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<tr>
<th>Code</th>
<th>Item</th>
<th>Price</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SF53</td>
<td>WASPCOPTER</td>
<td>45p</td>
<td></td>
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<tr>
<td>SF52</td>
<td>MOLE SUBSURFACE MORTAR</td>
<td>60p</td>
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<tr>
<td>SF51</td>
<td>MOLE SUBSURFACE A.P.C.</td>
<td>60p</td>
<td></td>
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<tr>
<td>SF50</td>
<td>MOLE SUBSURFACE TANK</td>
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</tr>
<tr>
<td>SF49</td>
<td>POLARIANS fast inf.</td>
<td>45p</td>
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</tr>
<tr>
<td>SF48</td>
<td>LEVITAN self depleting</td>
<td>45p</td>
<td></td>
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<tr>
<td>SF47</td>
<td>DROID PACK for SF36</td>
<td>45p</td>
<td></td>
</tr>
<tr>
<td>SF46</td>
<td>TRACK PACK</td>
<td>25p</td>
<td></td>
</tr>
<tr>
<td>SF45</td>
<td>DRONES for SF21</td>
<td>45p</td>
<td></td>
</tr>
<tr>
<td>SF44</td>
<td>HALF TRACK TRUCK (RAM)</td>
<td>70p</td>
<td></td>
</tr>
<tr>
<td>SF43</td>
<td>MOCASIN TRUCK</td>
<td>50p</td>
<td></td>
</tr>
<tr>
<td>SF42</td>
<td>RAMORIAN TROOPS</td>
<td>45p</td>
<td></td>
</tr>
<tr>
<td>SF41</td>
<td>SOLAR LANCE (RAM)</td>
<td>70p</td>
<td></td>
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<tr>
<td>SF40</td>
<td>E.D.V. CARRIER (RAM)</td>
<td>50p</td>
<td></td>
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<tr>
<td>SF39</td>
<td>HOWITZER CARRIER (RAM)</td>
<td>70p</td>
<td></td>
</tr>
<tr>
<td>SF38</td>
<td>ARMOURD MORTAR (RAM)</td>
<td>45p</td>
<td></td>
</tr>
<tr>
<td>SF37</td>
<td>ARMOURD A.P.C. (RAM)</td>
<td>45p</td>
<td></td>
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<tr>
<td>SF36</td>
<td>DROID CARRIER + DROIDS</td>
<td>70p</td>
<td></td>
</tr>
<tr>
<td>SF35</td>
<td>ARMOURD SCOUT CAR</td>
<td>45p</td>
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<tr>
<td>SF34</td>
<td>HVY TANK (RAM)</td>
<td>60p</td>
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<tr>
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<td>ARMOURD COMMAND CENTER</td>
<td>60p</td>
<td></td>
</tr>
<tr>
<td>SF32</td>
<td>LOCATION HOVERCRAFT</td>
<td>50p</td>
<td></td>
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<tr>
<td>SF31</td>
<td>E.C.M. HOVERCRAFT</td>
<td>50p</td>
<td></td>
</tr>
<tr>
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<td>HVY HOVER MORTAR</td>
<td>60p</td>
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<td>HVY HOVER TANK</td>
<td>60p</td>
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<tr>
<td>SF29</td>
<td>COMPRAN RIDING LIZARD</td>
<td>30p</td>
<td></td>
</tr>
<tr>
<td>SF26A</td>
<td>COMPRAN INFANTRY</td>
<td>45p</td>
<td></td>
</tr>
<tr>
<td>SF24</td>
<td>LASER CUTTER WITH TROOPS</td>
<td>45p</td>
<td></td>
</tr>
<tr>
<td>SF23</td>
<td>TROOPERS ON JET CYCLE</td>
<td>45p</td>
<td></td>
</tr>
<tr>
<td>SF21</td>
<td>COMBI CARRIER DRONE LAUNCH</td>
<td>70p</td>
<td></td>
</tr>
<tr>
<td>SF20</td>
<td>INFANTRY POWER ARMOUR</td>
<td>45p</td>
<td></td>
</tr>
<tr>
<td>SF19</td>
<td>MOCASIN COMMAND CENTER</td>
<td>45p</td>
<td></td>
</tr>
<tr>
<td>SF18</td>
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</tr>
</tbody>
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Readers should also bear in mind that with a little thought, these adventures can be used in games systems other than the ones for which they were designed; the Pool of the Standing Stones, for example has been successfully converted to G&S.

Any article on any system could hold ideas useful for you campaign — and that applies to other publications than this one.

<table>
<thead>
<tr>
<th>Page</th>
<th>Scenario Title</th>
<th>Author(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>The Halls of Tizun Thane (Dungeons &amp; Dragons)</td>
<td>Albie Fiore</td>
</tr>
<tr>
<td>16</td>
<td>Lair of the White Wyrm (RuneQuest)</td>
<td>John Bethell</td>
</tr>
<tr>
<td>20</td>
<td>Paths of the Lil (Gamma World)</td>
<td>James Ward</td>
</tr>
<tr>
<td>26</td>
<td>A Bar-Room Brawl — D&amp;D Style (Dungeons &amp; Dragons)</td>
<td>Lew Pulsipher</td>
</tr>
<tr>
<td>31</td>
<td>A Place in the Wilderness (Dungeons &amp; Dragons)</td>
<td>Lew Pulsipher</td>
</tr>
<tr>
<td>32</td>
<td>Lair of the Demon Queen (Dungeons &amp; Dragons)</td>
<td>Don Turnbull</td>
</tr>
<tr>
<td>34</td>
<td>The Sable Rose Affair (Traveller)</td>
<td>Bob McWilliams</td>
</tr>
<tr>
<td>39</td>
<td>Grak’ts Crag (Dungeons &amp; Dragons)</td>
<td>Will Stephensön</td>
</tr>
<tr>
<td>42</td>
<td>Ogre Hunt (Chivalry &amp; Sorcery)</td>
<td>Tom Keenes</td>
</tr>
<tr>
<td>44</td>
<td>The Lichway (Dungeons &amp; Dragons)</td>
<td>Albie Fiore</td>
</tr>
<tr>
<td>48</td>
<td>Pool of the Standing Stones (Dungeons &amp; Dragons)</td>
<td>Bill Howard</td>
</tr>
</tbody>
</table>
The Halls of Tizun Thane

by Albie Fiore

A complete D&D Mini-Module for 3-6 experienced players with characters of 1st or 2nd level. The adventure should be carefully referred. A total of 6-12 player characters is recommended.

Background (for DM only)

Tizun Thane was a high level evil magic user, who was as cruel as he was cunning. Also sharing Tizun's palace were his brother, Diker, and his half-brother, Sega, though they are nowhere near as powerful as Tizun. However, they had no brotherly love for him and were constantly plotting to overthrow him. Tizun tolerated this with condescending amusement, confident that his powerful and constant bodyguard, Thraak -- a gu'nen-dekko (64), could prevent any threat from them. Sega devised a plan to use the bodyguard against Tizun. An assassin was hired to slay Tizun, he was told that Tizun intended to slay them both and Thraak, whom he had tired of. The assassin was also informed that Tizun was at his weakest, when transporting through one of the magic mirrors (23). Diker and Sega knew that the assassin would never get past Thraak, but this was intended. Thraak killed the assassin and in his normal manner, (64), devoured the brain of his prey. He then knew what the assassin had been told, but not how the assassin had come to know it. Believing Tizun was about to betray him, Thraak decided to kill Tizun with his newly acquired assassin's skills.

As they returned through a mirror from an adventure, Thraak struck silently from behind, killing Tizun outright. He then devoured Tizun's brain. But now Sega's plan went awry. Thraak absorbed Tizun's great knowledge and it drove him insane. Thraak now believed himself to be Tizun Thane. Since then, he has roamed the palace, dressed in Tizun's ill-fitting robes, insane with power and grief, as he now knows that Tizun had no intention of killing him. He has proved too powerful for Sega and Diker, so they lure adventurers to the palace, hoping that the will do battle with Thraak, and so deplete his spells, to weaken him for them. It is Diker who places the scrolls in the backpack of the body in the ravine. The two half-brothers now no longer trust each other, and each would aid in destroying the other, after Thraak has been dealt with.

Also in the palace is the Temple of the Shadow Dancers (33). Tizun always ensured that there was a live human sacrifice to keep the Shadow Dancers appeased, but since his demise, the supply has dried up. Now, during the night, the Shadow Dancers roam free, terrorising the local population, especially in the nearest village, Cahi, where Diker sometimes sends men for supplies.

DM's Notes

1. The level or number of Hit Dice along with ability scores of monsters are given for the DM to roll hits and award bonuses depending on whether Advanced D&D or Basic Rules are being used.
2. MM denotes the monster is described in TSR's Advanced Dungeons & Dragons Monster Manual.
3. Important points are noted, it is left to the DM to complete the descriptions of characters, other travelling villagers, etc. etc. Numbers in brackets are cross-references to other rooms.
4. The walls of the palace are of smooth stonework.
5. Remember, not all monsters are hostile. The main characters must be played with care, remembering the storyline, above.

Players' Introduction (to be related by the DM)

At the moment they are resting (they all have light horses) along a small track through a thick forest. The forest is unnaturally quiet, there is little sign of wildlife, though there are indications that pixies dwell in the forest. It is approaching dusk as they reach a small village on the banks of the river Asro. The party ride through the village to the ferry landing, only to find that the boat and boatman are locked in the boathouse, having closed for the day. They are thus in the village by the river (which is too dangerous to cross by any means other than the ferry): the sun is setting. The only sign of life in the village comes from the Ferryboat Tavern and the stable next to it. A few villagers can be seen closing the shutters on their houses. The main trade of the village is obviously timber from the forest, as there is a woodyard near the river, and wood carvings, pieces of bark, etc. etc. lie around most houses, which are curiously built of stone, obviously carried at great pains from the mountains visible to the south. The houses are all comparatively new and have strong doors and metal shutters. The adventure is now ready to start.

DESCRIPTIONS FOR THE DM

The Village of Cahi

The village is shown on the map opposite. The buildings are all made of stone with metal shutters as the old wooden buildings proved no defence against what the villagers call the Night Things which have been marauding in the woods for the last six months (the Shadow Dancers, see 33). Many villagers have been slain, and now at night the frightened villagers lock and shutter themselves in their homes. Any villager will advise the party to stay in the Tavern overnight and not venture out. The buildings of note in the village are:

1. The Ferryboat Tavern

There are a few villagers in the tavern, quietly finishing drinks whereupon they will scuttle home. There are also a few travellers, who like the players, have been forced to stay overnight. Rooms are cheap. As the sun sets, the landlord will lock and bolt the doors and pull the shutters closed and fix them with heavy iron bars. He is quite genial and will tell the players the following:

That the players should retire to their rooms and not, on pain of death, open their shuttered windows because of the Night Things. (This should be stressed, as the party could well be killed if they do. Should they be foolish enough to ignore this advice, it is 100% certain that they will see dark shapes in the woods and that one will come to the tavern and climb up to their open window.)

A magic user named Tizun Thane lives to the south. The path that runs south out of the village leads there. Tizun used to come regularly to the village, but hasn't been seen for six months. The Night Things first appeared shortly after, and also come up from the south,
Tizun Thane's brother, Diker, has sometimes sent men to the village for the supplies in the last six months. Nothing has been said, but the indications are that something has happened to Tizun Thane. The Halls of Tizun Thane are rumored to be littered with treasure. The daughter of a merchant in a nearby town has been missing, presumed dead for over a year, but the merchant is still offering a reward to anyone who recovers her.

The villagers would reward anyone who could put a stop to the marauding of the Night Things. They could muster 200 gp. towards this.

When the party retire to their room, the landlord will lock them in. He explains that he has done this because, if they do open their window, the Night Things will not be able to get beyond their room.

2: The Stables

These are run by a deformed cripple, the victim of an accident while tree felling. He will gladly stable the party's horse for a small fee, but will tell them that they can't get the horses back before daylight as he will be locked up in the Night Things. He will recommend that they stay overnight in the Tavern. Once the horses are stabled, he will lock up and bed down in the stable.

3: The Ferry

The boat and boatman are locked up for the night. The boatman will refuse to take anyone across until daybreak. He says this from behind a locked door.

4: The Timber Yard

A large building with a stockade round it. Piles of seasoning timber lay in the yard.

There is also a trading store in the village, where the party can buy supplies in the morning.

The path that the villagers say leads to the Halls of Tizun Thane, is a small, overgrown track running north from Cahili. The forest is dense. Any encounters in the forest will be with pixies, who may give advice to the party, depending on alignments and whether there are elves present. After two hours ride (it is very important to keep track of the time in this scenario) the party have reached high lands at the foot of a cliff. The trail leads through a narrow ravine shown on the larger map on the opposite page. Any encounters in the ravine will be either physical encounters of berberlangs (44) or nandies (4) who will attack from high ledges by hurling rocks. At the point marked 'x' is the dead body of a man in armor who has obviously been killed by a rock from above. He still has some weapons and in his back pack is a roll of parchment bearing a wax seal in which the words 'Tizun Thane' are barely legible. Written on the parchment is 'To gain entrance, say to the guardian, the magic words. There is nothing else of interest on this body. The small shaded areas in the ravine are caves in which men and horses can shelter. The ravine is wide enough for single file only.

The ravine leads into an old volcanic crater filled with water. A waterfall cascades down the south east, the water flows west quite fast indicating a subterranean exit. The path leads out onto a rocky peninsula with sheer sides dropping 20° to water level. To the east is a stagnant marsh area, and which can be seen some giant frogs (MM) and wheeling over some rocky istles to the west can be seen some large birds (bloodhawks). At the end of the peninsula stands an imposing building, now looking an unkempt, Nandies (4) can be seen clambering about on the roof. Through the entrance arch can be seen a large figure, apparently a guard of some sort.

BLOODHAWK

No. Appearing: 4-15
Armour Class: 7
Movement: 24°
Hit Dice: 1 DB + 1
Treasure: 0 X 2 in nest
Attack: 2 claws (1-4) plus bite (1-6)
Alignment: Neutral
Intelligence: Semi
Monstrark: 5.8 (level 1 in 12 levels)

Bloodhawks resemble normal hawks in size alone, as their breaks are razor-sharp and their talons exceptionally strong. Their wings are similar to those of an eagle, making them fast and manoeuvrable in flight. They swoop swiftly and silently onto their victims before attacking with claws and beak. They are fond of human flesh and will continue to attack humans even if the mace is going against them.

They will pick at the dead bodies of their prey, not only for food but also for gems with which they line their nests as an allurement for the females of the species. All other types of treasure will be ignored.

In colour they are a uniform medium grey.

THE HALLS OF TIZUN THANE

Wandering Monsters

For any chance encounters in the Halls of Tizun Thane roll on the following table:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-4</th>
<th>5-7</th>
<th>8-9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
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<td>1-4</td>
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</tr>
</tbody>
</table>

Bandits encountered are 80% likely to be former guards. They will only know that the Tizun was slain by Thraask; of Sega (28) and Daniel (59) and that they plotted against Tizun (but not how) and have no love for one another; of the Shadow Dancers (39); and the lay-out and former use of rooms 1-5 and 49, 48a & 49b.

General

The ceiling height of single storey rooms is 15', and 30' in double height rooms. The upper section of a double height room is denoted by the number on the plan being underlined. The courtyards are all open. Walls are of smooth stone. Doors with a short bar through the centre have a heavy hanging iron bar that can be used to bar the door shut from the inside. The only time that they are barred is at nightfall to prevent the Shadow Dancers (39) from gaining access. Only human occupants of a hallway or the hall will have doors, but in the most remote rooms no running and cowering on the terrace will be heard. All windows, either those in the tower (61-65), patios, and the high level ones in the various halls, have protective iron bars on the inside. The windows in the tower all have heavy metal shutters which can be barred shut. The titles of the rooms denote their use when Tizun Thane was alive. Brief overall descriptions are given, it is left to the DM to complete room descriptions, describe the appearance of the occupants and to value trinkets, necklaces, silver boxes, etc. according to taste.

1: The Entry Courtyard

A few decorative clay urns line around in this gravel yard, some are cracked and overgrown with weeds. An iron golem (AC3; 80HP; At 40-40 + poison breath; can only be struck by +3 magic weapons or better; can only be foiled by magic of electrical force) with a human figure in its hands guards the main door. It is instructed to peaceably repel intruders, unless the visitors say 'Take us to your master', when it will gestate to them its horses in 2, and lead them via 3, 6, 18b, to the corpse in 23 where it will leave them and return to its post. It will restrain any who attempt to wander off en route. These were the last instructions to it from Tizun Thane and it is impossible for anyone to countermand them. Any other attempt to gain access to the palace will be peaceably ward-ed off.

2: The Stable

Lined with wooded stalls. Hay on floor, etc.

3: Banquet/Entry Hall

Musty decadence. Dust on every surface, though many footmarks. Large ceiling rafter and many seats. Walls bedecked with tapestries and pennants. At the north end, high on the wall, is a large painting of a wizard (Tizun Thane) dressed in purple robes. The eyes are peepholes through which Thraask (41) will be watching if alerted by any commotion in front of the main doors. It is instructed to peaceably repel intruders, unless the visitors say 'Take us to your master', when it will gestate to them its horses in 2, and lead them via 3, 6, 18b, to the corpse in 23 where it will leave them and return to its post. It will restrain any who attempt to wander off en route. These were the last instructions to it from Tizun Thane and it is impossible for anyone to countermand them. Any other attempt to gain access to the palace will be peaceably ward-ed off.

3a: A small room with narrow secret panels for firing arrows through. Once used to ambush guests. Only access is by a ladder on N. wall leading up to trapdoor in 49. In the room is the long-dead body of an assassin. The skull has been smashed and the brain chewed out. The victim here (Thraask (see background). On the body: a phial of poison, a +1 sword and 500 g.p.

4: Barracks

Chairs, tables etc. A colony of nandies has torn holes in the roof and set up residence. There are 10-80 present at any time. The colony is headed by a nandie-leader which will be in one of the rooms a - l. The floor is littered with bits of roofing; beams hang down at crazy angles on which the nandies climb and leap; the whole place is a mess.

NANDIE

No. Appearing: 2-12; 10-15 in colony
Armour Class: 6
Movement: 6/18
Hit Dice: 1 DB
Treasure: J, K, L, M, O all in lair
Attack: 2 claws (1-2 each) and 1-3 bite
Alignment: Chaotic neutral
Intelligence: Semi
Monstrark: 2.9 (level 1 in 12 levels)
These simian carnivores are found in rocky hill-country or thick forest/jungle, where they can swing through trees, or leap from rock to rock, doubling their normal ground speed. They live in colonies, usually (75%) headed by a mated pair (both with 3DB and doing 1-4/1-4/1-6 hit points of damage) or a nandie-bear (25%). The colony will have its lair in ruins or a cave complex where there will be an additional 50% of young (1 hit point, 1 attack for 1 point of hit damage). In a secluded corner of the colony will be their 'treasure' hoard, which is a vast pile of glittering shards and objects plus that detailed above.

Outside the colony they are encountered in groups of 2–12. They are rarely encountered more than 1 mile from their colony. If unmolested, there is a 40% chance/2 turns that they will ignore anyone encountering them; a 30% chance/3 turns that they will attack and a 30% chance that they will follow inquisitively. In any of these instances there is a 30% chance/turn that they will screech and chatter to summon other nandies who will arrive at the rate of 1–4/meele round until all the colony are there—the leader(s) are always the last to arrive. They only arrive while the summoning screech is issued. However, nandies will always go to the summons of their leader if the leader has summoned them and there is a 5% chance/turn that they will be summoned away (If a nandie-bear see below for fear) if the leader is not on the scene. If encountered in their lair, those present will always screech to summon those that are elsewhere.

Nandies frequently attack by throwing rocks, lumps of wood, large nuts, etc. down from a vantage point if possible.

They make loyal pets if captured and suitably trained by one skilled in animal training. However, tamed ones lose the natural impulse to summon others.

A nandie is a 5' tall, black-brown, tailless simian. It can walk and fight on two legs or scamper on all fours. It is an extremely agile climber performing in this aspect as a 10th level thief. Nandies have their own primitive tongue which consists of screeches and chatters—they do this most inessantly. Their screech to summon others is indistinguishable to all save druids and rangers of at least 4th level who can recognise it as such, even if they have never encountered nandies before.

**NANDIE-BEAR**

No. Appearing: 1
Armour Class: 5
Movement: 12'
Hit Dice: 3DB+5
Treasure: See below
Attack: 2 claws (1–6 each) and 1–8 bite plus rending
Alignment: Chaotic evil
Intelligence: Low
Monstrous: BA/7 (level V in 12 levels)

The nandie-bear is a loathsome, 8' tall ape-like creature of great power. It appears semi-humanoid in facial features with baleful eyes, large teeth and shaggy black hair. It can move silently in its natural habitat of rocky hills or forest/jungle, surprising 5/6 of the time. It is a carnivore with a natural preference for human flesh.

A nandie-bear invariably (95%) heads a colony of nandies, where it will live while the nandies hunt and scavenge for it. The few occasions it ventures from the colony are always in the dead of night. It conducts such forays alone. The only other occasion it will leave the colony is if summoned by the nandies, though it is always the last to answer.

The nandie-bear fights with two claws and a bite with an additional 1–6 rending damage if both claws hit.

Whether encountered in its nandie colony or outside (unless it is not the leader of a colony), the nandie-bear will always issue a terrifying haunting cry to summon any absent nandies which will arrive at the rate of 1–4/meele round. Apart from this summoning cry, the beast is totally silent. The cry can be heard for a radius of 1 mile and is one of the most frightening sounds of the wilderness; dogs, pack horses, mules etc. will panic on hearing it, while all (with the exception of rangers) and their steeds (a ranger's steed gets +1 on save) must save versus spells or be filled with fear for 1 turn. Any who fail to save will have the sound indelibly etched on their memory and will automatically be filled with fear whenever they hear the cry in the future unless a saving roll of 20 is made. Those who save must still save again in any future encounter. The beast also emits a powerful aura of evil (detectable by magic) that will cause horses, dogs, mules, etc. to skitter and start if it is approaching (within 400' radius) even if it is concealed.

It has no interest in treasure, but if heading a colony there will be the nandies' treasure as detailed above.

**44–1:** Bunkrooms: Scattered in each is an amazing amount of debris, broken beds, tables, twigs, leaves, etc. items of interest to be found: morning star; quiver + 20 arrows; large sack; heavy crossbow; 2 flasks of oil (pouch of powdered kobold horn; hand axe); 7 iron spikes; 2-hand sword; military pick; giant insect legs; small sack; small empty earthenware pot; short bow. Plus, in one of the rooms, the nandies' treasure: everything that glitters and gleams in any way. Highly burnished weapons, bits of mirror; shards of glass etc.; silver necklace; 2 gems; 97 mint copper pieces; silver dagger; 168 gold pieces; a gold dragon scale; 4 silver pieces; a silver phial (contains potion of firestorm); silver hangak; small silver box; small stoppered glass phial (empty).

4m: as 3b but no body.

**5:** Hall of Auditorium

Richly decorated, though dusty. Marble floor with sweeping patterns and strange symbols. Heavy purple drapes against E. wall behind a throne on a dais. Throne is of ebony carved with writhing vines and flowers; buds of flowers are carved eyes, inlaid with a light coloured wood. The dots either side of each door mark the positions of standing figures clad completely in plate armour, with shields and swords. They are nothing but suits of armour containing solid stuffing.
50. Any adventurers hailing up in one of these rooms for the night will probably fall prey to Diker Thane (15).

10–10a: 11 goblins (ACB; 1DB–1; Att by weapon) armed with sword, mace or hammer. They have on them 309 g.p., 126 s.p., 80 c.p. a small gold ring, and a parchment found in ravine. They are emissaries come to meet with Tizun Thane and are at the moment debating what they should do having found him slain.

