by nature and would far rather not have to kill anyone else; despite this reluctance, they will do whatever they have to do in order to protect themselves and if this means killing the characters as a last resort, then so be it. However, the nerves that the villagers will show could easily be interpreted as fear of the evil forces that they will claim came to the temple and did this terrible thing.

The villagers story will run roughly as follows (they have rehearsed this sufficiently so that any discrepancies could be explained away as poor memory or an overactive imagination): one night, after most of them had gone to bed, some strange noises were heard from out in the Bay, like shrieks of strangled laughter, and soon after that flames were seen from the direction of the temple. Several of the men got dressed and made their way round the Bay as quickly as possible, but by the time that they had arrived, the temple was burning too fiercely for them to do anything and there was no sign of any of the inhabitants. They stayed until the fire had burnt down and then searched among the ruins, many more of the villagers now having joined them. When they came to look in the main building, they saw the bodies of the priests lying mutilated in one of the rooms, but at the same time they noticed dark and ominous shadows moving around the building. A great fear gripped them, and they fled, and none of them had yet mustered the courage to return. They suspect some evil magic at work. They believe that the creatures came from the castle that stands across the Bay, but no-one was going near it to find out. Various of the fishermen claim to have heard strange noises and seen dark figures stalking its walls at dusk, and ghostly semi-corporeal flying creatures have brushed near them if they strayed too near the castle in the dark.

If the characters are hasty, they will quite happily believe this story and will go to the castle to unravel the mystery, but may not realize that they are walking into a trap. If they investigate further at the village, they may discover the truth about the destruction of the temple. The first clue that they are likely to receive will be various items and furnishings in the village that were taken from the temple. Most specifically, some of these will bear the symbol of either Khian (such as, for example, the kitchen utensils that were stolen) or Esseni (various clothes and hangings, small religious trinkets, etc.). If this is noticed (and you will have to be careful in the introduction of such information - try not to make it too leading), the PCs may pressure some of the villagers, and those of lesser will or simpler minds may break down under questioning or may make slips in their stories. They will reveal that they were responsible for the burning and killing, but will also reveal several other facts that may make the characters have second thoughts about simply blaming the villagers. They will claim that the idea of accusing fantastic creatures from the castle came from an outsider who seemed highly sympathetic with their plight, and that, despite their usual distrust of outsiders, the arguments and suggestions of this man were strangely compelling. They will also exhibit great surprise if told about the headless undead - they left them in the west hall and do not know that they have been animated or moved, and none of the villagers has any magical ability that could achieve such a feat. They will tell the PCs that this stranger they speak of has not been seen since shortly after the temple's destruction.

The players may believe this to be further lying, but will not be able to extract any additional admissions, for this is the truth as far as the villagers are concerned. At this point, there are various options open to the PCs: they could return to their employers and report the massacre, they could attempt to exact revenge themselves on the villagers, or they could decide to further investigate the castle anyway (or some combination of these - if they do not decide on the latter course, they may receive a visitation from this stranger; see below). If it becomes known to the villagers that the PCs know of their actions, they will firstly attempt to persuade them that they are mistaken, and will then attempt to do away with them. Even if the PCs go to the castle, they may find that the villagers are waiting for them on their return. The players should be encouraged to visit the castle (the old fishermen will still maintain that they have heard strange noises coming from there), and the principal point of this earlier play is to allow them the chance to approach the castle with particular caution. They should be asking themselves Why did this stranger appear to incite the villagers to violence and why did he stress that they should blame the inhabitants of the castle? The more investigation that the PCs do, the greater their chance of suspecting a trap and taking care to avoid its consequences. Additionally, the players are placed in a moral quandry over the fate of the villagers and the extent of their guilt considering the circumstances and the supernatural persuasion (as will become apparent) that was used by the stranger. The scenario calls for role-playing in its fullest sense and you should encourage and exploit this factor wherever possible.



1. The Hoangar Inn

Apart from the farms on the outskirts of the village, the inn, known to the locals merely as Chergy's after the owner, is the largest building in Hoangar. It has two floors, plus a few small attic rooms that are used by the children and the slaves (it is also one of the few places in the area to have any slaves). Chergy and his wife Bela are remarkably outgoing and friendly compared to their neighbours and have actually been known to be needlessly pleasant to a stranger. It was Chergy who first befriended the enigmatic man who came to the village to suggest the killing of the priests. The innkeeper is additionally important in the area as it is he who has the contacts with outside traders and can persuade them to come to the village. He also keeps a small stock of goods from various sources to supply the villagers between the visits of the merchants; these are mainly items that are not absolute necessities (though they could hardly count as luxuries), but of interest to the PCs would be a few simple bows, axes, daggers and other odds and ends of hardware that might come in handy to either farmers, fishermen or adventurers. There are only a few small rooms at the inn, but they are relatively warm and clean, the food is good though simple and the rates are low.

Chergy: S 13, I 11, W 12, D 8, C 14, Ch 15, CL -, hp 7, AC 9, dagger. As noted above, Chergy is a good-natured fellow, but he was also one of the easiest to persuade into the violence against the temple and was greatly instrumental in getting the other villagers to listen to the stranger and to follow his plans.

2. Shrine:

This shrine is very similar to that on the beach near the temple, although this one is housed under a simple wooden shelter. Around the shrine, as well as the normal offerings of food, flowers, fish, etc, are the same sort of carvings as those at the beach shrine (but these all are laid out so that they point out of the shrine and around the village). The villagers may be wary of letting the characters see into the shrine as they know that the carvings are a possible clue - they will refuse outright for some specious reason (a local custom or ritual based on the bad luck brought to the village if a stranger looks on their god) if they are aware that the PCs have already been to the temple. The shrine is not obviously one of Khian from the outside, but a closer look will show small wave symbols around the door and on the walls. The door is locked at the moment and the keys are kept at the inn.

3. Rodell's House:

Rodell is effectively the head of the fishermen - it is a post that is obtained more by unspoken assent than by election and is one of great influence in the village. It is Rodell's job to decide when to lay the nets for the gyona and how many to let go, to decide arguments about rights to certain fishing spots, etc. If anyone could be said to be in charge of the village, it is Rodell, and if he is in favour of some action it is almost certain to be carried out.

Rodell: S 16, I 12, W 14, D 13, C 16, Ch 17, CL -, hp 8, AC 8, dagger or harpoon (treat as spear, -1 to hit, +1 damage). He is a tall and strong man, but tends to make hasty and simple decisions on matters that fall outside of his job and has little sense of diplomacy (which he leaves to Chergy, if necessary). He especially dislikes anyone who acts superior to him, and has a distrust of all magic-users.

4. The Beaches:

All of the boats are pulled up onto here when not in use, and they may be pulled right up onto the banks if a storm is suspected. The nets and rigging are strung out across these areas to dry and form an intricate maze of rope to the uninitiated.

5. The Netting Posts:

These wooden posts are driven deeply into the river bed and serve two purposes. Firstly they are used when it is time for the gyona to swim upstream to breed - the nets are strung between the poles and the fishermen stand on top of them, regularly emptying the nets and recasting them. The second, and incidental, use is as a bridge across the river. Planks of wood are placed between the poles to form a simple but highly precarious bridge. Characters should save under their DEX to cross, +4 if they take care, but -4 if they are in a hurry or if it is dark (-8 if both), on a d20 (it gets easier with practice so give a +1 bonus to DEX for each successful crossing). If the poles are removed, they can still jump across, but must save as before for each pole - the villagers are well practised at this crossing and need not save unless being pursued, or there are high winds, etc.

6. Fenik's Hut:

The old fisherman who lives here is one of the few people who has left the village to work elsewhere and then later returned. Although now too old to do anything but mend the nets, advise the young and tell tall stories, Fenik is regarded with a certain awe by the rest of the villagers due to his wider experience and his opinion is often sought, especially if the matter concerns outsiders. He was a sailor both on merchant ships and, for a short while, on an Imperial warship. When outsiders arrive he is torn between asking them questions of things that have happened since he was last abroad, and the great suspicion with which he regards their motives (and he has better reason than most of the villagers, knowing the sort of people that are likely to come to Hoangar).

Fenik: S 7, I 9, W 12, D 8, C 13, Ch 14, CL F, LVL 2, hp 3, AC 10, dagger. Fenik is shrivelled and weather-worn but has retained a sprightly if somewhat wicked sense of humour. He is canny rather than intelligent and will be harder to fool than most of the villagers; the PCs will probably not take him too seriously, which could be a bad mistake, for he has less moral scruples than many of the villagers.

MYANAAR'S CHANCE

The castle situated on the Bay to the north-west of Hoangar is known to the locals as Myanaar's Chance. If the players ask why it has been given this name, they will give one of two reasons - these reasons were passed down from their predecessors and none of them are really sure that the version they prefer is in fact the correct one. The first reason is that the castle was Myanaar's last chance of escaping whatever it was that he fled in the east (they do not know any more of his past than this). The other reason is that it is because of the singing and chanting that used to be heard from the castle when it was occupied (and that can still be heard, according to some of the fishermen).

When Myanaar built the castle he was already suffering from the preliminary stages of the madness that was later to grip him, although at this time it could only be discerned as a vague eccentricity in certain matters. Part of the castle is more of a fortified manor house than a castle proper, and the other part seems as if Myanaar intended to withstand a major attack. He originally lived in the relative comfort of the main hall area, but eventually spent all of his time in the stronger north tower. When he met his fate at the hands of the devil Kyakas, much of the castle was burnt and destroyed - only the north tower stands entire, and the other areas vary between completely ruined and merely damaged and unsound.

Until recently the tower has stood more or less empty since the arrival of the devil and Myanaar's death. Kyakas left behind a feeling of animosity and danger that deterred any of the more intelligent creatures from setting up base here, and the only residents have been animals that have moved in and used some part of the ruins as a lair for a short while. The villagers' tales of voices and shadows in the dark were the imaginings of superstitious minds (and even now that there are once more occupants at the castle, the villagers have not actually seen them - the flying ghostly creatures they report are of their own creation). The devil Kyakas has returned to the castle, with some of the minions that he has enslaved since he was let loose in the world, in order to complete the cycle of his manifestation - this cycle must be ended either by his return to the plane from which he originated, or with his provision of some substitute to appease his satanic lords.

When Kyakas left the temple, he set up his new base among some of the small islands to the north-west of the Nerrian kingdom. There he established himself as a local deity and gained control of several primitive tribes. More to his taste, however, was the worship that was accorded him by a settlement of sahuagin who had heard of this new deity and come to exact tribute, only to be beaten into submission. Kyakas lived there until recently, revelling in the odd bout of mindless destruction and needless slaughter, but now the need to find an offering for his lords has called him back to Hoangar Bay and Myanaar's Chance. He has brought with him a small force of the sahuagin to aid him in his tasks and to carry out the menial duties that he neglects. It was the sahuagin who moved the bodies in the temple (though it was Kyakas who animated them) and rearranged the offerings around the shrine on the beach, etc.

There are 47 of these sahuagin, plus their leaders. They conform in all normal respects to the statistics given in the *Monster Manual* (pp. 84-5). They are led by a 4+4 dice chieftain known as Shihasa and a priestess called Hyeski. The chieftain has four 3+3 dice lieutenants and Hyeski has a pair of lesser clerics with her. These creatures (and especially the clerics) are highly loyal to Kyakas and most would happily lay down their lives to further his mission, even though only Shihasa and the priestesses know what this mission actually is. Note that although there are locations given for the various sahuagin in the text below, you are encouraged to place them where you think they would be most useful - once the characters have become known to the sahuagin, these dispositions will obviously change and their movements will be based on what actions the characters take (though some suggestions as to general tactics have been made to assist you). In any case the sahuagin can be relied upon to act with a vicious cunning at all times.

Shihasa:

This tall and strong sahuagin is nominally the leader of the band, although he is very much under the orders of Kyakas. He was chosen to lead the sahuagin of this expedition due to his almost thoughtless loyalty to the devil and his reputation as a highly effective commander of raiding parties. His mind is keen in tactical matters but he shows no great interest in strategies and policies - he carries out Kyakas' orders efficiently and without question. Shihasa fights with trident and dagger (plus javelins if he is going to fight out of the water) as a creature of 4+4 dice, inflicting damage as per weapon but with a bonus of +3. If unarmed he attacks with taloned hands and feet and sharpened teeth as usual at a +1 damage bonus. He has a total of 35 hit points. Shihasa's four lieutenants are all armed as he is, but they only receive a +1 damage bonus for armed combat and no bonus at all for unarmed combat. They fight as 3+3 dice and their hit points are: 15, 25, 21, 17.



Hyeski:

The priestess is one of the rare four-armed varieties of the sahuagin and in this has the special favour of Kyakas. She worships the devil, but also worships various of the other sahuagin devil-gods - if Kyakas is killed she will lose any ability to renew her spells as he was her link to the powers that provide these spells, but this loss will only be temporary (though in game terms this is unlikely to matter as recovery will take 2-7 weeks establishing a new link). She is as loyal to Kyakas as Shihasa but her mind is of a more enquiring nature than that of the warrior - she is taken into the confidence of the devil (at least, as far as it suits his purposes) and knows most of his plan for acquiring an offering for his masters. She will not be of much use in command during a fight, but will be able to better respond to unexpected character action than Shihasa. Hyeski fights as a 3+3 dice sahuagin, armed as the other leader-types, and has 23 hit points - if she wishes she can make extra attacks with the additional arms, or can raise her AC to 3 and make the normal number of attacks (assuming that she has weapons to use in parrying). For spell-casting (and saving throws) she counts as a 7th level cleric, normally having spells as follows (although you may choose to change these for specific purposes): **bless**, **command** (she can only speak sahuagin), **cure light wounds**, **hold person**, **resist fire**, **silence 15' radius**, **dispel magic**, **curse**, **cure serious wounds** (which she will normally reserve for herself).

The two lesser priestesses fight as the normal 2+2 dice sahuagin and are armed with trident and dagger. They are of 3rd and 4th level with 15 and 12 hit points respectively. They will follow the orders of either Kyakas or Hyeski but have no respect for the military commander, Shihasa, and will ignore all but the most direct and unavoidable orders from him. Their spells are as follows: **command** (again in sahuagin only), **cure light wounds** and **hold person** for the 3rd level priestess; **cure light wounds**, **protection from good**, **sanctuary**, **chant** and **hold person** for the 4th level priestess.

Should the sahuagin ever be deprived of the leadership of Kyakas for any reason, they will still be able to attack or defend in an intelligent and effective manner if both Hyeski and Shihasa are alive and available to give orders. The lieutenants and other priestesses will cope but not too well - without good leadership, the sahuagin soldiery will hold their posts or follow through their last orders with single-minded determination but with no imagination and no adequate ability to react to the unexpected (other than to kill it without question). If either one of the leaders is missing, the sahuagin's actions will reflect this - either tending to simple combat (if Hyeski is not present) or to intelligent deployment without tactical effectiveness (if Shihasa is unavailable; ie Hyeski will be oversubtle and may well over-extend her lines - she will therefore be less effective against a frontal assault by the PCs, but will come into her own if they are sneaking around all over the place).

Under the command of the devil the sahuagin will be at their most effective and will be able to best respond to whatever assault the characters decide to make. Any straight-forward approach by the PCs is almost certain to end in failure with their death or capture by the sahuagin. Kyakas will not reveal himself unless it is absolutely necessary to achieve his aims, and will attempt to persuade the PCs that it is the sahuagin alone who are responsible for the current troubles of the village and for the slaughter and burning at the temple. It is Kyakas' intention to capture the PCs and not merely to kill them - specifically he wishes to set a trap for a priest or priestess of Esseni and his elaborate actions were designed to bring one to him (see below, in the description of Kyakas, for an explanation). If the PCs do not have such a cleric with them (a very devout worshipper of some other class would do), they will be sacrificed to Kyakas' lords anyway. If they do have an Esseni cleric, the character concerned will become Kyakas' offering to his satanic masters and the other characters will probably be thrown in as a bonus (though he may decide to do away with them himself, or even to give them over to his minions the sahuagin for a little playful sport). Note that if the party are understrength you may wish to supply them with an NPC cleric of Esseni from the temple that recruited them; it is up to you to decide whether this cleric has visited the Aduin Temple before, but it is suggested that this is not likely (though it might be of some use if you are playing with less experienced players).



