

Wilderness encounters



*13 Adventures in the wild outlands
beyond the safety of citywalls.*

For All Role-Playing Systems



All-System

**Catalyst
Series**

Wilderness encounters

Volume 1

13

*fully described outdoor wilderness
adventures for use with any
role-playing system*



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produced by Flying Buffalo

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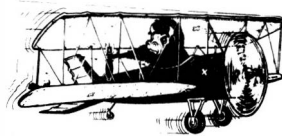
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INTRODUCTION

Wilderness Encounters Book, (WEB) is one of the Catalyst series of booklets, a line of Game Master (GM) aids for use with any role-playing game. Each book in the series provides a "catalyst to your imagination" - something to give your imagination a boost towards better gaming. Catalyst is Flying Buffalo's trademark name for its entire series of game booklets designed for use with any role-playing game.

WEB takes you and your players out of the city and back into the woods, the wilds, the deserts, and wastelands, far from the Madding crowd. Here you will find a variety of lairs and locations, each presenting an interesting challenge. For GM's and groups with limited time to play, the thirteen units offered here can be played as short, self-contained adventures which take only one or two playing sessions to complete. Or if the players and GM play frequently and prefer campaign length excursions, the GM can link two or more of the units together using some common theme, or can use the pieces offered here to fill in the blank areas in their own larger campaign. A very good system is to make a large treasure map covering a large area of widely varying terrain, and place all thirteen adventures on the map at various distant points. The goal of the party will then be to visit each point and obtain something from each, either some fragment of a valuable relic or treasure, or chapters of some Wizard's notebook, or some live specimen of the local flora or fauna, etc.. As with all Catalyst books, everything is described in "generic" terms, that is, without any reference to any sort of game, rule, or system related numbers. I have chosen, in fact, to go a step further in this direction than even the Citybooks, and have not used

the six level rating system for combat ability or the 8 C's magic system. I have left it completely up to the GM to decide how easy or hard each situation will be. Only the GM knows what his player's abilities and needs are, and only he can ultimately make the adjustments required to keep the game from being a Monty Haul cake walk, or a one-encounter death trap. Based on the general description of the monsters, non-player characters, and the situations, the GM should be able to assign the data and numbers which will best fit his particular situation.

Most of the adversaries described in this book are non-human, and GM's can assign them levels, ratings, or other needed numbers based on similar creatures found in the game system used, or give them better or worse values as desired in the interest of game balance. In assigning magical abilities, the GM is also the best judge of what spells or enchantments will be appropriate for the NPC's and the situations given in the texts. There are numerous ways to beef up a scenario where strong parties are involved. A few of these ideas are: 1. Substitute a similar, but more powerful monster for the one described, for instance; Giants for Ogres. 2. Increase the number of monsters present. 3. Give the monster allies or servants to help them. 4. Give the monster more hit points, or make it harder to hit or injure in combat, i.e. increase its protection. 5. Make the monster bigger, stronger, faster, smarter, etc., than normal. 6. Make the monster a better fighter, able to hit and/or inflict more damage than normal. 7. Give it additional special abilities or attacks. These may include: multiple attacks each round; poison fangs, claws, breath, or skin; paralysis or petrification from touch or gaze; magical

spells; psionic or psychic abilities; camouflage; invisibility; and so on.

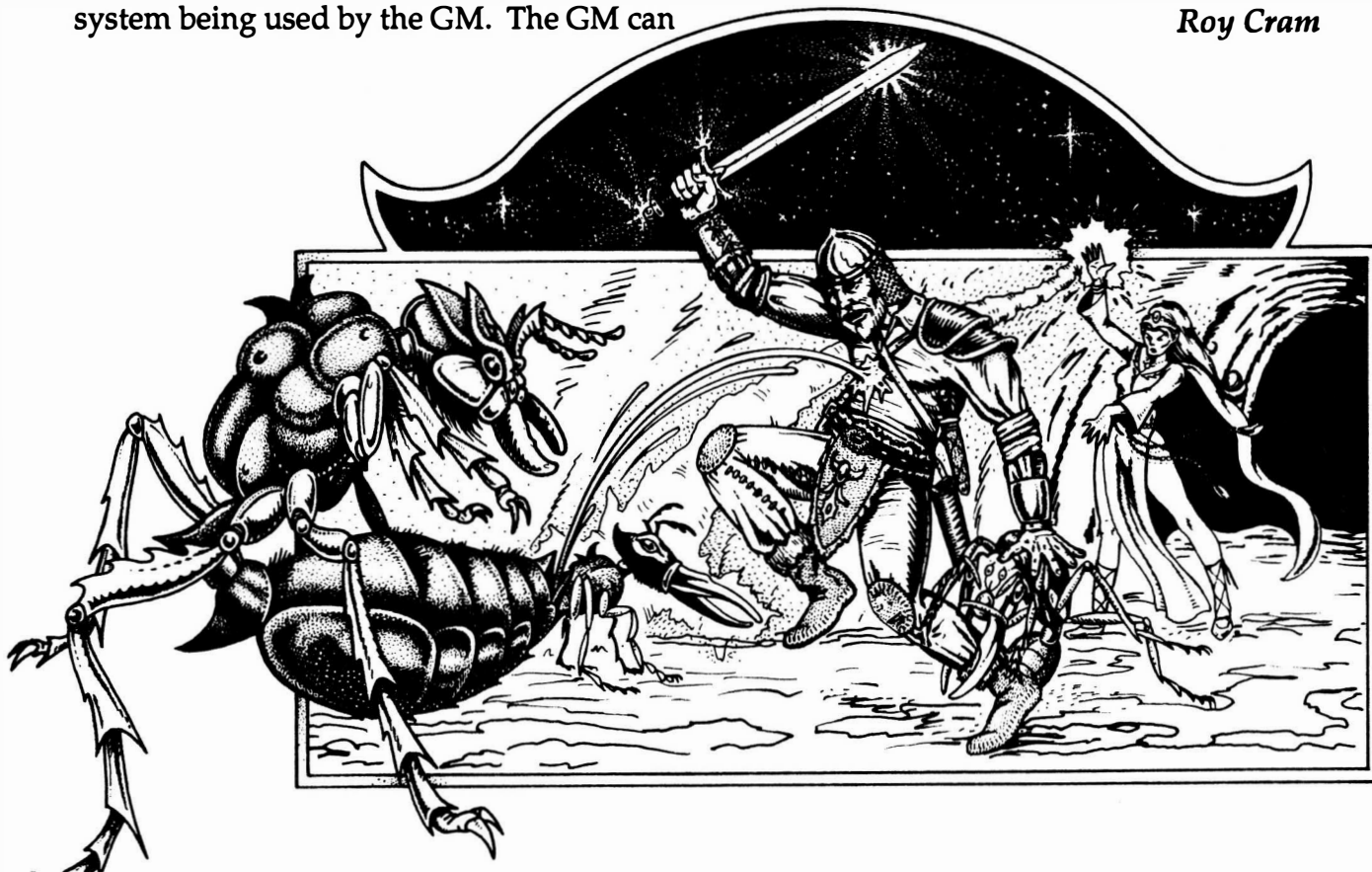
Conversely, weak parties may need to have monsters scaled down or weakened in the interest of play balance. In such cases, simply use the opposite of each of the suggestions given above for strengthening the foe, and substitute less powerful creatures for the one described, decrease the number of monsters present, make the monster easier to kill, and so on. In every case, however, it is up to the GM to make sure that each encounter and each foe has the power to inflict an appropriate penalty on unlucky or careless characters. Yet, the GM in WEB is free to make whatever adjustments he feels are needed, unbiased by any sort of attempt to rank or rate the creatures or foes described herein on my part. Most treasures in WEB are given in terms of overall value, and the GM must here also make any needed adjustments in value and content as he sees fitting to the game situation he is directing. In fact, I cannot overstress the point, that this is a generic or universal game aid, and it is intended to provide a story in a format which can be easily adapted to any game or rule system being used by the GM. The GM can

and must make any changes in any part of it that he deems necessary. You paid good coin of the realm for this book; it belongs to you now, and you are perfectly free to alter anything in it to your heart's content with my encouragement and blessing!

I would like to say a special word of thanks to Kevin Hopkins, who re-drew my dreadful maps, and illustrated this book, to its vast enhancement. A second word of thanks to Mike Stackpole, the editor, who has been a good friend to me, and, without whose encouragement, I probably would not have written WEB. Lastly, I want to thank Flying Buffalo and Task Force Games for letting me share some of my gaming ideas with you, the RPG public. I welcome any comments or criticism you may have (please keep it constructive!). You can write me, care of Flying Buffalo, if you wish, but please enclose a SASE if you want to get a reply. That's Roy Cram c/o Flying Buffalo, P.O. Box 1467, Scottsdale, Arizona 85252.

I hope you will have as much fun adapting and playing these adventures as I did in writing them. Happy gaming!

Roy Cram



BRIGAND STRONGHOLD

Brigands and bandits are a serious problem in any wilderness especially when the law is based too far away to discourage their depredations. Here a group of 17 such villains have set up shop in an abandoned watchtower on top of a high cliff, and made themselves the terror of the whole region. From this excellent vantage point they can view the entire area including all the trails and trade roads which pass near the keep. Travelers and merchants who can't afford a large group of guards must pay a high toll for passing near the tower, and the brigands are prospering mightily.

Approaching the Tower: This will not be easy since sentries and lookouts are always posted and are reasonably diligent, for fear of their leader. Come by day, or come by night, the party will have a choice of three different approaches: the road, the cliffs, or the woods.

The Road: Coming up the road is the quick and easy way, but it gives up completely any hope of surprise. Using spells that make the party invisible won't help either as the guard posted on top of the tower has an amulet that lets him see anything invisible, even at a distance. The bandits will surely prepare a hot welcome for anyone they catch trying to sneak up on them.

Coming up the road at night won't work either, because there is always at least one sharp-eyed rascal hiding in a tree who will shoot up a fire arrow to alert his buddies if he sees anyone sneaking up the road near his hiding place. He will then creep down and try to backstab them while they are concentrating on the tower and its occupants.

The Cliff: Steep cliffs surround the tower on the east, north, and west sides. They are pretty much straight up and down, and will prove a real challenge to anyone who is not an experienced climber or mountaineer. Persons lacking these skills will probably need ropes, pitons, and plenty of help to scale these rugged, slippery, dizzying heights. Driving pitons into hard granite rock is a noisy process and is very likely to attract attention. Climbers make good targets for rocks and boiling oil dropped or poured from above. Anyone who falls, or is knocked off the cliff, plunges down into the deep, swiftly flowing river at its base. The GM may base the chances of falling on a character's strength, agility, experience, and training. Damage caused by a fall will be pro-

portional to the distance fallen, allowing for the cushioning effect of the water. The chance of getting out of the water will be greatly impacted by the character's encumbrance at the time he falls in.

The Woods: The woods are the best way to sneak up on the tower without being seen. There are lots of trees for cover, except for the last 25 yards. However, rumors of booby traps in the woods are true. The brigand leader keeps his men busy doing the devil's work. This not only makes sneaking around in the woods a good deal more exciting, but keeps the rascals from getting bored and making mischief for each other between jobs. For each character approaching the tower through the woods, the GM should roll a d6. A "one" indicates that this lucky person has "found" one of the devices prepared to welcome unexpected visitors. Use the following table (roll a d6) to see what sort of fun thing it is. GM's may, of course, allow characters their normal chance of seeing and avoiding the trap, but, if it is at night, these chances should be greatly reduced. Finally, forest-wise characters should get a bonus here regarding detection, while city-bred types should be correspondingly penalized.

Trap Table 1. Log Deadfall. This one drops a log on the person who trips the carefully hidden wire. It is capable of crushing a man. 2. Dung-smear, fire-hardened, sharpened wooden stakes in a shallow covered pit. These lame the victim, and almost inevitably cause serious infections, including tetanus and gangrene. 3. Moose Snare. These usually catch the victim by an ankle and jerk them up to dangle helplessly, upside down, 8 to 10 feet off the ground. The character usually gets off with a sprained ankle and strained dignity. Getting down without help can be tricky though. An unbroken fall can result in broken bones. 4. Hornet's Nest. These are sealed-up wasp's or hornet's nests which break open when disturbed and release a swarm of the furious stinging insects. Multiple stings can constitute a serious envenomation, especially if the victim is allergic or sensitive to the poison. GM's are reminded that wasps and hornets can, and will, sting the victim repeatedly. 5. Covered pit with sharpened stakes in bottom. These well-hidden pits are usually about 15 feet deep. Persons who fall in will hit from 1 to 6 stakes which may be treated as spears for assessing damage. At GM's option the stakes may be poisoned.

6. Arrow Trap. A trip wire here will release a volley of 7-12 arrows or crossbow bolts, usually in a crossfire pattern. Everyone in the general area is a target. Arrows or bolts may be poisoned at GM's option.

People zapped by traps have a not too surprising tendency to yell or scream. The chance of this happening will depend to a large extent on the person's basic intestinal fortitude. Tough guys like fighters should be less likely to cry out when wounded than wizards or thieves for example. If the victim does holler, there is a good chance that someone in the tower will hear them; it is up to the kindly GM to decide and assess exactly what these chances are in such cases.

The Tower: The old watchtower consists of a six foot thick circular wall of stone blocks. The tower is roughly 60 feet in diameter. A four foot high stone parapet crowns the twenty foot high wall, and there are numerous piles of heavy rocks piled all around the top to be used as missiles. The walls are well fitted and solidly built, and will be almost impossible to scale without a rope or a ladder or some sort. Fortunately there is a breach in the wall where it meets the road. The brigands have not repaired it yet, but they have taken the trouble to build a formidable ten foot parapet of rocks and trees in front of the opening. In lieu of a door, they have constructed a moveable barrier on wheels to shove into the entrance way if they need to close it to intruders. This entrance is always closed this way at night.

Location A: This is a crude log building with a sandbag roof over a log ceiling. It serves as quarters for Korionis, the brigand leader. It contains a bed, table, and 3 chairs, and is furnished with all sorts of stolen rugs, paintings, and other loot. At one end is a locked room (Korionis keeps the key to this excellent lock himself) where most of the bulkier loot is kept. Hidden under the floor boards beneath Korionis's bed is a locked iron chest (he keeps this key too) that contains about 3000 gold pieces, 4000 silver coins, 210 gems, and 16 valuable pieces of jewelry. Also, buried in the ground underneath this chest are eight small coffers each containing 20 five pound gold ingots, and a box that hold 100 very good quality gems. This second hoard can be found only by digging down two feet for it.

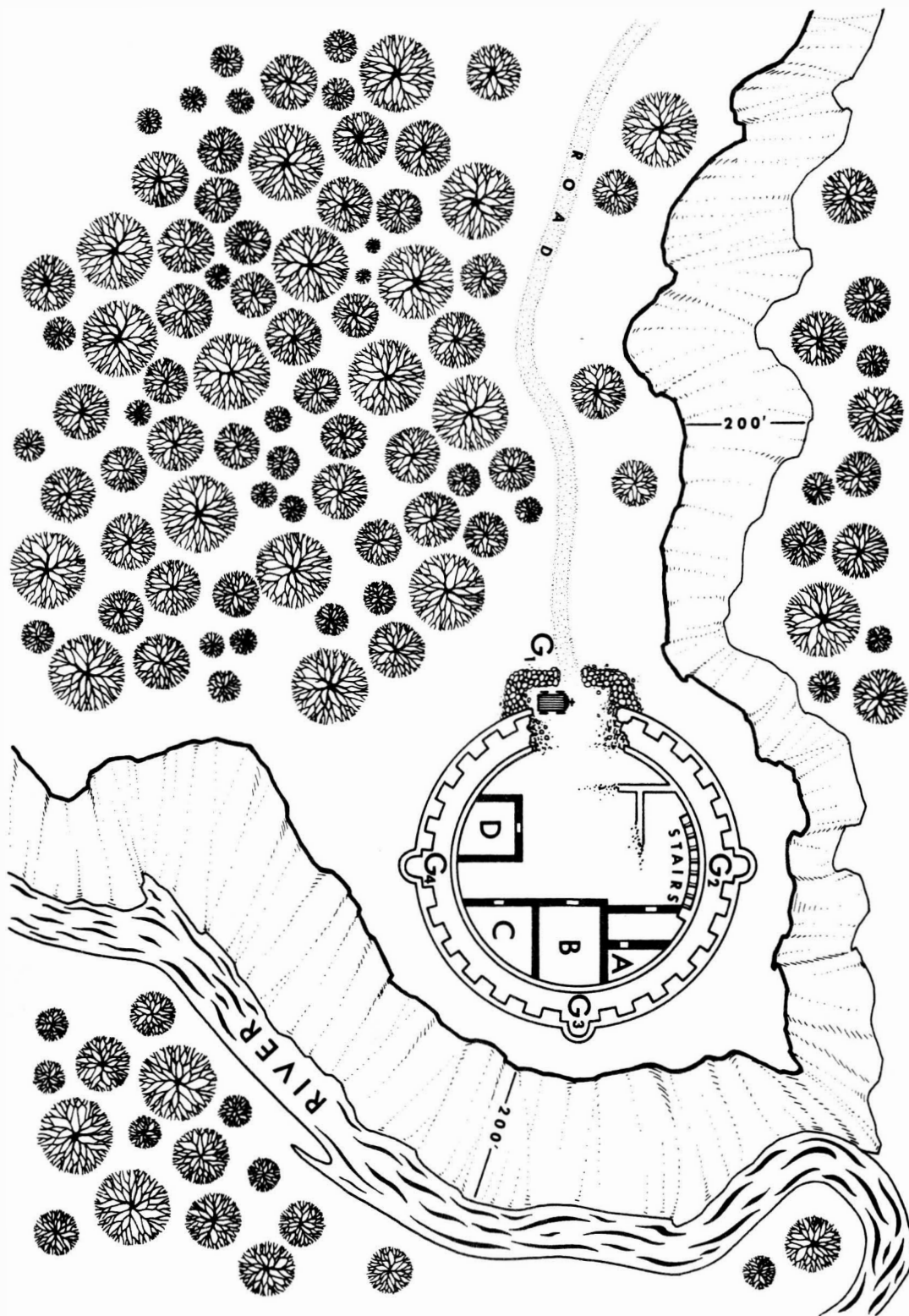
Location B and C: These are log buildings with sand bag roofs over log ceilings, just like Korionis's quarters. The rest of the brigands bunk here, eight to a building. The "kitchen" area of the tower is in building "B".

Location D: This is the armory and tool shop of the Tower. Bjork Bertisson has his forge here, along with the rest of his tools and smithy equipment. Most of the items are stolen or captured.

Location G1,2&3: These are guardposts. Sentries are posted here at all times, and they stay pretty alert and serious about their assignment. *Korionis* tossed the last person he caught snoozing on guard duty here over the cliff... The sentry in the crow's nest at G3 wears an amulet which belongs to *Korionis*. This powerful charm allows its wearer to see invisible objects or persons even at a distance.



BRIGAND STRONGHOLD



THE BRIGANDS

Korionis, the bandit leader, rules his little group with an iron hand. He is 6' 6", weighs 225 pounds, and is well-muscled, with broad shoulders and a narrow waist. He has long blonde hair, and piercing blue eyes set in a handsome face. In combat, he wears chain mail, carries a spike shield, and fights expertly with either longsword or mace. *Korionis* was orphaned at an early age, and ran away from cruel foster parents to join the Thieve's Guild while still a child. He was an experienced thief by the age of 16, and his skills earned him a job delving for and with an aged Wizard who taught him a great deal including the rudiments of magic. As a young man, he served as a mercenary soldier and spy in a war between two small kingdoms. He disappeared after stealing both sides blind, and reappeared here in the wilderness with his gang of cutthroats to become the "toll collector" on the trade routes which criss cross this region.

Korionis is a pretty thoroughly wicked man in spite of all his talents and attributes. He keeps tight rein on his band of rowdies only by being meaner and sneakier than they are (no mean feat). His disciplined leadership has been one of the main factors in the gang's success which is one of the reasons they put up with him. Play him as a very talented and capable man without a whole lot of socially redeeming virtues. He likes being king of his little crag, and should be a worthy adversary for anyone so rash as to try and overthrow him.

The rest of the gang are a pretty nasty lot, the dregs of society and the criminal underworld. None of them have much of a conscience, let alone any real sense of right or wrong. Most of them are sociopaths, if not outright psychotics. They are the sad and terrible products of a cold, cruel world- nature's revenge on a society that didn't care enough to right its evils and injustices. Play them all low-down and mean.

Rogue's Gallery

1. Teddi Wisters. Teddi is a 6' 200 pound sadist. A fighter by profession, he wears scale mail and can fight pretty darn well with most weapons, but prefers the two-handed, double-bladed axe. He is *Korionis* second-in-command, and enjoys bullying the others. His baby face is horribly ravaged by the scars of cystic acne. Smart people don't notice it.

2. Black Mack "the Hatchet". Mack is 5'7" and weighs 120 pounds. An assassin by trade, he is *Korionis*'s executioner. He wears silks or leather armor, is an excellent fencer, and a genius with any sort of knife.



He is an expert with all kinds of poisons. The Assassin's Guild wants his head (modest reward) for some unapproved free-lancing (no pun intended) he did several years back. **3. Symun Wisters.** "Fats" is the camp cook, and Teddi's brother. The latter fact keeps this whiny, 5' 10", 310 pound tub of lard alive. Symun suffers his brother's cruelties and protection with mixed emotions. Nearsighted and asthmatic, he fights poorly at best with a meat cleaver or axe.

4. Dirty Pete. The 5' 6", 140 pound "old man" of the camp, "Stinky" is 49 years old and fairly well stove up with rheumatism. This, and the pain from his badly decaying teeth, lead him to drink too much. He refuses to bathe, but is *Korionis*'s snitch, so the others can't touch him. He wears chain mail, and fights well, in spite of his infirmities, with sword or polearm. His is a very good shot with a crossbow.

5. Sammovar Krump. "Dopey" is a tall man, 6' 4", but very gaunt, weighing only 135 pounds. He is addicted to opium, and also will use any other drugs he can get his hands on. His drug-obsessed behavior makes him a loner. He is a fair fighter with bow and sword when not drugged. He wears ring mail armor. **6. Brini Miggs.** "Stumpy" is an old sea dog turned brigand. Escaped from the slave galleys, he has a hook instead of a hand on his left forearm. Bald headed, covered with old scars and tattoos, he can be jolly, but is dangerous if crossed. He wears leather armor, and wields a mean cutlass and hook when fighting. Brini is plagued by bad dreams about a cave on a far off tropical island. There he saw a lot of treasure, but he would like to forget about the things that guarded it. Still, he keeps an old chart in his kit that shows the way to the isle. Sometimes he gets the shuddery feeling that something there is thinking about him...



7. *Bjork Bertisson*. Bjork is a 6' 1", 270 pound, black bearded bear of a man. He killed a man long ago while drunk, and was shot in the head with an arrow while escaping. He has a nasty scar, and suffers violent headaches from time to time. He wears a leather apron and fights well with a hammer. The camp smith, armorer, and handyman, he is also a formidable wrestler.

8. *Shalka Deggu*. Shal is a 6' 1", 210 pound mercenary from some warm southern clime. Swarthy and sullen, he is usually in hot water with the other brigands over his gambling debts. He can't resist the dice, and has no skill or luck at it. He wears studded leather armor and fights well with a scimitar. He also carries a pair of bolos which he throws with great skill. Has a long, black mustache, but shaves his head.



9. *Bortch Merikton*. "Gabby" lisps a lot, having had most of his teeth knocked out, but, alas, this has failed to shut him up; he talks incessantly. This 4' 10", 140 pound chatterbox wears leather armor, fights expertly with a knife, and does OK with other weapons. His favorite pasttime, after talking, is carving his initials (the only letters he knows) on people who are not good listeners. 10. *Bill Jones*. "Skulk" is a 5' 8", 140 pound thief who trusts no one. A classic paranoid, he keeps well to himself. He wears leather armor, fights well with a short sword or spear, and is an excellent sapper and backstabber who has some real talent for stealth. He is an excellent lookout as well.

11. *Yan Fammer*. Yan is a 5' 7", 115 pound defrocked cleric. He was kicked out of his order for a multitude of crimes, and fled to the woods to escape prosecution. Although he now is into demonolatry, he still retains most of his clerical powers and abilities. In combat, he wears chain mail and fights well with a mace. Like Teddi Wisters, Yan is a sadist. 12. *Korin Napelli*. "Dummy" is an unkempt 5' 6", 190 pound man who is wanted for strangling several women. He is physically powerful, but marginally retarded, wears padded armor, and fights with a mace, but prefers to throttle his victims. He has a grip like iron.

13. *Bloody George Crossmyer*. Bloody George is a 5' 7", 210 pound ex-soldier who is wanted for at least 3 mass murders, and 20 to 30 singles. He is mad as a March Hare, and keeps the people around him pretty nervous. He wears chain mail, and is always sharpening and talking to his axe. A very dangerous fellow in any circumstances. 14. *Merry Visage*. Merry is a 5' 10", 160 pound dandy. His effeminate appearance belies his expertise with a rapier. He is probably the camp's best swordsman. He is also good with knives, and carries half a dozen or so, concealed in various place on his person at all times. He killed a rival for his lady love, then killed her too. He wears silks, and relies on his considerable agility for protection. He is an expert trap maker and locksmith.

15. *Warren Peece*. "Red" is a 5' 6", 180 pound thief with flaming orange hair, and a ruddy complexion to match. He has a fetish for bright colored clothes. Warren is a basic lazy slob, but has a vicious streak and enjoys fomenting trouble. He wears leather armor when fighting, and is expert with a sling and his dagger, but only fair with a sword. 16. *James Von Glick*. James is a 6', 200 pound ex-soldier with a gimpy leg and a grudge against the world. His side lost the war, and he lost everything he had fought to preserve. He wears lammellar armor, and fights very well with a mace. His ambition is to stay drunk when off-duty. The others have learned to respect his explosive temper.

All these men are pretty fair soldiers as rogues go, and will give a good account of themselves in a fight. They will grimly defend the tower as long as Korionis or Wister remain alive, but otherwise may become a gang of vicious desperadoes trying to escape with as much loot as possible if their leaders are slain. They will cheerfully hurt anyone who gets in their way. Not one of them can be trusted or depended on in a pinch.

Scenario Ideas

1. The basic idea here is for the party to try to capture or kill the brigands. There are an abundance of good reasons for them to attempt this. Firstly, successful thieves usually have a lot of loot to recover. Secondly, there is the possibility of rewards for some or all of these desperadoes, dead or alive, at GM's option. Thirdly, revenge on the rogues for something they did to offend one or more of the party's members is a potent motivator. Being robbed, stripped, beaten, and sent off naked down the road would certainly make me angry! Fourth, the party could be hired to rescue hostages from the tower, or recover some valuable stolen item. Lastly, the old tower might be the site where some ancient hoard or treasure is hidden, unbeknownst to the thieves. The party will have to deal with the current tenants of the tower before it can be properly searched...

2. A rival group of brigands "hires" the party to eliminate their rivals. They will then attempt to eliminate the eliminators

3. A horrible ancient monster lives in the deep subbasement of the tower. Yan Fammer has aroused it with his rituals and bloody sacrifices. It has offered the thieves power if they feed it. Their efforts to sate its ravenous appetite have attracted the attention of a local religious order who are properly horrified, and send the party to put an end to this prehistoric survivor before it becomes too powerful to deal with. But the powers it has already given the thieves makes them a force to be reckoned with...

4. Stumpy Miggs's map shows the location of a cave on a tropical island where a vast treasure is hidden. The Keepers of the Hoard guard it well, however. Stumpy escaped because he didn't try to take anything with him. Miggs still wakes up screaming a lot when he dreams (frequently) about the Keepers. He will offer the map to the party in return for his freedom if he is captured. He'd rather not return there himself; he has the uncanny feeling that they are waiting for him. They already have his hand; now they want the rest of him!

5. While repairing the tower walls, the gang found an old trap door hidden in a sealed up room. Two eager volunteers descended the dusty steps to look around. They never returned. A third brave soul

went in search of them. An hour later he came rushing up the stairs, screaming wildly. He was foaming at the mouth, and his body was covered with dozens of small strange bloodless puncture wounds. He was never to describe what he had encountered or found; that night he broke his bonds, and leapt shieking off the tower into the river hundreds of feet below. Korionis had the door and the room sealed up tight again, but all the brigands know where it is, and will tell the party some amazing and tempting lies about it to bargain for their release.



GIGANT LAIR

Background:

A nest of Giant Ants, or Gigants, near any sort of human settlement or trade route would be a real problem. These huge Hymenopterans belong to the same insect order that contains Wasps and Bees. All possess mandibles for biting, and some have poison stings as well. This, plus their large size and great strength, combined with aggressive foraging habits, makes them more than just a nuisance. They are a real force to be reckoned with, and they and their complex lair present a worthwhile challenge to even experienced delvers.

In this scenario, there are several different important types of Gigants:

Leaders: Leader Gigants are small for their species, only 2 to 3 feet long. They are characterized by having massive brain development with huge, over-developed craniums and tiny shrunken bodies. Physically, Leaders are feeble, fragile creatures but possess powerful minds and great intelligence. Unable to move about by themselves, they are always carried on the backs of special Elite Soldiers who also serve as their bodyguards. Despite their physical weakness, they possess a powerful weapon; they can spray attackers with a pheromone mist which acts as a potent hallucinogen. Characters effected will experience vivid hallucinations and grossly distorted senses for several turns, accompanied by wide emotional swings from manic euphoria to suicidal depression. GM's may also make Leaders telepathic with their own and other species to enable them to communicate (ants lack any sort of vocal organs). Against very strong parties, Leader Gigants may also be given compensatory spells or magical abilities. Whatever the situation, the Leaders should be played smart and well-organized. Their main objective in every case will be to ensure the welfare of the colony, and they will do whatever is needed to protect and promote it.

The Queen: The Gigant Queen is basically an egg-laying machine. This one is about 12 feet long, and has had most of her brain removed by the Leaders to prevent her from challenging their leadership. She has no effective defense or attack on her own, but will be vigorously defended by all other Gigants present in her chamber. Her death means the end of the colony, and the Leaders will take great pains to see that no harm comes to her. They will also exert themselves to punish her slayer(s). While the

loss of the Queen will only enrage the Gigants, the death of all the Leaders will completely disrupt the colony and all its many activities. The Queen may be mother of the Gigants, but the Leaders are their brains. Without them, the Gigants must return to their basic instincts, and will require time to make this major adjustment.

Workers: These are sterile females who do all the chores in ant society. They are 4 to 5 feet long, and very strong. Workers can inflict a nasty bite if aroused, but prefer to run away if confronted and leave fighting to the Soldiers. Workers may try instinctively to remove intruders from the nest (by dropping them down the central shaft), a feat they are easily able to perform unless vigorously resisted.

Soldiers: There are three types of Soldiers in this colony: Elite, Regulars, and Bulldogs. All Soldier Gigants are sterile females whose sole function is to protect the nest and the other members of the colony. They are admirably designed to do this, having thick chitin armor on their heads and thorax, and powerful mandibles whose bite can inflict terrible damage on an opponent. Elite and Regular Soldiers also have, at GM's option, a stinger which can spray or inject highly caustic formic acid into a foe. Elite Soldiers are 7 to 8 feet long, and usually serve as guards for the Leaders and for the Queen. They are fearless fighters, and very aggressive. Regulars are 5 to 6 feet long, and do most of the job of guarding the nest and workers. They are basically smaller versions of their Elite sisters, and are no less fierce in defending the colony. Bulldogs are pigmy pismires, only about 2 feet long at best. They have an oversized head with equally large mandibles on a squat, powerful body. Their sole function, at which they excel, is to bite a foe, and hang on until they or the enemy is dead. Nothing, short of breaking the iron-tough mandibles, will release the victim from their death grip. Bulldogs rarely leave the nest where they serve mainly as watch-ants. Nearly every occupied chamber will have at least one of these pugnacious bugs present to keep an eye on things.

Honey Ants: These Gigants are specialized females whose abdomens are swollen to huge size, holding as many as ten gallons of a thick, syrupy ant honey. This highly acidic liquid is greatly valued by Alchemists for formulating certain potions and nostrums. Honey Gigants hang from the ceiling, and are

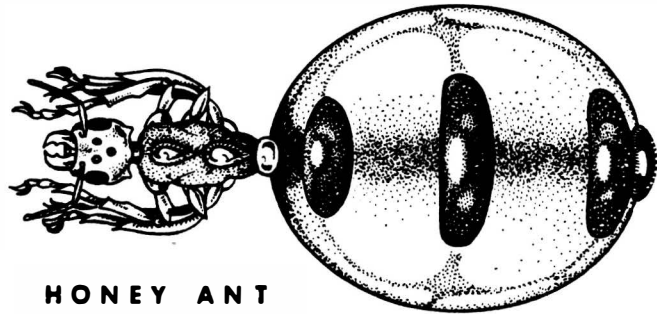
GIGANT TYPE AND SIZE SCALE



WORKER



LEADER

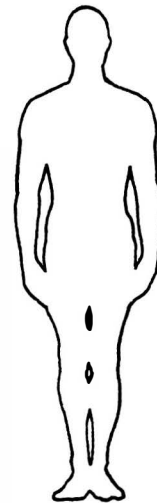


HONEY ANT



REGULAR

6' MAN



ELITE



BULLDOG



QUEEN

relatively helpless and immobile. If attacked, their sole defense is to regurgitate their "honey" on the assailant. This viscous, very sticky goo is not dangerous unless it gets in one's eyes where it may cause blindness if not promptly removed.

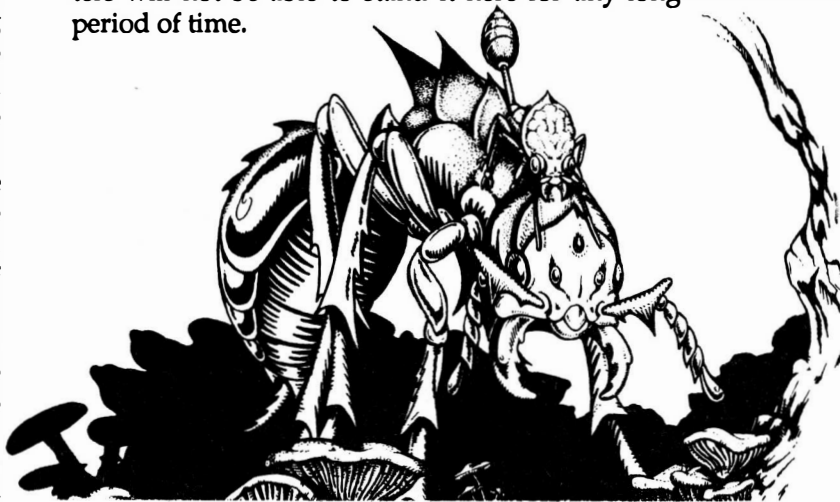
Nest Entrance and Shaft A.