11–11a: Empty

12–12a: The barred grids are missing from the windows. 1–6 stigres (ACB; 1DB+1; Att 1–3 plus drain blood, attack as 4 hit dice monster) (MM) (1000 g.p. on bodies if on floor, both have possessions: one has 50′ rope, hammer, spear; 32 c.p. 108 g.p. the other has: belladonna; pot of honey; steel mirror; crystal ball with clairaudience only (half normal value, including E.P.); 172 g.p."

13–13a: In the corner of 13a, nesting on a ripped up mattress is Tizun Thane’s pet carbuncle, a fine specimen worth 200 g.p. (Play wisely — it only attracts wandering monsters as a last resort — to test the morale and loyalty of the party at the limit. It will never portray events contrary to the nature of the subjects in the telepathed pictures; due to its empathy it knows their alignments. It knows every nook and cranny of the palace, including the main treasure but is unlikely to reveal this.

### CARBUNCLE

**No. Appearing:** 1  
**Armour Class:** 2  
**Movement:** 2"  
**Hit Dice:** 1DB  
**Treasure:** Nil  
**Attack:** Nil  
**Alignment:** Neutral evil  
**Monstermark:** None  

This is a small armadillo-like creature which feeds exclusively on leaves and small insects. Its segmented armour is starly and attractively patterned in shades of brown, but its immediate peculiarity is what appears to be a large ruby set in its head just above the eyes. This is a living part of the animal, and the carbuncle alive is worth twice the apparent value of the gem to anyone who can charm animals. If slain, or if it wills itself to die (which it can do, and will under duress, for it has no conception of death or fear) the gem detaches to a worthless soggy red pulp.

The creature has powers of empathy and telepathy (both 6" range) and slight powers of prophecy concerning the immediate future (it can only convey vague, indeterminate telepathy). Empathy enables it to understand the character of each person in a party and to know what they know. It is easily captured and puts up no resistance. It desires to join parties in fact, and will frequently approach them in a friendly manner and communicate its worth to them. Once it has joined a party, it will use its powers first to gain their confidence and then to cause disruption and fights within the party by selective telepathy or false prophecies, sometimes even enraging nearby monsters into attacking them. It is fascinated by combat and death, and will use its utmost to cause such events at maximum frequency. At some stage during the adventure, having achieved its aim, it will slip quietly away.

14–14a: Empty, but still inside the partly ripped mattress downstairs is a small pouch containing 5 g.p.

15–15a: Empty

16–16a: Empty

17: Guest Patio

Embroidered cushions, tapestries, small rosewood tables, etc. Two silver hookahs on tables with a small silver box (empty) and a small onyx box containing dried Cagayan Sable black lotus leaves. Anyone smoking this will go into a catatonic trance for 2 turns during which an ethereal ghost will communicate its worth to them. Once it has joined a party, it will use its powers first to gain their confidence and then to cause disruption and fights within the party by selective telepathy or false prophecies, sometimes even enraging nearby monsters into attacking them. It is fascinated by combat and death, and will use its utmost to cause such events at maximum frequency. At some stage during the adventure, having achieved its aim, it will slip quietly away.

18: Cloistered Courtyard

Shrubs, shrubs and trees. Fountain in centre fed by natural spring, and drains back down to crater. Water is warm and pure. There is a 50% chance there will be 2–12 handled screeching in the trees. ‘a’ is a statue of a warrior with sword aloft. ‘b’ is ‘as’ except that pulling the sword, wound 2–50 g.p., 111 s.p., steel mirror, CI chairman and shield, 67 g.p., composite bow, 2 arrows; DI chairman and shield, 80 s.p., morning star, 24 c.p., hand-axe.

19: Walled Courtyard

Shrubs, shrubs and trees. Fountain in centre fed by natural spring, and drains back down to crater. Water is warm and pure. There is a 50% chance there will be 2–12 handled screeching in the trees. ‘a’ is a statue of a warrior with sword aloft. ‘b’ is ‘as’ except that pulling the sword, wound 2–50 g.p., 111 s.p., steel mirror, CI chairman and shield, 67 g.p., composite bow, 2 arrows; DI chairman and shield, 80 s.p., morning star, 24 c.p., hand-axe.

20: Ballroom

This is a large room with a high domed ceiling, high windows and a central fountain. The floors are polished wood, and the walls are covered with tapestries. There are several couches and chairs, and a grand piano. The room is filled with the sound of music and laughter. The doors are made of heavy oak and are locked from the outside. The only way in is through a secret passageway that leads from the garden. The passageway is hidden behind a painting of a landscapes, and is only visible to those who know where to look. The walls of the passageway are lined with bookshelves, filled with ancient tomes and scrolls. The secret door is marked with a symbol of a key and an hourglass, and only those who can decipher the symbol can open it. The symbol is a representation of the: **Key to Time**. Once inside, the room is dimly lit by candles, and the music and laughter are more intense. The walls are lined with mirrors, and the floor is covered in silk. The air is heavy with the scent of perfume and spicy incense. The room is filled with a sense of mystery and intrigue. The only way out is through the secret passageway, and the symbol must be deciphered again. **If the adventurers try to open the door with brute force, they will be met with a series of traps that are activated by the secret door. The traps include: 1) a concealed sword that springs out when the door is opened, 2) a warded door that requires a wizardly ability to unlock, and 3) a secret room filled with ancient treasures and puzzles.**

"..."
23: The Hall of Mirrors
8 huge mirrors (a—l) adorn the walls. Each is in an elaborately carved frame, ‘f’ is shattered. In front of it lies the long-dead corpse of Tizun Than, now just a skeleton, still clinging to the ropes. The skull is caved in; there is no trace of the brain. One hand is concealed beneath the body, on this is a ring (see below). Stitched in to the lining of the robe is a scroll with two levitation spells. The scroll was being held in Tizun Than’s hand when it was shattered. A solid wall behind all the mirrors, the mirrors reflect as normal unless the viewer is wearing the ring from the body. The ring is gold with a zig-zag bright green line running round it. It enables the wearer to view, and transport himself, through the mirrors. The wearer will see no reflections, but instead will see a scene from another scenario (e.g. in ‘a’: a deserted, ruined wharf in an underwater cavern — the Lichway in WD9; in ‘b’: a ring of standing stones around a trawl pool — Pot of the Standing Stones in WD12; etc.) It is led to the DM to fit the scenes to the scenarios he has available. The scene need not be of the entrance, it may even be of one side of a dungeon. Anyone wearing the ring can step through the mirror into the scene viewed in it. The point of return to the mirror will be visible to the wearer as a shimmering silvery area from that side through which he can return to the Hall of Mirrors — emerging from the mirror. The ring can pass through on its own i.e. it may be thrown through.

24—29: The Harem
Lavishly furnished but now dingy. All but one of the girls (29) has fled. The girls on the wandering monster tables are ex-harem girls — none of them is the merchant’s daughter. While in this area there is a 10% chance that 1—3 men are garbage scavengers and 3—5 men are exploring.

24: Patios: large silk cushions, empty wine jugs, etc. The door to 29 is heavily padlocked on outside. (Key in 29).

25: Master Bedroom: 3—6 bandits (working down list from top) ex-members of Tizun Than’s guard, now thrown in with Diker Than (5B). They are armed and shod with swords. They are there to guard the girl in 29. The bandits are:

<table>
<thead>
<tr>
<th>Name</th>
<th>Level</th>
<th>S</th>
<th>I</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
</tr>
</thead>
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<td>C.N.</td>
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<td>8</td>
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</tr>
<tr>
<td>Azralon</td>
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<td>1</td>
<td>15</td>
<td>12</td>
<td>2</td>
<td>12</td>
<td>13</td>
</tr>
<tr>
<td>Ignal</td>
<td>C.N.</td>
<td>1</td>
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<td>9</td>
<td>10</td>
<td>14</td>
<td>13</td>
</tr>
<tr>
<td>Jude</td>
<td>C.N.</td>
<td>1</td>
<td>13</td>
<td>9</td>
<td>7</td>
<td>9</td>
<td>12</td>
</tr>
<tr>
<td>Karrnell</td>
<td>C.N.</td>
<td>1</td>
<td>14</td>
<td>9</td>
<td>5</td>
<td>9</td>
<td>12</td>
</tr>
<tr>
<td>Marron</td>
<td>C.N.</td>
<td>1</td>
<td>13</td>
<td>13</td>
<td>15</td>
<td>8</td>
<td>49</td>
</tr>
</tbody>
</table>

They know nothing of what transpired with Tizun Than, but they know of Thrasea (64).

In the corner of the room are some bamboo flutes and a lute type instrument.

28 & 27: Bed-Chambers: Empty

30: Open Courtyard
A covered walkway runs along the W. side. There is a pool, almost completely covered with large water lily leaves. The shrubs and flowers are overgrown with weeds. In the 15th level chamber, two large leopards (A.C.E.: 2DB8+1; Att 1—2/1—2/1—8), The monster treasure is concealed in large clutches of bubbles adhered to the underside of four large lily pads in the center of the pool. It consists of 429 gp, 33 st 1 sword; a blue-gold, striped ring (ring of free action). The lizard men will generally (70%) avoid contact unless their treasure is located.

31: Guard Hall
Deserted. N. wall decorated with various weapons, crossed swords & halberds etc.

32—34: Eunuch’s Rooms
Contain bed, table etc. all plain.

33: On the floor are five bodies carrying: A) chainmail; short bow; 7 arrows; sword; half plate mail; B) chainmail; wine skin; lantern, large sack; sword; C) plate mail; hammer, 22 cp, 73 sp, fur pelt worth 1—100 gp; sword; D) plate mail, 2-hand sword, mace, small shield; 100 gp worth of clothing. The bodies were garbed in black, bearing white garlic, bud, gem, sword. They were dumped there by Sega Than to be activated at a later date.

34: Some pets of Sega Than: I—6 green gremlins (AC17; DB8: Move 9’; 1—3/1—3/1—3/1—3/1—3/1 plus fear — save as versus spell or flee for one turn) which are impish, long limbed gremlins, leathery creatures that are equally at home climbing across walls and ceilings as on the ground. They have a small man and a large man with vampiric like brown lips. Their bite only can instil fear, their other attacks are with claws. They collect all sorts of odds and ends.

34a: The green gremlins ‘treasure’: the most amazing collection of bribe-objects that the party will have ever seen, including disguised human legs and arms; 2 dragon eggs; door handles, a 1’’ long wooden tube of 1’’ diameter; door handles; assorted weapons; 2 picture frames; wooden figurines; various swords carried with a sphynx cat. The room contains a ring of sleight of hand (10% to anybody wanting it to pickpocket) 65 gp; gem; 31 cp; 87 gp; gold necklace; 2 rust arrows (have red flares with runs on rust will any armour they strike — except magic armour — as it is affected by a rust monster)

35—38: Sega Than’s and his Minions.
4: a zombie (AC8; DB8; Att I—18/BBM)
35a: Chest. Locked — trap set by lock, anyone interfering with the lock will cause a poison tipped spine to flick out beside it. Sega Than has key (38).
36: 13 large animal bones spread about on floor. A green, harmless lichen with tiny pink mould spots is growing on the bones. The bones are of various sorts — vultures, geese, etc.
37: Sega’s Guardroom: The doors mark the position of standing figures with swords and shields, clad completely in plate mail with visors down (as in 5), except that these contain skeletons (AC21/D16; Att I—8/BBM) (the remaining doors command the guard). The narrow doors are barred, and only the command word can open them. The guardroom is furnished with an iron table and iron chairs (developed by Lew Pulaski and as yet unpublished). However, he has the following powers usable once per week:

- Control Undead — the 1—8 skeletons in 37.
- Speak with Undead — as speak with dead but only with animated undead.
- Animale Dead — as clerical spell (but must not exceed 8 already controlled). Cannot re-animate undead slay.

38a: Sega Than’s Chamber: Macabrely furnished. Door to 37 has secret spy hole. Tizun Than’s half-brother Sega is a tall figure swathed in black robes under which can be seen the glint of black plate mail. A few white hairs curl his hood and shroud his face — in the shadow only two gleaming eyes are visible. The clap of his cape is a small gold skull. He wields a black 2-hand sword with a gem in the hilt. He is a 2nd level wizard (a sub-class developed by Lew Pulsipher and as yet unpublished).

39: Hall of the Shadow Dancers
Each niche contains a 12’ tall, elegantly slim, black ebony statue. The statues are in various poses, but all look as though they are performing (e.g. dance, ritual dance, walk). They have 150 hit points, 3—6 levels, and cannot be defaced or broken in any manner. In the centre of the hall is a circular blood-stained altar with chains and manacles set into the stone.

At night, as the moonlight shifts in the upper rooms, the statues come alive as they did obviously not all will activate at the same time, and on cloudy nights only some may come alive. The DM should use whatever method he desires, but it is important to have an uneasy weather for the night. This is also the reason why the DM should keep careful track of the time and make sure that the players are aware of the time as well, with little reminders in the description of other rooms (e.g. the room is partly in shadow as the sun is low on the sky behind the shadowy silhouette of the statue). The Shadow Dancers, when alive move at the rate of 18’’ in a curious, elegant skipping gate, hence their name. They are the ‘Night Thieves’ who have terrorised the villagers of Cabin. They can only be defeated at the 10th level thief. When alive they are AC — 5, 3DB, 2—1—6 and 1—8 bites, being creatures of magical origins they are immune to all magical attacks other than magic weapons. They ‘live’ only to shed human blood in the service of some dark lord of the lower planes.

40: Personal Servant’s Quarters
Leunleigh: tables, chairs etc. A trap is set on the stairs — a weighted net...
is concealed above and can be released by the guard at N. end of 50.
41: Bedroom: Bed etc. empty.
42: Bedroom: Bedroom now used as storeroom by Diker Than's men (51–60). As well as beds etc. there are: large kegs of wine and water, large sacks of flour, beans etc., keg of oil, 3 swords.
42a: Empty, but there is a trapdoor in the floor under which steps lead down under 42 to the basement which is the same size as, and directly under, 61. There is a large rowing boat (seats 12) in a water filled channel leading to the E. wall. There is a large secret door in that wall to allow the boat out into the lake. There are oars, fishing nets etc. stored around the room.
43: Cellblock
All cells are empty. But there is a 50% chance there will be 1–6 belbalangs (projections) (see 44) in the area.
44: Torture Chamber
Torture implements, braziers, etc. There are 22 belbalangs of which 1D6 + 4 are in a trance. They are allies of Seja (38).

BERBALANG

No. appearing: 1–24
Armour class: 6
Movement: 6”/24”
Hit Dice: 1D8
Treasure: 1
Attack: 1–4 or 1–4/1–6
Alignment: Chaotic evil
Intelligence: Very
Monstrermark: 18 (level 2 in 12 levels)

The Belbalang is a tribal humanoid with leathery skin and bat-like wings. Its eyes are white and watery and its powers of infravision are twice as effective as elve’s (120’) range. In a Belbalang lair – an underground cavern far from well-trodden paths – there may be as many as 50 of the beasts, male and female.

Once a day each Belbalang has the power to create a self-induced trance in which state it may send forth a physical projection of itself, in order to acquire food – a freshly killed corpse. This projection will leave the lair, but the Belbalang itself will never do so except under extreme duress. The lair is therefore always fully populated, with more than 50% of the Belbalangs in a trance state at any one time.

The Belbalang’s ‘projection’ is physical in the sense that it can attack and deliver damage – in this respect it is a duplicate of its ‘host’. In its trance state, the host Belbalang can use all the senses of its projection and will command the projection in its quest for food to a maximum range of 500’ from the lair. If the projection is hit and suffers damage it immediately takes flight and rejoins the host body, the host remaining in its trance for a further three turns due to the mental shock. If the damage incurred by the projection is sufficient to reduce its hits to zero or below, there is a 75% chance that the host body will also die as a result of system shock.

If the projection kills a human it will pick up the body and fly immediately back to the host which will emerge without delay from its trance if the projection was not hit.

In a typical Belbalang lair there will be a protected area to the rear of the cavern where Belbalangs retire to go into trance, for in this state they are inert and incapable of any physical activity.

The unique ability of the Belbalang may be the product of psionic powers in which case the beast may also have others; the facts are as yet not proven either way.

49: Secret Passage
A passage that opens for attack on lower rooms. The central secret door is locked and painted over. The passage is a trap above this vantage that Thraak (64) will catch arrivals and departures, only revealing himself to attack if molested in some manner e.g. someone fires an arrow at the painting and hits it, the arrow going into the canvas. The secret trapdoors marked open to iron ladders leading down to 3a or 4m.

49a & 49b: These are areas of flat roof from which Tizun Than’s guards would fire arrows when ambushing guests in 3.
50: Corridor
The two dots mark the position of guards of Diker Than’s. They will be two of the men from 51–58 (roll die to determine who is on guard at any time). The whole section running to the south and then west, then north, is directly under the sloped roofing running down over the cloisters. Chinks of daylight are visible and nandies (4) can be heard scurrying across the roof. The secret doors to 10a–16a are all one way model doors into the rooms. Beside each is a 1D4 button. If this is pushed the gas bubbles (see 10a–16a) are released in both the upper and lower chambers corresponding to that button, the secret shutters to the windows also slide down. (This is how Tizun acquired sacrifices for the Shinto Hand Dance.) Pushing the button a second time lifts the shutters and closes the compartment, Diker will use this method to capture any party that stays the night in these rooms, otherwise he will not bother.

51–60 Diker Than and his men
All contain junk, table, chair etc. except Diker’s room – 59. The inhabitants are:

<table>
<thead>
<tr>
<th>Room Name</th>
<th>AI</th>
<th>Lvl</th>
<th>I</th>
<th>W</th>
<th>C</th>
<th>D</th>
<th>Ch</th>
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Each will have 1–50 g.p. in their room. Those in 60 will have from 50–100 s.p. each.

59: Diker Than’s Chamber
Plush furnishings etc. Diker Than would prefer to make a deal with a party even if they initially attack. If he captures them either with net or by sleep bubbles during night, he will tie them up and then make a deal for 150s.p. or 1/2rd their treasure. He is basically he is a raak attached and weakened and will free the party to do this, he may even pay them after. Should a party be attacking Thraak anywhere other than in the tower (61–65a) and he thinks he and his men will turn the tide against Thraak, he will come to the aid of the party. If the party are on the verge of defeat, (e.g. having been swept) he will rescue them to prevent Thraak gaining more power. If Thraak is successfully dealt with he will enlist their aid against Seja if an opportunity presents itself. He is cunning and machiavellian, he may attack the party if he feels it will benefit him, but it is unlikely. He would prefer to leave them in the hope that they battle with and weaken Thraak for him. He places the parchement on the body in the ravine to confuse other invaders. There are many parchment rolls and Tizun Than’s seal in his room.

Diker is a 4th level cleric, chaotic neutral, wears plate armour and has a +1 shield (AC2), points, and characteristics of: S 15; C 15; W 15; C 13; D 11; Ch 15. He wields a +1 to hit and damage mace. He wears a dark green cape and in a side pouch has the key to 29. He wears a ring identical in appearance and powers to the one on the body in 23. He knows everything about the palace except the location of Tizun Than’s treasure, though he suspects it is in the tower somewhere. His spells are:

2nd level: Hold Person
1st level: Cause Light Wounds, Protection from Good.
If AD&D rules are being used, the DM should decide which additional spells to use. Hidden in the chamber is the key to the boxes.

59: Diker Than’s Treasure: The door to 50 is wired and rings a bell in 59 if opened. In the room against the E. wall is a large chest. It contains 3,539 g.p. and 4 gems. It is locked. The key is in 59.

61–65: Tower of Tizun Than
All the windows have heavy metal shutters, which are all closed. All rooms are lavishly and ornately furnished. Within the tower, lurking in solitary silence is Thraak, a gu’en-deeko, insane since he slew his master. He ventures from the tower on rare occasions. He will observe without attacking, unless attacked, and slain. He is wracked with guilt and sorrow and believes himself to be Tizun Than, though lacking Tizun’s confidence. If he is not observing from 49, which he will be doing if there has been any commotion, roll a D10: 1 he is in 61, 2 in 62, 3 in 63, 4–10 in 64.

61: Dining Room: Plushly furnished, large fireplace in E. wall. A small gold statuette of Tizun Than sits on the mantelpiece.
63: Library: Tome on arcane arts etc. none magical. Fireplace in E. wall.
64: Bed Chamber: This is where Thraak (60b–12) spends most of his time. He is wearing Tizun Than’s purple robes which are being forced over his massive frame and a black cape (see below). He appears both fearsome and comic in the ill-fitting garments. He is a gu’en-deeko.

45–48: Servant’s Quarters (see 7–9)
THE HALLS OF TIZUN THANE

GU’EN-DEeko

No. Appearing: 1
Armour Class: 4
Movement: 12’
Hit Dice: 5D8 + special
Treasure: Nil
Attack: 1d8/1-8 plus special
Alignment: Chaotic neutral
Intelligence: Low (but knowledge varies)
Monstermark: Various

The gu’en-deeko is believed, falsely, by the northern tribes to be a human who has been cursed by the gods and turned into a giant ape-like creature for partaking in cannibalism. It is similar in appearance to a yeti, but is a light grey in colour. It attacks with two powerful hands doing 1-8 damage each. Though it eats most things, its preference is for human flesh, particularly the brain. On devouring a human brain, it gains the knowledge of that person plus one hit point for each level its victim had. It also gains any spells or abilities that the victim had. Skills and knowledge fade after 1 year but not the spells, although once used, a spell is gone, and cannot be relearned in the normal fashion. The hit points gained become permanent additions and are regained on resting etc. if the creature is wounded.

Thraak is wearing a Cloak of Displacement (first attack automatically miss, +2 protection thereafter and +2 on saves versus magic and other attacks) and a larger version of the ring in 23.
He has the following skills at the moment: detect traps etc. as a dwarf and the skills of a 2nd level thief. His assassin’s skills have faded.
He has the following spells left:
3rd level: Fireball, Hold person
2nd level: Mirror Image, Phantasmal Force
1st level: Charm, Sleep, Shield, Protection from Good

When casting a spell he utters a strange laugh — his version of Tizun’s laugh when beating a foe. He knows where Tizun’s treasure is though he is unable to reach it — but he will protect it.

65: Workroom: Magical tomes abound, including a Tome of Clear Thought. The room is packed with ingredients for potions, phials, pestles and mortars etc. In one phial is a potion of polymorph self in another is a potion of healing.


This treasure is a dupe should any ever invade Tizun’s Tower. The real treasure is in the roof space above 65, accessible only through a secret trapdoor in the centre of the ceiling 20’ above. The ceiling is shaped to follow the lines of the roof above and has beams, rafters etc., as though it were the underside of the roof. In this concealed space is a huge hoard of treasure, gems, jewels and 2 magic items. This treasure is left to the DM’s discretion. Also in the space is the final guardian, a Necrophidius.

NECROPHIDIOUS

No. Appearing: 1
Armour Class: 2
Movement: 9’
Hit Dice: 2D8
Treasure: Nil
Attack: Bite (1-8 plus paralysis) plus special
Alignment: Neutral
Monstermark: 33.8’ (level 3 in 12 levels)

This fearsome addition to the ranks of the undead was first created by that most imaginative of experimenters, Karakkan (who was later to see ‘the dark’ and build the temple of the archdemon Kong). The animation spell is 6th level, optionally available as a 5th level anti- cleric spell, and produces one meechidious (for death worm) per level of the wizard casting it above 11th (so a 15th level magic-user could create four worms). Each requires the intact vertebrae of a giant snake and a man-sized humanoid skull.

The worm is immune to charm, sleep, ESP, telepathy and poison and never checks morale. It achieves surprise on a roll of 1-3 on a D6 and if it is not itself surprised it will execute the “Dance of Death”, a hypnotic semi-magical swaying which rivets the attention and allows the worm to advance and attack without opposition. See magic vs. required; failure is treated as inability to act, as if hypnotized.