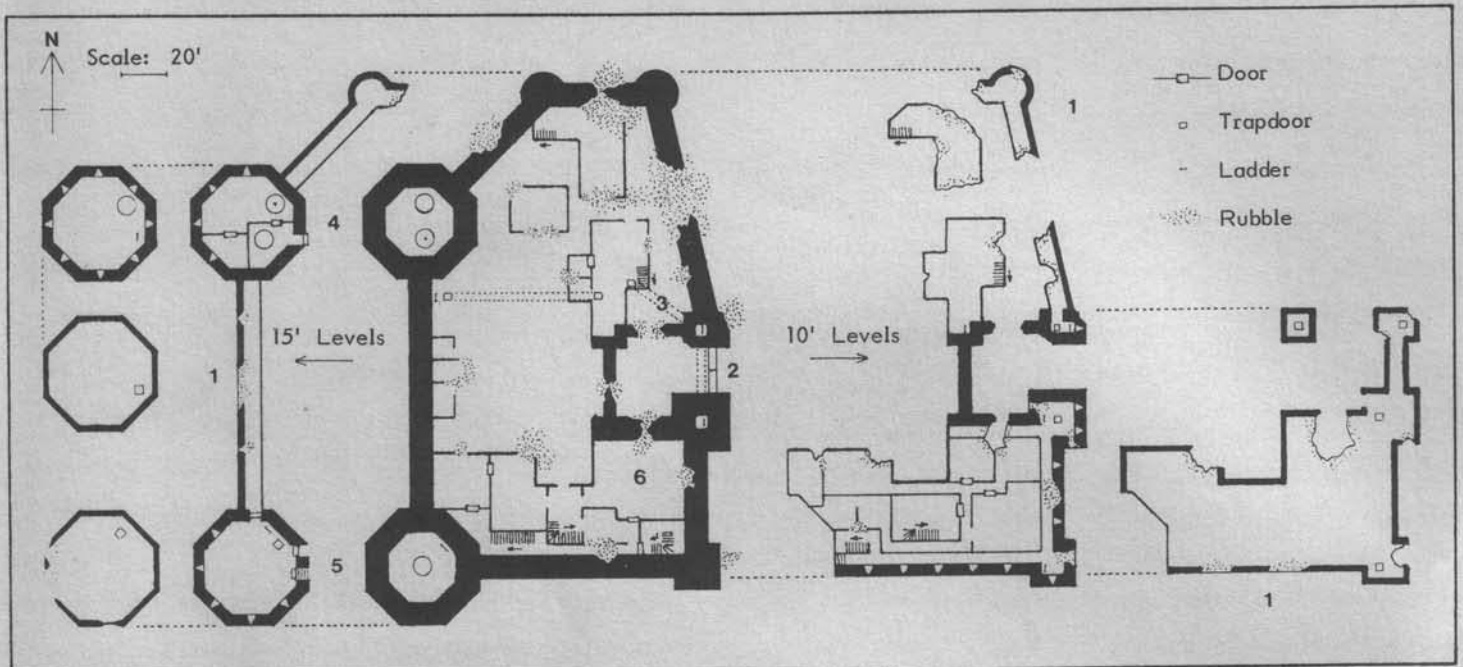
KYAKAS

Kyakas, appropriate to his role as a deity, appears at the moment as a gigantic four-armed sahuagin, black or very dark green in colour with odd splotches of red. He is 10' tall with strength to match, although his strength, like many of his other powers, is currently on the wane. As it gets nearer the time for the return to his original plane, his powers are lessening (which is just as well for the player characters - if you are using a stronger party than that intended for this scenario, you might think about increasing some of Kyakas' powers commensurately). He has great intelligence and cunning, though, like the sahuagin who follow him, these tend to be used for the implementation of plans of great cruelty. His actions often demonstrate a macabre sense of humour, but he rarely does anything purely for amusement, preferring to gain some advantage at all times (frequently only of obscure interest to his satanic masters and not necessarily even understood by Kyakas).

His statistics are as follows: AC 0; Move 12"/24"; HD 11; hp 88; Att: as sahuagin but at double damage; special attacks: (see below); special defences: (see below); magic resistance: 25%; Intelligence genius; Size L. Other than his normal abilities which may be used defensively (see below), Kyakas may be regarded as immune to non-magical attacks - if none of your player-characters has a magical weapon (or could not reasonably be expected to have one at this level) you may wish to drop this defence.

Kyakas possesses most of the standard satanic abilities but many are at reduced power. He can only **charm person** when in human form (see below) and then only one person at a time. **Suggestion** takes the form of a high charisma (21+). He can cause simple illusions if doing nothing else. **Cause fear** and **infravision** are as normal (treat **cause fear** as the spell of that name, not as the more powerful **fear** spell). He cannot use **teleportation** nor can he summon other devils to his aid, and **know alignment** is irrelevant as far as the Zhalindor Campaign is concerned. His **animate dead** ability is particularly powerful, and he can create the creatures that populate the Aduin temple at the same rate as the normal spell works for zombies. Similarly, his **telepathy** power is stronger than normal and not only can he understand communications in any language, he can also telepathically communicate with any of the sahuagin leader-types (warriors or priestesses) at a range of up to one mile. He may only contact one of these at a time and can do nothing else in the round concerned. He may also **create water**, **detect magic**, **detect invisible** at will, and **cause disease**, **dispel magic**, **lower water** and **poison** (reverse of **neutralize poison**) three times per day (but not more frequently than once per hour). He also has the ability to change his shape to that of any creature of a similar size down to the size of a dwarf. This, however, takes one day to complete and may only be done twice per week (ie once to a new form and once back - his current form is also a change from his true form); once changed he can maintain these forms for as long as he pleases. Any form of plane-shifting or dimension affecting spell in his vicinity will force him back to his natural shape. This is something rather like a large winged ape with a dog's head - in such form the sahuagin will have to check moral before they obey him (the leaders need only check the first time, the others every time they are given an order by him).

In order to renew his stay on this world, Kyakas must provide his lords with a person of the same sort that originally summoned him here - this was a cleric of Esseni, and the unfortunate Myanaar was the first to replace him when he was summoned back after his temporary banishment (Myanaar was acting for the Esseni sect on his encounter with Kyakas and was therefore an adequate substitute). The matter is complicated by the need for the cleric (or similar representative) to come of his or her own will. This means that Kyakas has to persuade one to enter his lair (in this case the castle) freely before he can act - with weakening powers, the rather unsubtle plan of getting the villagers to burn the temple of Esseni was the best he could manage, though previously, when stronger, he had some influence over the decision to sell the temple to the sect. He must face this ordeal every two hundred years.



Only those areas of the castle that have anything worth noting are described below; the rest can be covered by this general section, though you should feel free to add and adapt where you think it necessary. The castle (or at least those parts of it that are still standing) is solidly constructed from the local grey stone. The upper levels rest on thick wooden beams, but many of these were damaged in the fires that Kyakas set before leaving and therefore the floors may be dangerous to walk upon. Unless otherwise noted, there is a 1% chance per pound above 100 lbs weight that a floor will give way in a 5'-8' square area, dropping the character through for normal falling damage plus d4 for the rubble below. A save versus DEX at -1 per 1' square (as thrown above) will mean that the character has grabbed onto the remainder of the floor - needless to say, another check must now be made for this area.

Most of the rooms are more or less empty as Kyakas either burnt their contents or threw over the side of the castle into the sea (he wanted as complete a vengeance as possible and hoped in this way to erase the memory of Myanaar). You can distribute random debris and burnt wreckage around the castle if you wish, possibly making judicious use of the random contents tables in the D.M.G. (pp. 217-219, especially the 'General' table). Some of the areas of the castle are shown as ruined - these are where the actual stonework has collapsed and should prove little problem to the players unless they are fighting on it. If combat does take place on this rough stone, the characters concerned must roll under their DEX each round; if they fail, they must subtract the amount they failed by from their roll to hit and if they then miss because of this (ie if they would have hit under normal circumstances) they fall over. It will additionally be very difficult to move quietly over this ground - at best half normal chances.

All stairs are wooden and, if remaining, will collapse when anyone walks on them. All spiral staircases are stone and are intact. The underground passages marked on the castle map (ie those near the surface) are not too secure and any extreme shock will make them collapse for 7'-12' (eg large pieces of masonry falling on them, or explosive spells going off in them). All of the remaining doors are wooden with iron bindings - they will open as normal, unless you deem that they have been barred by the sahuagin.

Unless otherwise noted, the underground passages (ie those on the map of the lower levels) are 7' high if 5' wide and 12' high if 10' wide; rooms are 12' high. On the whole, the lower levels are better preserved than the upper levels and there will be less damage and less debris in these places, especially as much of the mess that was down there has now been cleared out by the sahuagin (to make it easier to move around, not because they prefer it tidier).

1. Battlements:

The battlemented areas (ie the outer walls and the roofs of the towers) all have parapets 3' high by 3' deep, with merlons rising to 5' - there is one 3' merlon to each 5' section of parapet.

2. Main Gates:

These are 20' wide and 15' high and still stand relatively intact (ie PCs will not be able to batter them down, but a serious assault by a siege weapon would destroy them quite easily). The walkway above the gates is particularly weak and precarious and will give at a 1% chance per pound above 50 lbs, dropping the victim onto the spiked top of the gates (1-3 attacks as per a spear set versus charge wielded by a 1st level fighter, no shield and DEX bonuses).

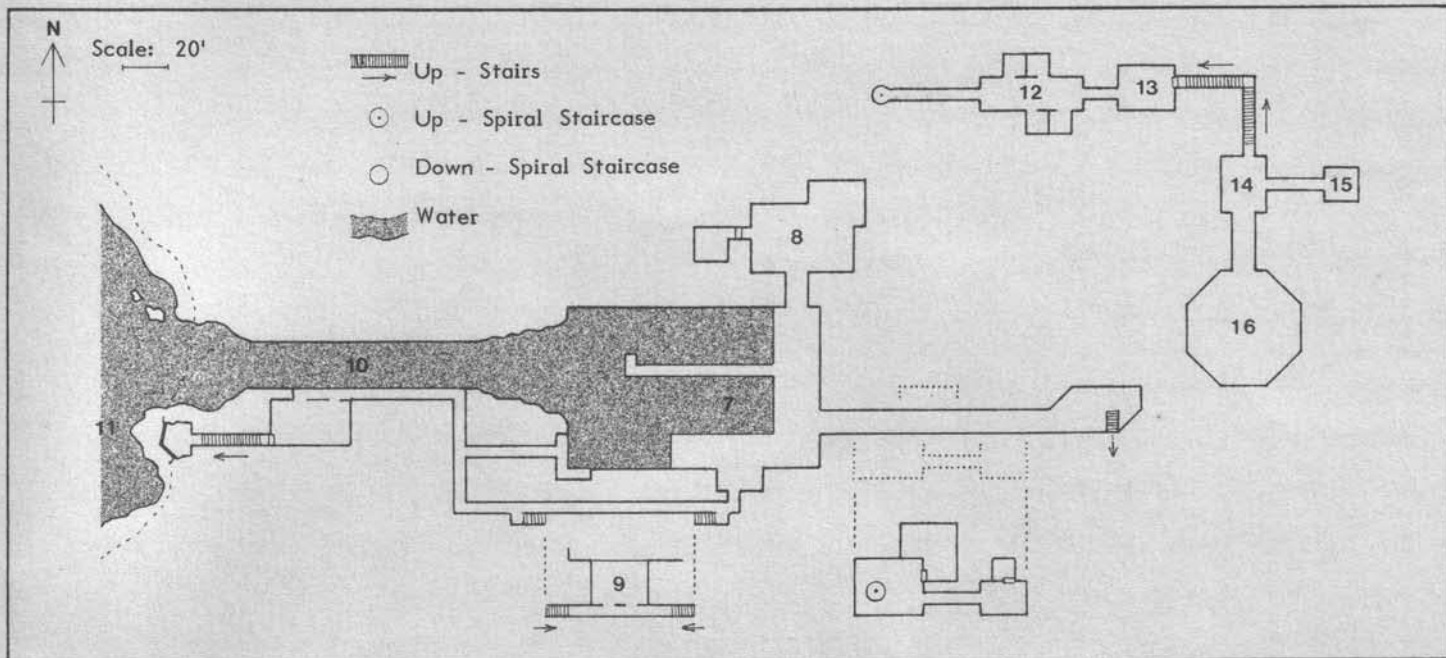
During the day there will be d4+1 sahuagin guarding the main gate and, due to their dislike of light, they will stay in the towers to either side of the gate. At night there will be an additional d4+1 on top of the towers. These guards will obviously have to change regularly as the sahuagin do not like to be out of the water for more than 4 hours.

3. Tunnel:

This tunnel had collapsed in the area marked, but has been partially rebuilt and camouflaged by the sahuagin. PCs who walk over the hole will drop in and drop the 20' to the floor (these tunnels are 7' high, ie the roofs are 13' below the surface). Damage will be as normal for falling plus damage equal to d4+1 attacks by a dagger wielded by a 3rd level fighter due to the spikes on the floor of the tunnel. PCs have a chance equal to their DEX to spot the hole and a similar chance to avoid falling in if they do not spot it (give a +4 modifier if they are particularly watchful, -4 if hurrying, -4 if in combat and -8 at night, all cumulative if more than one circumstance applies).

4. North Tower:

The floors of the tower are all sound. The main entrance is on the second level as there used to be a set of wooden stairs leading up to it. These were burnt down by Kyakas, making the door very difficult to enter. If the PCs can get to the door in such a way that they can seriously batter at it, it will open as a normal door, but this is unlikely. They may, of course, be able to smash it apart with an axe or similar weapon. The trapdoor on the roof is easy to open. There will be d4+4 sahuagin in room A of the tower at all times - the door to their room is still sturdy and is strongly barred from the inside (open at -3). They will not make their presence known, hoping to trap the PCs after they have descended the stairs to the lower levels (unless, of course, ordered otherwise). There is a small chance that the PCs may catch them changing guard (say 2%) when the door will be open and there will be 2d4+8 sahuagin.



5. South Tower:

The floors of the tower are all sound. The entrance to this tower is also on the second level, but this is easily reached through the main building - secondary entrances lead onto the west wall and the roof of the main building (5' above floor level of the upper room of the tower) but both of these are barred from the inside and open at -2. There will be d4+1 guards in the tower during the day and d6+4 guards in the tower and patrolling the roof and walls at night.

6. Main Hall:

This was originally the dining hall for the occupants of the castle. Although most of the contents were destroyed, the sahuagin, at Kyakas' bidding, have set up a sinister parody of the room's earlier use. The remains of the two long tables have been repaired with parts of doors and stairs found around the castle and as many chairs and stools as could be recovered have been placed around these tables. There are no plates or cutlery on the tables, but these have been replaced with fragments of stone and shell and shards of wood and twisted metal. On the plates are the heads of the priests that were murdered by the villagers at the temple. They are bloated from their time in the sea (from which they were taken by the sahuagin who were waiting off the beach during the massacre and the ceremony that followed it) but have not decayed since Kyakas cast a form of animation on them. When anything touches a head, or when anyone comes within a few feet of one, it will begin to shout and scream and laugh loudly, alerting everyone in the upper parts of the castle.

Tactics in the castle:

The sahuagin are under orders to allow the characters to enter the castle and specifically to allow them to enter the north tower in order to make their way down to the dungeons. They are not to attack the PCs until they are inside, and then only in such a way that they are encouraged to enter the tower (the sahuagin in the tower are only there to close off escape once the party has descended the spiral staircase and not to prevent entry in any way). They are under strict instruction not to kill any clerics unless they are most definitely not followers of Esseni, and have been warned that a fighter may be needed instead of a cleric. Magic-users and thieves are regarded as less likely followers of the goddess and are therefore preferred targets if any of the player characters have to be killed. Although you are encouraged to determine your own guard patterns and numbers, the range of numbers given goes from the minimum guard to the number that will be present if Kyakas knows or strongly suspects that the PCs are about to enter the castle. The sahuagin on guard will all be armed with daggers, javelins and crossbows (half heavy, half light) with 20 bolts.