The entrance to the nest is a 7 to 8 foot diameter circular hole in the top of a small hill about 30 feet high and roughly 80 feet round. At any given time during the day there will be 7 to 12 workers and 2 to 4 Regular Soldiers on the hill busy doing routine Gigant chores. In addition, every other turn, there is a 50% chance that a group of 2 to 7 foraging Workers and 1 or 2 Regular Soldier escorts will either leave the nest to hunt, or return from their excursions loaded with booty. There are a total of ten such foraging groups in this colony, of which about half will be "out" on the job at any given time during the day. All the Gigants will be resting in the nest at night. The main shaft of the nest is 7 to 8 feet in diameter and approximately 200 feet deep. At GM's option there may be tunnels leading down to deeper levels at the bottom of the shaft. There is a narrow, descending, circular ledge spiralling steeply down the length of this shaft. It is fine for Gigants with their hooked feet, and slender bodies, but will provide a slender and treacherous path at best for delvers. The Gigants are also able to go straight up or down the walls of the shaft without difficulty, a trick the party will be hard-pressed to duplicate without special equipment or magical aid. All tunnels branching off the main shaft are only 4 to 5 feet in diameter. This is roomy for Giant Ants, but large characters may find it quite confining. It certainly will not provide much room for swinging weapons, and the party should be penalized if forced to do any serious fighting in either the main shaft or the tunnels. Attempts to drown or gas the Gigants must take into account the huge volume of the main shaft (roughly 6000 cubic feet), and the fact that the branch tunnels are instinctively designed to prevent liquids or heavier-than-air gases from flowing into the chambers beyond. Excessive use of fire inside the nest may also work to the party's disadvantage. The Gigants require far less oxygen and can resist the effects of CO₂ much better than people. Also, use of great heat or any sort of explosive forces or spells will run a high risk of causing a cave-in, which, again, will do more harm to the party than to the Ants.

Locations B and C: These are Guardrooms each of which quarters 7 to 12 Regular Soldiers and 1 to 6 Bulldogs. These will all be aggressively interested in any un-antlike activities in the main shaft, on the ant hill above, or anywhere else in the nest. They will act swiftly to defend the colony and expel any intruders.

The GM has the option to add more such Guardrooms to the nest, or to increase the number of Soldiers present in each, if needed to balance the scenario.

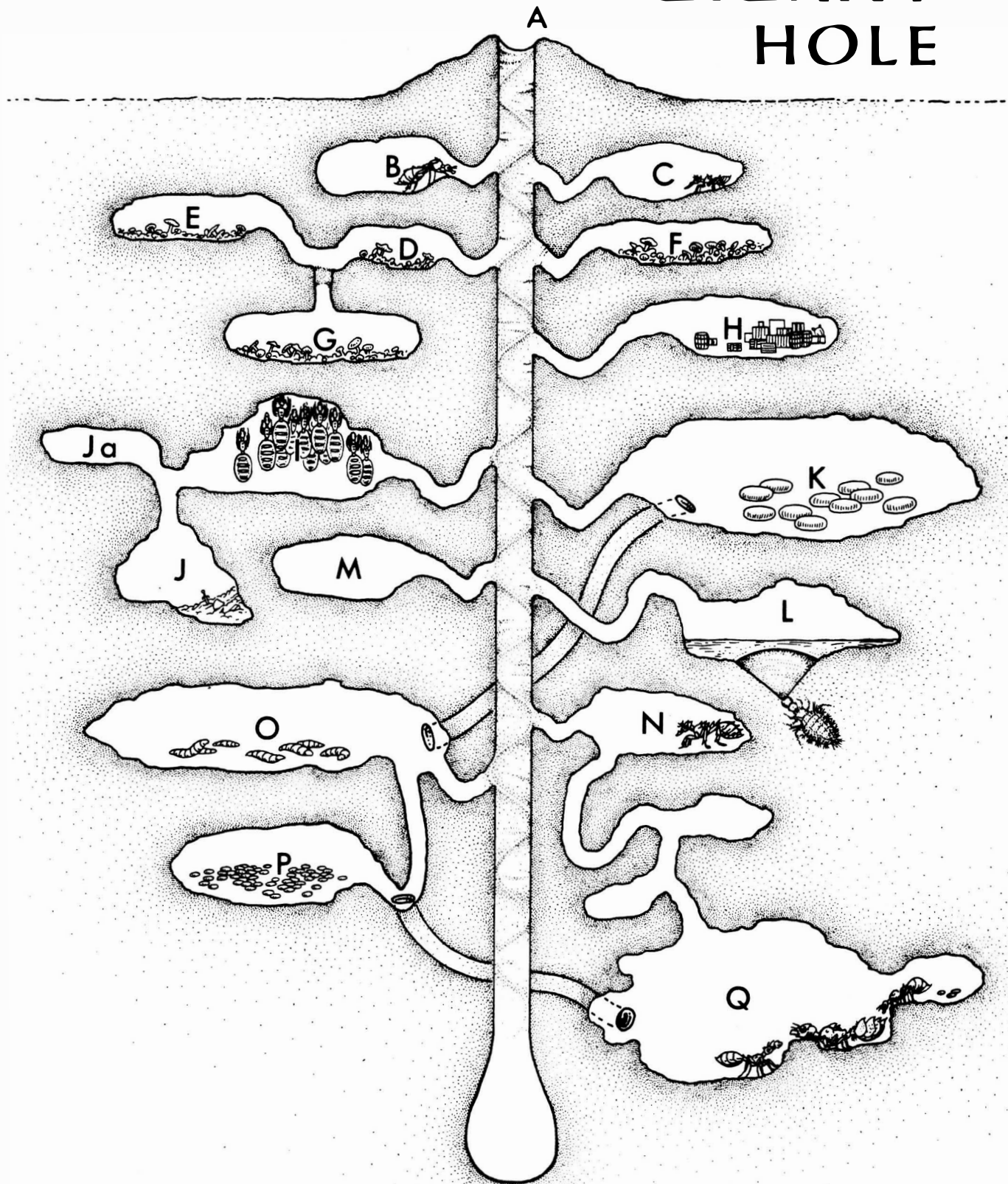
Locations D, E, and F: These Gigants grow fungus gardens to feed themselves. This particular mold grows well on any sort of organic substrate; hence, the ants gather a wide variety of plant and animal matter to feed it. Each of these large rooms will be tended by 5 to 10 Workers which will probably try to remove any non-ants that wander in. The one or two Bulldogs Ants which are likely to be present here will attack any intruders viciously. The fungus gardens smell really rotten, and most characters will not be able to stand it here for any long period of time.



Location G: This chamber is overgrown with a virulent slime mold that contaminated the fungus normally grown here. Unable to get rid of the nasty pest, the Gigants simply sealed up the entrance to the room with dirt. The weak spot is clearly marked with warning pheromones which enable the big ants to step lightly over it, but other creatures are not likely to notice the difference, and run a 50% risk per crossing of falling through to plunge 30 feet down into the dark, dank, mold-filled chamber below. The mold here resembles a mass of mushrooms until something edible is nearby. It then slowly dissolves down into a nasty mass of brown, gooey slime and oozes eagerly after the tidbit. If the victim is not quickly rescued from this room, he will be engulfed, and slowly and painfully dissolved alive. Once the mold has touched anything, it is not easy to remove. Anything that will normally kill molds or fungus will destroy it, but if it is growing on one of the party, eliminating it without harming the patient may prove to be a major problem.

Location H: The Gigants bring all sorts of foraged items to this room for storage. Goods pillaged from merchants, barrels of sugar and molasses, sacks

GIGANT HOLE



or grain and flour, bolts of cloth, etc.; this place may contain just about any sort of item that the GM wishes. Hidden inside a box here is a bottle of 8 to 18 pills. Each pill will heal one point of damage, but characters may not take more than 3 pills every 4 hours, or they will suffer nausea and vomiting which will negate any benefit that the pills might otherwise have given them. Also, under a false bottom in a wooden chest, are 300 gold pieces. It will take a fair amount of searching or luck to find either of these treasures. If the party spends any long amount of time here, it is 33% likely each hour that 4 to 6 Regular Soldier Gigants will come to investigate.

Location I: There are 8 Honey Ants in this chamber hanging from the ceiling. They are tended by 4 to 6 Workers, and there will be one or two Bulldogs present to guard them. There is a 50% chance that there will be one to 3 Soldier Ant Regulars here also, to get a little sweet snack before going out on duty.

Location J: This chamber is used as a rubbish dump, and almost all the metal items brought into the nest will be found here. There may be magic or enchanted (as well as cursed) armor or weapons here if the GM wishes. Living here, well hidden among the junk, are 4 to 6 huge Mime Beetle larvae. They are the offspring of the adult Mime Beetles which live in Location J(a). The heads of these 10 foot long worms are thickly armored, and armed with powerful jaws, but their nasty, bloated, disgusting bodies are flabby, soft, and vulnerable. They attack by lunging forward, jaws open to catch and bite. Normally, these larvae feed on Ants, but they will be delighted to munch a delver if given the chance. The big worms

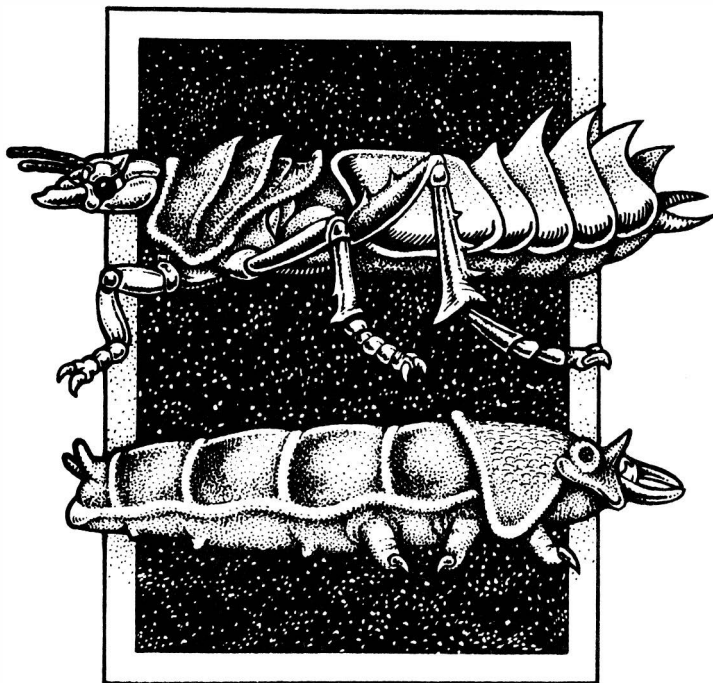
are well hidden amidst the rusty metal and junk in the room and 33% likely to get surprise on their first lunge. In addition to any other treasure the GM wishes to place here, there is a rather large broken crate of silver plates, cups, and cutlery lying rather obviously in the middle of the chamber floor. It is in plain sight, and looks quite valuable (it is worth about 300 gold pieces), at least from the chamber entrance.

Location J(a): This small cul-de-sac is the nest of two adult Mime Beetles who are the parents of the larvae in the rubbish chamber. These massively armored Coleopterans are roughly six feet long, and bear a passing resemblance to the ants whose nest they inhabit. Like their offspring, they prey on the Gigants for food, and will cheerfully try delver also. The reason the Ants have not slain or expelled these predators is that they produce pheromones which the Gigants recognize as friendly. These same hormonal messengers may have any effect on the party that the GM wishes, to balance or liven up the game. Mime Beetles are nearly always hungry, and will aggressively attack any other creature that approaches them.

Location K: This chamber contains at least 30 Pupae tended by a dozen or more workers and 3 or 4 Bulldogs and/or Regular Soldiers. Each day from two to seven Pupae mature into adult Gigants. For each hatchling roll a d6; on a roll of 1 or 2, the new adult will be a Soldier, but if a 3 through 6 is rolled, it will be a Worker.

Location L: This chamber contains a deep pit with steep, sloping, sandy sides. The crumbling exoskeletons of numerous dead Gigants lie scattered about the rim, half buried in the gravelly soil. The pit is so contrived and constructed that any creature that enters it will have no little difficulty in getting out again. Living buried in the loose sand at the bottom of the pit is a Myrmeleon, or Ant Lion which will cast showers of gravel on anything trying to climb out of the pit in order to facilitate its descent. Once the victim reaches the bottom, the Ant Lion will seize it with powerful mandibles, and pull it rapidly under the sand where it will be drained of all blood and other body fluids. The mummified husk that remains will then be cast up out of the pit. This is a large, powerful creature which is very dangerous and difficult to fight. Once a character is caught and pulled down, it will be very hard to rescue or help them. The Gigants regard the Myrmeleon as a sort of minor god, and periodically "placate" it with sacrifices. If they capture the party, there is a good chance some of the group may well end up on the altar here as offerings.

Location M and N: These are guard chambers each containing 4 to 6 Elite and 7 to 12 Regular



Soldiers. There will be 2 to 7 attendant Workers present also. These Gigants guard all the important chambers in the lower part of the nest, and serve as body guards to the Leaders and Queen Ant. Any sort of disturbance will bring them on the run, ready for battle.

Location O: This chamber contains about thirty worm-like Gigant larvae. They are tended by a dozen or so Workers and 3 or 4 Bulldogs and /or Soldiers. The Workers will try to remove the six foot long larvae to safety if the chamber is invaded. The larvae, if attacked, may spit a shower of very strong and tenaciously sticky silk at their assailant, but otherwise have no effective attack or defense. Ant silk makes a wonderfully strong cloth, second in quality only to Spider silk, and is quite valuable to certain merchants in the city. From 2 to 7 larvae a day will spin cocoons, and become pupae.

Location P: This chamber contains about 30 Gigant eggs tended by 8 to 10 Workers. From two to seven eggs a day hatch into larvae which are then removed to Chamber "O". There are usually 3 or 4 Soldiers and /or Bulldogs present here as guards. Workers will try to take the eggs away to safety if the chamber is invaded.

Location Q: This chamber contains the Queen Ant, 6 or 7 Worker attendants, and at least 6 Elite Soldier guards. All Gigants here will fiercely defend the Queen, and should gain bonuses in combat for ferocity. The Queen lays 6 or 7 eggs a day, but does little else. She is the only fertile member of the colony, and it will die out if she is killed. The walls, ceiling, and floor of this chamber are studded with embedded gold coins, nuggets, gems, and all kinds of bright shiny things. The effect is quite spectacular. The Gigants have done this for their Queen who likes the pretty baubles for their esthetic appeal only.

The Leader Ants are likely to be found in any chamber, but will generally indulge in strategic with-

drawal if personally threatened. Being physically frail, but highly intelligent, they leave the fighting to the powerful, fierce, brave, and not so bright Soldiers. In the Queen's chamber, however, they will make a stand, and if the GM has given them any really special tricks or talents, it is here that they are most likely to employ them.

Ant Hole: Scenario Ideas

1. *Basic ideas*—See Ogre Lair, scenario #1.

2. *The Plague.* A deadly disease is sweeping the country, and the only known cure for it is to eat the rare fungus grown by the Gigants. Since the perfidious pismires refuse to sell or trade the healing mould, the party is sent by the king (or other interested wealthy person) to obtain it at any cost. An interesting complication to this situation is to have all the party's members begin to show early symptoms of the plague just before they arrive at the nest. The progress of this affliction is slow, but sure, and death is certain unless the cure can be obtained. The party must find the fungus quickly before the insidious illness overcomes them!

3. *The Army Ants.* The heretofore inoffensive Gigants have begun to raid nearby human farms and towns for grain, livestock, and human slaves! An escaped slave claims that the big bugs are preparing a huge army of Regular and Elite Soldiers to take over the whole kingdom. The party must find the nest, locate the huge pupal chamber, and destroy the Hymenopteran horde before it hatches. But time is short, and the Gigants may have (at GM's discretion) human spies and allies, so let the party beware... In this scenario the GM may add a special very large pupal chamber to the nest which will be well hidden and strongly guarded. It should contain at least 1000 pupae.

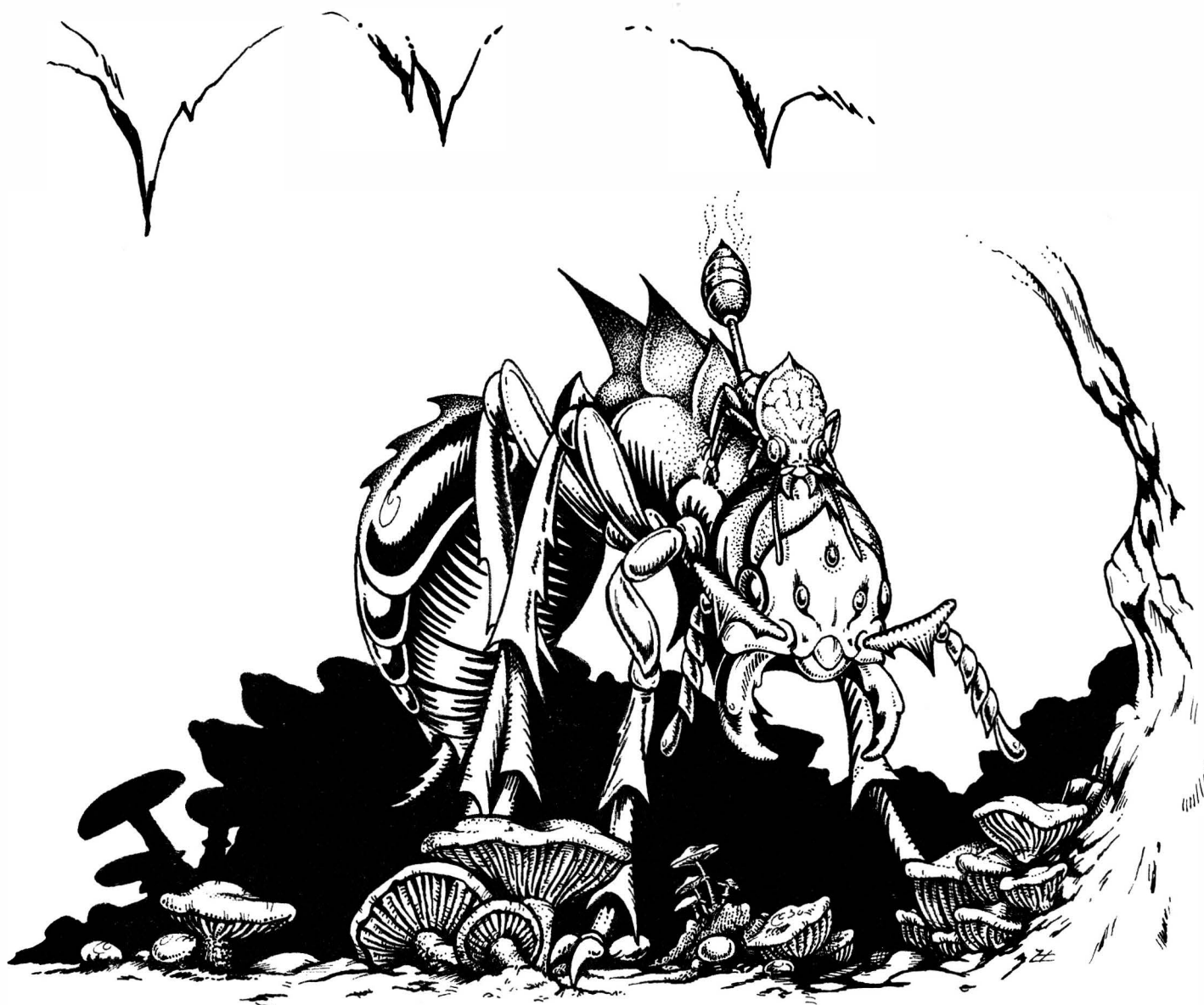


4. *The Exterminators.* The Gigants send a messenger to the party, and offer them a generous reward if they will get rid of the annoying Mime Beetles and their ravenous larvae. Of course, the Gigant Leaders intend to capture and enslave the group once the job is done. After all, deals made with humans have no validity...

5. *Brain Brew.* The Gigant Leaders were created by a wizard. Using their great intelligence, they escaped. The wizard cannot go after them himself because the ants can produce pheromones to which he is drastically allergic. What the frustrated magic user wants is the Ant Leader's fresh brain tissue. From this he hopes to create a potion that will double his intelligence, but, unknown to anyone

except the GM, is the 50% risk of permanent madness each use of the potion entails. The wizard hires the party to bring him the heads of the Gigant Leaders. These latter will be, of course, more than a little reluctant to part with them.

6. *The Hostage(s).* The party is hired to rescue one or more persons who have fallen into the clutches of the Gigants. This procedure will be rendered especially difficult if the big bugs realize what the party's ultimate goal is. The Leaders are smart enough to know the value of a hostage and a ransom. The party gets no reward for dead people. This sort of scenario can provide some excellent opportunities for some thoughtful role-playing involving delicate and frustrating negotiations.



GIHUSPID LAIR

Background: Gihuspids are giant hunting spiders. These colossal arachnids are 4 to 5 feet long and may weigh up to 100 pounds when fully grown. They fight using their long, powerful forelegs to claw or strike the foe, and their long, sharp, venomous fangs to bite. The poison causes muscular weakness that progresses rapidly (3 to 5 minutes) to total paralysis. The effect of multiple bites is cumulative. The Gihuspids were created by the evil wizard, Arak Noid, who learned his arcane arts from the mad Monster Maker of the Dismal fen marshes. Obsessed by spiders, Noid worked tirelessly to create ever larger and smarter species. Eventually he left the marshes and his mad mentor, and took a good-sized troupe of his eight legged creations with him. With their aid he built a large underground stronghold, and began to make plans to take over the kingdom. Fortunately, his dire scheme was discovered, and he and his keep were destroyed by a party lead by the hero, Koryban the Bold. Noid's body was never found, however, so his death could not be confirmed.

The Gihuspids escaped the downfall of their ambitious master, and fled here to this far away place in the wilds. Here they built their lair, far from the race of men, whom they regard as their most dangerous enemy. But now, a new trade road has been built through the nearby woods, and men have begun hunting and trapping in the surrounding forests. This has made the big spiders very nervous, but they are still undecided about what they should do.

The Trapdoors. The highly intelligent Gihuspids are expert builders and cunning craftspiders who are able to construct elaborate traps and devices from a wide variety of raw materials. They are equally clever in concealing their work, especially the trap doors to the surface and to each chamber in the nest. Even experienced characters will have a hard time spotting them. The lair may have from two to six entrances (more if the GM wishes). Each door to the surface will be guarded by a mature adult female spider. When the guardian feels any sort of vibration near her portal, she peeks out through tiny peepholes to see what is approaching. If the prey is appropriate, (generally some sort of small game), they jump out

and seize it. If it is an enemy the Gihuspid does nothing unless the creature comes too close. Then, the huge spider will jump out to strike and bite in defense of its home. These abrupt forays are usually followed by a swift retreat back to the safety of the hidey hole. The big arachnids prefer swift bite-and-run tactics to prolonged assaults on large opponents, to give their paralytic venom a better chance to work. Though quite thin, spider doors are extremely tough and difficult to penetrate even with metal tools and weapons. It will take at least two strong humans to pull a trap door open if it is held from the other side by a Gihuspid. While the spiders can use and pass through the doors without penalty, other species will find them a real nuisance to open even when unguarded. As can be seen from the proposed lair diagram the nest contains numerous doors and traps (I encourage GM's to add to and/or modify the lair to their heart's content). All the Gihuspids know exactly where the traps and their triggers are located. Characters and other intruders get to find out any which way they can! Due to the unusual and exotic construction of these traps and doors, the normal chances for finding and manipulating them should operate at no small disadvantage. If the GM is in a really nasty mood, and/or the party is very powerful, the Gihuspids may be allowed to use any sort of magic spells that deal with doors, locks, barriers, concealment, and so on, in order to balance the scenario and give the players a challenge.

Tunnels: All tunnels in the lair are roughly ovate or circular and are 4 to 5 feet in diameter. All Gihuspid doors are of approximately the same shape and dimensions as the tunnels. Every door and tunnel in the complex is lined or covered with leather-tough, fireproof Spider silk. This material makes really super cloth, and some merchants will gladly pay a premium for it, if you can figure out a way to get it to them. In its natural state the silk is mildly sticky (the exact degree of adhesiveness depends on the GM's whim). Gihuspids are endowed with oil glands in their legs which solves the problem nicely for them, but delvers will have to deal with the gluey stuff as best they can. A 4 to 5 foot diameter tunnel is spacious for the huge Spiders, but most characters

will find them rather cramped and confining. This will be especially true if the delver is using a weapon which requires significant swinging room to be effective. The size of the tunnels will usually limit the group to going single file.

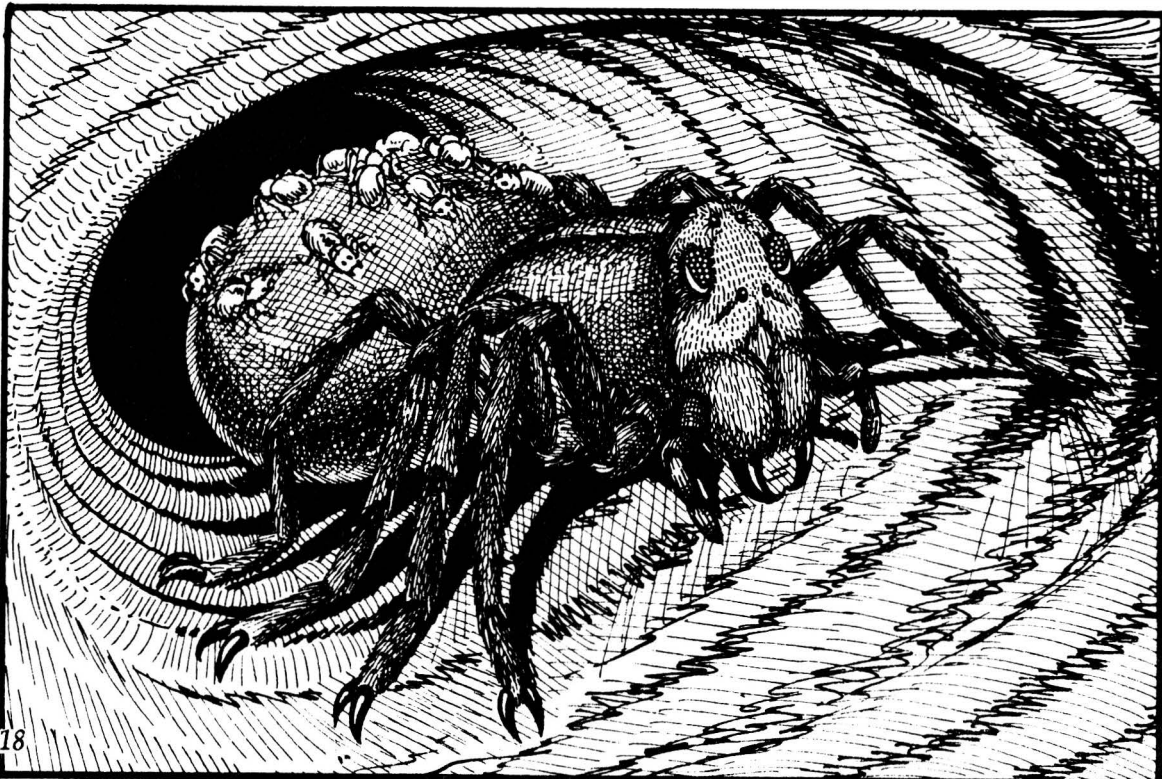
Air in the tunnels, and in the whole lair for that matter, tends to be rather stale. The party should limit its use of fire while in the lair to avoid CO2 poisoning. The Gihuspid can get along better with less oxygen than mammals, and are also less sensitive to the toxic effects of carbon dioxide and monoxide. Ventilation is poor at best, so let the party beware. Birds taken into caves can warn players.

Spider Holes: These are small ovate chambers 10 to 12 feet across, where one or more adult female Gihuspids live. Each chamber will be thickly lined with silk, and is 50% likely to be occupied. Occupants will fiercely attack non-spider intruders. Gihuspid possessions and tools are of little value or interest to other species. Other than the silk there will seldom be anything valuable in these lairs. The large, round doors to the Spider's living quarters almost always have a cleverly concealed murder hole. The Gihuspid can see through this, and can also thrust a long, thin, very sharp blade through it with considerable force. This can be a nasty surprise to anyone listening or standing near it at the time.

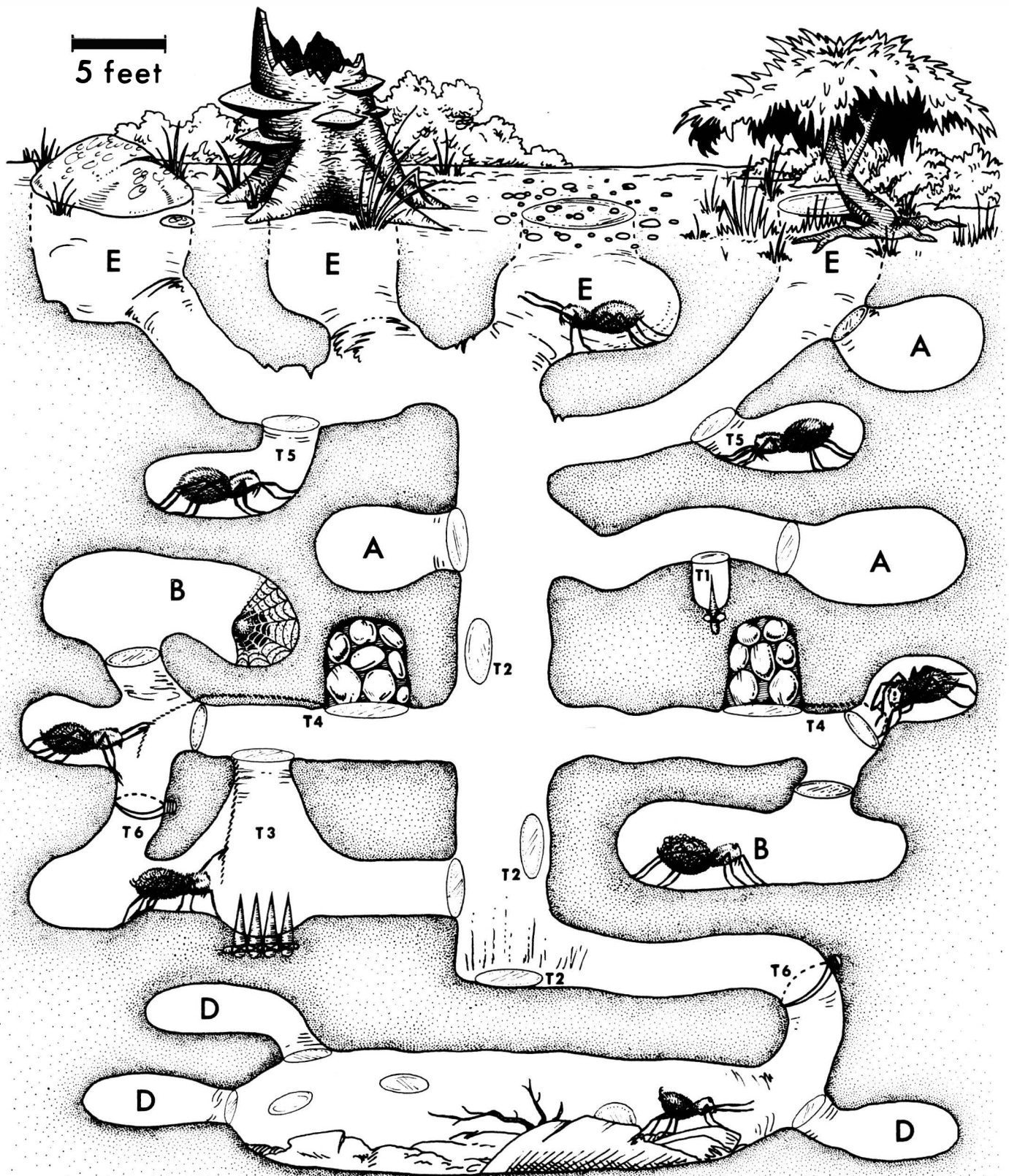
Brood Chambers: These are identical to the Spider Holes described above, except they are always occupied by a big mother Gihuspid, usually with a sister or an aunt for company. These will be guarding an

egg sack, or carrying on momma's back a brood of 8 to 18 (6 plus 2d6) large baby Gihuspids, each twice the size of a man's hand, and weighing about a pound. Mothers and their helpers should get significant attack bonuses for maternal ferocity. The babies will usually cling tightly to their mother's hairy back, but if she is badly hurt, they will all swarm, leaping, to her defense. While not as effective as fighters as the adults, the babies can bite, and will inject about 1/4 of an adult dose of venom per bite if they do so. In any event, 14 or 15 grapefruit-sized, sharp-fanged, high-jumping, hairy Spiders at close quarters can rapidly become a real unpleasant situation

The Basement: At the bottom of the lair is a smelly, dank, nasty chamber about 30 feet in diameter, with a 7 to 8 foot ceiling. The chamber is poorly silked over, for here the Gihuspids discard all things they regard as useless. If there is treasure to be found in this lair this is nearly always where it will be located, cast aside amid the silk-wrapped bones and shells of the creatures devoured by the Spiders. All items here are more or less wrapped or covered by silk which makes examining them a time-consuming nuisance. Also living here in small, narrow burrows hidden behind carefully concealed trap doors are 6 to 8 male Gihuspids. The males are only about half the size of the females, but nature compensated them by giving them a doubly potent venom. Like all hunting spiders, these guys can jump a country mile, and like to bite and run. In Gihuspid society, males exist only to fertilize the females eggs at mating time. They are also sometimes used as an extra source of food when



GIHUSPID LAIR



hunting is poor. Other than this, the females want nothing to do with them, and they are thus confined nearly all the time to their squalid dens in the rubbish room. This probably accounts for their uniformly vicious and unpleasant dispositions.