The necrophidius is created for one specific purpose and is therefore seldom encountered except as a guardian or assassin.

Its bite causes paralysis unless the victim makes a saving throw vs. magic; it is treated as a wight on the ‘Clerics vs. Undead’ matrix.

LAIR OF THE WHITE WYRM

History

It is rumoured that a party of Dragonwights, many years ago, harboured a young Wyrm which had been injured while escaping from a party of Morokanthis. The Wyrm is said to have made good its escape bearing scrolls and treasures that the Morokanthis would pay well to recover. One scroll in particular is of inestimable value to them.

However, the Dragonwight colony either died out, or moved on, as few traces of them now exist in this particular area. That the Dragonwights did at one time roam the area is almost certain, since runic carvings, said to be of Dragonwight origin, can still be found on the walls of a small cave and in the bark of an old hollow tree situated about 100 yards from the cave.

1. Oak Tree

This has been struck by lightning and is hollow with a triangular hole in the trunk. The hole is 3’ high and 2’ 6” wide at the base. It will need to be widened if any character or creature over SIZ 15 should wish to use this entrance. Those over SIZ 15 must throw vs. DX to avoid becoming stuck for 1D10 turns. The internal diameter is 10’ and is one-third filled with rotting leaves, small branches and twigs. Carved in the bark above the hole are barely legible signs. If any members of the party can read them they can throw Basic Perception + 3 or less on percentile dice to decipher: the carvings read “Mind the step!” Beneath the leaves and twigs is a 3’ by 3’ metal grille which appears to seal off a pit. The distance from the grille to the first firm footing below it is 10’ — the step to be “mined” from this platform, stairs, cut into the earth, wind down. Roots force their way through the walls presenting ample handholds. The passage is 5’ high at this point, rising to 10’ at the bottom where it terminates with a locked, rotting wooden door.

2. Corridor

Chained to the east wall is a Scorpion Man:

STR 17; INT 4; POW 11; L 3/5 R
CON 12;DEX 6;CHA 3; SIZ 17
Sting (1D6 + 1D6) 40%

ST 3/3
Sting 5/5
ST 3/5
Defence 0% Move 8

Explodes on dying doing 3D6 damage

To anyone within 15’ radius.

Although chained up, he is hostile and eager to pick a fight with anyone. He cannot reach anyone squeezed past against the wall, but he will hurl abuse and challenges, and, as far as the chains will allow, make threatening gestures, lunge against his chains, and infer that he has slept with the wife/ girlfriend/boyfriend/daughter/son/mother/father etc. of everyone in the party in an attempt to start a fight. If he is slain, the explosion will not only seal off the passage but alert the occupants of 3, 4, 5, 6, 9, 10 and 11 who can’t thereafter be surprised. Both doors are locked.

3. Old Entry Hall

Whichever way the party enters, around the corner, strutting towards them comes a Duck, wearing composite, horned helmet, and loincloth:

QUINCY (Superhero, barbarian Duck)

STR 12; INT 18; POW 12;
CON 14;DEX 13;CHA 8;SIZ 5
Short Sword (1D6 + 2-1D4) 80% Parry 80% Points 20

Short Sword SRS Spell SR3

“Master of Quack Fu” — two attacks per melee turn or one attack, one parry per melee turn or two parries.

First at SR 5, second at SR 10.
Fist (1D4) 100% Parry 100%
Kick (1D8) 100% Parry 100%
Butt (1D4+4) 100% Parry 10%

Butt gets +4 if Quincy is wearing horned helmet. In dire situations he may try to parry with helmeted head, but chance of parrying is reduced by his natural reluctance to put his head where his opponent’s weapon is likely to be! Note that the loincloth gives 1 point of protection.

Defence 15% Move 5

Healing 4, Blade Sharp 2, Ironhand 4, Protection 4, Counter Magic 3.
If greeted in a friendly manner, Quincy will act bashful but will join the party until they leave the dungeon. He is searching for a red-headed girl named Valda. If approached in a neutral manner, roll on Response Chart.

4. Old Guard Room
Three Trollkin corpses lie on the floor (Quincy has been this way) along with 2 short maces, a one-handed spear, 1 open helm, 1 large shield, a scattering of white feathers, and a small leather purse containing 3 Clacks.

5. Old Store Room
Room lit by lamps hanging from ceiling 15’ above. The lamps consist of wicks floating in animal fat. Four Trollkin:

| BELBOO | STR 9; INT 7; POW 6; L 3/4 R 3/3 3/3 3/3 |
| CON 12; DEX 18; CHA 4; SIZ 9 3/3 3/3 3/3 |
| Broad Sword(1DB+1) 36% Parry 35% Points 20 3/4 3/4 |
| Dagger(1DB) 30% Parry 20% Points 10 3/4 3/4 |
| Medium Shield Parry 35% Points 12 TOTAL HPS:12 |
| Broad Sword SR6 Dagger SR6 |
| Defence 5% Move 6 |

Leather armour, cap. 10 Lunars in purse, 48 Lunars in bedroll.

Twin brother: DANCER

| STR9; INT 7; POW 6; L 3/4 R 3/3 3/3 3/3 |
| CON 12; DEX 18; CHA 4; SIZ 9 3/3 3/3 3/3 |
| Broad Sword(1DB+1) 35% Parry 35% Points 20 3/4 3/4 |
| Dagger(1DB) 30% Parry 20% Points 10 3/4 3/4 |
| Medium Shield Parry 35% Points 12 TOTAL HPS:12 |
| Broad Sword SR6 Dagger SR6 |
| Defence 5% Move 6 |

Leather armour, cap. 12 Lunars in purse, 53 Lunars, 208 Clacks in bedroll.

POTMAW

| STR 11; INT 12; POW 10; L 3/4 R 3/3 3/3 |
| CON 12; DEX 8; CHA 2; SIZ 8 3/3 3/3 3/3 |
| Broad Sword(1DB+1) 40% Parry 40% Points 20 3/4 3/4 |
| Dagger(1DB) 35% Parry 30% Points 10 3/4 3/4 |
| Broad Sword SR6 Dagger SR7 Spell SR |
| Defence 5% Move 6 |

Disruption
120 Clacks in purse, plus several buttons and washers that have been palmed off on him as ‘foreign coins’.

DENZELM

| STR 13; INT 14; POW 3; L 3/4 R 3/3 3/3 |
| CON 8; DEX 15; CHA 2; SIZ 9 3/3 3/3 3/3 |
| Sling(1DB) 35% 3/4 3/4 3/4 |
| Spear(2H)(1DB) 40% Parry 25% Points 15 3/4 3/4 3/4 |
| Light Mace(1DB) 30% Parry 25% Points 20 3/4 3/4 3/4 |
| Small Shield Parry 25% Points 8 3/4 3/4 3/4 |
| Sling SR2 Spear(2H) Lt Mace SR7 Spell SR2 |
| Defence 5% Move 6 |

Disruption, Healing 2.

Leather armour and cap. 153 Lunars in purse.

On N wall is a shelf on which rests an ornate metal head-dress with wires attached. If worn it reduces the INT of the wearer to 4 for 1D10 turns. On hook behind the door is a bag containing 2 Wheels and 463 Lunars.

6. Old Guard Room

Lix by 4 flambeaux in holders, 2 on N wall, 2 on S. The flambeau nearest the secret door opens it if twisted; should the flambeau be pulled then a trap opens beneath the puller. Throw vs. DEX x 5 to avoid falling 15’ onto spikes for 1D12 damage. In the room is a Great Troll:
LAIR OF THE WHITE WYRM

MOON
STR 26; INT 4; POW 10;
CON 16; DEX 10; SIZ 26.
Great Sword[2D0+2D6]* 40% Parry 25% Points 30
Great Sward SR4 Spell SR3
Defence 0% Move 7
*Great Sword is Iron, and is also Magic Matrix for Coordination, Countermagic 2.

Chainsnell, open helm, 77 Clocks, 69 Lunars and an opal worth 296 Lunars

7. Small Cave
The roof is 20’ high. At the rear is a 10’ diameter stalagmite which conceals the entrance to the tunnel complex. The entrance is only found by a successful Spot Hidden throw.

8. Large Cavern
The roof is 25’ high. The W wall has a 3’ x 4’ crack leading to 7. The E wall bears runic carvings, ancient and worn, that some believe to be of Dragnondev origin.

9. Old Barrack Room
The room is lit by torches rammed in a crack in the floor. From outside, a listener would hear the sound of muffled singing in an unrecognizable tongue. Hanging from a hook on the N wall is a drunken Dwarf who is waving an almost empty bottle. Between swigging and singing, he occasionally bops his head until his black eye is blackened and returns to his bottle for comfort. He will be an instant friend of anyone with alcohol:
ODIL
STR 14; INT 11; POW 11;
CON 13; DEX 10; CHA 10; SIZ 7
Axe[1D8+2]* 45% Parry 45% Points 15
Small Shield Parry 40% Points 8
Axe SR7 Spell SR3
Defence 0% Move 6
Deflect Gold, Bladeslash 2, Invisibility (thow vs. INT x 3 to remember Invisibility before it be cast - ODIL is trying to remember it when he first discovered).
Evaluate Treasure 75%, Move Silently 50%, Spot Trap 65%, Disarm Trap 65%.
Scale armour, cuir blinds, open helm. ODIL has 41 Clacks to his name and owes the Thieves’ Guild 1800 Lunars for training.

10. Mess Room
In the centre is a table around which are six chairs. On the table is the remains of a meal – a carcase of roast duck with a fair amount of meat still on it. Three half-empty wine bottles, assorted platters, gourds, goblets, well chewed bones, scraps of meat and bread etc. litter the table. The table is of oak. It is worth about 25 Clacks. On the floor under the table is a single Clock (5% chance of spotting) amid rags and rubbish. In NE corner is a loose flagstone – only noticeable if trodden on – beneath which is a small chest. A poisoned needle[1D4] protects the lock. The chest contains 130 Lunars. The alcohol is considered to be of little value by ODIL (9); the duck is definitely not useful for bribing Quincy (31).

11. Temple
Entry from E and W is via slits in heavy black drapes. The N and S walls are hung with old, worked-in silver thread. The tapestry on the W wall depicts a winged serpent with an injured wing and reptilian bipeds gathered round it, and the one on the S wall shows a winged serpent seemingly asleep on a pile of discs, again with reptilians in attendance.

On entry into the room a blinding spell is automatically cast lasting 10 melee turns. During this period the adventurers have all of their abilities, both combat and otherwise, reduced to a basic 5% whilst they remain in the room. The spell will not be cast for 10 full turns, so that re-entry of the room after the first 10 melee turns will be normal.

If, after the first melee turn during which the spell is cast, all or any of the party remain in the temple, the Priest and three Trollkin henchmen will enter and attack. Their attacks and abilities are unaffected by the spell, except that no visually aimed spells can be cast during the Priest.

GROPER (Dark Troll Priest of the Kyjon Litor Cult)
STR 24; INT 12; POW 14;
CON 15; DEX 15; CHA 14; SIZ 15
Brakeslash 40% Parry 50% Points 20 6/5 6/5 6/5
Dagger[1D6+1D6+1D6]* 40% Parry 35% Points 10 6/6 6/6 6/6
Large Shield Parry 85% Points 16 TOTAL HPS:12
Broad Sword SR5 Dagger SR7 Spell SR12
Defence 5% Move 8
Bladeslash 3, Fanaticism 2, Healing 6, Blinding.
Full chain mail with closed helm. Gold ring with large pink crystal on right hand (Power Storing 12 points).
"Potion of 12 blade venom on sword and dagger.

ITCHY
STR 9; INT 7; POW 6;
CON 12; DEX 10; CHA 4; SIZ 9
L 1/4 R 1/5 1/5
Bastard Sword[1D10]* 40% Parry 40% Points 20
Dagger[1D6]* 100% Parry 90% Points 10 1/4 1/4
Buttwhip[1D4]* 75% Parry 85% Points 10 TOTAL HPS:12
Bastard Sword SR5 Spike SR6
Bullwhip SR2 Spell SR1
Defence 5% Move 6

Healing 2, Protection (cost 4 POW points).

N.B. Itchy has a Wyvern-hide jacket which gives him 5 pts armour to chest and abdomen. (1 pt has been lost in the tailing process) but there is a 50% chance that he will have taken it off. In this event he will attempt to put it on, provided that he is not engaged in combat in the first two melee turns. It is unrecognisable from any other old sleeves leather jacket. (Players would have to see the protection afforded the Wyvern in combat to appreciate its worth. They should not be told anything.) The jacket may be worn over or under armour.

Itchy will use the whip to snare or trip an opponent so that he can get to close quarters with his dagger, delaying that attack to SR10, in order to aim his blow. Itchy has a side sword and a dagger.

12. Hall of Mirrors
The room appears to be very large, about 60’ x 60’ with a large number of fighting men and three other entities, all blocked by groups of well armed men. If the party lingers long enough, they may notice that the groups blocking the exits are similarly dressed to themselves. The room is in fact an armament of mirrors and the only occupants are four zombies:

EEN
STR 18; INT 0; POW 1; CON 16; DEX 5; SIZ 12
Two-handed Club[1D12+4]* 25% Parry 15% Points 15 -7 -7 -7
Two-handed Club SR9 Move 6 -7 -7 -7

TWEW
STR 13; INT 0; POW 1; CON 18; DEX 8; SIZ 17
Two-handed Club[1D12+4] 40% Parry 20% Points 15 -6 -6 -6
Two-handed Club SR9 Move 6 -6 -6 -6

DREE
STR 18; INT 0; POW 1; CON 13; DEX 8; SIZ 17
Two-handed Club[1D12+4] 40% Parry 15% Points 15 -4 -4 -4
Two-handed Club SR9 Move 6 -4 -4 -4

In the centre of the room is a chest containing 200 Lunars and 7 Wheels.

13. Room of Breezes
Whichever door is used for entry, the other door will always be open and a sudden gust of wind will douse all torches.

14. Snake Pit
Around the edge of the room is a 3’ wide walkingway surrounding a 20’ square. A bronze hinged ladderleads down into the pit where 9 snakes guard a 2 square trapdoor in the centre. Beneath the trapdoor is a chest container 1000 Lunars, 31 Wheels and a coral necklace.

The necklace is:
CORAL SNAKE
STRE 4; POW 9; CON 8; DEX 9; SIZ 1; TOTAL HPS: 6 -5
Bite[1D4+1Systemic poison potency 12] 75% SR3 -5
Snakes in pit:
WEAPON SNAKES
1) STR 4; POW 9; CON 15; DEX 9; SIZ 3; TOTAL HPS: 13
2) STR 3; POW 11; CON 13; DEX 11; SIZ 3; TOTAL HPS: 11
3) STR 6; POW 7; CON 11; DEX 10; SIZ 1; TOTAL HPS: 9
4) All sword-tailed[1D6+1]* 25% Parry 25% Points 12 SR9.
All move 4

STAKE SNAKES
1) STR 6; POW 11; CON 15; DEX 14; SIZ 1; TOTAL HPS: 13
2) STR 6; POW 11; CON 14; DEX 9; SIZ 3; TOTAL HPS: 11
3) STR 5; POW 12; CON 11; DEX 11; SIZ 3; TOTAL HPS: 9
4) STR 1; POW 7; CON 8; DEX 3; SIZ 1; TOTAL HPS: 6
All had pointed snout, launch up to 10’, [1D6+1]* 25% SR6
All move 4
8. Male

STR: 3; POW: 11; CON: 13;DEX: 12; SIZ: 3. TOTAL HPS: 11
Acid (1D6 potency) 25% 
Bite (1D4) 25% Move 4

9. Female

STR: 6; POW: 11; CON: 15; DEX: 14; SIZ: 1. TOTAL HPS: 13
Off (1) 35% 
Bite (1D4) 25% Move 4
*Foul smelling – eliminates all chance of secrecy for one week.

15. Cupboard

Old secret cupboard, the floor of which is littered with debris plus an ancient skeleton with the skull stowed in.

16. Old Store Room

In amongst hay and rubbish is a mopy bag containing 62 Clacks and a necklace worth a huge caste diamond worth 20 Lunars. Among this mess are 6 rat-shaped and armadillo-like creatures – Rubble Runners:

1) STR: 3; POW: 7; CON: 10; DEX: 13; SIZ: 2. TOTAL HPS: 8
2) STR: 1; POW: 8; CON: 15; DEX: 15; SIZ: 3. TOTAL HPS: 13
3) STR: 5; POW: 11; CON: 10; DEX: 13; SIZ: 3. TOTAL HPS: 8
4) STR: 2; POW: 12; CON: 9; DEX: 15; SIZ: 1. TOTAL HPS: 7
5) STR: 3; POW: 10; CON: 10; DEX: 10; SIZ: 4. TOTAL HPS: 5
6) STR: 2; POW: 12; CON: 3; DEX: 8; SIZ: 1. TOTAL HPS: 1
All bite (1D6) 25% SR10
Defence 10% Move 6

All Rubble Runners
L 2/5 R 2/4 2/6 2/6
2/4 2/4

17. Old Bandit Lair

The room is cobwebby, dusty and rubbish strewn. The secret door in the E wall is a loose slab 6’ above floor level. Amid the rubbish in the SE corner is a broadsword (1D6+1). 15 points left. Also two daggers (1D6) 10 points each. A hook from the hook on the N wall is a composite bow, cuvier and 12 arrows. In bottom of cuvier, wrapped in rags are 2 Wheels. (Roll 1D12 – 1:10 amount of damage taken by bow. 11 or 12, undamaged.

18. Ceremonial Chambers

In the room are two Dwarf thieves, a captain and lieutenant, who are looking for a Dwarf who is a supine on a drunken spree (Odd, see 9):

YURIK
STR: 16; INT: 15; POW: 14; CON: 15; DEX: 10; SIZ: 12
Warhammer (1D6+2) 55% Parry 50% points 15
Small Shield Parry 35% Points 8
Warhammer SR8
Defence 8% Move 6
Scale body, green, open helm, 45 Lunars and 103 Clacks in purse, 3 flasks of wine, one of water on belt.

GARESH
STR: 20; INT: 18; POW: 17; CON: 18; DEX: 12; CHA: 12; SIZ: 8
Morningstar (1D10) 80% Parry 70% Points 12
Shortsword (1D6+1) 70% Parry 60% Points 20
Small Shield Parry 45% Points 8
Morningstar SR7 Shortsword SR7
Defence 15% Move 6
Full chainmail, closed helm, 50 Lunars, 98 Clacks and 1 Wheel in purse, 2 flasks of wine, 2 flasks of water on belt.

The wine is to be used to lure Oddi (see 9) back to camp. If the party are friendly, the Dwarves will warn of the snakes in 14.

19. Lower Sentry Outpost

The secret door to 20 is guarded by a goat-headed humanoid – a Broo. He is immune to all poison and disease, but carries Wasting disease:

PUKEL
STR: 16; INT: 8; POW: 5; CON: 14; DEX: 12; CHA: 2; SIZ: 18
Spear (2D4) 1D6+1D4 35% Parry 35% Points 15
Butt (1D4) 15% Parry 10% Points 14
Spear (2D4) SR14 Butt SR14
Defence 0% Move 9
Cuir, leather limbs, head natural.
* Spear is a sharpened stick with a fire-hardened point.

20. Lair of the Wolf

In the room is the Wolfbrother, Wulf, who is immune to bronze swords, and only vulnerable to flint (pure) metals or magic:

WULF
As Wolf: STR: 22; INT: 5; POW: 11; CON: 11; DEX: 9; CHA: 10; SIZ: 7
Butt (1D6) 1D4 35% 
Bite (1D4) 25% Move 2
Defence 10% Move 12
Total HPS: 10

As Man: STR: 11; INT: 9; POW: 11; CON: 11; DEX: 10; CHA: 10; SIZ: 7
Large Axe (1D6+2) 30% Parry 30% Points 15
Large Axe SR7
Defence 0% Move 8
Track by smell 80% Hide 80% Move Silently 50% Sense Ambush 50%
Being Chatick, Wulf would recognize Francher (see 23) for what he is and would not attack him. In death, Wulf reverts to human form. There is a 50% chance that he will be in human form when first encountered. He has 45 Clacks, 2 Lunars and 5 Wheels in a purse.

21. Old Food Store

Scattered on the floor of this small store room are 3 human corpses, 4 Trolls, 1 trollkin, 4 shortswords (1D6+1), roll 1D20 for each to determine points left, 1 rapier (1D6+1) with 15 points left, 2 daggers (1D6) with 10 points each, a small shield, 2 closed helms, 1 open helm and a full suit of chainmail. Also lurking in the room:

SHADOW CAT
STR: 7; POW: 19; CON: 13; DEX: 19; SIZ: 4
Roll 1D20 for each to determine points left, 1 rapier (1D6+1) with 15 points left, 2 daggers (1D6) with 10 points each, a small shield, 2 closed helms, 1 open helm and a full suit of chainmail. Also lurking in the room:

22. The Shelled Guards

In the room is a 5’ high stone wall roofed with a metal grille and closed off by two locked gates along the key. The key to the gates hangs on a hook on the N wall. Illumination is provided by wicks floating in oil lamps. In the room are two Dragon Slag guards:

SKYNE (One Headed)
STR: 25; POW: 16; CON: 10; DEX: 6; SIZ: 23
Head Bite (1D6+2) 40% Parry SR18
Defence 20% Move 10
Move Silently 60% Ambush 50% Hide 80%
TOTAL HPS: 11

23. The Keeper

Linked in the E wall is a man (Ogre):
FRANCHER
STR: 27; INT: 15; POW: 12; CON: 18; DEX: 13; CHA: 15; SIZ: 14
Weapon (Damage +1D4) 35% Parry 30% Points 20
Weapon SR4+ weapon length Spell SR2
Defence 10% Move 8
TOTAL HPS: 15

24. Lair of the White Wyrm

The gates are locked. Opening them automatically closes and locks the gates at the top of the stairs (22). The key to re-open the door is a legate, winged serpent of a pale grey colour. It will take to the air to attack but owing to a badly healed wing and lack of space to really exercise it will land and fight on the ground after 10 meter turns. It is the White Wyrm:

AURON
STR: 34; INT: 12; POW: 22; CON: 15; DEX: 13; CHA: 13; SIZ: 44
Weapon (Damage 1D4) 50% Points 20
Weapon SR7 Spell SR7
Defence 20% Move 10
TOTAL HPS: 25

Disruption, Dubblade, Healing 6

A round its neck is a ring of gold chain set with silvered 5000 Lunars. In a niche, 10’ up on the S wall, is a small wooden box containing 2 potions of double strength healing, 1 of blade venom potency 9, and 4 scrolls:

Scroll 1: increases constitution of reader by 1 point. It takes 16 weeks to work, each time the scroll is read, 1D6 1-4 the scroll disintegrates. The scroll will disintegrate after the fourth person reads it anyway.

Scroll 2: secret technique scroll giving 10% increase in Broadsword attack and parry immediately. It can only be read twice and then it disintegrates. It can be read twice by the same person for double benefit.

Scroll 3: unreadable due to old age. It requires very careful handling or else it disintegrates. Handler must roll vs. Dex each time scroll is touched.

This scroll is the one which is of value to the Morokhans.

Scroll 4: spell of Coordinated...
The Lil had to survive, it was as simple as that. These creatures had evolved as diminutive beings constantly on the run from larger life forms. From earliest times, these beings had been forced to hide in brambles and tall vegetation of one type or another. As generation after generation progressed and mutated, their hiding places were developed and nurtured into what the Lil wanted.