7. Quayside:

Myanaar built this small underground harbour for two main reasons. When he actually built the castle he did not want anything to do with the local people and did not want to have to depend on their trade for his supplies so he arranged with a merchant to come to his castle every few months without visiting the village. As the cliffs here were too steep to allow an easy landing nearby, he built this chamber so that a ship's boat could ferry the goods from the main ship. The other reason was that he vaguely foresaw a time when he might want to take up his old life, although he hadn't yet made up his mind whether he would try his hand at trading down the coast or indulge in a bit of mild piracy. Either way, the harbour would be of use.

This is where the sahuagin stay when they are not on guard duty in one of the other parts of the castle (note that at full strength guard there will only be a few in here, and they will be on guard rather than resting). The water level is 5' below that of the quayside and the water itself is 20' deep. The room is 40' high in the main part, the passage out to the sea being 30' high. The sahuagin rest mainly in the south part of the quay, as there are half-a-dozen sharks that use the north part (though two of these sharks will usually be in the passage to the sea; see M.M. 87 for the statistics of sharks).

8. Warehouse:

This area was used for storing goods that had been brought into the quay until they were transferred up to castle. It now contains some of the sahuagin's supplies, including several large nets and a few rafts. The latter are those that the villagers used when they sent their dead out to sea (with the heads of the priests). The former are not the combat nets that the sahuagin often employ (though there are some of these - they didn't bring many as they were not envisioning much underwater combat) but are fishing nets. They used these to catch the gyona before they reached the river and the waiting villagers - there were not too many of the fish that even got that far because the sharks were also patrolling the Bay eating a large number of gyona and turning others back.

9. Quay Guardpost:

Raised 20' above the level of the rest of the quay (ie 25' above the water), this room provides a good vantage point. It is occupied by 2-4 sahuagin with light crossbows.

10. Entrance Passage:

There is a walkway along the south of the passage that was used if boats needed to be towed into the quay. On this walkway or in the guardroom will be another 2-4 sahuagin, also armed with light crossbows. Remember that the passage usually has at least a couple of sharks in it.

11. Cliff-face:

The cliffs rise up 100' from the water to the level of the castle. They are fairly sheer for about 50'-60' and then incline less as they reach the top, eventually becoming about 1:3. The rocks are often loose and broken along the face and it is continually wet from the sea-spray - for climbing, treat it as fairly rough with some cracks if the climber takes some care. However, if the climber wishes to hurry, it should be treated as rough with many projections but slightly slippery (ie double the movement rate but also double the chance of falling - see D.M.G. 19).

Set into the cliff-face to the south of the entrance passage to the quay is a small watchpost providing a good view of the Bay and particularly the approach to the castle. There will be 5 sahuagin here at night and 3 here during the day, though these three will be sheltering as far back out of the light as they can get. The sahuagin will be armed with javelins and heavy crossbows.

Tactics underground:

If the player characters enter the storerooms beneath the south tower the sahuagin will attempt to trap them here so that Kyakas can come and see whether he has succeeded in capturing a priest or follower of Esseni. If they enter the dungeons beneath the north tower they will be heading straight towards Kyakas and will not be stopped, although they will not be allowed to leave again (see below for details of these rooms). If they enter the quay there are two possible tactics; if the sahuagin are not ready for them, an attempt will be made to contain the PCs here for as long as is necessary. If they are ready, or once they have prepared, the sahuagin will seem to put up a defence, but will actually channel the party through to the stairs up to the castle proper (Shihasa is not above sacrificing a few of his warriors in order to make it look like he is defending this route and hence, hopefully, encourage the players to be all the more keen to go up there). Once here the party can be pushed towards the north tower as noted above. If the party try to leave, the sahuagin will make a more serious attempt to stop them, containing them within the castle.

Note that the leaders have not been accounted for in the above dispositions - it is assumed that you will place these as you see fit. If you are going to use the placements as suggested, you should have the lieutenants spread proportionally with their troops (ie one for every 12 sahuagin). One of the lesser priestesses will be in the castle area, the other in the quay (resting unless there is an assault). Shihasa and Hyeski will be in the quay if they do not know where the attack is coming from or wherever seems appropriate if they have some idea of the characters' movements. If you wish, you could sometimes place one of the priestesses with Kyakas in the dungeons under the north tower.

12. Dungeons:

The four cells all have iron barred gates that are in good condition (and show some signs of repair if inspected closely - normal chances of bending bars apply). The locks are quite complicated (-10% chance to pick - see below for the keys). It is here that Kyakas will store those of the party who are still alive when (and if) he captures them, while he determines if any of them are suitable as an offering to his masters.

13. Torture Chamber:

Although the contents of this room were destroyed with all the others before Kyakas first left the castle, the sahuagin brought a new selection with them. As could be expected, the sahuagin are masters of torture (even if they do often tend to get a bit carried away, especially after they have extracted the information that they seek) and their tools are designed to match the fiendishly sadistic imaginations for which they are justly famous. The priestesses are particularly adept at this form of confession and it is probable that Hyeski will manipulate the implements (under Kyakas' guidance) while her lord conducts the questioning. If you have no normal rules for torture it is suggested that you improvise some based on saves against CON and CHA with damage to various attributes as well as hit points.

14. Antechamber:

There are 9 undead creatures guarding this room against all intruders except Kyakas (and that includes the sahuagin, even Hyeski). They resemble those found in the Adruin temple in all respects other than that these have heads. They are the bodies of the villagers that were killed in the fight at the temple and that were then sent out to sea.

15. Myanaar's Tomb:

Myanaar had prepared this room for himself and he does indeed rest here, although not exactly in the manner which he imagined. The great white stone sarcophagus that stands out from the east wall contains only the keys to the cells in the dungeon (the lid has not been sealed, but it will still take a fair deal of effort to remove it). Myanaar's body is propped up against the west end of this, several limbs and appendages attached by strips of cloth alone, having been the victim of Kyakas's awesome temper at a time when he was possessed of his full strength. On Kyakas' command, or when anyone enters this room, Myanaar will rise and attack. He is another of Kyakas' strange undead animations and, although he seems at first to be a normal zombie (M.M. 103), he will take a lot more killing than normal. He has a nominal 10 hit points, but when these 10 are gone, he will keep on coming but merely inflict -1 damage. In fact, he will do this until he is unable to inflict any damage at all (ie when 80 hit points of damage have been caused - if detected, magic will be strongly registered in his presence as this is all that can keep him going).

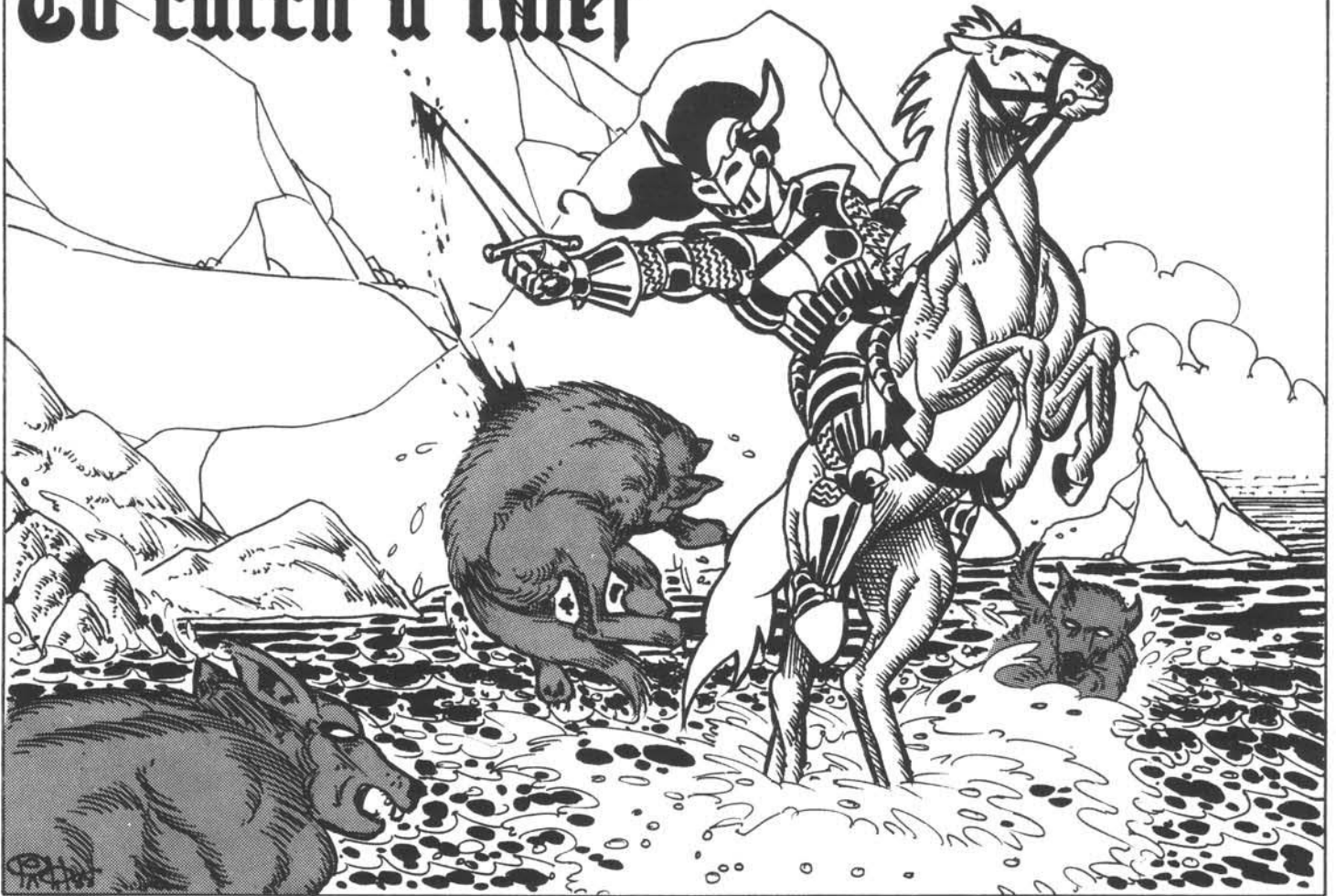
16. Summoning Chamber

This is the fateful room in which Myanaar made his last and greatest mistake. The useless circle is still inscribed on the floor, although all of the other trappings of the ceremony have long since been destroyed. Smearred around the walls of the room, the remains of Myanaar's companion can still just be made out as a strange pattern of faded red splotches. It is in this room that Kyakas will wait for the party, unless they are captured elsewhere in the castle - he may well call off the undead in the antechamber to allow the characters to enter this room, only using them to stop the PCs from leaving (except at his bidding, of course). Note that the time of Kyakas' recall is now so near that should any form of summoning spell be cast in this room his masters will make an appearance and demand either an offering or his return - although this is likely to mean the end of Kyakas' threat, the PCs will probably suffer no better at his lords' hands (unless they can make a deal, offering some service, and hence allowing you a whole new range of scenario possibilities) than they would at his. If they are lucky they could sneak off in the commotion (assuming that one of them is not due for sacrifice) and try to make their way out past the sahuagin!

In a large sack against the south wall is all that could be considered as Kyakas' treasure (if you want to be generous you could give the sahuagin some treasure of a portable nature, especially as trinkets or even minor magic in the possession of the leaders - remember that such magic will be used against the PCs). The sack contains the clothes that he wore when he visited the village as 'the stranger', plus some coins for use at this time; these amount to 23 sp and 35 gp, plus a pair of gems worth 15 gp each on a cheap silver bracelet worth 2 gp. Additionally, there is a long sword +2 and a small eagle pendant on a leather thong. The latter gives +1 on a character's CHA while he is wearing it; alternatively he may chose to take a +2 bonus for d6+6 hours or a +4 bonus for 4d6 rounds if he is willing to take a -2 or -4 penalty respectively for d4+1 days, points regained at 1 per day thereafter (though the pendant can be used after the d4+1 days). It should be remembered that if Kyakas uses a human disguise he will have these items with him and will use them to the best possible effect.

If Kyakas is banished (ie killed), anyone within the circle (from which he will attempt to make his final stand) may be cursed in the same way that Myanaar was. The characters concerned must save versus magic to avoid the curse - such a save will be at -1 for every hit point the devil had in the round before he was killed. You will have to determine the effects of the curse, but follow the general outline given in the introduction.

To catch a thief



The room is dark and oppressive, the only light coming from small candles set high in the walls and the only source of fresh air lost as the door silently closes. Aromatic smells familiar from the Dens near the Black Gate drift across from the mass of silk and velvet propped against the far wall. A groan and then a low rumbling belch erupt from this mass as it rolls itself upright, and short fat fingers emerge to search for an uneaten morsel of sugared orange. Without making any acknowledgement of another presence in the room, the Guildmaster begins to speak quietly, but as if the words are found after great effort and consideration.

"I was dreaming before. An odd dream. From the past. But not mine. Of Hessian, of the old king who founded the city. I saw him on the beach, riding through the wind and surf, looking for tracks up on the sand. But the tracks had all been washed away. He rode on and on but could find no sign, no trace of what he sought." The Master paused and stifled a brief choking cough. When he spoke again it was with more animation. "The he saw them behind a dune, four large dark wolves feasting on the stained sand, gorging themselves on the remains of his brother. But before he could turn and charge them, three more appeared and leapt up, hoping to add him to the day's conquests. He fought them there at the sea's edge, chopping and slashing until the water was red, his horse trampling the wounded into the wet sand. He was too late to save his brother, though, too late to do anything but bring him back to the city for the ceremonies that were due to him."

The Guildmaster falls silent and seems to doze for a moment. Then he begins to wheeze softly as he reaches for another segment of sugared orange and a silk cloth to wipe his face, breathing deeply of its perfume before tossing it away. He opens his eyes for the first time and looks into the gloom of the room, a vague glimmer of interest crossing his features quickly to be replaced by his usual expression of bland indifference.

"Enough. There is work to be done, and you, I'm afraid, are to do it." New vigour invests his words and his concerned tone belies his calm outward appearance. "In the last few weeks there have been several robberies, of some style it must be admitted, but without the knowledge and acquiescence of the Guild. The Guild cannot tolerate this. I cannot tolerate this, and something will be done. No thief in this city may act without paying his dues to the Guild. But not merely content with defrauding the Guild, this man has chosen victims only of the highest standing, all members of the City Council, and all benefactors of our organization. Agreements have been made, guarantees and contracts, and I will not have these jeopardized by anyone working outside of the Guild. If I cannot protect the members of the City Council, they may choose not to protect me, and the Guild will be pressed to survive their animosity.

"You are new here. Your face will not be recognized. You are to find this man and to bring him to the Guild. I hope he is not a member of this Guild else he will feel my wrath for a long time before I let him die. I do not think he is, but even so you will report your movements and findings to Behjan and to no other. No-one outside of the Masters will know of this until you have completed your task. Behjan will tell you more of these acts; he is younger than I and has a memory for such things. Arrange what you will with him, I cannot be troubled by details."

The old man seems to slumber again, sinking slightly, his fingers no longer roving. Then, eyes closed once more, he mutters a few last words. "I will see this man kneel before me. He will not break the Guild. He will not shame me. I want you to stop him and I want you to bring him and his spoils to me. I do not want to hear that another Councillor has turned against me, has turned against the Guild. Go now. I am tired." The door opens and throws a dim light on the obese body of the old Guildmaster as he rolls onto his side, juice seeping from between clenched fingers.

INTRODUCTION

This scenario is designed for a single thief character of 10th-12th level, using either the D&D or AD&D systems. If you wish to use the scenario for characters of other levels, you will probably have to do little but change the levels and hit dice of the NPCs given in the text. If you wish to use the scenario for a party, you may have to do some more work on the scenario and it is suggested that a larger number of NPCs are introduced to keep the whole of the party occupied - if the party are all around the 10th-12th level region, you may have to substantially increase some of the levels of NPCs to ensure a suitable challenge.