Just one more note, about Gihuspid feeding habits. Once a prey is captured and properly paralyzed, the big Spider injects it with digestive juices which rapidly liquefy everything but the bones. The conscious, but immobile, victim is slowly and excruciatingly dissolved to death while being eaten alive. One this cruel and ghastly meal is finished, the Gihuspids wrap the remains in a shroud of silk, and dump them in the rubbish room. Feeding on large prey is usually communal. The males get whatever the females leave.

Scenario Ideas

1. Silk Merchants. The party is offered a very lucrative contract by a rich merchant who needs to obtain a large quantity of Giant Spider silk right away. A local rogue sells the group a map showing the location of the Gihusid lair. He fails entirely, however, to warn them of the big arachnids's intelligence and trap-building talents...

2. Lost Loot. Some time back, one of the party members had to hide a good-sized share of treasure in the woods in order to facilitate his escape from pursuers. Now he hopes to recover his booty, and promises to share it with the rest of the party if they will help him. Alas, in the meantime, the Gihuspids have built their lair on the exact spot where the treasure was buried. Most, or all of it, now lies mouldering under a layer of grey silk in the bottom of the Spider's rubbish room. There is also a good possibility that some of the metal (gold and silver) items have been incorporated into the numerous traps found in the lair. A fun complication is to have the party deep in debt to crooked gamblers or loan sharks (who break the legs of late payers) with a payment due very soon. Naturally, the party knows nothing about the Gihuspids or their lair.

3. The Mysterious Merchant. A traveling merchant hires the party to destroy the Gihuspids and their lair. He claims that the big Spiders have been raiding his caravan and stealing his merchandise. In actuality, he is the evil wizard, Arak Noid (see Personality, below). He wants to regain control over his wayward children, and regain their loyalty by helping them when they are attacked by the "wicked" humans. He will betray the party by warning the Gihuspids, and by fighting with them against the group. He is an expert backstabber, and still a good enough spellcaster to make a lot of trouble for his foes.

4. Missing Message. The Gihuspids have captured

and presumably devoured a royal messenger. This unfortunate was carrying documents of great importance to certain nobles (evidence of treason or treachery). Both the King and the Nobles want the messenger's leather message bag badly. One side hires the party to go into the lair and recover the bag; the other side sends along spies to steal or destroy the evidence if and when it is found. Like all good no-goodniks, the spies will not flinch at committing murder most foul to carry out their mission. The Gihuspids will object to either side snooping about in their burrows...

5. The Giant Wasps. Intelligent Giant Wasps (q.v.) make a deal with the party. They will return some captured human prisoners if the party will provide them with an equal number of live Gihuspids which are their natural prey anyway. There are hungry larvae demanding food, so time is limited, but the Giant Spiders are well aware of the awful fate that awaits them if they are driven from the safety of their tunnels. It will not be an easy task to expel them.

Personality:

Arak Noid. Arak Noid is a wizard who created the Gihuspids. Once his powers were a match for the mightiest of magicians, but now he wanders the world as a mendicant hedge wizard, a mere shadow of his former glory. His discovery of this colony of his former subjects has rekindled his ambitions and



hopes for revenge and conquest. But, alas, the Spiders fear him, and have rejected his leadership...

He is a short man (5 feet tall) who weighs about 160 pounds. He has skinny arms and legs, a sunken chest, and a swollen belly. His skin and complexion are sallow and sickly. His short gray hair is coarse and bristly, and his large, dark eyes have a glint of madness in them. He is, and looks to be, in very poor health. Despite his constitutional problems, Noid is still a good spellcaster. Though he may lack strength to cast the really powerful offensive spells, he still has many subtle charms at his command, and is a dangerous, cunning foe, especially in tight situations. Among his spells and other abilities are: a) the ability to summon and control all types of normal spiders; b) The power to create a horde of small, poisonous spiders out of any decaying organic matter (such as carrion, dead leaves, etc.); c) Ability to communicate with arachnids of any type; d) the ability to take the shape of a Giant Black Widow Spider with all the abilities of this creature plus his own; and e) the ability to cast a magical spider web which will hold anyone it catches like a strong net. In addition, he is immune to all types of Spider poison. He fights with a Spider Fang Dagger which poisons anyone wounded by it with lethal, neurotoxic, Black Widow venom.

Noid wears a cloak of Spider Silk which serves him as if he were wearing chain mail. The cloak also is highly resistant to fire, cold, and acid. In hidden pockets, Arak carries about 50 gold pieces, a dozen 100 gold piece gems, and a bottle of knockout drops (ten doses). One dose will cause a man to become unconscious for up to 12 hours, and then wake up with a crashing hangover. The wicked wizard also has a stoppered glass phial containing 3 doses of Invisibility potion.

The Traps Only a few traps are given here. GM's are encouraged to add to, change, augment, delete, or invent their own. Remember that the Gihuspid are rational, intelligent tool users, and are capable of building just about anything that people could.

T1. These simple but vicious traps are scattered throughout the lair. They consist of a sharp, narrow blade, often poisoned, set in a hole which is covered over with a layer of very thin silk that will not support any weight. The blade will pierce all except steel-protected feet or hands.

T2. False doors have been set about the lair at intervals to confuse and delay intruders. They are designed to resist being opened, and, when they are breeched, there is only dirt behind them! There is also a 50% chance that these false portals will be

coated with a corrosive contact poison which will eat away the armor or flesh of anyone that touches it. While wine will neutralize the acid, water will double its effect.

T3. This is a well-hidden, silk-covered trap door controlled by a spider lurking below. When she feels a vibration in the webbing made by someone crossing over it, she jerks the lever and the victim falls 20 feet down onto the sharpened stakes below. The trap door then snaps tightly shut again, and will prove double-tough to open when compared to other doors in the lair.

T4. This trap is a gihuspid created rock fall made by stacking boulders into a hole in the ceiling of the cave and holding them in place with webbing. A Gihuspid watches for potential victims hiding behind a concealed door at the end of the tunnel. All the rocks will fall when a trip wire is pulled by the spider. It drops from one to a dozen heavy rocks or boulders on the hapless adventurers.

T5. These are simply small cul-de-sacs hidden behind very cleverly concealed and very strongly constructed trap doors. Spiders may use these as hiding places to escape pursuit, or to ambush the party (usually in the rear). The doors have an equal chance of being in a) the ceiling; b) the floor; c) the right side; or d) the left side of the tunnel. They may also be found near T2 above.

T6. This trap consists of a very large and extremely sharp blade which, when activated by a pressure plate in the floor or a door, guillotines the passageway swiftly and with great force. The blade is sharp on both sides, and, if other triggers are subsequently touched, it simply reverses itself. It will continue to see-saw back and forth as often as its numerous hidden triggers are activated. Three or four of these in one area with ten or twelve remote triggers can create a really interesting situation, especially if there is a battle in progress.

GOBLIN CAVE

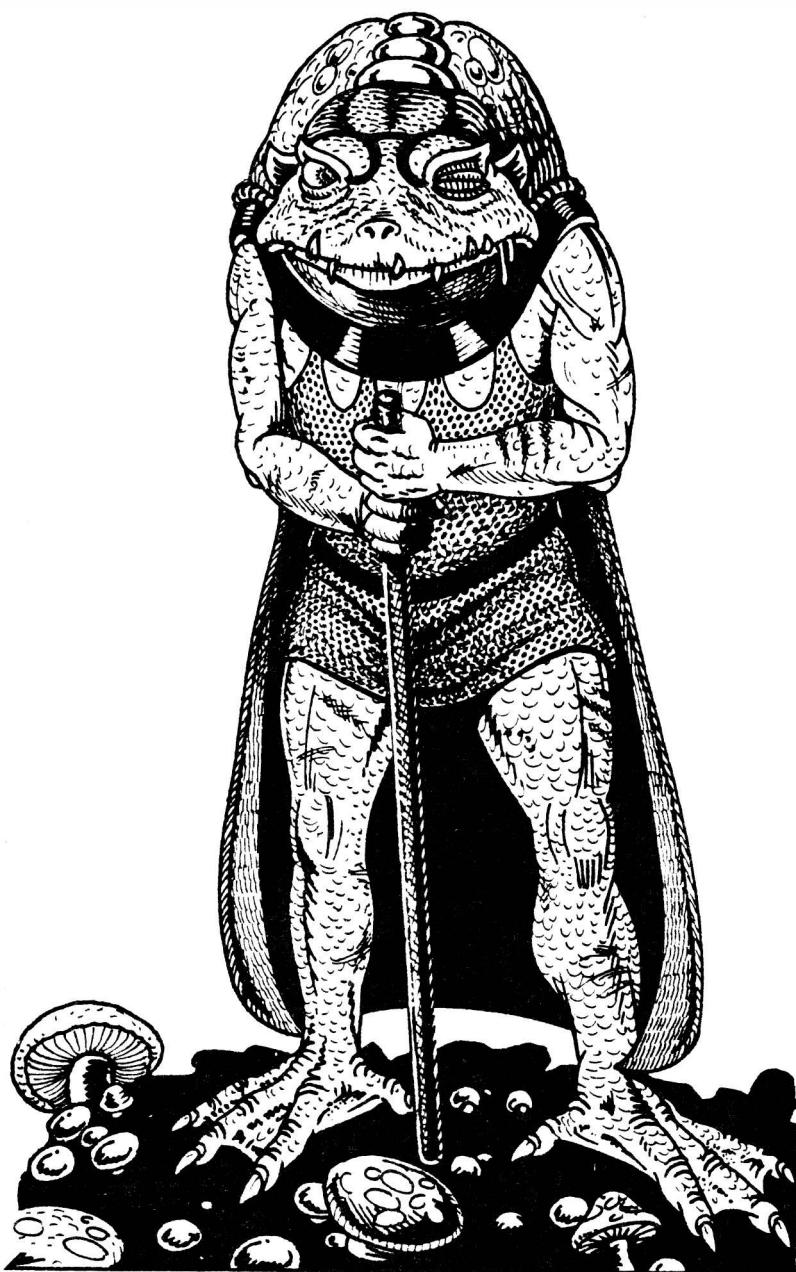
Most Goblins are puny little guys compared to humans or other monsters; thus they tend to end up on the bottom of the universal pecking order. This makes it only natural that they should seek out places to live in wilderness areas where the competition for living space is less fierce. Here they can thrive and grow in numbers until they become bold enough to cause trouble for their neighbors. The constant raids and other depredations of these vicious runts should give reason enough for someone to hire the party to go and exterminate or drive them away. Goblins come in a variety of sizes. The basic Goblin is about 4 feet tall, and looks like a very ugly human. Hobgoblins are roughly man-sized, and uglier. Bogeymen, or Bogies, are the biggest Goblinoids, standing over six feet tall, and are the ugliest. Goblin skin ranges from gray to sickly green in color, and is very much like a toad's in appearance. In fact, there is a lot about a Goblin's general appearance and features that strongly suggests there might have been a toad somewhere in their family tree, or at least the woodpile! Temperamentally, they are basically nasty, and make bad neighbors, and worse company. As warriors, they are mediocre at best, but make up in numbers and in cunning what they lack in prowess. The party may find themselves in big trouble if they take them too lightly! Goblins and Hobgoblins wear leather or wicker armor, and fight with short swords, axes, or clubs. most carry slings or javalins as well. They will keep on slinging stones and/or javalins as long as they have any left if the party lets them.

Upper Level

Trap Locations. The floors of all the caves are sand.

T1: In the floor of this cave, which leads to Location B, are a dozen shallow, sand-covered pits, each filled with a strong acid, or equivalent. Probing the floor is the only way to detect these nasty traps. Each pit is knee-deep. Anyone who steps in one of these pits (33% chance for each character that passes this way) will, at best, have his footgear ruined, and, at worst, find himself lamed or crippled by the serious chemical burns inflicted on his foot.

T2: Beneath the sand in the floor of the left branch of the tunnel leading to Locations C and D is a trigger plate. Poking it, or stepping on it (33% chance for each character passing this way) will release a ferro-fungoid Electrosore from a concealed niche in the



wall. This bizarre lifeform is a hollow, metallic sphere filled with buoyant gases. It is also highly magnetic, and carries a powerful electrical charge. It will immediately be strongly and swiftly drawn to the largest mass of iron or steel present, and will deliver a 6D6 electrical shock to any character in contact with the metal that it touches (GM's may adjust the shock damage up or down as desired). The spores tend to burst when touched, and the fragments are also drawn to metal where they stick tenaciously. Characters must take care to remove all the fragments, or they will swiftly grow (in one to six hours) into more Electrospores (one per pound of metal consumed).

T3: This is a pit trap covered over with a hidden roof which is designed to collapse if anything heavier than a Goblin walks on it. Thus the chance of a character falling through into the pit beneath is proportional to their weight. The fall will do 2D6 damage, and there is a 25% chance that the victim will break a leg or ankle. Adding calamity to disaster, there are two huge four-foot-long Scorpions in the pit who are ravenous with hunger from their long confinement.

The big arachnids will immediately attack with claws and stinger anyone who falls into the pit. The claws are not too dangerous, but the stingers are lethal.

T4: This is another pit like the one at T3, except there are sharpened stakes in the bottom instead of huge Scorpions. Victims will be hit by zero to five (D6-1) stakes, each of which will inflict 1D6 damage. Stakes may be poisoned at GM's discretion.

T5: This is a cave-in trap, triggered when someone pokes or steps on the pressure plate buried in the sandy floor at the spot marked "x". Characters passing here each have a D6:1 chance to trip the mechanism which will cause a cave-in, sealing the tunnel behind them. Naturally this uproar will attract the inhabitant of Location N who will then come out to see who is responsible for the disturbance...

Location A: The Goblins have hidden the entrance to their lair behind a movable barrier of brush. The party should have a pretty hard time finding it, unless there is someone in the group who is very woods-wise. There are always three to six Goblin sentries at the first fork in the tunnel. Rather than immediately trying to attack and/or repel any sizeable group of invaders (that is, any group as large or larger than their own), they will scurry off to warn their kin to prepare an ambush for the foe.

Location B. This cave is a central gathering place for the Goblins living in Locations K1, K2, and K3. In the center of this chamber is a large communal cooking pit. If the party makes it this far without being detected, they have a 50% chance to surprise six to nine male Goblins with an equal number of females and

young here, enjoying a meal; otherwise, it will be empty. If the sentries from Location A have alerted the cavern, the Goblins from K1, K2, and K3 will stage an ambush here.

Location C: There is a big, deep crevice in the floor in the middle of this cave. Characters that venture within five feet of the edge will find it sloping, slippery, and crumbly. A roll versus luck or dexterity should be required to avoid falling in. Those who slip or tumble in must take four D6 damage from the fall, and also have a 50% chance to break an arm or a leg. There is a concealed door leading from Location L into Location C, but there is no way to open it from C except to batter it down.

Location D: Goblins from Locations K4, K5, and K6 (plus any survivors from K1, K2, and K3) will assemble here to ambush or battle the invaders.

Location E: Goblins will also use this area to regroup, rally, and try to make a stand, if they have sufficient numbers.

Location F: This cave is a shrine to the Goblin deity Zoskatslok. An eight foot tall image of this horror stands over a blood-stained altar at the spot marked "O" in the diagram. Zoskatslok looks like a cross between a bat, a rat, and a toad, which got the worst features of each. The idol's only redeeming features are its three eyes (see below). Zoskatslok is served by a big Hobgoblin Shaman who gets some limited spell abilities, and is a superior (to his own kind) fighter. He also has the power to summon and command the bats and rats, including the Grats from Location G, that live in the cave. Like all good fanatics, he will die to defend his god. He wears chain mail armor, and fights with a magic staff that scores 2d6 damage if it hits. With the Shaman are five big Hobgoblin guards who have been selected to help him defend the shrine. They wear chain mail armor, carry shields, and fight with spear or axe. Like the Shaman, they're fairly good warriors.

Each of Zoskatslok's three eyes is a huge garnet worth 200 to 500 gold pieces. Anyone who steals these valuable gems, however, will suffer the evil demon's curse; a penalty of at least + or - 1 on all die rolls, until a cleric can remove the curse. In addition, all characters within five feet of the victim will share in his bad luck while they remain in his proximity. Hidden in the altar is a small treasure chest that contains 200 to 400 gold pieces in assorted coins and small semi-precious gems. The Shaman's staff will only work for a character who is thoroughly evil. If any good character even touches it, they will get a 1D6 shock for their curiosity. Also, any character who claims the staff risks possession by the demon. The GM should give some thought to this possibility as it has the potential to make the game very interesting, if properly used...

Location G: This cave holds the pool that provides drinking water for the cave. There are burrows here for a colony of Grats (Giant Rats), twenty in all, who will attack the party only if the burrows are investigated, or if the Shaman in Location F summons them to do so.

Location H: There is a large mushroom and fungus garden here, usually tended (80% chance) by seven to twelve Goblin females. These will raise a loud alarm and flee if intruders enter the cave.

Location I: The floor of this cave is mucky and treacherous. Characters wading across its muddy surface have a 33% chance to get caught in the quicksands here, and must be rapidly rescued (especially if wearing heavy armor) before they are sucked down to a miry doom. And wouldn't it be awfully inconvenient if the Goblins decided to attack right in the middle of rescue operations?!

Location J: This pool is home to seven enormous Frogs. These big predators can swallow small Goblins whole, and will also attack man-sized prey. Unlike common, small frogs, these six-foot-long amphibians have teeth, and their skin is as tough as leather armor. Like crocodiles, once they get their teeth into a victim, they will try to drag him into the water and drown him. They are very strong, and likely to succeed in this maneuver unless vigorously resisted.

Locations K: These Locations are where groups of Goblins will muster before attacking. K1: contains one Hobgoblin and five Goblins. K2: contains one Hobgoblin and four Goblins. K3: one Hobgoblin and seven Goblins. K4: four Goblins. K5: one Hobgoblin and five Goblins. K6: one Hobgoblin and nine Goblins. K7: the five Hobgoblin Shrine Guards. (see Location F).

The Goblins will fight a running battle with the party (unless it is very weak), sniping with slings and javalins, hitting and running, ambush and retreat, etc., until they have worn the party down enough to launch a full-scale counter-attack, or are forced by their losses to flee the lair. All Goblin attacks will be preceded by a barrage of sling-stones and javalins. If all the Hobgoblins and the Shaman are slain, the rest of the Goblins will abandon the fight, and flee from the cavern, fighting only to cover the escape of the females and young.

Location L: This is the lair of Old Gorgi, a "Bogey-man". Gorgi is very big, grossly misshapen, enormously strong, and rather quick for his obvious physical deformities. He is humanoid (just barely), and extremely dangerous. Normally, he is very reclusive by nature, but if he is bothered or annoyed (and he is extremely irascible) in any way, he can be vicious, and murderously vengeful. Old Gorgi and the Goblins have long had a mutual understanding;



if they stay out of his way, he won't kill them. Gorgi wears chain mail armor and fights with a very large iron rod (treat it as a heavy mace). What makes him doubly dangerous though, is that he owns, and wears, a Chameleon Cloak which makes him almost impossible to see if he stands still, and still pretty hard to make out even when he is moving. Thus, he is 90% likely to get surprise if he decides to attack the group. Sewn inside of Old Gorgi's filthy pillow are 31 gold pieces and 45 silver pieces. Anyone searching the Boggymen's bed will find it, (and themselves!), infested with fleas.

Location M: At the GM's option, this can be a dead-end, a bottomless pit, or a tunnel which winds steeply down to the Lower Level of the Goblin Cave (see below).

Location N: This cul-de-sac serves as the Goblin's rubbish cave. The very efficient dispose-all here is a huge Glob. It will ooze wetly out of its big, reeking hole to attack anyone that is foolish enough to linger nearby longer than a few minutes. Globes are vast, slimy masses of protoplasm which are actually enormous colonies of giant amoebas. Thus the Glob, as a colonial life form, has no vital organ, and no intelligence, other than its blind urge to engulf and consume any organic matter nearby. Weapons do little, if any damage, to the mass, but fire will injure and repel it, cold will slow it down, and freezing will

immobilize it. The only magic spells that will hurt the Glob are those which inflict actual physical damage. In turn, the Glob secretes a powerful corrosive mixture of acids and enzymes which can eat through even steel armor in a matter of minutes, and turn flesh into

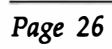
soup at a phenomenal rate. If the Glob succeeds in engulfing a victim, it will pause while it thoroughly digests him. The six or so rounds this takes will give the survivors ample time to flee, if they are wise enough to do so. The Glob is slow, but relentless in its pursuit while there is still something left for it to chase. It is sensitive only to vibrations and odors, and will move towards the strongest source of either stimulus in its vicinity. If the party runs away, out of its limited sensory range of ten or so yards, it will ooze slowly back to the stinking hole it lives in to wait for the next garbage run.

Location O: Old Gorgi raises a few mushrooms here. Anyone fooling around in his garden will annoy him intensely! He has a concealed door with a tiny peephole to let him keep an eye on things outside.

Goblin Cave: Lower Level Locations A and B: These are the entry points to the lower level of the Goblin Cave. Their positions coincide with Locations M and N in the Upper Level. The GM may use

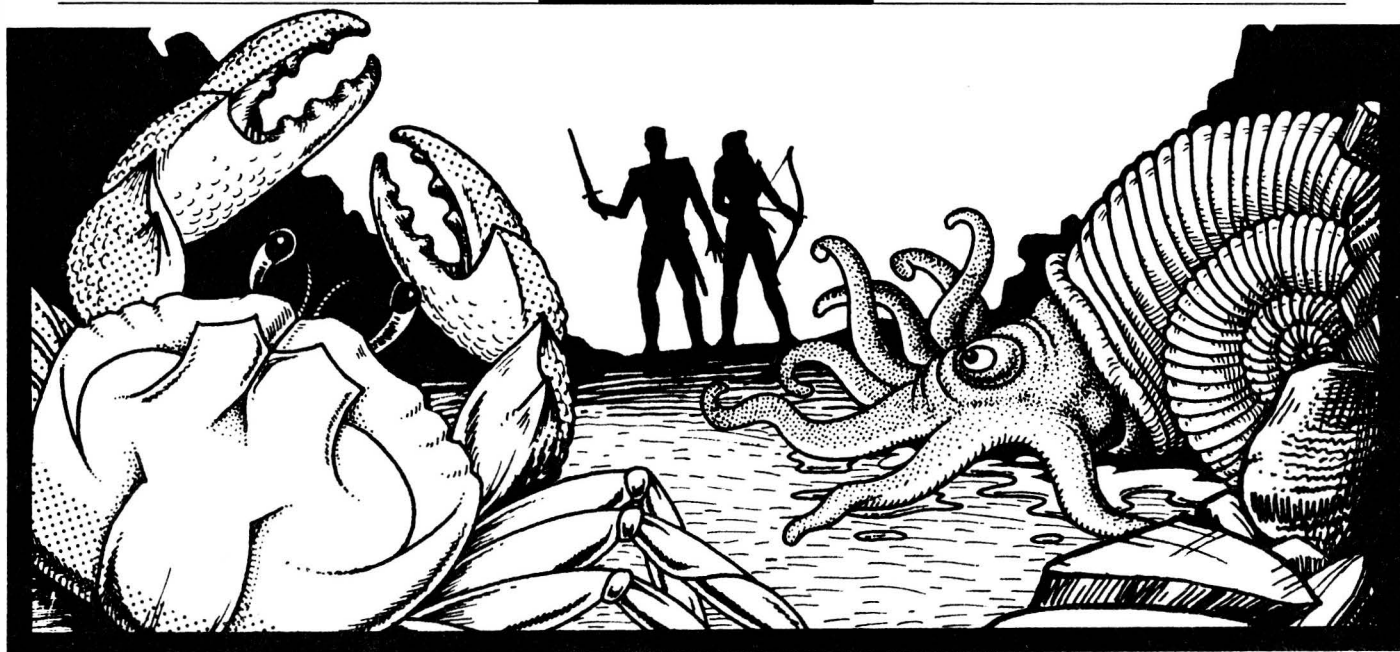


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GOBLIN CAVE LEVEL 2





this scenario independantly of the preceding module if desired, allowing it to be reached from any of the other units in this book, or from any other adventure or module he may be running at the time. The tunnels leading to A and B descend steeply down into the earth for several hundred yards, emerging at last onto the damp stone ledges that ring the underground lake. The distant roar of falling water from Location G is clearly audible throughout the huge cavern. The stone ledges which surround most of the lake are smooth and slippery; their height from the water ranges from a few inches to twenty feet or more. In some places there is more than one ledge. Once each turn while the party is traversing these ledges, the GM should roll a D6: a one indicates that a randomly selected character has slipped. The chosen victim must make a roll on their dexterity, and, if they miss it, splash! The lake is cold and deep, and the current is swift. If the person who has fallen in is heavily encumbered, and/or cannot swim, they are in serious trouble.

With torches, the party will be able to see the island from Location B, and with a good lantern possibly even make out the walls of the ancient temple on it.

Location C: A natural stone arch bridges the lake here, allowing the party to cross over to the island. The bridge rises steeply at first to a height of thirty feet, then slopes gently back down to the island. Each person trying to cross this uneven and slippery arch of moss-covered granite has a D6:1 chance of slipping, and falling off into the lake below. A striking feature of the island is that someone or something has carved the likeness of all manner of Goblins, Gargoyles, and other monstrous creatures

into the rock here. It is a most impressive and disconcerting work of sculpture. One has the impression that hundreds of grinning Goblins and other monsters are sitting in ranks and rows on the rocky walls and columns about them just waiting to leap down and attack them. The workmanship is excellent, but very ancient.

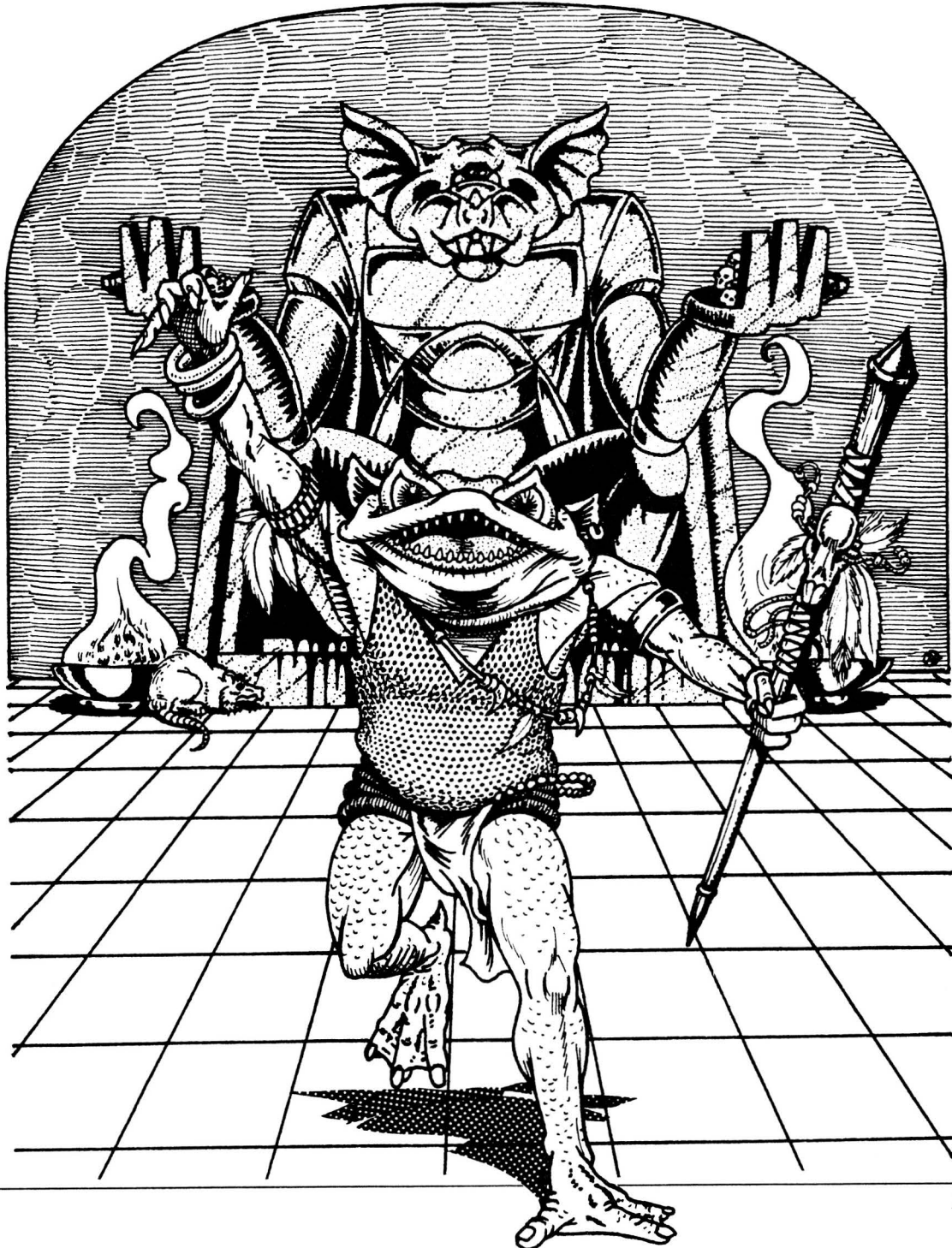
Location D: Under the island end of the stone bridge is a big, fishy-smelling cave. The nasty stench is from the cave's occupant, a large and bad-tempered Myriapod.

Myriapods are huge cephalopod molluscs. They live in a massive shell from which their bulbous, many-tentacled head protrudes. They may have eight to twelve thick, muscular tentacles surrounding a formidable beak. The tentacles catch an opponent if they score a "hit", and inflict constriction damage on the victim automatically each round thereafter unless they are severed. The Myriapod will try to bite anything it catches once per round; select the victim randomly if the monster has caught more than one at a time. If the big mollusc loses more than half its tentacles, or is otherwise seriously wounded, it will vomit forth a copious spray of black, stinking liquid on its foes, and withdraw into the cave. Anyone hit by the spray will be overcome with nausea and revulsion, not to mention partially or completely blinded for at least three rounds. Once in the cave the monster will retreat deep into its shell and be very hard to get at. If it should be killed, and the party cuts it up, they will find at least forty large pearls in the creature's gizzard. The pearls come from the giant Oysters living in the bottom of the lake, and are worth 20 to 120 gold pieces each.

Location E: These are narrow sandy beaches around the lake shore which are inhabited by Giant Sand Crabs. Sand Crabs have thick, armor-like shells, and attack with a pair of huge pincers. They are always hungry and aggressive, and like to lie buried in the sand with only their eyes showing. Thus they are 33% likely to surprise anyone walking on the beach. **E1:** There are three Sand Crabs here. **E2:** More sons of the Beach. Four Crabs. **E3:** Still more Crabs, five to be exact. **E4:** Thanks to the Myriapod, only two Sand Crabs live here.

Location F: These caves are the homes of two more

groups of Goblins. They will rush out and attack anyone who approaches the entrance to their lair. If they are getting whipped, the survivors will shuck their armor, leap into the lake, and swim to the island where they will be re-equipped and armed, and added to the temple guards. **F1:** This cave contains ten Goblins and two Hobgoblins. There is a sack containing 23 pearls worth ten to 60 gold pieces each, hidden in the far end of the lair. **F2:** One Hobgoblin and eight Goblins live in this cave. They have a hidden sack full of pearl also, but it contains only 17 of the gems.





Location G: The lake flows out of the cavern at this point, disappearing with a loud roar into a dark hole. The stone ledge has broken off here, and the gap is spanned by a rough, wooden plank. Each person trying to cross this narrow and slippery bridge must make a roll on their dexterity. If they miss it, they fall into the swiftly rushing waters below, and are sucked instantly into the dark opening. Color them gone; there will not be time to rescue them. Kind-hearted GM's may have the underground river wash the unfortunate characters up ashore in some even deeper cavern for further adventures at a later time.

Location H: The temple on the island is constructed of stone blocks, and has no windows or roof. Seated around the entrance amidst the carved stone Goblins are four real Hobgoblins and seven Goblins. They will leap screaming to attack the party as soon as it reaches the entrance, or they are discovered. They will fight to the death here defending the shrine.

(Location I): Skaius, a renegade human Priest, is waiting here. He is a demonolator, and has received numerous powers from the fiends whom he serves. He wears magic chain mail armor, and fights with an enchanted hammer (+1 to hit and damage). He has at least eight undead warriors with him here (skeletons or zombies, GM's choice). He has cast a spell of darkness and another of silence on the room, and has

also made himself and his gruesome guardians invisible. Skaius will sic the bones and corpse-warriors on the party first, and try to use all his spells before attacking the group in person. If it is obvious that his cause is lost, he will turn and run through the door that leads to Location J, and dive headlong into the pit, a last sacrifice to the demons to whom he has devoted his earthly existence. In the northwest corner of this room is a cot and a box containing Skaius's few worldly belongings, plus 277 gold pieces and 188 silvers. There is also a bottle of strychnine, and a small ivory box containing 22 pills, each of which will cure one point of damage when taken. However, the maximum safe dose is two pills every four hours; if more than this is consumed, the additional pills will inflict two points damage for each excess pill taken!

Location J: From the open door, a narrow wooden plank extends six feet out from the entrance, over a pit whose bottom is lost in the darkness below. A curiously unsettling, distant low rumble can be heard in the depths, and there is a sense of brooding evil here, for this pit opens into the dread realm of Hades itself. Sacrificial victims were forced out onto the plank, the door closed, and the plank slowly withdrawn into the wall. Venturing out onto the plank has a 50% chance to attract some infernal attention. From one to six Guard Demons will come flapping up on big bat wings to see who is messing with the gateway. Should the party flee (as discretion and wisdom would indicate for all but the most powerful groups) they will lose only the slowest member of the troupe to the pursuing fiends. In any event, the demons will not go beyond Locations A or B. This is a good object lesson in when to leave things alone!