THE LIL

Hit Dice: 6
Armour Class: 8 (6 when fighting human-sized creatures and 4 when fighting creatures over 2.5 metres tall)
Movement: 3/10
Mental Strength (species average): 14
Intelligence (species average): 17
Dexterity (species average): 18
Charisma (species average): 17
Constitution (species average): 8
Physical Strength (species average): 5

Physical Mutations (as a species):
1. Dual Brain
2. Light Generation
3. Physical Reflection (radiation)
4. Shorter (20 centimetres tall)
5. Wings
6. One variable mutation per being to the good

Mental Mutations (as a species):
1. Empathy
2. Force Field Generation
3. Illusion Generation
4. Mass Mind
5. Telepathy
6. Total Healing
7. Total Resistance to Life Leech

The Lil are beautiful symmetrical human creatures with wings of incredible toughness. They are always found in areas of high vegetation and have only one harmful mutation. They glow brightly in the dark. Whenever the area light intensity falls below a certain candle power, these beings light up illuminating a 90 centimetre area. Because of this mutation, these beings are always most active in the dark period of any day. They often use and develop technology, but are forced to have several members of their race work any given item from the past because of their small size and low strength factor.

The Bramble Paths Of The Lil

This vegetation is always the same from Lil group to Lil group because they take seeds with them from old paths as they are forced to migrate. The brambles are always trimmed to be 6 metres tall and the Lil mould paths out of them that are totally covered by a roof of these brambles that reveals nothing from the air. The paths are always 10 metres wide with the bramble vegetation barriers, for the most part, 36 metres wide. The thin parts of all the barriers are areas where the Lil can quickly pass from one section to another because of the unusual nature of these spots. The Lil Brambles have huge thorns that are razor sharp and will rip all things except metal and hard plastic. Every thin area is exactly like the other patches in appearance, but the thorns are dulled so that they do not cut.

While the brambles have no intelligence, they do have the following traits: when touched by anythings but a Lil, these plants raise up and cluster against the pressure so that the movement into them increases so does the grabbing action of the vines. Every melee turn of forceful contact does 1-10 points of damage to the toucher; amongst the brambles of the roof cover (hidden from view from below or above) are berries in clusters of 10 every 25 metres that restore 1 hit point of damage per berry; every vine in the path wall grows 2-12 metres a day.

The Lil Path depicted is the oldest of all brambles and the Lil living here are the most advanced of all the groups. Every night, they travel about the patch pruning the growth away from areas where they do not wish vines and forcing new growth where they do. All chopped vines are mulched up and placed around the plant bases.

SECTION A: 5 Lil: HP: 35, 33, 32, 28, 25; AC: 8*; M: 3/10, all abilities and mutations are as the species plus all of these guards have electrical generation (3-18 points of damage with a touch). One member in each group has a stun whip (weapon class 6) that has been cut down so that it seems to be a long pole in the hands of the Lil holder.

These groups, in every case, are there to frighten or otherwise chase away beings, creatures, or things that try to enter the area. They attack by casting illusions of hundreds of their number flying all over and touching or diving at the intruders. Those that do not believe the illusions are identified and taken care of by the stun whip. When stunned, all items of technology are carried into the thin part of any path and the throat of the stunned creature is torn out by the teeth of the Lil. If these attacks all fail, the Lil will attack with electrical charges until one group or the other is dead (hoping to do as much damage as possible so that the next set of guards can have an easier time taking care of the strangers).

SECTION B: 1 Blaash: HP: 60; AC: 8; M: 6/15; MS: 6; this giant moth emits 18 intensity radiation with a range of 5 metres. The Lil have hatched this creature here and it cannot move from the small interconnecting path it is on for fear of damaging its wing membranes. It has been conditioned to attack nothing accompanying a Lil.
SECTION C: 1 Horl Choo: HP: 72; AC: 5; M: None; this one fires 1-6 spear fronds every melee turn for 3-18 points of damage each (18 die creature for attack) and each frond has intensity 9 poison tips. The creature has been altered so its senses can detect nothing smaller than a metre. The plant is capable of firing down the long path it is near and up the short path it views.

SECTION D: This is a storage area for the Lil and the section facing the path is designed to move away when pulled. Inside are the following: 56 one kilogram sacks of instant plant defoliant, 32 one kilogram sacks of intensified plant fertilizer, 12 vibro daggers (weapon class 4) doing 10 points of damage per strike, 3 small damage packs doing 6-36 points of damage per explosion, 21 solar energy cells, 64 two metre by 3 metre sheets of duralloy.

SECTION E: 8 Lil: HP: 28, 27, 27, 23, 21, 21, 19, 11; AC: 8*; M: 3/10; all abilities and mutations are as the species. This group uses 2 Laser Rifles (weapon class 13) doing 8-36 points of damage per strike. It takes 4 Lil to use one weapon, and they guard the long path they are near. They will each take 2 shots at whatever comes around the corner at either end and then they will scuttle into the brambles in tunnels they have made until whatever creatures they shot at are either back at the corner of the path they guarded or half way along the other path where they will shoot the rest of their energy beams and hide again (to put fresh power cells in the rifles that they have stored under the brambles and begin the process all over again).

SECTION F: 1 Kai Lin: HP: 60; AC: 6; M: 10; this plant will attack with radiated rays (intensity 12) and if that doesn't kill the being it is attacking (or at least damage it) the creature will use electrical generation for 3-18 points per touch. This creature hides in the ceiling cover and moves with its prey. It only comes down to attack with electricity or feed. The Lil allow it only one pass (destroying all others). They have conditioned it to attack any beings travelling down the middle of the path, but to leave alone beings that walk down the sides.

SECTION G: This is another storage area and it opens towards the V and the Lil. It has the following: 3 hives of bees, written into the ecology bots programmed to prune plants for the Lil; a wicker chest with 400 healing berries; and a wicker chest with 30 each of type of energy cell.

SECTION I: This is the village of the Lil. There are 39 males (not counting the guards), 43 females, and 14 young. These beings all live in wicker huts all over the area. Every hut has the following: a bramble supplied water fountain, a set of poisoned arrows, 3 bows (weapon class 9) doing one point per strike plus the 18 intensity poison damage, a wicker chest of dried fruits, and a wicker chest of clothing (made of spun spider silk).

If the area is entered, the males all create illusions of hundreds of flying Lil while the females and young walk to safety. The thin areas are easily moved by two Lil.

SECTION J: 1 Perth Plant: HP: 10; AC: 4; M: None; it emits random intensity radiation (3-18) for an 15 metre range at all that are taller than 1 metre who come near the plant.

SECTION K: 5 Lil: HP: 33, 32, 30, 29, 20, 15; AC: 8*; M: 3/10; all abilities and mutations are as the species. These are using 3 Mark V Blasters with 2 creatures to a pistol (weapon class 14) and each shot does 7-42 points of damage. These Lil will run 2 shots per melee turn until all weapons are expended and then they will run to small tunnels in the sharp bramble cover to the sides and reload energy cells. They will shoot again after 7 melee turns.

SECTION L: Another storage area with the following: 9 saws, 13 hand axes, 23 solar energy cells, 5 laser torches, 3 torc grenades (doing disintegration damage in a 15 metre range), and 5 fifteen centimetre tall mirrors.

SECTION H: This is another larger storage area with the following: a defense/attack borg (programmed to protect the village in case of surprise); 5 medi-kits, 6 laser pistols (weapon class 13) doing 5-30 points per shot; 3 four litre pots of 18 intensity poison; 2 one litre pots of universal antidote; 3 modified stun whips (weapon class 6); and 99 bows with 20 arrows each geared to the size of the Lil.

SECTION M: a Zeeth patch is planted here. (HP: 100 total, growing in a 10 metre area, it teleports 2-20 seeds for 2-12 points of damage per seed when successfully teleported (20% chance of this happening per seed); it has sensing range up to 9 metres and will not attack anything less than 1 metre tall.

SECTION N: There is a pond filling these 3 hexes and a Keeshin dens here. (HP: 49; AC: 7; M: telekinetic flight; all abilities are at 18, its mental mutations include: telekinesis, telekinetic arm, force field generation, life leech, de-evolution, mental blast, cryokinesis, and reflexion). It will demand a piece of technology from any strangers that come near and attack if not given something. It will gladly talk about the whole patch if given a powered device. The Lil let it live there because it tells stories to their young. It has the following in an underwater cave down in the middle of the pond: 2 laser rifles, 3 stun whips, 1 mark VII blaster rifle, 4 photon grenades, and 32 metal swords. It always attacks with its life leeching power for as long as possible.

Notes For The World Master
1. All items that are taken off of players are placed in the H storage area by the Lil.
2. People that want to “force” their way through the metres thick brambles should be told instantly of the problems involved (damage, resistance, increasing amount of vines, lack of view as brambles cut off vision, etc.).
3. Don’t let people in power armour or cars tell you they should be able to force their way through (these vines are tough!!!).
4. Burning is made extremely difficult by the high moisture content in all vines, leaves, and roots.
5. Little points of light are visible at night from through the outside of the brambles, prompting stories around mutie and barbarian campsfires about vast treasure from ancient times behind the plant walls and also awesome instant death.
6. While the paths are all covered, the leaves of the ceiling area reflect enough light so that all the areas underneath are well lit during the daylight and strong moonlight hours.
7. When the Lil retreat into the briars, their wings mould themselves to their bodies and they always enter the patch from the ground. They are intimately familiar with their patch and they know every thin area for escape purposes.
INTRODUCTION
This adventure takes place somewhere in the hills off the trail between Boldhome and Pavis Rubble. The rich noble Jorthan was captured by trollkin, who demand a ransom of 5,000 lunars. His wife, Illessa, has hired the party to rescue him. She will pay 2,000 lunars for his safe return, or 1,000 lunars for his body.

START
Approach to the trollkin lair is through rolling hills from the east. To the right is a burnt out ruin, about a month old, another burnt out ruin to the left, both partway up their respective hills, and between them is a spikewall of pointed logs about a decimeter in diameter, two meters tall, and with 3 decimeter spacing between the logs. There is a two meter gap in this wall, on the left side. The trollkin main house is barely visible through the wall. Unless the party detect hidden object successfully, they will not see the trollkin guardposts (A & B) on the two hills. If they go through this wall, both will attack at once. If they go round to either side, the guards on that side will attack at once, followed ten rounds later by the others. Roll 1D6; on a roll of 1 someone was smart enough to run to the main house for help. The occupants of the guardposts are:

POST A:
TEENY
RACE: Trollkin SEX: Male
STR: 8; INT: 12; POW: 15;
CON: 10; DEX: 14; CHA: 10; SIZ: 6
MOVE: 5
DEFENSE BONUS: 20%
WEAPONS:
  DH Spear: SR3; Dam: 1D10; Att: 25%; Par: 25%; HP: 15
  Sling: SR1; Dam: 1D8; Att: 15%
SPELLS: Disruption; Healing 1
ABILITY: Hear Noise 35%

POST B:
UGLY
RACE: Trollkin SEX: Male
STR: 16; INT: 13; POW: 13
CON: 10; DEX: 13; CHA: 3; SIZ: 9
MOVE: 5
DEFENSE BONUS: 10%
TOTAL HPS 10
WEAPONS:
  1H Spear: SR5; Dam: 1D6+1; Att: 35%; Par: 25%; HP 15
SHIELD: Medium; Par: 40%
SPELLS: Fireblade (4)
ABILITY: Hear Noise 40%

NERF
RACE: Trollkin SEX: Male
STR: 10; INT: 9; POW: 12
CON: 11; DEX: 10; CHA: 12; SIZ: 10
MOVE: 5
TOTAL HPS 11
WEAPONS:
  Short Sword: SR6; Dam: 1D6+1
  Main Gauche: SR7; Dam: 1D4+1
  DH Spear: SR3; Dam: 1D10; Att: 35%; Par: 30%; HP15
ABILITY: Hear Noise 30%

POST C:
SNERD
RACE: Trollkin SEX: Male
STR: 10; INT: 10; POW: 4
CON: 15; DEX: 14; CHA: 9; SIZ: 9
MOVE: 5
TOTAL HPS 11
WEAPONS:
  DH Spear: SR5; Dam: 1D10; Att: 15%; Par: 20%; HP: 15
  Light Mace: SR8; Dam: 1D6; Att: 15%; HP10
  Sling: SR2; Dam: 1D8; Att: 25%
SHIELD: Small; Par:25%;Arm Pts: 8
SPELL: Countermagic I
ABILITY: Hear Noise 25%

SNOFF
RACE: Trollkin SEX: Male
STR: 11; INT: 11; POW: 7
CON: 13; DEX: 14; CHA: 8; SIZ: 10
MOVE: 5
TOTAL HPS 13
WEAPONS:
  DH Spear: SR4; Dam: 1D10; Att: 25%; Par: 25%; HP: 15
  Light Mace: SR7; Dam: 1D6; Att: 30%; HP: 10
  Sling: SR1; Dam: 1D8; Att: 30%
SHIELD: Small; Par: 30%; Arm Pts: 8
SPELL: Disruption
ABILITY: Hear Noise 30%

The trollkin main house is a two storey, greenwood building partially set into the hillside. It has only one door, and its
only windows are arrow slits. It has a roof of sun hardened clay tile.

Jellessa’s party (see Room 7) raided the trollkin bandits a month ago, and all but she were killed. In ruin lurks her once-bound 10 point, INT 7 spirit waiting to possess a body. It knows mobility and xenohaf 2.

All three ruins (I, II, and III) contain burned bones of both humans and trollkin.

SHAMUS

RACE: Dark Troll  SEX: Male  L  4/6  R
SOCIAL CLASS: Bandit Chief  6/5  6/7  6/5
STR: 15; INT: 15; POW: 18;  6/6
CON: 15; DEX: 14; CHA: 16; SIZ: 15  6/6
HANDEDNESS: Right  TOTAL HPS 17
MOVE: 6
STRIKE RANK BASE: 31 (1 SIZ + 2 DEX)
DEFENCE BONUS: 0%

WEAPONS:
Maul: SR4; Dam: 2D8+1D4; Att: 50%; Crit: 2%; Par: 40%;
HP: 15; Fum: 98%+

Heavy Mace: SR6; Dam: 1D8+1D4; Att: 30%; Crit: 1%;
Par: 20%; HP: 20; Fum: 97%+

Heavy Crossbow: SR2; Dam: 1D12; Att: 30%; Crit: 1%;
Fum: 7%

SHIELD:
Medium; Par: 30%; Arm Pts: 12

SPELLS:
Bludgeon 2; Countermagic 2; Detect Gold 1; Glamour 2;
Mutilmissile 2; Speedart 2; Healing 2

ABILITY:
Sense Ambush 50%; Set Ambush 65%; Eval. Treas. 50%;
Oratory 60%

NOTES:
Speaks Sartar 30%; Lunar 30%; Pavis Trade 50%

EQUIPMENT:
Has a 2pt power crystal and 4 wheels in his pocket; wearing
scalemail and padding and an open helm.

THinker

RACE: Trollkin  SEX: Male  L  1/4  R
STR: 11; INT: 16; POW: 12  1/3  1/5  1/3
CON: 11; DEX: 12; CHA: 14; SIZ: 10  1/4
MOVE: 5  1/4  1/4
WEAPONS:
Carving Knife; SR7; Dam: 1D6; Att: 25%
HP: 10

Club: SR6; Dam: 1D6; Att: 30%; HP: 20

Thrown Plate: SR3; Dam: 1D2; Att: 20%

SHIELD:
Small (Chair); Par: 15%; Arm Pts: 5

SPELLS:
Healing 4; Darkwall; Disruption

NOTES:
Speaks Pavis Trade 60%; Stormtongue 40%

CLUMSY

RACE: Trollkin  SEX: Male  L  1/4  R
STR: 12; INT: 12; POW: 8  1/4  1/5  1/3
CON: 11; DEX: 3; CHA: 15; SIZ: 8  1/4
MOVE: 5  1/4  1/4
WEAPONS:
Meat Cleaver: SR6; Dam: 1D8; Att: 15%
HP: 15

Pot Full of Stew: SR3; Dam: 1D6; Att: 20%;

Thrown Pan: SR3; Dam: 1D6; Att: 15%

SHIELD:
Small (Pot); Par: 15%; Arm Pts: 5

SPELLS:
Glamour

Room 3: Storeroom. Its arrow slits are fastened shut. It contains weak beer and mouldy bread and cheese. Half a goat is also here. There are some half-fletched arrows at the south end, and at the middle of the west wall is a sack, half empty, of seed grain worth 10 lunars a kilo. There are 20 kilos salvageable.
Room 4: Strawroom for mules. A dark, dank room with a pile of loose straw and some horseshoes. A very small gorp hides in the straw: 10 hit points, 9 power points, does 1D6/hit.

Room 5: Common sleeping room for the trollkin. Contains Winner, Loser, and Fool, who are gambling with dice worth 5 lunars, and have 50 lunars in piles on the middle of the floor. There are 3 selfbows and 60 arrows racked on the walls, but no armour. It is a semi-basement to house.

**WINNER**
- **RACE:** Trollkin **SEX:** Male
- **STR:** 13; **INT:** 14; **POW:** 9
- **CON:** 12; **DEX:** 12; **CHA:** 10; **SIZ:** 13
- **MOVE:** 5
- **DEFENSE BONUS:** 5%
- **WEAPONS:**
  - 1H Spear: SR5; Dam: 1D6+1; Att: 15%; Par: 20%; HP: 15
  - Shortsword: SR7; Dam: 1D6+1; Att: 30%
  - Selfbow: SR3; Dam: 1D6+1; Att: 25%
- **SHIELD:** Medium; Par: 20%; Arm Pts: 12
- **SPELLS:**
  - Healing 1; Paddling (2)

**LOSER**
- **RACE:** Trollkin **SEX:** Male
- **STR:** 10; **INT:** 6; **POW:** 15
- **CON:** 11; **DEX:** 13; **CHA:** 12; **SIZ:** 10
- **MOVE:** 5
- **DEFENSE BONUS:** 5%
- **WEAPONS:**
  - 1H Spear: SR5; Dam: 1D6+1; Att: 25%; Par: 20%; HP: 15
  - Shortsword: SR7; Dam: 1D6+1; Att: 15%
  - Selfbow: SR2; Dam: 1D6+1; Att: 20%
- **SHIELD:** Medium; Par: 20%; Arm Pts: 12
- **SPELLS:**
  - Countermagic 1

**FOOL**
- **RACE:** Trollkin **SEX:** Male
- **STR:** 11; **INT:** 4; **POW:** 11
- **CON:** 11; **DEX:** 11; **CHA:** 11; **SIZ:** 11
- **MOVE:** 5
- **DEFENSE BONUS:** -10%
- **WEAPONS:**
  - 1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 20%; HP: 15
  - Shortsword: SR7; Dam: 1D6+1; Att: 20%
WEAPONS:
Lance: SR4; Dam: 1D10; Att: 70%; Crit: 3%; Imp: 17% HP: 15; Fum: 98+% Handaxe: SR3; Dam: 3D6; Att: 50%; Crit: 2%; Imp: 12% HP: 50%; Fum: 98% Broadsword: SR5; Dam: 1D8+1; Att: 60%; Crit: 3%; HP: 30%; Fum: 98% Selfbow: SR1/7; Dam: 1D6+1; Att: 60%; Crit: 3%; Imp: 15%; Par: 5%; HP: 6; Fum: 98%+

SHIELD:
Small: Par: 60%; Arm Pts: 8

SPELLS:
Healing 6; Dispel Magic 6; Dispel Spirit; Demoralize; Disruption; Harmonize; Glamour; Spirit Binding; 1Pt Small Water Elemental; 1Pt Small Saltamander (from Oakfed); 3Pt Divination; 3Pt Modify Moon (Makes it equal to dark of moon; returns wearer to human form.)

ABILITIES:
Sense Ambush 50%; Set Ambush 60%; Climbing 30%; Oratory 60%; Riding 85%; Tracking 50%

NOTES:
Follow Trail 50%; Read Pavis Trade 90%; Sartar 60% - Spoken Only; Lunar 15% - Spoken Only; Spirit Tongue 60% - Spoken Only; Dark Tongue 10% - Spoken Only

EQUIPMENT:
Her armour, if she gets it put on, is cuirboilli with one point of padding: Armour 4.

JORATHAN
RACE: Human SEX: Male
SOCIAL CLASS: Lunar Noble L -5 R -5
STR: 14; INT: 16; POW: 12
CON: 14; DEX: 12; CHA: 12; SIZ: 14
HANDENESS: Right TOTAL HPS 15

STRIKE RANK BASE: 3(2 SIZ + 3 DEX)

WEAPONS:
Greatsword: SR6; Dam: 2D8+1D4; Att: 50%; Crit: 2%; HP: 50%; Fum: 98%
1H Sper: SR6; Dam: 1D6+1D4; Att: 50%; Crit: 2%; HP: 20%; Fum: 98%
Curved Flail: SR6; Dam: 1D8+1D4; Att: 60%; Crit: 2%; HP: 20%; Fum: 98%

SHIELD:
Medium: Par: 50%; Arm Pts: 12

SPELLS:
Healing 4; Countermagic 3; Glamour; Disruption; Blade sharp 2

ABILITIES:
Eval. Treats. 80%

NOTES:
Speaks Lunar 95%; Dark 40%; Pavis Trade 60%; Alchemist Associate; Guild Member. Is member of a trade family — they have a royal franchise.

EQUIPMENT:
His armour, if he gets it put on, is ringmail with one point of padding: Armour 5.

Room 8: Shamus’s private quarters. The door is concealed, but poorly, +15% on detect hidden object. It contains a large bed, an ornate dining table, an extra coat of scale armour, a small brazier with warm coals, clothing, etc. It also contains Stiletto, the ogre who is Shamus’s lover, and the brains of the outfit. She is wearing a necklace worth 600 lunars, and has a 2-point power crystal.

Hidden under loose flagstones in the floor are a flask with a sleeping drug (for mixing with victim’s food), 204 doses good for 12 hours each, and a chest containing a snake (12 HP, 30% bite 1D4+1D6 blade venom, SR10, 30% defense) guarding 68 wheels and 3,200 lunars.

STILETTO
RACE: Ogre SEX: Female L 5/6 R 5/6
STR: 15; INT: 17; POW: 18; 5/4 5/7 5/4
CON: 14; DEX: 16; CHA: 16; SIZ: 13 5/6
HANDENESS: Right 5/6 TOTAL HPS 16

STRIKE RANK BASE: 3(2 SIZ + 1 DEX)
DEFENSE BONUS: 0%

WEAPONS:
Dh Club: SR5; Dam: 1D12+1D4; Att: 30%; Crit: 1%; HP: 30%; Fum: 97%
Long Dagger: SR6; Dam: 1D6+1D4+1BV; Att: 50%; Crit: 2% HP: 12%; Par: 30%; HP: 15; Fum: 98%

SHIELD:
Small: Par: 30%; Arm Pts: 8

SPELLS:
Bladesharp 2; Detect Enemies 1; Disruption 1; Healing 5; Shimmer 2

NOTES:
Speaks Sartar 10%; Lunar 30%; Pavis Trade 60%; Alchemist Skill is blade venom 2; natural skin armour 5 is her chaotic power, plus dismiss elementals.

EQUIPMENT:
Has a 2 point power crystal, a necklace worth 600 lunars and a wheel and 50 lunars. Wants to join cacodemon cult. Has a vial of 3 doses of blade venom 2.

She wears no armour, and looks harmlessly unprotected (aside from her weapon).

ALTERNATIVE MAP FOR JORATHAN’S RESCUE SCENARIO
Or, ‘How to run the same scenario twice with some of the same people and get away with it.’

