

PORTALS OF TWILIGHT

Judges Guild

by RUDY KRAFT



THROUGH A SHIMMERING PORTAL TO
... WHERE? A NEW WORLD BECKONS
ALL WOULD-BE ADVENTURERS TO
STRANGE AND SOMETIMES SINISTER
ENCOUNTERS ENDING EITHER IN
DEATH TO THE UNLUCKY OR GREAT
RICHES TO THE FORTUNATE.
WHICH WILL YOU BE?

Approved For Use With
**ADVANCED
DUNGEONS & DRAGONS[®]**

TABLE OF CONTENTS

Introduction	3
Types of Portals	4
Portal Color Effects.	5
Environment of Halfworld	5
The Darkside and Sunnyside of Halfworld	6
The Twilight Region	7
Heat, Sea, and Ice Tribes.	8
Players' Sea Clan Village Maps 1 and 2	9
Terrain	10
Key to Judge's Map I.	11
Judge's Map I	13
Judge's Map II.	14
Key to Judge's Map II.	15
Encounter Frequency	16
Encounter Frequency Chart	17
Encounter Explanation	18
New Monsters	22
Special Magic Items.	25
North Pole City Explanation.	26
The Three Wizards.	28
Key to North Pole City	29
Westgate Map	30
North Pole City Map	31
North Pole City Mining Operations.	32
North Pole City Mining Operations Map	33
The Control Room and Portal Square	33
Portal Square Map.	34
Market and Price List	36
Players' Maps 1, 2, 3, and 4.	38
Players' Maps 5, 6, 7, and 8.	39
Markets: What's For Sale?	40
Rumor Tables	41
Castle of Frost.	44

Written by Rudy Kraft
 Cover Art by Rick Houser
 Art and Graphics Design by Erin McKee, Rick Houser,
 Kevin Siembieda, Ken Simpson, Paul Vinton and The Sorcerers Guild
 Layout by Bart Hughes

Copyright © 1981 by Judges Guild, Incorporated, R. R. 8, Box 9, 1221 N.
 Sunnyside Road, Decatur, Illinois 62522. All rights reserved. This book is an
 adventure designed and officially approved for use with **Advanced Dungeons
 & Dragons**™ by Tactical Studies Rules, Inc., Lake Geneva, Wisconsin. The
 contents of this book may need to be changed by the individual Judge to
 suit the campaign he or she moderates. No similarity between any of the
 names of characters, persons, and/or institutions in this publication with
 those of any living or dead person or institution is intended, and any such
 similarity which may exist is purely coincidental. Printed in the United
 States of America.

ntroduction



This is the third product in the "Portals" series. The first two products, "**Portals of Torsh**" and "**Portals of Irontooth**", deal with worlds in which the primary inhabitants were significantly different from those of a normal **Advanced Dungeons and Dragons**™ world. This product is slightly different in that the inhabitants are fairly normal, but the world itself is somewhat strange. Halfworld, the world of "**Portals of Twilight**," always faces the same side toward the sun.

All of the products in the "Portals" series can be used as independent campaigns, but they have been especially designed to link up with an ongoing **Advanced Dungeons and Dragons**™ campaign through a limited number of teleport doors, or portals, as they will be called in this booklet. It is no secret that many, if not most, Judges use the published campaign playing aids as special environments which can be entered only through portals. This series of products has been designed to be especially suited to that sort of adaption.

Finally, each of the "Portals" products deals only with a small portion of a world. Judges Guild has no intention of publishing additional materials on any of these worlds. You should feel free, therefore, to develop them as you wish without fear of future contradiction by Judges Guild.

I hope you enjoy "**Portals of Twilight**."

Suggested Usage

It is recommended that the Judge read the entire product through at least once before attempting to use it in a campaign. There will undoubtedly be some minor aspects which are inconsistent with that campaign, and it would be best if they were altered prior to the start of play.

The characters will enter this world via a portal which should be placed in an appropriate location in the Judge's own world. If portals are common in the Judge's world, it would be a good idea to alter the description of portals provided in this booklet to coincide with those already in play. When the characters enter this world, the Judge ought to make them immediately determine (if they don't already know) exactly what they are carrying and, especially, how much food and water. Once the players have entered this world, they will not be able to get back until they have found the appropriate portal (which would be either the one in Hex O or Hex T) as it is not possible to teleport directly out of this world through the use of spells or devices (although the Judge may elect to permit artifacts with Teleport powers to so function).

In the wilderness map key is provided a list of portals located in this area of the world. Most of them are directly keyed to other locations on the map, but several are keyed to a _____. This indicates that these portals are intended to link up with other portals of the Judge's choice. They could be linked up with portals in other parts of this world, or they could lead to other worlds entirely (including other products in this series).

If anyone has any questions concerning this product, they should feel free to write to me for answers in care of The Judges Guild, Inc., R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522.

Science Note

Before going any further, it is important to note that, although the concept of a planet which always faces the same side toward its sun is perfectly plausible, no attempt has been made within this product to make the details scientifically correct. For example, a real planet would probably have an elliptical orbit. This orbit would cause the exact location of the twilight region to fluctuate somewhat. I have chosen, instead, to consider the region fixed. There were other such simplifications. None of this really matters, however, and it certainly in no way affects the playability of the product.

Portals

The portals between the various worlds were built between four and six thousand years ago by a race of mysterious beings who have since become extinct. During the time they were building the portals, these beings, commonly known as the portal builders, were in control of much of the universe, and they used the portals as their primary means of transportation and communication.

Most of the portals were built in open, undefended areas so that their use could not be restricted by any individual or group. As a result, the purpose and functioning of the portals quickly became common knowledge among the subject races. The portal builders didn't seem to care, however, and they permitted anyone to use the portals.

Even when the civilization of the portal builders collapsed (for reasons which are not known) the portals remained (as, too, did the amulets which the portal builders used to control the portals). As time went by, a few of the amulets and the portals were destroyed, but most kept functioning, providing the only link between the various worlds. Although some portals are well-known and without risk, most of the portals are located in dangerous wilderness, and the people who seek them are frequently never seen again.

Portal Description

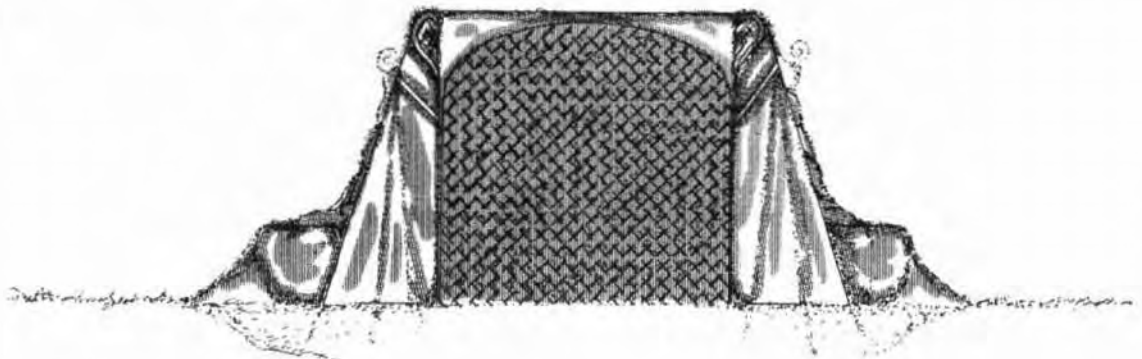
All portals appear as wrought iron archways filled with a glowing mist. The mist can be of any color and in fact, it usually changes colors from minute to minute (see below). The normal size portals are 20 feet across and 15 feet high. The individual size portals are two feet across and six feet high. Some of the portals have, in addition to the wrought iron elaborate decorative tracings of various metals. As far as can be determined these tracings serve no functional purpose.

Types of Portals

There are three types of portals. Each of these types looks the same as the others to the untrained (non-portal builder) eye. Only by trial and error can the exact type and function of a portal be determined. Furthermore, it is entirely possible that there is a fourth (or even a fifth) type of portal which has not yet been discovered. The three types of known portals are as follows:

- 1) Roundtrip Portals: Anyone entering one of these portals arrives at a specific destination portal and anyone going back through that portal arrives back at the original starting point.
- 2) One Way Portals: Anyone using one of these portals arrives at a specific destination portal. However, that portal, if entered, does not lead back to the first portal. This second portal can be of any of the three types.
- 3) Random Portal: This portal teleports anyone who enters it to one of a specific group of other portals. The destination is totally random (unless, of course, there is an amulet of the portals controlling the decision). The group of potential destinations is a closed set, that is, someone entering portal A could be sent to B, C, or D while someone entering B could be sent to A, C, or D and so forth.

There are a couple other minor variations in portals. Most portals are large enough to take many human-sized creatures at once. However, a few will only fit one person at a time. These portals will only be linked up with other small portals (unless it is a type two portal in which case it may send to a larger portal but not receive from one). Another variant type of portal is usable only once each local day (most portals can be used an unlimited number of times each day).



Portal Color Effects

Depending on the color of the mist various effects (in addition to the expected teleportation) may occur. In general, the color of the mist varies at random remaining one color for anywhere from 30 seconds to a full day (see chart).

In general, the color of the portal should vary at random (roll 1D20) but some portals are safer and should only vary among the safer effects (roll 1D10+10). Which portals are safe and which are not is left up to the individual Judge.

Color	Special Effect	State	Notes
1) Blue-Silver	2D6 Lightning Bolt (20% chance each)	Non-Functioning	Color lasts 24 hours - Iron doubles damage
2) Green	Emits faint smell of Chlorine	10% chance of Working	Color lasts 16 hours
3) Yellow	Feels Damp	20% chance of Working	Color lasts 8 hours - Cloaks negate special
4) Umber	Drenching Wet	30% chance of Working	Color lasts 4 hours - Torches negate special
5) Orange-Gold	Feeling of Euphoria	40% chance of Working	Color lasts 2 hours
6) Iridescent	Tingling on Skin	50% chance of Working	Color lasts 1 hour
7) Red	Extremely Dry	60% chance of Working	Color lasts 20 minutes - Damp Skin negates
8) Maroon	Dehydrate (extreme thirst)	70% chance of Working	Color lasts 10 minutes - Soaking Self negates
9) Dark Blue	Uncontrollable	80% chance of Working	Contemplation of Home negates special
10) Light Blue	Feeling of Falling	90% chance of Working	"Feather Fall" negates special effects
11) Deep Purple	Claustrophobia Overwhelming	Works	"Blessing" negates special effect
12) Black and Silver	Causes Slight Amnesia (1D6 days)	Works	"Continual Light" negates special
13) White	Extreme Cold - Frostbite (50% con. chance)	Works	Tea negates special effect
14) Tan and Gold	Sedative (2D6 turns)	Works	Coffee negates special
15) Brown and Yellow	Hypertention (1D6 turns)	Works	Wine negates special effect
16) Turquoise	Dwarves Seized by Great Greed (1D6 turns)	Works	Not negatable
17) Gray	Elves Fall into Dreamlike Trance (1D6 turns)	Works	Blindfolding Elves negate special
18) Pink and White	Females Become Angry (1D6 turns)	Works	Holding Hands negates special
19) Sparkling Gold	Light-headed and Disoriented (1D6 melee round)	Works	Touch by Friendly Cleric negates special
20) Olive Green	Heals 1 Point of Damage	Works	Not negatable

Die Roll Modifiers

New Moon: -2, Quarter Moon: -1, Half Moon: +1, Full Moon: +2, Elves Only in Party: +2, Amulet of ESP: +1, Helm of Teleportation: +2, Amulet of Portals: +4.

Treat rolls of less than 1 as 1 and rolls of greater than 20 as 20.

The Environment of Halfworld

Halfworld is a truly unique world. Its daily period of rotation is the same length as its yearly revolution around its sun. As a result, the planet always faces its same side toward the sun. This means that one side is constantly lit and gets very hot, while the other side is always in darkness and stays very cold. Only a small section of the planet, a thin strip about 900 miles wide, is suitable for habitation by humans or humanoids. This strip, the twilight region, is where the focus of this product lies.

Before going into great detail on this twilight region, it is first necessary to proceed with a short discussion of the world as a whole, as well as a few details concerning the world's sunnyside and its darkside.

Halfworld gets its name from some of the primitive inhabitants of the twilight region. They felt that they were only living on half a world, as they could travel as far as they liked in one direction (into the twilight region), but they could not travel very far at all in the other direction (into the hotlands). The unusual thing about this etymology is that it shows some conception of the normal structure of worlds. This is consistent with the theory that the inhabitants of this world originally immigrated here via the portals.

Aside from its perpetual day and night, this world is remarkably like other worlds. The atmosphere is perfectly breathable and contains no exotic or dangerous trace gases. Most of the inhabitants (both humanoid and monster) are similar to those found on other worlds. Geologically, the world is very active. There are a large number of active volcanoes, most of which are located on the darkside (although why is not known).

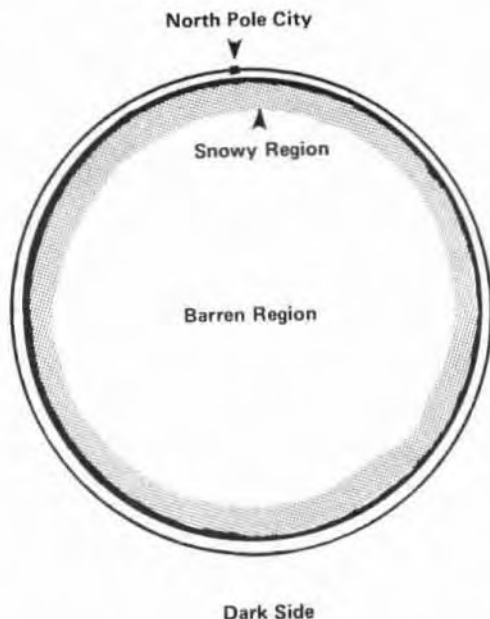
Halfworld: The Sunnyside

The sunnyside of Halfworld is, as might be expected, extremely hot. Its temperature ranges from a "low" of 70 to 80 degrees C in the regions bordering the twilight lands and oceans to a high of as much as 350 degrees C. For the purposes of the game, all of these areas are totally uninhabitable by humans or humanoids. A short term existence is possible in the cooler regions of the sunnyside through the use of protective magics (such as Fire Resistance Rings or Helms of Brilliance). However, even with such protections, a typical human could only survive in the sunnyside for a couple of days (a couple of hours in the hottest sections).

As the sunnyside is so difficult for humans to survive in, its environment has not been detailed to any great extent. Obviously, the sunnyside, if it is inhabited at all, is inhabited primarily by fire-using creatures and others who are immune to the effects of heat damage. But exactly what sorts of creatures and terrain can be found there will have to be determined by the individual Judge. Frankly, I recommend that sunnyside not be expanded upon. If the characters insist upon venturing into it, let them get hotter and hotter until they cook themselves or turn back.

Halfworld: The Darkside

Just as the sunnyside is very hot, so is the darkside very cold. However, the darkside does not get nearly as cold (by human standards, anyway) as the sunnyside gets hot. In the regions bordering the twilight area, where the sun is just below the horizon, the temperature usually ranges from -10 to 0 degrees C but, upon occasion, gets above freezing. Deeper into the darkside, the temperature drops off steadily until, after about 1,000 miles, it reaches a low of -60 degrees C. Even the furthest reaches of the darkside never get much colder than this. Of course, even this temperature is cold enough to kill any unprotected humans, but such protection is possible either through magic (such as a Ring of Warmth) or by the use of high quality, well made, fur clothes (such as those sold in North Pole City).



As the above diagram indicates, the darkside of Halfworld can be considered to be divided into two regions. Around the edge of the darkside, bordering directly on the twilight region, is the snowy region. This is a 400 to 500 mile thick region which is constantly covered by a thick layer of snow, ranging in depth from 6 to 30 feet. The interior of the darkside is not covered by snow. This barren region is, in fact, covered by very little of anything. It is nothing but hundreds of miles of barren and broken rocks with an occasional frozen lake of ice.

Scattered about the darkside are regions of volcanic activity. As these volcanoes tend to raise the temperature of a small surrounding region, they, unlike the rest of the darkside, are inhabited by a number of exotic plants and animals. The rest of the barren region is pretty much uninhabited, although there might be a few White Dragons or other such creatures.

The Twilight Region

Some of the characteristics of the twilight region are pretty much self-evident. For example, the sun, where it is visible at all, is always low in the sky, and it always holds the same position, never moving east, west, up, or down. To take another example, the temperature of the twilight region rises steadily as one travels from the darkside to the sunnyside.

Other characteristics are less obvious. There is a steady wind throughout the twilight region, blowing from the darkside into the sunnyside. This wind never stops and never reverses (except for localized effects of storms) although it might blow as slowly as 5 miles per hour or as fast as 20 miles per hour. Because this wind is blowing out of the dark side, it will always be felt as a cool breeze. (For those of you who are wondering where all the air goes, there is another wind at high altitude blowing back the other way). The constant wind out of the darkside causes another interesting effect. Nearly all of the rain that occurs in the twilight region occurs on the dark side of the mountain ranges, but the run-off from this rain nearly always flows around these mountains and off to the sunnyside.