Scenario Ideas

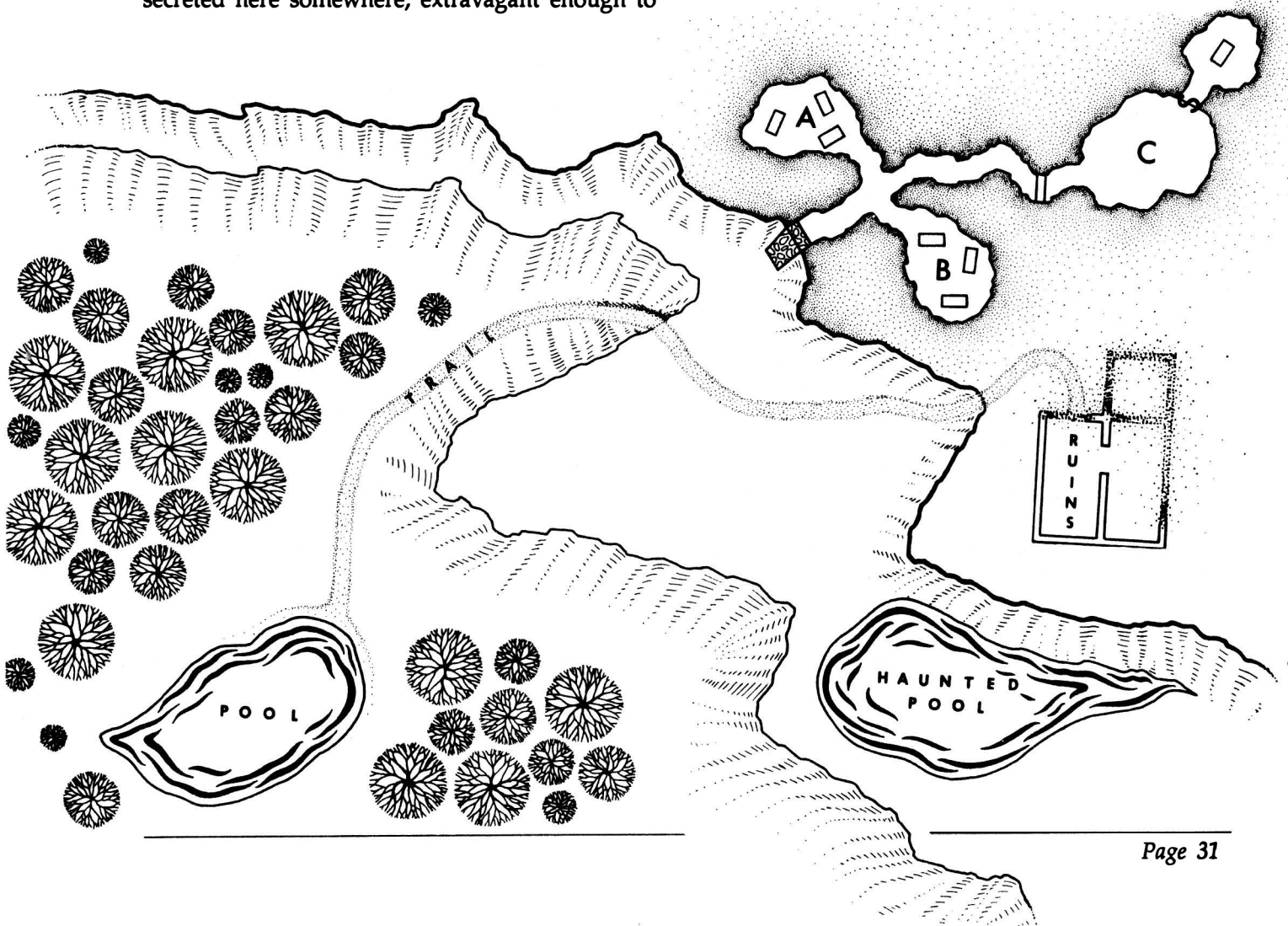
1. The Goblins hire the party to help them get rid of Old Gorgi and the Giant Frogs. Of course, how far to trust the Goblins is the party's business...
2. A local Cleric wants the party to find Skaius's evil temple, and close the gateway to the pit before the wicked priest can call up a host of fiends to conquer the land and enslave all its people. Naturally, there is a deadline; there is less than a week before the stars align to allow Skaius to perform his opening ceremony.
3. A very rich Naturalist wants the party to catch him a live Giant Myriapod, the only living specimens of which can be found in the Goblin Cave.
4. The Goblins have stolen Old Ogguk's flock of sheep (see Ogre's Lair). Ogguk joins forces with the party to recover the flock (he can't find the Goblins without help), and promises them a reward for their help. How far the old Ogre can be trusted is the party's business also...

HAUNTED POOL

Haunted Pool, Sealed Cave, and Ruins. No wilderness is complete without a haunted pool. This pool not only has a scary reputation of its own, but there is a sealed-up cave, and an ominous, crumbling ruin crowning the hill above it to enhance its many legends. If your party doesn't find this interesting enough to make it worth looking over, they are a jaded group indeed! There are three terrain levels in this scenario. Lowest is the forest level with a pretty, quite normal pool of its own. Level two consists of a sort of terrace which contains the Haunted Pool and the entrance to the Sealed Cave. The third level is the cliff top, on whose summit stands the ruin of an ancient hall. Locals, if any, shun this place, and there are numerous exciting and frightening stories and legends about the Pool and the Ruins. Prominent among the rumors are tales of strange voices and cries which lure men to destruction here. There are also many stories of lost treasures and hidden wealth secreted here somewhere, extravagant enough to

tempt the most cautious delver. The actual treasure will, of course, in no way approach its storied abundance, but legends like these are an excellent tool for GM's to motivate the players to explore such an out-of-the-way place.

The Forest Pool: Level One This is a modest-sized pool of good, fresh water fed by a natural spring. It is quite ordinary in every way. There is a well-worn trail leading down from the clifftop Ruins to this pool. Footprints on this path may be noted, if looked for, and appear to be made by a huge man-like foot over 24 inches long. Smarter characters may wonder why the maker of this impressive trail (who is, of course, the giant; see below), avoids the more easily accessible pool on level two, and makes the much more arduous climb up and down the high cliff in order to slake his thirst. All around the trail are the tracks and spoor of many animals that drink here. Some of the creatures that come here for water are far



from harmless. The party will have a d6:1 chance of encountering something out of the ordinary for every three hours they spend near this pool. If the dice call for an encounter, use the following table to see what it is.

Forest Pool Encounter Table (Roll a d6)

1. 7 to 12 large, hungry Wolves
 2. 1 to 4 Black Bears
 3. 1 to 3 Brown Bears (Grizzlies)
 4. 2 to 7 Wild Boars 5. A family of Giant Skunks
 6. Something extraordinary: Roll again!
 1. A Cockatrice 2. A Pegasus 3. A Satyr
 4. A family of Centaurs 5. A Unicorn 6. A Dragon (GM's Choice)
-

Wolves are more likely to attack mounts and pack animals than to assault the characters themselves. Black Bears are usually timid, unless provoked. This is mating season, and there is one female and several very high-strung males in this group. Consider them irritable at best. Brown Bears are larger, more aggressive, and more dangerous than their darker brethren. It's their mating season too.

Wild Boars will viciously attack anyone who dares approach the Sows and Piglets. These latter Wild Pigs will run away unless cornered. Then better watch out for mama! Giant Skunks fear nothing, because no creature with a sense of smell and an ounce of intelligence dares to even approach them. A Cockatrice is a serpent-like monster hatched from the egg of a rooster. It is believed to have a venomous bite, and the gaze or bite of this nasty creature is said to cause the victim to turn to stone. A Pegasus is a winged horse. They are as valuable as they are rare. They make excellent mounts if you can catch and train one. A Satyr is a half-man, half-goat. This one has horns, and a set of Pan Pipes whose music will cause all who hear it to dance madly until the music stops or they drop from exhaustion. Satyrs are notorious for being mischievous. Centaurs have the head, arms, and torso of a man on the body of a horse. They are strong, proud warriors, experts with bow and arrow, and may also possess magic items and/or know spells, at GM discretion.

Unicorns, like Pegasi, are rare and priceless. It is almost impossible to catch one of these highly magical creatures unless you are a virgin, and \{very\} pure. Any Dragon stopping at the pool to drink will be just passing through, and probably disinclined to look for trouble unless the party is offensive.

The Haunted Pool: Level Two:

This large, normal looking pool is actually very dangerous. Trapped in its dark waters is a powerful Warlock named Melloides. During a battle with a rival Wizard, Melloides was turned into water, and compelled to take refuge in this pond. Unable to escape his dank fate, he is furious, and desires revenge against all persons who still have flesh and blood bodies. Over the years he has captured many victims drawing them down into the pool to drown. Any person wading into the water runs a grave risk of being seized in the Warlock's strong grip (much like a powerful undertow), and dragged down to a watery doom. Once caught it will prove a difficult task to escape from his clammy grasp, especially if the victim is encumbered by heavy armor. Melloides still possesses the ability to cast spells, especially illusions, mental attacks (charm, sleep, etc.) and spells involving the production of voices or other noises. He uses these to lure his victims into the water where he can seize them. Melloides uses illusions of lights, faces, vague glowing shapes, treasure, chests, and so on, as well as noises that include eerie music, weeping, and voices to entice unwary characters to enter the pool. He is also able to make parts of the pool's calm surface look like dry land.

The only things that can be used to attack the Warlock are spells that effect water. He can be hurt, but it should be almost impossible to kill him. Evaporating him is just about the only way to do this effectively. Freezing him solid is the only way to slow him down for a while, and then you have to separate him from the water of the pond. If he is seriously discomfited or hurt by his foes, he will simply retreat deep into the underwater caves at the bottom of his pond where it will be extremely hard to get at him. And, while he remains in the water, he heals and regains his strength at a phenomenal rate. If the party should attempt to dry up, remove, evaporate, drain or otherwise do harm to the pool as a whole, Melloides will play his trump card. He will animate and send forth from the pond's mucky bottom some twenty Zombie warriors to defend it. Up out of the murky depths they will come, nearly all reduced to worm-eaten, moss-covered bones; wearing rusty, shell-encrusted armor, and fighting doggedly with their water-ruined weapons. While this company of soggy skeletons should not be much of a real threat to whole and healthy characters, it ought to give them one heck of a good scare! To this end, the GM must be careful not to make them too weak.

The only accessible treasure in the pool (i.e. not buried deep in the mud at the bottom) is a bag of 22 valuable gems still hidden in the armor of one of the water Zombies. If found, it is worth some 800 gold



pieces. At GM's discretion, the Warlock's grisley guardians might also have a few, still useful magic items on their remains too.

Scenario Ideas

1. Ivara, a female relative of Baron Olidus, dreams of becoming a powerful vampire like her undead great-uncle. She hires the party, under false pretenses, to help release the monster, hoping he will grant her wish. If she succeeds, her reward will be enslavement for Baron Olidus shares his power with no one.
2. Mesold the Giant, Basolt's brother, wants him to come home. The romance has gone sour, and the Giantess has turned out to be a poor catch indeed. Mesold hires the party to persuade Basolt to return, without, of course, giving him the real reasons. The Giantess's father, Big Ballock, is quite happy with the arrangement, and sets out in pursuit of the party to louse up their plans any which way he can. Big Bal, as his friends call him, is a spellcaster and shape-changer of considerable talent, able to assume many forms, large and small.
3. Melloides old rival, Insinore the Gloomy, needs some information from his "vanquished" rival, about the location of some hidden items (of great personal value to Insinore). He hires the party to try and force Melloides to tell him. Melloides, of course, will be

damned (no pun intended) if he'll talk. This scenario presents both GM and party with a real challenge to their creativity.

4. Melloides's little pool is magical. If a person bathes in its waters in the light of the full moon, he will become young again, and be cured of any diseases from which they suffer. The Warlock, who can't use this boon to his advantage, denies it to all others by trying, usually with success, to drown them. An old, diseased, but very wealthy man hires the party to help him find and use the pond's magic. The zinger here is that only one person can use the pond's boon during each full moon. The old man is pretty sick, and could die at any time. Two weeks could be the end of him if he misses an opportunity. If he dies, you guessed it, the party doesn't get paid.

The Sealed Cave: Level Two The entrance to this cave has been solidly and expertly sealed with stone blocks and mortar. In addition, there are several powerful wards and other guard spells placed here to reinforce this already impressive barrier. The party's magic users will have to exercise their arts capably before the wall can be physically attacked; they are impervious to any non-magical assault until the enchantments that protect them are removed. Then, to knock a man-sized hole in the wall will

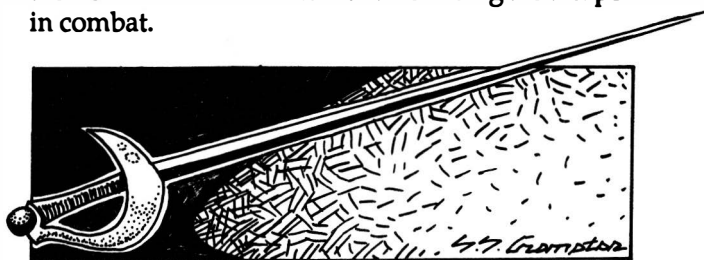
require the party to inflict a minimum of 200 points damage on it with some blunt instrument or weapon (mace, hammer, or so on). The requirement is doubled for anything whose main function is not bashing things. The wall is always hit, but, each time the weapon scores maximum damage on the dice, it is damaged and loses 50% effectiveness until repaired. Any weapon or tool twice damaged is, of ruined.

Locations A and B: In these areas, in the indicated positions, are scattered a dozen closed wooden coffins. Randomly distributed in the coffins are a total of six Vampires, four male and two female. These Lesser Vampires are the mindless servants of Baron Olidus whose sarcophagus lies hidden further inside the cave. These hideous, pallid creatures are gaunt and cadaverous in appearance, with long, matted hair, long, jagged fingernails, and prominent fangs. They are strong, quick, and agile as cats. Ordinary metal weapons do them little harm, but magic or wooden weapons cause them normal damage. A shaft or stake of wood driven through their heart will immobilize them, but, to destroy them completely, their head must be cut off, and their body burned to ashes and buried at a cross-road. All are repelled by a cross or other holy object, and Holy Water burns them like acid. They are unable to cross over running water, and cannot enter a home unless invited. Fire and/or sunlight will destroy them, IF you can keep them in it long enough.

Vampires attack by grappling and biting to drain blood from the victim. Once they get a good grip on their prey, human strength is not sufficient to remove them; their strength is more than mortal. Persons slain by a vampire, and buried, rise again as a vampire themselves. This is the fate of these six wretches who serve the evil Baron. The Vampires will all lie still in their coffins until one of them is discovered. Then, all will throw open the lid and leap out to attack at once, which ought to provide a nice exciting climax to the suspense of searching the antechambers. Any attempt to burn, destroy or tamper with the coffins themselves will also bring the undead horde of horrors howling out to protect them. They will fight to the bitter end regardless of the odds. If the party should flee, sunlight will save them from pursuit, but woe to the group if the sun be already set!

Location C: Separated from the outer cave by a thick, locked, Oaken door is a richly furnished and decadently decorated room containing a large, elaborate, canopy bed. Here lies the handsome Baron Olidus, the Master Vampire. Unlike his savage slaves in the outer chambers, he is highly intelligent and in full possession of all his mental faculties. In addition to possessing all the other vampiric talents

described above in spades, the Baron can assume the form of a Bat or a Wolf, or become a mist and flow through the narrowest of cracks or tiniest of holes. He is devious, cunning, and most thoroughly wicked. Under his elegant red silk robe he wears a suit of magical chainmail equal to plate armor in protection. He also has a very striking pair of eyes, and can cast a powerful charm spell, or hypnotize anyone who incautiously meets his gaze. At GM's discretion, he may possess other magical spells or powers as needed for balance in this scenario. Unlike his servants who can only fight with claws and fangs, the Baron can fight expertly with a magical Rapier of Decapitation which will cut off the opponent's head if Olidus rolls the maximum number "to hit" when using the weapon in combat.



The Baron will try to convince the party that he has been imprisoned here in the cave by his evil relatives who left the six Vampires to prevent him from escaping. He will feign illness, and claim he suffers from photophobia (true!) due to his long confinement in the dark cave, to avoid leaving it during the daylight hours. He will try to overcome the party through guile and charm, resorting only to force if every other trick fails. His main goal will be to enslave the party by turning them all into servant Vampires under his control. Olidus's coffin is in a small chamber hidden behind a very cleverly-concealed secret door. This door will very hard to find, and harder to open as it is securely locked, and the Baron carries the only key well hidden on his person. He will be quick to point out to the party that he cannot possibly be a Vampire because there is no coffin in his bedchamber. If asked how he has survived his long imprisonment sealed up in this single, small room, he will claim to be able to use some simple magic spells to produce food and water (he can do this too). Baron Olidus is a fiendish monster, one of the most dangerous kind. The GM should give a lot of thought and study to playing this role to take full advantage of all its monstrous capabilities.

The Baron's treasure hoard is buried under the dirt beneath the wooden floor in the secret room that houses his coffin. It contains about 10,000 gold pieces worth of coins, gems, ingots, and jewelry (resplendent with bloodstones and rubies) in a locked, steel chest. The chest will do 6d6 of shock damage to

anyone who opens the lid without using the key which is hidden behind a loose rock in the wall behind one of the paintings in the main chamber. The furnishings and art treasures in the main chamber might fetch 2000 gold pieces in an auction. Under the bed in his large chamber Olidus keeps a small brass coffer containing about 2000 gold pieces worth of assorted coins and gems. He will gladly give this to the party as a reward for rescuing him, planning to recover it after he has overcome and enslaved them.

Ruins: Level Three: These ruins were once a stately manor hall, now fallen into a dismal state of disrepair. The main hall, which still has most of the roof left, is home to Basolt Fanirson, a fifteen-foot-tall Giant weighing close to 3000 pounds. Basolt wears a heavy (not to him) kilt of chain and leather, a leather shirt, and Bearskin leggings four or five layers thick around his big feet and stocky legs. These make a very effective suit of armor for the big fellow, especially from the waist down. He carries a huge wooden shield, and fights with a 200 pound clun of Hickory wood. He is capable of smashing a man into a thin, red paste if he lands a good blow. He can also throw large, heavy stones with good accuracy for a considerable distance. Fortunately, the Giant is rather slow and awkward for all his great strength, and is also somewhat shy by nature, and will avoid a fight if he can. He is aided in this by his natural talent for ventriloquism, for he can not only through his voice expertly, but also can imitate a wide variety of animal and bird calls and sounds. He has used this skill

many times to scare away nosy intruders.

Basolt is on good terms with most of the animals and birds which live in the woods around his home. He has a huge pet Raven named Ebonseer which can talk, and keeps an close eye on things for him. This makes it very hard to sneak up on Basolt, and he will be enraged if the Raven is harmed in any way. The Giant has a bag of 300 giant-sized gold coins (worth ten gold pieces each) hidden in the hall under a giant-sized stone. Other than this his possessions are few and simple. He lives here, alone in a ruin in the wilds, because his brother, Mesold, won the heart of the Giantess he loved, and he could not bear to remain at home in the company of the happy lovers. So he stays here alone, and broods on his sad plight, an unhappy creature, but not really bad-natured, unless grossly provoked.

Basolt doesn't like the Haunted Pool, and goes out of his way to avoid it. Melloides isn't strong enough to drag him in and drown him, but the watery Wizard scares him with nasty noises and other illusions when he comes near enough, so the Giant stays well away most of the time. The Giant also knows there is something really bad in the Sealed Cave, and this gives him an additional incentive to avoid the second level's grim terrace. Basolt is not likely to appreciate anyone messing around, either on the terrace below, or up on his cliff top. More than likely he will try to scare the intruders away. If he fails in this, he will try to capture them, and then let them go after they promise to depart and leave him in peace.



HORNET'S NEST

Giant Hornets build giant nests, and need a lot of territory to go with it. The adults eat mostly fruit, but the larvae must have a steady diet of fresh meat. They prefer the flesh of giant spiders, but will settle for most any flesh in a pinch. Hence, human settlements find it hard to co-exist with the huge insects who are especially aggressive after children. Giant Hornets can come in a wide variety of sizes so it shouldn't be hard to match your party up with a good balanced group that can keep the game interesting for them. Hornets can sting repeatedly, and so can their giant relatives. The venom is paralytic, but, unlike the relatively weak and slow-acting Gihuspid poison, the sting of a Giant Hornet will drop you in your tracks! The resulting paralysis can take days to wear off unless medically or magically relieved. Spells and/or potions, etc., able to effect this are left up to the tender mercies of the GM.

Since people tend either to move away from, or eliminate Giant Hornets, the nests are almost always found far away from any kind of town or city. If they wander into Hornet territory the party will be checked out by small hunting groups of two to four adult Hornets. The big bugs will seldom attack adult humans (unless they are alone) because they are too heavy to fly with. If the party is getting too close to the nest, however, the Hornets are more likely to become aggressive as their protective instincts are aroused. Giant Hornets have infamously bad dispositions and become extremely cross if molested or bothered in any fashion whatever.

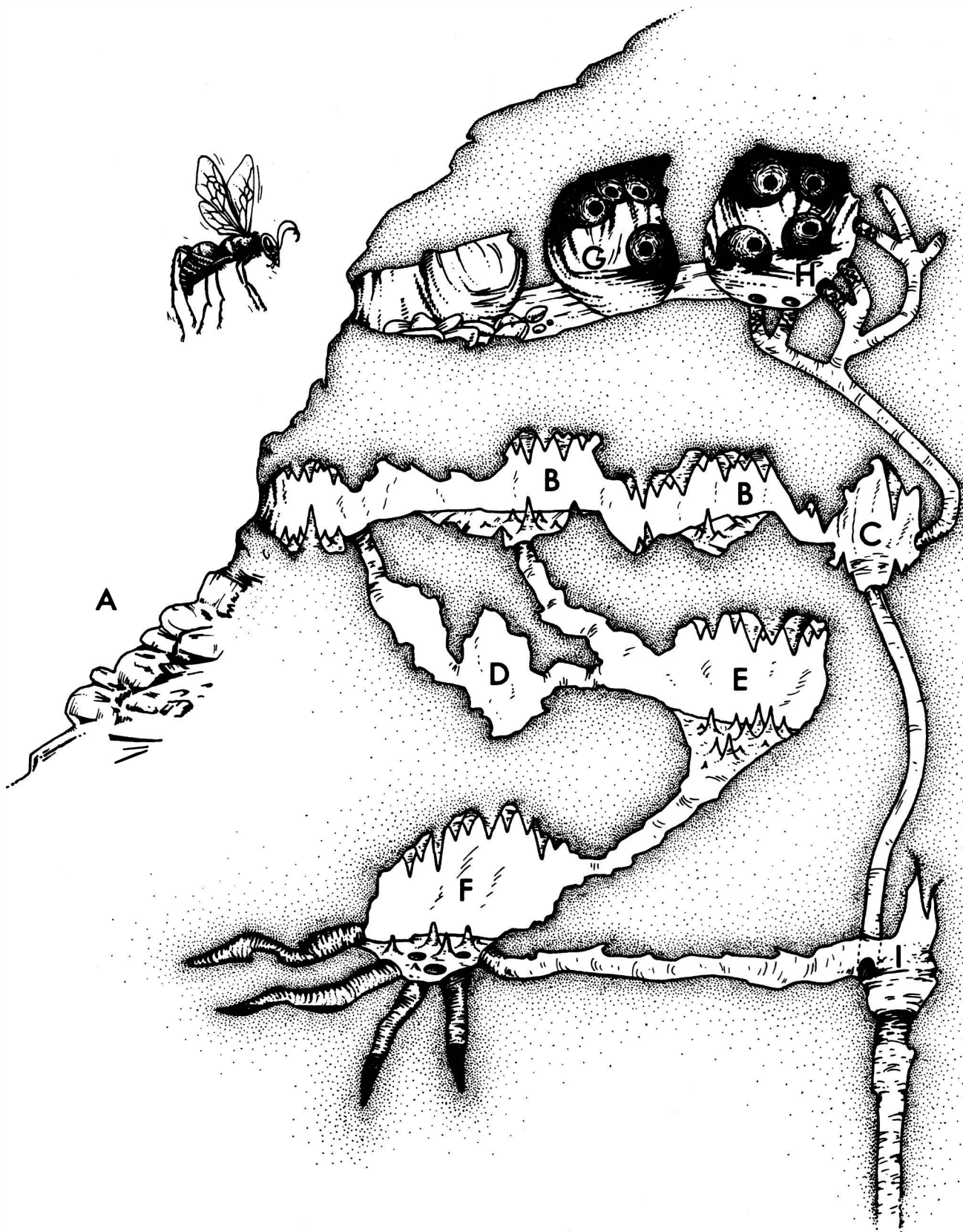
Location A: The nest is inside a large limestone cavern in the side of a cliff. The rocky rubble below the entrances serves as home to a large number of Rock Adders, so called from their tendency to add funeral costs to the other expenses of delving. Each person who climbs up the cliffs here to get to either of the cavern entrances has a d6:1 chance of encountering one of these big, five or six foot long snakes. These huge vipers are armed with appropriately huge fangs and large poison glands full of potent hemotoxic venom. Their slate-gray coloration matches the rocks very closely making them very hard to see. Thus they are 50% likely to get surprise on their first strike. They give no warning, and can strike up to half the length of their body. Persons bitten will require immediate detoxification, either magical or medical, or they will suffer great pain at the injection site, followed by serious bleeding and hemorrhag-

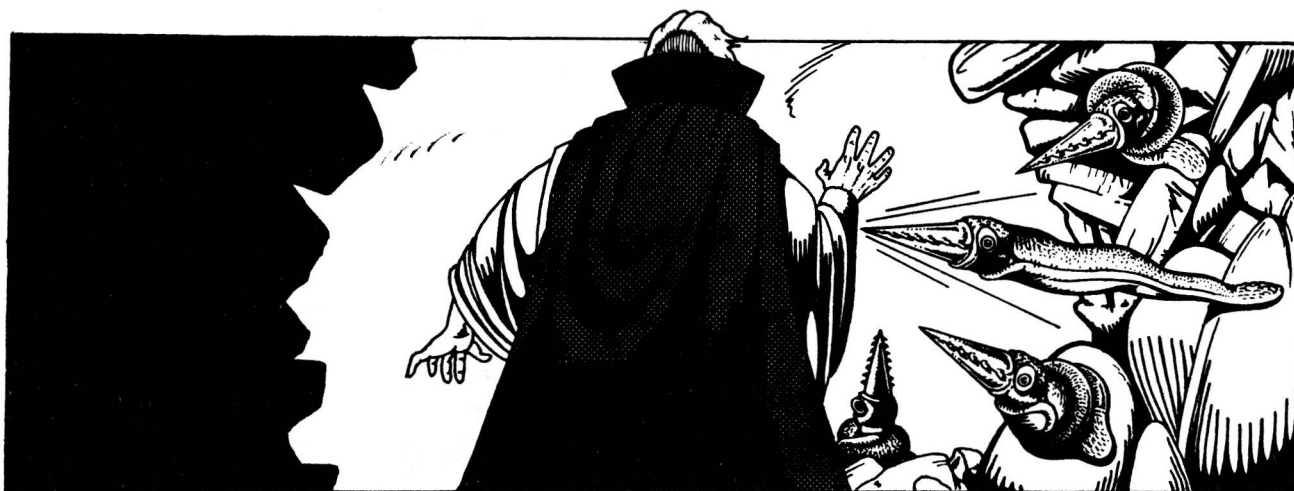
ing, shock, collapse, and death within 15 minutes. Rock Adders can deliver up to three fully toxic bites before their poison glands are exhausted. In Spring it is not uncommon to find four to seven of the big reptiles chasing hard after a single female. All of the love-smitten serpents will deeply resent the interruption of their courting and tend to be extremely aggressive in these situations.

Location B: "B" is for Bats, and lots of them, sleeping peacefully on the ceiling at both the indicated locations. If startled by the party (50% chance), they will shower the group with guano, and take off in a big confused swarm. Each character present will have a chance proportional to his protective armor or clothing of getting nipped by a Bat during this mass exodus. Anyone thus injured has a d6:1 chance of contracting Rabies. Only the GM should know who these lucky winners are. Rabies has an incubation period ranging from ten days to four months. Symptoms begin with headache, fever, nausea, and pain at the site of the bite. This progresses to convulsions, the inability to swallow (hydrophobia), coma, and death. Only the most powerful of healing or wish spells can save a character once the symptoms have appeared.

Location C: This cave serves as lair for a large Stone Troll. There are many varieties of Troll (see the Troll Hole for more information) which, though fortunately rare, are found almost everywhere. Stone Trolls must come from very deep under the Earth's surface. Their exact place of origin is unknown, but scholars believe that there is a deep, hidden underworld called Unterheim where they and creatures like them live and flourish. Stone Trolls are found mainly in deep caverns or caves from which they seldom venture forth. Their reclusive habits are not surprising when one considers the fact that sunlight turns them to stone! Other kinds of light, however, merely enrage them which is a foolish and dangerous thing to do. Trolls in general tend to be seven to nine feet tall, and are almost as strong as Ogres. Stone Trolls are the strongest members of the species, but also the least intelligent. They are immune to all but the most extreme heat or cold, and also to most poisons. They are covered with a thick, gray or brown, extremely tough skin, and are surprisingly agile and quick for such large creatures. They have the unique ability to burrow through rock and stone

HORNET'S NEST





like a mole through soft dirt, and are sometimes also called Mole Trolls for this reason. They are carnivorous and will eat most any sort of creature, but like carrion best; the riper, the better.

This ugly, five-hundred pound brute (named Gryxks for those of you who like to name your monsters) just recently dug his way up here from the deep places of the earth, and has been keeping the Hornets crazy and busy plugging up the holes he leaves when he raids their nest. He burrows up, pops out to grab a larva or an adult, and drags the victim back down here to his lair for a feast. If the party wanders in here, he will welcome a chance to try something new (he is getting tired of Hornet meat), and will greet his guests with open jaws.

Location D: Fifteen to twenty huge Shrewbats live in this cave. They too have been raided by the marauding Stone Troll from "C", and hence are extra alert and mean. Shrewbats are enormous carnivorous bats with a wingspan of up to six feet. They have a very high rate of metabolism which gives them a ravenous appetite. They are flying eating machines, and, though Troll hide has proven a little too tough for them to chew thus far, most other creatures have good cause to fear their sharp teeth and razor-like claws. They are exceptional flyers that can maneuver expertly at high speed, raking their prey with talons and snatching gobbets of flesh on each pass. In addition, the Bat's high-pitched squeaking is unbearable to most other creatures, causing them to fight at a significant disadvantage (the GM may allow saving rolls here). In spite of their large size the big bats are fragile and are easy to hurt, but they are very hard to hit due to their quickness and agility. They are semi-intelligent, instinctively going after the targets with the least armor or protection. If more than half the flock is slain, the rest will abandon the prey to fly away and flay and slay another day. At GM option, there is a d6:1 chance that any charac-

ter wounded by a Shrewbat will contract Rabies (see "B" above).

Location E: This cave is the home of ten or twelve peculiar Molluscs known as Stabbers. These six to nine feet long monsters have grown fat eating incautious bats and other cave vermin. The Stone Troll would have cleaned them out except they fight too hard, and he doesn't care for their taste. Stabbers have a very long, slender, muscular, stalk-like body with a boney head full of knife-like teeth on one end, and a flat foot-like organ on the other. They glue themselves to the walls, floors, or ceiling with this latter for support. Once they have anchored themselves securely to an immobile base, they coil up like a spring, and wait. When prey passes by in range (three to five feet) they suddenly lunge forward like a whip, embedding themselves in the victim's flesh. Unless the Stabber is killed immediately it will then proceed to burrow through the prey's body eating ravenously as it goes. Bony, back-pointing spines make the head almost impossible to extract from the victim, and they will continue to eat for several rounds even if severed from their body stalk. Stabbers are easy to hit, but their tough, leathery skins can be difficult to cut.

While waiting for prey Stabbers look like stalactites, stalagmites, or rocks. Due to this natural camouflage they surprise victim 50% of the time on their first strike.

Location F: This cave is infested with a real nasty pest called Slippery Slime. It is species of fungus that grows in wet, liquid, slimy colonies inside caves and other dark, damp places. Slippery Slime will slowly eat away wood, cloth, paper, leather, food, and most other non-living organic substances, turning them into more Slime in a matter of two or three hours at the most. Its most annoying property however is its ability to reduce the friction of any surface it coats to zero. In other words, you can't stand up on

it, and you can't get a grip on it. It is the perfect lubricant, the epitome of slickness. Just imagine well-oiled ice, and you're close.

Roll a d6 for anyone entering this cave. On a roll of one to four, the character will find themselves sliding helplessly down into one of the slime-filled depressions or crevices which will vary in depth from two to seven feet. Here they will most likely drown unless they or their comrades can quickly figure out a way to get them out of the oily, slippery stuff they are now thoroughly covered with. Short of magic, I haven't been able to figure out any good ways yet. Slippery Slime is killed by heat or by disinfectants, but is relatively unaffected by all but the most extreme cold. (Frozen, it makes very slippery ice!). Under normal conditions it looks like water. If you can arrange to collect some in tightly stoppered bottles, it is a valuable commodity. It has some very practical and interesting applications, especially if you are being pursued...

Location G: This cave contains the nest of the Giant Hornets. There are twenty to thirty big paper cells here. The paper is several inches thick, and tougher than the wood it was chewed from. About three-fourths of the cells contain Hornet larvae in various stages of development, all ravenously hungry, and quite capable of trying to eat anyone who gets too close. There will always be eight to ten Adult Giant Hornets here, caring for the larvae and pupae, repairing old or building new cells, and so on. All will be outraged to discover intruders, and will buzz fiercely to attack them with mandibles and claws (two separate attacks). If either claws catch, or mandibles bite, the Hornet gets to try and drive its eight inch long, dagger-like stinger into the victim. A successful sting, barring a lucky saving roll, means instant and complete paralysis. Here, in their lair, the Hornets will battle to the bitter end. Every half hour there is a 50% chance that two to five more Hornets will return to the nest from foraging for meat or wood. These will drop what they are carrying, and also rush to slay or expel the invaders. There are a total of eight such groups out buzzing around the countryside on various errands. If there is any treasure to be found in this place, it will most likely be found in the old larval cells, the inedible legacy of a prior dinner guest. Such treasure should be appropriate and proportional to the lair's proximity to civilization, and the availability of victims who might carry such valuables.

Location H: There are ten to twenty empty cells here. In the floor and walls here, there are a dozen or so holes filled with rocks and mud. The holes were made by the Stone Troll, and filled up by the furious Hornets. The big bugs abandoned this part of the cave because of the latter monster's raids.