This is set up to eliminate the initial fight with the trollkin guards in the first version, but to provide for two fights, one going in and one going out. The party gets a chance to sneak in and overcome Sleepy, the guard in the first cavern (Room 1 in the scenario key). If they fail, he’ll flee in either direction (choose randomly), and the party can either chase him and take on the trollkin on that side only, or go the other way and get trapped between the trollkin on the side they went to and those on the other side, returning with Sleepy to deal with the invaders. Assuming the party is smart and chase Sleepy, they will fight their way into the first cave (5 or 9), which are trollkin sleeping rooms, each of which has three trollkin in (5 as described in the scenario, 9 with the first three from the guardposts). When the fight starts there, the inhabitants of the next room will come in (2 as described in the scenario, 3 as in the scenario, except it contains Stiletto and the remaining three trollkin from the guardposts). Note that rooms 2 and 3 have secret doors leading to room 8, which is Shamus’s sleeping room as described in the scenario. Room 7 is the prisoners’ room, as described in the scenario, with a door on each end that the party can open with the keys that Shamus and Stiletto have, or must force open. After the party has rescued the prisoners, they can go out the other door, or back the way they came (which is more likely). If they keep going, they will run right into the other half of the bandits. If they go back out the way they came, they will have to fight their way out of room 1, which will then have the rest of the bandits in it, trying to figure out what happened to Sleepy.
A BAR-ROOM BRAWL
~D&D STYLE

by Lew Pulsipher

At Games Day III Nick Slope entertained me with an account of a bar-room brawl he had refereed using some western gunfight rules. It occurred to me that a similar “adventure” based on Dungeons & Dragons rules could be devised, and Dragonmeet 1 in August 1978 gave me a chance to try it. I borrowed from Nick the idea of giving each ready-made character a special objective to add to the usual experience point goals, and the game proved rather popular! For those of you who would like to stage your own D&D bar-room brawl, here is a description of the game. (The board, tokens and character cards are provided in the centre spread which can be pulled out, mounted on card, and cut into individual components. The game can be visually enhanced by using miniature figures for all the characters instead of the tokens.)

Preparation

The referee should place the accessory markers on the board in the following positions (indicating hex or part of hex on the balcony):

- Tables: C3-4; C15-16; D7; D10; D13; G9; G12; G15; H19: J8.
- Chairs: C2-3; C6; C7; C9; C10; C12; C13; C16-17; D6; D8; D9; D11; D12; D14; E7; E8; E10; E11; E13; E14; F8; F9; F11; F12; F14; F15; G8; G10; G11; G13; G14; G16; H9; H10; H12; H13; H15; H16; H19-20; J7.
- Beds: A1-2; A15-16; E3-4; E17-18; G4-5; G18-19; I5-6; K20-21.
- Water Buckets: A3*, A17; K10; K18.
- Potted Plants: B11; C5; G6*; J17 (on bar); J18*.
- Torches: B8; B13; E6; I17; K10.
- Sand Buckets: B8; E15; F7; J18*; K18.
- Small Cauldrons of Hot Stew: both on K6 (hanging over log fire).

Setting the Scene

First, the referee describes the scene to the players and gives each of them one of the 15 character cards (with all the information concerning personality, movement, AC, etc.) and the corresponding numbered play token (see centre spread).

The board is a hex-grid plan of a tavern in a relatively shunned area, but could be in a city (beware the watch!) or elsewhere. The ground floor is stone-built; the upper floor is of timber, including the bedrooms which open off the balcony. The balcony itself runs around three sides, going up the doorway (the only place where tokens can move under the balcony). Its floor is 8 feet above ground level. The chandeliers, 10 feet high, are connected via rope and hooks to a fastening behind the bar from which they can be raised or lowered (or cut down...). The players place their figures standing at the bar or seated at a table. A seated character should be placed on a chair marker rather than beside it.

The non-player characters controlled by the referee are as follows:

1. Minstrel (a weak form of bard): 2nd level; 6 hits, AC6, neutral, female, bracers of defence AC6, starts - E12. Has a pet monkey (starts - D12) who collects money, and a dagger.
6. Merchant’s bodyguards: 5 hits each, AC7, sword, start - C12 and D14.
7. Ogre: 19 hits, AC5, size L, club for 1-10, 3 hexes. The giant rats summoned by the wererat have 1, 2, 3, and 4 hits, damage 1-3, AC7, 4 hexes. All the non-player characters except the ogre move 4 hexes per round.

The appearance of each figure is described to the group and then order writing begins.

How To Play

The referee should keep a separate list of the important factors such as speed, AC, hit bonus, and alignment, using the number identification. Players write their orders on separate sheets with the identification at the top. The referee writes the orders for all non-player characters. The orders are read in numerical order each turn, though all actions are considered to be simultaneous. A move of one square is indicated by writing the grid reference. Facing is indicated by a circled grid reference. Players can also write simple orders such as “follow the elf”. There are two order sessions each melee round, one for movement and a second for combat. Only one figure is allowed in a hex in most circumstances.

Otherwise standard D&D rules and common sense are used. If an unusual event like a falling chandelier or thrown chair occurs, the result should be figured as seems logical in the circumstances. This applies to movement of non-player characters as well. The ogre listed last among the characters was designed to appear at the door if things slow down too much.

Previous Incidents

The Dragonmeet games lasted three hours and were quite tiring to referee. With fewer players, or with first level characters or more forceful magic, the game would last a shorter time. Anyone who wants to run a game can make up his own characters and objectives if any of the players have read this.

I ran the brawl twice, the first a playtest with only five players including myself (3 characters each). It would be too much to describe an entire brawl, but some incidents are worth describing. For example, to begin the first brawl the monk leaped over the bar and killed the bar-keeper’s daughter. At the same time the female barbarian walked over to the elf MU and asked why he was ruining her dinner. She then drew her sword but hit only air, and the elf managed to charm her. He told her to give him the sword; when she complied he grabbed it and died, having received 6 hits owing to the difference in alignments!

Later the same lass, now recovered, levitated and cut down a chandelier right on top of the druid. But he managed to get out alive despite being in a melee at the time. No one tried to swing on a chandelier, unfortunately.

In the second brawl our female friend began by grabbing her chair while levitating. She climbed over the balcony rail, threw the chair at someone, threw a plant at someone else, and then shot her bow at anyone in sight for the rest of the game.

The evil cleric and man-hating female MU began in adjacent chairs in the first brawl. Naturally, considering his objective, he propositioned her; she set her dog on him. The cleric was luckier the second time. He propositioned the female assassin, who offered to “do it” for 100 g.p. They went into the kitchen and after a time she tried to stab him as he pushed her out the door and blasted it.

The gnoll was a prime target for the dwarf’s hammer. But the dwarf died, and the gnoll’s armour began to heat up (nasty druid); so he climbed over the bar and poured a bucket of water over himself before returning to the fray.

Oh, well, at least nobody ordered a glass of milk. Now that’s the way to start a bar-room brawl!
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A Place in the Wilderness

by Lew Pulipher

This set-up, which is based on Jack Vance's excellent (Hugo-winning) novel The Dragon Masters, may be incorporated into your wilderness. It is not, obviously, a place to be encountered by low-level adventurers, but what level the party ought to be depends on how powerful magic is in your world.

Briefly, the descendants of human survivors of a lost space war on a barren planet have managed to capture some members of the lizard-like race which apparently won, and have bred the lizards into creatures which fight for them — the dragons of the title. (I have reduced the abilities of the dragons slightly while reducing the numbers tenfold.) The lizard race return to the planet looking for slaves, and they have specially bred humans who fight for them. The aliens' spaceship is not included because it would be too powerful. I would not use the pellets and beams in my campaign because highly sophisticated scientific weapons are not allowed, but the characteristics are included for those with different views.

This is a human settlement, alignment as referee desires but accustomed to fighting, in a fairly rocky area with just enough arable land around to support the population of 50 raddle at arms, 10 various specialists (including dragon trainers and breeders), 8 heavy armoured horsemen (who ride "spiders" or move on foot), one sixth level fighter chieftain, 80 women, and 160 children and old people. The people live in caves and tunnels in a cliff, somewhat like American Pueblo indians. The dragons live in caves lower down, including breeding areas and outdoor corrals. They become nervous at night and are usually put inside.

The primary treasure is dragon females and, if they aren't killed, the men who know how to handle and breed dragons. There is also a cache of precious metal and stones as the referee thinks appropriate.

In the book there are roughly five male dragons per female. Given the reduction in numbers here, assume one female of each type except termagants, two. Females normally do not fight but are capable of it. Life span of a dragon is about 35 years, maturing after, say, 5 years. The last column of the characteristics chart gives the number of viable eggs per clutch. Females clutch once per year. To determine what young dragons are present, consider what viable eggs were clutched in the past five years, with 20% chance that an egg will be female.

Dragon eyes (and perhaps tails) slowly regenerate (like a lizard's). They generally are not intelligent. All have soft bellies, AC8; it is difficult to tell from the books, but the bellies seem to be hard to get at whether the dragon is on two feet or four. A spider is a substitute for a horse. Termagants are rather smaller than men, active and fairly intelligent. Blue Horrors are larger, quick, fairly intelligent, furious. Murderers are not intelligent; striiders are tall, longhorned ones heavier and lower to the ground. Fiends are immensely strong and low to the ground, low enough to run underneath Juggers, which are ponderous and huge. The different breeds were developed more or less in the order listed, each breed being the ‘answer' to the one before.

The referee can, of course, increase the number of dragons while maintaining the same proportions. In the book there were about five communities of this type within 10-20 miles of each other. For more background information I suggest you read the book, available in paperback.

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<th>Viable Eggs</th>
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<tr>
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<td>Name</td>
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<tr>
<td>5</td>
<td>Spider</td>
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<tr>
<td>12</td>
<td>Termagant</td>
<td>1+1</td>
</tr>
<tr>
<td>4</td>
<td>Blue Horror</td>
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</tr>
<tr>
<td>3</td>
<td>Striding Murderer</td>
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<tr>
<td>3</td>
<td>Longhorned Murderer</td>
<td>3+2</td>
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<td>2</td>
<td>Jigger</td>
<td>7</td>
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<tr>
<td>2</td>
<td>Fiend</td>
<td>5</td>
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<table>
<thead>
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<th>HUMANS</th>
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<tbody>
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<td>Name</td>
<td>Hit Dice</td>
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<tr>
<td>Heavy Trooper</td>
<td>2</td>
</tr>
<tr>
<td>Weaponner</td>
<td>As normal man</td>
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</tbody>
</table>

The heat beam is a hand weapon — roll for a hit as against AC9 regardless of target's armour class. At range 6/9/12 inches does 3-18/2-12/1-6 damage. Explosive pellet guns are manned by weaponners. Each pellet equals an 8 dice fireball.
Lair of the Demon Queen

A difficult but rewarding section of the Greenlands Dungeon

by Don Turnbull

The entrances to the Lair are marked A on the diagram below. Not far from the entrances to the section, the passages straddle four identical rooms. These are marked B. Each has a door but has an arrow slat at each end through which missile weapons and the like may be fired at passers-by. These rooms may be inhabited by guardians of the Queen’s lair — say evil elves which fire arrows at an intruding party. My choice of occupant, however, was the Disenchanter (one in each room). This is one of Roger Musson’s creations and has the purpose of keeping magic low while not injuring player-characters. It is ACS, 5DB, 12’ move, 1–2 appearing and its attack is special. It is able to drain magic from magical items by using its long snout rather like a vacuum cleaner attachment which, in this setting, it sticks out through the arrow slits. Dead Disenchanted are teleported out and replaced by whatever power it is that runs this section.

The passages then go their separate ways, leading finally into opposite ends of the same large hall of white marble, marked C. This hall has a high (30’) ceiling and is illuminated by five magical torches in stands, as shown on the diagram. These torches have unusual properties; they will not light anything else (so oil thrown at them would not burn, for instance) and will extinguish if removed from the holders (which are 6’ high, fixed to the floor and made of stone), relighting automatically when replaced. Two of the stone stands are hollow and contain treasure. In my case the treasure was in the form of scrolls, but gems would fit comfortably, as indeed would any small guardians like poisonous spiders, DNA monster etc.

There is an altar of black marble in the centre of the hall; fixed to its top surface are two wooden candlesticks (no candles) in the positions shown. Black drapes cover the west wall. Behind them, steel plates initially close the four 5’ openings.

A large statue dominates the hall from its position at the centre of the east wall and immediately over-standing the altar. Behind it, the secret door is concealed by its bulk and cannot be seen unless the statue is moved. The statue is a clerical figure in a black robe, with outstretched arms and standing 20’ high. In place of the statue’s head there is a large skull, partially hidden by the hood; each eye is a ruby worth 400GP. At this stage, anyone touching the statue, including the rubies, is given a 2D10 electrical shock (in the form of an electrical arc, so there is no advantage in insulating one’s hand — the touch merely sets off the arc).

As soon as any character crosses either threshold, the statue speaks in benign tones:

“Come in — come in — you are quite safe so long as you don’t touch me. Gather here, in front of the altar where I can see you and I will tell you some of my little secrets. Do not be afraid — I mean no harm”.

The Magic Mouth spell which causes the statue to speak has a repetition device so that the statue repeats this message from time to time until there are six characters standing in the shaded area to the west of the altar; the weight of these people shuts off the first Magic Mouth spell and starts a second, after a short pause:

“Good. Now let me tell you something you will find useful and interesting. I know why you are here, and I do sympathise, but there is a lot of treasure to be found and I must not make it too easy for you. I will say what I have say once, and once only. Listen to it carefully, for afterwards I will be silent.”

The second Magic Mouth spell comes to an end and a third takes over. The statue speaks the following lines slowly and clearly:

“In pause of time beyond these words I speak to thee
Ponder them clear, for short is time to be
Every meeting with the Lord is ended on another plane.
But though ye may abhor this meeting I arrange
Vantage must lie in that encounter strange
Lest gold and silver treasure which ye seek would fail
Be far beyond thy might combined to me displacce.
Rotate the wheel near that which spits thy face
And then the power is thine to move my bulk aside.”

A short pause, then the statue continues with the second verse:

“Pursuit of jewel treasure drives thee on to take
My seeing means, but shocks thee will awake
Lest dexter member accident approach. Prefer
Ye steel which bars the way behind removed? Then take
Sinister member in like way, but quake
For feeding off man’s soul the guardian slavers deter
Beyond these wretches hide the forms of mortal man
Living in death, but guarded from them can
The reader of parchments naeth the southern hide.

(I hope the reader will discover the meaning of this doggerel from the description which follows! It is — if they can remember it and sort out what it means, an accurate series of clues as to the actions the party should take. Incidentally, the reference to the last line was formed by the ‘hide’ in one of the southern torch-holders, accounts for my inclusion in that location of a Scroll of Protection against Undead. Pretty obvious, really, when you sort out the deliberately flowery language, but you have time to read it — they could only listen).

Despite what the statue said in the second Magic Mouth spell, the statue repeats the verses after a short pause; then another pause, then another repetition of the whole thing. However on the last line of the third reading the floor in the hall in front of the altar turns to be made of stone, relighting automatically when replaced. Two of the stone stands are hollow and contain treasure. In my case the treasure was in the form of scrolls, but gems would fit comfortably, as indeed would any small guardians like poisonous spiders, DNA monster etc.

My choice of monster for the under-floor pool was a Water Naga, but a Giant Snake would do if a Naga was felt to be too powerful. Water Nagas are ACS, 7–8DB, move 9”/18”, 1–4 appearing and in addition to their poisonous bite doing 1–4 damage, they are able to employ magic spells of 5th level ability (except fire). I ruled that the Naga got surprise in the first melee round, though it would not be able to use a spell. In the second melee round after the characters have arrived from above, the Water Naga was reinforced by a second which attacked from the mouth of a narrow tunnel (3’6” square) leading under the altar. This tunnel is dark and has water about 18” deep along it (the same depth as the water in the pool); it leads under the statue where it widens out into a small cave. High on the east wall of the cave, just under the floor of the main hall, is a dial, and below it a control wheel. The dial is
graduated from 120 to 400 in intervals of 20 and turning the control wheel will move the pointer, initially at 400. This indicates the number of strength points required to move the statue aside — the only way of revealing the secret door in the east wall of the hall.

If the left candlestick is pulled, the steel shutters slide up into the ceiling, revealing (when the shutters are pulled aside) four narrow passages each of which goes down a few steps to tombs behind secret doors beyond. When the shutters slide up, the guardians of the tombs emerge from the passages and attack. I chose Soul Seeds (invented by Nicolai Shapero) as the guardians — one in each passage. These are non-corporeal beasts which, when they hit, drain one point of the victim except charisma, the effect lasting 2–12 days. They are 3DB+1, AC6, move 12” and 2D12 appear. If constitution is reduced to zero, the victim dies and cannot be revived; if strength is reduced to zero, the victim dies but can be revived by Raise Dead Fully (which only has the effect of Raise Dead); if intelligence is reduced below 3 the victim cannot attack or defend, and if reduced to zero the victim suffers amnesia for 11–20 days; if dexterity is reduced below 3 missile weapons may not be used, and if reduced to zero the victim has 50% chance of hitting himself during melee. If wisdom is reduced to zero, it simply remains at zero. They are affected only by magical weapons and attack once per round.

Clearly, other guardians — less or more powerful — could be used, though thought will have to be given to ‘balance’ — balancing these beasts with the Undead and the treasure in the tombs beyond.

The tombs, marked D, can be designed to suit the taste of the DM. Each will contain a member of the Undead class and some treasure. In my case the Undead were pretty powerful but the treasure in the tombs was excellent and contained a number of useful magical items. In particular, I left a few scrolls around with Cure Serious Wounds spells — the least I could do in the circumstances. The richest pickings of the area, however, are reserved for room E behind the secret door to the east and concealed by the statue. This room is furnished as a sumptuous feminine bedroom — the inner boudoir of the ‘Queen’ herself. The large bed by the east wall contained a sleeping woman who awakens slowly when the door is opened. She rises languorously, gets out of bed and screams as she approaches the party.

The Demon Queen is in fact a Banshee — the creation of Tom Wright. It is AC5, 4DB, 9” move, 1 appearance. It attacks with a bite each round doing 1D8 damage if successful. It looks like a weird green woman with long hair, vacant eyes and a screaming mouth. It is 50% magic resistant, cannot be slept, charmed etc. (In this respect like Undead), cannot be turned and can only be hit by magical weapons. It becomes invisible (though the one I made into the Queen couldn’t). Its scream causes all those nearby to it to save against fear (-2 on saving rolls) every melee round; if a character doesn’t save, he doesn’t flee but lies on the ground shrieking and generally incapacitated while it bites him. The creature also has one other dreadful characteristic — until it has killed someone, it cannot be harmed in any way (since it appears traditionally as a precursor of death — there’s a time paradox resolved?). If it kills someone who regenerates, and is then killed itself, there is a chance it, too, will regenerate.

So whatever happens, at least one person in the party will die before the Banshee can be killed, and the necessity to save against fear every melee round probably means the death of a few others as well.

The treasure (in a box under the bed) was of course very rich. In my room there were coins, gems and jewellery worth a total of 8,300 GP and two very powerful magical items — a Ring of Three Wishes (full, untarnished wishes, of course) and a Rod of Rulership. When added to the treasure elsewhere in this area, the total GP value was 13,700 and there were three scrolls, a Potion of Heroism, a good book and a dozen other pretty good magical items (plus a crooked sword just to add spice).

I do not, of course, commend this area as suitable for low-level parties. I should have thought a party needed around ten characters of mixed type with total experience level of 70 or above to tackle it. And if they are to make much sense of the poem, there need to be some quite intelligent players. However, if you never get to meet the Demon Queen, count yourself lucky . . . . . . . .
**MODULE 1: Introduction**

The briefing is conducted by Raul Meltier, Head of the Imperial Combined Standard Tactics Unit B44, and by various special officers in a nontransparent, underlying fashion somewhere on Regna Solar. In the briefing, the FBS from being a representative branch of the IG5 responsible for briefing and making recommendations on measures taken by planetary governments to find and stop suspects of illegal activities which take on all manner of underground jobs the Intelligence would rather not advertise.

Meltier then commences the briefing by describing the disappearance of the fugitive, the Imperial's suspicions of the disbursement of the Investigation, and the subsequent investigations. He then presents their conclusions:

**HEDON TAIKAN**
Aggreg Unit, Force Leader, Force Commander, OCS, Command C2.3

**FRANCISCO SISI**
85702

**ANTHONIO FLEETHER**
19487

**GERARD NOURDIE**
56755

**AUGUSTO KASS**
32882

**LUCAS MAGNITHE**
57397

**STANIS BOURNE**
45889

**HEDO MORENO-JORDAN**
33293

**CHARACTER SKILLS TABLE**

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**Notes on Skills Table**

1. In this scenario, training skill requirements are both the usual 1 point and 2 points. (See end of Module 2 for more detail.)

2. The new 60-point limit is the same as for normal training. Please refer to the character sheets for details.

3. All skills acquired by someone or another of the characters' service. All training has been given. This does not mean they will be used in this scenario.
CHAPTER 1: The Traveler's Guide to Officially Unofficial Terrain

The Traveler's Guide to Officially Unofficial Terrain is a comprehensive reference manual for those interested in exploring the vast and diverse landscapes of the Traveller universe. This guide provides detailed information on various types of terrain, including cities, wilderness areas, and other uncharted regions. It is an essential resource for any traveler looking to navigate the complex environments of the Traveller universe.

Part A: Introduction to Officially Unofficial Terrain

1. Overview of Officially Unofficial Terrain

Officially Unofficial Terrain refers to areas that are not officially recognized by the Galactic Administration but are still inhabited or traversed by individuals. These areas often contain unique and challenging environments that offer both opportunities and dangers to travelers.

2. Map of Officially Unofficial Terrain

The map provides a visual representation of the various areas covered in this guide, allowing travelers to plan their routes and explore the terrain more effectively.

Part B: Detailed Information on Specific Areas

3. City of Despair

City of Despair is a bustling metropolis on the outskirts of a distant planet. Known for its crime-ridden streets and corrupt authorities, the city is a hub for criminal activity and a popular destination for thrill-seekers.

4. The Wastelands

The Wastelands are a desolate region filled with abandoned structures and scavenging parties. Travelers must be prepared for harsh conditions and potential encounters with hostile groups.

5. The Forgotten Forests

The Forgotten Forests are a dense area of ancient trees and hidden ruins. Exploring these forests requires special equipment and a good understanding of the local flora and fauna.

Part C: Tips for Exploring Officially Unofficial Terrain

6. Safety Precautions

Travelers should always be aware of their surroundings and take necessary precautions to ensure their safety in unknown environments.

7. Communication

Effective communication is crucial when exploring officially unofficial terrain. Travelers should establish communication plans with others and keep track of their movements.

8. Equipment

The right equipment can make all the difference when exploring officially unofficial terrain. Travelers should ensure they have the necessary gear to handle various situations.

9. The Ethical Dilemma of Exploitation

Ethical considerations should be taken into account when exploring officially unofficial terrain. Travelers should consider the impact of their actions on the local ecosystem and community.

Appendix: Additional Resources

10. Further Reading

This appendix includes a list of books, articles, and other resources that can provide additional information on officially unofficial terrain.

11. Glossary

A glossary of terms commonly used in the context of officially unofficial terrain.

Back to the table of contents.
GRAKT'S CRAG

by Will Stephenson

An AD&D Mini-Module for experienced players with characters of 3rd level. A total of 7–8 player characters is recommended.

Background (for DM only)

Grak'ts Crag contains the tomb of the long-dead King Grakt and his Queen. The tomb was hidden and betrayed to plunderers, and theft by tomb-robbers, who might have been attracted by the King's treasure which was buried with him.

About a year ago the nearby village was visited by Tasmus, a polymorphed ogre mage, and his companion Krub, an exceptionally stupid human hulk, who had heard of the tomb.

Ascending the old path to the Crag, south of the village, Krub tunneled the hole, mentioned below in the Players' Introduction, into the tomb (1). The two penetrated as far as the elevator crypt (11–16) which Tasmus deemed too dangerous to try. Exiting the Crag, they went around to the south face, where Krub dug another tunnel (26), this time reaching the tomb itself, at which point Tasmus decided to kill Krub, but was maimed himself in the fight, losing some of his powers.

Tasmus has a natural fear of other spellcasters, and has either imprisoned or killed any magic users or clerics who have ventured to the Crag, using the bodies to feed fighters or thieves, whom he prefers to enlist as additional guards, if they are evil and able.

DM’s Notes

1. MM denotes the monster is described in TSR's Monster Manual; DMG denotes the item is described in TSR's Dungeon Master's Guide.