The Twilight Region: About Time

Keeping track of time is very difficult in the twilight region. The sun never changes its position, so there is no obvious method of determining when one day ends and another begins. The Judge will have to decide how he or she wants to deal with this problem. One method is just to assume that the characters will have a natural rhythm of more or less 24 hours. Accepting this, the game can proceed normally.

Another possibility is requiring the players to come up with some solution to the problem, some way for their characters to keep track of the time. If they do not, assume that their characters are frequently tired and penalize them somewhat.

It probably doesn't really matter very much which option is used, but it is a good idea to bring the question up at some point, just to build up the atmosphere of the twilight region.

Twilight Geography

The twilight region of Halfworld can, for game purposes, be considered to be a 900-mile wide and 18,000-mile circumference loop of land. In terms of the hex maps provided in this product, it is 1 hex map wide and about 15 hex maps long. The twilight region contains nine large seas or oceans, including six salt-water oceans and three fresh-water ones. There are also two immense and impassable mountain ranges in the twilight region (one of them appears, in part, at the bottom of Map II). Aside from these points, and others dictated by the unchanging regions of darkness and light, the geography is not particularly special or unusual.

Twilight Weather

The weather of the twilight region is fairly consistent and unchanging. The wind constantly blows out of the darkside, and the rain falls constantly on the darkward slopes of the mountains. About the only changing weather feature is an occasional thunder storm. A thunder storm will occur within sight of a party of characters one day in six. If such a storm occurs, there is an additional one chance in six that the characters will be rained on by the storm (either because it moves in their direction or because it has formed above them). The storms range greatly in their intensity, and it is left up to the individual Judge whether to allow a chance that the characters would suffer some harm from one of these storms.

The Fauna of Twilight

The animal life of the twilight region is not all that exotic. In addition to the many standard AD&D tm creatures which appear on the encounter tables, there are a large number of other, normal animals which live in the twilight region. There are two significant points concerning the fauna of twilight, however. Because there is so little plant life in the darker regions of twilight, most of the animals will be found in the areas which get direct sunlight. The second point concerns the eyesight of the regions' inhabitants. These creatures (and their ancestors) have lived in the twilight for hundreds or thousands of years, and their eyes have become well-adapted to a light-poor environment. Except in the presence of bright light, natives of the twilight region will see far better than visitors from other worlds. The use of a spell (such as *Light* or *Continual Light*) will negate this advantage and will, in fact, temporarily blind the twilight creatures.

The Flora of Twilight

There are two primary types of plant life in the twilight region. The most common types are the numerous varieties of grasses which cover most of the surface of the sunlit portion of the twilight region. These grasses are very similar to those found in most other worlds, although, on this world, they rarely grow to a height of more than a couple of inches.

The second major type of plant life is the uniquely adapted trees which make up the forests of the twilight region. From a distance, these trees look like small radar installations facing directly into the sun. They look this way because they, unlike plants on most planets, are faced with an unmoving sun in their sky. Thus, in order to maximize the amount of sun light which falls upon each leaf, they have evolved a leaf formation which is the most efficient for gathering light coming in from a particular direction.

Because the sun is always so low on the horizon, the forests of the twilight region have another unique feature. The trees are spaced far apart from each other. This is due to the fact that each tree casts a long shadow, and no tree can survive in the shadow of another tree. The ground between the trees is basically barren, although there are splotches of grass in those places where no shadows fall.

The Twilight Region: The Human Tribes

There are three different groups of primitive tribes inhabiting the twilight region of Halfworld. They are known as the Heat Tribes, the Sea Clans, and the Ice Barbarians.

The Heat Tribes live in small villages on the borders of the Hotlands. The Sea Clans live on the shores of the world's oceans, and the Ice Barbarians live in the regions of perpetual snow. Both the Heat Tribes and the Sea Clans build permanent settlements while the Ice Barbarians settle in one place for a period ranging from 10 to 40 days.

One settlement of each type is located on Map One. Others may be added to either map at the Judge's option.

The Heat Tribes

Heat Tribes build their houses out of a clay which is quite common on the sunward edge of the twilight region. These houses are crude and uncomfortable, but, once they finish drying, they are sturdy and last a long time.

The typical Heat Tribe village has a population of 2D6 x 100 which is equally divided between adult women, children, and adult men. Both the men and the women participate in the hunting and gathering of the tribe's food, and they share equally in the tribe's government.

The Heat Tribes tend to be suspicious of strangers, but, once they are convinced that the strangers are not hostile, they will become friendly and helpful. Unfortunately, there is not much the Heat Tribes can do to help as they do not usually have anything of value to trade or give away.

The Sea Clans

Sea Clans live in small villages, in huts made of driftwood, giant turtle shells, dried fish skins, and other miscellaneous components. As might be expected, the villages have a strong and unpleasant odor.

The typical Sea Clan village has a population of 3D6 x 100 which is equally divided between adult women, adult men, and children. The village on Map One, known as Krills, has a population of 1200.

Each Sea Clan governs itself differently. Krills is currently a very benevolent dictatorship. The ruler, Scafielder (a 7th level Cleric), allows the other clan members to do whatever they wish so long as he is provided with a good living. This is presently not a problem as the fishing has been excellent for the past several years.

Although Krills is not a rich town, they are willing and eager to trade with strangers. In trade they offer fresh fish, various exotic fish bones, and small boats. They also have two maps for sale. The residents of Krills have no use for coins, so characters must offer items of value (weapons, for example) to get them to deal. The exact costs are left for the Judge to determine.

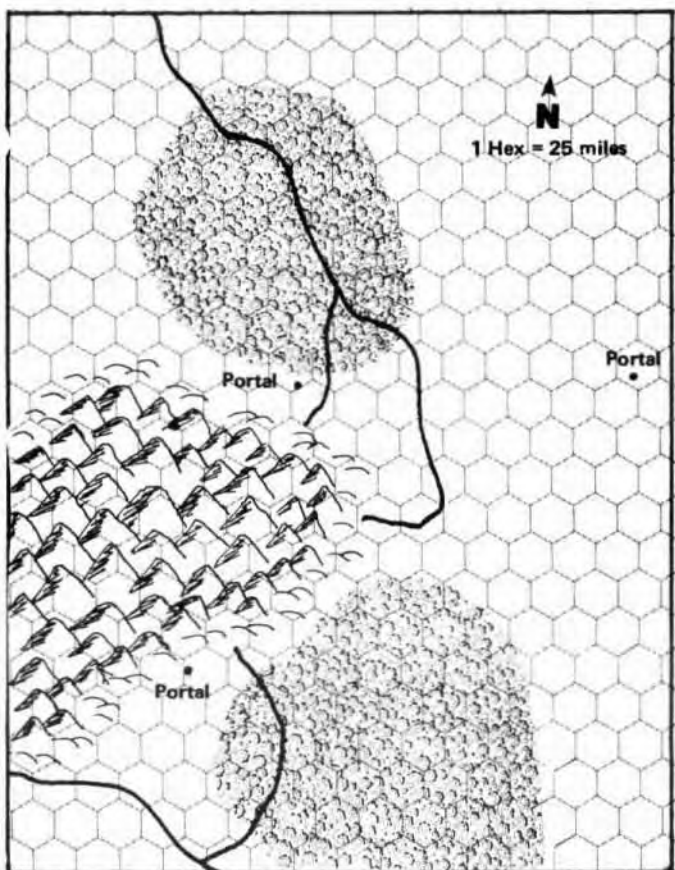
The Ice Barbarians

Ice Barbarians group together in clans of 1D6 x 100 members which are equally divided between

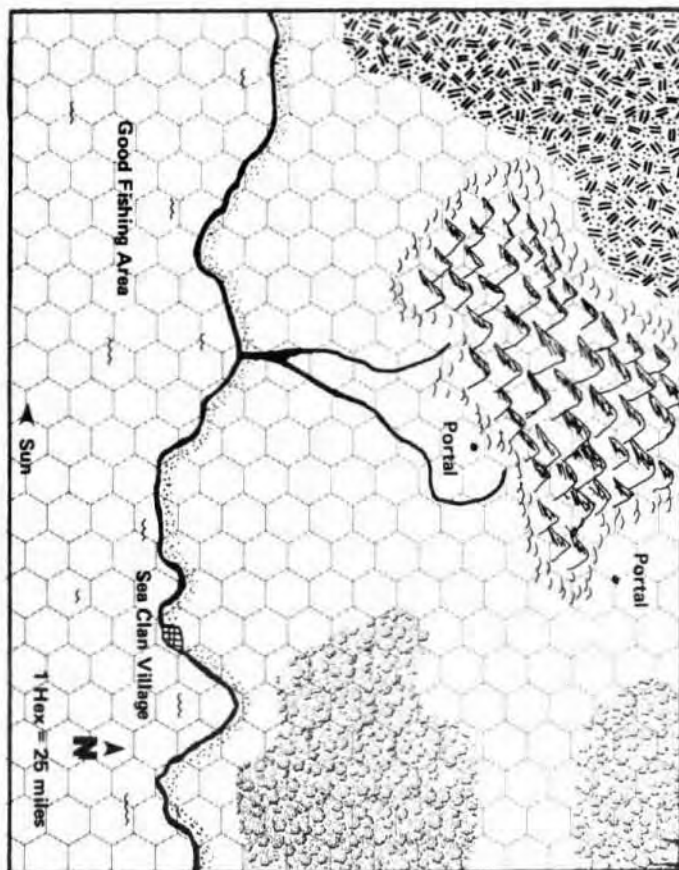
adult men, adult women, and children. The clans live a wandering existence, building temporary shelters out of animal furs wherever they stop.

The Ice Barbarians tend to be very suspicious of strangers, even other Ice Barbarians, and they will usually (75% chance) attack on sight.

The typical Ice Barbarian group will be accompanied by 2D4 Winter Wolves who are loyal to the group's current leader. The location given for an Ice Barbarian group on Map One is just a temporary stopping place. The Judge should keep that in mind and shift its location somewhat if the characters attempt to recontact the same group.



Sea Clan Village
Players Map 1



Sea Clan Village
Players Map 2

Human Tribe Statistics

No attempt has been made to provide detailed statistics for an entire tribal group. However, statistics for a small hunting or raiding party have been given in the encounter section, and those can be expanded upon, if necessary.

TERRAIN TYPES

Clear

There are two types of clear terrain in the twilight region. One type is that found in the lit regions, which usually consists of generally flat and grass-covered terrain with occasional low hills and small, slow-moving creeks and streams. The second type of clear terrain occurs in the dark or twilight region of the planet. This type of clear terrain is nothing more than barren rock or dirt (occasionally with a trace of snow).

Ice

This type of terrain is found in Ocean or Lake regions on the dark side of the planet. It consists of large sections of frozen water covering everything in sight. Frequently, but not always, these regions are covered by a foot or two of snow.

Snow

Snow regions are those regions which are perpetually covered in several feet of snow.

Woods

This type of terrain is pretty self-explanatory. However, due to the type of trees which live in the twilight region (see the discussion of **Flora of Twilight**), these woods are considerably less dense than those found on other worlds.

Salt Water

An obvious type of terrain, Halfworld's salt water regions vary greatly in temperature, ranging from near boiling to below freezing.

Fresh Water

Similar in all respects to salt water regions, except that the water is fresh.

Mountains

The mountains of the twilight region are high, stony peaks which are very difficult to travel through and nearly impossible to climb. Those located in the sunlit regions will have snow on their peaks, while those located in the dark region will be covered with snow.

Rivers

The rivers have a tendency to flow from the dark side to the day side of Halfworld.

River Boils

River boils are regions in the hotlands where a river flows. They get their name because the water of the river steadily increases in temperature until it reaches the boiling point.

Hotlands

Hotlands are regions of basically clear terrain, located well into the sunnyside of the planet. Hotlands are dry, barren, and, of course, hot. Almost the entire sunnyside of the planet consists of hotlands. Although an expert could subdivide the hotlands into many different types, in game terms, they are all the same and pretty much out of reach of the characters.

Volcanoes

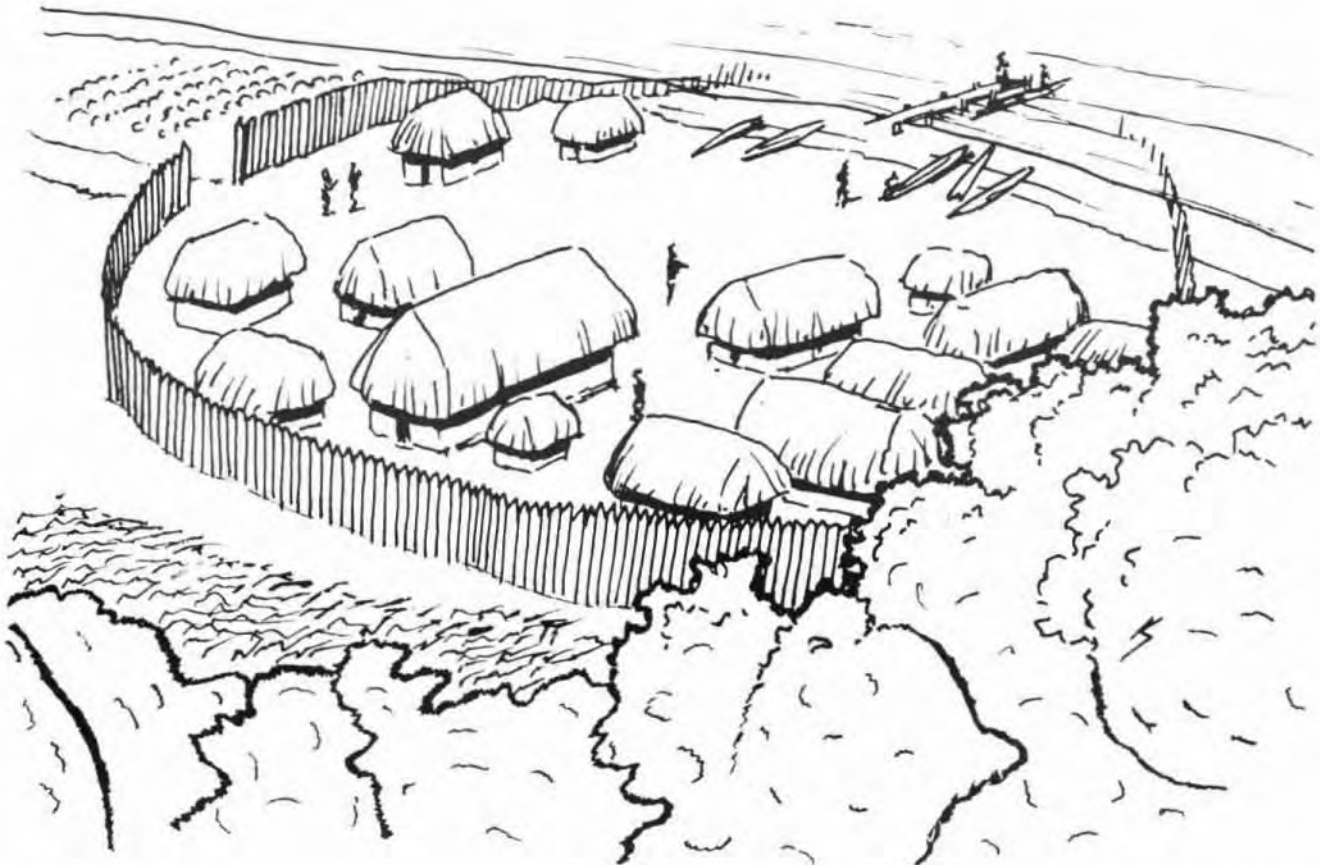
For the purposes of this product, volcanic terrain not only includes the volcanoes but also includes the wide open expanses of cooling lava surrounding them.