Basically speaking, the scenario revolves around the attempts of the PC thief to capture the NPC thief who is working outside of the Guild, neither paying a cut to the Guild nor accepting their restrictions on which targets are open to theft. The player character will be given the modus operandi of the NPC and presented with a small number of possible targets that conform to this m.o. It will then be left very much up to the PC to decide how to go about preventing his opponent from carrying out another robbery; this will obviously include casing the possible targets, making various enquiries around town, and eventually setting a trap for the NPC. Details are given of the principal parts of the town, and especially of the areas where play is likely to take place, but you will have to flesh out much of the town yourself, either by adding to the information given herein or by placing the scenario in a city within a campaign of your own and using the relevant sections of that city (adapting the scenario where necessary so that it conforms to the rest of the campaign).

THE BRIEFING

The character will be briefed by Behjan, one of the five Masters in the Chuza Thieves' Guild from whom he will obtain more concrete details of the job in hand than the vagaries of the Guildmaster (the section on page 27 should be read by the player before the briefing). Behjan will only provide the most basic of information and will not offer any help to the player character. The PC will have to question Behjan to discover everything that he knows pertaining to this job, and will have to bargain with him to receive any but the most superficial aid. You can decide upon the finer points of the briefing yourself, using the information from the background section, but as a rough guide, Behjan knows that so far four robberies have taken place within the space of a few weeks and he knows that only certain highly valuable items of jewelry were stolen in each case. The four people who were robbed were all members of the Chuza City Council, the governing body of the City who are answerable only to Duke Embra (when he is in residence). There are only seven members of this Council, so the Guild predict that the next target will be one of these three. Behjan will tell the PC briefly about the remaining Council members, and will give him some information on their houses (location, rough size, basics of defence - eg large guard body, magical defence, etc), but the PC will have to ask questions of either Behjan or other people in the City in order to obtain a clearer picture of the people that he is meant to be protecting.

Behjan does know that there is a link between the items stolen, and not just between their original owners, but will be loth to reveal this unless closely questioned (the Guild does not want this sort of information spread around the town). He will also be loth to allow the PC any form of support from the Guild, both because the robberies have been kept a secret by their victims and by the Guild, and because the Guild does not entirely trust most of the other thieves who may be capable of conducting a job of this level. Provision of simple equipment, use of a small house or an inn-room from which to operate, and the occasional use of low-level thieves as runners or to watch and follow someone (as long as they are misled about their job and cannot guess what is going on) are the best that the Guild will do in aiding the PC (and they will not be happy about using other thieves unless it is shown to be both safe and absolutely necessary). In payment the PC will be offered about 5000 gp plus a minor magic item, or a place in the Guild hierarchy.

If the PC merely accepts the information given to him by Behjan and asks no further questions, this job will seem to him the relatively simple one of stopping the actions of another thief, probably by intercepting him in the course of a job. However, it should be obvious to all but the most inexperienced of players that there is more to this than meets the eye. The player should realize that there is a deliberate campaign being waged against the members of the City Council, that this is therefore alienating the Council and the Guild and that this is therefore probably one of the prime aims of the campaign. While realizing this, it is still possible for the PC to proceed in a straightforward manner and to attempt to capture the renegade thief without worrying about the greater ramifications of his actions. The more discerning player will, of course, attempt to uncover at least part of the mystery that surrounds his opponent's actions as this will give him a much greater chance of apprehending the other thief and of staying alive in the process. The PC's success in unravelling the puzzle will depend entirely upon the course of questioning and investigation that he pursues and you will have to assess this chance based upon the PC's actions and the background information provided below. Although the progression of the scenario, based on this information, is very much up to you, it is suggested that play will probably fall into three main stages - namely, the early investigations, the first attempts at apprehending the other thief (and unless the PC is both very good and very lucky, the chances are that he will fail on his first attempt) and the final confrontation between the two. Some time pressure should be put on the PC in the form of an expected date for the next robbery (you can determine this based on the skill of the player involved but it should not be more than a week) though he should be given enough time to make some sense of the hints and rumours that he gathers.

BACKGROUND

The founder of the city of Chuza was the great warrior-king Hessian (he of the Guildmaster's dream) who built the original settlement around his coastal fortress. That time was one of great prosperity for the inhabitants, although their King spent much of his time away fighting for his liege-lord, the Emperor - indeed some have attributed this prosperity to the fact that the city was run by a Council of merchants in the King's place, as Hessian was a soldier and general of high standing but made a poor merchant and politician. On one of his infrequent visits to the city, the merchants presented him with a splendid crown set with seven clusters of precious stones, one donated by each of the merchants and representing their family emblems. When the King eventually died, after a surprisingly long life, he decreed that the crown should be broken up and the seven clusters given into the care of the seven City Councillors, to be passed on whenever a new Councillor was elected by the city's upper classes and merchants. As is usual with all such artifacts, many rumours have grown up about the magical properties of the crown - some say that it was the reason for the longevity of the first King, others say that if the crown is ever reassembled there will be a new King of equal standing to the first but that this may only be done if the city is in great peril (still others maintain that if the crown is reassembled it will mean the beginning of a despotic rule, or a clash between the Councillors, or the end of the city, etc). There are a multitude of winos and beggars in the city who make much of their living from the telling of old tales of the city's glorious past, and often from secret revelations about the crown passed down from father to son (some ancestor having purportedly been a close friend and confidant of the old King). Needless to say, most of these rumours are far-fetched and ridiculous (see page 38), but the legend of the crown still maintains a strong hold on the imaginations of the populace, and not only on the less intelligent and cultured inhabitants of the city. It is mainly due to the power of this legend that the recent robberies have taken place for the items stolen from the Councillors were four of the seven jewel clusters from the crown - it is because of this that the Guild can so certainly pinpoint the remaining three targets of the rogue thief (although, as noted above, the PC should discover this connection himself through the direction of his questions).



The instigators of this plot to steal all seven of the jewel clusters from the original crown are the son of the present Duke and one of his secret advisers, a wizard named Akra Dow (who is also one of the five Masters at the Thieves' Guild). The current Duke is a doddering old fop who spends most of his time at the capital pandering to the whims of the King and his court. He is despised by his son who can hardly wait for his death in order to assume the role of Duke of Chuza. This ambitious young man, Herakan (or more properly, Lord Herakan of Chuza), has set his sights on gaining certain new territories for the Dukedom (and incidentally for the Kingdom, although he has no intention of handing them over to any other of the King's lackeys) and wants to do away with the City Council and take sole control of both the city and the surrounding lands. Although the Council are theoretically answerable to the Duke, they currently control the finance that reaches the Duke from the city (by far the greatest part of his income, outweighing that from all his other lands), and they would not be in favour of any hare-brained and glory-seeking scheme to annex neighbouring lands. By reassembling the crown the Duke hopes to gain a large advantage over the merchant Councillors and their supporters in the city. If the Councillors can be made to believe that the jewels are being stolen by members of the Thieves' Guild (as they can hardly fail to do as the Guild is the only body with the resources and expertise for such an operation) they may decide to move against the Guild. The balance between the two groups is delicate at the best of times, and a major infraction of their agreements such as this will almost certainly tip the balance. If the members of the Council move against the Guild, they will upset many of the lower classes of the city whom the Guild supports (it is not in the Guild's interest to estrange those with no money for it to steal) and Herakan hopes to incite these people to see the Councillors' actions as a move by the moneyed classes to further subjugate the poor. In the interests of the common people, Herakan may be forced to act in reciprocation against the merchants, ultimately entailing the removal of their power as Councillors pending further investigation and the resumption of the normal truce.

At this time, Herakan wishes to announce that the Crown of Hesson has been found in the Citadel vaults reassembled, and that this must be a sign from their gods and ancestors that the city should take on a role as glorious as that of its founding years (if his father is not dead by now, Herakan may have to arrange for that as well). Having stirred the people to a riotous fury against the Councillors, he hopes to turn their mood to his advantage and swiftly form an army to attack the neighbouring lands which he covets. He has already gained the tacit support of the militarist factions in the city and could quickly mobilize the small permanent force that is kept for the Duke's protection and for policing actions within the city and its environs.

Although this plan was inspired by Herakan's lust for glory and new lands, the fine details were supplied by Akra Dow. The wizard is an important, if not prominent, member of the city. He has been employed by the Duke on several occasions and it was at these times that Herakan came to his attention as an enthusiastic but probably malleable young man. At his own prompting, the wizard was taken on as one of Herakan's tutors, the Duke hoping that Akra Dow could instill in his son some understanding of (though not necessarily ability in) the magical arts. The wizard used his confidential position to manipulate and persuade the boy, twisting Herakan's own ambitions while making it seem as if all the ideas came from the young lord himself. Before long, Akra Dow had become Herakan's foremost adviser and confidant, and it was at his instigation that Herakan turned his mind to specific plans to realize his dreams.

Akra Dow's connections with the Thieves' Guild made this one of his first choices for exploitation in his bid to gain control of the city for Herakan. Through the Guild he had information on many of the important citizens of Chuza and especially on the seven Councillors; although the Guild had treaties with these men to ensure that no major operations were undertaken against them (everyone expected a certain amount of minor pilfering and banditry), it did not stop the Guild collecting facts and figures about their businesses and residences in case the need arose to enforce the treaty with a sudden show of strength. In his role as a Master of the Guild, Akra Dow could interview all of the better qualified thieves and choose one who was both capable of carrying out his plan and who was not averse to acting without the authorisation of the Guild (although in the early stages of their contact, the wizard was careful to suggest that the scheme was a secret Guild operation).

The thief he chose was Jenvry, a sly young man who had come to the city some years before and had quickly risen up the ranks of the Guild. Despite his relatively senior position within the Guild, his allegiance is still to himself (though he has temporarily sold it to Akra Dow) and he does not have even the slightest stirrings of loyalty towards the city. He was able to do the first three robberies with reasonable ease as no pattern had been established, and the Councillors were unwilling to admit to one another that they had been robbed. When it became apparent what was happening, the remaining Councillors protected themselves further, but this did not stop Jenvry stealing the fourth part of the crown. The Councillors blamed the Guild who denied all, but refused to allow any investigation into their activities. For a while recriminations flew back and forth - now there is no communication between the Councillors and the Guild at all, although a few suspect members of staff have been sacked by the Councillors and the Watch has become a little more vigilant in the richer areas of the city. The Masters of the Guild met in secret and decided to bring in an outsider to attempt to solve these crimes. Although all five Masters were present at the meeting, only the Guildmaster himself and Behjan have actually seen the hireling (ie the player character) - Akra Dow merely knows that there is another thief on the prowl and has warned Jenvry of such. As Jenvry only contacts Akra Dow (in this context - he continues his normal Guild duties) and the PC should only contact Behjan, there is little chance of the two thieves meeting until they come across each other while Jenvry is on the job. Despite the fact that Akra Dow knows a search is on, he will not put back his plans and cancel the next three jobs (especially as this may alert the Guild to a traitor in their midst, privy to their most secret councils).

PRINCIPAL CHARACTERS**BEHJAN:**

S 12, I 17, W 13, D 18, C 15, Ch 17, CL T, LVL 14, hp 53.
Behjan is a Master of the Chuza Thieves' Guild and is in charge of training the thieves in matters of house-breaking and similar large-scale jobs (as opposed to the finer details of pick-pocketing, lock-picking, etc). He was himself trained by the current Guildmaster in his youth, and hopes that he will assume the title on his mentor's death. Whereas the Guildmaster is in charge of the general policy of the Guild, Behjan controls the day-to-day running: he ensures that percentages are being paid, that Guild operations are continuing smoothly, that their spies are in the right places and are reporting on the things which they most want to know about, etc. Due to the Guildmaster's predilection for opiated wines, Behjan is effectively the most powerful and important member of the Guild.

Behjan has lost some of the lean wiriness of his youth but is still an athletic middle-aged man, capable of embarrassing many of the younger thieves who do not possess his consummate grasp of technique. He is of average height and average looks (highly useful characteristics when he wishes to blend quickly into a crowd) but has a commanding voice (if he wants to use it as such) that strikes fear into the hearts of untried apprentices. He dresses in normal clothes and robes, disdaining the use of armour unless he is actually on a job (a very rare occasion these days). At his side he bears a long fine-bladed magical sword that is +3 to hit and damage, and a **dagger** +2 (only if thrown), supported on a superbly crafted wide leather belt that allows him +3 to armour class. He also has a Master's ring (see below).

Behjan's allegiance is to the Guild and to his old teacher, the Guildmaster - he thinks of the city only in as much as it is the city in which his Guild is situated and what is good for the city is usually good for the Guild (though not necessarily vice versa). He trusts few of the Guild members further than he can keep them under surveillance, and in the present circumstances only the Guildmaster has his full trust (even the PC he has hired will be discreetly watched just in case he is in fact the culprit - it is up to you to determine the extent of this and whether it will have any real bearing on the course of the game).

HERAKAN:

S 9, I 13, W 8, D 12, C 13, Ch 15, CL F, LVL 3, hp 13.
Herakan displays some of his father's foppishness, though not to the extreme extent of the toadying old Duke. He has little to recommend him other than the force of his vaunting ambition, being neither particularly bright nor especially charming and having few of the abilities necessary to the running of a large state - if his dream of conquering the lands bordering on his father's is realized it will be due entirely to the skill of his advisers (specifically Akra Dow) and of his generals and administrators in the field. A wide-ranging network of spies throughout his household and the city in general, set up by his father and now mostly loyal to (and financially dependent on) him, keeps him informed of the actions of his rivals and confederates alike and allows him (or Akra Dow) to manipulate events from a distance.

Herakan (illustrated on page 29) appears as a rather vain and affected young man, dressed in the latest of fashions and habitually carrying a valuable jewelled cane (this has a blade concealed in the end and can be used to strike as if a **short spear** +1). He is something of an arrogant bore who has been spoilt to excess and will become livid if his wishes are not fulfilled to the letter, often sulking in his room for days having assaulted or insulted most of the staff within his reach. The only person who can control Herakan is the wizard Akra Dow (who uses a small amount of magic to calm him and suggest new plans) whom the young man regards with awe rather than affection - this does not stop Herakan thinking that he is actually the originator of many of the wizard's plans and that Akra Dow is merely a hireling who provides help on the fine details. If pushed into a corner, Herakan is likely to turn on Akra Dow with the same petty cruelty that he exerts against his household minions.

AKRA DOW:

S 8, I 18, W 15, D 7, C 13, Ch 18, CL MU, LVL 13, hp 33.
Akra Dow is the highest level MU in the city of Chuza, though this is not widely known - due to the composition of his spells and his reclusive nature he does not provide the spectacle of magical power that some of the lesser magicians delight in. He has few links with the outside world, but all of these are chosen to give him as much power as is practically possible. The network of the ducal spies and his contacts in the Thieves' Guild give him a vast source of information on which to draw and a widespread web of agents to further his schemes. He knows that once the old Duke is dead he will effectively control the Dukedom through Herakan and his plan to acquire the whole of Hessian's crown is intended to increase this control (the magic that will be used to bind the crown together once more, and also to give its wearer a heightened charisma, will simultaneously place that wearer deeper under the influence of Akra Dow, who will weave many other arcane magics into the crown at the same time).

Akra Dow is an obese bald man who appears dressed in rather ridiculous clothes that are too tight and too warm, causing him to sweat and grunt all the time and provoking mirth amongst bystanders. When with his associates or in his own residence, he removes these garments and adopts loose flowing robes - his outdoor clothes reinforce the image of a gross ineffectual man who is to be ridiculed rather than feared and too ready belief in this camouflage has been the downfall of many of his opponents who underestimated the brilliance and ruthlessness of the wizard. He is single-minded in his search for power, seeing control of the whole kingdom as within his eventual grasp, and will stop at nothing to gain these ends. Even now he is sowing the first seeds of discontent amongst courtiers at the capital, hoping to exploit them once he has command of this dukedom.

Although he wears rings on all his fingers, only three of these are actually magical. The first is a Master's ring from the Thieves' Guild (see below). The second allows him to teleport back to his tower without any chance of failure (however, this will destroy the ring, so he will not use it lightly; this must be taken off to activate the spell and therefore does not contravene the rule about wearing only two rings - the magic is not effective until it is removed) and the third stores 7 levels of spells (of his choice - see below). He also has a silver amulet that gives him an armour class equivalent to chain mail and a small wand that on command will grow to become a **staff** +3 or can be broken in two and thrown to the ground to create a pair of sabre-toothed tigers (this, of course, destroys the wand). If he has a specific purpose in mind, he may have further items at your discretion.