2. Numbers in brackets are cross-references to other rooms.

3. Tasmus and Krub excavated features 1–8 and 21–28. The walls are rough and slippery, with the occasional claw-mark. A dank, moldy smell prevails and the temperature is slightly warm.

4. Features 9–20 are original parts of the tomb. Walls are smooth but non-slippery and cracked; the temperature is moderate to cool; and there is a stale odour.

Players’ Introduction (to be related by the DM)

The party have met at an inn in a small village to the north of Grak’ts Crag, and are exchanging yarns of their adventures when the innkeeper overhears them, and in the course of the ensuing conversation he will tell them the following:

That in the days of the ancient and powerful Empire of Colos, Kings were buried with their treasure in hidden tombs to prevent defilement. One such tomb is rumoured to be Grak’ts Crag. There is said to be a hidden entrance to it; an old disused path runs up the side of the Crag.

Last year a man named Tasmus arrived with a strange and bewildering creature; he stayed for a short while at the inn, then left. He has not been seen since, nor has his beast. Shortly after he left, a hole appeared in the side of the Crag by the disused path.

Many adventurers have climbed the path, which is no longer safe, being prone to subsidence; none have returned, although occasionally pieces of rotting corpses or bones have been found nearby.

Occasionally, a goat-herd or similar person will disappear on the Crag; further, some months ago a merchant caravan disappeared near the Crag.

General

Unless otherwise specified, rooms and corridors are 10’ high.

1. Just by a part of the old path which has crumbled in a landslide is a crude arch, with a passage leading into the Crag. As the last member of the party enters, a magic mouth activates, which says: "Die, foolish ones!" in Common, and laughs mockingly. The laughter slowly fades as the spell discharges.

2. In the centre of this room is a pit, 20' deep and stretching across the entire width of the room. The walls and floor of the pit are covered in patches of green slime (AC9; 2DB; Att flesh/wood/metal; only certain attack forms harm) (MM), about 20 of them. The pit is covered by a grille formed of 6’ thick wooden beams, spaced 2’ apart. Anyone touching the central 10’ by 30’ portion of this grille sets off a trap which fires a lightning bolt doing 3d6–2 damage. This bolt will come from either the north or south wall (50% chance of either) and traverse the room horizontally. It is not powerful enough to destroy magic items.

3. On the floor of this room is a faded mosaic depicting a devil hurling enemies about. The right eye is a 2’6” diameter fire inside a ring of dark stone. The ceiling appears to be 30’ high, but this is an illusion; normal matter can easily pass through it, and players enquiring about the outlet for the smoke may notice that it goes straight through the "ceiling". The room is in fact 40’ high, and above the illusory ceiling is a 5’ ledge on which are 7 fighters (AC5; 2D10; Att 2–8 broadband or 2–5 slings). These have orders to fire missiles at any unarmoured intruders, or those who appear to be magic users or clerics. When they are detected (5% chance per turn, cumulative), they will retreat through (4) into (5).

4. This passage has ten rough pillars down its length and an ebon drape at the west end. The retreating guards from (3), and those already in (5), will wait on the north side of the secret doors, each of which has a small spyhole. When the party reaches the curtain, they will spring out and attack, at least two going through each door. This will surprise the party on a roll of 1–4 on a d6.

Note that as the western door of (3) is false, the party can only gain entrance to the rest of the tomb by climbing up the walls and through the illusory ceiling onto the ledge.

5. This room contains 7 two-tier bunk-beds, two stools and a privy bucket. By the north wall are two spits, on which are roast human flesh. The guards are either unaware of its origin or don’t care. There is also a barrel of ale. There are 7 further guards in this room, identical to those in (3).

6. This room has violet drapes on the east and west walls, and on the floor is a design depicting a sacrifice to an evil god. On the north wall is a high-backed stone chair, studded with 10 gems of various types (these are valueless fakes), and raised on a 1’ high semicircular stone dais. Under the chair seat is a button which, when pressed twice in quick succession, causes the chair and dais to rotate clockwise, changing places with the identical seat and dais on the other side of the wall. If the fight goes against the guards, the guard leader, Prenull (7), will attempt to escape by this means, leaving via (8), (9) and (10).

7. This room contains a large bed, a small table on which stands a water jug, and two trophies. On the north wall is a bear’s head, which is worth 10gp itself, and has 5 gems hidden inside it, each worth 10gp. On the floor is a leopard-skin rug worth 35gp. The guard leader, Prenull, lives here:

Name Al Lvl S I W D C Ch Ac Armed with: Prenull C.N. 5 15 8 10 7 11 11 13 3 Two-handed sword

8. A 50’ deep shaft. Opposite the chair is a series of projecting steel rungs descending into the shaft. At the bottom of the shaft is a black puddling (AC6; 10DB; Att 3–24 vs. wood/metal) (MM). There is a 10% chance that any given rung is loose and will give way when trodden on.
9. This room, originally the burial chamber of Grakt's Queen, contains a broken sarcophagus and four unopened barrels. The walls have a faded fresco depicting a procession. It has been looted by Tamsus, and is now used as a storage area. The Queen's spirit lives on, but cannot enter the material plane; if her sarcophagus is disturbed, she will try to frighten off the intruder by making her torch flicker and cast weird shadows, making noises of slithering and scratching etc. She can do no actual harm. Two of the barrels contain water, one salt meat, and one bread. They are worth a total of 4 gp if sold.

10. A natural underground fault which forms a crude passage. It is about half a mile long, getting gradually damper. Eventually it reaches the edge of the Crags, forming a 30' high crack in the south face which is covered by a waterfall from a stream. This is the "hidden entrance" referred to in the Player's Introduction, by which the original diggers and trap-setters left. It is now used by the guards (3-7) as an exit, from which they scout for victims and supplies. The hole (1) in the north face is little used except as a lure for adventurers, because it is clearly visible from the village, and contains a permanently set trap (2).

11. Hanging from the ceiling of this room on a chain is a human skeleton, whose spine has been broken in several places. The doors in the north wall are of stone, and quite thick; each requires 25 strength points to open it.

12. This room has bare walls, ceiling and floor; set into the floor by the west wall is a 10' square metal plate, on which are three stone cubes, each weighing about the same as a man. This is in fact an elevator; it is held in its present position by the cubes. For each cube removed from the plate, the floor and ceiling move 5' up; for each additional cube placed on the plate, they sink 5'. Anything of about the same weight will have the same effect as a cube. The walls, being so bare, do not appear to move; thus it appears to the party as if the tunnel entrance is moving up and down. The side of the shaft on which the exit is situated is concealed by a false wall, apparently identical to the other walls. It is of thin plaster and could easily be smashed through with a mace or similar blunt instrument. This false wall is attached to the ceiling and floor, and so moves with them.

13. Similar to (12), but this elevator has no false wall and there are no cubes on the metal plate. There is a 5' square trap-door in the south-west corner, which can only be opened by a concealed catch in the north-east corner. At the bottom of the shaft is a lava stream; immersion in this is fatal, and touching it causes 1d6 damage. If the elevator floor is brought within 10' of the lava, it heats up, causing 1d4 damage per segment to anyone standing on it so long as it is this close, or closer, to the lava.

14. Empty shaft. This can be negotiated with normal climbing techniques.

15. Similar to (13), but there are no cubes on the metal plate. It is not an elevator, but simply a trap; a weight of 100 lbs, or more on the plate causes it to open like a trapdoor, swinging on hinges along the north side. Anything on the plate falls 20' into a 5' deep mud pool, taking 1d4 on falling in; further, the victim rolls a d10, and if the number rolled exceeds his armour class, he sinks into the mud, taking a further d6 per turn. This damage is halved if he can grab a rope, pole etc. held by a companion.

16. 5' high exit tunnel.

17. On both sets of doors into this room, a neat inscription has been scratched in Common, which reads:
Scrawled beneath the message in dried blood is a grinning skull — drawn by Taamus to intimidate trespassers. The room is empty, having already been looted.

18. In the centre of the room is a sarcophagus with its lid smashed open. On the walls is a faded fresco showing a procession of warriors, nobles and a sarcophagus carried by bearers. This was Grakt’s burial chamber, now looted by Taamus. Grakt’s assassin was a spectre, which killed the Queen by normal means and the King by draining him below level 0. After his tomb was looted, Grakt reappeared as a lesser spectre. Since his assassin has not been killed, Grakt does not have the power to drain levels and retains half hit dice. Grakt (AC2; 4D8+3; Att 1–8; only certain attack forms harm) (MM) will attack any who enter his abode.

19. In the centre of this room is a 6’ diameter, 3’ high stone pedestal, on the top of which is a detailed painted scene depicting a massive spider in a web. Around the side of the pedestal is written in Common:

*Drink inside will be a boon*
*If partaken in this room.*

The pedestal is in the centre of a square formed by four pillars, between each pair of which is a force-field from ceiling to floor, invisible and impenetrable. When any of the force-fields is first touched, a magic mouth will appear on each pillar saying:

*To pass through and gain the spider’s hoard, Learn my weakness: it is this, Where I appear not disappeared, but repulse nevertheless, I will yield to the minions of Loki.*

If a naked flame is touched to any of the pillars, it will retract into the ceiling leaving a gap in the force-field which may be passed through. At the same time, the spider design swings upwards revealing a hemispherical basin full of a clear liquid. There is one dose of this liquid per party member and if drunk in this room it will give the drinker the ability to levitate until he has passed over 20a.

On the south wall is the hastily scrawled message “Die unless ye fly, “ in Common.

20a. An invisible ray projects north-south across the corridor at this point. If it is broken (those levitating from 19 will not break it), a spread of fear rays shoots seaward from the point marked (a) on the map. All who fail to make their saving throw will run west down the corridor. At the same time, traps (20b–h) are activated:

20b. A tripwire which springs up when activated to a height of 6’. Each time it is jerked, a pair of darts is fired, one from a hole in the north wall and the other from a hole in the south wall; these hit for 1d4 damage.

20c. Similar to (20b), but crossbow bolts are fired, hitting for 1d6 damage.

20d. Similar to (20b), but steel spikes are fired, hitting for 1d8 damage.

20e. A trapdoor covering a 10’ deep pit.

20f. Similar to (20e), but 15’ deep.

20g-h. Similar to (20e), but 20’ deep.

21. In the western end of this 20’ high hall are seven disguised pits, each 3’ deep and containing a thief (AC8; 2D4; Att 1–4 dagger). The thieves hide here on hearing the doors of (19) open in order to leap out behind passing parties at an opportune moment and backstab them. If their friends in (22) hear a fight, they will join in. If the doors of (19) are not heard opening, these thieves will be in (22) with their fellows.

22. 7 thieves, similar to those in (21), are playing dice over a stake of 57gp in this room, which also contains their beds, a fire, etc., and an unlocked chest containing 934gp and 42cp.

23. A torture chamber containing various implements of torment worth a total of 23gp.

24. A room containing ten cages, each 7’6” square and locked — Taamus has the keys.

24a-f. Empty.

24g. The sleeping form of a merchant’s daughter from the caravan:

<table>
<thead>
<tr>
<th>Name</th>
<th>AL</th>
<th>Lvl</th>
<th>S</th>
<th>I</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lera</td>
<td>L.G.</td>
<td>0</td>
<td>8</td>
<td>13</td>
<td>15</td>
<td>12</td>
<td>10</td>
<td>15</td>
</tr>
</tbody>
</table>

Around her neck is a jewelled necklace worth 50gp. Only she and Taamus know that if anyone other than themselves touches it, the largest gem on it will explode, doing 2d6 damage to anyone within 5’. She will tell the party that she has relatives in the village who will reward her rescuers. This is true, and if she is returned they will pay whoever does so 100gp.

24h. This houses a rather decrepit-looking magic user:

<table>
<thead>
<tr>
<th>Name</th>
<th>AL</th>
<th>Lvl</th>
<th>S</th>
<th>I</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mordus</td>
<td>C.E.</td>
<td>3</td>
<td>11</td>
<td>15</td>
<td>10</td>
<td>12</td>
<td>8</td>
<td>5</td>
</tr>
</tbody>
</table>

If the party are evil, he will join them if released; otherwise, he will use his remaining spell (sleep) to escape before they can return him to the village, where there is a 50gp price on his head for arson.

24i. In this cage is the rotting corpse of a cleric who refused to be converted, pinned to the floor by a spear.

24j. Empty.

25. A room containing only four lurid tapestries, which might fetch 50gp each if sold in the right place.

26. A small storage cavern, containing ropes, grappling hooks and rope ladders, which the thieves of (21–22) use when going on foraging raids. They are ignorant of the secret door to 28 in the secret passage used to reach here.

27. A luxurious bedroom containing about 70gp worth of assorted chattels, and Taamus himself. (AC4; 5D8+2; Att 1–12 + special) (MM).

Taamus can sleep, fly, assume gaseous form, and create a cold ray doing 1d8 damage. He will reserve his fly spell to escape via (25) and (26) if the fight goes against him. He will attack any who penetrate his abode.

28. When the party enter, they see a massive chest disappearing as if in the process of teleportation, and a magic mouth shouts:

*Too late, scum!*

The vanishing chest is an illusion, which reappears in 6 hours. Under a loose flagstone in the north-west corner is the real treasure:

A scroll of comprehend languages (DMG)
A scroll of detect evil (DMG)
A +2 arrow (DMG)
A manual of bodily health
A sack containing 70pp
A C&S MINI-WILDERNESS SCENARIO

Suitable for 4–7 moderate to low-level characters

INTRODUCTION
The action is set in the forest west of the sleepy village of Harlow, which lies on the Southern border of Arden in the region of Southmarch.

With the conflict renewed between the Empire of Arch Aeroson and Arden, Earl Hawkston had summoned his knights to Castle Guard. They then marched south into Arch Aeroson, and accordingly, Sir Henry, master of the village of Harlow, had left with his squire and servants to serve his overlord. However, two nights after his departure, an ogre, aware of the defencelessness of the village, broke in killing a farmer and his family and carried off their dismembered bodies for food. . .

The scenario begins the day after the incident, as the characters arrive at the village. Lady Cynthia, holding the manor in her husband’s absence, has approached the party offering them each 2–10 g.p. (varying with their numbers, experience levels, wealth, etc.) for the slaying of the ogre, as she (rightly) believes that it will run havoc in the area if not killed.

Assuming that the characters agree, they will be told to start straight away (unless it is already dark). An old farmer leads them through the fields to the edge of the forest. . .

Movement, Food and Encounters
Each hex is ½ mile (440 yds) across; using the guidelines and the C&S Sourcebook, this approximates to 1 hex per 5 minutes on paths and 1 hex per 10 minutes through forest, when walking or riding (NB if the party leaves the paths, check at the end of every 24 hours to see if they are lost (p.108)). Contours are gentle and thus have no effect on movement, and neither do the streams, the crossing points being merely for convenience.

The characters can use their own supplies of food and water and can supplement these by either purposeful hunting/trapping (see Sourcebook) or simply killing animals they encounter. They may also search for vegetable foods, such as berries and nuts. All the streams can be drunk from.

All hexes are forested unless marked otherwise, the woods being deciduous type with a moderate undergrowth of shrubs and flowers.

For the purpose of this scenario, characters will only encounter wild animals, using the following guidelines:

On Path: 01–99 Small Animal(s); 100–199 Large Animal(s)

Off Path: 01–80 Small Animal(s); 81–100 Large Animal(s)

*Re-roll if ‘Legendary Animal’ is indicated.

Roll every two hours, day and night.

B: THE WISE MAN
Following the left-hand path, the party will eventually arrive at a small glade (‘B’) bordered by the forest on three sides and a stream on the fourth. The path leads through the glade to a small log cabin surrounded by a vegetable and herb garden, circles the cabin and leads off into the forest on the other side. In the cabin lives Isacon, the wise man:

AGE: 60

CLASS: Forrester

EXPERIENCE LEVEL: 10

(Non-fighter)

ARMOUR: None

WEAPONS: Quarterstaff

CONCENTRATION LVL: 22.9

PMF: 9.8

EXPERIENCE FACTOR: 20

MENTAL HEALTH: Demophobia and Claustrophobia


See ‘Non-Fighter Table’ (C&S p114) for Body, Fatigue, etc.

Istonacon will greet the party and invite them in for some bread and gooseberry wine. He already knows what has happened (if asked how, he will answer abstrusely, such as ‘I know many things’), and suggests that the party go to the magical stone pool and under the light of the moon, throw in a silver coin and a sprig of hazel – if this is done, the pool will reveal in a vision a clue as to the whereabouts of the ogre. To get to the stone pool, Istonacon tells them to follow the path out of the glade ignoring the crossroads, to where the path splits in
two; here, he says, the party’s own wisdom will tell them which way to go. He also tells them that the nearest hazel trees are to be found ⅔ a mile to the north of the pool (NB He will tell them how to recognise hazel, and if the party have no crows, he will give them 1 s.p. from a pouch containing 10 s.p. which he has hidden under his bed.)

C: THE TWO PATHS
Beyond the crossroads the path splits in two. Looking down either path, the party can see that the left-hand path leads off in a straight line through idyllic woodland with bright flowers and strawberry plants growing on either side, whereas the right-hand path twists and turns between dark and densely growing oak trees and bramble bushes. Travel down the left path at normal speed, but travel down the right counts as though passing through forest, as the briars impede progress and there are many areas of boggy ground. However, the left-hand path is the safest of the two, for if the party travel down it they will be attacked half-way down from behind by a raging wild boar — they will automatically be surprised (NB This will occur however many times the party use this path, and they will always be surprised unless they use magic (e.g. spells of detection)).

D: THE STONE POOL
The two paths rejoin and resume to normal conditions before crossing a stream, beyond which lies a clearing in the forest (point ‘D’). In the centre of the clearing is a megalithic stone table consisting of two squat, pillar-like blocks supporting approximately 9’x15’x7’ high. The Stone Pool is a shallow basin of rain water on the top of the table (and thus out of sight from the ground) measuring 4’ across by 6’ deep. If the characters wish to use the pool’s magic, they must collect a sprig of hazel from the area ⅔ a mile north of the pool: assume that they will find the hazel tree copse if they move into the hex.

The party may have to wait several hours (roll D6) before there is a break in the clouds letting the moonlight fall onto the pool. However, this will occur at least once during the night after/ot arrival. As the moon is reflected in the pool, the characters must throw in the sprig of hazel and the silver piece, both of which will sink to the bottom and disappear. The pool then turns an absolute, non-reflective black. After seven minutes a black and white image of a cave mouth and then of a five-star constellation will appear and remain until the moon is obscured by clouds (1—100 minutes later) or until dawn. If the party look up into the sky, they will see the constellation to the North-West of them; this shows the direction they should go, and the number of stars gives the number of miles.

E: ONE-EYE’S LAIR
Travelling North-West and presumably searching for a cave of sorts, the party may chance upon this opening in the rock set at the end of a small gully (point ‘E’), and believing it to be the cave they are looking for, tempted to investigate. The cave itself is dry, and tubular in shape at roughly 6’ high by 30’ long. The floor is strewn with twigs, dead leaves and numerous bones, for the cave is the lair of One-Eye, a grey wolf packleader.

When the party arrive, the wolf will be out hunting and the cave will thus be empty. However, he will return five minutes after the party first notice the cave, and will not take kindly to intruders (NB One-Eye has -10% hit probability due to having only one eye.).

If the party should return to use the stone pool, the image described in D will appear again. If they go back to Istacono for further advice, he will tell them to go to the pool again and look more carefully.

F: POACHER’S GROTTO
This is the location the party should have been directed to by the Stone Pool vision (i.e. North-West five miles from the pool, point ‘F’). It is a small, dry cave, roughly triangular in shape measuring approximately 12’ each side by 7’ high. The entrance is placed at one of the apexes and is 4’ high by 2’ wide. The floor is covered with dry rushes and leaves, apart from the area around the far left corner, where there is a small, stone-enclosed fire with a billy-can hung above it. In the far right corner, firewood lies in a thick pile of rushes. Several rabbit skins hang from cranks in the wall.

The cave belongs to John Pebble, a poacher by profession:

| AGE: 40 | INT: WIS: APP: 10 |
| CLASS: Forester | VOICE: ALIG: 10 |
| EXPERIENCE LEVEL: 7 | CHR: 11 |
| (Non-fighter) | STR: 12 |
| ARMOUR: Leather Jerkin | CON: DEX: 15 |
| WEAPONS: Short Bow, 20 Arrows, Light Club, Dagger |

MENTAL HEALTH:
See ‘Non-Fighter Table’ (CS & p114) for Body, Fatigue, etc.

Having lived as a poacher for over twenty years, he knows the area intimately, though he does not know of the magical property of the Stone Pool and steers clear of old Istacono believing him to be a wizard of sorts. It is because of his knowledge of the area that he can help the party.

A week previously, John had just left his cave when he saw the lumbering shape of an ogre pass through the trees less than one hundred yards away. Overcoming his fear, he had followed the ogre southwards to see if it was going to stop near to his cave. However, after a few miles the ogre had still not stopped, so John returned to his cave believing that it would find the ruined tower (point ‘G’).

If the party mention that they are looking for the ogre, he will tell them all he knows and suggest that they look near the ruined tower, which, he tells them, is roughly eight miles south from the cave. He will not aid them in the finding or slaying of the ogre unless he is persuaded to do so (e.g. by the use of magic, threats, heavy bribes (not of money) etc.).

G: THE RUINED TOWER
The tower is over three hundred years old and was once used as a lookout post. However, it has been deserted for more than two centuries, and through time it has deteriorated and the forest around it has regrown.

All that remains of the tower is the ground floor and its ceiling, which also acts as the floor of the now ruined first storey. It is circular, with a diameter of 25’, the walls being 1’ thick granite and windowless. The ground floor is split from North to South into two semi-circular rooms, with a doorway in the middle of the dividing wall. The entrance to the keep is opposite this inner opening (These are rough edged stone, approximately 7’ by 3’ wide, with loose stones lying on the inside of both. There are no doors; these have long since rotted away.). The spiral stairs up to the first floor is in line with both entrances. All that is left of the first storey is a crumbling 1-3’ high wall around the lower edge and several loose blocks scattered on the floor (now the tower roof).

The only resident of the tower is Moribund the ogre, the monster the party are looking for. He lives in the inner ground floor room amongst the chewed and gnawed remains of his many victims (NB He had to enlarge the doorways to get in, hence the rough edges and debris.). If the party arrive during the daytime, he will be asleep in the north corner on a thick pile of sheepskins and torn clothing; but even if the party see him, they will have a difficult time trying to sneak up on him, for it is extremely dark and bones cover the floor. A lit torch or lantern will wake him in any event. If the party arrive at night, he will be out hunting, but will return before dawn.

MORIBUND THE OGRE
LEVEL: Variable, depending on party numbers and character levels (suggest average of character levels + 1 level per 3 characters).

ARMOUR: Variable with level
WEAPONS: Light or Heavy Club
TREASURE: 30 s.p. on person, Copper and Silver as printed on tables, Copper hidden loosely amongst bedding, Silver hidden in crack under Stone Block (weight 160 Dr.) on 1st Floor.
Background of the Lichway (for DM only):
The Sandlanders, a dour coastal people, valued their hard-earned possessions above all else. Their dead, along with their most valued possessions, were ferried on funeral barges across the vast Korm Basin to its southernmost extremity which entered a cavern where the lichway was sited. The Sandlander high priest, Yezaal, and his guards who dwelt permanently in the lichway received the body and performed sacred rites (animate dead) in the Crypt of Life. Bodies were then entombed in the walls of the lichway behind a stone slab that could be easily removed from within. The deceased’s belongings were concealed elsewhere in the lichway. The Sandlanders believed that if ever their possessions were taken, the dead would awaken to reclaim what was theirs. The lichway was sporadically attacked, without success, by lizard men until an earth tremor opened a chasm between the Korm Basin and the Pit of the Eternal Flame. The flame was quenched by the inrushing waters and the lizard men were able to use this subterranean opening to penetrate the defences of the lichway and slay the guards and high-priest. The next funeral barge to arrive was attacked and sunk by the lizard men, who, flushed with victory, set forth and attacked the Sandlanders’ village. After many battles, and with their lichway defiled, the demoralised Sandlanders withdrew from their homelands and travelled further up the coast in search of a fresh dwelling place. Since that distant day the lichway has lain undisturbed and has yet to yield the dead-men’s wealth.