Vertical Lines

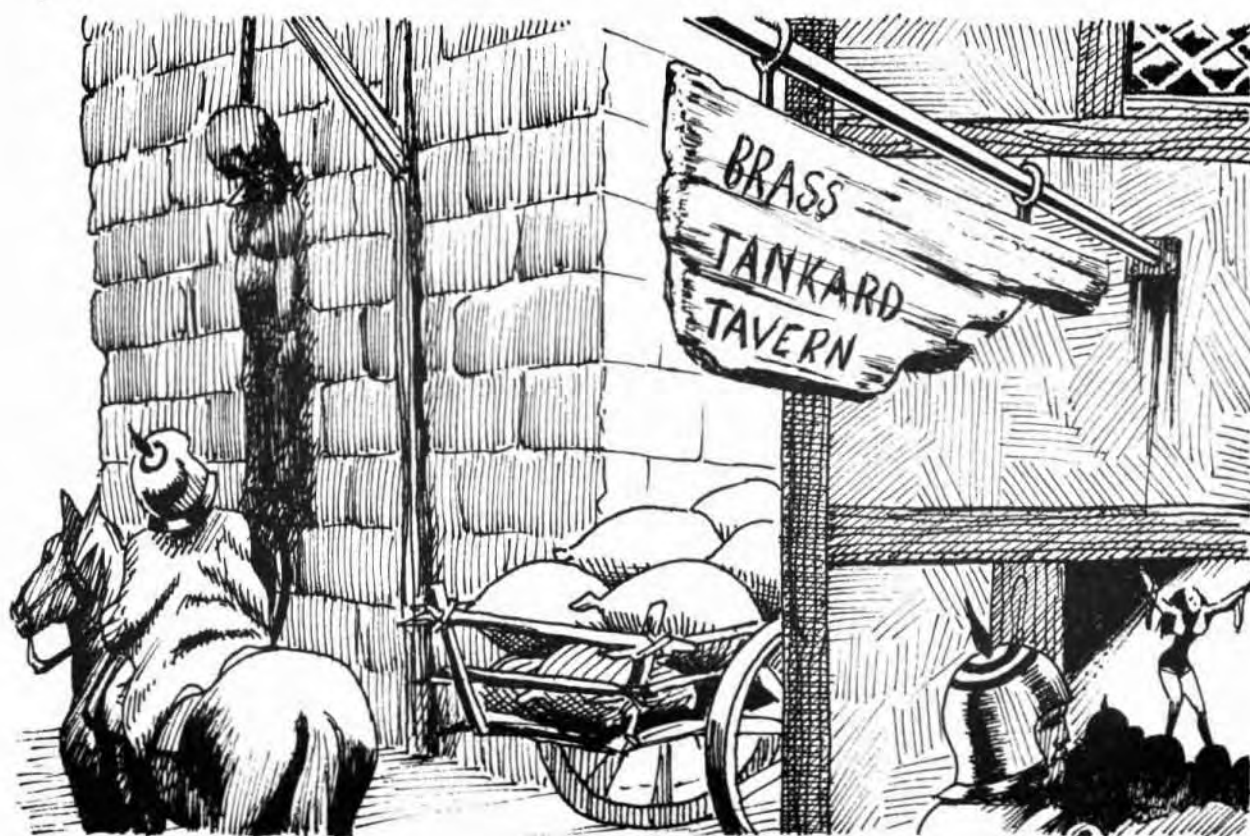
The two vertical, half-toned lines on the maps (one dashed, the other continuous) reflect the relative amount of direct sunlight available in a given region. The continuous line delineates the region where the sun is exactly on the horizon. The dashed line indicates the beginning of the region of complete twilight fading into darkness.

Key to Map One

- A) A Fire Giant Lair: NA: 7; AC: 8; HD: 12 + 1D4; HP: 61, 50, 55, 60, 49, 54, 53; DMG: 5D6 (+ rocks: 2D10). These Giants live in a huge pit which is over 50 feet deep. The sides of the pit are quite steep, but climbing them presents no problems to the Fire Giants. Normal-sized humanoids will have difficulty with the climb, however. The Giants keep no special treasure in their lair, but they do each carry 1D8 x 100 GP around with them.
- B) Red Dragon's Lair: NA: 1; AC: -1; HD: 10; HP: 60; DMG: 1D8/3D10 (+ breath: 60 points fire). Spells: (1st level) *Sleep*, *Charm* (2nd level) *Mirror Image*, *ESP* (3rd level) *Invisibility* 10' radius, *Hold Person*. Treasure: Potions of Speed, Superheroism, Philter of Love, Invisibility, Healing; Scroll of *Protection From Petrification*, Scroll (MU) with *Phantasmal Force*, Scroll (MU) with *Tongues*, *Find Familiar*, *Repulsion*, *Magic Mouth*; 43,000 SP; 8,000 EP, 16 gems (worth a total of 10,000 GP, and one of them is worth 500 GP).
- This dragon's lair is located in the side of a mountain in a large cave which overlooks the hot-lands. The entrance to the cave is blocked by a large pool of boiling water. Anyone who wishes to penetrate the cave must find some way of getting by this pool. (The Dragon usually flies over it.)
- C) The Haunted Fires: (See Points of Interest)
- D) Grey Dragon's Lair: NA: 2; AC: 1; HD: 8; HP: 56, 48; DMG: 1D4/1D4/5D4 (+ Breath: Sleep). Treasure: 16,000 CP, 5,000 GP, and 1,200 PP.
- These Dragons live in a large cave located at the base of a mountain.
- E) A Sea Clan Village



- F) A Heat Tribe Village
- G) An Ice Barbarian Village
- H) A Type 1 portal, standing alone in a flat plain of hot rock. The portal itself is very hot and will burn anyone touching it with bare skin, doing 1D6 damage (linked with _____).
- J) Type 3 portal, sitting on the edge of a small pond (random to Map 1-K, Map 1-P, Map 1-R).
- L) Type 3 portal, standing in a field of snow (random to Map 1-N, Map 2-M, Map 2-N).
- M) Type 2 portal, standing alone on top of a small hill (teleports to Map 1-O) (arrives from _____).
- N) Type 3 portal, built into the side of a mountain (random to Map 1-L, Map 2-M, Map 2-N).
- O) Type 2 portal, also built into the side of a mountain (random to _____) (arrives from Map 1-M).
- P) Type 3 portal, standing at the bottom of a small valley (random to Map 1-J, Map 1-K, Map 1-R).
- Q) Type 1 portal, built into the side of a light green boulder (linked with Map 2-Q) (also arrivals from Map 2-R).
- R) Type 3 portal, built into the side of a mountain (random to Map 1-J, Map 1-K, Map 1-P).

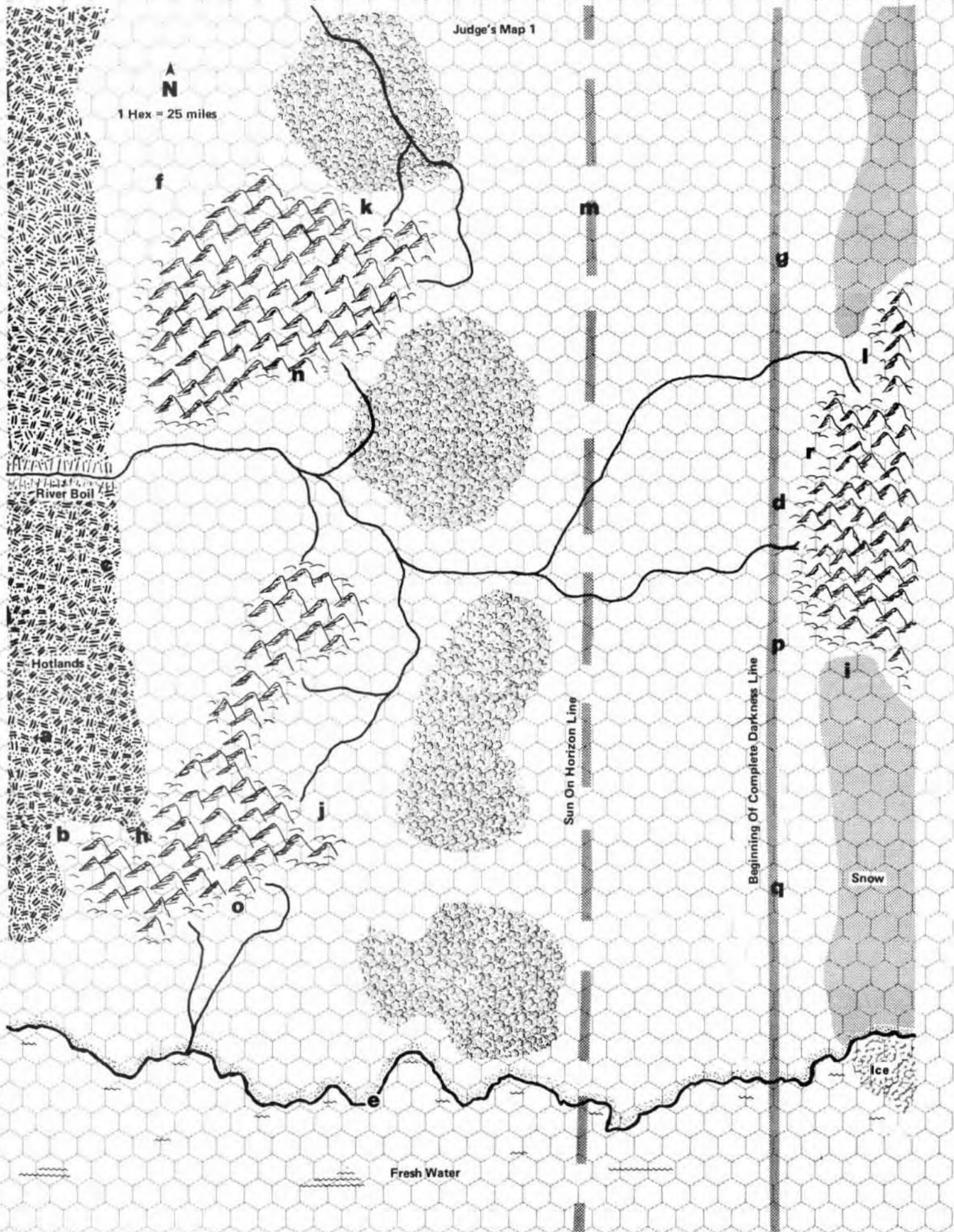


A Night on the Town

Judge's Map 1

N

1 Hex = 25 miles

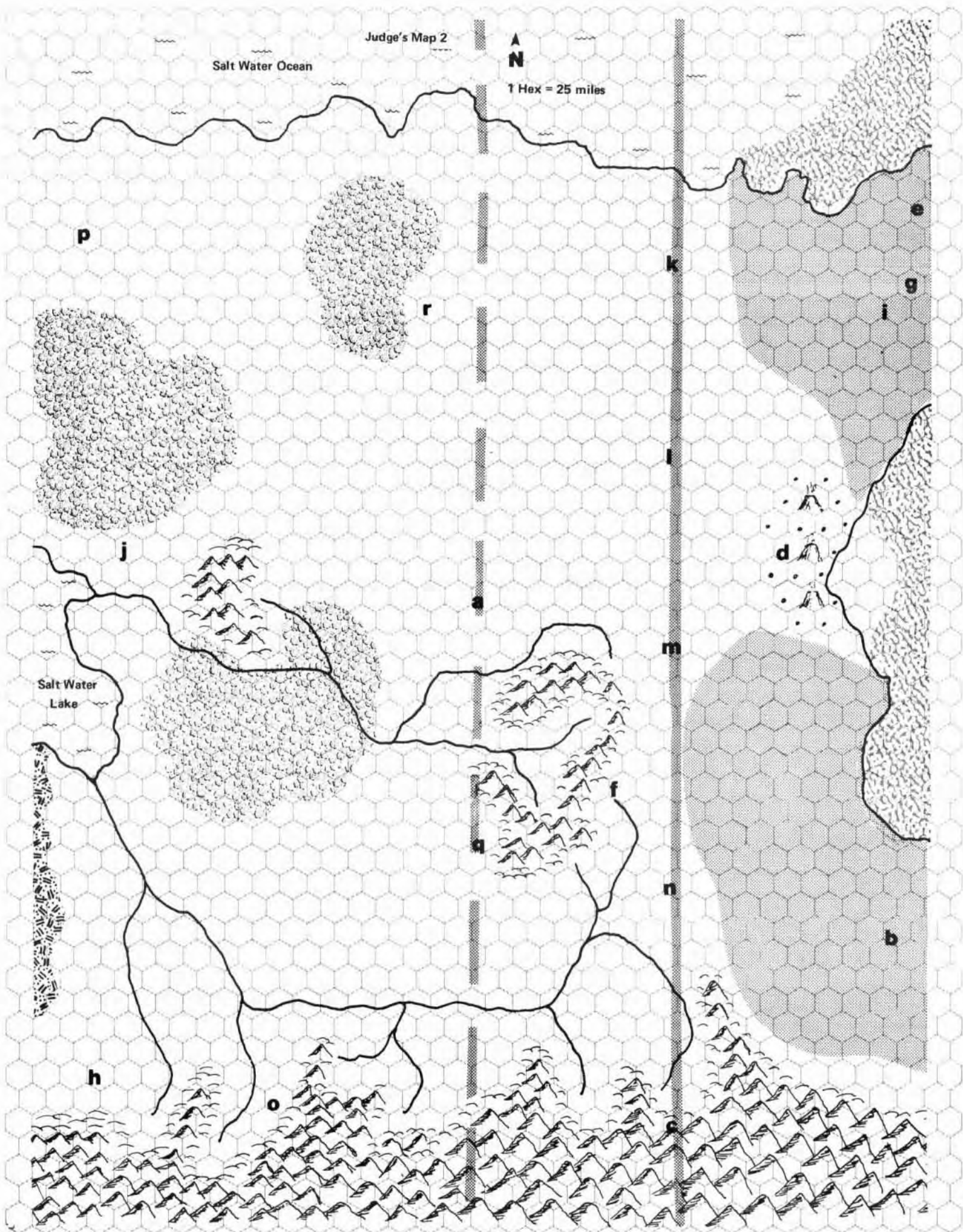


Judge's Map 2

Salt Water Ocean

A
N

1 Hex = 25 miles



Key to Map Two

- A) North Pole City
- B) The Castle of Frost (see **Points of Interest**)
- C) The Valley of Twinkling Twilight (see **Points of Interest**)
- D) Volcanic Region: As the map indicates, this volcanic region consists of three active volcanic mountains with a wide expanse of solidified lava between them. There is one additional volcanic outlet in the region, but it is located under water.
 The heat of the volcanoes keeps this region warmer than would otherwise be the case. Furthermore, there are a number of plants living in the area which have adapted themselves to a nearly lightless environment, gaining their needed energy from the volcano's heat and dim glow. The animals of the region are left up to the individual Judge. He or she could make up a whole series of special creatures uniquely adapted to a volcanic environment, or she or he could just use the Hotlands Encounter Chart.
- E) White Dragon's Lair: NA: 3; AC: 3; HD: 7; HP: 42, 35, 14; DMG: 1D4/1D4/2D8 (+ breath: Cold). Treasure: 8,000 SP/8 gems worth a total of 4,255 GP/3 potions: Climbing, Healing, Plant Control.
 The White Dragons live in a large, ice-coated cave with its entrance atop a small, rocky hill. Anyone bringing a significant source of heat (such as a torch) into this cave will cause some of the ice to melt and collapse. This will only do a minor amount of damage at first (say, 1D4), but, if the characters continue onward without putting out their torches, things will get worse and worse until they eventually cause a major cave-in and get buried.
- F) Grey Dragon's Lair: NA: 1; AC: 1; HD: 8; HP: 56; DMG: 1D4/1D4/5D4 (+ breath: Sleep). Treasure: 8,000 GP.
 This Grey Dragon lives in a cave in the side of a mountain. Flowing out of this cave is a small stream. Although the water of the stream seems to be pure and drinkable, it is actually contaminated by the Dragon. Anyone touching or drinking the water must Save vs. Poison or fall asleep for a couple of hours. If the characters wish, they can bottle this water and take it away with them, but it will gradually lose its potency, and, after three weeks, it will be basically harmless.
- G) Frost Giant Lair: NA: 4; AC: 4; HD: 10 + 1D4; HP: 47, 49, 38, 56; DMG: 4D6 (+ rocks: 2D10). Treasure: Each Giant carries 1D6 x 500 GP.
 These Giants live in a giant igloo. As they are not servants of Algidus (the titan at the Castle of Frost) and, in fact, do not get along with him at all, these Giants tend to avoid contact with other Giants. They will normally assume that anyone they encounter is likely to be a minion or spy from the Castle, and they will not be too friendly. On the other hand, they will not automatically attack because they don't want to risk offending Algidus, either. (For the record, Algidus couldn't care less about these folks, and, as long as they cause him no trouble, he will ignore them.)
- H) Type 1 portal, sitting at the bottom of a small crater (linked with_____).
- I) Type 1 portal, partially buried in a snow drift (linked with Map 1-I).
- J) Type 2 portal, standing alone amid unusually high grass (teleports to_____) (arrivals from_____).
- K) Type 2 portal, built into the side of a large redstone plynth (teleports to Map 2-N) (arrivals from **START**).
- L) Type 1 portal, also built into the side of a redstone plynth (linked with Map 2-O).
- M) Type 3 portal, also built into a redstone plynth (random to Map 1-I, Map 1-N, Map 2-N).
- N) Type 3 portal, also built into the side of a redstone plynth (random to Map 1-L, Map 1 -N, Map 2-M) (also arrivals from Map 2-K).

- O) Type 1 portal, located at the end of a 300 yard deep cave (linked with Map 2-L).
- P) Type 2 portal, sitting on a stone island in the middle of a small, hot pond (teleports to **START**).
- Q) Type 1 portal, built into the side of a mountain (linked with Map 1-Q).
- R) Type 2 portal standing atop a small, grassy hill (teleports to Map 1-Q).

Encounter Frequency

The chance of an encounter occurring on any particular day varies greatly depending on the terrain and lighting of the particular region under consideration. It also varies depending on which of the two map sections the characters currently occupy.

Given below are the various probabilities of encounters given as a percentage chance of an encounter per day spent in a given location. The individual Judge is encouraged to modify these chances somewhat to suit his or her individual needs. In particular, something should be done so that, upon occasion, two or more encounters occur on the same day.