His spells are as follows (bracketed spells are AD&D only): **charm person**, **read/comprehend languages**, **detect magic**, **magic missile**, (message), **detect invisible**, (forget), **invisibility** locate object, (magic mouth), **fly**, **hold person**, **phantasmal force**, (suggest), (tongues), (fire trap), **ice storm**, **polymorph other**, **wizard eye**, **conjure elemental**, (feeblemind), **passwall**, (telekinesis), **anti-magic shell** and **geas**. In the ring he has stored **magic missile**, **fireball**, **lightning bolt**. For Expert he will have 2 each of the **fly** and **hold person** spells. You should decide if any of these spells are changed depending on the circumstances of the scenario.

JENVRY:

S 15, I 16, W 12, D 18, C 15, Ch 12, CL T, LVL 10, hp 43.
Jenvry is the thief hired by Akra Dow to carry out the series of robberies to acquire the seven groups of gems that make up the Crown of Hessian. He learnt his trade in one of the western cities of the kingdom and then travelled for several years, visiting many of the major cities in this and other kingdoms. On his journeys he perfected his art and carried out some astounding thefts (including two from under the noses of the same palace guard) that brought his name to the ears of the Chuza Guild before he actually arrived in person. They offered him a post of some standing in the Guild, and he decided to try this more organized approach to crime for at least a short while, rapidly becoming one of the most respected members of the Guild.



When not on a job he dresses flamboyantly and chooses his companions from amongst the young rich noblemen of the city. He masquerades as an independently wealthy adventurer and conceals his less respectable connections in the city. He is a master of disguise (treat as an assassin of the same level if relevant) and often likes to play the confidence trickster rather than the straight thief - he is not as good at this as he is at house-breaking, but is still one of the better con-men in the city (though the true masters of this art tend to congregate in the capital). When he is working, he will dress in bland and anonymous clothes that suit the surroundings, though he will usually wear leather armour underneath (cut to merely make him look a little more stocky than he actually is). He always carries a **short sword +2** with the ability to **detect invisible** three times per day (but not more than once per hour) and a throwing knife (+2 to hit due to balance, not magical power) that has a form of enchantment cast upon it - on his command it will make the noise of someone walking away, the noise being appropriate to the knife's immediate surroundings (to be most effective, he must of course leave the knife behind, though he may be able to recover it later). For AD&D he also wears a **ring of feather falling**, for Expert a pair of **Elven Boots**.

Although seeming rather superficial in the company of his friends (though they are friends of convenience to whom he feels no loyalty nor even real friendship), Jenvry has an eye for detail and precision and will plan his jobs with exceptional care and consideration of all the possibilities. He is not afraid to take chances and his plans are often daring in their conception, but these chances will always be carefully weighed and calculated in advance and necessary to the success of the operation. Whenever possible he will try to use the most unlikely approach (even though it may not be the least guarded approach) and will similarly make his escape in an unexpected direction. He prefers to be in and out before he is noticed, but has not the slightest qualms about killing guards, staff or owners if he feels that it is necessary. He is quite happy to work against the Guild and would be equally happy to reveal Akra Dow's intentions if he felt it was in his best interests.

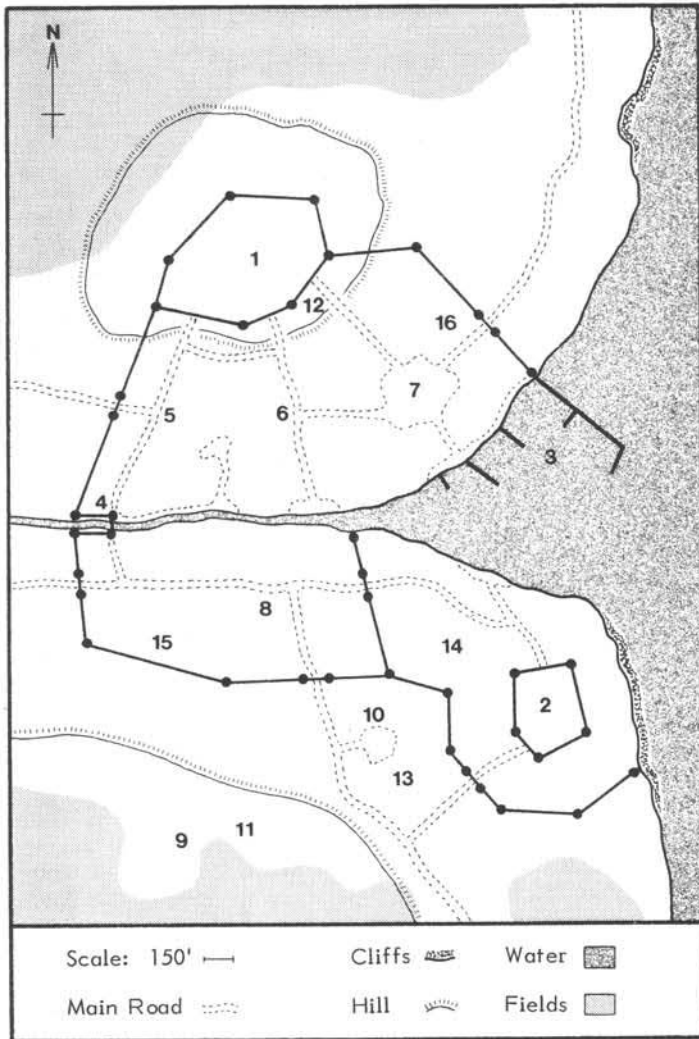
THE THIEVES' GUILD

There are many small operations throughout Chuzza and various fences and safe-houses for thieves, but all of these owe at least a measure of allegiance to the Guild. There is only room in this city for one Guild of any size, all the rivals having been incorporated or eliminated long ago. The Guild operates from a plethora of run-down warehouses, disreputable taverns and doss-houses, small backstreet pawnbrokers, crooked temples, etc, but there are three main focus points for Guild activities. One is the Guild-house itself (14 on the city map), a large mansion set in one of the better quarters of the town and ostensibly the property of a wealthy land-owning family - everyone of any importance or relevance is aware that this is the Guild building, but there is no evidence to link it to any illegal actions and those who could gather such evidence are paid by the Guild to keep their peace. Here the Guildmaster resides, and with him Behjan the head of the organized part of the Guild. The second place (15) is in a small arena that still occasionally gives shows of gladiatorial combat or other spectacles, but is mainly used by Masters Fenn and Daltrir to educate thieves of all levels in the physical aspects of the profession (Fenn teaches the fine arts of picking locks and pockets, moving silently, etc, and Daltrir teaches the more robust skills such as combat, climbing walls, etc). A veneer of respectability is given this establishment by its legal role as a college for sons of the rich (many of whom are at least partially subverted by the resident tutors when they are being educated in the basics of combat skills). At the other end of the city is the third part of the Guild (16), an old crumbling tower owned by Akra Dow where he instructs the thieves of suitable intellect and ability in matters magical (how to spot magic items, what do to about certain sorts of spells, and, at the relevant level, how to read magical scrolls). Akra Dow hardly needs a cover as no-one who is not better informed takes him seriously (and the better informed are also the better bribed).

The five Masters of the Guild (of whom only three are even thieves) meet at least once a month to discuss Guild policy and to consult on the promotion of lesser members within the organisation. They consider such matters as whether the premiums on protection policies should be increased, who has offended them and should therefore receive greater attention in the near future, what influence they should exert on the City Councillors and other high-ranking members of the city government, how their legitimate trade actions are faring and what new enterprises they should undertake, and so on. The word of the Guildmaster is final on all matters, though it is rare when he will go against a majority decision of the other Masters without the most thorough investigation of the area concerned.

All of the Masters (and certain of the most favoured underlings) have silver rings that bear the crest of the family that theoretically own the Guild headquarters. These rings protect the Masters from any form of scrying or magical observation (**clairvoyance**, **crystal balls**, **ESP**, etc) - these operate in a 10' radius, therefore people with whom they are talking will not normally be liable to such observation either. If you wish (and especially if the player is fairly inexperienced or his character particularly low-level) you may decide that Behjan gives one of these rings to the PC - this should preferably only happen if the PC expresses some special concern about being watched in this manner.

Under the Masters there is a network of lower level thieves who deal with specific details of Guild organisation and activity - these liaise with the Masters and with those thieves who are actually conducting the job in question. As only the most promising of the new thieves are given tuition by one of the Masters, many of the thieves have never met (or at least knowingly met) any of the Masters. At the lowest and meanest level - the beggars, cutpurses, muggers, etc, who operate freelance - the thieves may only meet the fence to whom they sell their wares, their contribution to the Guild funds being taken automatically by the fence in his percentage and paid to the Guild without them ever coming in contact. The number of thieves in the direct or indirect employ of the Guild is only a small proportion of the number of petty criminals in the city.



CHUZA

The city grew up around the fortress of the first king, Hessian (the royal seat has now been transferred to the new, larger and more splendid city of Homlem in the west) and spread rapidly to the north of the river and onto the low hill behind the fortress. There was a wall around the original town below the fortress; this was enlarged when the Duke of Chuza moved his residence to the city but has long since been passed by new housing. The city has a large trading community, most of whom are concerned with the maritime trade or with trade up the Senge River into the interior of the kingdom. The maritime trade is divided into two categories: the coastal trade with other cities in the kingdom and other kingdoms to the north and south, and the trade with the new kingdoms in the east across the treacherous and pirate-ridden Harma Sea. The city is a centre for exotic imports (the exports considered exotic in the new kingdoms are, of course, considered mundane on this side of the sea) and many foreigners pass through on their way to the greater inland cities.

The more expensive and more desirable parts of the city are situated on the hills overlooking the river, away from the noise and the stench of the harbour and the riverside quays. The area near the citadel is dominated by the major merchants and those concerned with the government of the city; that around the fortress is favoured by the old established families (most of whom have fallen on hard times since their ancestors built their mansions in Chuza). The north beach is largely occupied by the smaller merchants who can still afford to escape the slum areas by the river. The banks of the river itself are covered by small markets, warehouses, shipbuilders and maintainers, etc, but just behind them are the hovels of the poor and deprived, a stinking maze of beggars, cripples, sailors and longshoremen. The fringes of the city are the least homogeneous area, with the rich living near to petty merchants, farmers, sea-captains, etc.

1. The Citadel:

This grandiose building is the home of the Duke of Chuza, his family and household, and the Citadel Guard, the body-guard of the Duke and the only permanent military force in the city. The house has a central area that is heavily fortified from which radiate numerous wings in which live the courtiers, lesser cousins, servants and slaves and other hangers-on - the central mansion can be isolated from the rest of the complex by the use of heavy doors, portcullises, traps, etc, the minor members of the household left to fend for themselves in the event of an emergency. The house stands in extensive grounds surrounded by a high, spike-topped wall; the grounds are patrolled day and night by the Guard and their war-dogs, though various enchanted creatures can be summoned to sniff out really determined intruders.

2. The Fortress:

Much of this building is now little more than a crumbling ruin and its title is more a courtesy than a reality. The walls and fortifications have been cannibalized to repair the halls and towers, and even the latter are beginning to reach a stage where they cannot safely be used any more. The building is now the centre for militia training and contains the goal used by the southern units of the Watch (the cells are damp and crowded and it is not unknown for offenders to die when parts of the roof collapse onto them). There are tunnels leading from deep underneath the fortress out to the sea at the base of the cliffs, but most of these are now blocked by fallen rubble.

3. The Harbour:

The harbour wall stretches out to sea only on the north side of this area - this causes problems with silting from the river as the flow is disturbed by the artificial obstruction and frequent half-hearted and incompetent attempts at dredging are necessary to keep the harbour working. Although the harbour is theoretically open to all who can afford the entry tax (paid to the pilots who make a living from guiding vessels into the safety of the harbour), many of the merchants pay the pilots a retainer to ensure that they get preferential treatment and that those who do not pay have to wait a long time for a berth (landing without a pilot is illegal and punishable by a heavy fine and sometimes confiscation).

4. The Black Gate:

This is the site of the only bridge across the river, reached by walking or riding up the mounds on either side. There is a toll to cross the bridge - 5 coppers per person, 5 silver per horse and 1% of estimated value of goods for traders without a licence from the Citadel. Underneath the bridge is a huge portcullis that can be lowered across the river to prevent any boats moving up or down the river. The bridge itself is not all that high and only barges or boats that can lower their masts can pass underneath even when the gate is raised to its full height.

The only way to cross the river other than by the bridge is to use one of the many ferry services. These range from large flat-bottomed boats for traders, to small two-man rowing boats. The prices range accordingly from 1 copper upwards.

5. Bridge Street:

The traders that use this street and those that lead off it supply most of the necessities of life: food, clothes, supplies for other trades, etc. The quality of these items increases at the upper (ie north-east) end of the road; by the bridge the stalls offer only dismal and poorly-made goods that are of interest to the dwellers in the slums rather than to the residents on the hill.

6. Duke Street:

The shops and stalls of the better traders line this street and it is here that the richest citizens come to do their shopping. The side-streets contain most of the guilded trades that serve the wealthy: jewellers and workers in precious metals, upper class tailors, exotic slave markets, purveyors of spices and perfumes, furriers, high class brothels and so on - each street tends to support one group and the rivalry between the traders is desperate (and sometimes homicidal).

7. Harbour Street:

The main feature of Harbour Street is the huge market at the bottom of the hill. Here the city's traders meet those from the other cities in the kingdom and from other kingdoms. A frenzied, noisy crowd is always to be found shouting at each other their bargains and special offers, hoping to attract the attention of buyers who are all too used to the display. Villagers from the interior, if they reach this market, will stand and gawp in amazement, at the sheer number of people here if nothing else; while standing and gawping a horde of pedlars will gravitate towards them trying to sell them some cheap and useless luxury before they lose their awe of the city. Occasionally the market is cleared of the stalls and these are replaced by platforms and pens to show off the wares of a major overseas trader - exotic animals and slaves, strange pottery and furniture, brilliant new gemstones, etc. The market spills out into the street on either side and into the alleys that lead off in all directions. As usual, the quality of the goods on the street stalls increases towards the top of the hill (though in the market there is a less stratified mixture of quality and prices). Needless to say, Harbour Street and the market are prime hunting grounds for the minor thieves of the city, hoping to pick rich pockets and escape into the turmoil of the crowd.

8. The Old King's Way:

This used to be the principal street of the city but has been surpassed by those on the north side of the river. It still contains a fair number of shops and stalls, those at the east end (ie nearest to the old town) selling the more valuable items, those to the west selling necessities and providing basic services, but on the whole, the atmosphere here is less hectic than that on the north side. At the west end of the street, between the river and the Way, are the very worst parts of the city: tumble-down wrecks and hovels in which shelter the dross rejected by the rest of the citizens, damned to a hopeless beggary from which they cannot hope to emerge. The area nearest the Black Gate is the infamous Dens where a few coppers will purchase the most deprived of men and women for a night.

9. Kefrin Hill:

The hill is one of the richer areas of the city and, being on the edge, still has room for large buildings with expansive grounds. The streets are wider than normal here and most of the houses are set back from the street, protected from the commonality by high walls, usually topped with spikes, and private guards. Due to the payment of an extra tax, the streets in this area are better-patrolled than those in other parts of the city.

10. The White Square:

Due to a quirky hatred of religions by one the early kings, no temples were allowed inside of the old town (then the whole of the city). As the city expanded the private chapels that had erstwhile been the rule, became the public temples of the White Square (when the first located here, the others all rushed to follow suit). Now there are representatives of all the major religions either facing onto the square or on one of the nearby streets - though these are not the only temples in the city, they are the biggest and the most frequently used by the citizens (who like to visit one after the other just to be on the safe side).

The City Gates:

All of the gates in the old city walls still charge a toll to pass through them, even though the city now spreads beyond them (this includes the west wall of the old town on the Old King's Way; there are also tolls on the main roads into the city). The toll is 1 copper per person, 1 silver per horse and 1 gold per cart, wagon, etc (unless the owner is a trader with a permit). This is theoretically for the upkeep of the roads and the walls, but often finds its way into the pocket of the collecting officer. Mostly, the gates remain open all the time, but the officer in charge has the right to shut the gate and to deny passage if he deems that this is in the interests of the city (which usually means if he thinks that he can levy an extra toll in the form of a bribe to open the gate) - the only exception to this are the gates in the old town wall which are usually shut between midnight and early morning.