Scenario Ideas:

1. Prospectors have found a rich vein of gold ore in the caverns, but cannot mine it because of the Hornets and other monsters inhabiting the place. They offer to share the wealth with the group (50% for them; 50% for the party) if the latter will get rid of the local fauna for them.
2. The young daughter of a powerful local Baron is carried off by the Hornets while the party is escorting her home to see her daddy. The party must recover the girl within 24 hours, or face the Baron's wrath. Battling monster Hornets and other creatures is the lesser evil here. The Baron is a very vindictive man where his only child is concerned.
3. A Scholar from a far-off university will pay a generous reward to the group if they will capture a live Giant Hornet for him to study. He may also be willing to buy any other unusual specimens the group can bring back alive. Payment rates for dead critters are significantly lower.
4. The semi-intelligent Hornets make a deal with the party to get rid of the Stone Troll and other vermin that infest the cave's lower levels. They do not intend to honor the deal, however, but plan to feed any surviving party members to the larvae once the mission is accomplished.
5. Intelligent Hornets might also make a deal with a party to drive the Gihuspids (q.v.) out of their underground lair, as their larvae prefer the Giant Spiders to other meat.
6. It might be interesting to go down the hole made by the Stone Troll when he burrowed up here from the world's deep places. The party might even find their way to deepest Unterheim, but then, that is another book...



LAIR OF THE LAMIA



Lamia was once the beautiful queen of Zoronon, the great treasure city of the Al-Hamidd people. Born under an evil star, this ill-fated woman worshipped dark gods and practiced black magic. When she tried even to sacrifice her own daughter in one of her depraved rituals, her husband, King Lamiak, had her arrested and locked away in the deepest, strongest cell of the palace dungeon. Here she stayed until hatred, hunger, thirst, and unrelieved darkness drove her mad, and she died shrieking blasphemies against the gods and curses on the King and his subjects. But Lamia's malevolent demon-god, Shamakarsh, the Prince of Enmity, granted her a death boon. Each night, the dead Queen's spirit, transformed into a terrible monster, rose up to stalk the city streets to take revenge upon the people who had condemned her. Children were her preferred prey, but no one, young or old, was safe from her depredations. For many long years she terrorized the city she once had ruled until, at last, the great Wizard-Priest, Az-Razoni, exorcised and banished her, driving her restless ghost out into the arid desolation of the Great Alkali Desert.

Many years have past, and the Al-Hamidd people and the wonderful city of Zoronon have long since been swallowed up by the relentless desert. But, somewhere in this trackless waste of caustic dust and blistering heat is an oasis. Two small hills, a pool of fresh, clear water, some date trees and green grass stand, guarded by the crumbling ruin of an ancient, long-forgotten outpost. The soldiers left long ago, and the old fort is now the home of Lamia.

Lamia: Lamia, once a beautiful woman, is now a terrible and malevolent monster, which hates all living things. She is a shape-changer, and can assume any form she desires up to a maximum of three times per night. She can always revert to her true form, a gaunt, hideously ugly, old hag. Despite her appearance, she is swift and strong, fighting ferociously with long, sharp claws and poisoned fangs. She should be a good match for any of the fighters in the party, able to inflict dire punishment on an adversary at close quarters. In addition to her fighting prowess, Lamia has the power to charm any character that meets her gaze. Characters who fall under her potent spell will obey her without question, and aid her in every possible way, even to the extent of murdering former comrades. The GM may give

Lamia any additional talents, spells, or abilities he feels are necessary to balance the scenario.

Lamia is highly intelligent, cunning, and full of deadly malice. She will seldom attack even a weak party directly, relying instead on magic and guile to overcome them. She has dusted the dates on the trees by the oasis's small pool with a powerful narcotic drug made from her own blood. This tasteless, almost invisible powder cannot be washed off, and will make anyone who eats one of the sweet, tempting fruits at first quite drunk, and then very sleepy. Characters thusly intoxicated, will fall asleep for a minimum of seven to twelve hours, after which they will wake up with a crashing hangover. The party will never encounter Lamia by day, as she is unable to remain on this plane of existence during the daylight hours. She will invariably appear after sunset, somewhere in the old fort which now serves as her "gate" to this world. Her favorite method of attack is to assume the guise of a beautiful young woman, and try to charm one of the sentries into helping her subdue and capture the rest of the group. Once everyone is in her power, she will "play" with them, one by one, like a cat with mice, until she tires of the sport. One by one, the characters will be first tormented, and then devoured, til all are slain.

If her disguises and tricks are discovered, and she is attacked, Lamia will fight fiercely as long as the battle goes in her favor. In every case she will prefer magic to brute force if she has spells available. If she is hard pressed, or is seriously hurt, she will try to flee, or hide, and will summon her "guards" (see below) to help her battle the party. If she is able to escape, and hide until dawn, she can escape back to the demon-plane she inhabits during the day, and from which she will return the following night fully restored, and hungry for revenge. If she is unable to escape, Lamia will pretend to surrender, begging the party to spare her, and offering them great rewards if they will do so. Her plan will be to lure the characters into the old fort where, of course, her children (see below) are hungrily waiting.

Lamia's Guards: Sometimes Lamia captures a warrior of exceptional ability or quality. These she does not devour totally like her other victims. Instead, she drains all their blood and body fluids, and buries what remains in the hot, dry, bitter dust around the oasis. She enchants each corpse so that, on her summons, it will animate and claw its way up out of its shallow grave, and shamble off to fight for her. These dried-up zombies still possess their weapons

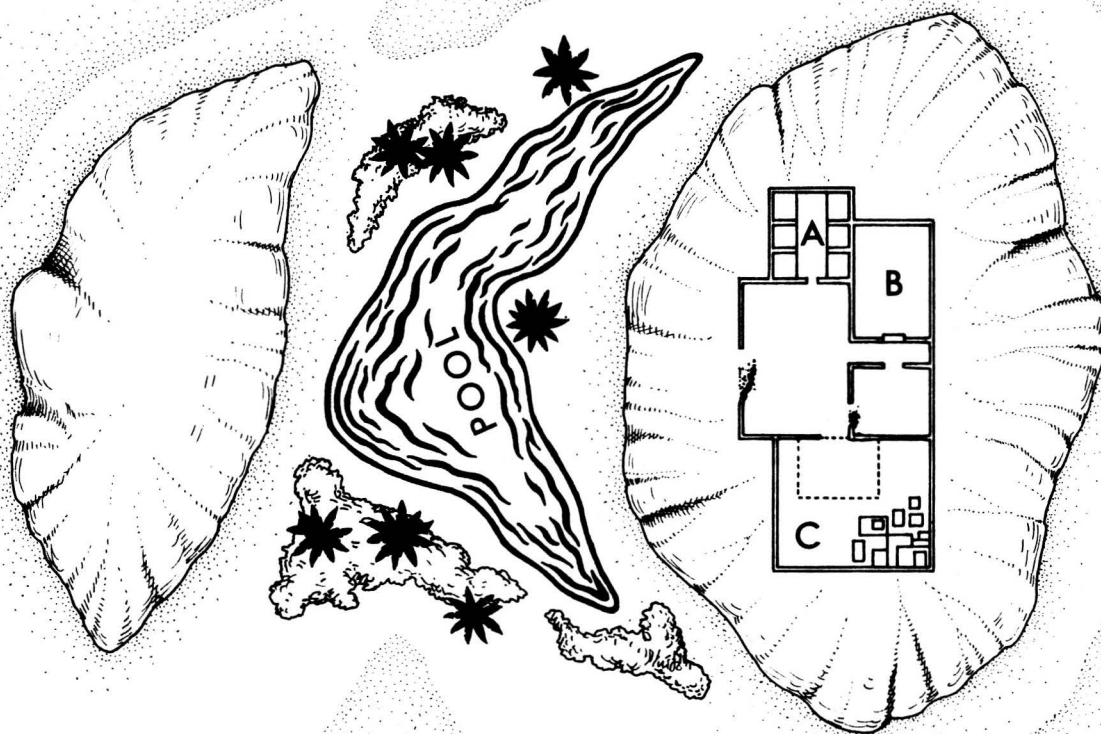
LAMIA



UNDERGROWTH



PALMTREE



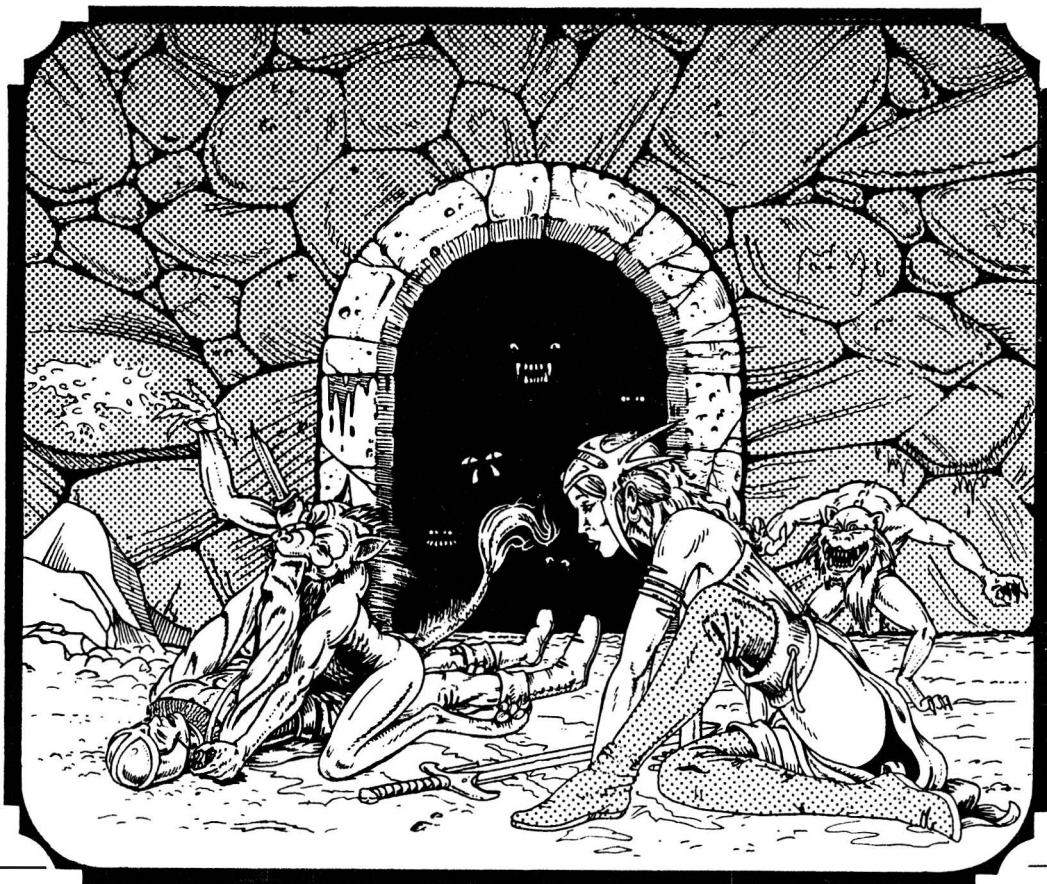
and armor (which may be magical), but are slow, clumsy fighters at best. Depending on the strength of the party the GM can vary the number available, and make them harder or easier to destroy as needed for the sake of balance. However many there are, they will start to arrive in small groups of two's or three's, at a dead shuffle, starting the round after Lamia calls them. They will fight with the relentless, tiresome persistence of the dead, who have nothing to lose or gain whatever the outcome.

The Fortress: The decaying and decrepit fort has only a few usable rooms. On one end is crude but sturdy dungeon-style lockup complete with rusty chains, shackles, manacles, and cells with doors made of iron bars. This is where Lamia will confine her victims before she eats them. A group locked up and restrained here in this hot, thirsty, vermin-infested place makes an interesting scenario all by itself, with escape being the main objective. Getting free before sunset before Lamia comes back could prove to be a real challenge. In an adjacent chamber, behind a heavy, locked door, Lamia keeps all the armor, weapons, treasure, and other worldly possessions of the people she has captured and brought here. She actually doesn't need this stuff, or care very much about it, but she is a tidy monster and prefers to store all the loose items here rather than

leave them lying randomly about. Her treasure hoard is not huge, but should be fairly respectable; it has been growing little by little for a long, long time.

At the other end of the fort is a large hall. If captured, Lamia will try to lead the party here. The floor here looks OK, but is actually very fragile. Lamia has placed several interesting chests and boxes in a corner at the far end of the room to tempt the curious and greedy. It is necessary to cross the room in order to look at the chests. But, when two or more characters weighing in excess of 300 pounds stand or walk on the floor, it will collapse, dropping them all down some twenty feet into the rocky pit below. Lamia will simply fly up to the ceiling, cackling with glee, and watch, for the pit houses her brood.

Lamia's Brood: Lamia's brood is the offspring of her mating with some of her victims before she devoured them. Being a monster, she is the mother of monsters, and the pit is full of them. At least a dozen of these terrible creatures live here in dark, foul, twisting burrows, waiting ravenously for mama to come and feed them. Half-demon and half-human, these ghouls will eat warm fresh meat or worm-crawling carrion with equal gusto. While they lack their mother's superior intelligence and powerful magical abilities, in the rough, dark, uneven close quarters of their pit, their more-than-mortal strength





and quickness makes their jagged claws and needle-like fangs a good match for the characters's armor and weapons. Still, the brood will press their attack only if they are winning. If the fight goes against them (as it ultimately should in a well-balanced scenario), the survivors will retreat back into their holes to hide, and woe to the character that crawls in after them! The brood will not leave the pit, even at night, because, in lean times, Lamia is not above eating one of them. Though not really intelligent by human standards, the children of Lamia have learned to respect their mother's insatiable appetite.

Lamia then is a damned soul, doomed to wander the world without rest til Judgement Day. Even if she is "slain" by the party, she will just pop up again later somewhere else, and go on pursuing her wicked career. It is also possible that if she is destroyed by the party that she may enter into one of the characters (most preferably a female with evil inclinations), and gradually possess the unwitting victim. In this subtle guise she is capable of working great mischief, and the GM is encouraged to give some serious thought to the possibilities suggested here.

Scenario Ideas:

1. Caravan merchants crossing the desert have long been aware of the Shunned Oasis, and all the wise ones avoid it like the plague. Lamia enjoyed eating the foolish ones. A local sheikh has decided to reclaim and garrison the old fort. Alas, the small de-

tachment of soldiers and workmen he sent there appears to have vanished without a trace. The party is hired to go and investigate.

2. A descendant of Lamia is tormented by her past, and has learned from a Holy Man that the only way she can gain peace of mind is to track down and destroy her evil ancestor. It is written that only a blood relative of Lamia can truly kill the monster and lay her to rest. But, alas, the closer she comes to the lair of the demon-queen, the weaker her will becomes, and the greater the risk that Lamia will possess and use her against the party. And, of course, if anything should happen to the poor girl, the party doesn't get paid...

3. Lamia has not chosen this oasis and ruin by mere chance. At night, she and her zombie minions dig in the nearby desert. The goal of these nocturnal excavations is to unearth a huge black coffin buried here. If this huge Stygian sarcophagus is opened, Shamarsh and his demon horde will be loosed on the world to work incalculable mischief. But, in a nearby city, a half-crazed, defrocked cleric has seen the danger in a vision. Since he is regarded as a harmless lunatic by his own people, he must go to the party of infidel outsiders for help. He will use any means, or tell any lie necessary to get the party to go with him to the deadly oasis. For he knows how little time remains before Lamia and her zombies will open the black coffin, and the Prince of Enmity will rise up with his dreadful host and lay waste to the world.

MAZE OF MAN-BULL

Baron Mintorus was a huge man who was as wicked as he was big. In a five-foot world he stood six and one-half feet tall. A bully from his youth, he cruelly oppressed his serfs, and was always feuding, often bloodily, with his neighbors. Despite his many personal faults, Mintorus was an expert cattleman, and took great pride in his herd, especially his prize bull, Nemesis, a huge, ill-tempered beast with an enormous set of horns. One fine Spring day, Nemesis gored and trampled the little orphaned granddaughter of an old widow who lived in a hovel in the woods near the Baron's fields. When Mintorus proved indifferent to the child's fate, the old woman hobbled into his castle and cursed him to his face. "Monster," she cried, with tears of rage and grief streaming down her wrinkled cheeks, "The babe was the last of my family. You are a worse brute than your murdering bull. He is only a dumb animal, unaware of the awful thing he has done. May God punish you for your cruelty!" She was, of course, immediately cast into the Baron's very secure dungeon where she soon died, some said after being abused and beaten by Mintorus's brutish guards.

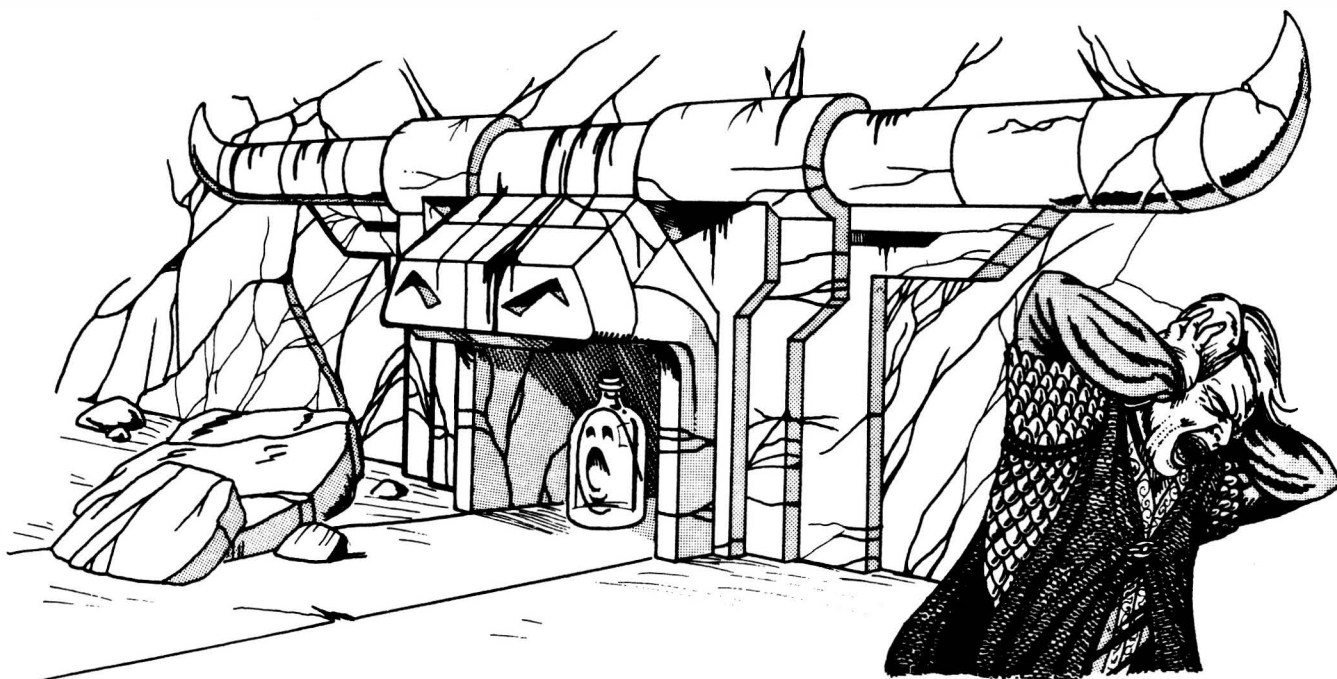
But, on the following night, the evil Baron had a dream. He was running, terrified, through a desolate meadow, pursued by Nemesis, his great, black bull. After a long, agonizing, breathless chase, he fell, and the bull was upon him, smoke snorting from its flared nostrils. As the great horns gored him, Min-

torus dreamed that the bull entered him as if injected through the horns, filling him until he could bear the awful pressure no more. He woke up screaming, sweat-drenched and trembling from the nightmare. He felt very strange and oddly clumsy as he staggered from his bed to wash his face in the water basin. But there, looking down at his reflection in the water, he saw that he and his prize bull had indeed merged and become one creature, a monstrous man-bull with enormous black horns. His mind snapped, and he fled, bellowing from the castle, down through the narrow streets of the cowering village, and out into the dark forest beyond. For a while he roamed and terrorized the land, but was eventually driven away. After many long and tormented wanderings, he found this ancient labyrinth, dug long ago by persons (?) unknown. Here he stayed and made the place his own, slaying all who dared to enter and challenge him.

The Labyrinth

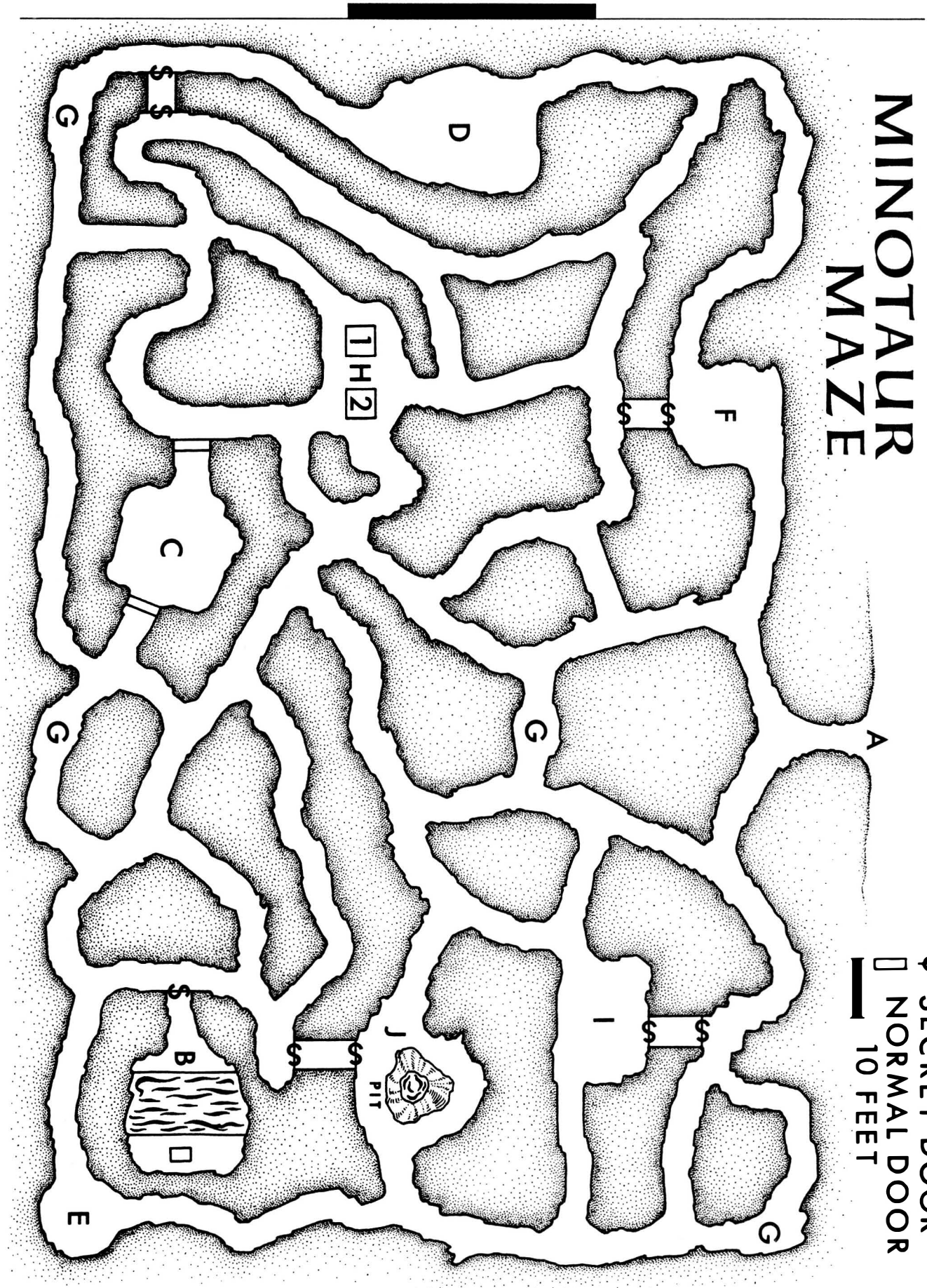
Secret doors: all "S" locations in the map represent secret doors and passageways. Characters will have normal chances to find and open these, providing they are taking time to search thoroughly. The Man-Bull knows them all well and can use them freely. Each door is equipped with secret peepholes for the monster to spy on intruders.

Location A: The entrance to the maze is carved in the



MINOTAUR MAZE

\$ SECRET DOOR
□ NORMAL DOOR
— 10 FEET



likeness of a bull's head. The party must enter through the gaping mouth of the statue. The huge, badly weathered structure faintly radiates magic, but has no other special qualities of note. Just inside the entrance, bound to the wall, is a Howling Spirit, magically imprisoned in a great glass jar. The jar is enchanted and quite unbreakable, and has a 50% chance to break any weapon or object used to attack or strike it. When anyone enters the chamber, except for Mintorus, the Spirit will become visible inside the jar, and begin to wail loudly and eerily. The noise will not have any effect on the party except to possibly scare them a little, but it will let the Man-Bull know that he has company, and give him plenty of time to get ready.

Location B: This is the treasure chamber. It is bisected by a 30 foot wide and 20 foot long moat filled with water flowing from east to west across the room. Chained to the wall on the other side is a heavy, padlocked, iron-bound, Oak chest. The padlock and iron bands are coated with a violently caustic substance which will cause serious corrosion or chemical burns to any object or flesh that touches them. This substance will not be easy to remove; it is both viscous and very sticky. Hot, soapy water will be most effective in removing it. In addition to the treasure described below, the chest contains a large quantity of poison gas (sufficient to fill the entire treasure chamber) under considerable pressure. To deactivate this dangerous trap, a special set of three studs must be located (behind a panel in the rear of the chest) and then pressed in the correct sequence: first #2, then #3, and finally #1. This will cause the gas to be vented off safely before the chest is opened. Any other way of opening the chest will release the gas, totally filling the entire room in a matter of seconds with a green, acrid, choking cloud.

Any character breathing this venomous vapor will feel an intense burning sensation in their eyes, nose, throat, and lungs. They will lose 10% of their strength and hit points immediately, and another 10% per hour each hour until they die. The burning and discomfort experienced will increase proportionately also. Other than spells which neutralize or nullify the effects of deadly poisons (and this one is a lulu), the only hope for the poisoned characters is to find the hidden box in Mintorus's chamber which contains the seven bottles of Antidote potion. \{Treasure\}: The box contains about 5000 assorted coins (50% gold) and some 20 gems each worth 20-120 gold pieces. Hidden in a secret compartment in the bottom of the chest is a ring which will allow its wearer to call and communicate with any wolves that are in the area. The wolves will regard the ring wearer as a pack leader, and will be willing to fight

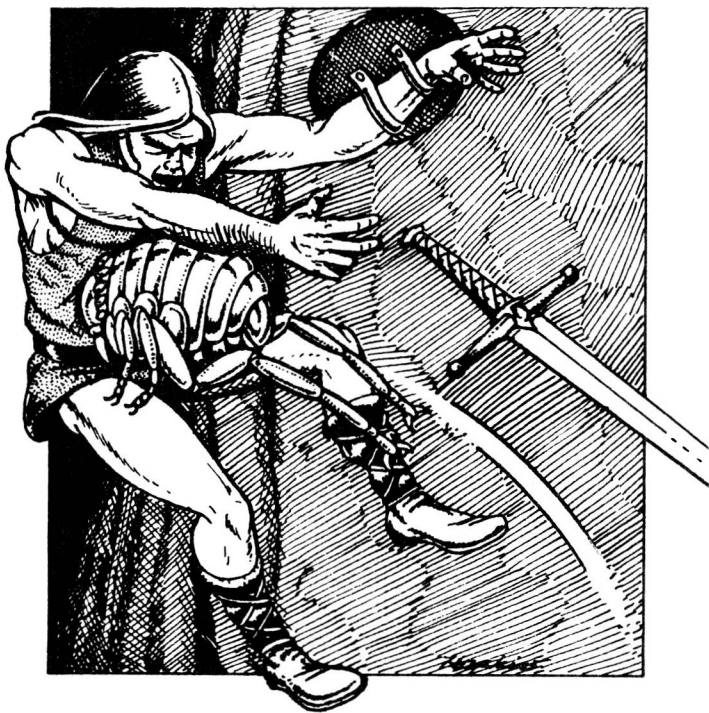
on his behalf if the odds are reasonable. The drawback to using the ring is that there is a one in six chance (d6:1) per time used that the user will be afflicted with Lycanthropy, becoming a wolf himself on nights when the moon is full. The ring is a cursed item and should be very hard to get rid of, once claimed or tried on by a character.

Location C: Mintorus, the Man-Bull lives here. He is definitely man-like in form, but possesses the mass and strength of a large adult bull, weighing about a ton. From the waist up, he appears to be almost human, except for the massive pair of horns on his head. From the waist down, he is definitely bullish, with massive hooves instead of feet. He is cunning and devious, quite mad, and extremely dangerous and unpredictable. If given a chance to charge, he is a living juggernaut. He will gore and/or trample any creature unable to get out of. If he can't find room for a good charge, he will attack with a triple-size, spike-headed, iron mace. For all his impressive bulk he is an agile and dangerous fighter. When he hears the wail of the Howling Spirit at the cave's entrance, Mintorus will lock up the secret door to his room, and start carefully stalking the intruders. He knows the maze well enough so that he needs no light to find his way about.

His keen senses will let him know where the party is at some distance; thus he will be difficult to surprise. He will skulk about, and will wait to attack the party only when he can do so with complete surprise, or in a situation strongly to his advantage. If possible, he will use hit and run tactics to wear the group down until he thinks he has weakened them enough to move in for the kill. Mintorus will use the secret doors and passages to his best advantage. Here, in his lair, he will be a veritable devil, able to give even strong, experienced parties and characters a run for their money. Mintorus's room is very spartan in its furnishings. Straw covers the floor, and a large, crudely-made, wooden bed is the only piece of furniture. A small fire burns, low and smoky, in a natural fireplace in one corner. Buried in a shallow pit in the opposite corner of the room is a chest that contains five potions of healing, seven potions of antidote (neutralize or nullify the effects of poisons), and two small phials of Instant Death, a poison so lethal that even smelling it gives risk of fatal intoxication! None of the bottles are marked. Mintorus is unaware of the chest which was left here by the cave's previous occupant. The party will have to dig up the floor to find the cache. The GM may have to provide clues or hints to help make them aware of it.

Location D: An eerie wailing and and moaning music can be heard in and near this cave. It is produced by the wind blowing through natural rock chimneys here. On breezy days this un- canny noise can be heard as far away as Locations F and H. Characters actually entering this chamber risk becoming enthralled by the strange ululation, and may stand stupified, listening for hours, dangerously oblivious to what is happening around them. The risk of a character being charmed should be inversely proportional to their strength of will or intelligence. Mintorus is unaffected by the sound, having become immune to it over time.

Location E: A colony of Bloodgens lives here. Bloodgens are a sort of gigantic flea; 20 to 30 pound, wingless, leaping, chitin- armored, blood-sucking bugs. These nasty bugs are capable of making prodigious leaps whose impact can be devastating. Imagine getting hit by an armor-plated medicine ball fired from a small cannon.



Like ticks, Bloodgens, once they succeed in biting a victim, hold on tenaciously and continue to drain blood from their prey until one of them is dead. They are easy to hit while attached to the victim, but they are also quite rugged and difficult to hurt. At GM's discretion, the bite of a Bloodgen may carry a risk of infection with Bubonic Plague-the dreaded Black Death. Symptoms, which may begin in less than 24 hours, are high fever, chills, prostration, enlarged painful lymph nodes (buboes), and copious hemorrhaging of black blood. The disease is over 90% fatal

unless magically cured. Six Bloodgens hide here among the stalagmites of the cave floor. They have learned from bitter experience to leave Mintorus alone, but they will fearlessly leap out to attack any other persons or warm-blooded creatures who dare to enter their domain. They usually get surprise on the first attack.

Location F: Seven more Bloodgens live here, just like the ones at Location E above. In the southwest corner of this chamber is a hard-to-spot pile of old, rusty (but still usable) armor, weapons, and rat-gnawed bones of a couple of previous delvers. In these sad remains may be found 31 gold pieces and 26 silver coins in a rotting leather purse, a potion of Swiftmess (doubles the drinker's speed for one turn) in the ruin of an old back pack, and an enchanted broadsword which gets no bonuses to hit, but will do double damage when it does score.

Hidden inside the sword's handle there is also a gem which will glow if there is anything invisible within 20 feet of it. The sword looks and feels quite ordinary; its enchantment will not be discovered unless it is examined with spells for detecting and analyzing magic, or it is used and scores a hit in combat. The magic gem will be found only if the handle of the sword is unscrewed. (The sword rattles when shaken).

Location G: These areas are infested with a particularly nasty species of vermin known as Slugpests. Even the Man-Bull avoids these places, and, if he has to pass through them, does so at a headlong dash. The ceilings of these caves are crawling with big Slugpests; four to six inch-long, slimy, worm-like molluscs, related to snails. When any warm-blooded creature passes under a Slugpest, it languidly detaches itself from the ceiling, and drops quietly down onto the victim. Usually one can spot the nasty thing, and, with difficulty, due to its tenacious, glue-like slime, remove it. It is the occasional one that escapes detection that causes the problems. They can slowly and quietly bore through even plate armor (ruining it in the process), and then start eating the victim's skin, a layer at a time. This process is completely painless since the slugpest's saliva contains a potent local anesthetic.

These vermin can inflict a pretty ugly set of superficial wounds on their victims before they become aware of them. Once the anesthetic wears off (in one to four hours), the long, ribbon-like strips of denuded skin and subcutaneous tissue start to hurt like blazes. While this is seldom life-threatening, it is extremely uncomfortable and distracting. Anyone suffering from such wounds will be hindered or handicapped by them til they are healed. Any char-

acter who passes through these caves at a pace slower than a run risks picking up two to seven Slugpests. Even with help it is not easy to find and remove all the pests the first time. Each undetected Slugpest will then inflict one point damage per hour on the unsuspecting prey, until they become aware of it and remove it.

Location H: The numbers "1" and "2" here represent a pair of 10' by 10' covered pit traps, each 30' deep. Any character who attempts to cross the covered area will fall in. The fall will inflict 3d6 (3-18) points of damage, and damage over 12 points indicates (roll a d6): 1-3: a broken leg; 4-5: a broken arm; 6: a broken neck. This last injury, if not lethal, will be 90% likely to cause permanent paralysis.