DM’s Notes:
1. All the walls in the rooms are of stonework faced onto rock.
2. The level of number of Hit Dice along with ability scores of monsters are given for the DM to roll hits and award bonuses depending on whether Advanced D&D or Basic rules are being used.
3. M&M denotes the monster is described in TSR’s Advanced Dungeons & Dragons Monster Manual.

Map notes
Scale: each small square represents 5' x 5'.
- indicates that an echoing noise similar to wind whistling through trees can be heard in that room. (Drone Song -- see 11).
- indicates that the noise can be heard in the room if the door nearest the symbol is open.

Rumours gathered by the party in a village tavern:
1. The wealth of the Sandlanders tribe still lies undiscovered in their lichway somewhere on the tidal Korm Basin.
2. Dark Odo — a saturnine female MU — and her henchmen set off some months before in quest of the lichway and have never returned.
3. Only a few hours previously a band of four men, considered by the law-abiding locals to be of dubious character, set off in the same direction as Dark Odo.
4. Ferro the woodman saw a band of marauding Green Star Swarts pursuing a few panic-stricken kobolds towards the Korm Basin.

For the Party:
The party, having followed directions from locals, have discovered a passage at the back of a cave. This led them to another huge water-filled underground cavern into which a subterranean river gently flows. A wooden bridge crosses this river to an open portal beside a 15' high tower leading to:

1. Korm Wharf (At the south end of an underground cavern. Ceiling 50' and rising to the north) Along the water’s edge are three small fortified towers (15' high) between which are two docking bays and steps down to the water. The steps are littered with rubble and masonry — the remains of arches destroyed by the earth tremor — which is covered for the 2' nearest...
2. The Flame Portal

Double doors, arched and 20' high, are covered in carvings depicting a banquet of intertwined skeletons framing a large flame. The doors have four thick metal bars across the front with the ends built into the walls on either side. The lowest bar is 3' from the ground and the doors are latched and locked by the bars by at least a dozen large chains and padlocks, all of which are corroded and jammed. Below the lowest bar there is a secret door, 3' square, behind which is a lever which when pulled raises the stone gate at 3. A secret door behind the lever opens to a full height (20') passageway. The passageway and the wall behind the door are all new construction as the door once led straight into the Pit of Eternal Flame.

3. The Stonegate (20' high opening)

The Stonegate seals the entrance but at the moment raised. A search would reveal two small cracks in the ceiling directly above delineating the 3' square, behind which is a corresponding worn groove in the floor directly below which is plainly visible. The gate is lowered and locked by the levers in 5 and raised by the lever at 2.

4. Runehall (ceiling 40' high)

Part of the ceremonial entrance to the lichway which gains its name from the fact that the marble floor is inlaid with strange (but harmless) runes. A door, the only one on the surface, is a name and is immediately inside the partly open doors, lying prostrate on the floor, heads away from the door, are two zombies and a ghoul. They are unharmed but totally immobile (being under the influence of the Drongosong (see 11)). If attacked, however, they will rise in self-defense.

5. Guardroom (ceiling 20' high)

Broken bunks and shattered mattresses litter the floor. The southernmost of the two levers in the S.W. corner lowers the stonegate, whilst the other, if pulled an odd number of times, locks it in the lowered position. The gate takes 5 melee rounds to drop completely. Standing in the room are 3 men (thieves):

<table>
<thead>
<tr>
<th>Name</th>
<th>Lvl</th>
<th>AC</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
<th>Carries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Lvl</td>
<td>AC</td>
<td>W</td>
<td>D</td>
<td>C</td>
<td>Ch</td>
<td>Carries</td>
</tr>
<tr>
<td>Veneman</td>
<td>2</td>
<td>13</td>
<td>7</td>
<td>14</td>
<td>13</td>
<td>6</td>
<td>12</td>
</tr>
<tr>
<td>Luge</td>
<td>1</td>
<td>7</td>
<td>4</td>
<td>10</td>
<td>5</td>
<td>14</td>
<td>shortbow, 11 arrows, sword, 10 g.p.</td>
</tr>
<tr>
<td>Argun</td>
<td>1</td>
<td>7</td>
<td>11</td>
<td>8</td>
<td>11</td>
<td>13</td>
<td>sword, dagger, 37 g.p.</td>
</tr>
</tbody>
</table>

With swords and maces at the ready, they are about to batter down the entrance. A monster in this room is a lichway hunter by the levers, whilst hidden in the shadows in the N.E. corner, with an arrow notched in his shortbow, lurks the 4th member of the group — an elf:

<table>
<thead>
<tr>
<th>Name</th>
<th>Lvl</th>
<th>AC</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
<th>Carries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pipluk</td>
<td>7</td>
<td>9</td>
<td>14</td>
<td>13</td>
<td>13</td>
<td>10</td>
<td>16</td>
</tr>
</tbody>
</table>

6. Arms Store (ceiling 15' high)

The floor is littered with rusted and corroded weapons, armour and shields. Some of these have been used in an attempt to wedge the door closed. The inventory includes:

- A large flail (which is on close inspection) and carrying an elaborately decorated and carved 5' staff (which close scrutiny reveals to be rather badly painted) stands defiantly in the S.E. corner who he tried to wedge the door.

<table>
<thead>
<tr>
<th>Name</th>
<th>Lvl</th>
<th>AC</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
<th>Carries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cack-hand Amdor</td>
<td>1</td>
<td>95</td>
<td>79</td>
<td>99</td>
<td>10</td>
<td>9</td>
<td>his entire possession of 82 c.p. and a dagger.</td>
</tr>
</tbody>
</table>

He lacks everything in confidence. Amdor is in fact a FM of unfortunate background being a foundling among a people who trained all such as FM. On his coming of age it was evident that he just wasn’t up to it and was exiled from the village. Down on his luck and observing the spectacle with the other lichway hunters, Amdor sold his armory and weapons, bought some robes and carved and painted his own staff. This, together with his outrageous self-confidence, brought him to a station in life that he is too long kicking sand in his face. Unfortunately he ran into Dark Odo who was impressed enough to charm him. However, on discovering how useless he really was, the disgusted told him to "fix it" off and do whatever anyone told him to do. He is still charmed and will consequently do whatever he is explicitly told to do (or at least go through the motions in the case of casting spells). If asked to do something he will behave as normal, adding lie upon lie about his awesome ability as an MU. He knows the history of the lichway as detailed for the DM but, not the location of the treasure.

7. Guardroom (ceiling 20' high)

The floor is littered with the remains of broken bunks and smashed mattresses. To one side is an undamaged but rotten table. Squatting on five mounds but intact mattresses are gathered 4 goblins (AC6, 1D8+1), each carrying a mace and 10 g.p., and a hobgoblin (AC5, 1D8+1), carrying a sword, 216 g.p., and a shield, each 1D6+4. The hobgoblin is maliciously tormenting a bound and helpless gilf (3 hits left) with implements salvaged from 12 which they are heating in a small fire. If attacked they will call for aid to another hobgoblin who is still rummaging around in 1D12+1 and one of the mattresses is a leather pouch containing 1 gem (1-1,000 g.p.).

8. Crypt of Life (ceiling vaulted, 40' at highest point)

A 10' statue of a vampire with mouth agape and fangs bared stands on a low plinth against the N.E. wall. Carved on the base of the public tongue is the inscription:

Bethe, Sandlander, and restful
Ease your cares,
Till the Singer stills his song.
Then rise to claim your wages.

The tongue of the statue is secretly hinged and beneath it lies a silver key (1-20 g.p.) which will open the cage in 11. Fresh water flows from a pitcher held by the statue down through a grating in the floor and thence into the stream to the S.W. This is drinkable springwater but there is a 10% chance that there will be a leech (As giant leech (MM), but with 1 hit point; AC 1+1 +2 blood drain.) In any water drunk or given between two 2' high barriers in the S and W walls flags a 16" deep leech-infested freshwater stream over which is a low stone bridge. The rails on either side are of lashed bones, now somewhat rickety, with each upright topped with a human skull with solidified blobs of wax earthed in each to prevent them from falling out. The entire structure is 19' high, stone-framed and the lichen-capped Lichgates wide-open and now almost off their hinges.

9. The Lichway (ceiling vaulted-20' high)

The walls are lined end to end with stone slabs, each bearing what appears to be some arcane runes. Behind each slab there is an alcove in which lies a skeleton (except the lowest slab in the N.W. wall, at the S.W. end which is open and empty — see 2B). There are a total of 852 skeletons (AC7, 1D6, AC 5 = 1). Each skeleton lies draped in gold unmovable stone having been cursed to remain in place. In the central, domed (40' high) area is a 5' high stepped platform on which stands a 15' high metal skeleton.

Camped at point A are 12 Sarks of the Green Star so-called because of the symbol they bear on their shields, all carrying small swords (1D4+1), 3-18 long, and two also have nets. Having lost track of the kobolds, they have made camp. A guard is posted on both sides of the camp while the others are grouped around a comrade who, seated on a sack containing their booty of 161 g.p., is reading in Svarisht from a small book. At each utterance the others are falling around in uproarious mirth. A general wild and uncontrolled laughter is heard throughout the area. The book, written in Svarisht and worth 100-200 g.p. to a sage, is entitled 'Embarrassing Facts about Hobbits' with an appendix of 107 Ways to Insult a Hobbit'. Any Hobbit on hearing one of these insults must save vs. wards. Failure means that he is so enraged that he will immediately attack all hobbits present regardless of his immediate enemies. These small (3' tall) creatures have bright blue skin with orange eyes. They are mediary between goblins and kobolds and generally attack the latter, though they will unite against their common foe — hobbits. Hobbits delight in staging combats between kobolds and ebolts.

In a group of 5 ebolts, one will carry a net. One svart in 20 will be a leader-type ranging from 3'6" to 5' in height and from 8-11 hit points. He will use an axe, morning star, mace or flail with damage by weapon type. No svart has magic use.

10. Spider's Lair

The spider's lair consists of a large room housing a huge (a huge) trapdoor spider (AC6, 2D8+2, AC 1-6 + poison (+1 on save) MM) waiting to pounce, with surprise of 1-5 on D6, on any unwary passer-by to drag them back down into its concealed lair beneath the flooring. There it will devour them on a nauseous bed of rotting garbage and bones. Scattered in this fight are a flail, 45 c.p., phial of holy water, small empty sack; 2 pots (1-50 g.p. each), 2 silver tipped arrows, a sword (see below), 80 g.p., hand-axe, 2 putrid rations, longbow, flask (containing water from 8 and a
The Lichway

Iechth), 2 flasks of oil, garlic bud, 37 s.p., gold ring with a precious stone (in 1–1,000 g.p.).
The sword has written in magic on the blade the word 'Bloodletter' and +2 (this property only) but concealed in a secret compartment in the end of the hilt is a milky-blue translucent cubit with a different small rune carved on each face. This, the Stone of Disability, effectively makes the sword +1 only since it reduces all its possessor's powers (hit probability, saves, hear noise, etc.) by 5%.

11. Dronesong Hall (domed ceiling 40′ at highest point)

Tattered threads of one plash drapery hang from the walls. In the center is a 5′ high stonework platform on which is a cage of silver bars built into the platform. In this cage stands a Susurru from which emanates the droning 'wind in the trees' noise (see below). There is a secret false passage through the plinth where the plating conceals it. The key from it will fit and open. When the key is turned (or for the lock picked) the bars in the E. side of the cage slide down into the platform freeing the bars that cause the bars to rise again. Inside the cage there is a secret trapdoor in the floor which opens to reveal a 40′ deep crypt the size and shape of 11. The crypt is deep with the belongings of the dead: gold candelabras, gems, jewelry, silver flasks, everyday objects, tools, weapons (some magical), etc. (The total value of the hoard is left at the DM's discretion.) Should the Susurru cease its dronesong, then all the skeletons in the Lichway, the 2 zombies and the ghoul in 4, and the skeleton in 28 will all awaken. 50–75% of the skeletons will head toward the treasure, the rest will roam the complex.

Susurru

Movement: 15′
Hit Dice: 80D3
Treatment: Bands
Attack: 2 Claws (1–8 each)
Special Attack: Hug (3–24)
Alignment: Neutral
Intelligence: Low
Monsternark: 484 (level X in 12 levels)

The exoskeleton of the Susurru is honeycombed with small ducts and passages through which the beast continuously draws in the air on which it feeds. This constant 'inhaling' creates the beast's characteristic dronesong which only ceases when the beast dies. It is reminiscent of wind blowing through trees and can be heard up to a quarter of a mile away with unobstructed airways or beyond one closed door. The dronesong reverberates through corridors making it difficult to pinpoint the direction from which it emanates, but will become noticeably louder the closer you approach. This noise has a peculiar effect on undead creatures causing them to feel 'at peace' whereas they sleep the 'sleep of the dead'. Any number may be asleep but otherwise it acts as a 2nd level cleric vs. undead (i.e. skeletons are automatically 'slept', a zombie rolling 6 or less on 2D6 is 'slept', wreaths and above are unaffected). While asleep the undead cannot be turned but if physically attacked will awaken to defend themselves. The 7′ tall beast has no eyes, ears, or sense of taste, and has a peculiar way of sensing things. The noise is the telltale immediate attack of any poison-laden fork or impaling spear in an attempt to extinguish the oxygen consuming flames.

Susurru are believed to have a lifespan of at least 1,000 years and they communicate by means of subtle variations in their dronesong.

12. Storeroom (ceiling 15′ high)

Knee-deep in rusted and bent torture equipment and garbage is a huge scrawny bug (Acridon, carry 100 g.p.), 22' long, 15′ high, running around for an interesting implement to torture the stige in 7. There is a 5% chance of finding any small, usable, specified item of torture.

13. Pit of the Eternal Flame (domed. 40′ at highest point)
The walls 2′ above water are covered in wet green weed and slime (the water is tidal being linked to the Korm Basin). Around the walls are the remains of manacles set into the stonework. The northern steps lead to a blank wall which is of new construction. The water filling the room is 10′ deep except in the central 20′ square which is the 25′ deep Pit of the Eternal Flame. The bottom of the water filled Pit is deep with chained and weighted skeletons. The topmost skeleton is that of Yezaal, the Sandlander high-priest. Besides this skeleton lies a money-belt containing 250 g.p., a small creature of carved bone on a leather thong found with a large purse of coins. A large passage runs from the bottom of the Pit to emerge underwater at the foot of the central tower on the wharf.

A forge of the Lichway. Below is of bone and is carved in the shape of a Susurru. When whirled it creates a high-pitched whistling noise which will cause a Susurru to back peacably away from the wielder, though it will defend itself if attacked.

B: The Snake-Mace is a +1 mace for clerics and is in the shape of a bound bones topped by a skull. Carved round the shaft is a coiled snake. Inscription on magic on the base of the skull is the word 'Wielder'. With the wielder utters this (in the correct tongue) the snake (AC 2D8, Att 1-3 bite + poison) will come alive and serve the wielder (once per week). The serpent returns to the mace on command, but if slain the mace becomes a normal mace.

For every turn spent in the room there is a 20% chance that 1–3 lizard men (AC 5, 2D8+1, Att 1-2, 1-2, 1-8) will emerge from the walls or the pit.

Beneath the waters at the foot of the N. steps is a decomposed body in rusted plate mail with a back pack that contains 58 g.p., corroded sword, and dagger.

The secret door in the S. wall is 15′ above floor level.

14. Jailer's Room (ceiling 15′ high)

A tower in a holder on the N. wall throws light on a bound and naked woman — Pinella (see 15) — lying on a bunk against the S. wall. Flushed and panting beside the bed stands a particularly ugly man, clothing in some disarray and whose face is covered in warts and sores.

Name: CL S
Lvl: AC 2
Lw: C/D C D C
Foul-faced Villikov C/E 1 FM 13 12 10 17 13 Ch
Carries: little at the moment, but is still weeping enough chainmail to be AC 6.

Beside the bunk lies Villikov's belt with a keyring bearing 5 keys (to the cells in 15), a pouch containing 17 s.p., a sword and a large empty sack. They are all wet with the last of the water spilt from an overturned eatten on the floor (at the head of Villikov's bed). The keys and a 2D6 priests hate hanging against the wall, while above the bunk hangs a rope which if pulled, as Villikov will do if disturbed, rings a warning bell in 17. (See 17 and 23).

15. Cell block (ceiling 15′ high)
The barred cells are locked (the keys are on Villikov in 14 except 'd' which is open and contains the torn clothing of the female MU:

Name: Lvl Al Lw: Ac 3
Lw: C/D C D C
Pinella 1 L/G 12 14 7 11 10 15
Her spell book (not here) contains Dancing Lights, Enlargement, Light, Magic Missile, Shield, Tensor's Floating Disc. She has no spell at the moment having used it in the combat in which she was captured. She knows only of Villikov and Erig (see 15 and 21) who captured her and alternate as jailers. She thinks Erig's alright for a chaot and that Villikov is the scum of the earth.

The cells are empty except for 'b' in the corner of which sits a disconsolate looking man dressed in rags, the cleric:

Name: Al Lvl S I W C/D Ch
Paxon L/G 2 12 9 15 11 6 6 Cure Light Wounds

Paxon's knowledge of his captors extends no further than Pinella's, as they were members of the same unfortunate party, but he knows of the appearance, abilities and dronesong of the Susurru from a druid he once met.

16. Wall cell (ceiling 15′ high)
A magic mouth has been cast in here to make ferocious, bestial noises whenever anyone approaches within 10′ of the N. door from the N.side.

17–22. The High-Guards' Quarters (ceiling 15′ high)

A table and 5 chairs are placed centrally in the sparse room illuminated by lanterns on the wall. A bell hangs from a chain in the N. wall and is rung by pulling the rope in 14. If this has not been done then, seated at the table, staring fascinated at a cube (see below) held in his hand is the exiled gnome FM:

Name: Al AC Lvl S I W C/D Ch
Carries: Trob the Black C/E 4 1 1 7 9 12 10 9 Hammer
The cube is a Kaleidoscrube with sides of 1½′ and is transparent. Within it are small coloured spheres which, when the cube is shaken, ricochet around within the cube leaving beautiful trails of translucent colour, enough to happily fascinate any humanoid of low intelligence. A kaleidescrube is of little value (1–5 g.p.) as they are commonly distributed by MU's to their less intelligent minions.

If there is any noise or combat the inhabitants of rooms 19–22 will emerge. If the bell has previously rung in a routine manner all will be present and ready, including Trob who will have placed the cube in his side pouch.

David Odo (see 23) will appear if needed at an opportune moment. She will observe events through a spy hole in the door from 20.

18. A large wooden chest rests in the N.W. corner containing 50′ rope, 8 iron spikes, mace, 2 flasks of oil, flask of wine, 6 torches. A false bottom conceals 339 g.p., 131 s.p. and an ointment (12 uses) which removes rubbings of persons. The bottom, mounted on a person, creates False Fire. Mounted on the S. wall is a flail with gold chains (216 g.p.). The carved wooden bed in the S.W. is covered by a plain fabric spread with seaweed swung into the head where it hangs down evenly round the bed concealing the space beneath. There is nothing under the bed, but the weights in the spread are 1,000 g.p. and a gem (1-1,000 g.p.). A small table, bearing wine and jugs, and a chair occupy the N.E. corner. In the room resting on the table is the humanistic:

Name: Al AC Lvl S I W C/D Ch
Carries: Murdration C/E 3 4 14 10 17 11 9 9
Mace Spells: Cause fear, Cause Light Wounds.
23. Yeziel’s Chamber (ceiling 20’ high)
A small waterfall cascades into a pool lit from 6 colored lanterns hung on the wall above a narrow ledge running around the pool to the top of the ceiling. Concealed beneath the waters of the falls is an iron spike wedged in the rock from which a chain runs down into the pool. The other end of the chain is attached to a sealed leather sack containing 397 d.p., 237 g.p. and 2 gems. In the 12’ deep pool dwell 2 koalith (AC5, DR+1, At 1-8) (MM) the charmers of Dark Odo, the female conjurer who is lounging on sumptuous cushions near the pool’s edge watching the lanterns gleaming through the spray. On the floor beside her is a blue waterpipe (10 g.p.) in a bag which she is smoking from a violet blend of Black Lotus which enables the smoker to hear noise 1-5 for 6 turns. In a small oxyn box (27 g.p.) beside the pipe is enough Virugal Violet for 1 smoke.

24. Yeziel’s Bed Chamber (ceiling 10’ high)
Plain rugs cover most of the floor and against the W. wall a small statuette of a magic-user holding a crystal ball (a pearl, 523 g.p.) stands atop a wooden chest containing 85 g.p., 83 g.p., an earthen pot containing the ashes of Dark Odo’s past lovers, a Kalediscube (see 17), 3 torches, 3 flasks of oil, and a 6’i piece of wood carved in the shape of a finger.

25. A balcony which opens to 13 some 15’ above the floor level of that room.
26. Old Supplies Room (ceiling 15’ high)
Straw litter the floor of this room smelling of Mundas’ dogs which normally inhabit it, but are at the moment in 27. In the corridor 35’ to the south lies a chewed kobold.
27. High Guard Sentry Room (ceiling 25’ high)
On the E. wall, 15’ up, is a recessed ledge 5’ deep, on which lie 4 kobolds (AC7, 1D4) (MM), carrying shortbows (no arrows), swords and 14 s.p. They are hidden and covering from 3 dogs (AC7, 1D8+1, At 1-4) (MM) covered in a pale fiery glow (produced by the uncton in 18). The dogs in turn are being followed by a wooden ladder lying on the floor which is littered with garbage, rags, bones, and all 25 of the kobold’s arrows, 4 of which are embedded in a glowing, freshly slain dog.
28. Iron Room (ceiling 15’ high)
From the E. and W. walls project pointed iron bars 6’ apart and aligned vertically. The pointed ends face each other with the W. ones lined with the spaces between the E. ones. There is a 2’ gap between the facing points. On either side of the gap between them lies a suit of plate mail, with holes about the size of the spikes punched in it, containing a skeleton (the missing one from 9). The room is a harmful deterrent.
29. Old Storeroom (ceiling 15’ high)
A noxious smell of rotting foodstuffs emanating from several mould-infested barrels which have split and split their contents of flour, etc., fills the room. Feasting on a decomposing body beside their burrow in the N.E. corner are three giant rats (AC7, 1D4, At 1-3 +5% disease) (MM). Beside them lies an old backpack containing some still usable belladonna, 5 iron spikes, small mottled bellows made of wood, leather and metal studs (the leather is split rendering them useless), mace, silver cross, 52 c.p. and gold anklet (232 g.p.) inscribed with the name “Rena”.
30. Old Storeroom (ceiling 15’ high)
Two of Dark Odo’s bandits are in the room.

31. Yeziel’s Store Room (ceiling 15’ high)
Unburnt sticks of incense lie strewn on the floor along with torn and aged robes and an old shuttered wooden chest. A small loose stone in the W. wall has a wooden stopper in its topside, sealing a cavity which is filled with a potion of healing.
32. Stream (ceiling of rock 8’ high)
Half on a rocky ledge to the E., is slumped a body, hord outstretched towards a small rusted (empty) metal box at the rear of the ledge. The body is bearing a backpack containing 3 wooden stakes and mallet, silver cross, 3 damp torches, 279 g.p. a small metal ball, and a small phial containing a potion of speed. In the 15’ deep stream, under the ledge and quietly chewing on one leg of the body is a spinescule.