THE CITY WATCH

The Watch is the police force of Chuza, though it must be admitted that they are responsible for a large number of illegal activities themselves (these are not regarded as crimes by either the Watch or the city governors, but more as perks of the job). The Watch patrols the streets both day and night, with about the same number on duty at all times. In the day they tend to be positioned at strategic spots around the town in order to answer any call in their area and they are often used to break up overheated arguments and to assist the justice officers and bailiffs in the execution of their duty (ie arresting people who have been found guilty by one of the many small courts in the city, rather than actually arresting people in the course of a crime - such prisoners are taken to the goal under the Citadel rather than kept in the normal holding cells). At night, though there are units guarding given areas, most of the Watch is employed in patrolling the streets and preventing the frequent muggings, murders and burglaries. At these times their actions are usually far more violent than during the day, and many officers favour the shoot first and ask questions later approach.

Each Watch unit comprises 7-18 men (sometimes two will join together on the main streets) with one sergeant. The men are armed with spears and short swords and armoured in leather armour - 50% of the units will have 2-4 men with light crossbows; if trouble is expected, shields will be issued and the number of crossbows will be doubled. The normal Watch units are 1st level men with 2-7 hit points. Sergeants are armed with long swords and wear chain mail; they are of 2nd or 3rd level, having the usual number of hit points for a fighter of that level (the sergeants are drawn from the Citadel Guard and are full-time soldiers unlike the Watch which is levied from city tax-payers). Prisoners are either taken to the Citadel or the old fortress depending on whether they are taken north or south of the river. There are six Watch Captains (also regulars, who are of 6th or higher level), three for each side of the river.



DENEVOR'S MANSION

Denevor uses this house (11 on the city map) when he is in the city on business or if he has to entertain guests who are only to be in Chuza for a short time. He currently has business that will keep him here for a month at least, and cannot retreat to the safety of his larger fortified mansion on one of his estates in the country; he has sent his family and those of the household staff that he can spare. Denevor is a middle-aged man, beginning to fill out around the waist and to lose hair, with an expensive but cultured lifestyle. His wealth is from coastal shipping and supplying some of the towns in the city's hinterland, plus wide-ranging financial interests within Chuza. Although he will do his best to stop the thief getting his part of the crown (or, rather, will send his men to do so), if personally threatened he will be only too happy to hand it over.

Denevor: S 10, I 16, W 14, D 9, C 11, Ch 15, CL -, hp 5. He is unarmoured and carries a short sword only if he fears he is in danger (currently at all times around the house).

Summer House:

The smaller building to the south of the main house is generally only used for buffet lunches in good weather. At the moment it houses the extra guards that Denevor has hired to protect him. At any time there will be three patrols of six men and four war dogs in the grounds. If necessary, fifty men and two dozen dogs can be called on at once. The men are all armed with longswords and heavy crossbows and wear leather and shield; they are all 2nd level, with one 3rd level per patrol. The dogs are armoured in studded leather and are kept hungry. These guards are in addition to a similar number (without the dogs) in the house itself (though these, Denevor's full-time guards, are only 1st level). The leader of these guards is Ternn, Denevor's normal bodyguard - he stays in the house and, unlike the mercenaries, is completely loyal to the merchant (his job, however, is to protect Denevor, not the jewels).

Ternn: S 18, I 9, W 8, D 9, C 15, Ch 12, CL F, LVL 8, hp 42. Ternn wears **chain mail +1** and carries a **longsword +2**.

1. Ground Floor:

There are a dozen guards patrolling the ground floor; during the day they keep to the passages and unused rooms, but at night they move around all of the ground floor.

2. Balconies:

Six guards patrol the balconies, with a further two always stationed on the open area (A). There are also four guards on the roof of the house (ie anywhere not above a balcony or area A).

3. Upper Passages:

Six guards patrol the passages of the upstairs area.

4. Denevor's Bedroom:

The windows to this room are all shuttered and heavily barred. The door is locked and only Denevor and Ternn have keys; these keys are magical and if they are not used to open the door (ie if the lock is picked or the door forced), the lock explodes (doing 2-5 points of damage to anyone picking it), attracting all those within 100'.

5. Denevor's Dressing Room:

A pair of war dogs (not armoured) have been placed in here - they are permanent pets at the mansion and will accept anyone they recognize as part of the family or staff (usually telling them by smell).

6. Denevor's Study:

The door is magically trapped and if it is opened without a special command phrase being spoken the opener will receive 7-18 points of explosive damage - only Denevor knows the phrase (AD&D: this a **glyph of warding**). Against the south wall is the safe in which are the jewels and riches of the merchant. The lock is a very complex one - for each round less than five spent opening it deduct 10% from the chance, and for each round after the fifth add 2%. It contains a tiger-shaped gem cluster, plus several thousands in gold, gems and jewelry, and a large number of documents relating to the merchant's business (which could be either sold to rivals or ransomed for a handsome price).

DHAMAN'S HOUSE

Dhaman is not a Councillor proper, but has merely taken over the position temporarily following the untimely death of his father, pending a new election. He is a young man, not very experienced in the politics of the city, but ambitious - the small taste of power he has been given has whetted his appetite for more. At the moment he is the Captain of the Day Watch for the North Bank, a post taken in rotation by the officers of the Citadel Guard. He is a good soldier and a competent administrator and hopes to achieve a high rank while he is still young. He is still idealistic enough to regard his possession of the jewels from the crown as of vital importance to the state and will be quite willing to lay down his life to prevent their removal.

Dhaman: S17, I 15, W 8, D 16, C 15, Ch 16, CL F, LVL 9, hp 54. He wears chain mail and has a **shield +1**; his arms are a **longsword +2** that has the ability to **detect evil**. He also wears a **ring of protection +1**.

The house (12 on the city map) is only Dhaman's in name, as he is the senior officer living there. It is, in fact, the barracks for some of the officers of the Citadel Guard who are currently working as part of the Watch (custom dictates that they must not reside within the Citadel walls if they are not wholly in the Duke's employ). The house backs onto the wall of the Citadel and is designed to be difficult to enter (though not particularly pleasing to live in) as many of the Guard officers are threatened with violent retribution in the course of their duties. The outside of the house has walls that slope very slightly outwards, and slippery lichens have been encouraged to grow here; the roof slopes in towards the middle and is covered with randomly placed spikes from 1" to 1' long. All of the windows have iron bars across them and can be shuttered and locked from the inside. The guards are drawn from the Watch and will conform to their statistics (see page 33).

1. The Garden:

There is a 5' deep pool at the west end of the garden, supplied in the day by a small fountain. Since the thefts began, Dhaman has ordered that a pair of war dogs are left unchained in the garden at night; these have already savaged one of the house staff - they will attack anyone in the garden, including Dhaman and his cronies.

2. The Ground Floor:

Four guards patrol the ground floor of the house at all times, with an additional four posted around the outside.

3. Balcony:

There are six guards on the balcony, all armed with heavy crossbows and having orders to shoot at anything suspicious.

4. Upper Hall:

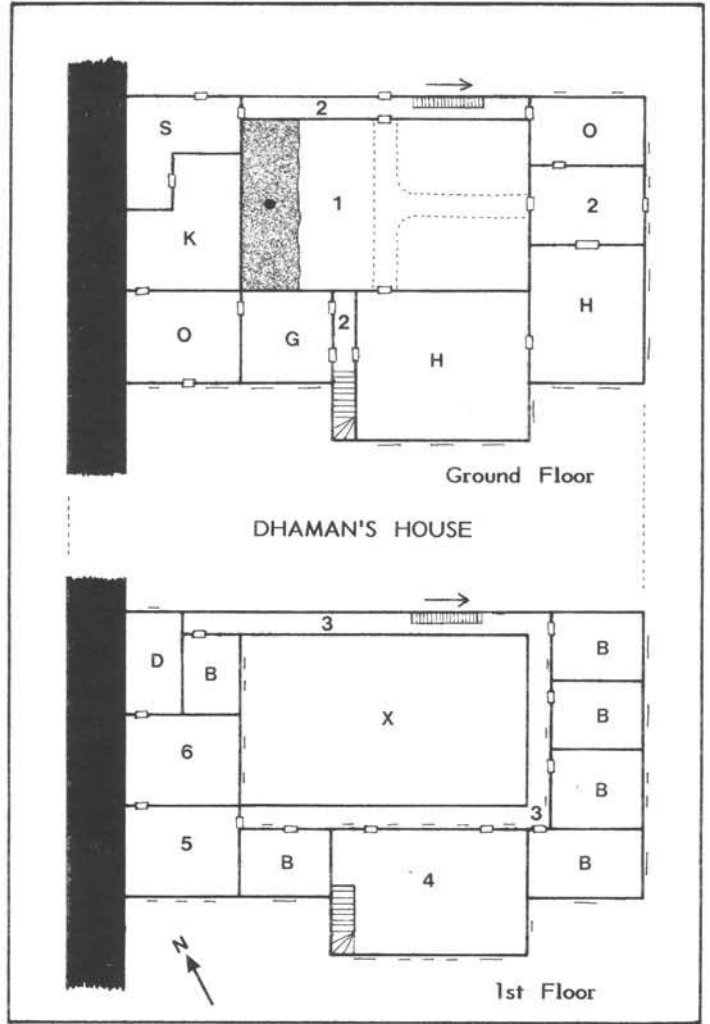
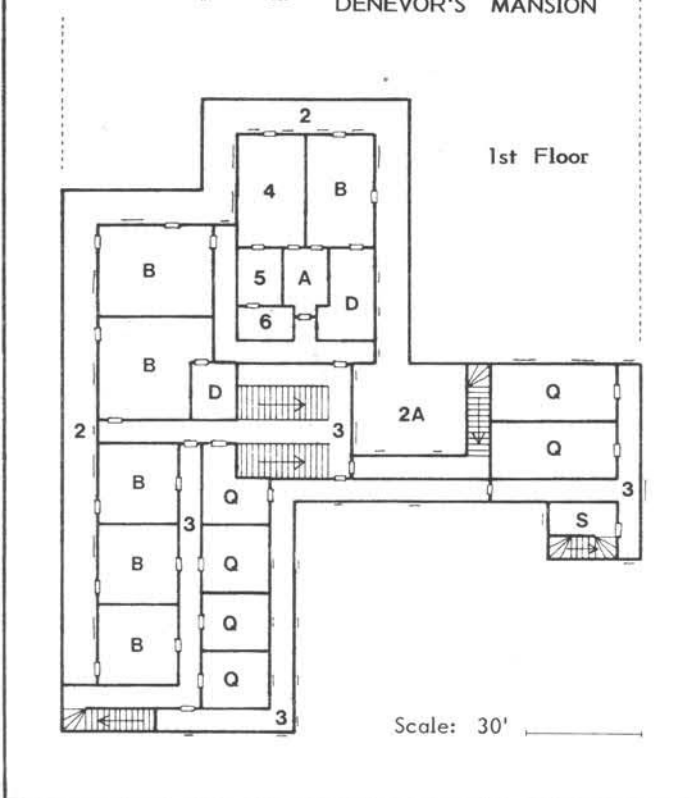
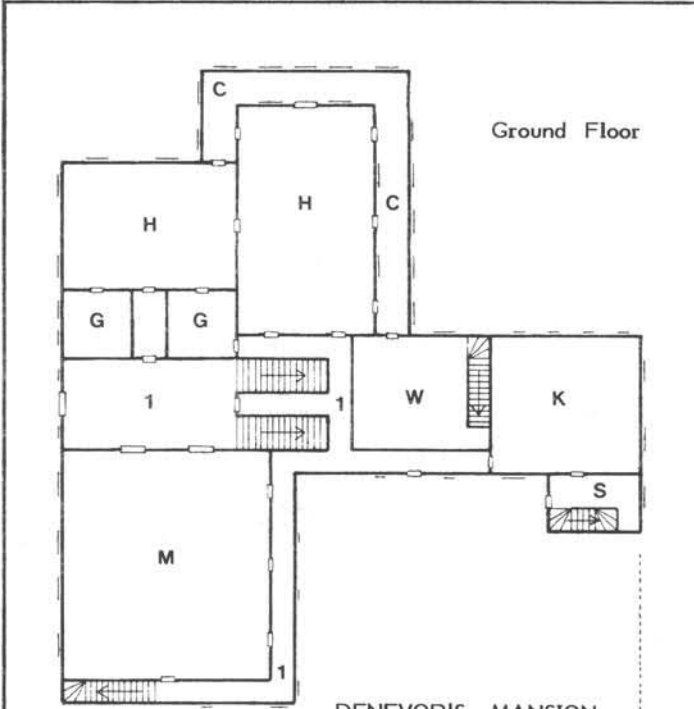
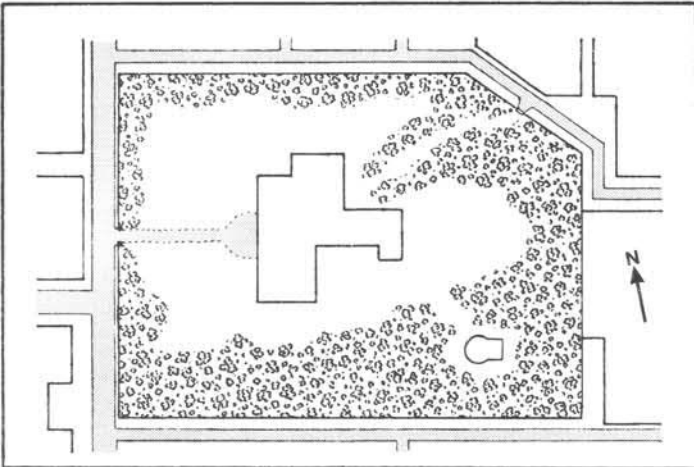
As most of the rooms on this floor are bedrooms, there are only four guards stationed in this room. From time to time they will relieve the guards on the balcony.

5. Dhaman's Office:

The door to the balcony is barred from this side; the door to Dhaman's bedroom is locked and only Dhaman and one of the men in this room have keys. In the room are five mercenaries who have been hired to protect Dhaman at night (they were hired by the Council - Dhaman was outraged at the imagined insult). Two are 2nd level, two 3rd and their leader is 5th (not necessarily the one with the key). Though they have paid to make a good fight of it, they will not stand against overwhelming odds. They all wear chain and carry longswords, the leader having a **longsword +1** and also carrying a large shield.