Clear Terrain, Dark side, Map One:	25%
Clear Terrain, Dark Side, Map Two:	35%
Clear Terrain, Sunny Side, Map One:	30%
Clear Terrain, Sunny Side, Map Two:	40%
Forest, Map One:	25%
Forest, Map Two:	25%
Hotlands (Either Map):	5%
Ice (Either Map):	5%
Mountains, Dark Side, (Either Map):	20%
Mountains, Sunny Side, (Either Map):	30%
Snow, Map One:	20%
Snow, Map Two:	35%
Water (Either Map):	15%



Magic vs. Muscle

Wandering Monsters Table
(roll 1D1000)

Encounter	Clear Dark	Clear Sunny	Forest	Hotlands	Ice	Mtns. Dark	Mtns. Sunny	Snow	Water
Bear, Black	001-026	001-038	001-032	---	---	001-058	001-075	---	---
Bear, Brown	027-052	039-076	033-064	---	---	059-116	076-150	---	---
Black Pudding	053-059	077-090	065-066	---	---	117-122	151-164	---	001-043
Blink Dog	060-085	091-145	067-084	---	---	---	---	001-020	---
Bulette	086-092	146-151	085-092	---	---	---	---	---	---
Carrion Crawler	---	152-165	093-143	---	---	123-136	165-178	---	---
Centipede, Giant	093-107	166-171	144-175	---	---	---	---	---	---
Cockatrice	---	172-209	176-193	---	---	---	179-185	---	---
Demon Type II	108-109	210-211	194-195	001-008	001-004	137-138	186-187	021-029	---
Demon Type IV	110-111	212-213	196-197	019-036	005-008	139-140	188-189	030-038	---
Displacer Beasts	112-137	214-248	198-248	---	009-022	141-166	190-203	039-047	---
Dog, Wild	138-242	249-345	249-319	---	---	167-212	204-242	---	---
Dolphin	---	---	---	---	---	---	---	---	044-086
Fire Worm	---	346-351	320-321	037-194	---	---	---	---	---
Giants, Fire	---	352-357	322-323	195-476	---	---	243-297	---	---
Giants, Frost	243-249	---	---	---	023-253	213-252	---	048-225	---
Giants, Stone	250-254	358-363	324-331	---	---	253-330	298-372	---	---
Goat, Giant	---	---	---	---	---	331-388	373-427	226-235	---
Grey Ooze	---	---	---	---	254-268	389-394	428-429	---	087-110
Griffen	255-269	364-377	332-339	---	---	395-445	430-553	---	---
Hell Hounds	---	378-391	340-341	477-692	---	---	554-578	---	---
Humans	270-433	392-543	342-543	693-711	269-359	446-495	579-653	236-343	111-134
Ice Worm	434-440	---	---	---	360-391	---	---	344-363	---
Lammasu	441-455	544-557	544-575	---	---	496-530	654-708	---	---
Lamprey	---	---	---	---	---	---	---	---	135-177
Leech, Giant	---	---	---	---	---	---	---	---	178-203
Leucrotta	456-462	558-563	576-583	---	---	---	---	---	---
Lizard, Fire	---	654-587	584-585	712-771	---	---	709-733	---	---
Masher	---	---	---	---	---	---	---	---	204-246
Mastodon	463-488	---	---	---	---	---	---	364-383	---
Naga, Water	---	---	---	---	---	---	---	---	247-257
Ochre Jelly	489-547	588-625	586-593	---	---	---	---	---	258-268
Octopus, Giant	---	---	---	---	---	---	---	---	269-311
Ogre	548-606	626-680	594-611	---	392-450	531-599	734-808	384-418	---
Pike, Giant	---	---	---	---	---	---	---	---	312-354
Port. Man-O-War	---	---	---	---	---	---	---	---	355-365
Purple Worm	607-647	681-718	612-639	---	---	---	---	---	366-432
Ray, Manta	---	---	---	---	---	---	---	---	433-443
Ray, Pungi	---	---	---	---	---	---	---	---	444-454
Ray, Sting	---	---	---	---	---	---	---	---	455-465
Roper	648-662	719-732	640-671	---	---	---	---	---	466-489
Rust Monster	663-703	733-770	672-679	---	---	---	---	---	---
Salamander	---	---	---	772-892	---	---	---	---	---
Sea Horse	---	---	---	---	---	---	---	---	490-585
Sea Lion	---	---	---	---	---	---	---	---	586-628
Shadow	704-762	---	---	---	451-627	600-689	---	419-497	---
Shark	---	---	---	---	---	---	---	---	629-798
Shark, Giant	---	---	---	---	---	---	---	---	799-841
Shrieker	763-777	---	---	---	---	690-703	---	498-532	---
Snake, Giant	778-818	771-808	680-697	---	---	---	---	---	---
Spider, Giant	819-833	809-822	698-876	---	---	704-753	809-884	---	---
Squid, Giant	---	---	---	---	---	---	---	---	842-918
Stirge	834-892	823-919	827-925	893-951	---	---	---	---	---
Trolls	893-899	920-943	926-957	---	628-686	754-775	885-893	533-587	---
Turtle, Giant Sea	---	---	---	---	---	---	---	---	919-929
Umber Hulk	900-925	944-971	958-975	---	---	776-797	894-924	588-607	---
Whale	---	---	---	---	---	---	---	---	930-000
Will-O-Wisp	---	---	---	---	687-701	---	---	608-627	---
Wind Walker	---	---	---	952-000	702-831	798-842	925-952	628-706	---
Wolf, Dire	926-984	972-000	976-000	---	---	843-877	953-000	707-741	---
Wolf, Winter	985-000	---	---	---	832-921	878-000	---	742-820	---
Yeti	---	---	---	---	922-000	---	---	821-000	---

Encounters

- 1 Bear, Black: NA: 1D3; AC: 7; HD: 3 + 3; HP: 13, 18, 14; DMG: 1D3/1D3/1D6 (+ hug: 2D4).
- 2 Bear, Brown: NA: 1D6; AC: 6; HD: 5 + 5; HP: 31, 25, 28, 28, 20, 35; DMG: 1D6/1D6/1D8 (+ hug: 2D6).
- 3 Black Pudding: NA: 1D4; AC: 6; HD: 10; HP: 41, 49, 53, 42; DMG: 3D8.
- 4 Blink Dog: NA: 1D4; AC: 5; HD: 4; HP: 8, 18, 18, 19, 21, 26, 20, 14, 14, 14, 14, 13, 28, 15, 22, 10; DMG: 1D6.
- 5 Bulette: NA: 1D2; AC: -2/4/6; HD: 9; HP: 39, 49; DMG: 4D12/3D6/3D6.
- 6 Carrion Crawler: NA: 1D6; AC: 3/7; HD: 3 + 1; HP: 9, 15, 18, 10, 12, 13; DMG: Paralysis (x8).
- 7 Centipede, Giant: NA: 2D12; AC: 9; HD: ¼; HP: 1, 1, 2, 2, 2, 2, 2, 1, 1, 1, 1, 1, 1, 2, 1, 1, 2, 1, 1, 1, 2, 2, 1, 2; DMG: Poison Bite (no damage).
- 8 Cockatrice: NA: 1D6; AC: 6; HD: 5; HP: 18, 21, 17, 22, 29, 15; DMG: 1D3 (+ turn to stone).
- 9 Type II Demon: NA: 1D3; AC: -2; HD: 9; HP: 31, 37, 42; DMG: 1D3/1D3/4D6; Magic Resistance: 55%; Special Abilities: *Fear, Levitate, Detect Invisible, Gate* (Type II - 20%), *Telekinesis*.
- 10 Type IV Demon: NA: 1D3; AC: -1; HD: 11; HP: 58, 47, 50; DMG: 1D4/1D4/2D4; Magic Resistance: 65%; Special Abilities: *Illusion, Fear, Levitate, Detect Magic, Read Languages, Dispel Magic, Polymorph Self, Telekinesis, Project Image, Symbol* (Fear or Discord), *Gate* (Type I-IV, 60% chance).
- 11 Displacer Beast: NA: 1D4 + 1; AC: 4; HD: 6; HP: 26, 11, 27, 32, 26; DMG: 2D4/2D4.
- 12 Dog, Wild: NA: 4D4; AC: 7; HD: 1 + 1; HP: 4, 9, 3, 7, 2, 4, 3, 5, 7, 2, 7, 4, 5, 8; DMG: 1D4.
- 13 Dolphin: NA: 2D10; AC: 5; HD: 2 + 2; HP: 10, 10, 11, 7, 8, 15, 15, 9, 11, 11, 9, 7, 10, 13, 7, 16, 13, 8, 9; DMG: 2D4.
- 14 Fire Worm: NA: 1D2; AC: 6; HD: 15; HP: 73, 68; DMG: 2D12 (+ swallow)/2D4 (+ poison) (Breath: Cone 30 points fire).
- 15 Giants, Fire: NA: 1D8; AC: 3; HD: 12 + 1D4; HP: 54, 45, 60, 57, 49, 62, 57, 53; DMG: 5D6 (+ rocks: 2D10).
- 16 Giants, Frost: NA: 1D8; AC: 4; HD: 10 + 1D4; HP: 50, 49, 45, 30, 40, 47, 53, 39; DMG: 4D6 (+ rocks: 2D10). Note that 95% of the Frost Giants encountered on Map Two are part-time residents of the Castle of Frost and loyal to its Titan ruler, Algidus.
- 17 Giants, Stone: NA: 1D8; AC: 0; HD: 9 + 1D3; HP: 46, 47, 45, 52, 48, 46, 55, 46; DMG: 3D6 (+ rocks: 3D10).
- 18 Goat, Giant: NA: 1D12; AC: 7; HD: 3 + 1; HP: 17, 16, 13, 12, 15, 22, 17, 20, 22, 14, 13, 13; DMG: 2D8 (charge: 2D8 + 4).
- 19 Gray Ooze: NA: 1D3; AC: 8; HD: 3 + 3; HP: 11, 13, 22; DMG: 2D8 (also acid corrosion).

- 20 Griffon: NA: 2D6; AC: 3; HD: 7; HP: 33, 28, 36, 31, 42, 27, 33, 36, 32, 35, 47; DMG: 1D4/1D4/2D8.
- 21 Hell Hound: NA: 2D4; AC: 4; HD: 6; HP: 29, 24, 32, 27, 26, 33, 36, 22; DMG: 1D10 (+ firebreath: 6 points).
- 22 Humans: There are four different types of human groups which can be encountered in the twilight region of Halfworld. Three of these groups are similar to each other as they represent members of one of the three types of barbarian tribes. The fourth type of human encounter is outworlders (adventurers from other planets).
- If the encounter takes place on Map I, 75% of the encounters will be with tribe members, while on Map II 75% of the encounters will be with outworlders.
- As discussed in the **Points of Interest** section, there are three types of tribes on Halfworld - the Sea Clans, the Heat Tribes, and the Ice Barbarians. For the purposes of random encounters, parties from each of the three tribes can be treated as identical (in numbers and make up). Their personalities will vary according to the guidelines given in their individual descriptions in **Points of Interest**.
- NA: 1; CLS: Fighter; LVL: 9; HP: 53; DMG: 1D6.
 NA: 1D6; CLS: Fighter; LVL: 5; HP: 26, 24, 12, 30, 32, 31; DMG: 1D6.
 NA: 2D10; CLS: Fighter; LVL: 3; HP: 26, 22, 20, 13, 21, 14, 12, 11, 16, 19, 15, 10, 22, 13, 18, 8, 17, 15, 19; DMG: 1D6.
- NA: 1; CLS: Cleric; LVL: 5; HP: 23; DMG: 1D6 + 1. Spells: (1st level) *Cure Light Wounds* x 2, *Detect Evil*, (2nd level) *Hold Person*, *Chant*, *Speak With Animals*, (3rd level) *Dispel Magic*.
- Exactly which of the three types of tribes is encountered is left up to the individual Judge. However, Sea Clans will usually only be found on or near large bodies of water, while Heat Tribes remain on the sunnyside of the planet, and Ice Barbarians stay in the dark.
- Outworlders vary greatly in power, numbers, and intent. There is no sensible way to provide one set of statistics for all outworlder encounters, so it is left to the individual Judges to construct parties of outworlders appropriate to his or her characters.
- 23 Ice Worm: NA: 1D2; AC: 6; HD: 15; HP: 48, 57; DMG: 2D12 (+ swallow)/2D4 (+ poison) (+ breath: Cone 30 points cold).



- 24 Lammasu: NA: 2D4; AC: 6; HD: 7 + 7; HP: 31, 45, 44, 39, 36, 47, 34, 36; DMG: 1D6/1D6. Spells: (1st level) *Cure Light Wounds* (2D6 + 2), *Cure Light Wounds*, *Bless*, *Detect Evil* (2nd level) *Hold Person*, *Chant*, *Silence* 15' radius, (3rd level) *Prayer*, *Dispel Magic*, (4th level) *Cure Serious Wounds* (4D8 + 2).
- 25 Lamprey, Giant: NA: 1D4; AC: 6; HD: 5; HP: 35, 23, 14, 23; DMG: 1D6 (+ blood drain: 10 points/round).
- 26 Leech, Giant: NA: 4D4; AC: 9; HD: 4; HP: 18, 21, 17, 14, 7, 14, 7, 17, 16, 18, 18, 23, 26, 17, 19, 23; DMG: 1D4 (+ blood drain: 4 points/round).
- 27 Leucrotta: NA: 1D4; AC: 4; HD: 6 + 1; HP: 30, 22, 28, 16; DMG: 3D6 (retreat kick: 1D6).
- 28 Lizard, Fire: NA: 1D4; AC: 3; HD: 10; HP: 42, 51, 47, 50; DMG: 1D8/1D8/2D8 (fire breath: 2D6).
- 29 Masher: NA: 2D4; AC: 7; HD: 8; HP: 28, 38, 40, 38, 41, 37, 29, 36; DMG: 5D4.
- 30 Mastodon: NA: 1D12; AC: 6; HD: 12; HP: 57, 51, 47, 60, 54, 55, 63, 49, 48, 57, 52; DMG: 2D8/2D8/2D6/2D6/2D6.
- 31 Naga, Water: NA: 1D4; AC: 5; HD: 8; HP: 30, 30, 49, 42; DMG: 1D4 (+ poison). Spells: (1st level) *Charm Person* x 2, *Sleep*, *Magic Missile*, (2nd level) *Web*, *Darkness*, (3rd level) *Dispel Magic*, *Hold Person*.
- 32 Ochre Jelly: NA: 1D3; AC: 8; HD: 6; HP: 30, 31, 30; DMG: 3D4.
- 33 Octopus, Giant: NA: 1D3; AC: 7; HD: 8; HP: 36, 23, 22; DMG: 1D4/1D4/1D4/1D4/1D4/1D4/2D6.
- 34 Ogres: NA: 2D10; AC: 5; HD: 4 + 1; HP: 18, 20, 16, 15, 28, 19, 25, 17, 16, 23, 19, 20, 22, 21, 24, 21, 14, 23, 27, 19; DMG: 1D10.
- 35 Pike, Giant: NA: 1D8; AC: 5; HD: 4; HP: 16, 19, 18, 16, 12, 22, 18; DMG: 4D4.
- 36 Portuguese Man-O-War, Giant: NA: 1D10; AC: 9; HD: 3; HP: 12, 10, 14, 12, 13, 16, 13, 13, 8, 20; DMG: 1D10 (+ Paralyzation).
- 37 Purple Worm (Mottled Worm in Ocean): NA: 1D2; AC: 6; HD: 15; HP: 78, 63; DMG: 2D12/2D4 (+ poison).
- 38 Ray, Manta: NA: 1; AC: 6; HD: 10; HP: 62; DMG: 2D4/2D10 (+ paralysis).
- 39 Ray, Pungi: NA: 1D3; AC: 7; HD: 4; HP: 14, 16, 18; DMG: 1D4 (+ poison) (1D12 total attacks).
- 40 Ray, Sting: NA: 1D3; AC: 7; HD: 1; HP: 8, 3, 3; DMG: 1D3 (+ paralysis).
- 41 Roper: NA: 1D3; AC: 0; HD: 11; HP: 57, 42; DMG: 5D4 (+ six poison strands causing weakness).
- 42 Rust Monsters: NA: 1D2; AC: 2; HD: 5; HP: 23, 21; DMG: Rust. NOTE: The metal of the portals is, for unknown reasons, immune to the effects of Rust Monsters.
- 43 Salamander: NA: 1D4 + 1; AC: 5/3; HD: 7 + 7; HP: 43, 37, 33, 36, 38; DMG: 1D6/2D6 (+ 1D6 heat).
- 44 Sea Horse, Giant: NA: 1D20; AC: 7; HD: 3; HP: 10, 10, 15, 15, 18, 10, 10, 15, 15, 14, 15, 11, 15, 17, 19, 10, 17, 11, 15, 10; DMG: 1D4/1D4 + 1/2D4.
- 45 Sea Lion: NA: 3D4; AC: 5/3; HD: 6; HP: 27, 22, 32, 18, 36, 29, 31, 23, 24, 28, 36, 34; DMG: 1D6/1D6/2D6.