Location I: Stacked along the walls here are the remains of Mintorus's last 17 victims. These long-dead corpses are all in a state of advanced corruption so that the stench of death and decay is almost unbearable here. The ruined face of each corpse is frozen in a hideous grin, as if it were laughing at

some awful joke. There is no treasure on any of these fetid remains, if anyone has the stomach to search them. \[Location J\]: There is a large open pit here in the middle of this chamber. If Mintorus has time, he will spread oil around the edge of it to make it slippery. The pit is very deep (100' plus), but there is water in the bottom. Characters who do fall or are pushed or thrown in will be very hard to extract if they survive, but a kind GM may allow those who live through the harrowing plunge to move along to other under-ground adventures at this lower level.

Scenario Ideas:

1. Seefid Firbul, a descendant of the original builder of the maze, returns to claim the treasure hidden here, but has found the new tenant reluctant to render it over. Seefid, a short, paunchy, balding wizard of mediocre ability, hires the party to help him recover the loot, offering equal shares to any survivors, but he will do his covert best to make sure that he has to share it with as few persons as possible before the adventure is over. He is fully aware of all the traps in the lair, and also knows about the box buried in Mintorus's chamber. His servant, Grungi Dan, is pretty good at simple theft and backstabbing.
2. A petty nobleman with political ambitions and delusions of grandeur wants to obtain the two bottles of Instant Death (each bottle can kill up to 10,000 people). The Man-Bull has fricasseed the retainers he sent to steal it, so he hires the party to do the dirty work for him. If they recover the bottles, the party faces some hard moral choices as well as grave personal risks if they balk at becoming accessories to mass murder by their ambitious and ruthless employer.
3. The two phials containing the Instant Death poison are also of priceless value themselves—they are two of five known bottles which can contain the awesome Universal Solvent, a liquid which will dissolve anything (except the 5 bottles). Shiang Chai Wan, a powerful wizard and alchemist wants the bottles badly, but so does his equally powerful rival, Ku Mang Tao. Each hires and sends a party to the lair to get them, while they stay home and keep an eye on each other. They have a wizard's agreement to stay out of the struggle, but both have lied on occasion, and the winner of this contest wins it all...
4. The Barons's cousin, Felipe Mintorus, wants the Baron dead so he can claim the title and lands. Though cruel and ruthless like his Uncle, he is a coward and a weakling. The GM should play him as a fastidious, effete snob with atrocious manners who will drive the party up the wall with his dumb and dangerous blundering. Unfortunately, if anything happens to him, they don't get paid. The rewards should be good enough to encourage a lot of tolerance and restraint on the party's part.



OGRE LAIR

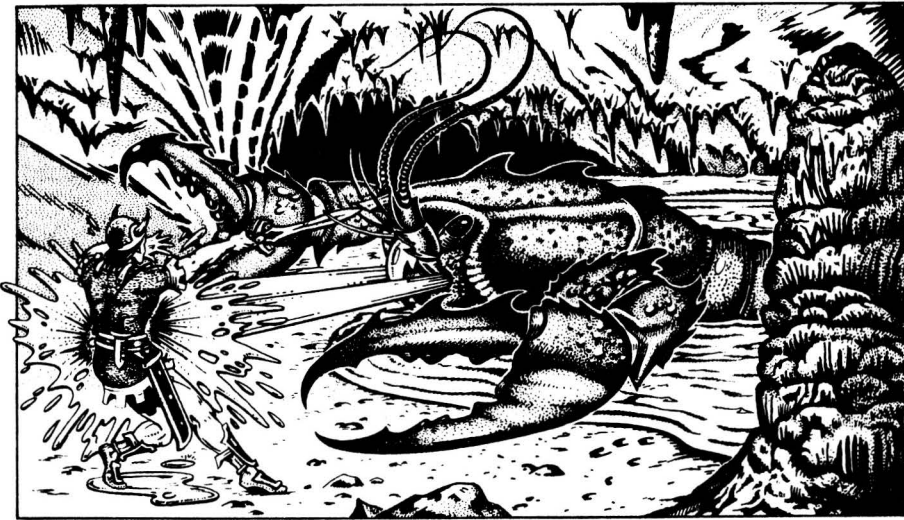


Background: Out in the wilds, in the hills far from city or village, is a cave where a family of Ogres lives with its sheep and slaves. All other persons living in the area will be very much aware of its location as these large creatures are not above stealing a pig or cow or Aunt Jenny to fill their cooking pot. It has long been hotly debated as to whether Ogres are large humans (*Homo gigans*) or small Giants (*Titanthropus horribilis*). All scholars agree however that Ogres are very big, immensely strong, and tend to be quite bloodthirsty by nature. Most of these huge, hulking brutes possess only limited intelligence, but rare specimens have been encountered which are very smart. Some Ogres, like some Giants, may possess the power to change shape, or some other innate magical talent. Brains and magical ability in combination make an Ogre a formidable adversary.

Ogres are powerful, if clumsy, fighters, who use large, heavy clubs, their ham-like fists, or throw BIG stones. Always bad-tempered, they are capable of Herculean feats of strength when aroused. An angry Ogre is easily able to tear even a strong man limb

from limb if it can catch hold of him. Even though it is easy to hit an Ogre in combat, it is hard to hurt them due to the extreme toughness of their dense, sinewy muscles and their iron-hard bones, plus the fact that most of them are too dumb or too angry to know when they are injured. Female Ogres, though a little smaller than the males, are no less strong and fierce, especially when protecting their children. This can create some interesting situations for characters who have reservations about fighting with women or females because these big gals can, and will, hurt you. Very young infant or baby Ogres, though strong enough to throttle most men, are not coordinated enough to have any effective attack. As with the female Ogres, chivalrous or highly ethical characters may find these huge babies a real dilemma. Fighting and killing big, strong, dangerous adult Ogres is one thing, but what does one do with a 200 pound, fussy, clumsy, hostile, very strong and always hungry Ogre infant? And they are so hard to house train...

These Ogres captured and enslaved the Goblin



family living in the cave when they moved in. The Goblin females and young are held hostage in the cave while the males are forced to herd the sheep outside during the day. Goblins are manlike creatures who look like a toad that tried to turn into a man, and quit just when it was making real progress. Though some species of Gobs can get pretty big and nasty, the ones in this scenario are a pretty wretched lot. They wear no armor except a sheepskin coat, and have only their slings for weapons (with which, incidentally, they can give a pretty fair account of themselves; don't forget about David and Goliath). The Goblins will try to flee if approached or threatened, and surrender, if cornered. If anyone messes with the sheep, they will run pell-mell to tell the Ogres. See the section on the Goblin Cave for more information about this species.

Ogre Cave Entrance: The mouth of the Ogre cave is in the base of a hill. Underbrush and other cover have all been cleared away for a fifty foot radius, making it hard to approach unseen. Also, there is a 50% chance that the old Goblin nanny will be watching from the cave entrance, and she will run swiftly to tell her master or mistress if she sees anything suspicious. Persons trying to sneak invisibly into the lair must reckon with the Ogres keen sense of smell. Remember fee-fi-fo-fum?

Location A: This cave serves as living quarters for the Ogre Siggruk, and his mate, the Ogress Nummog. It contains an Ogre-sized wood table and three wood chairs. At one end is a fire pit with a huge iron pot for cooking. At the other end is a pile of dirty furs and sheepskins which serves as a bed. Next to this is a large, rough wood crib for the baby Ogre Nummgruk with the Goblin nanny's pallet beside it. Siggruk is old Oggruk's son. He is a young, hefty, 750 pound specimen. Nummog, on the other hand, weighs a mere 550 pounds. Nummog is short for an Ogre, a

mere 6' 6"; Siggruk towers a full foot taller than his "little" mate.

Although the Ogres appear to be always fussing and bickering, the pair care for and are loyal to each other in their own rough fashion. Both are fiercely protective of their 5' long, 200 pound baby, Nummgruk. If the cave is invaded, nanny will screech to wake the dead. Nummgruk will bawl loudly enough to give her plenty of competition. Siggruk and Nummog will make a ferocious and determined attempt to slay or expel the invaders. Like Grizzly Bears, Ogres may fight on several rounds even after being mortally wounded. This is because it just takes a while for the big brute to realize that it is dead. Finally, the Ogres will never give quarter, or surrender. They will keep fighting until they win or die.

Treasure: Nummog wears a necklace of Tiger Eyes, or other crude, semi-precious gems. She may, at GM's option, wear other (possibly magical?) jewelry. Siggruk carries a big leather purse containing approx. 200 gold pieces and assorted gems and gold nuggets. He also has a modest hoard of about five thousand gold pieces total value made up of assorted coins, gems, pieces of jewelry, and other valuable bric-a-brac that he keeps in an iron box. He wedges this heavy container in a narrow cleft in the rocky wall of the chamber. Anyone less stout than an Ogre will be hard pressed to pull it loose. Also, the box is not easy to spot, shoved far back up into the narrow crack. Only a thorough or lucky search should discover it.

Location B: The Pool Near the entrance to Siggruk's chamber, a set of crudely carved stone steps descends to a large pool of murky water that covers the floor of the caves's lower front section. A gigantic, 8 to 12 foot long Crayfish lives here (there may be more if the GM wishes). This monster is covered by a thick, grey-green, chitin exoskeleton which equals plate armor in protection. It fights with its two large

pincers, and can spit a jet of water every third combat round with the force of a fire hose. This powerful stream of liquid serves to knock down or temporarily blind victims, making them easier to catch. The Crayfish has learned the hard way not to attack the big, strong, club-swinging Ogres. The Goblins let down a bucket for water after they have thrown some tasty bit of garbage in the far end of the pool to distract the monster. The big arthropod will try its best to catch any other creature that approaches the pool on the principle that anything unfamiliar is worth tasting. Its basic method of attack is to lunge out of the dark waters and grab a victim who is then dragged under to drown.

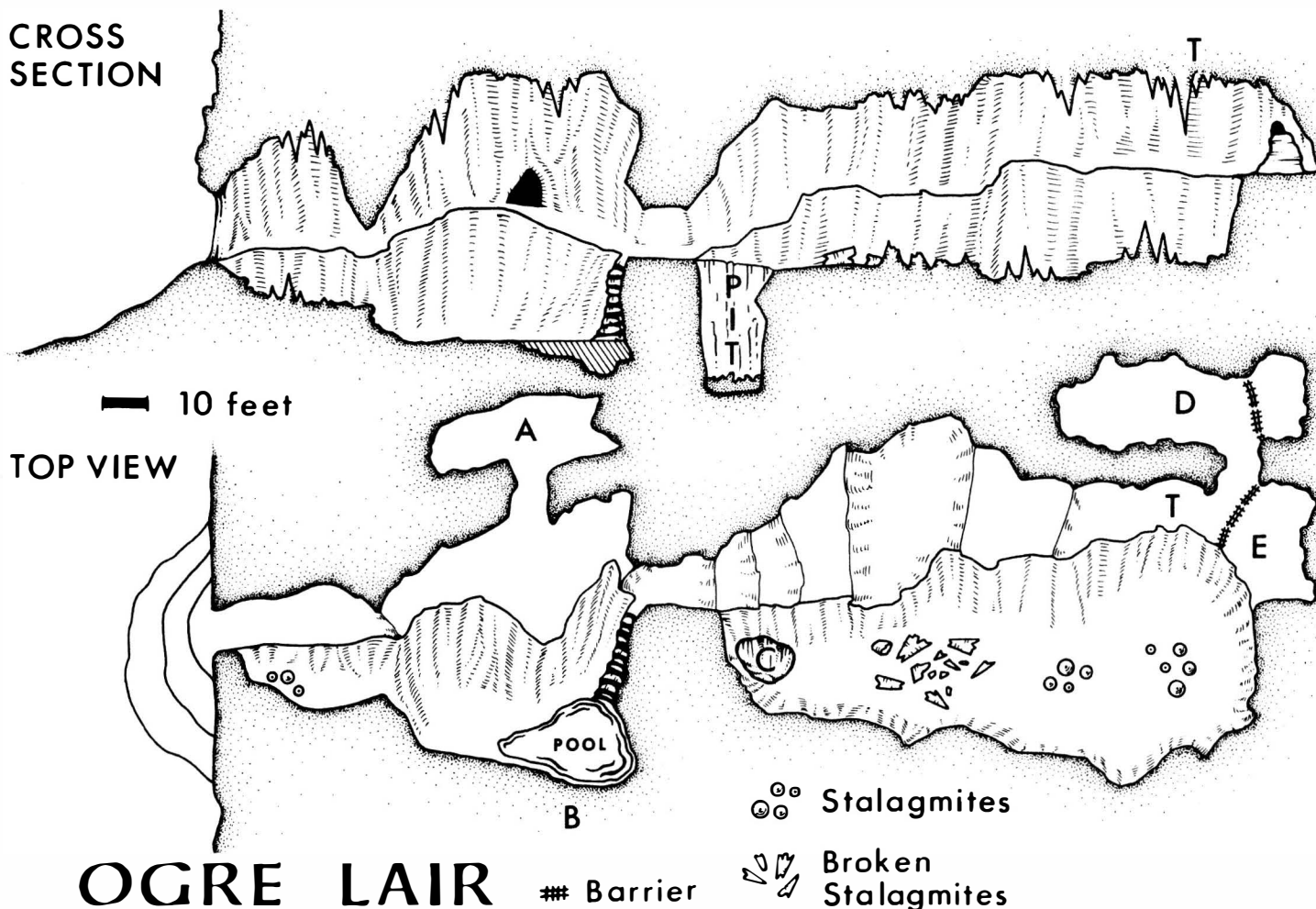
The GM may, if desired, place something in the water or at the pool's edge to attract curious delvers such as a few coins, a rusty sword, a mysterious bottle, and so on. The Crayfish is hard to see, lying patiently in wait just under the oily surface of the dark water, and is highly likely to get surprise when it lunges forward out of the pool to attack. Giant Crayfish are not intelligent and do not keep treasure, but only the GM knows what might lie buried in the black ooze at the bottom of the monster's lair...

Location C: Pit of the Killapods. This is the cave's trash pit which will be obvious to anyone having a sense of smell. It is about 10 to 12 feet in diameter, 20 feet deep, and its bottom is covered with reeking, vermin-infested garbage tossed here by the Ogres and their Goblin slaves. The dominant vermin here are members of a colony of a dozen or so large Killapods. These big, flat, multi-legged, segmented worms eat the rats and other smaller pests here which feed on the rubbish. Each adult Killapod is 3 to 4 feet long, 5 to 6 inches wide, and about 2 inches thick. Each of its numerous body segments has one pair of legs, except for the head whose legs have evolved into a pair of long, nasty claws tipped with venomous fangs. The poison is not strong, but does cause severe pain and weakness. The effect of multiple bites is cumulative, ending in collapse and respiratory failure. The number of bites a character can survive will be proportional to their constitution, but not even the hardest delver will be able to survive more than seven bites.

Killapods are tough-skinned (equal to leather armor), and, like most giant bugs, hard to kill. They generally don't mind if someone throws some gar-

CROSS
SECTION

TOP VIEW



bage into the pit once in a while, but they will vigorously dispute any creature's right to invade their home in person. Anyone trying to climb down into the pit, or poking nosily about its rim, will be fiercely attacked. These huge relatives of the centipede are not intelligent and will keep fighting until killed, or until their foe is slain or runs away.

Treasure: What makes the garbage pit worth examining is the common knowledge that dumb Ogres and Goblins often throw away things whose true value they fail to recognize. In this case, it is a rat-gnawed leather scroll case that will radiate magic if anyone checks. If recovered from the pit, the scroll can only be opened by someone who can read the magic rune carved on it which says, "Open"! Inside the case is, at GM option: a) a scroll containing one or more appropriate magic spells; b) a valuable document, i.e. a map, a treaty, a will, etc.; c) someone's long lost love letters, or; d) a set of recipes for possum stew. Other items of value may be present in the pit if the GM desires.

Location D: Ogguk's Chamber. This chamber at the far eastern end of the cave serves as quarters for the Ogre patriarch, old Ogguk. This hoary brute stands nearly 8 feet tall, and weighs just a couple ounces short of 800 pounds. Age may have cost him some of his quickness, but he has lost none of his awesome strength. Ogguk wears a double-thickness mantle of chain mail which he improvised from suits taken from a group of would-be Ogre slayers. For a weapon he wields his father's thigh bone. An Ogre femur, harder and heavier than iron, makes a deadly club. Though getting along in years, old Ogguk is still smarter than most of his kind; his senses are still sharp, and he possesses a kind of vicious cunning that has kept him alive a long time in a hard and unforgiving world. In an alcove in the east wall behind a barrier of thick wooden bars is the slave pen containing several female Goblins and their young. Only the Ogres are strong enough to easily move the heavy barrier which will otherwise require at least two strong men to move it. The Goblin shepherds are also kept penned here after they have brought the sheep back to the fold at night.

The uproar of battle anywhere in the cave will alert Ogguk to the danger and give him time to don his chain mail shirt and take up his Ogre bone club. He is most likely to wait and try and catch the party in his little trap (see Location T). He will then charge the invaders and try to throw them off the ledge do down into the lower part of the cave. If he succeeds in doing this he will then bombard the survivors with rocks and small boulders from his vantage point above. If any of his family have been harmed he will be especially angry and vengeful. Should any

escape from the cave he will pursue them and try to ambush them at night. He will also try to enlist the aid of other Ogre families that live nearby (such as Nummog's). The penned Goblins will all shriek bloody murder and beg for mercy (in Goblin, of course) if threatened. They are helpless while imprisoned in their cage, and will try very hard to escape if released. Like the Ogre baby, what to do with these wretched creatures may pose something of a dilemma to the kind-hearted members of the party. To kill them, or leave them to starve would be cruel and heartless, but to turn them loose, possibly to work some mischief, has its bad points too. Whatever happens, this situation should give you some real insight into the party's sense of ethics before it is resolved.

Treasure: Beneath a 500 pound slab of stone covered with a pile of smelly sheep skins which serves Ogguk as a bed is a heavy, locked, iron-bound chest. Ogguk wears the only key on a cord around his thick neck. Inside the chest is a respectable hoard of coins, nuggets, ingots, gems, jewelry, and other items you would expect an old Ogre to accumulate over a long life of pillaging. This treasure is worth about 10,000 gold pieces all together, and may include various magic items at GM's discretion. Ogguk also carries a canvas sack on his belt which contains about 20 pounds of gold coins and nuggets. In addition, in an expensive jeweled sheath, he wears a silver short sword which he uses for a dagger.

Location E: The Sheep Pit. This is where the sheep are kept at night. Each morning the Goblin shepherds drive them out to graze, and each night they bring them back here to the fold. Ogguk and Siggruk know their flock well, and woe to the shepherds if any are missing!

Location T: Deadfall Trap A crude, but dangerous, deadfall trap is found here. It consists of a dozen or more small boulders piled precariously on a high ledge. Ogguk can release this minor avalanche by pulling on a rope from the doorway of his chamber. The trap is designed to knock people off the ledge down into the lower part of the cave where Ogguk can pelt them with rocks and other missiles at his leisure.

Scenario Ideas

1. *Basic Ideas.* The simplest method of getting the party into any given sort of lair situation is to simply have the group stumble onto the site by dumb luck or blind chance and then let nature take its course. A second time-honored technique is to have someone hire the party to rid them of the monsters who live to close for comfort or safety. The third way to get party and peril together is to have the group find

a map or document that leads them to the lair. Whether the map or legend is accurate, or even mentions the monsters that may live there, is all under the complete control of the kindly GM whom I encourage to elaborate and exaggerate generously. After all, legends do tend to grow with time...

2. *Magic Sheep.* Long ago, a young Ogguk did a service for a wizard who rewarded him by enchanting his sheep to produce magical, brightly-colored wool. Ogguk is proud of his flock, but blissfully unaware of how really valuable they are. A trader has discovered the Ogre's flock and sees a gold mine. If he can acquire the sheep his fortune will be made. GM's should play the trader as a real silver-tongued snake in the grass. He will hire the party to steal the sheep, but will not tell them about the Ogres. He will also forget to mention that certain wizards will pay a huge price for the brightly-colored fleece. Finally, he will try to cheat or backstab the party if he can get away with it. If the sheep are stolen from outside the cave, Siggruk and Ogguk will call on the whole Ogre clan for help, and give chase. Ogres are dogged and tireless pursuers, and don't have a bunch of stupid, skittish sheep to slow them down. You can bet your 20-sided dice that there will be heck to pay when they catch up with the thieves!

3. *The Alchemist.* A wealthy alchemist needs badly,

and is willing to pay dearly for, the following ingredient(s): a) a quart of Ogre's blood or urine (imagine the problems in acquiring the latter!), and/or b) the intact gall bladder of a giant Crawfish, and/or c) the intact poison glands of a Killapod. The Alchemist has learned from a seer, expert in divination, of a cave far out in the woods which contains all the items he needs. The party can keep any treasure they find...

4. *The Mysterious Door.* Located in the bottom of the cave's rubbish pit is an incredibly ancient stone door covered with mysterious runes. The door is highly magical, and locked up tight with many potent spells and wards, but whether to keep things in or out, again, only the GM knows for sure. If Siggruk and Ogguk together couldn't pull it open, you can be sure that strength will not move it. A proper understanding of the spells that seal it is necessary—a good challenge for the party's magic users.

5. *Expanding the Scenario.* There might be numerous narrow cracks in the walls of the Ogre cave too small for the big monsters to explore. Any of these could lead down to another, deeper cave or lair such as those described in this very book! Or, the pool might flow sluggishly back through its own long passage to join a dark underground river that flows slowly and ominously down to some strange underworld known only to the GM...



SERPENTMAN'S LAIR

Take a large, rather thick-bodied snake and evolve it with a set of arms and legs, and you have Serpentmen (also called Serpemen). These large, vaguely humanoid reptiles live almost entirely in wet, hot, swampy lowlands. Scholars believe that in the far distant past they once ruled a great empire, and had a highly developed and advanced civilization. Today, however, only a few bits and pieces of mouldering, half-sunken ruins, and scattered small barbaric tribes of semi-savage throwbacks remain to mark the downfall of this once proud race. Serpemen eat mostly small animals, swallowed whole after thoroughly chewing a generous amount of their powerful poison into the body to help digest it. Though they are seldom hostile or aggressive towards men unless provoked, they do not trust them. In fact, they seem to feel the same revulsion for humans and mammals that people inherently feel towards snakes and other cold-blooded species. Fortunately, they are willing to trade with other races, and they do so quite well. The Snake Folk are master of the swamps, and easily gather from these places, so hostile to men, a rich harvest of furs and other rare and valuable plant and animal materials. They share with mankind a strong desire to gather gold and other wealth, and, as a result, they have developed no small skill in wheeling and dealing for profit. It is a rare trader indeed who puts anything over on one of the wily Serpemen! All Serpemen are supple, strong, excellent swimmers and have a venomous bite. Like the Coral Snake, however, they must bite and hang on to envenomate the victim; they possess grooved fangs, and have to literally chew the poison into their prey. Persons thus bitten experience agonizing pain at the site of the wound, followed by severe weakness, massive hemorrhaging, collapse, convulsions, coma, and death within ten minutes. Yet, Serpemen warriors normally disdain to bite opponents, even in extremis, regarding this as unmanly (unsnakely?). Peon and female Snake Persons are much less concerned with their honor, however, and will happily munch and crunch you if given the chance, which tends to render them as dangerous, if not more so, as the big fighting males. This is a typical Snake Man lair. It is dug into a small grassy hill in the middle of a salt marsh close to the sea shore. The tunnels are generally about six to eight feet in diameter, and the floors are covered with seven to twelve inches of mud and water. The muck poses no problem for the web-toed Serpemen, but makes for slow, soggy going

for other creatures. Since the Serpentmen can sense infra-red with special pits, they need no light inside the lair, and, other than the dim illumination cast by a few small smoky cooking fires, there is none. Humans will need a torch or other light source to see here. In the tunnels and chambers of the lair, normal snakes of all kinds may be encountered. In these cases, it is also likely that some of the serpents met will be large Copperheads or Water Moccasins which the Snake Folk keep as pets. Although the bite of these big three to five foot long reptiles is seldom fatal for a healthy adult human, they are extremely painful and debilitating, and the effect of multiple bites is cumulative... If there is fighting or melee in any of the lair's tunnels or rooms, all the snakemen warriors within fifty feet will don their armor, take up their war clubs, and rush to join the fray. Peons, females, and young will fight only if cornered or attacked, but the players should remember that these are more likely to bite!

Serpentmen Lair

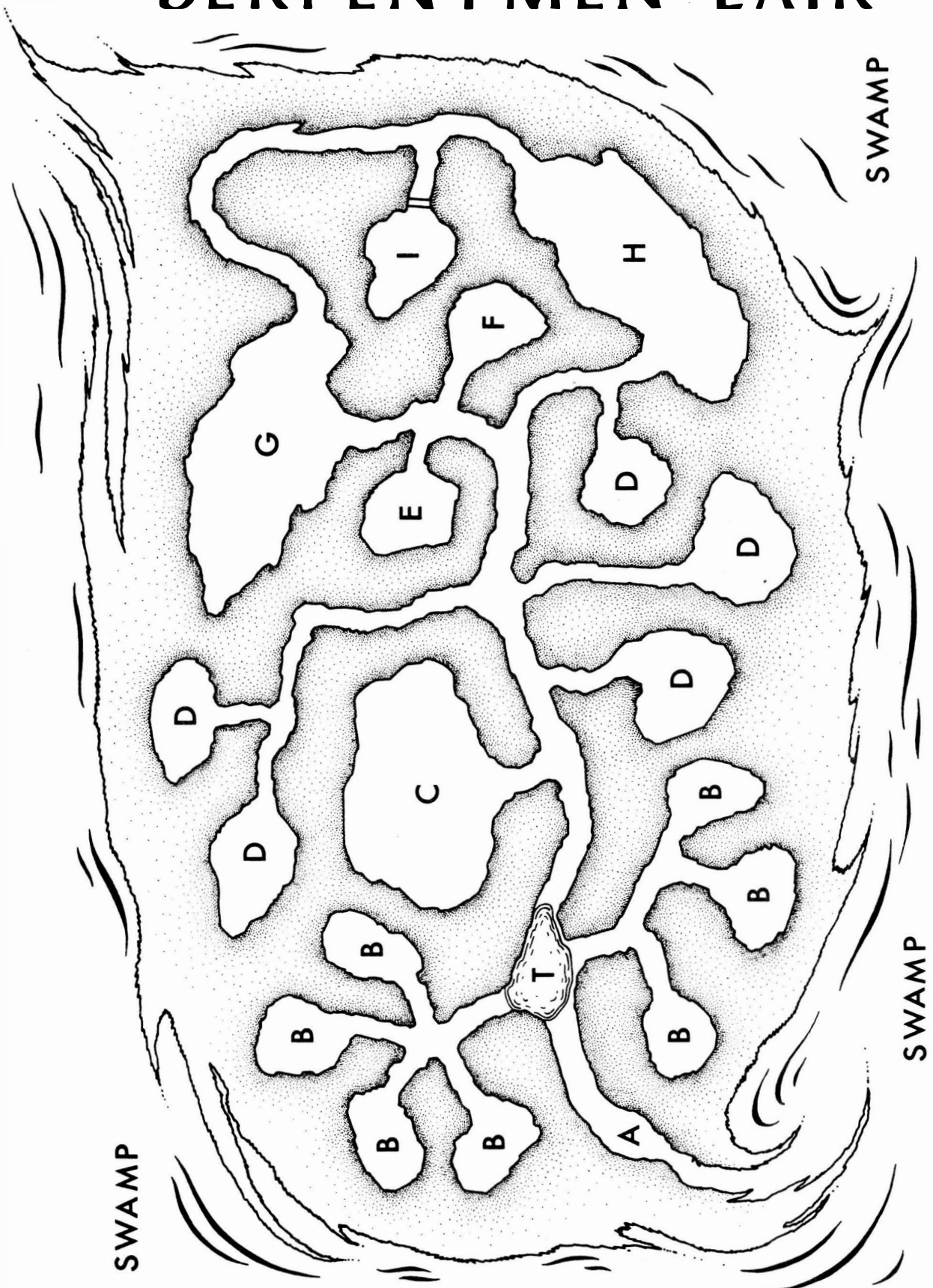
Location A: This is the lair's main entrance. There are always two to four Peons here on sentry duty. They are alert, and will not be easy to sneak up on. If they see anything suspicious they will run to tell the Chief and warriors about it.

Location T: This is a deep pit (20 feet) filled with quicksand. It covers almost the entire floor of the tunnel just inside the entrance except for a narrow twelve inch wide ledge that skirts the left side of the passageway. Snakemen can swim right through the muck if need be. Humans, especially if encumbered with chain or plate armor, will not be able to duplicate this nifty trick. Anyone who steps into this small quagmire must be promptly rescued before they are quickly sucked down to a muddy doom.

Locations B: These are the Peon dens. Each den contains two to five Peons. There is a 50% chance that there will be one or two large Copperheads or Water Moccasins present also, along with several other large, but harmless, water snakes. The Peon males will fight with war clubs or attempt to bite; the female Peons will try to bite if attacked or cornered. Any venomous serpents in the den will attack intruders. Peon Serpemen seldom have more than a few paltry copper or silver pieces for treasure.

Location C: This larger chamber serves as living quarters for the tribes's initiates; male Peons who are ready to reach sexual maturity, and join the Warrior

SERPENTMEN LAIR



caste. They will be better fighters than the younger Peons, but less likely to try to bite their opponents. All will have war clubs and rudimentary armor, mostly made of wicker or crocodile leather.

Locations D: These are the dens of the tribes Warriors and their mate(s). Each chamber will contain one Warrior (50% likely to be present), one to three adult females, and an equal number of eggs or young Snake men. The young are fully venomous, but have little chance of delivering an effective bite unless they can sneak up on a character. The Warrior and his harem will fight fiercely to defend their home, and the ladies will bite anyone they can. There will almost always be one to three big swamp snake pets present which will also attack intruders. There will be from 20 to 120 (2d6 x 10) gold pieces worth of treasure in each of these dens in assorted coins, gems, and jewelry.

Location E: Three apprentice Shamans live here. They are large, powerful, adult fighting males, and they will sell their lives dearly to defend their master, the Shaman, and the temple they serve. They

will be fully armed and armored, and each will also be wearing silver bracers worth 100 gold pieces each on their arms as badges of their exalted station.

Location F: This chamber is the den of the head Shaman. His name is Zusashaa, and he will fight to the death to defend the idol in the temple. He wears enchanted armor, and fights with an enchanted war club (both get bonuses). He also wears a gold amulet which is 50% likely to cause any hostile magic cast at him to fail or to backfire. Behind one of the wall hangings in his room he keeps a locked iron chest whose lock is trapped with a well concealed, spring-driven, poisoned needle. The chest contains about 3000 gold pieces in assorted coins, gems, and so on.

Location G: This is the lair's temple. It contains an idol of great antiquity (and enormous value to the right collector) of Seshybarous, the Serpentmen's god. The ruby eyes of this mouldering stone image are rubies, each worth over 1000 gold pieces, but they are covered with grime and the encrustations of centuries, and it will take a good cleaning to reveal the gems. It is taboo (death penalty) for anyone other



than the head Shaman to touch the god.

The Ancient Worm is still strong here, being well worshipped and cared for by his children. Clerics of other deities will find their magic weak or lacking here unless Seshybarous allows it. The Shaman and his apprentices should get significant bonuses here in combat while the snake idol remains unharmed. If they allow harm to come to the image, they will immediately suffer the wrath of the god, and lose any benefits they formerly derived from him. The small altar stone in front of Seshybarous is hollow, and contains the temple's treasure (also taboo). It consists of three to four thousand gold pieces worth of assorted gems. A dozen invisible Coral Snakes live placidly here among the pretty stones; the god's serpentine guards. The snakes will only become visible after they have bitten (they hang on, just like the Snake folk).

Location H: This is the den of the Serpeman Chief, Sasoshusha, and his harem of four large females. There are six eggs here, and a half dozen huge Water Moccasin pets, very aggressive. The den is richly furnished in a barbaric style, with lots of wall hangings and tapestries. The Chief wears excellent chain mail armor (enchanted at GM's discretion), and will be the most powerful fighter in the tribe. He likes and wears a lot of jewelry, worth about 500 gold pieces altogether. His wives are similarly bedecked, with about 200 gold pieces each, to show their status.

Location I: This chamber boasts the only locked door in the lair. It is a very high quality lock set in a very solid door, and the Chief carries the only key. The room contains a lot of goods and merchandise which the Serpentmen trade with, worth about two to three thousand gold pieces, total. There is also a locked wooden chest here, containing about 2500 gold pieces in assorted coins, ingots, and gems.

Serpentmen Description

Peons: Peons are sexually immature Serpemen who have not yet reached maturity. The males are being trained to fight and will have rudimentary wicker or leather armor, and will carry spears or war clubs, though not nearly as effectively as the Warriors. They are usually about 2/3 to 3/4 as large as an adult human male. Female Peons are training to be good wives and mothers, and are about 1/2 as large as a human adult male.

Warriors: Mature adult males are as large as humans, and some may reach even larger proportions (up to 8 feet long!). They favor a very tough Croc leather armor, and carry sturdy turtle shell shields for protection. Their formidable war clubs and spears are as good as any human weapon, and they can give the average human fighter a good match under most

circumstances, and make them positively uncomfortable if the footing is mucky.

Adult Females: These Serpent Wives are usually just a bit smaller than normal humans, but they can be a terror if cornered, or if their eggs and young are threatened. Both males and females should get bonuses in combat if fighting in their own den.

The Shaman: The Shaman is an exceptionally large Warrior, second only to the chief in size and fighting skill. His apprentices will also be larger and more skillful than average. The Shaman also gets the following special powers which he can use once each day: 1) Heal wounds; 2) Extinguish fires; 3) Summon and control normal or giant snakes of all types; and 4) Hypnotize any intelligent creature that meets his gaze. He is the only Serpeman allowed to use envenomed weapons (he uses his own poison, naturally). He wears a suit of very tough, double thickness, turtle shell armor, and can throw the five poisoned javalins he carries with deadly accuracy (magical?). When fighting in the temple, the Shaman and his helpers gain significant combat bonuses in both offense and defense. If the image of Seshybarous is damaged, however, they will immediately suffer corresponding penalties.