6. Dhaman's Bedroom:

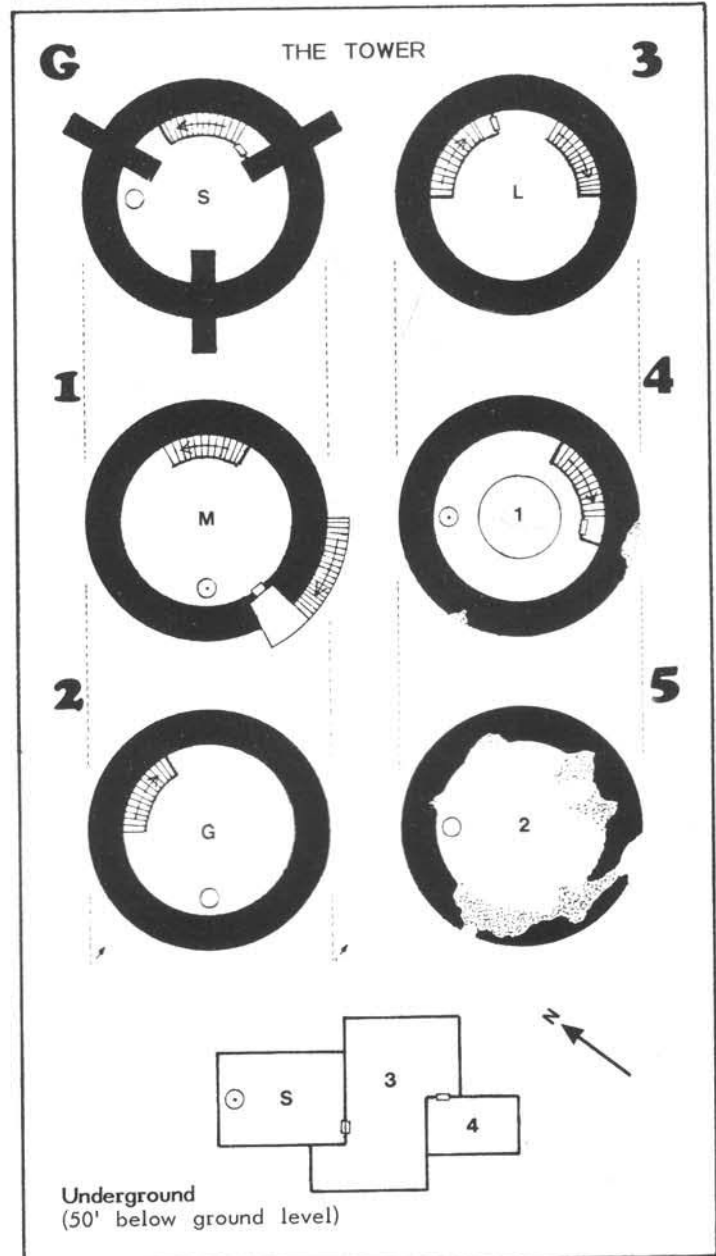
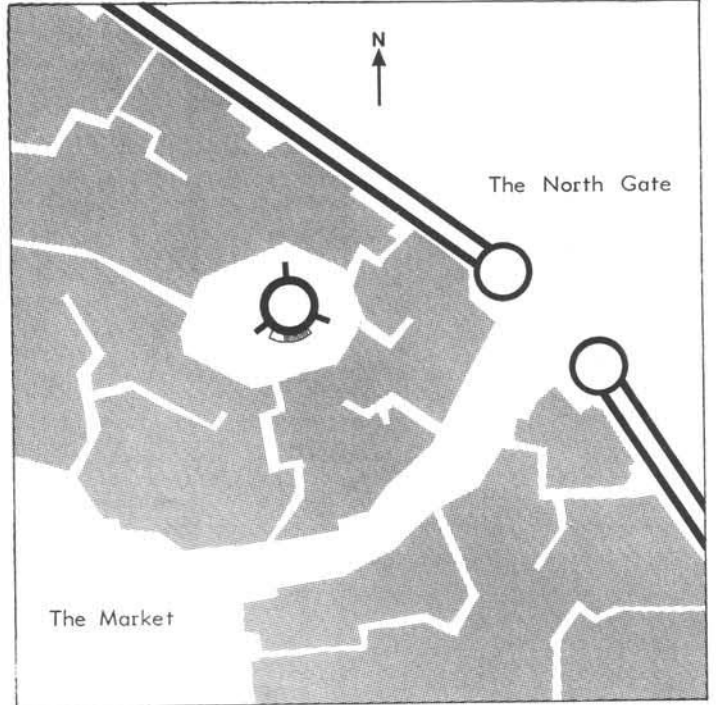
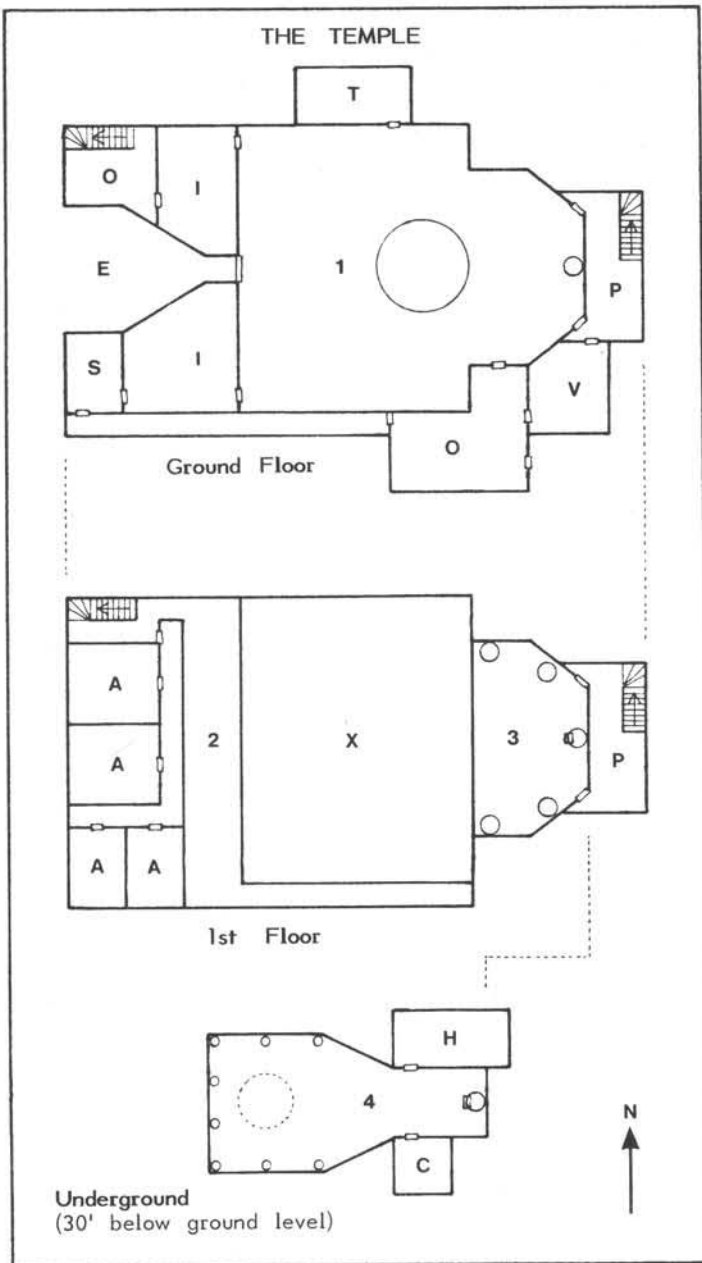
Dhaman has had a small leather purse specially enchanted (at no small cost) to hold the eagle-shaped jewels. It is on a thong around his neck - the thong cannot be cut by any weapon of less than +3 and can only be untied if the command word is known (only Dhaman and the maker know this). The purse, although small, can hold one cubic foot of no real weight; if opened by anyone but Dhaman it will give the wearer a small shock (enough to wake him) and will set off a light spell intended to temporarily blind the thief.



KEY TO DENEVOR'S MANSION AND DHAMAN'S HOUSE

- A - Antechamber.
- B - Bedroom: not staff bedroom.
- C - Covered walk: windows 10' high (shuttered).
- D - Dressing room.
- G - Gaming room: used for cards, dice, etc.
- H - Hall: used for business, meetings, balls, etc.
- K - Kitchen.
- M - Dining Hall.
- O - Offices: Watch business, interviewing, etc.
- Q - Servants' quarters: hired or enslaved.
- S - Storeroom.
- W - Withdrawing Room.
- X - Open space above garden.

- | | | | |
|--|-------------|--|--------------------------|
| | Wood | | Stairs-Up |
| | Road | | Spiral Stairway - Upward |
| | Water | | Downward |
| | Door | | Rubble |
| | Secret Door | | Fountain |
| | Window | | Pillar / Statue |



KEY TO TEMPLE AND GREY TOWER

- A - Acolytes' quarters: 1st-3rd level clerics.
- C - Storeroom for ceremonial items and 'relics'.
- E - Entrance lobby: (this does have a ceiling).
- G - Classroom: where Akra Dow teaches thieves.
- H - High Priest's Quarters.
- I - Office: open to the public for inquiries.
- L - Akra Dow's living quarters.
- M - Entrance: also Moxon's living quarters.
- O - Office: Temple business and initiates only.
- P - Chamber for ceremonial preparations.
- S - Storeroom.
- T - Side chapel with small shrine.
- V - Vestry: for priests' robing.
- X - Open space above main temple area.

- | | | | |
|-----------------|--|---------------------------|----------|
| Door | | Spiral Stairway - Upwards | |
| Secret Door | | -Downwards | |
| Window | | Level of Tower in storeys | 3 |
| Stairs - Up | | above Ground Level (G). | |
| Rubble | | City Wall | |
| Pillar / Statue | | Buildings | |

THE TEMPLE OF THE KISSING SNAKE

The remaining Councillor who has yet to be robbed is Kenij, High Priest of the Goddess Sooinya (replace with a suitable deity from your own campaign if you wish). In recent years the religious sects have become a more powerful force in Chuzza, and they now demand that one of their number is a Councillor, the temples taking it in turn to provide a candidate. Kenij is a small, strong man with a twittering laugh to accompany his facile sense of humour and a nervous tic in his left eye that starts up whenever he becomes worried (a frequent event). He regards the jewels as being equivalent to sacred relics while they are in the temple's care and will do his utmost to protect them (as will the various acolytes who live in the temple).

Kenij: S 16, I 12, W 18, D 9, C 8, Ch 17, CL C, LVL 13, hp 47. He currently wears chain mail under his robes (being afraid of sudden attack) and carries a **mace +2**. He also has a **ring of snake control** and a magical staff (AD&D: **staff of the serpent: adder, Expert: snake staff**). His spells are as follows (bracketed spells are **AD&D only**): (2 x **command**), 2 x **cure light wounds**, 2 x **detect magic**, **resist cold**, (**sanc-tuary**), (**augury**), 2 x **hold person**, **resist fire**, (2 x **slow poison**), 2 x **snake charm**, **cure blindness**, **cure disease**, **dispel magic**, (**feign death**), (**glyph of warding**), **remove curse**, **locate object**, (2 x **divination**), **neutralize poison**, **sticks to snakes**, (**tongues**), **quest**, **raise dead**, **animate object** and (**blade barrier**). **Expert:** and **word of recall**.

The temple is near the White Square in the south part of the city. The priests have refused any protection as they feel that this would show a heretical disbelief in the power of their goddess. Even so, some of the other Councillors have hired a group of a dozen 2nd level fighters (led by a 4th level fighter) to watch over the temple in the day, mingling with the crowds. They are only armed with leather and short sword as they cannot appear too conspicuous. At night there is merely a greater Watch presence than normal. In the temple there will always be six acolytes of 1st-3rd level, armed as the High Priest, with an extra six in the day, plus one of 7th level with a **mace +1** and **chain mail +1**.

1. Main Temple:

This is the main area of public worship (there is a side chapel to the north). Its most prominent feature is the 20' deep snake pit that is full of poisonous snakes.

2. West Balcony:

The balcony overlooks the main temple. There will always be two acolytes on guard here - they have six small stones that will turn into snakes when thrown to the ground (giant poisonous snakes, lasting for 7-12 turns or until killed).

3. East Balcony:

This area is sometimes used for special ceremonies (such as hurling sacrifices into the pit). It is usually curtained off from the main temple. The central pillar, against the east wall, is hollow - a secret door in the side is opened by twisting the head of one of the many carved snakes that curl around the pillar. A ladder leads down to the secret temple, used only by initiates of the sect.

4. Secret Temple:

The secret door in the pillar opens as the one above - from the inside the doors are obvious. This room is used for the secret ceremonies of the sect, such as summoning Sooinya or one of her minions. Around the walls are brass statues of the snake goddess and a magic circle has been inscribed upon the floor. On the command of the High Priest, the statues will turn into the ubiquitous poisonous giant snake, but these will always be of full hit point value; they will revert to statue form if they are killed or on command - if killed they cannot be reanimated until Kenij has cast various spells upon them. In their metal form they are hollow and their heads may be unlocked (the lock is concealed in the mouth but gives normal chances to open once found) and twisted off. Inside the body of all but one are jewelled snakes, similar to the jewels from the crown, but on close inspection revealed to be cheap replicas. The real piece, in the shape of a horse, is in the remaining snake (your choice - when the snakes are in fleshy form the jewels may be considered to be safe in some magical suspension).

THE GREY TOWER

Akra Dow's tower is a crumbling eyesore standing near to the city's north gate (though obviously not so near to the north edge of the city). It is a simple building, each level comprising a single room with only the barest of essentials in the way of furniture. Although he has various staff that come in during the day, he has only one permanent companion in the tower, his apprentice, Moxon, a 6th level magic-user of some competence but little ambition who is devoted to his master (though one or two of Akra's enchantments may have something to do with this).

Moxon: S 8, I 18, W 14, D 9, C 9, Ch 7, CL MU, LVL 6, hp 17. He wears a **ring of protection +2** and carries a **dagger +1**; in addition he has a pendant in which he can store up to 5 **magic missile** spells.

Needless to say, a number of spells have been cast in the tower to prevent the casual intruder from getting too far. All of the doors are **wizard locked**; those above the 2nd level (including that between the 2nd and 3rd levels) are of Akra's casting and only he can pass through them - all the others were cast by Moxon and they can both therefore open the doors concerned (due to Akra's higher level). For AD&D all of these doors also have **magic mouth** spells cast upon them, with instructions to go off should anyone wearing armour or carrying a weapon larger than a dagger pass through them (the wizard insists that all of the thieves that visit the tower for tuition disarm before entering). The whole tower is lit by **continual light** spells.

1. Summoning Chamber:

Since Akra heard that the Guild had hired someone to put a stop to his plans, he has prepared several nasty surprises for anyone sneaking around the tower. The first of these is an **invisible stalker** spell that has been halted until two conditions are fulfilled. The first is that someone other than Akra Dow must pass through the magic circle that fills the whole of this room (there is another smaller circle inside this), and the second is that Akra must give the appropriate command phrase. If someone is in the circle, or has passed through it, and the command phrase is given, an invisible stalker will appear and will seek out the person that broke the circle.

2. Roof:

Not originally the top of the tower, this area is covered with rubble from the most recently collapsed part. Perched in the middle, back to back, are 3 gargoyles in stone form. If anyone (other than the wizard who summoned them here) climbs onto the roof, they will animate and attack. If they are killed they will disappear with the next sunrise, otherwise they will return to their stone form once they have seen off the intruder (they cannot go more than 200' from the tower).

3. Laboratory:

The secret door to this room is balanced to swing open when released from Akra's **wizard lock** (ie it will open as he approaches, but there is no mechanism for anyone else to use). The room is full of the most peculiar and arcane equipment, plus the normal jars, bottles, bones, small animals and birds in cages, etc. Guarding the room for Akra Dow is a flesh golem (hp 40 - he created this using a tome that he gained earlier in life when he still had a little of the adventuring spirit in him). The golem will attack anyone other than Akra Dow unless told not to by the wizard.

4. Study:

The door into this room is, of course, **wizard locked** by Akra Dow. It contains all of his most precious items, including his scrolls and tomes (the vast majority of which are not magical, although they relate to magical matters). All of the scrolls are in bone cases which have had protection spells cast upon them. If relevant you should determine what treasure is in this room, but do not be too generous. The pieces of the crown are all stored here, each in a box with a spell on it (all these spells cause explosions doing 14-17 points of damage). The room is apparently unguarded, but if anyone other than Akra enters a spell is set off which causes the release of an earth elemental from a small black magical stone placed in a dark corner of the room.

THE ROBBERIES

Having read the outlines of the three remaining targets (plus Akra Dow's tower, which may be important if the PC is able to discover who is behind the plot and decides to investigate further), you will probably have some idea of how you intend to play the robberies. The following section is designed to give you a few hints about this part of the scenario, while still leaving the important decisions about its course up to you.

Most of the mundane contents of the houses have not been mentioned as you should be able to describe these on the spot; if you wished you could make brief notes about each room beforehand. During the day there will be people in the houses going about their normal business (slaves and servants cleaning in Denevor's Mansion, people worshipping in the temple, etc). At night, other than any guards that are specified above, there will generally only be the residents in their bedrooms. Approach to a target should be fairly easy at night, provided that the PC (or the NPC) does not run into the Watch. During the day, they should be able to blend easily into the crowds, but are almost certain to be noticed if they actually enter the houses (or the non-public areas, in the case of the temple). The remaining targets are the easiest of the seven (Jenvry knew that they would get wise sooner or later and deliberately chose all of the complex jobs first).