- 46 Shadow: NA: 2D10; AC: 7; HD: 3 + 3; HP: 17, 12, 15, 16, 19, 21, 17, 12, 15, 19, 11, 21, 14, 13, 7, 12, 17, 24, 10, 19; DMG: 1D4 + 1 (+ strength drain).
- 47 Shark: NA: 3D4; AC: 6; HD: 6; HP: 28, 21, 35, 26, 28, 24, 27, 31, 31, 29, 26, 25; DMG: 2D4.
- 48 Shark, Giant: NA: 1D3; AC: 5; HD: 15; HP: 68, 61, 71; DMG: 6D4.
- 49 Shrieker: NA: 2D4; AC: 7; HD: 3; HP: 17, 13, 14, 11, 16, 19, 9, 11; DMG: Nil. NOTE: The Shriekers have a 15% chance of attracting Purple Worms or Ice Worms within 1D6 x 5 minutes after they shriek.
- 50 Snake, Giant Constrictor: NA: 1D2; AC: 5; HD: 6 + 1; HP: 29, 30; DMG: 1D4/2D4.
- 51 Snake, Giant Sea: NA: 1D8; AC: 5; HD: 8; HP: 34, 30, 44, 20, 36, 41, 29, 35; DMG: 1D6 (+ poison)/3D6.
- 52 Spider, Giant: NA: 1D8; AC: 4; HD: 4 + 4; HP: 24, 19, 22, 16, 27, 21, 20, 23; DMG: 2D4 (+ poison)
- 53 Squid, Giant: NA: 1; AC: 7/3; HD: 12; HP: 56; DMG: 1D6/1D6/1D6/1D6/1D6/1D6/1D6/1D6/5D4.
- 54 Stirge: NA: 3D10; AC: 8; HD: 1 + 1; HP: 2, 8, 2, 9, 6, 2, 9, 7, 8, 3, 7, 8, 4, 8, 9, 4, 4, 3, 5, 6, 3, 6, 5, 7, 8, 5, 9, 7, 2, 5; DMG: 1D3 (+ blood drain: 1D4).
- 55 Troll: NA: 1D12; AC: 4; HD: 6 + 6; HP: 35, 41, 29, 31, 40, 33, 31, 29, 33, 33, 34, 29; DMG: 1D4 + 4/1D4 + 4/2D6.
- 56 Turtle, Giant Sea: NA: 1D3; AC: 2/5; HD: 15; HP: 69, 54, 77; DMG: 4D4.
- 57 Umler Hulk: NA: 1D4; AC: 2; HD: 8 + 8; HP: 45, 41, 44, 46; DMG: 3D4/3D4/2D5.





Death of a Griffon

- 58 Whale: NA: 1D8; AC: 4; HD: 24; HP: 111, 121, 97, 101, 113, 119, 121, 115; DMG: 10D4/3D8.
- 59 Will-O-Wisp: NA: 1; AC: -8; HD: 9; HP: 44; DMG: 2D8. NOTE: Will-O-Wisps lead characters into regions of thin ice where they can be trapped and die.
- 60 Wind Walker: NA: 1D3; AC: 7; HD: 6 + 3; HP: 31, 28, 33; DMG: 3D6.
- 61 Wolf, Dire: NA: 3D4; AC: 6; HD: 3 + 3; HP: 17, 19, 13, 15, 16, 21, 9, 15, 16, 14, 16, 16; DMG: 2D4.
- 62 Wolf, Winter: NA: 2D4; AC: 5; HD: 6; HP: 27, 21, 29, 31, 27, 33, 22, 28; DMG: 2D4 (+ frost breath: 6D4).
- 63 Yeti: NA: 1D6; AC: 6; HD: 4 + 4; HP: 24, 21, 23, 29, 16, 22; DMG: 1D6/1D6 (+ squeeze: 2D8 and paralyzation gaze). NOTE: The Yeti on Map 2 are all loyal to Algidus.

New Monsters

Several new monsters are provided for use with this product. All four of these monsters are not, strictly speaking, new monsters but, instead, are variations of old, standard **Advanced Dungeons & Dragons**™ monsters. In order to be properly familiar with these monsters, the Judge must carefully read both the descriptions in this book and the descriptions in the **TSR Monster Manual**.

Fire Worms

Frequency	Very Rare
Number Appearing	1D2
Armor Class	6
Move	9"
% in Lair	20
Treasure Type	B, Q (x 5), X
Number of Attacks	1 and 1
Damage/Attack	2D12/2D4
Special Attacks	Breath Weapon
Special Defenses	Impervious to Fire or Heat
Magic Resistance	Standard
Intelligence	Non-
Alignment	Neutral
Size	L (50' long)
Psionic Ability	Nil
Attack/Defense Modes	Nil

With the exception of their breath weapons (discussed below), Fire Worms are nothing more than Purple Worms with red skin. They can swallow opponents with their bite (if the to hit roll is 4 more than that needed to hit) and they have a poisonous sting which will kill if the saving throw is not made.

Their breath weapon is a cone of fire 7" long with a base diameter of 3". It does 30 points of damage (15 if a Save vs Dragon's Breath is made).

Fire Worms will only be found in areas of extreme heat.



Grey Dragon

Frequency	Very Rare
Number Appearing	1D4
Armor Class	1
Move	12"/24"
Hit Dice	7 - 9
% in Lair	35
Treasure Type	H
Number of Attacks	3
Damage/Attack	1D4/1D4/5D4
Special Attacks	Breath Weapon
Special Defenses	Blending
Magic Resistance	Standard
Intelligence	Very
Alignment	Chaotic Evil (neutral tendencies)
Size	L (40' long)
Psionic Ability	Nil
Attack/Defense Modes	Nil
Chance of:	Speaking: 50%
	Magic Use: Nil
	Sleeping: 40%

The Grey Dragons live only in regions of perpetual twilight where they can take the best advantage of their blending abilities. Grey Dragons have a dull grey skin which never shines or reflects light. This makes them 90% invisible when viewed against a dimly lit background. When encountered in such a region, they will surprise their opponents on a 1 - 4 (1D6).

A Grey Dragon's breath weapon is in the form of a grey cloud 5" long, 4" wide, and 3" high. All who fail to Save vs Dragon's Breath will fall into a deep slumber for 2D8 turns, while those who do save will be sleepy and suffer an unfavorable modifier of -2 on all die rolls for the next 1D8 turns (to hit, saving throws, etc.).



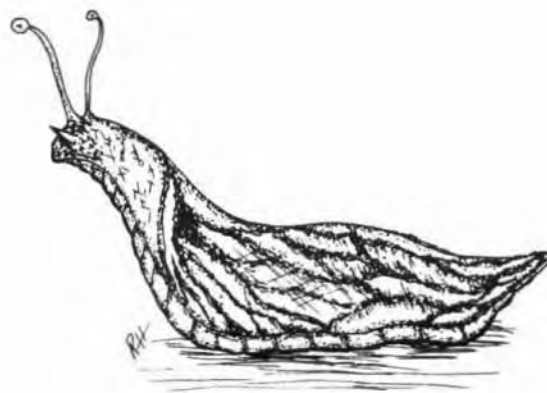
Ice Worm

Frequency	Very Rare
Number Appearing	1D2
Armor Class	.6
Move	.9"
Hit Dice	.15
% in Lair	.20
Treasure Type	B, Q (x 5), X
Number of Attacks	1 and 1
Damage/Attack	2D12/2D4
Special Attacks	Breath Weapon
Special Defenses	Impervious to Cold
Magic Resistance	Standard
Intelligence	Non-
Alignment	Neutral
Size	L (50' long)
Psionic Ability	Nil
Attack/Defense Modes	Nil

With the exception of their breath weapons (discussed below), Ice Worms are nothing more than Purple Worms with white skin. They can swallow opponents with their bite (if the to hit roll is 4 more than that needed to hit), and they have a poisonous sting which will kill if the saving throw is not made.

Their breath weapon is a cone of cold 7" long with a base diameter of 3". It does 30 points of damage (15 is a Save vs Dragon's Breath is made).

Ice Worms will only be found in areas of extreme cold.



White Thread Slugs

Frequency	Very Rare
Number Appearing	2D4
Armor Class	.6
Move	.9"
Hit Dice	.3 + 1
% in Lair	.0
Treasure Type	Nil
Number of Attacks	1
Damage/Attack	1D2
Special Attacks	Nil
Special Defenses	Nil
Magic Resistance	Standard
Intelligence	Animal
Alignment	Neutral
Size	S
Psionic Ability	Nil
Attack/Defense Modes	Nil

White Thread Slugs are normal-looking, white slugs (except for their length of 3 to 4 feet). These slugs live only in the region of the Valley of Twinkling Twilight.

White Thread Slugs are basically harmless, inoffensive creatures which will not fight unless cornered and attacked. They spend their lives moving through snow and ice, swallowing it as they go along and emitting a thick thread made of an unusual type of ice.

The threads emitted by the slugs consist of a special ice which doesn't melt at the normal temperature but, instead, remains solid up to a temperature of 30 degrees C. The threads range in diameter from 1/8" to 1/2". They are very strong and flexible. In fact, so long as the temperature remains below its melting point, the threads would serve as perfectly good rope. The thread, by the way, is perfectly clear and transparent, although it does tend to distort and scatter some of the light which hits it.

Special Magic Item Descriptions

Amulet of the Portals: The Amulets of the Portals were made by the Portal Builders to control the Portals. In the thousands of years since then, the Amulets have been used by a variety of races and creatures, few of whom knew the exact nature of the Amulets.

The Amulets are made of iron set with seven Gems (each worth 1000 Gold Pieces). The Gems are an Opal, Ruby, Diamond, Sapphire, Topaz, Pearl, and Emerald. As a piece of jewelry, the entire piece is worth 8000 Gold Pieces.

The Amulets give their wearer the following powers:

- 1) The wearer can not be killed by a malfunctioning teleport in any form. That is, the person will never materialize inside a solid substance when teleporting, instead the teleport will simply fail to work. This power also protects the wearer from malfunctioning portals. If the person enters a portal which would normally kill or wound, it will instead ignore the person. Note that the Amulet will not protect someone from being teleported to an environment in which they could not survive (such as a poison atmosphere). It only protects against the dangers in teleporting.
- 2) If the portal which is being used is one which is capable of leading to more than one destination, the wearer can choose via a mental command which of the possible destinations the party will arrive at. Note that the wearer must be aware of the ability of the portal to lead to that destination for it to be used.
- 3) The wearer will always be aware of the presence and direction of all portals within five miles.

It is advisable that the Judge only include this magic item if he or she plans to have several worlds interconnected only by portals.

Time Crystals: Time Crystals appear to be nothing more than small, clear 100 GP Gems. However, they are extremely fragile (they save as non-magical crystal). Whenever one of these crystals is broken (either accidentally or on purpose), the creature or being nearest to it, within a five-yard radius, effectively goes back one melee round in time. The being can then change his or her actions for that melee turn with the knowledge of what happened the first time. If the being elects to perform the same actions all over again, exactly the same things would happen the second time that happened the first time. If the being changes his or her actions, then new results are possible but only for direct results of the changes in action. For example, Tom has a Time Crystal. He and Joe are fighting a couple of Ogres. Tom's Ogre misses him, but Joe is hit and killed. Tom elects to break the Crystal, and, instead of striking at his Ogre, he attacks Joe's Ogre, killing it before it gets a chance to hit Joe. As Tom's Ogre was not directly affected by the change, it still misses Tom.

It is also possible for the Crystal to be broken by accident, in which case it will take effect normally. For example, Herbert the Wizard has a Time Crystal. He is engaged in a duel of spells with the Wizard McFee. Herbert gets initiative and attempts to *Charm* McFee. The spell fails. McFee then *Fireballs* Herbert, killing him. Herbert's Time Crystal must Save vs *Fireball*. The Crystal fails to save, which causes Herbert (even though he died) to revert to the beginning of the melee round. Knowing what is in store for him if he remains around, Herbert elects to *Teleport* home before McFee can cast his *Fireball*.

If more than one Crystal is broken by the same person at the same time, it will have no additional effects.

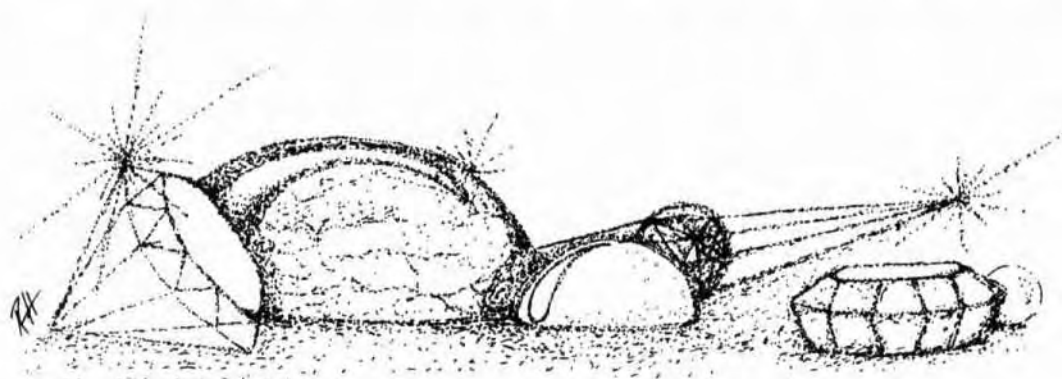


Illustration by Sorcerors Guild
All Rights Reserved



NORTH POLE CITY

Description and History

From a distance, the most distinctive feature of North Pole City is its tall, central tower. This tower can be seen, gleaming in the sunlight, from as far away as 25 miles. At a closer range, the city appears very much like any other small, walled town, aside from the exotic building material. North Pole City is built of a very strong, dark, shiny, green stone which is nearly impossible to scratch, chip, or otherwise damage.

Although the city does include a number of distinct and unique structures (which are discussed in more detail later), the bulk of the city is made up of buildings which are more or less the same. The typical building is four stories tall, with each floor designed as an independent living area including its own sleeping, cooking, waste disposal, and other necessary facilities, as well as its own separate exit. As the population of the city is kept fairly low, most of these buildings are either partially or totally unoccupied.

From a variety of separate pieces of evidence, it is clear that the city was built several thousand years ago by the same race of beings who are known as the portal builders. The most compelling evidence of this is the fact that the city is constructed with the portals as an important and integral part of its design. Most of the city's important functions (including mining, sewage, and foreign trade) depend totally on the portals.

Not too much is known about the early days of North Pole City. Its recent history starts approximately 500 years ago when a large party of adventurers found the city. These adventurers had had a great deal of experience with portals, so they were not afraid to explore the city. Although a couple of them died in the process, their exploration of the city was basically successful, and they learned much about the workings of the city and its special portals.

Eventually, the adventurers decided to make the city their permanent home. In the five hundred years since then, the adventurers and their descendants have lived in the city and, through the use of its portals, become richer and richer.

The Population

Currently, the population of the city (including Citizens, Residents, and Temporary Employees) is about 1500, but this is not a steady population, as Temporary Employees are constantly coming and going.

Society and Government

North Pole City has a rigidly structured society. There are four different classes in the city and, although there is a great deal of commerce between the classes, their roles, status, and authority are distinctly different.

The rulers of the city are members of the "Citizen" class. Citizens are descendants of the adventurers who first arrived at the city 500 years ago (although some later arrivals have married into the class). Citizens are the only ones trained in the knowledge of the portals, and they are always the leaders of any North Pole City trading missions to other worlds. There are approximately 300 Citizens.

The next class, Residents, are those permanent inhabitants of the city who are not descended from the original finders of the city. They are slightly more numerous than the Citizens, and they are usually more involved in the day-to-day workings of the city. Many of the Residents' families have lived in North Pole City for several hundred years, so they are not, in any sense, outsiders. Residents are just as loyal to the city as Citizens, and few of them, if any, are upset at their lower status. There are approximately 400 Residents.

The lowest class of inhabitants of North Pole City are the "Temporary Employees." These are otherworlders who are imported to work for the city on specific jobs. They are well paid for their efforts and are, generally speaking, well treated. Employees are not permitted to live in the city proper but, instead, must live in the shacks and huts outside the East Gate. Some Employees may ask to live in the North Pole City on a permanent basis. If they pass the necessary tests, they are granted the status of Resident and are allowed to move into the city proper. There are usually 700 to 900 Employees.

The final category is the "Foreigner" or "Customer." These are passers-through who are not em-

played by the city. Usually, they are customers who have come to the city from other worlds to buy or trade. Player characters will be in this category. Customers are permitted to travel about the city freely, so long as they behave themselves, but they must spend the nights outside the walls.

The control of the government is in the hands of three Wizards who are considered to be the most powerful Citizens of North Pole City. The day-to-day operation of the city is in the hands of a seven-member governing council, elected by the combined voting of the Citizens and the Residents. Currently, the council consists of three Citizens and four Residents.

In actual fact, the government of the city doesn't have all that much to do, as the city pretty much runs itself, and the inhabitants rarely cause any sort of trouble. Residents and Citizens who cause trouble are fined severely (the trial, if necessary, is conducted by the governing council). Foreigners and Employees who cause trouble are either expelled or executed (depending on the seriousness of the crime). Executions, by the way, consist of tossing the offender into a mining portal.