SPINESCALE
No. Appearing: 1-6
Armour Class: 7
Movement: 12” in water, 3” on land
Attack: 1-4 bite + poison
Alignment: Neutral
Intelligence: Non-
Treasure: Nil
Hit Dice: 2DB

Spinescales are a frog mutation which were created unknowingly by the Master Alchemist Villan. During his experiments to produce a new acid, certain untreated chemical wastes from the laboratory found their way into the drainage system with eventual contamination of nearby streams and ponds. Fortunately, no other forms of life were affected besides the frogs.

Within a short period of time, the frogs mutated to become 3’ in length and had a tough outer skin of leathery scales save for a small area around its underside. They grew razor-sharp teeth and also developed two fangs on the palates with which they could inject poison into their prey. From insects, they developed a taste for human flesh and would sit motionless in the shadows of shallow pools waiting to tear apart the legs of some foolish traveller who unwittingly stepped into the water.

Spinescals will usually try to avoid any fights on dry land due to their being so cumbersome out of the water, and will have their hit dice reduced to 1 should such a confrontation take place.

This fangs on its palate will automatically inject poison each time the Spinescale bites its victim which will cause an additional 18-sided die damage.

Normal edged weapons, clubs, etc., will bounce off a spinescule’s outer skin; its vulnerable spots being the eyes and soft underbelly.
A mini-dungeon suitable for 6-8 5th and 6th level adventurers

DM’s Notes:
1. The pre-rolled hits to kill are given for each monster along with ability saves for D.M.’s to award bonuses accordingly.
2. MM denotes the monster is described in the TSR’s Monster Manual.

History:
Steepelfell is a sleepy little village tucked into a fertile valley well away from civilization. It has no claim to fame despite being situated close to the major trade routes to the seacoast. The village was not always known by its present name, for on the summit of a wooded knoll to the north of the village lies a group of stones set in a circle — an ancient shrine of the first men. This place was shunned by the locals who sensed power in the ancient dolmens. About a year ago a druid passed by the valley and, no doubt impressed by the good and lawful people gathered there, settled for a time in the area. The druid, who called himself Ash, used his considerable knowledge of the plants and trees to aid the farming community. Therefore, when he invited both the farmers and their families to a magic demonstration on the circle hill, none of them felt any apprehension about attending. Ash, who was an initiate of the 4th level, had found the village disturbingly too good and lawful. Being a true neutral, he decided to correct the balance between law and chaos.

When the villagers assembled he invited the young girls to come forward and to take part in the show. About a dozen girls volunteered and walked towards the druid. Suddenly the druid mumbled a few words and the grass around the villagers began to grow swiftly. He then cast a second spell and the growing vegetation engulfed the terrified audience. Interest in the girls was lost as the villagers tried to free themselves. Few noticed the young girls being led into a nearby oak grove unprotestingly by strange yet beautiful creatures. Only one person, the blacksmith, managed to free himself from the plants but when the watching druid saw him escape, an invocation to the clouded sky was enough to summon a bolt of lightning to turn the smith to a charred mass.

The villagers, not daring to attack the druid themselves, sent to their liege-lord for assistance. But the troop of men-at-arms sent ventured into the woods never to return. Rather than waste further troops, the lord decided to forget the matter. For sometime nothing more was heard of the druid but in recent times travelers have been disappearing from the trade route. Rumors abound of a skeletal figure leading a pack of hounds hunting through the countryside at night. Rather than risk more of his men, the lord has advertised for brave adventurers to solve the mystery and return any valuables to their owners.

Pool of the Standing Stones
The circle is on the top of a fairly steep hill surrounded by a large number of oak trees on which a quantity of mistletoe can be seen growing. Between the trees, brambles and tall brushwood combine to make a well nigh impenetrable barrier. Offensive action will not be taken against any parties venturing into the woods through the narrow path to the west, but any attempt to force a passage through the undergrowth will lead to an attack from the druid who lives in the thickets surrounding the circle.

Name:
AC: 1
HTK: 5
Str. 11
Int. 14
Wis. 16
Con. 18
S.D.C.: 18

Spells: entangle (x2), pass without trace, detect magic, (1st Level); cure light wounds, charm person, heat metal (2nd Level); plant growth, call lightning (3rd Level); hallucinatory forest, (4th Level).

He is accompanied by, and has control over, 7 dryads (AC 9, 2D8, HTK 6) armed with bows and arrows. The arrows are non-magic but +1 to hit due to the dryads’ knowledge and skill at working wood. The arrows have oak shafts with fire-hardened tips.

The clearing in the centre of the oakwood is reached by the path to the west which is about 6’ wide and overhung by the trees. In the central clearing are a series of great stone blocks set in a ring about a rectangular pool filled with still water. The blocks are rough hein, 4’ wide, 3’ deep and are firmly set into the grassy ground with between 10’ to 12’ exposed. The entire clearing gives off an aura of evil (the druid should attempt to pass this across to the party as a feeling of unease with odds rustlings and animal and bird calls in the vicinity sounding slightly unnatural and evil). Any horses will refuse to come even to the edge of the wood; dungeon-trained mules will enter the woods as far as the clearing if tightly held but will certainly refuse to go any further. The pool in the centre of the standing stones is surrounded by a low stone edging about 6” high. Engraved into the stone lip are vague cabalistic signs which will be unintelligible to the normal party member. A road magic on these will reveal them to be useless graffiti. The pool does not, in fact, contain water but is maintained as a permanent illusion placed on it by a 20th level wizard in the distant past. The illusion is of a very superior quality and only true sight will detect it for what it is.

It can be discovered from the secondary effect as anything thrown into it will cause splashes without noise and articles dipped in will not become wet. (The DM should not actually say, “You don’t hear a splash,” but rather just omit any reference to noise in the description of events.)
1. Entrance Stairway (in pool)
At each side of the 30’ deep stairway is a carved, stone frieze depicting nymphs and satyrs cavorting in a procession towards the doors. At the top of the stairs, on the west, an ornate gate is fixed to the wall with a padded stick hanging below. If the gong is sounded by three taps in rapid succession then the hobgoblin guards at the observation posts 2 and 3 will assume that the visitors are entering the area on official business with Dando (see 20) and allow them to pass without interference. The ornamental friezes conceal spy-holes and firing slits for the guards. Only a determined search by characters with elf-like qualities will have a chance of finding these.

The ornately carved doors at the bottom of the stairs each bear a carved face and have a limited measure of intelligence and the power of speech. Although either door will require a combined strength of at least 20 to open, the doors will open freely if asked to do so in the common tongue. The doors can answer simple questions concerning subjects of which they have some knowledge and interest such as who has passed through them. The eastern door has a boastful character, tending to exaggerate the number of men or monsters passing through it. The western will tell the party what it believes they want to hear, telling tales of beautiful princesses and vast treasures that have passed through.

2 & 3 Guard Galleries
These two galleries both have spy-holes and pipe-holes giving access to the stairs. Two hobgoblin guards (AC5, 1DB+1, HTKB) are on duty on each gallery at all times. If strangers are spotted on the stairs without the gong signal being sounded, one of each pair of guards will go silently to rouse the rest of the guards in 4 & 5. The guards are armed with blowlamps and have orders to fire first at unarmed intruders until discovered whereupon they will fire on anyone, though preferably at the most lightly armoured first. The blowlamps can be fired silently and the party will only realize they are under attack when the first hit is scored; even then a careful search is necessary to find the blowlamp. The blow-pipes are accurate short range (20ft) weapons. The guards, being experts, fire 2 darts/melee round at +2 to hit. The darts do no damage but merely cause a prickling sensation, (50% chance victim will notice); the poisoned tips, however, will do damage of 106 per melee round until the saving throw is made when the victim takes half damage and need not throw again. Each guard carries 10 poison tipped thor darts, which can only be used once, in a special belt pouch.

4 & 5 Guard Rooms
These rooms are virtually identical. Each contains four bunk beds, four stools and four small cupboards along the N. wall in which each guard keeps his personal belongings (nothing of interest or value). There is one larger bunk in each room against the S. wall together with a larger and more impressive stool and cupboard. This is the bunk of the hobgoblin captain of the guard in 4 and of his lieutenant’s in 5. The captain’s cupboard will, in addition to his personal possessions, contain a locked steel box (the key is hidden in his left boot) which contains 130 S.P.; the lieutenant’s cupboard also contains a smaller locked box (the key hangs on a hook on his belt) which contains 37 S.P. and a small ruby worth 10 g.p.

In the centre of each room is a rough table, four chairs and a larger better quality chair. The rooms each provide the living quarters for four hobgoblins (AC5, 1DB+1, HTKB) and their leaders. Each guard fights with a morning star in normal melee. The lieutenant (HTK9) uses a sword and a whip in melee, while the captain (AC3, HTKB) attacks as a SHD monster with sword and morning star.

Two guards from each guard room will be on guard duty in 2 & 3. If defeat is imminent, the most senior guard from each gallery will retreat to the transporters at 7 or 8 to warn Prisila in 9 of the impending danger.

If the party reaches either guard room without causing an alert, they will see that a meal has just been eaten in 4, while in 5, the guards are gambling on the outcome of a fight between four caged rats on the table; 37 c.p. are strewn round the cage, and three dead rats (the losers of previous fights) have been set aside for the evening meal.

Captain, the captain, has concealed under the mattress of his bunk a magical sword. He is reluctant to use it since he believes that in serving Dando his alignment will not permit him to handle it without risk. In fact it is chaotic-good with +1 bonus and although it has low intelligence and ego, it has the power to cause darkness 10’ radius once per day.

In the corner of each guardroom there is a foul smelling pit — the primitive sanitary arrangements.

4a & 5a These rooms are store rooms for the guards’ weapons — morning stars, whips, swords, composite bows, arrows and spears — together with a number of blow-pipes and a box of darts. On a small shelf at the rear of each is an open jar of liquid — the poison used on the darts.

4b The “floor” is in reality a 25’ deep pit filled with grey ooze (which looks exactly like the stone floor in 4). On the ceiling (which is 10’ high) is a painting of a giant spider. A casual glance will lead the viewer to believe this to be real, but a more careful observation will reveal the nature of the painting.

5b The floor is real, as is the giant spider (AC4, 4DB+4, HTKB, Att 2-8 + poison and web) (MM) which will attack at the earliest opportunity, with web then bite.
POOL OF THE STANDING STONES

6. Entrance Hall
A monumental, dazzling juggernaut moving down a procession of hobbits fills the N. wall. The fleeing hobbits are being shown surrendering over each other in the effort to escape. Close examination will reveal that one of the hobbits is wearing a real cloak of value 10 g.p. Inside are 5 purses containing 20 g.p. each. This is the 'First Station' of the hobbithole.

On the floor by the doors is a sack containing 4 fire bombs. If the sack is just tilted onto the floor they will explode each doing 10D6 damage. The sacks are used for cleaning the hobbithole, but they have been very careful to conceal the fact that the doors are wooden and the firebombs can't! mix!

7 & 8. Transports
The apparently blank walls at these points are the interfaces of transport devices. Each is operated by an unseen person advancing to within 2' of the 'dead end' and affecting the 20' of corridor in front of the interface. Transportation is instantaneous and with no noise of movement, to the point corresponding interface. Those transported will still be facing in the same direction relative to the new interface (i.e. a character facing north initially will now be facing south). Simply standing within 2' of the interface will not activate the trap - it is set off by the approach of a person or monster.

9. Boudoir Area
The room is richly furnished - violet satin wall drapes, thick-pile carpet of the same shade, chest, chairs, tables, a wardrobe with mirrored doors containing rich robes, and an ornate dressing table on which there are various items of feminine pomadrenment - hairbrushes and hair slides, bottles of nail varnish, phials of perfume, etc.

A large four-poster bed stands with its head to the E. wall concealing a secret compartment. The posts are carved with the form of a dragon and from them and the canopy hang yellow curtains which surround the bed. Usually to be found in this bed - sometimes but not always alone is the female MJ:

Name: Al
AC: 10
Lvl: 5
HTK: S
I: 10
W: 16
C: 17
D Ch: 16

Spells: cast Phoenix normal fires (1D6 damage), charm person, enlarge (1st level), invisibility, light, knock door, open lock, speak with dead,

If awakened by the hobbithole guards from 4 & 5 - who knock on the door in a prearranged manner (having done this, they will then do their utmost to keep out of any further action) - she will take only two melee rounds to react. Her strategic plan will be to wait for the party to enter her room and then take their heads off. The door from the transporter at 7, then lightning bolt them as she stands confusad.

If this is not possible, she will not risk using lightning bolt in a confined space but instead will try to cast affect normal fires on the party's lanterns/torchs.

When the opportunity arises, she will turn invisible, collect the baton of fireballs from 9b (see below), hunt the party and attack when the opportunity arises. If the fight is going against her, she will cast darkness and try to escape through the secret panel at the head of her bed to her lover in 10.

If any character appears in the next five turns from the transporter, she will assume that they are moving up the main eastern passage and will move to 10. If the guards have this information they will have passed on to it, which will react accordingly. When in 10b, she will be combative. If it is possible, she will have a master.

To left and right of Prissila's bed are two shadowguards (AC2, HTK 20, Att. as 4th level FM, armed with broadsword). Their appearance is that of a Knightly Order, and they are fact anterior suits of armour. They move at 120' and are completely controlled by Prissila, fighting in her defence so long as she is alive but collapsing to scrap metal on her death.

9a. Store
Shelves run along the W. and S. walls on which rest Prissila's magical literature, normal reading matter (comes on wax modelling) and her spellbook volumes I - III containing the appropriate level of spells. Volume III has been protected by an explosive runes spell. In addition there are two scrolls. The first contains three copies of a magic-user version of the clerical spell create food. However, the food so created will always be some form of rat dish such as rat pie, rat-in-the-hole, etc. The second contains a spell of stomach pains to humans, elves and the like. They are much sought after by gobblins and hobbitholes who will never attack anyone who has them such a treat (unless attacked themselves).

There is a chest which contains three second level spells: ray of enfeeblement, fear and stinking cloud.

9b. Store
Shelves as in 9a are filled with old junk; Prissila is a hoarder! Empty perfume bottles, used quills, etc, are stored here. In addition to the rubbish are a pair of tattered called 'Cure All' which contains a highly toxic poison (2D6+2) per dose (1D6+2 per dose at 2 & 3); a non-magical ring (200 g.p.); a poisoned apple and a frog impregnated in a glass tank.

The frog was acquired by Prissila in the fond hope that if she fed it to them, it would put them to sleep. There is also a pair of firebombs, providing that Prissila had not taken it with her. This magnificent 10" x 10" fireball will do 4D6 damage - range as for the wand.

9c. Two 30' deep, smooth-sided pit-traps are in this corridor, each spanning half its width, but all the regular inhabitants of the area know their location and will be able to avoid them. To anyone failing to detect their presence, they appear as normal sections of floor, but they will collapse to dust as soon as any weight of more than 25 pounds is placed upon them. Victims will be used for Boland's experiments. Characters falling into the pits will take 6D6 damage (half damage on save) and will be rendered unconscious for 10D10 turns unless they make a separate save.

10. Braken's Bedroom
This room is luxuriously furnished with fur-lined floor, walls and ceiling. The fur is also a hiding place for Braken's pets - six giant taints (AC3 100, HTK 100) who will attack any who enter the room unless accompanied by Braken or Prissila. In the fur-lined four-poster bed against the W. wall with one of the village maidens (unforewarned by the guards from 4 & 5) is the cleric:

Name: Al
AC: 10
Lvl: 5
HTK: S
I: 16
W: 10
C: 15
D Ch: 10

Spells: cause light wounds, blindness; sanctuary (1st level), hold person, silence (1st level); animate dead (2nd level).

He has a special suit of plate forged which allows the moletation of furniture without removal.

Under the bed are his weapons and valuables: a staff of striking, a +1 mace and two scroop. The first will cause the alignment of any who studies it to change to lawful-evil. The other contains 4th level clerical spells: cause blindness, curse and speak with dead.

The curtain to the E. has a number of bells attached to it so persons pushing it aside will warn the room occupants that there are intruders. On hearing the bells the cleric will quickly arm himself while the maiden will rush to the intruders with arms outstretched for protection (although this may look like an attack to a nervous party). If forsworn Braken will already be alerted and possibly accompanied by Prissila (face 9). Braken will continue to fight as long as he thinks he can win, otherwise he will attempt to escape through the secret exit concealed in the headboard of the bed. If no escape is possible then he will use his prime weapon, the staff, in a final attempt against the strongest looking fighter (or a paladin if there is one available).

11. Martial Arts Temple
Characters are presented with scenes of a procession of monks, all heads devously bowed, entering an ancient tomb. The floor is covered with white dust to give the monks a good grip on the floor as it is used for practise as well as worship. To the S. stand two 10' high statues of monks in long flowing robes in front of a sealfon coloured curtain behind which are the cells of the three monks:

Name: Crell
AC: 10
Lvl: 5
HTK: 15
I: 10
W: 15
C: 10
D Ch: 10

Spells: light, proffer, divine intervention, command, animate dead (2nd level).

In 11a and 11b each contain three trapped village maidens all looking alike. They will be used for Boland's experiments. They are being used by the monks for practising new forms of attack and are covered in cuts and bruises. In 11c is a girl, Ginnet, who looks in much better condition. She has ceased lycanthropy and, when the opportunity arises, will attack the party.

In human form she is AC12, HTK3, but when in werewolf form is AC5, HTK16 and can only be hit by magical weaponry. Most of the girls wear rings and earrings of value up to 190 g.p. - but would a lawful party consider taking them?

12. Laboratory
Two slabs of black marble are positioned in the centre of this white tile room. The slabs stand 3' from the floor and are 8' long by 3' wide. On each slab is a body made of component parts from various corpses all tightly together. From the ceiling hang long wires which have been connected to the head and feet of each body. The whole room smells of ozone and singed flesh, and in the N.E. corner is a control panel with a knob, a wheel, a handle and a switch. There is also a sulphuric acid and a scientist's laboratory equipment. The room is used by Prissila for experiments to construct a race of super beings. If the control panel is touched, there is a 1 in 6 chance that it will explode doing 4D6 damage and it will kill the body of the fabricated man before it can be used. The monster created will be AC7, HTK 25 and will be slow and lumbering only hitting every second melee round, but will hit as a 6th level fighter. Its fists with white hands. The components of the control panel are made of gold or platinum - total value 1500 g.p.

In the N.W. corner a small flight of stairs lead down to 12a - a pool filled with brine containing spare limbs. It is also the home of a lampire (AC4, HTK 8, I: 10, W: 15, C: 15, D Ch: 5). The lampire will attack anyone who disturbs it. If the pool is searched completely, an ear still wearing an earring - value 150 g.p. - in the form of a ruby pendant will be found. If the second of the pair is found in 15, the pair will be worth 1000 g.p.
13. Immersion Pool
The 3' deep pool contains a milky blue liquid and scattered around on the floor are test-tubes and retorts, some contain small quantities of chemical reactions. Most are empty. A man is chained to the W. end of the N. wall, and it is obvious that he has been tortured. He is Jacob, a master
alchemist. Prissilla has been torturing him to gain the secrets of his research. She has only succeeded in eliciting one of his formulae—the blue liquid which will dissolve the natural armour of creatures immersed in it by +3. There are, however, three unfortunate side effects: the creature's life is shortened to a tenth of normal, it is rendered insensitive to pain, and solid objects dissolve in the fluid. There is a pile of bandages in the S.W. corner of the room used to bind joints to prevent them seizing.

Jacob's experience has been too much for him and he has gone mad. This is, however, to be expected, as he is apparently unaware of the alchemy, wherupon he will attack berserk fury at 16th strength. He is AC10, HTK20 (due to deprivations and treatment) and attacks as a 7th level fighter wearing a torn tunic and high hip-belted boots. Concealed in the right boot heel is a small bottle, labelled AGAU, containing a blood red liquid. The liquid will convert silver to gold and there is enough in the bottle to convert 800 to 800 g. per day. The formula is very complex and it is unlikely that another alchemist, even if of master level, will be able to duplicate it.

14. Drying Room
Thick steamy fog fills the room concealing the benches along the N. and W. walls; where eight zombies (ACB, +3— they have just been dipped in the liquid in 13—2DB, Att 1–8 are seated. The steam will conceal the android's approach close enough for melee to be joined. The zombies will fight to the bitter end.

In the centre is a stove which maintains the temperature at about 800 to allow the zombies to dry off quickly.

15. Mortuary
The N. wall is filled by filing cabinets from floor to ceiling. This is where the cases scavenged from local churchyards are stored prior to being animated by Braken (see 10). After animation they are taken to 13 for treatment or, if the body has badly decomposed, it may be dissected and stored in 12a. The top drawer on the E. end contains the body with the matching earring to that in 12a. The bottom drawer on the west contains a live but sleeping ogre (AC5, 4DB+1, HTK 20, Att 1–10 (MM), This is Zephad, who acts as morrigan for his master Braken. His prime distinguishing feature (beside his apalling smell) is two large protruding gold teeth; they are his pride and joy and he would never attack a party that admired his luxury dentures. They are weak enough to be wrung to their diamond biting edges which enable him to bite right through plate armour for 1–8 damage and reduce the AC of any armoured victim by 1.

16. Bandit Lair
Dando maintains a small band of bandits to raid the passing merchant caravans and to obtain bodies for Braken and Prissilla's experiments. To approach the merchants without causing alarm, the entire band dress in female costume, of a rather gaunt nature, and are usually welcomed by the lonely merchants. Before they realise the ploy the hapless victim is 1–2DB, 2–3DC, bid. He is tastefully furnished, with tapestries decorating the walls. Around a large central table sit eight people—apparently courtiers but actually bandits—playing cards. The bandits are led by:

Nanare, AL 16, Lwt HTK S I W C D Ch
Rodney LE 8 4 25 16 9 11 16

He is armed with a +1 scimitar (note: +1 to hit and damage). The rest of the band are 2nd level fighters with HTK 14 each and AC8. They are gambling for the perfumes and cosmetics (value 14 g. each) taken from the last captured merchant. The condition of the bandit leader (HTK 10–10) concealed about one of the players.

Against the N. wall are two cupboards containing food, drink and crockery. The western one is hinged against the wall and conceals a secret exit to the surface.

17. Bandit Sleeping Quarters
The eight bunk-beds lining the walls contain little of interest except lice. A closer inspection of the centre of the E. wall satisfies the toilet requirements. A close examination reveals that the, or more accurately pit will reveal piece of strong cord descending into the muck. A small gold box (value 50 g.) attached to the lower end of the cord contains five gems (100 g. each). One is a gemmed pendant (value 1000 g.) which increases the weaver's resistance to poison, giving +4 to the saving throw. Concealed under the bunks in the S.E. corner is the bandits' pet, Spot, a rabid dog which has only 2 hit points but attacks as if a 4HD monster with a 1–4 bite +1 plus (the victim must have cure disease cast on him within one week or go finally and irreversibly mad).

18. Transports
18a & 18b are transporters exactly the same as 7 & 8.

19. Firepit Hall
The rock-hewn walls have many nooks and niches that could conceal guards. In the centre is a deep pit from which flames leap casting flickering shadows, which can be easily mistaken for the shadow monster. A shadow monster is a shadow monster, a shadow monster, a shadow monster, a shadow monster with a +1–6 bite +1–6 heat, 1–6 heat, 1–6 heat, 1–6 heat (MM) at the boiling lava at the base of the pit. The salamander will climb out to attack any strangers entering as, since the experiments of Braken and Prissila started, it has had few live creatures thrown to it to feast on. It wears an ornate helmet liberally studded with jewels (value 2500 g.p.). If badly wounded it will attempt to escape to its pit and will not emerge again until its wounds have healed.

20. Dando's Audience Chamber
The walls and ceiling have been faced by massive blocks of dressed marble. While the floor is filled with the natural amber of creatures immersed in it by +3. In fact 10' into the room and immediately in front of the W. door is a shallow pit wherein lurks a black pudding. Any who rush into the trap and, if envenomed by the solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vomit, have solidified vamp.
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