The PC's chance of catching Jenvry will obviously increase as the number of possible targets decreases. Should the PC choose to wait at one of the Councillor's houses and hope to catch Jenvry sooner rather than later, at least one more crime is likely to be committed before he can do anything (even assuming that Jenvry doesn't see him lurking while casing the joint himself). If you wish, you can increase the guards at the remaining locations each time a robbery is completed (or even attempted). The PC will almost certainly have to have accomplices to succeed - these can either be borrowed from the Guild (which they will not like) or hired independently by the PC; if the PC belongs to a party, he may, of course, use his companions to help him. However, the more that the PC depends upon blundering around and sheer weight of numbers, the more his chance of being spotted by Jenvry (or a Councillor's guards).

Obviously, the best way for the PC to catch Jenvry is for him to steal one of the items himself. Even if he is at the right house when Jenvry arrives, he must still apprehend a thief probably at least as good as himself while avoiding the guards who will not realize that he is effectively on their side. This plan is not so likely to occur to the PC if he does not know that there is a connection between the items stolen, and you are quite free to give various leading clues in answer to his investigations should he apparently be floundering. If the PC does steal an item for himself, he will somehow have to let Jenvry know that he has got it (which will not be easy if he does not know the identity of his opponent) and set a trap for him in a location of his choosing (you will have to design such an area - the PC is unlikely to choose one of the locations given above).

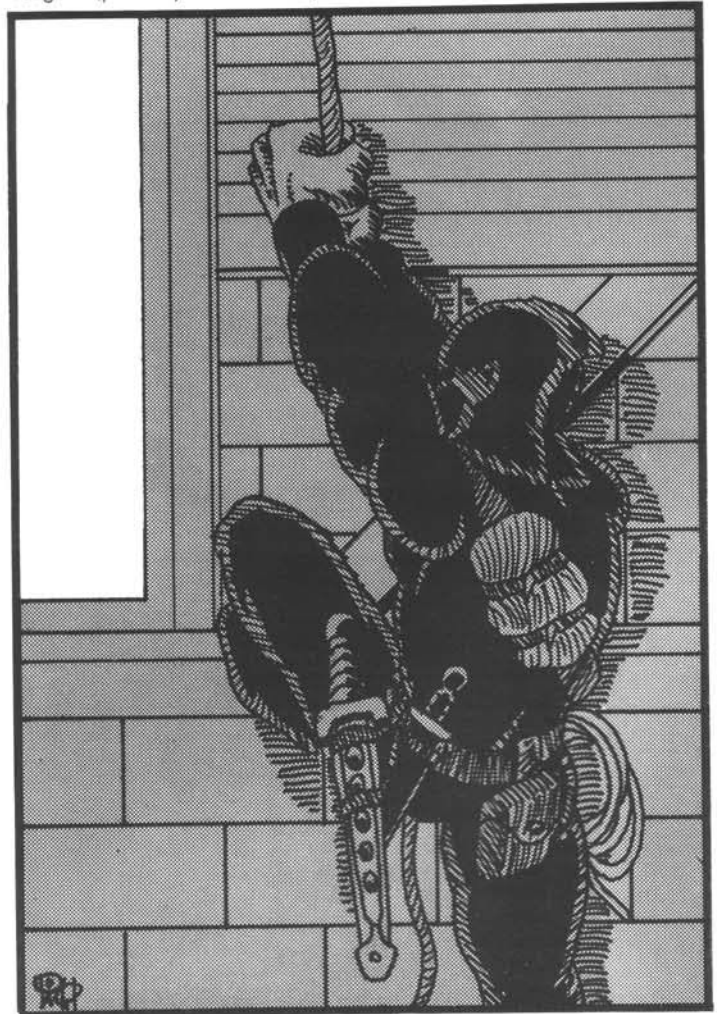
Capturing Jenvry is one possible end to the scenario, but it is preferable to have the PC go on to attempt to solve the whole mystery (and remember that Jenvry will not suffer to keep the wizard's actions secret - he doesn't, however, know of the connection with Herakan). It is up to you whether you want to continue the scenario right up to the level of the palace intrigue (this could be left to the Guild and the offended Councillors) - this goes beyond the scope of the specific information given here, but you could quite easily use the general notes as the basis of a small campaign, or incorporate this scenario into an existing campaign (making changes where necessary). If the PC does wish to pursue the matter further than the capture of Jenvry, he is likely to get far more cooperation from the Guild than he will on this part of the operation (he may follow Jenvry back to the tower, having witnessed the crime, and then is left with the awkward decision of whether he should report back, or keep going and hope to catch them both red-handed; the latter choice is rather ambitious considering the opposition, and the PC is fairly likely to come a cropper).

CONCLUSION

If the PC does not manage to catch his opponent, Akra Dow will receive all of the pieces of the crown (assuming, of course, that Jenvry is not caught by someone else). If you are only going to play the scenario to this point, then the PC can be considered to have failed (and the displeasure of the Guildmaster will probably be visited upon him). The PC should, however, have collected enough information by now for him to continue and attempt to solve the crimes anyway - if he is still completely in the dark after all this time then it is probably better that he gives up now, before things get really dangerous. If you wish to play past this point, some brief notes on the likely course of events will be of use.

Despite the multitude of rumours and legends expressed by the populace of the city, the crown has (and had) no magical powers at all. The setting for the gems (a simple iron circlet) is in the hands of Herakan, but will be given to Akra Dow for reassembly. While placing the seven groups of gems back into their original settings, the wizard will cast a number of spells onto the crown. Some of these will be to the advantage of Herakan, such as those designed to enhance his charisma. Others will be for the sole purpose of bringing Herakan further under the influence of Akra - both by disinclining him to listen to others and increasing his susceptibility to the wizard's advice.

Once Akra Dow has Herakan firmly under his thumb he will use him as a figurehead to stir up the people, as described in the **Background**. While inciting the common people to move against the merchant classes, he will also be suggesting to the merchants that the Thieves' Guild are behind this (first making it known to them that he is not part of that organisation any longer). He fears interference from the Guild and will attempt to have it destroyed by the merchants and the military units of which they can retain control - should he discover the identity of the PC, he will become a priority target (possibly for Jenvry to eliminate).



NEWS AND REVIEWS

The most important recent release must be **Dragonroar**, the new fantasy RPG from Standard Games. Not only is it the first fantasy RPG released for some time, it is also the first such venture from a British company. Standard have certainly fulfilled the first half of their advertising slogan, Dragonroar is "a great adventure for the beginner". In fact it has to be the role-playing game for beginners as it contains absolutely **everything** required to play (full colour character and monster counters, playsheets for quick reference, 24 character/monster sheets, floorplans, complete set of polyhedral dice, rulebook with short scenario - even a special cassette tape with an introduction and ready-to-play solo adventure). But how does Dragonroar measure up as "a challenge for the experienced player"? Personally I would say that the Basic Rulebook included with the set lays down the foundations for an excellent game - the sections on movement, combat and magic for example are all well laid-out and certainly work well. However there is probably not enough material there to satisfy most experienced gamers (only 10 spells, plus their reverse effects, for example). Luckily Dragonroar is the sort of game that can be expanded by eager referees, who are in fact encouraged to do so. Many gamers will consider it worth the price (£12.95) as a basis for their own set of expanded rules, but others will wait until Standard have released some more advanced rules.

The second role-playing game under inspection this issue is **Psi World** from FGU, who seem lately to be concentrating on producing RPGs with interesting new themes (in Psi World the theme is a division in society between the "normals" and "Psis" - psionically gifted individuals, the DM decides which faction is in the "right"). Without the benefit of an "in-house" magazine to give glowing "independent" reviews, new FGU games do not always attract as much attention as releases from other companies, but are of consistently high quality and tend to be quite reasonably priced (**Bushido** currently only £7.95, for example). Psi World (£10.95) is no exception. While the game couldn't be recommended for newcomers to RPGs (the introductory and background material is kept quite sketchy), it is ideal for an experienced player looking for a new game (indeed both the psionic powers themselves and the modern weapon combat rules could be incorporated into existing games by experienced DMs).

Although not strictly a role-playing game, **Warhammer** appeals to a similar audience, and a complete revised role-playing supplement is due soon. In the meantime Games Workshop have released a revised version of the Warhammer rules (£9.95). Although the new version is much better laid out than the old set, and significantly easier to use in play, it is marred by appalling spelling and proof-reading errors, and seems to have lost much of the original humour. However the scenario included is quite good, and includes colourful cardboard pieces. There is some new material, of particular interest is the expanded magic system, but inconsistencies with the old set are sometimes more frustrating than useful, and players will probably find that they will still need to expand parts of the rules themselves.

Another recent release is **TOON** the Cartoon RPG from Steve Jackson Games. This one is a real scream - you'll either love it or you'll hate it. The basic idea is to play the part of cartoon characters, each with 23 Skills ranging from the "Muscle" skills (Fight, Pick Up Heavy Thing, etc), through "Zip" and "Smarts" skills to the "Chutzpah" skills (Fast-Talk, Sleight of Hand, etc). Players must use their characters to try and gain Plot Points in "scenes" designed by the referee (the Animator!). One major departure from conventional RPGs is that it is impossible to be killed, a player who loses all his hit points "Falls Down" for three minutes and then re-enters the scene at full strength. So whatever happens (and things will happen, like falling off cliffs, being run over by trains and so on) a character always returns in the next scene - just like real cartoons! The rules are quick and easy to learn, though reasonably complete and include a few sample adventures. While Toon is hardly "epic" roleplaying, at £7.95 it's highly recommended!

Also highly recommended is the **Lost Worlds** series of fantasy combat booklets. For those not familiar with the system a brief explanation is worthwhile. Each player chooses a booklet to represent his character or monster - there are currently 8 available covering a wide range of options from fighter in chainmail with sword through female fighter, barbarian with two handed sword and dwarf with axe to the monsters such as a goblin, skeleton or troll. The players keep their "character sheets" but swap booklets; since each booklet contains illustrations of the character in a variety of combat poses by swapping booklets the two (or more) players end up viewing pictures of their opponent(s) as they would actually appear during combat. The "character sheet" lists the combat options available - 20 or more at close range depending on the particular character and another 8 at long range. Each character calls the number given for the option of their choice and the numbers are cross-indexed to send each player to a resulting page (ie the picture of their opponent resulting from the combination of actions).

Of course the results are usually different for the two players - the fighter may see a picture of a huge mace swinging down at him while the goblin may see a picture of the fighter's shield being smashed to pieces. Under the picture is instructions as to what restrictions are placed on the next turn's options (in the case just given the fighter would be told "Do no Blocks or Protected Attacks for the rest of the game" as he has just lost his shield). Of course players should take advantage of any restrictions in their opponent's options to try and gain the advantage (in contrast to the impression given in a very poor White Dwarf review there is a very high amount of skill involved in play - there is in fact no random element - and the outcome of each round of combat is crucial to the decisions taken in the next round).

The books are extremely well designed, the relative speed, agility, weaponry, armour, height and strength of each of the combatants all come into effect, and play is extremely fast, furious and fun once the basic system is mastered. Survivors of combats gain points which can be allocated to different attacks to build up skill in favourite modes of butchery, and it is possible to slowly accumulate more damage points, making experienced warriors harder to kill. Each character also has their own particular options - the dwarf can hook legs with his axe, the troll makes "enraged bites" and regenerates damage and so on. The only thing lacking - so far - has been a good magic system.

However with the release of **Fighter Mage with Magic Sword** a superb magic system has been incorporated into the design. Like all the books Fighter Mage costs only £1.95, which in this case includes 5 special spell cards and a sword card. An innovative feature is the fact that these cards are randomly selected and sealed in the shrink-wrapped booklet, so you don't know which particular sword and spells your mage will have until you've bought him - this has lead to scenes of customers frantically ripping open new purchases by the till to see if they've got a fireball spell or not!

There isn't enough space here to do justice to the magic system and only a basic outline can be given. The idea is that casting magic appears on the combat options, and if the cross-indexing of options detailed above indicates that a spell has been successfully cast the player turns over the card for the spell he is casting. The card then shows the spell being cast and lists its effects, which are usually variable according to how much power the caster wishes to use. The victim of the spell may not even know which spells his opponent possesses until one strikes, and the effects usually give the caster some advantage in future combat rounds rather than merely blasting the victim (my only criticism of the spells I have seen is that the Fireball spell can be far too effective to give a balanced combat). In conclusion these books are superb; the new release adds the additional excitement of magic to an excellent combat system. Watch out for **Wraith with Magic Sickle** due soon!

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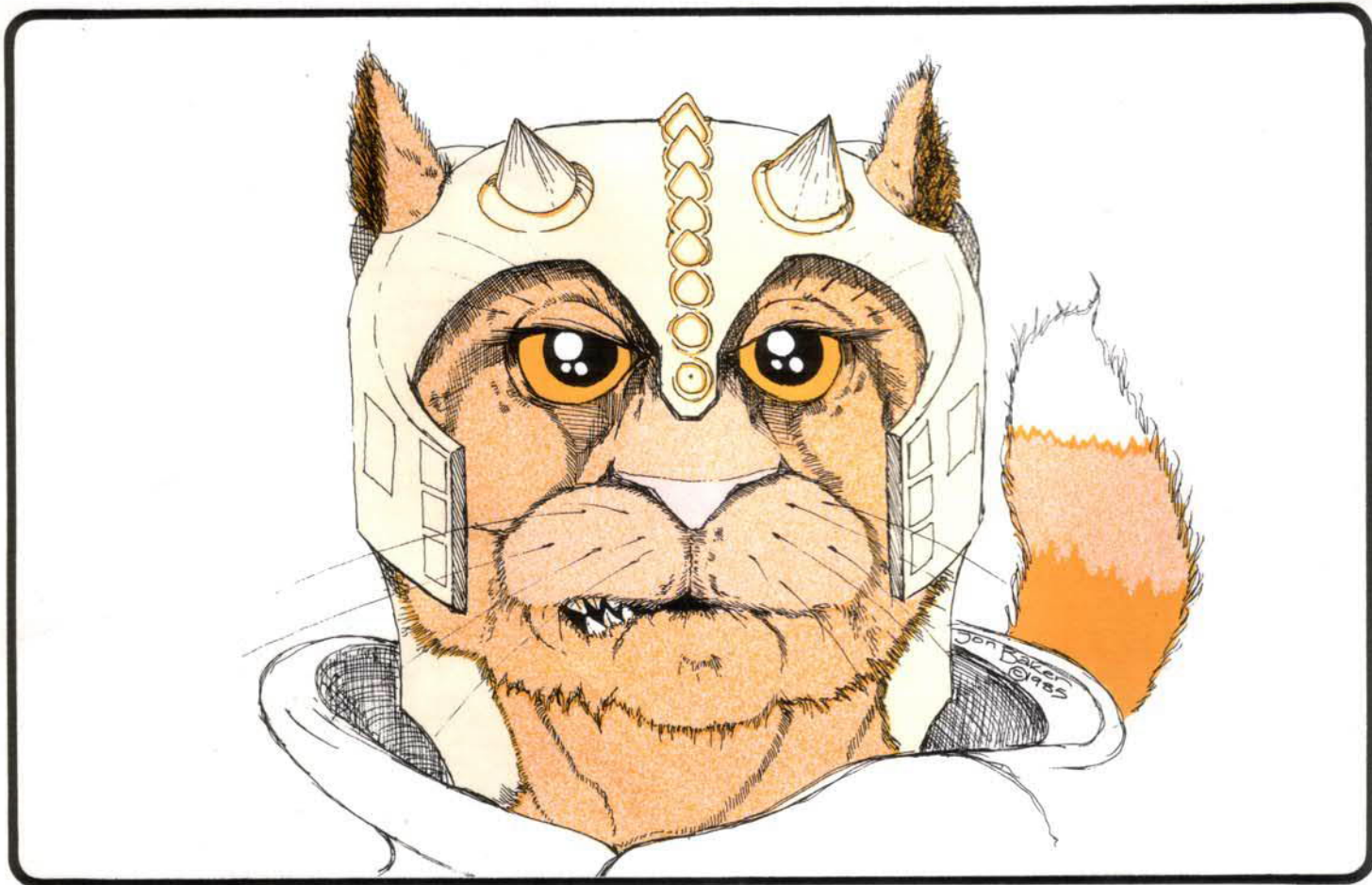
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