The Three Wizards

Although it is likely that player characters will rarely, if ever, encounter the three Wizards who rule North Pole City, it is still useful to provide statistics and some personality description of the three Magic Users. Before discussing each of the individuals in detail, some general characteristics of the three as a class should be noted. All three of the Wizards will be immediately recognized by any Citizen or Resident of North Pole City. Some Employees will recognize them (particularly Sikkim) but not all. The authority of the three Wizards is unquestioned, and they will expect their orders to be obeyed promptly. This expectation extends to Foreigners (including player characters).

Name	Class	Align	LVL	HP	AC	STR	INT	WIS	CON	DEX	CHAR	WPN	DMG
Louant	MU		12	40	1	8	15	9	15	10	13		1D4 + 2

45 years old

Magic Items: Bracer of Defense, AC: 4; +3 Cloak of Protection; Onyx Dog; Robe of Eyes; Potion of Extrahealing (x 2); Time Crystal; Dagger: +2, +3 versus larger than man-sized creatures; Amulet of the Portals.

Spells: (1st level) *Charm Person* (x 2), *Sleep*, *Magic Missile* (2nd level) *Web*, *Mirror Image*, *Wizard Lock*, *ESP* (3rd level) *Dispel Magic*, *Hold Person*, *Fireball*, *Fly* (4th level) *Dimension Door*, *Ice Storm*, *Charm Monster*, *Fear* (5th level) *Teleport*, *Conjure Elemental*, *Wall of Stone*, *Bigby's Interposing Hand* (6th level) *Globe of Invulnerability*.

Louant is a handsome, popular man who suffers from the delusion that someone is out to get him. This paranoia dominates Louant's behavior. He rarely goes out in public, and, when he does, he always has a large escort. He never stays in the same building two nights in a row. In actual fact, no one is out to get Louant, but there is no way to convince him of this, and no one ever tries any more. When Louant is met in an environment in which he feels safe, he is a completely different person. He is friendly, open, and usually very helpful.

Name	Class	Align	LVL	HP	AC	STR	INT	WIS	CON	DEX	CHAR	WPN	DMG
JoCarth	MU		15	45	6	7	16	8	15	13	9		1D4

37 years old

Magic Items: Robe of Useful Items (Dagger, lantern, 2 mirrors, 2 10-foot poles, 2 50-foot ropes, 2 small sacks, 3 ladders, window, door, mule, Wardogs, pit, 2 coffers, rowboat, Scroll of *Duo-Dimension*); Potion of Extra Healing (x 2); Wand of Polymorphing (89 charges); Ring of Wizardry (doubles level two spells); Boots of Striding and Springing; Bracers of Defense: AC: 6.

Spells: (1st level) *Charm Person* (x 2), *Magic Missile* (x 2), *Spider Climb* (2nd level) *Web*, *Mirror Image* (x 2), *Wizard Lock*, *ESP*, *Continual Light*, *Detect Evil*, *Detect Invisibility*, *Invisibility* (x 2) (3rd level) *Dispel Magic*, *Hold Person*, *Fireball*, *Fly*, *Lightning Bolt* (4th level) *Dimension Door* (x 2), *Ice Storm*, *Charm Monster*, *Remove Curse* (5th level) *Teleport* (x 2), *Hold Monster*, *Cone of Cold*, *Cloudkill*, *Teleport* (6th level) *Anti-Magic Shell*, *Project Image*, *Death Spell* (7th level) *Power Word Stun*, *Reverse Gravity* (8th level) *Mind Blank*.

JoCarth tends to be an aloof and inattentive woman. She focuses all her attention on her own business or magical research and has little time for the problems of others. This is frequently a severe disadvantage when she is called upon to deal with the City's problems and, as a result, she is rarely called upon by the other two Wizards. Once something gets JoCarth's attention, however, she concentrates on it to the exclusion of all else, and it is a rare situation which she is not able to handle or solve eventually.

Name	Class	Align	LVL	HP	AC	STR	INT	WIS	CON	DEX	CHAR	WPN	DMG
Sikkim	MU		14	45	4	17	8	8	16	9	14		1D4

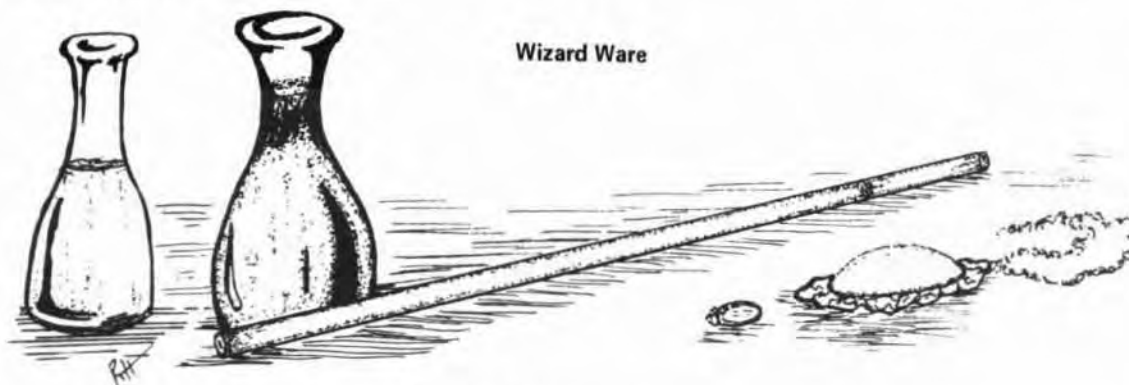
35 years old

Magic Items: Potion of Extra Healing (x 3); Potion of Flying; Animal Control Potion; Fire Resistance Potion; Wand of Fear (97 charges); Ring of Elemental Command (Fire); +2 Cloak of Protection; Bracers of Defense: AC: 6, Amulet of the Portals.

Spells: (1st level) *Charm Person* (x 2), *Magic Missile*, *Sleep*, *Detect Magic* (2nd level) *Web*, *Strength*, *Mirror Image* (x 2), *Invisibility* (3rd level) *Dispel Magic*, *Hold Person*, *Fireball*, *Lightning Bolt*, *Slow* (4th level) *Dimension Door* (x 2), *Ice Storm*, *Fear* (5th level) *Conjure Elemental* (x 2), *Teleport*, *Hold Monster* (6th level) *Invisible Stalker*, *Disintegrate* (7th level) *Limited Wish*.

Sikkim is the friendliest and most easily accessible of the three Wizards. She does most of the work involved in the day-to-day running of the city. Sikkim is the Wizard most frequently seen in public, and she will be recognized on sight by all Residents, Citizens, and Employees of North Pole City. If player characters wish to speak with Sikkim, they will be able to get an appointment within a day or two.

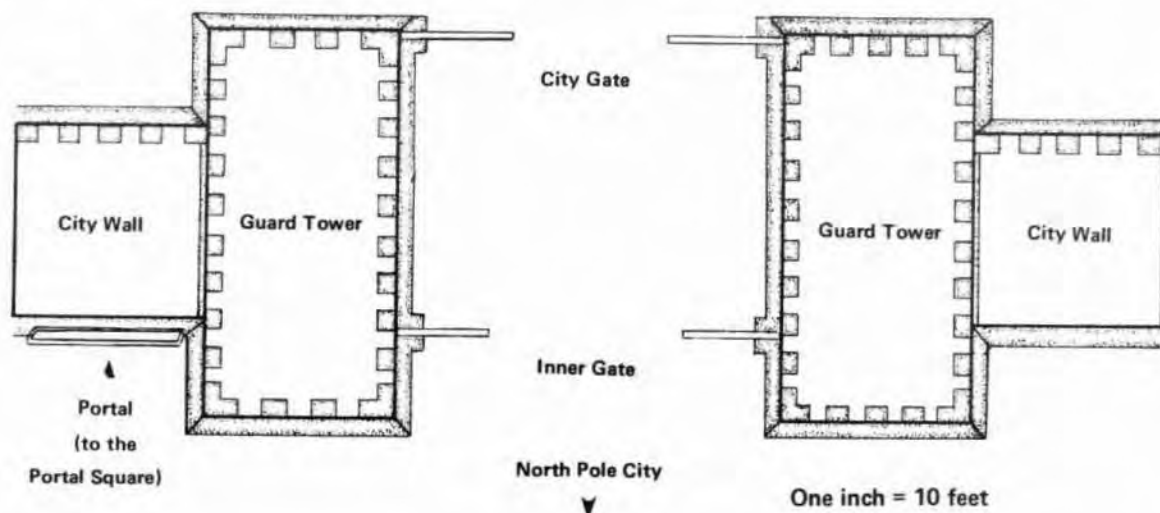
It should be mentioned that, while it is true that Sikkim, JoCarth, and Louant are commonly referred to as The Three Wizards, they are by no means the only Wizards in North Pole City. There are several other Wizards among the Citizens and Residents, and there are usually a few foreign Wizards around someplace, as well.

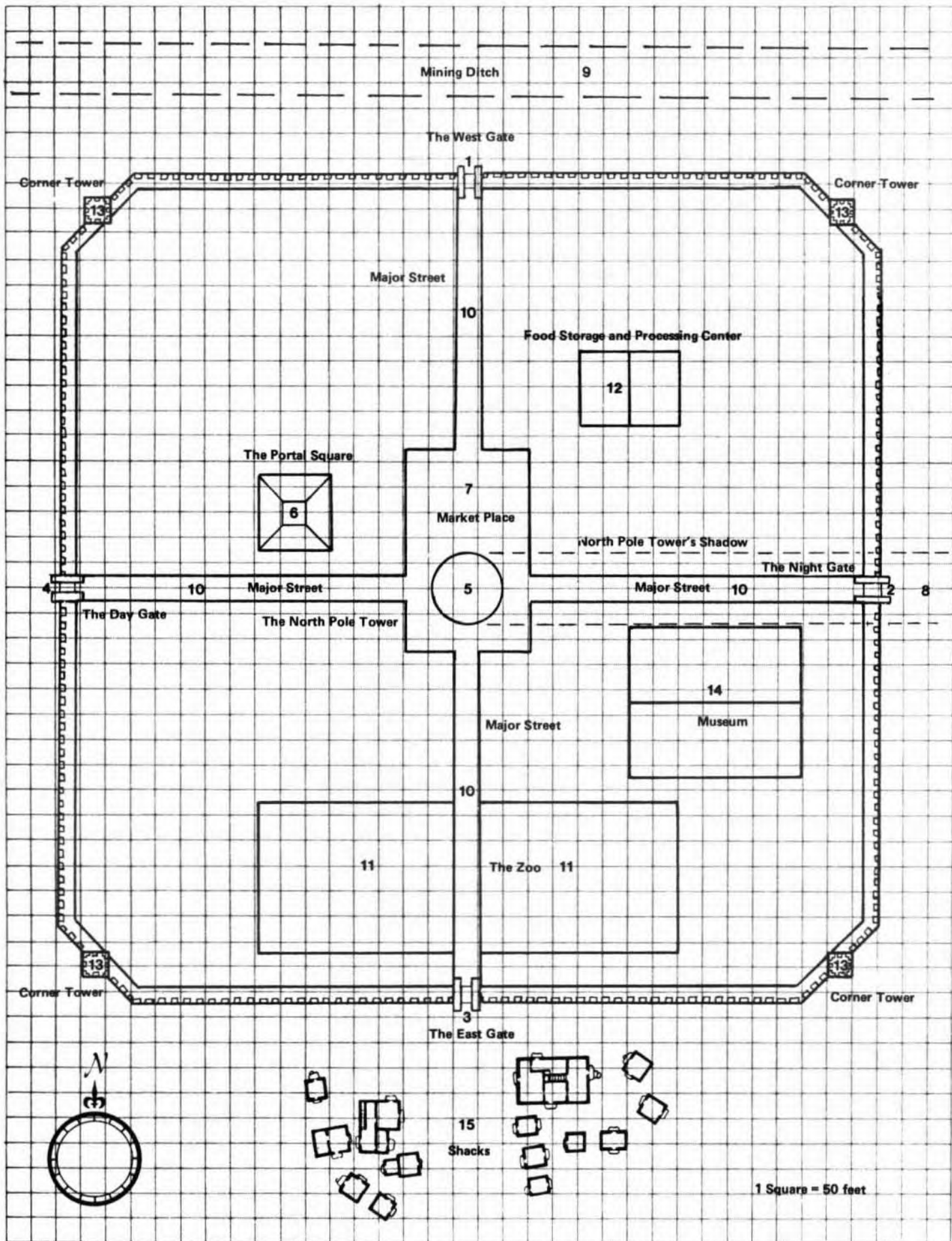


North Pole City Map Key

- 1) The West Gate: This is one of the four entrances to North Pole City. It is called the West Gate only because it is to the west of someone standing in the sunnyside of the planet. Relative to North Pole City, it is no more west than any of the other gates. The four gates are identical in structure.
- 2) The Night Gate: The area of this gate is very dark because it is entirely within the shadow of the North Pole Tower.
- 3) The East Gate: Called that for the same reason the West Gate is called the West Gate.
- 4) The Day Gate:
- 5) The North Pole Tower: This Tower is very tall. From its top, the entire sphere of the sun can be seen. This Tower is the primary location of the North Pole City mining system which is discussed in detail later.

- 6) The Portal Square: This is the building in which the city's many portals to other worlds are located. It will be discussed in detail later.
- 7) Market Place: This is the region where the merchants of North Pole City display their wares and do much of their business. It will be discussed in detail later.
- 8) North Pole Tower's Shadow: This is the region of darkness caused by the Tower. Because of the sun's low position on the horizon, there are many other areas of shadow in the city, and they cannot all be located on the map. The Judge should keep this in mind, however.
- 9) Mining Ditch: This is a region of dirt which has been dug out and tossed into one of the city's portable mining portals. There will usually be at least one portable portal in use somewhere along the ditch.
- 10) Major Streets: These are the four major streets in the city.
- 11) The Zoo: This is a large, open area which is used to display all sorts of exotic animals from the many worlds which have been visited by the Citizens and Residents of North Pole City. The Judge should use his or her own imagination in filling the cages, should the characters investigate the Zoo. The admission charge is 150 GP per person. The Zoo does contain at least one Quasit, Imp, Brownie, and Psuedo-Dragon, so any Magic User casting a *Find Familiar* spell while within the Zoo will obtain a good familiar (if he or she can find a way to break the creature out of its prison).
- 12) Food Storage and Processing Center: It is here that the gruel made by the city's mining system is processed, stored, and distributed (although many of the city's residents have their own distribution points).
- 13) Corner Towers: These are combination lookout and defense towers which also serve as mounts for some of the city's mining portals.
- 14) Museum: This building contains many works of art collected from the many worlds which the Citizens and Residents of North Pole City have visited. Additionally, many of the art objects have been brought here as trade items by some of the city's Customers. The first two floors of the building are devoted to art, but the third floor is filled with exhibits of exotic magic items and relics from lost civilizations.
- 15) Shacks for Short Term Employees: This is the shanty town inhabited by the city's Employees. Only Residents, Citizens, and special visitors are permitted to live within the city itself. It is important to realize, however, that the living conditions in the shanty town are not at all unpleasant. The buildings are made of fine, imported wood and constructed to last. The Inns and Taverns primarily used by visitors are located in this region.





North Pole City Mining Operations

One of the primary sources of income for North Pole City is its exotic and magical mining complex. This system was constructed at least 4,000 years ago by the portal builders, and it has remained in operation ever since that time. Nowadays, although the system continues to function without problems, the detailed knowledge of the inner workings of the system has been lost. Thus, although the system was clearly once capable of a variety of different styles of mining operations, it is now permanently stuck with its current settings.

The mining system involves a sophisticated use of a complex series of portals which combine to gather minerals, ship them, sort them, store them, and ship them out again. A detailed discussion of the systems is included below, but it is first useful to clarify what the system can produce.

The system is capable of separating out a number of minerals and elements, including salt, iron, copper, silver, gold, arsenic, lead, nickel, tin, sulfur, plutonium, water, and sand, as well as three other unidentified substances. The water the system produces is funneled directly into the city's plumbing and sewage system, but the other minerals are stored, and the operators of the mining system can draw upon them as needed. It should be noted at this time that the Plutonium produced by the system is not needed and, in fact, has killed those people who have tried to deal with it. It is now left alone and allowed to accumulate, untouched, within its storage area.

The actual mining process is a six step process.

Step One - Intake: This procedure involves the use of a fairly large intake portal (actually, there are 10 of these intake portals, all of which can be in use at one time). Five of these portals are located atop the city's five major towers, facing into the wind; three portals are located at the bottom of the ocean, and the other two are located in portable wheelbarrows. Except for the last two, these portals operate automatically and continuously. The two wheelbarrow portals are provided with on/off switches and must be filled by hand. When a material, any material, enters one of these portals, it is teleported to the interior of the North Pole Tower.

Step Two - Processing: The material enters the Tower via a large portal at the top of a huge, open shaft which runs the full length of the Tower. As material leaves the entry portal, it falls down the shaft. At various points along the course of the shaft, other portals are placed. These portals are each sensitive to only one mineral or element. All other substances pass through these portals unchanged and continue falling down the shaft. At one point in time, these portals could be turned on and off, but, since the breakdown of the Tower's control systems, those portals which are currently on must stay on, and those which are off must stay off.