The Chief: The Chief is the largest Serpeman, and his wives will be the largest females in the tribe. As noted above, he wears a suit of excellent chain mail, carries a metal shield, and expertly wields a heavy mace in combat. He should be a good match for any of the party's toughest fighters. He will fearlessly lead his Warriors into battle, especially in defense of the lair. While he lives, Serpemen morale will be almost unshakeable, but if he is killed, the rest of the tribe will be utterly dismayed and probably flee for their lives.

Scenario Ideas:

1. The Assassin's Guild will pay the party to obtain for them a pint of Serpeman venom. This will entail catching several of these fellows, and milking their venom, an act they regard as a deadly insult. The upshot will be reprisals by the usually peaceful Snake Folk against whatever humans are handy. This will in turn provoke the local Lord who has a very profitable trade going with the Serpentmen, catching the party in the middle. And what if the Guild decides to cover its tracks in the matter by getting rid of the witnesses...?

2. A rich collector of antiquities will pay a very large sum to the party if they can obtain the idol of Seshybarous for him. He has learned (and isn't telling anyone) that there is an ancient map inside the old stone image that shows the way to the City of the Serpent Kings, and their fabulous lost treasure! If the



party succeeds in stealing the idol they have a good chance of finding the map, and might well decide to go after the big prize themselves. Their former employer can be depended on to come after them with a vengeance, and a lot of other nasty helpers. And only the GM knows what deadly perils may await them all in the vast decaying ruins of the ancient city that lie hidden in the middle of the great coastal marshes...

3. The party owes its life to the Serpentmen who rescued them from a tribe of Lizardmen (the Snakemen's traditional enemies). Now a group of Brigands (see The Brigand's Tower) is robbing and plundering on the roads along the coast, and doing a good job of making it look like it is the work of the Snake Folk. A vicious punitive expedition is being planned against the innocent and unsuspecting Serpemen. The party must figure out who the real robbers are before this unjust raid is carried out. The GM should make them reason all this out on their own, of course...

VASHKARI'S TOMB

The beautiful and beloved Princess Vashkari was once the ruler of the city of Malagon. She ruled wisely and well until the ambitious High Priest, Hoth-Emenor, gave her a magic crown. Under its malignant influence the Princess became a tyrant, and she was eventually forced to flee when her subjects rebelled. Vashkari and Hoth-Emenor disappeared into the desert with a small group of still-loyal retainers and, it is rumored, a large amount of treasure. It is not known what became of them after this. The tomb in the diagram is now the lair of the fallen Princess and her evil lover. It should be located in the middle of a harsh and forbidding desert, far away from any kind of city or settlement. The party might find this site by pure luck, or be lead to it by a treasure map or a guide who hopes to gain a share of any loot they find.

Location A: The entrance to the tomb has been artfully covered with rubble and otherwise hidden. It is not easy to find, and the party should be put to some trouble to locate it.

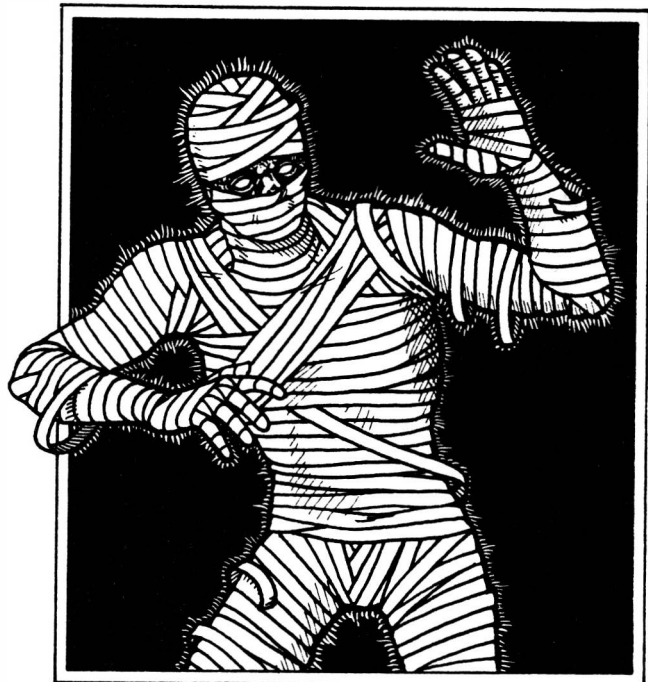
Location B: Stone stairs descend here, going down roughly forty feet to a 20-foot square chamber. The floor of this room is designed to collapse if more than 300 pounds of weight is placed on it. It looks perfectly safe, however, and gives no external signs of weakness. There is a very sturdy and authentic-looking fake door in the eastern wall which will take a considerable pounding before it reveals that there is naught but rock behind its oaken panels.

Location C: GM's may vary the distance of the fall from Location B to this place in order to adjust the damage inflicted to the level of the party (low level parties should probably be given a shorter fall). If thirty feet is used, as in the diagram, the fall damage will be 3D6. Characters who survive the plunge, or climb down safely after, will find here the skeletal remains of the slaves and retainers who built the tomb. They were murdered en masse, and left to rot here when the work was finished. There is nothing of value on any of these dried-up bodies, but anyone searching them has a D6:1 chance of getting stung by one of the little black desert scorpions which infest this region. Each sting will cost the character 1/3 of their hit points; effects of multiple stings is additive,

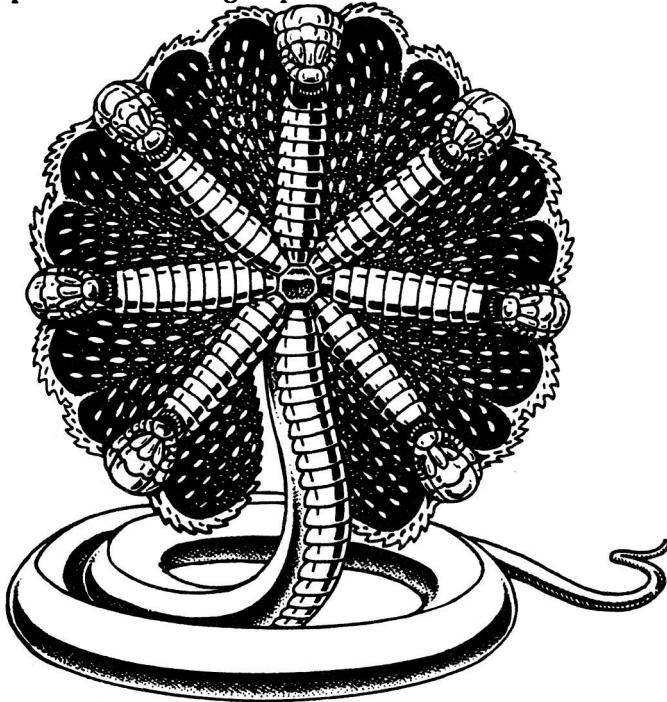
i.e. three stings are fatal.

Location D: A three-foot wide flight of stone steps ascends steeply from Location C, going up some sixty (more or less, as the GM desires) feet, to an impressive stone sarcophagus which sits in the middle of the top of a seventy-foot high stone column. The GM may, again, wish to vary the height of the column. The chamber in which the column stands is shaped like a huge bell jar, some seventy feet in diameter and 100 feet high. There is a permanent light spell cast on the column so the entire room is adequately, if not brightly, illuminated. A heavy metal lid seals the sarcophagus. It will take more than one person to move it unless magically assisted. When the lid is moved, even slightly, two things will occur. First, the stairs from C to D will collapse abruptly. Second, a hideous face will materialize on the lid and utter a spell of enlargement which will cause the big stone coffin to suddenly expand in size until it pushes everyone on top of the column off to fall to the floor below. Anyone grabbing the sarcophagus to try and hold on will receive a powerful electrical shock which will continue to inflict shock damage until they let go, or they are electrocuted.

Locations E and F: Alcove E contains the coffin of Vashkari who will open it and rush out to attack the



intruders. Alcove F contains the coffin of Hoth-Emenor, who will also emerge and assault the survivors. Vashkari and Hoth-Emenor have been embalmed alive, and are wrapped in magical linen bandages from which they derive their powers. First, they are immortal, unless physically destroyed. The bandages are equal to magical plate armor for protection against physical attacks, and will also give a considerable degree of protection against most magical forms of assault. These wrappings give the wearer superhuman strength and speed which combine to make both monsters deadly adversaries. They are quite capable of crushing the life from a person if they can get ahold of them. In lieu of attempting to fatally grapple with their foes, they may strike terrible blows with their fists, getting two attacks each round this way. Their only real weakness is that the bandages will burn normally if ignited, and both "mummies" fear fire. The GM should make these awful creatures strong enough to give the party a good fight before they are overcome, but not so powerful that the group is unable to defeat them.



Location G: In the floor, next to the big stone column, is a secret trap door. This one is carefully concealed, and will take some determined searching to locate it. Stone steps descend from it down about thirty feet to a hallway that slopes back up about ten feet to a large door. At ten-foot intervals on both sides of the hallway, six porcelain half-globes protrude from the wall.

Location H: The door to the treasure room has been sealed up, and will have to be battered down. The lock is a fake which will spray a stream of nitric acid

out into the face of any person tampering with it. Inside the treasure room is a seven-headed Hamadryad, or King Cobra, made of brass. It is sixteen feet long, and will animate and attack anyone who enters the room. Its bite is extremely poisonous, each of its seven hooded heads injects enough venom to kill a dozen men. When the party manages to inflict enough damage on the big metal serpent to destroy it, an amazing thing will happen: it will break up into seven pieces, each of which will then take the form and substance of a real, one-headed Cobra! These real serpents will proceed to attack until they are slain in turn. At this point the spell is exhausted, and each dead snake will crumble into a little pile of brass shavings.

There is a lot of treasure here, about 30,000 gold pieces worth, plus minor magic items, etc., but the big prize is the Crown of Vashkari which sits on a raised dais at the far end of the chamber. The crown is worth about 4000 gold pieces for its gems and precious metal content alone. Its magical powers are that it raises the intelligence of anyone who wears it to genius level, and gives them ESP powers, including clairvoyance and clairaudience, and lets them use any magic spell which affects other people's minds once per day. The GM may give it additional powers if desired. The big catch is that if you wear the crown for very long, it will slowly and subtly make the wearer power-hungry (megalomania) and very suspicious (paranoia), which is what it did to Vashkari. Anyone who picks up the crown without very carefully disarming the minute trigger it rests on, releases two heavy stone wheels from the wall at the high end of the hallway. These will roll swiftly down the hall smashing the porcelain globes set in the walls. This, in turn, releases the sand that is holding up the massive granite blocks in the ceiling. The big blocks will then descend, taking exactly one minute to completely seal the corridor with solid rock! Everyone in the treasure room will have about forty seconds of useful time to run back down the sixty-foot long corridor and get to safety. Anyone who is slow gets trapped in the treasure room, or will be trapped by the big stones and crushed to a thin red paste. Anyone caught in the treasure room will have to be rescued with magic. They will suffocate long before anyone can dig them out.

Scenario Ideas

1. Some rich person hires the party to obtain the linen wrappings of Vashkari and Hoth-Emenor. The less damage done to them, the more he will pay. Since removing the bandages will be rapidly and painfully fatal to them, Vashkari and Hoth-Emenor will resist this procedure with considerable energy.

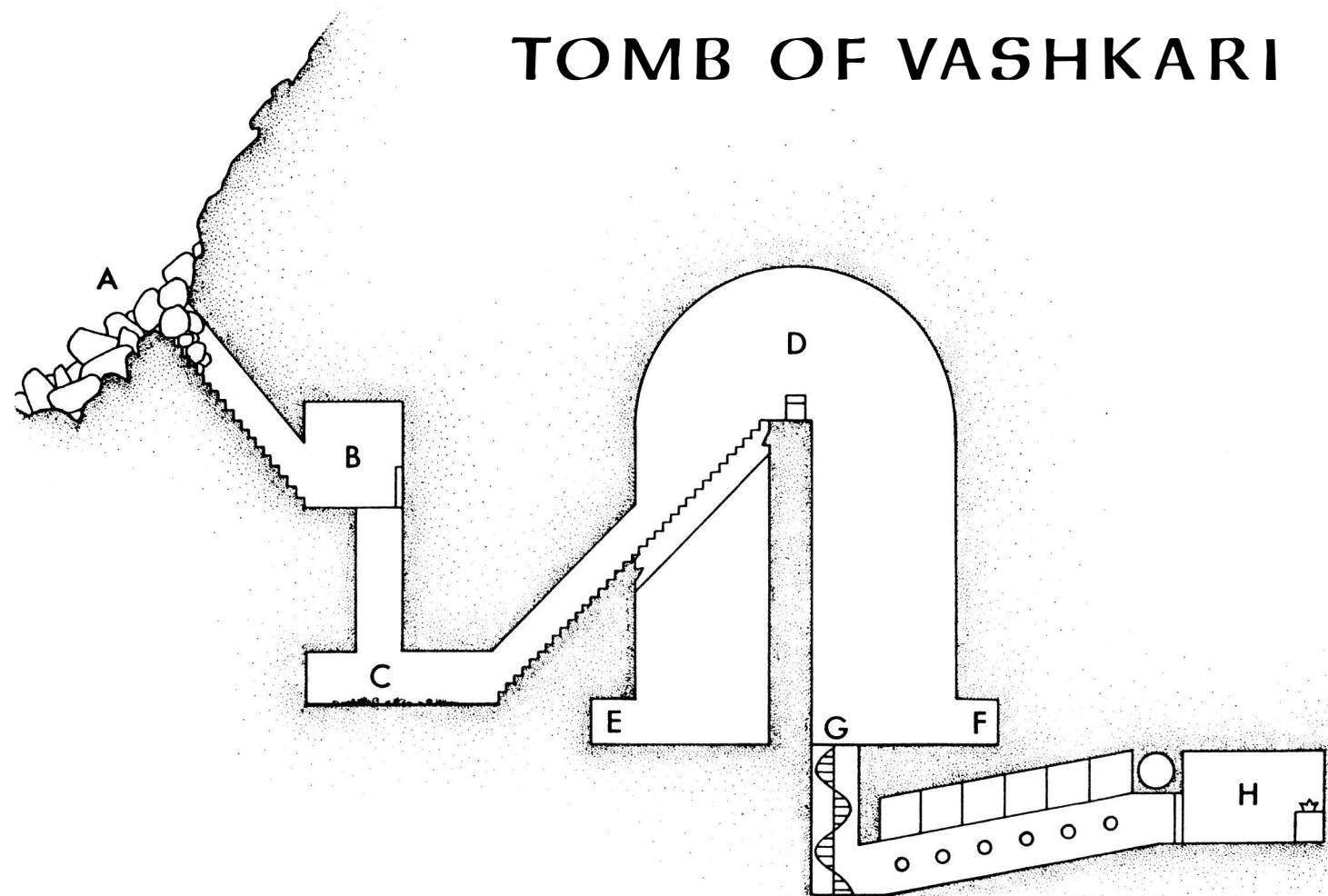
2. A Priest of Hoth-Emenor's order is ordered to destroy him to restore their good reputation. This command is in the form of a Geas, and must be obeyed; i.e. the Priest is under a most powerful compulsion to succeed, whatever the cost. The party is only a tool for achieving his goal, and he will sacrifice them without a second thought if the situation requires. The poor Priest is not really evil; he is simply driven by needs he can't control. He will resort to any means to destroy his target, and Heaven help anyone or anything that gets in the way.

3. A powerful King wants the Crown of Vashkari,

and offers a large reward to anyone who will fetch it for him. This can be made fun by putting several small rival groups in competition for the treasure, and then having the King go off his royal rocker when he tries to use it!

4. This adventure may be extended or expanded by linking it to The Lair of Lamia in this book. A treasure map in Lamia's fort could lead here to this tomb, or vice versa. Or, Lamia might possess the jeweled sceptre of Vashkari which is needed before the Crown can be safely used.

TOMB OF VASHKARI



TOWER OF AMKAZAD

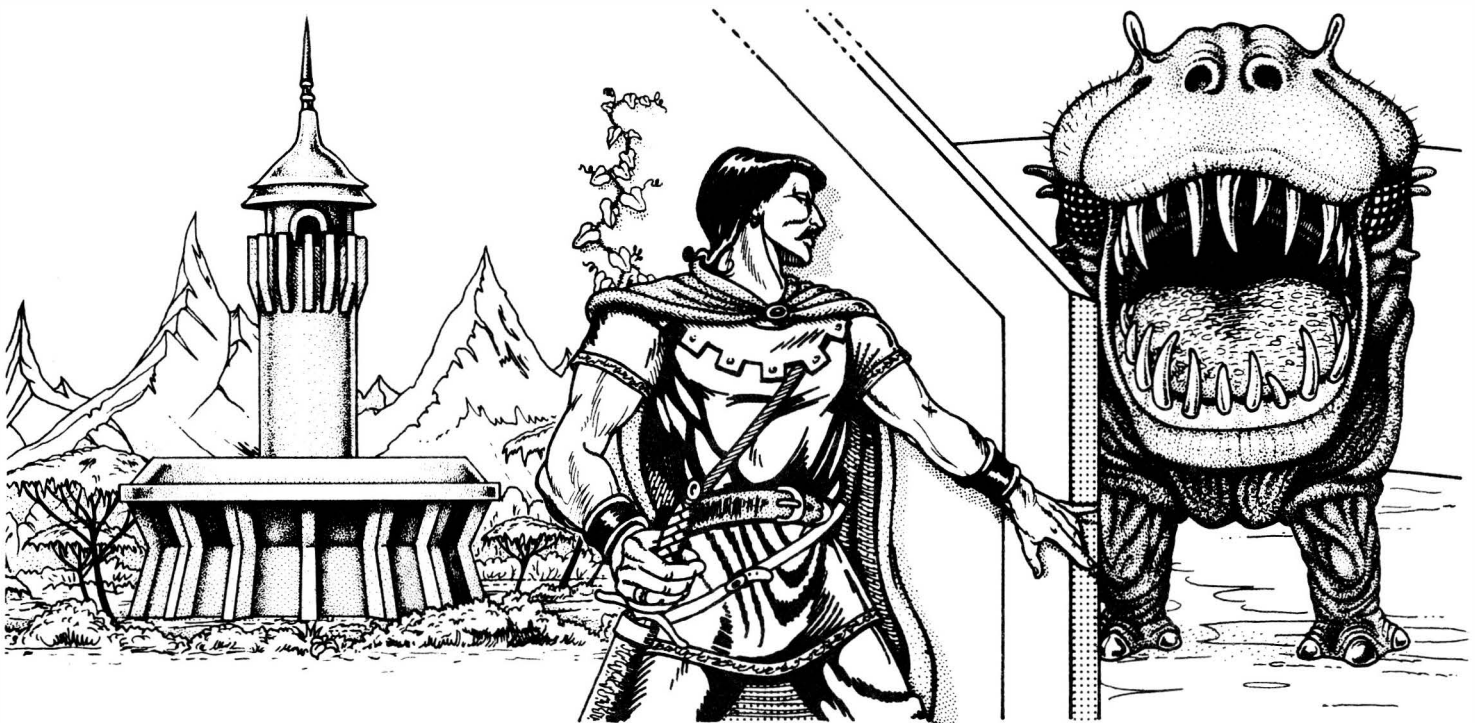
This little scenario has the potential to be a killer! Amkazad, a very powerful wizard, has gone off to parts unknown to do those things which very high-level wizards are wont to do. Well, rumors are circulating strongly that he bought the farm while delving in some dangerous place and he won't be coming back (alive, anyway!?). This news should pique the interest of every red-blooded adventurer who hears it since the wizard's demise (?) leaves his little keep unguarded (?), and ripe for the picking of the first group that can find it. Naturally, an irascible and reclusive old curmudgeon like Amkazad would build his stronghold way out in the wilds away from nosy neighbors and other pests. At any rate, it should not be an easy journey to reach it even if the GM is kind enough to let the party know exactly where it is in the first place. Of course, the other option is to have the delvers simply stumble onto the tower by chance, and let them solve its mysteries without any real knowledge of who it might, or might have, belonged to, and what its potential hazards might be.

The Tower

Outside: Amkazad's tower stands inside a walled enclosure that appears to be designed more for keeping things in than keeping intruders out. The

reasons for the wall live inside twelve evenly-spaced holes around the tower's base. In each of these burrows lives a Walking Maw. These ugly creatures were created by the Monster Maker of Dismalfen Marsh. They consist of a huge, Bulldog-like head set on top of a pair of short, stocky legs. The creatures huge, toothy jaws are designed solely and simply to bite things, and they are very, very well designed indeed. These big, aggressive brutes have infamously rotten dispositions, and will lumber out and try to bite any- thing or anyone that approaches their lair. If there is a melee or any other sort of disturbance in the yard, all the other Maws will come waddling as fast as they can to try to get a piece of the action. Walking Maws reproduce by budding, and there is a 50% chance that each one will have a functioning mouth on each end, effectively negating rear attacks.

Location A: The door that leads to this location is made of six-inch-thick Oak planks, bound with thick bands of brass. It is sealed with a powerful locking spell, and will have to be battered down. The noise this will cause will be almost certain to attract the Walking Maws, if the party has not met and dealt with them already.. Inside this entrance is a room with a big wooden door in the opposite wall flanked by two huge stone pillars. As soon as anyone crosses





the threshold, a face will materialize on the far door, and say, "Who dares to enter unbidden the house of Amkazad the terrible?" The correct answer is "Friends of the mighty and awesome wizard, Amkazad." Failure to give this password exactly will cause the guardian spirit of the portal to utter two spells:

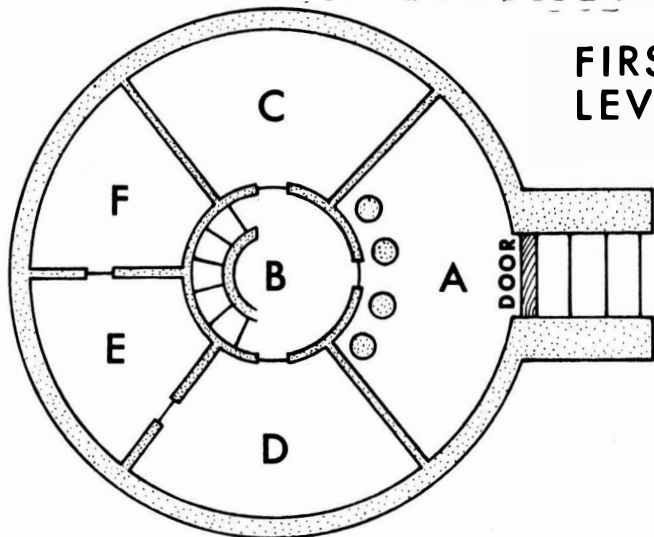
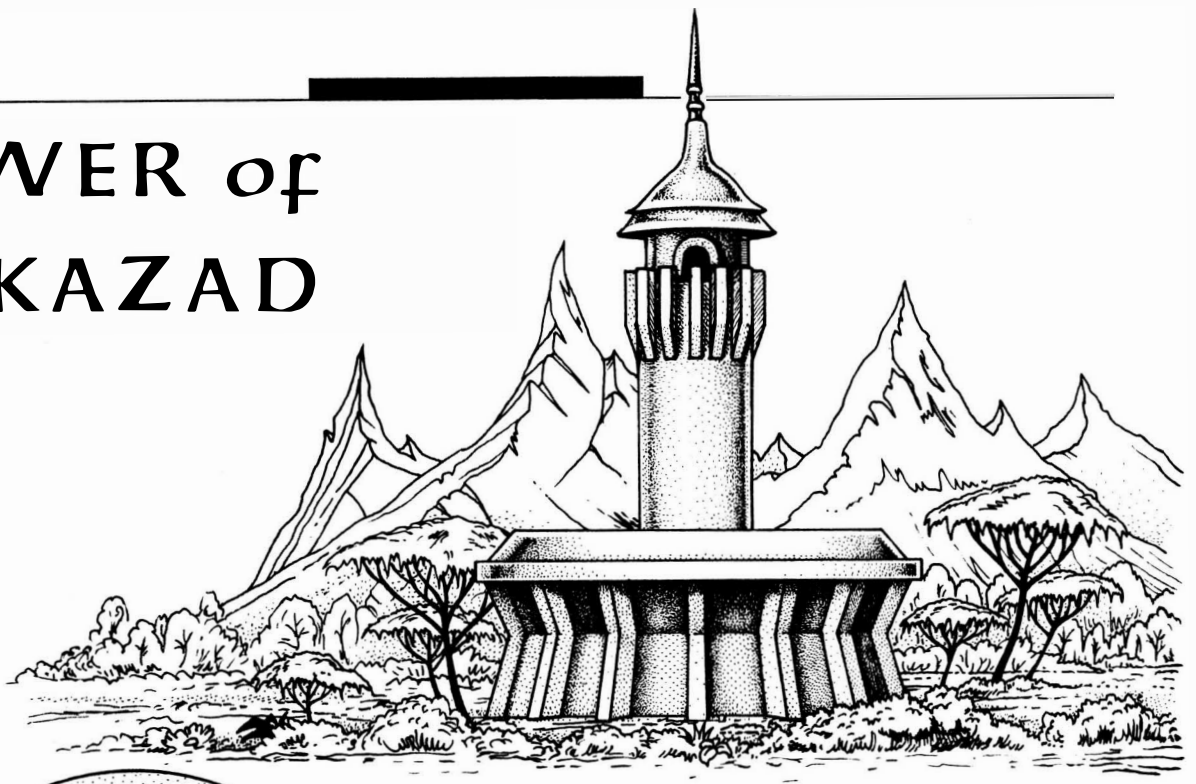
Spell #1: This enchantment will cause the two pillars on each side of the door to take the form of two immense stone warriors who will ponderously attack the party while the door is weaving its second spell. These statues are huge, enormously heavy, and irresistibly strong. Also, a blinding red light comes out of their eyes like a searchlight. Any character who meets their "gaze" will be blinded for that combat round. The main weakness of these big stone sentries is that they are slow. It should be possible, though not easy, to damage them, but they should be pretty much immune to any kind of magic that has no effect on stone, but very, very sensitive to any kind of spell that does affect it. Once these granite guards are finally overcome, the party will find that their eyes are large rubies, each worth at least a thousand gold pieces. A wizard can make the big gems glow and cast a beam like a flashlight if they are willing to take the time to study them for a little while.

Spell #2: This spell has multiple effects. It casts a spell of continual darkness on areas B, G, and K; it causes the entire tower to be filled with a thick, fog-like mist; all stairs and stairwells will be blocked with thick, tough, sticky cobwebs resembling a net; and everything will radiate magic strongly. Efforts to magically remove or ameliorate these effects will be frustrated by the strength of the charm, and the fact that each application of dispelling magic, when it works, will only dispel or reduce one effect at a time. Once the door has finished its second spell, it will become an ordinary, though well-constructed, wooden door, locked with both a high quality lock, and spells to boot. If the party can't pick the lock, and break the sealing charms, they will have to batter down this door too.

Location B: This chamber is utterly dark with a thick, impenetrable (by non-magical light, at least) darkness. The doors are locked, and sealed with enchantments. The stairway is blocked with what appears to be an enormous spider web. The whole room radiates magic.

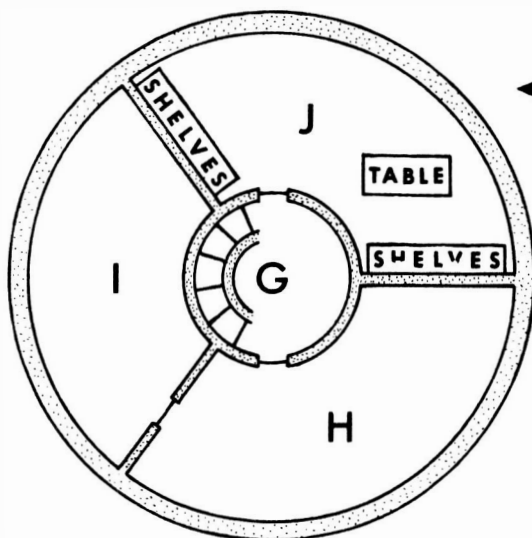
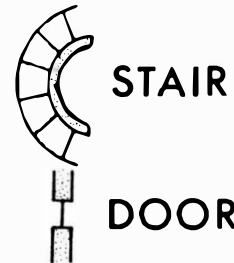
Location C: This room used to be a storeroom. It contains a lot of old boxes, barrels, and such. They are full of flour, oil, and other common supplies, now moldy or rancid, rotten, and rat-eaten.

TOWER of AMKAZAD



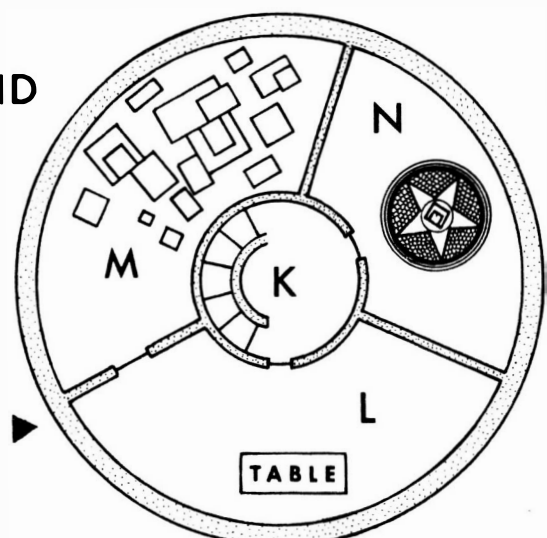
FIRST
LEVEL

□ THRONE



SECOND
LEVEL

THIRD
LEVEL



This mist-filled room has evidently not been entered or used for a long time. The worst creatures here are the rats and other vermin who have been busy despoiling the room's contents.

Locations D, E, and F: These rooms were the servant's quarters, kitchen, and pantry, respectively. Each room is filled with dense mist and is in a state of advanced decay which suggests that they have not been lived in for a long time. All doors here are locked, and sealed with spells. In the old butter crock in the pantry is a virulent, golden mold that will infect anyone who touches it, causing them to lose one D6 of hit points every day until they die, unless they can be magically cured. The GM may also want to make up some other alternative and interesting ways to cure the infection. The mold is interesting because it resembles gold nuggets in appearance. It is also highly contagious.

There is nothing of any real value in any of these chambers except a rotting leather purse in one of the servant's footlockers which contains thirty-one silver pieces and four coppers.

Location G: Identical to chamber B as described above.

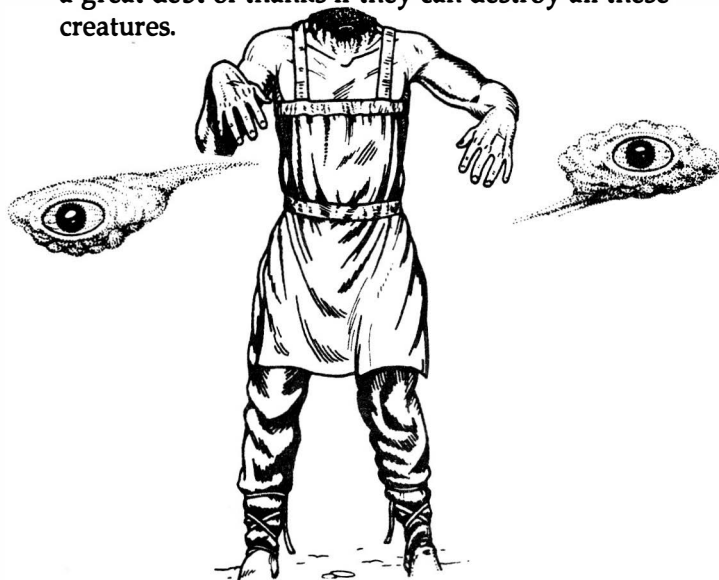
Location H: The mist in this room is especially thick; visibility is reduced to approximately three to five feet or less. All the doors are locked and sealed by spells. Hiding in the mist are six headless Pseudo-zombies, each armed with a halberd. These monsters were Amkazad's guards and servants until one of them got curious about what the master was keeping locked up so carefully in room I. Now they are under the control of the Plasmooogs, and will attack the party until destroyed. They fight very effectively, unhampered by the thick mist, and are not affected by any kind of mental magic. Since they are not true undead creatures, they cannot be turned by clerics.

Location I: This room used to be the tower's lockup, but now it is the lair of six Plasmooogs. These awful creatures were either created or discovered by Amkazad who kept them imprisoned here. In his absence a curious servant unwittingly released them; the Pseudo-zombies in room H are the result.

Plasmooogs are gaseous creatures that look like small, fast-moving clouds of pink or lavender vapor with a bulbous, blood-shot eye in the center. They can only be harmed by magic spells or enchanted weapons. They cannot be slept, charmed, or held by magic. Plasmooogs attack by attaching themselves to the head of their victim, and dissolving it with powerful, highly corrosive digestive juices. This process takes at least ten rounds, and is excruciatingly painful. The creature can be attacked while it is doing this, but the victim will also take half of any damage inflicted on it, in addition to the frightful, burn-like

wounds inflicted on their head by the Plasmooog itself. Once the Plasmooog has completely eaten the victim's head, it gains total control of the body and all its talents and abilities, including spells. The resulting Pseudo-zombie is under the monster's mental control, and can be made to do whatever it wishes. The final horror is that after eating a person's head the Plasmooog then divides by binary fission becoming two Plasmooogs, both of which are free to attack other victims in turn. The monsters are quite helpless and vulnerable in the round in which they are dividing.

The GM should play the Plasmooogs as highly intelligent and thoroughly evil. They regard all other sentient life forms as cattle, fit only to feed them and help them reproduce. The world will owe the party a great debt of thanks if they can destroy all these creatures.