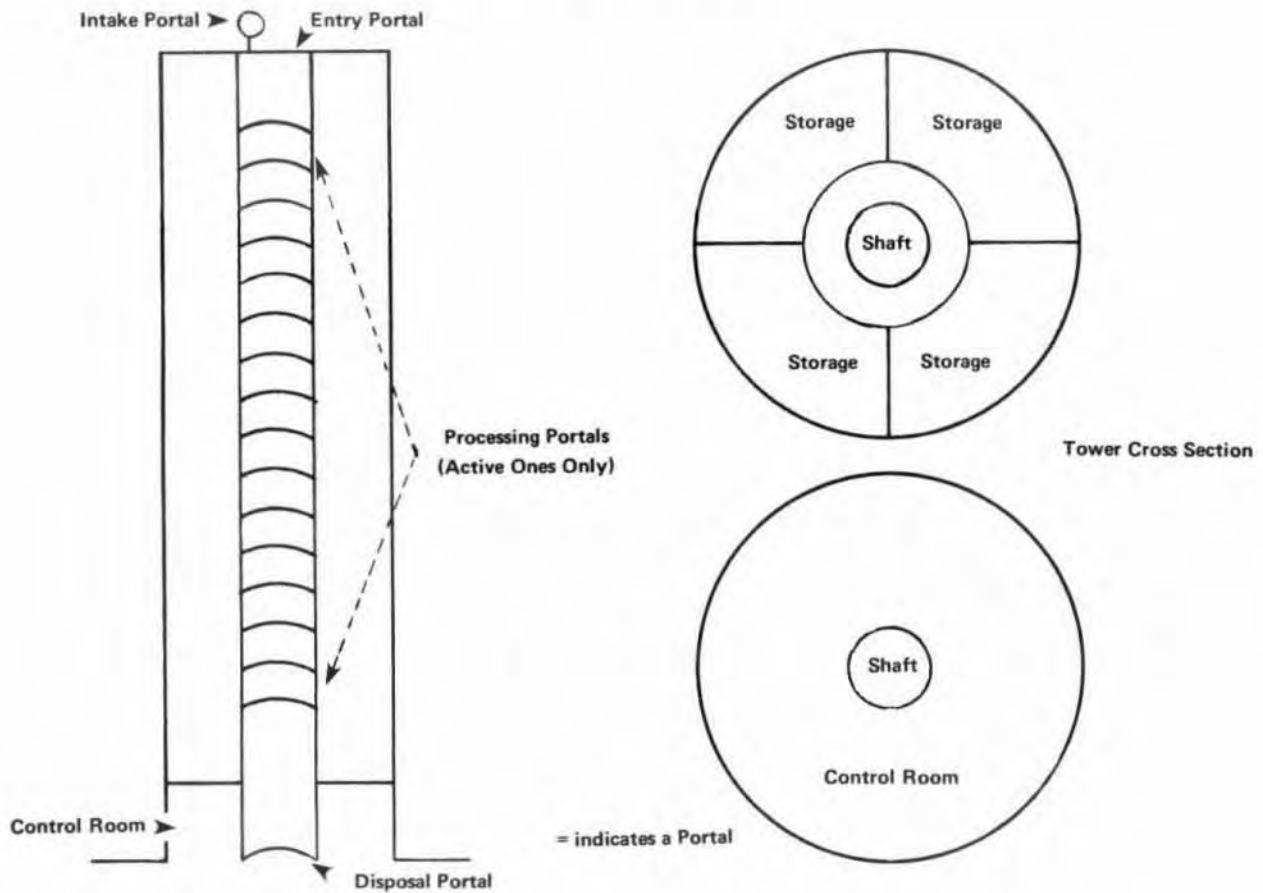
Step Three - Disposal: When the falling material reaches the bottom of the Tower's shaft, it enters another portal which sends the material to another portal located at some unknown location. No doubt, this location is thoroughly polluted by now, considering how long the mining operation has been going. However, the inhabitants of this place, if any, have never complained.

Step Four - Storage: As material enters one of the processing portals in the Tower's shaft, the particular element or compound which that portal selects for is teleported to a separate storage room (except for water, which is sent directly into the city's waterworks). These rooms are located around the perimeter of the Tower, with four rooms on each floor and a total of 49 floors. (Obviously, this means that the Tower is capable of processing 197 different materials, which shows how much capacity has been lost, considering that it is now only processing 16 different materials.)

Step Five - Distribution: Once a material has reached its storage area, it will remain there until someone activates the portal at the bottom of the room and sends the material out. These portals can be activated in one of two ways: The Control Room at the bottom of the Tower has a series of buttons which can be used, and on each level of the Tower there are four levers which can be used to manually activate the portals on that level. Usually (for obvious reasons), the Control Room Buttons are used, but three (the silver, lead, and one unknown substance) do not work, and it is necessary for someone to operate these controls by hand.

Step Six - Final Distribution: When the Storage Room portal is activated, the material falls through the portal and is teleported to the **Portal Square** (discussed elsewhere) where it is available for use or shipment (via portals, of course) to other worlds.

North Pole City - Mining Operations



The Control Room and the Portal Square

As mentioned above in the Mining Operations section, the base of the North Pole Tower contains a large, complicated Control Room. In addition to the Mining Operation, this Control Room is also used to operate the portals in the **Portal Square**.

The Control Room has no entrances or exits other than the one provided by a portal which leads directly to the **Portal Square**. This portal is usually left off except when it is time for the changing of the Control Room Crew.

The Control Room's capabilities with respect to the mining system have already been discussed, so this section will focus on its connections with the **Portal Square**. The **Portal Square** has 24 portals, each of which links up with a different world or location. Each of the portals can be adjusted from the Control Room to limit its accessibility. Each portal is controlled by a switch which can be left in one of four settings:

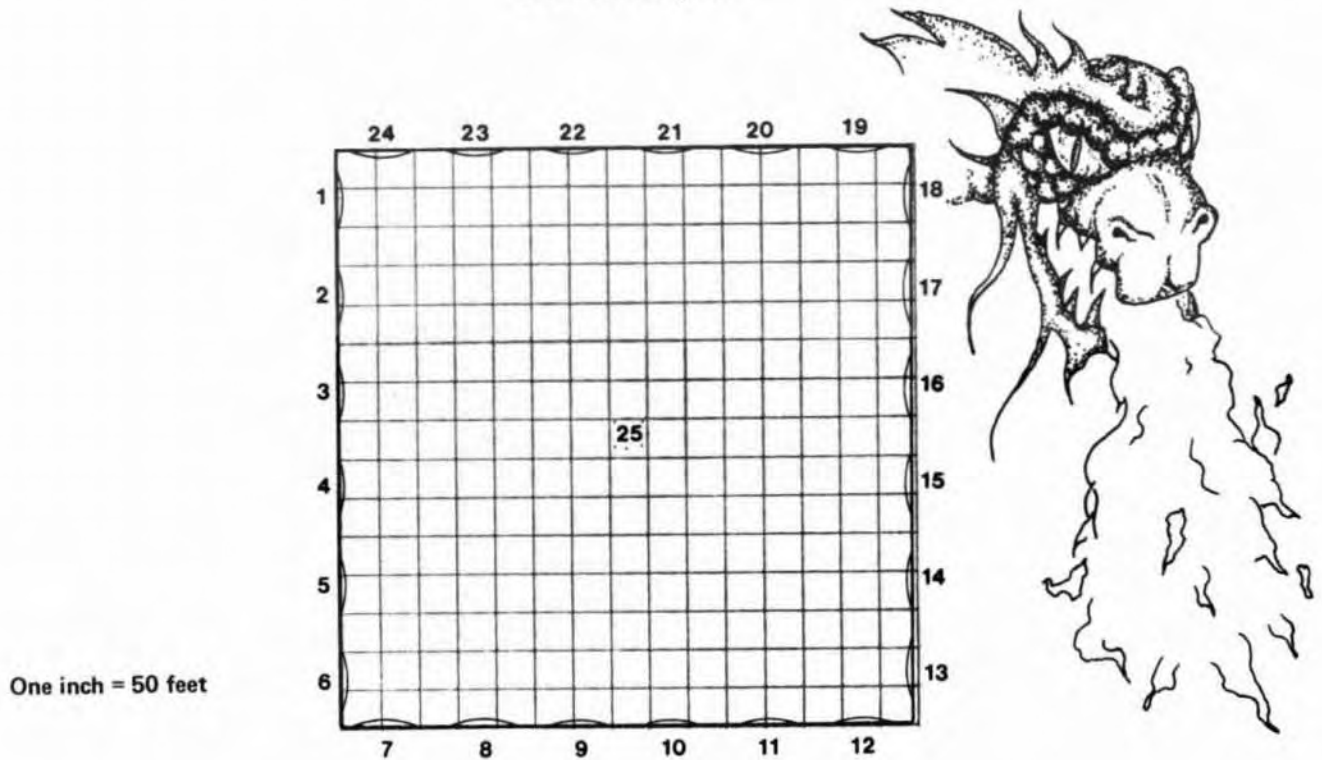
On: Passage is possible in both directions.

Off: No Passage is possible.

In: It is possible to obtain passage into the **Portal Square** but not out of it.

Out: It is possible to obtain passage out of the **Portal Square** but not into it.

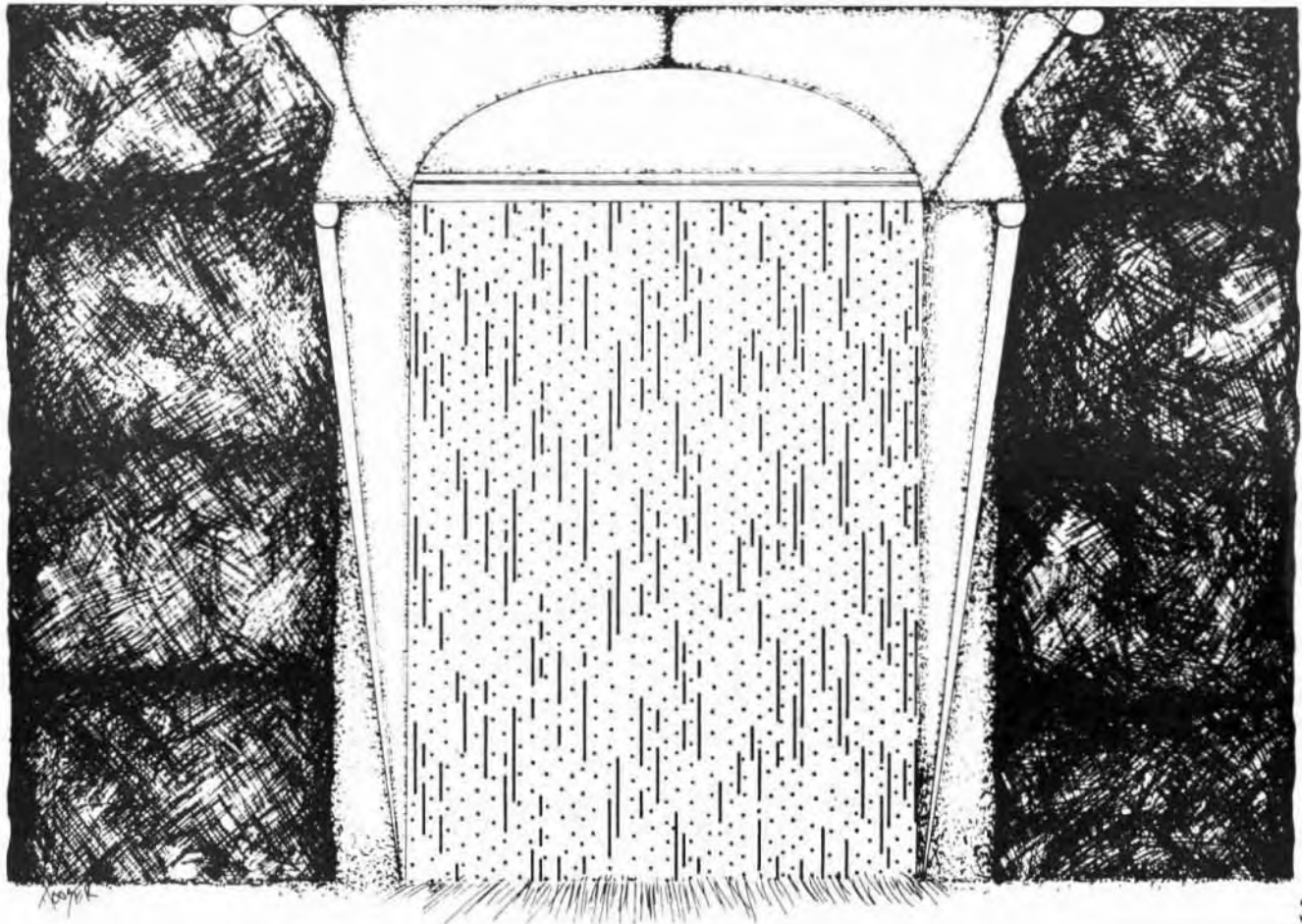
The Portal Square



As the above diagram of the **Portal Square** shows, there are 24 portals around the sides of the room. These 24 portals are the ones used by North Pole City in conducting most of its trade with other worlds and civilizations. Most of the destinations of the portals have been left blank to give the Judge maximum flexibility, but a few have specific destinations chosen for them. Remember, however, that all 24 portals are, for all practical purposes, Type I portals and, thus, have only one possible destination.

- 1) To Space (This portal is one way only and is used as a garbage dump - it is normally left off)
- 2) To ? _____
- 3) To ? _____
- 4) To Sixles (This is the world from which North Pole City obtains its Arms and Armor)
- 5) To ? _____
- 6) To ? _____
- 7) To ? _____
- 8) To ? _____
- 9) To ? _____
- 10) To ? _____
- 11) To Corcon (This is the world from which North Pole City obtains much of its agricultural produce)

- 12) To the Control Room (This portal is set up so that it is possible to view into the **Portal Square** from the Control Room)
- 13) To a Fresh Water Source (This portal is usually left closed, and in any case, it will only function as an entrance - letting water in; it is used in conjunction with Portal 1 as a flushing system to clean out the **Portal Square**)
- 14) To ? _____
- 15) To the Day Gate
- 16) To the Night Gate
- 17) To ? _____
- 18) To ? _____
- 19) To ? _____
- 20) To ? _____
- 21) To the West Gate
- 22) To the East Gate
- 23) To ? _____
- 24) To the Control Room (This portal is also set up to permit a view into the **Portal Square** from the Control Room. When used in conjunction with Portal 12, it is possible to view the entire **Portal Square**)



- 25) This portal is smaller than normal and located in the ceiling. It serves as the outlet for materials from the city's mining system.

The Market

The primary economic activity of North Pole City is its market places. North Pole City is known on many worlds as the place to come to buy and sell almost anything. In addition to the normal items on sale in the **Advanced Dungeons & Dragons**™ universe, a wide variety of other substances and products can be bought and sold here. As a general rule, the Judge should assume that anything a character wants of a non-magical nature could be obtained here, given a sufficiently long waiting period.

Due to the mining system, North Pole City does not place as high a value on the precious metals as might otherwise be expected. Nevertheless, North Pole City does accept gold, silver, and copper coins, primarily because they have no choice. Everyone else considers the metals valuable and brings them to the city to trade. Even so, the merchants of North Pole City prefer to trade in other substances, particularly exotic trade goods. Anyone who comes to North Pole City with goods or products which are normally rare or unobtainable in the city will be able to trade or sell them for very high prices.

Standard Price List

Below is the list of standard prices for many of the goods and services available in North Pole City. The Judge should be guided by this list in determining the prices of other unlisted items.