Location J: This room's door, in addition to being sealed with a spell, is triple-locked with some very high quality locks (Amkazad took the keys with him). The middle lock is trapped so that if anyone touches it before opening locks #1 and #3, it will explode violently (treat it as a hand grenade or gunpowder bomb). Inside this mist-filled room is Amkazad's library: 100 books on a wide variety of arcane subjects. For each book handled or examined by a character, roll 2D6. If a two is rolled, the character has been attacked by an invisible Bookworm. The Bookworm always attacks with surprise, and, if it scores a hit, burrows into the victim's flesh and eats its way to their brain at a rate of seven to twelve agonizing inches per minute. If the worm reaches this organ (which is a vital one in most characters), madness ensues, followed by death within twelve to twenty-four hours. To stop its painful and inexorable progress, the Bookworm must be immediately cut out of the victim's flesh, a traumatic solution to say the least! The victim should not have

much more than a 50% chance of surviving the procedure. Nothing short of a wish can save the afflicted character once the worm reaches their brain. On a table in the middle of the room is a skull and a deck of playing cards. The cards radiate magic, but have no other special powers (unless the GM so desires). The skull belongs to Hubert the Cardsharp who got caught cheating Amkazad at poker, and is now here doing time as a paperweight. The skull is alive and fully aware of what is going on around it, and it will cheerfully chat with the party. Unfortunately, Hubert is a little bubble-headed, a terrible liar, and knows nothing of any real value about Amkazad or his tower, except that card cheaters are one of the wizard's pet peeves.

The only things of value in the room are the books. Their individual worth may be determined by rolling on the following table (2D6):

Roll	Result
2-3	2-12 silvers
4-6	1-6 gold pieces
7-8	2-12 gold pieces
9	10-60 gold pieces
10	20-240 gold pieces
11	1-6000 gold pieces
12	priceless; special magical tome, GM's choice

Location K: This chamber is identical to locations B and G except the webs in the stairwell are real, having been spun by a colossal Black Widow Spider. This immense arachnid is both hasted and invisible as a result of spells triggered by the front door. She will fiercely attack anyone who enters the chamber (except Amkazad). Her deadly bite will inject enough neurotoxic venom to paralyze a regiment. In addition, the enormous spider can spray her silk at one of her foes up to a total of 3 times a day. Treat this attack as if she were casting a very strong, extremely sticky net on the victim.

This is no common giant spider, but one which has been significantly and permanently enlarged and strengthened by Amkazad's magic, to guard his private chambers.

Location L: Amkazad's living quarters and workroom are here. There are some spartan furnishings and a worktable covered with bottles, beakers, retorts, notebooks, instruments of arcane design, and so on. Anyone not familiar with magical and alchemical apparatus should leave it all alone. If anyone handles any of the equipment, roll 2D6. If a two to five is rolled (two to four for magic-users), there

will be an explosion, or other undesirable effect of the GM's choice, which will affect everyone in the room. There is no treasure in these chambers. The magical and alchemical equipment is worth about 300 gold pieces.

Location M: This is just an old storeroom which contains all the junk Amkazad had no real use for. There is nothing of any real value here. The sturdy door is sealed with a locking spell, nonetheless.

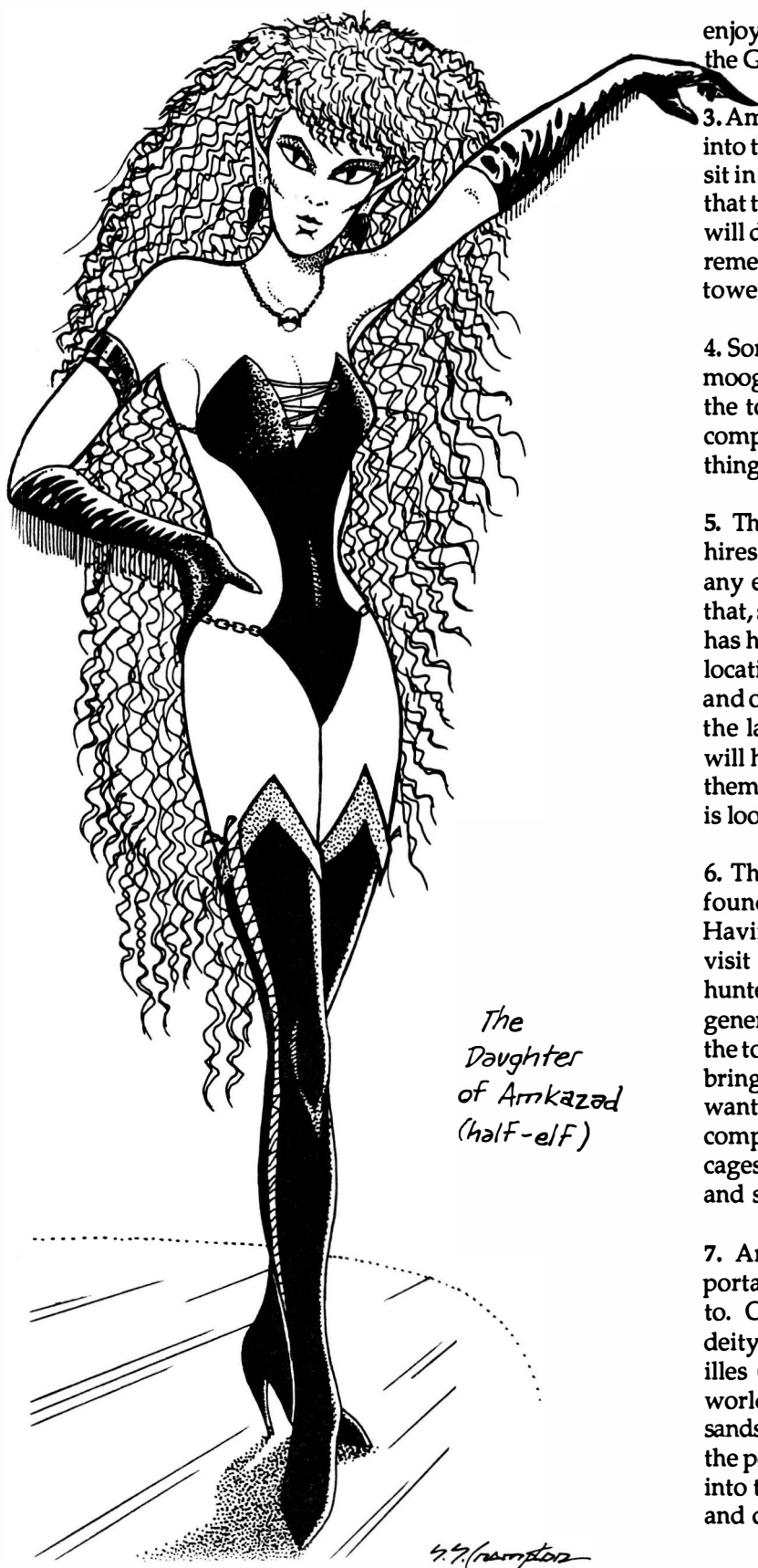
Location N: In the center of this room, inside a mystical pentagram, is Amkazad's Chair of Power. The pentagram will pose a formidable magical barrier which should prove a good challenge to the party's magic user(s), for they will not be able to cross it until they solve and dissolve its potent wards. Seated in the chair is its Guardian. The GM may choose to make this Invisible Guardian a Demon or Devil, or some other creature of a highly magical nature. Whatever the choice, it should be the toughest thing in the whole scenario, capable of standing toe-to-toe with the party, and slugging it out with them. It will appear abruptly, the instant the pentagram is broken, and attack ferociously. The GM may give the Guardian any powers he feels are needed for good balance.

On the chair are twelve gem stones worth 500 gold pieces each. The chair is painted black to fool thieves, being made of 900 pounds of gold. It will be worth a fortune if the party can figure out a way to move it. In a locked chest underneath the chair are twelve silk bags each containing 144 gold pieces, and seven leather bags each containing 777 gold pieces. The seventh bag is enchanted; it will disintegrate when handled, and each gold piece will turn into an angry wasp which ought to make things pretty interesting in the room for a little while, at least. There would normally have been lots of neat magic doodads here, but Amkazad took all his good toys with him when he left on the above-mentioned trip.

Scenario Ideas

1. If the party has survived the tower in pretty good shape (shame on the GM if they have), there is always the chance that the rowdy old Wizard will come riding home astride his pet Dragon just as they come trooping triumphantly out the front door. At the very least this will give the group a chance to see how good they are at explaining things to a very irate and powerful NPC whose home they have demolished...

2. There is also a good chance that Amkazad has a dungeon underneath his tower that the party will



*The
Daughter
of Amkazad
(half-elf)*

enjoy exploring. I leave it to the tender mercies of the GM to provide this one.

3. Amkazad has hired the party to help him get back into the tower. He has lost all his powers, and must sit in his Seat of Power to regain them. The catch is that this must be done before the next full moon, or he will die. His memory is already impaired, so he can remember little of value to aid the party about the tower and its defenses.

4. Somewhere, loose out in the world, are six Plasmoogs, the offspring of the six horrors now living in the tower. Amkazad puts a Geas on the party to compel them to track down and destroy the nasty things before they can multiply further.

5. The daughter (or some other relative of Amkazad) hires the adventurers to find her father's tower and any evidence that Amkazad is still alive. Barring that, she also is looking for any clues as to just what has happened to him. She does not know the exact location of his tower as he always teleported her in and out of the place. She has a fairly good idea as to the layout and dangers of her father's tower and will help the party, as she insists in travelling with them. She will pay them well if she finds what she is looking for.

6. This scenario might work well after the party has found the tower and returned to a nearby city. Having heard the adventurers boasting about their visit to Amkazad's tower, a wealthy, semi-retired hunter introduces himself and offers the party a generous sum of silver, if they will lead him back to the tower and attempt to capture a walking maw to bring back to his private zoo. He has always wanted one of these rare and fabulous beasts to complete his collection. He will supply appropriate cages and traps, the party must supply the strength and skill to capture the maw.

7. Amkazad has left this world and has opened a portal between this world and the one he has gone to. On the new world he has been made a virtual deity. In exchange, Amkazad has given the Novilles (large insect-like warriors) free rein of your world to conquer and pillage. Very soon, thousands of these creatures will come streaming through the portal and begin conquests. The party must get into the tower, find the portal, (behind the throne) and close it before it's too late.

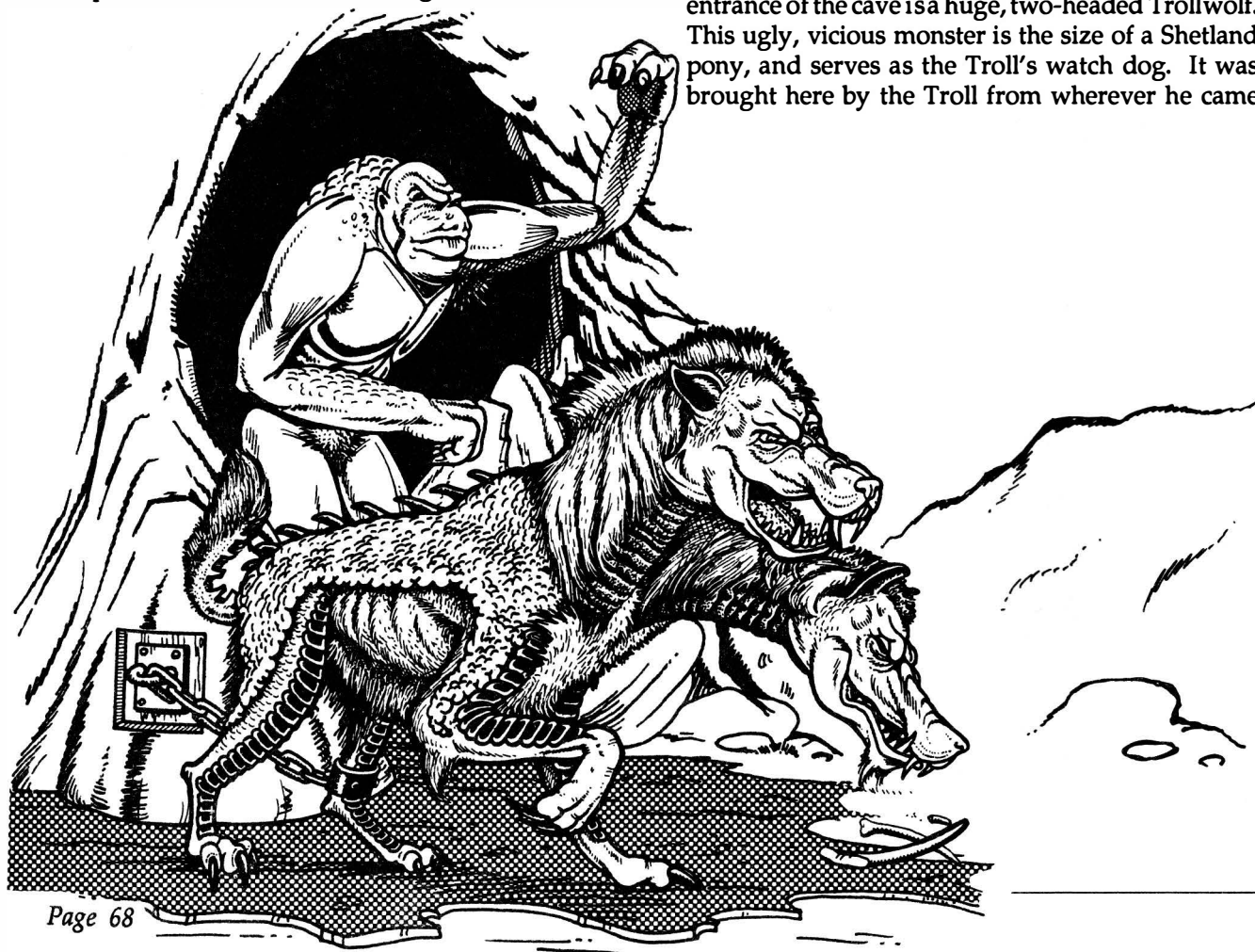
TROLL HOLE

A marauding troll is a dire hazard to life and safety in any setting. The appearance of such a terror stalking its prey by night could easily create a wilderness where a town or other settlement once thrived. Trolls are members of an ancient race of monsters, some of the first fell children of Chaos and Old Night. Related to man only in shape, Trolls have their origins deep in the bowels of Mother Earth. Their lean, iron tough bodies and thick, black blood seem barely subdued to the bittersweet humiliation of organic life, and there is something in Trolls that makes them seem closer kin to rocks and stones than any kind of mortal flesh. Trolls vary greatly in size, from squat four-foot pigmies to gaunt nine and ten foot tall giants. All sizes share the same rocky hardness and prodigious physical strength. Fierce and bloodthirsty fighters, they are hard to hurt, being able to take enormous punishment without apparent effect. Trolls are immune to most poisons, and resistant to all but the greatest extremes of temperature, hot or cold. Trolls fight with tooth and

claws, and can literally rend an opponent in pieces in their rage. Rage, in fact, best describes the basic Trollish temperament; they seem to be always angry about something whatever else may be happening. Of low or rudimentary intelligence, Trolls have fierce wills, violent tempers, and often a sort of fiendish bestial cunning that makes them very dangerous foes indeed. Driven by their insatiable appetites to seek flesh (they prefer *very* ripe carrion), they stalk their prey only on moonless or cloudy nights. Except for sunlight, Trolls are essentially fearless. While other forms of light merely enrage the big brutes, sunlight destroys them. It is their one true weakness. Some merely die when exposed to it, others melt, crumble to dust, disintegrate, or even explode, leaving only rocky rubble behind. Though it is possible to slay Trolls by other means, it is certainly not an easy task, or one to be lightly undertaken.

The Troll in this scenario lives in a large sandstone cave with sand and gravel floors.

Location A: Chained to the wall, just inside the entrance of the cave is a huge, two-headed Trollwolf. This ugly, vicious monster is the size of a Shetland pony, and serves as the Troll's watch dog. It was brought here by the Troll from wherever he came



TROLL HOLE



from, and shares many of his physical characteristics (strength, toughness, temper). It will relentlessly attack any intruders with both its snarling, snapping heads until the invaders flee, or until one or the other of them is killed. If the party does run, there is a 50% chance that the Wolf will break his heavy, 30 foot long chain, and pursue them. He will follow them anywhere, except into sunlight which is as fatal to him as to his brutish master.

Location B: This is a natural stone bridge over a 300 foot deep chasm. The bridge is quite narrow and the height dizzying, but crossing over should not really be a serious problem unless one is being rushed, as in pursued by a Troll or its pet...Anyone who falls into the chasm is highly likely to be killed unless able to

carelessly about the floor. In spite of his apparent indifference, Troll knows well what is here, and will be outraged if he finds any of it gone. With his acute sense of smell, he will soon be in hot pursuit of the thief, at least, after the sun has set...

Location F: This large cavern reeks with offal. The troll uses it for a privy. Anyone entering here should be compelled to make a saving roll of some kind to avoid being nauseated by the incredible stench. Dwelling here happily in the stinking filth are a dozen or so Giant Maggots (the larvae of Giant Flies). The larvae are carnivorous, and the huge, utterly nasty worms will attack any creature, except the Troll, that enters their domain. Troll and Maggots



fly, but the kindly GM can always provide a soft landing in water or debris, and allow the tunnels at the bottom to lead down to more adventures, such as those described in the Goblin Lair (qv).

Location C: Three huge Bear traps are buried in the soft sandy floor of this cave. They caught, but failed to hold the Troll. He appreciated them, and brought them home to welcome uninvited "guests". There is a 33% chance per person passing through this area that they will find one of the big, four-foot diameter steel jaw traps. There is also a 50% chance that the powerful jaws will break the victim's leg. It takes a minimum of two strong men to open and set one of these monsters; the Troll can do it alone without working up a sweat.

Location D: This small odorous cave serves the Troll as a larder. He uses a 400 pound slab of rock to seal the entrance. The interior reeks of carrion and decay; Troll likes his meat very gamey. If there are any prisoners in this lair, or any bodies to be recovered, they will most likely be found here.

Location E: This cave serves as the Troll's bedroom; like the larder, a heavy slab of sandstone rock is used as a door. Troll's bed is a large pile of stinking, vermin-infested cloths, rags, furs, and so on, that he has taken from his victims and their homes. If there is treasure in the lair it will be found here scattered

leave each other well alone because the Maggots have learned the hard way to respect the big monster, and because there are some things that even a Troll won't eat!

Location T: These represent places where the Troll might hide in ambush if he heard or saw the party coming (Trolls have very keen ears and noses, but their eyesight tends to be rather weak). The chance of his being in any of the indicated places is given by the die roll there.

Scenario Ideas

1. The party travels out of their way to visit a friend or relative. When they arrive they find the little village deserted. Something has trashed the place, and there is gross evidence of violence everywhere (bloodstains, etc.). A diary is found, torn but still readable, which tells of its author's last terror-filled nights, and the midnight raids and rampages of some unknown and irresistible monster that carried off the villagers one by one. The last notes may mention the theft of the gold from the village church, and hint at the location of the monster's lair in the old quarries nearby. At GM option there may be a few troll-shocked survivors (small children, perhaps) still hiding in the wrecked town who could give the party

more information. At any rate, come sundown, the group will get a full introduction to Trolls and their habits. The GM should work hard to make it an unforgettable experience.

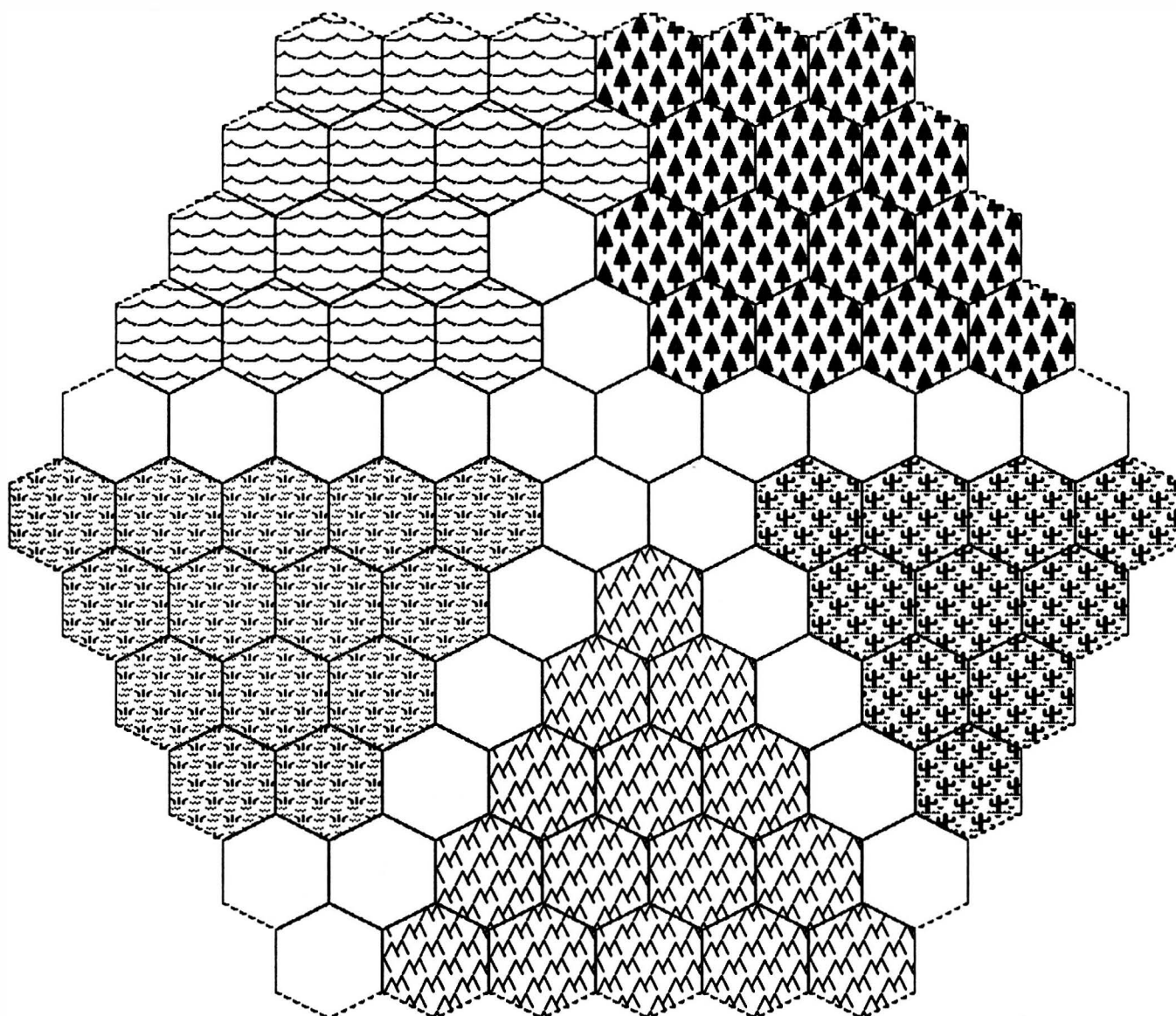
2. Rescue Mission: The possibility of survivors still alive in the Troll's lair awaiting an unspeakable fate can be used to put the party in a pressing moral dilemma. Good people will be compelled to attempt a rescue, and even not so good folks may feel inclined to help if the victim is someone they know. This can be a scary, dangerous adventure, and can be lots of fun if properly done. The old cat and mouse (Troll and party) game should be milked here for all it is worth.

3. Troll Thief: Troll has carried off a piece of valuable property. The owner wants it back, and will reward the party handsomely if they can recover it. Whoever recovers the item, however, will themselves become a Troll on the very next night, and steal it again. Finding proper spells to break this vicious, magical cycle should prove a good challenge for the party's magic users.

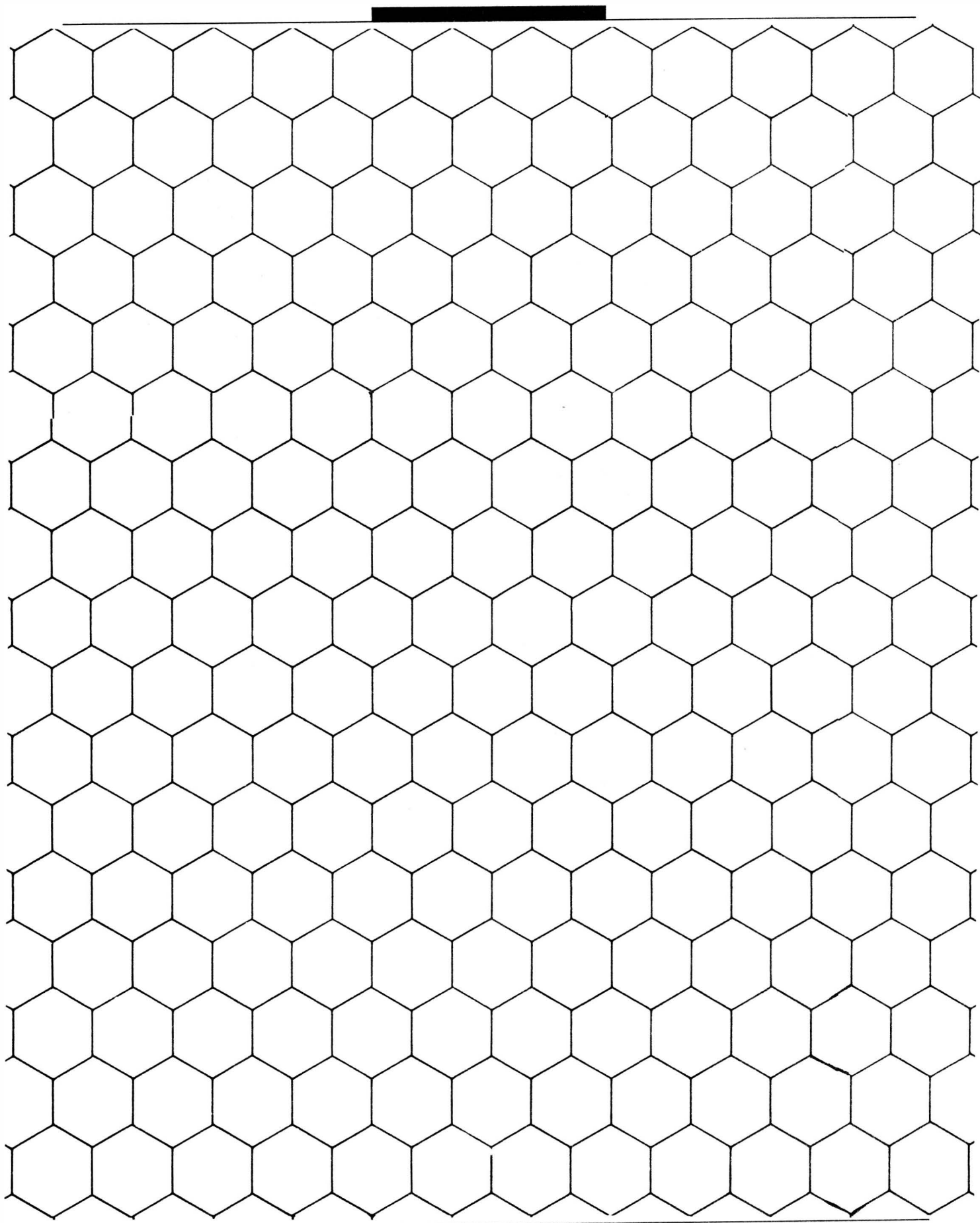
4. Going Shopping: A wizard wants a large quantity of Troll skin, and/or Troll blood in order to bring his true love (the princess Tenneb) back to life. She was killed by some trolls several months ago and can only be brought back to life by the flesh and blood of her killers. The wizard does not want to soil himself with the task of obtaining said trolls and hires the party to obtain some as soon as possible.

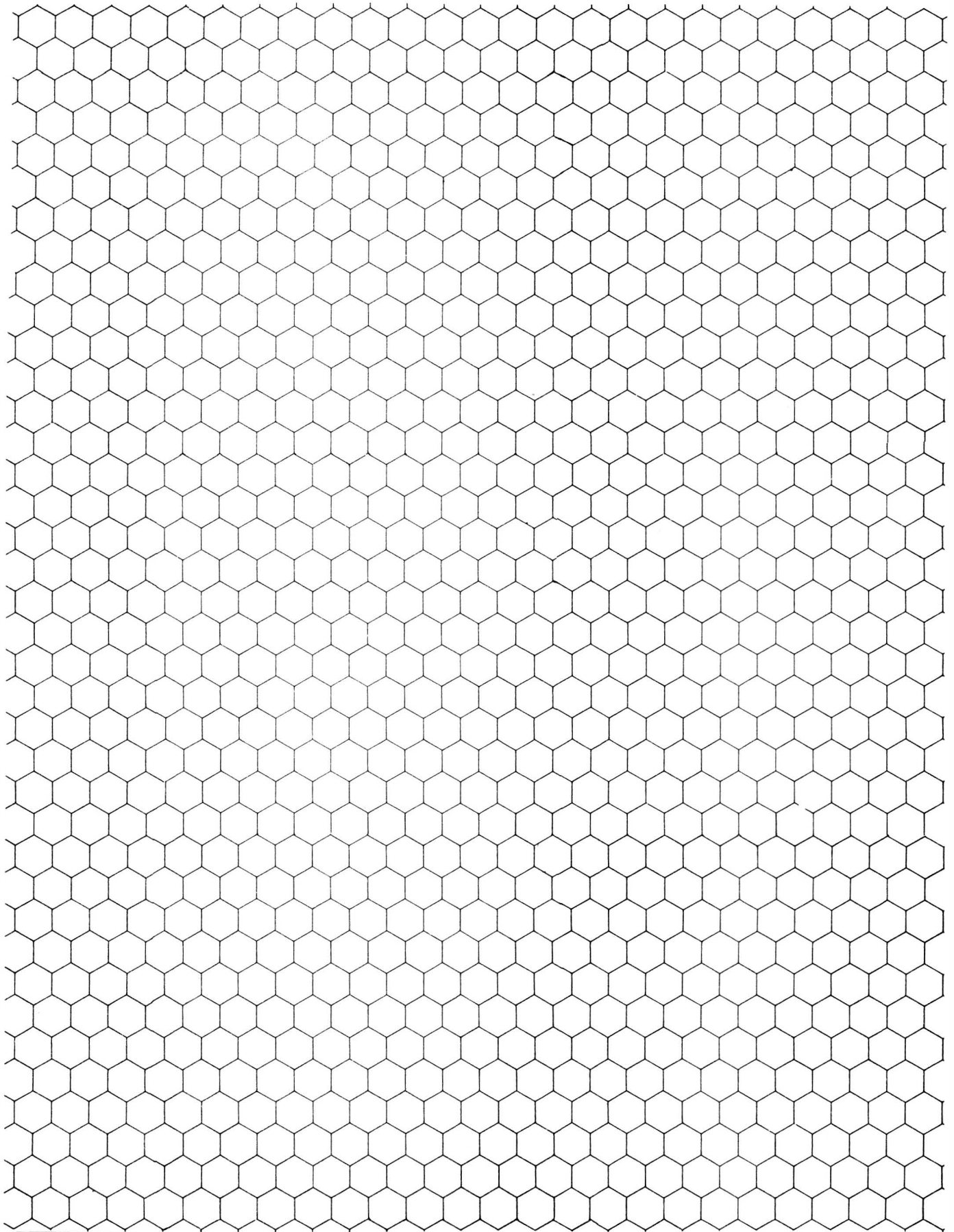
5. Into the Depths: An old sage in town tells the adventurers that the key to their future success lies in the dark recesses of a troll's cave, a troll who owns a troll-wolf. Furthermore the sage tells them that the entrance to a tomb of fabulous treasures is hidden in the troll cave and that it is the party's destiny to obtain the treasure. In reality the sage has an ongoing feud against trolls and sends everyone off to fight the nearest troll. It's up to the GM as to whether or not there is actually a tomb of treasure in the back of the cave. You could even adapt the tomb of Vashkari for use here. Or you could have this lead to your own vast, unexplored caverns and even a secret troll city deep below the ground.





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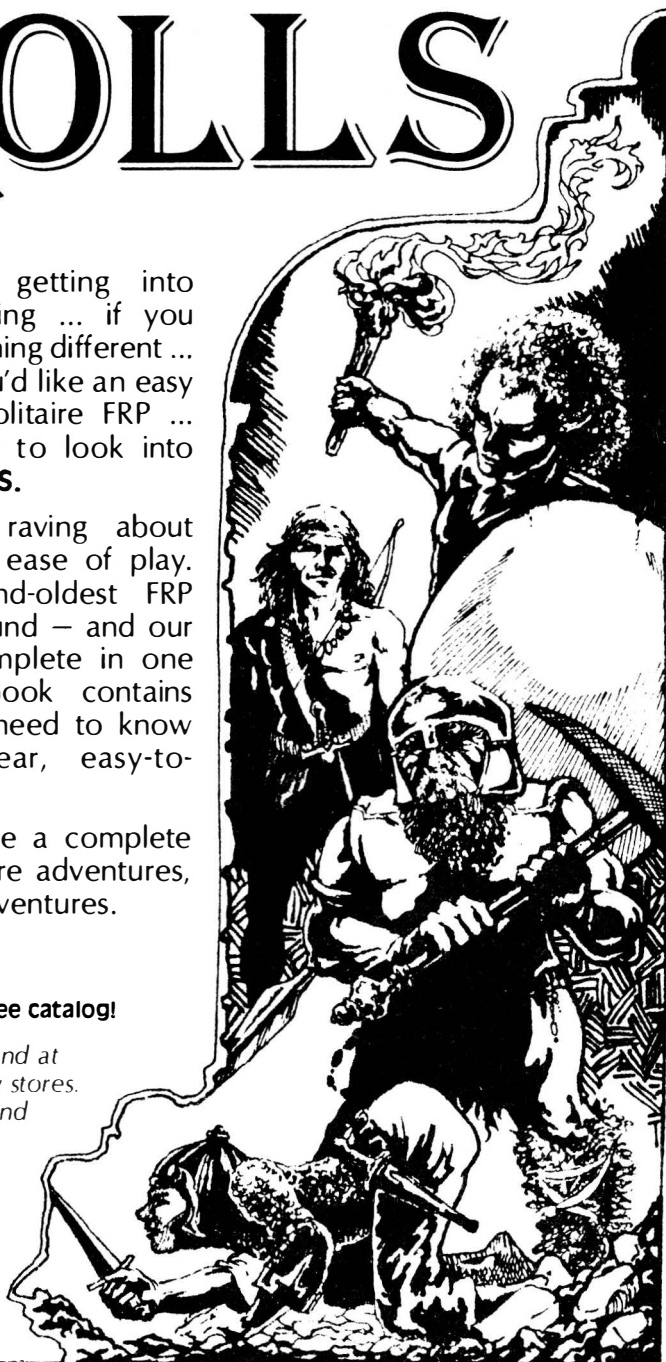
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