North Pole City Market Prices

Armor					
Banded	90 GP	Flail, Footman's	3 GP	Sword, Short, & Scabbard	8 GP
Chain	75 GP	Flail, Horseman's	8 GP	Sword, Two-Handed	30 GP
Helmet, Great	15 GP	Fork, Military	4 GP	Trident	4 GP
Helmet, Small	10 GP	Glaive	6 GP	Voulge	2 GP
Leather	5 GP	Glaive-Guisarme	10 GP		
Padded	4 GP	Guisarme	5 GP	Clothing	
Plate	400 GP	Guisarme - Voulge	7 GP	Belt	3 SP
Ring	30 GP	Halberd	9 GP	Boots, High, Hard	2 GP
Scale	45 GP	Hammer, Lucern	7 GP	Boots, High, Soft	1 GP
Shield, Large	15 GP	Hammer	1 GP	Boots, Low, Hard	1 GP
Shield, Small	10 GP	Javelin	10 SP	Boots, Low, Soft	8 SP
Splinted	80 GP	Lance	6 GP	Cap	1 SP
Studded	15 GP	Mace, Footman's	8 GP	Cloak	5 SP
Arms		Mace, Horseman's	4 GP	Cloth (Square Yard)	1 SP
Arrow, Normal, Single	2 SP	Morning Star	5 GP	Girdle, Broad	2 GP
Arrow, Normal, Dozen	1 GP	Partisan	10 GP	Girdle, Normal	10 SP
Arrow, Silver, Single	1 GP	Pick, Military, Footman's	8 GP	Good Fur Clothes	100 GP
Axe, Battle	5 GP	Pick, Military, Horseman's	5 GP	Hat	7 SP
Axe, Hand or Throwing	1 GP	Pike, Awl	3 GP	Robe	6 SP
Bardiche	7 GP	Quarrel (or Bolt), Light,			
Bec de Corbin	6 GP	Single	1 SP	Herbs	
Bill-Guisarme	6 GP	Quarrel (or Bolt), Heavy,		Avastink, Bud	50 GP
Bow, Composite Short	75 GP	Score	2 GP	Belladona, Sprig	4 SP
Bow, Composite, Long	100 GP	Ranseur	4 GP	Garlic, Bud	5 CP
Bow, Long	60 GP	Scimitar	15 GP	Stellbud, Bud	250 GP
Bow, Short	15 GP	Sling & Bullets, Dozen	15 SP	Wake Up Buds, Bud	50 GP
Crossbow, Heavy	20 GP	Sling Bullets, Score	10 SP	Wolvesbane, Sprig	10 SP
Crossbow, Light	12 GP	Spear	1 GP		
Dagger and Scabbard	2 GP	Spetum	3 GP	Livestock	
Dart	5 SP	Sword, Bastard,		Chicken	3 CP
Fauchard	3 GP	& Scabbard	25 GP	Cow	10 GP
Fauchard - Fork	8 GP	Sword, Broad, & Scabbard	10 GP	Dog, Guard	25 GP
		Sword, Long, & Scabbard	15 GP		

Dog, Hunting	17 GP
Donkey	8 GP
Goat	1 GP
Hawk, Large	40 GP
Hawk, Small	18 GP
Horse, Draft	30 GP
Horse, Heavy, War	300 GP
Horse, Light, War	150 GP
Horse, Medium, War	222 GP
Horse, Riding (Light)	25 GP
Mule	20 GP
Ox	15 GP
Pigeon	2 CP
Piglet	1 GP
Pig	3 GP
Pony	15 GP
Sheep	2 GP
Songbird	4 CP

Maps

North Pole City	
Players Map One	150 GP
North Pole City	
Players Map Two	300 GP
North Pole City	
Players Map Three	300 GP
North Pole City	
Players Map Four	250 GP
North Pole City	
Players Map Five	100 GP
North Pole City	
Players Map Six	100 GP
North Pole City	
Players Map Seven	100 GP
North Pole City	
Players Map Eight	100 GP

Minerals

Price per 10 GP weight

Arsenic	100 GP
Copper	12 CP
Gold	12 GP
Iron	12 GP
Lead	1 CP
Nickel	2 SP
Plutonium	NA
Salt	1 CP
Sand	1/10 CP
Silver	12 SP
Sulfur	50 GP
Tin	5 SP
Unknown Substance	
No. 1	1 SP
Unknown Substance	
No. 2	1 SP
Unknown Substance	
No. 3	1 SP

Portal Knowledge

Although the inhabitants of North Pole City know a great deal about the portals, they are forbidden, by law, from revealing much of their knowledge. However, they are permitted to sell some of their knowledge at certain established rates. This information is that given to the Judge in four sections at the beginning of the booklet.

Section Title	Price
Portals	1500 GP
Portal Description	500 GP
Types of Portals	6000 GP
Portal Color Effects	6000 GP

Provisions

Ale, Pint	1 SP
Beer, Small, Pint	5 CP
Food, Merchant's Meal	1 SP
Food, Rich Meal	1 GP
Grain, Horse Meal, 1 Day	1 SP
Gruel, 1 Day	1 CP
Mead, Pint	5 SP
Rations, Iron, 1 Week	5 GP
Rations, Standard, 1 Week	3 GP
Wine, Pint, Good	10 SP
Wine, Pint, Watered	5 SP

Religious Items

Beads, Prayer	1 GP
Incense, Stick	1 GP
Symbol, Holy, * Iron	2 GP
Symbol, Holy, * Silver	50 GP
Symbol, Holy, * Wooden	7 SP
Water, Holy, * Vial	25 GP
* or Unholy	

Tack and Harness

Barding, Chain	250 GP
Barding, Leather	100 GP
Barding, Plate	500 GP
Bit and Bridle	15 SP
Harness	12 SP
Saddle	10 GP
Saddle Bags, Large	4 GP
Saddle Bags, Small	3 GP
Saddle Blanket	3 SP

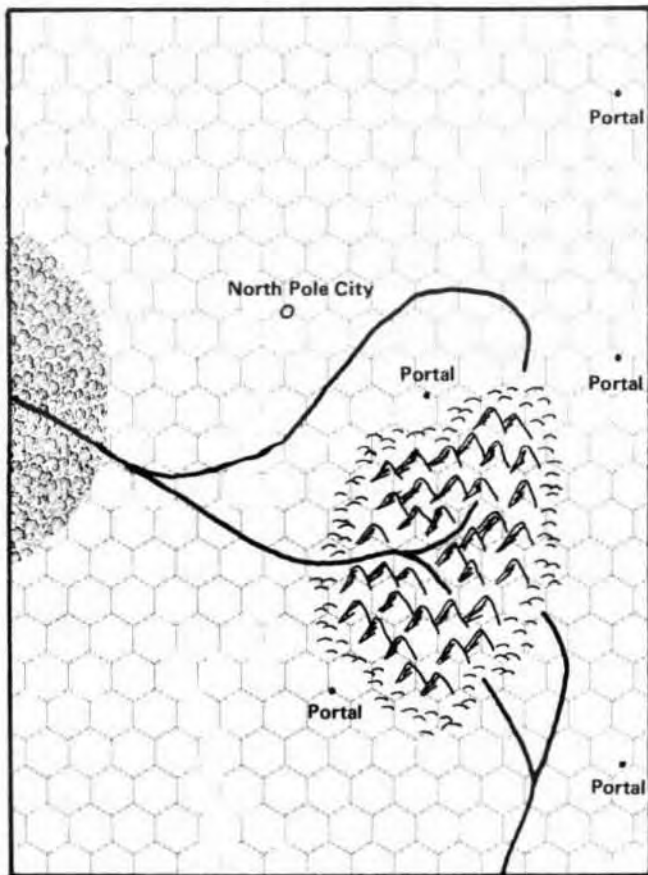
Transport

Cart	50 GP
Wagon	150 GP

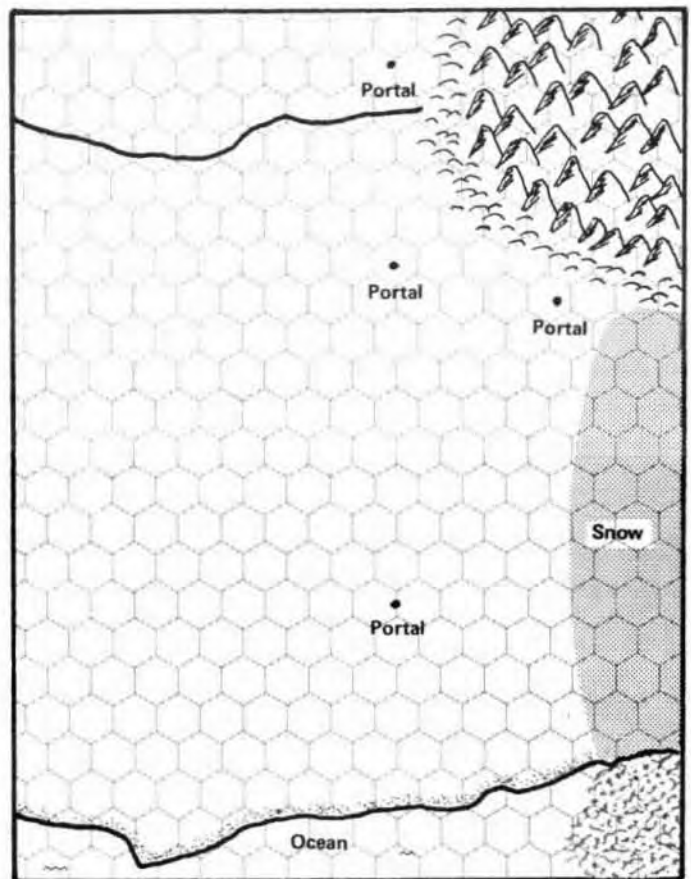
Miscellaneous Equipment and Items

Backpack, Leather	2 GP
Box, Iron, Large	28 GP
Box, Iron, Small	9 GP
Candle, Tallow	1 CP
Candle, Wax	1 SP
Case, Bone,	
Map or Scroll	5 GP
Case, Leather,	
Map or Scroll	15 SP
Chest, Wooden, Large	17 SP
Chest, Wooden, Small	8 SP
Lantern, Bullseye	12 GP
Mirror, Large, Metal	10 GP
Mirror, Small, Silver	20 GP
Oil, Flask of	1 GP
Pole, 10'	3 CP
Pouch, Belt, Large	1 GP
Pouch, Belt, Small	15 SP
Quiver, 1 Dozen	
Arrows Cap.	8 SP
Quiver, 1 Score	
Arrows Cap.	12 SP
Quiver, 2 Score	
Bolts Cap.	1 GP
Rope, 50'	4 SP
Sack, Large	16 CP
Sack, Small	10 CP
Skin for Water or Wine	15 SP
Spike, Iron, Large	1 CP
Thieves' Picks & Tools	10 GP
Tinder Box,	
with Flint & Steel	1 GP
Torch	1 CP

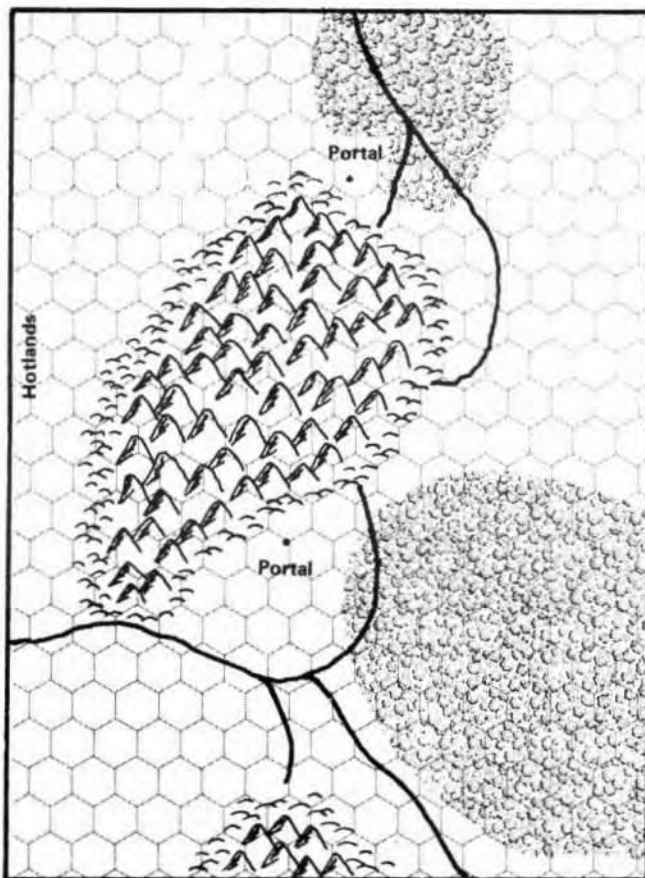




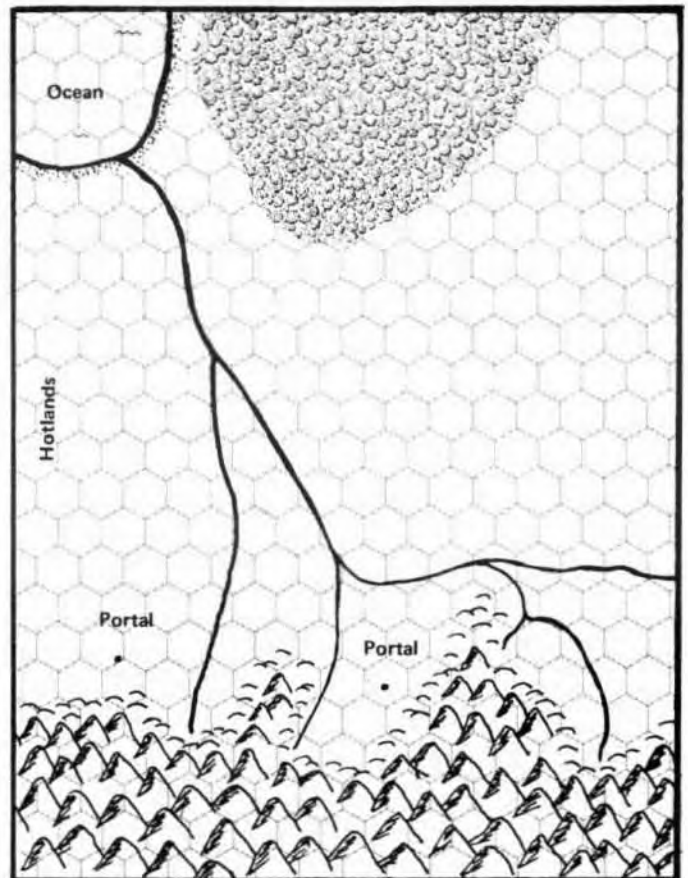
North Pole City Players Map 1



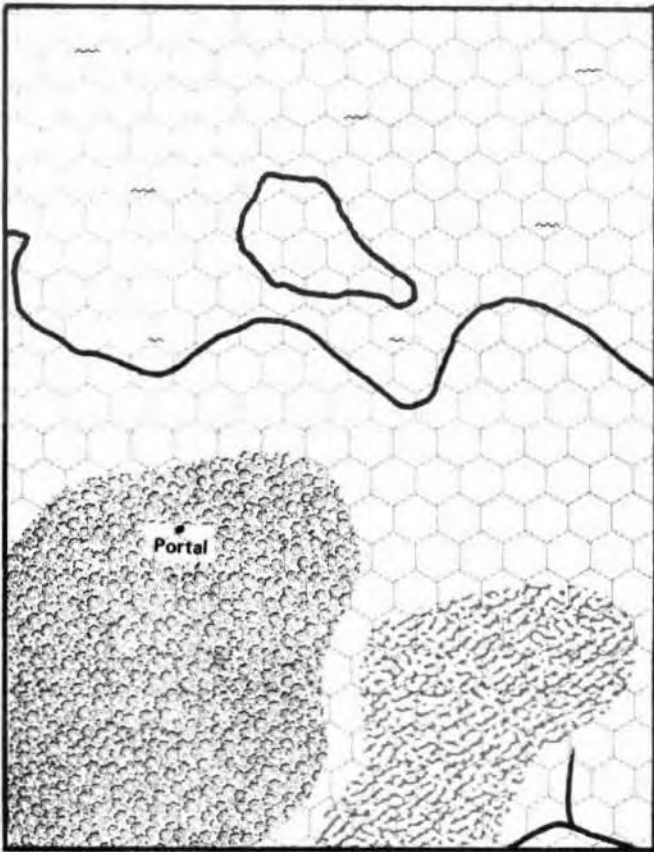
North Pole City Players Map 2



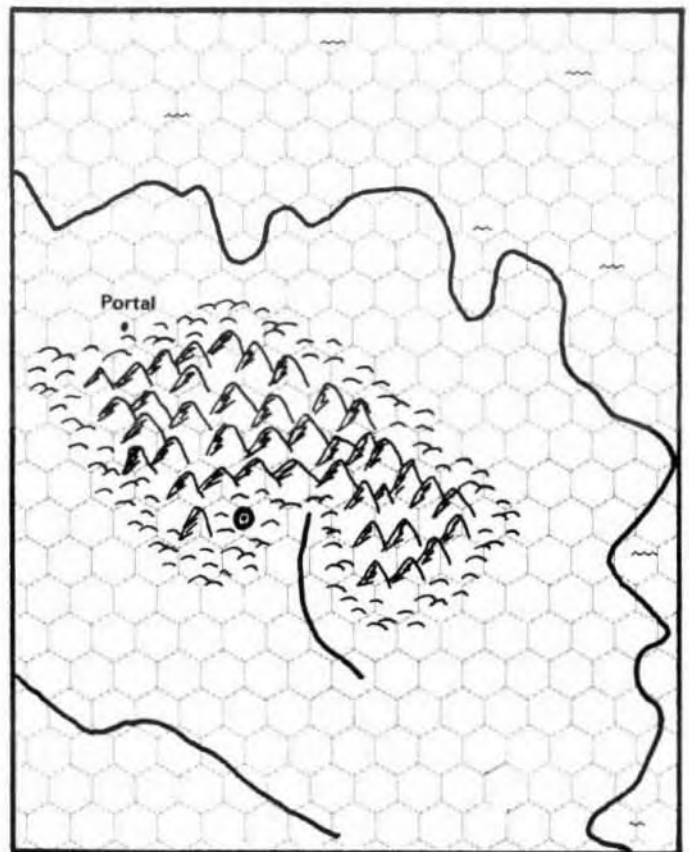
North Pole City Players Map 3



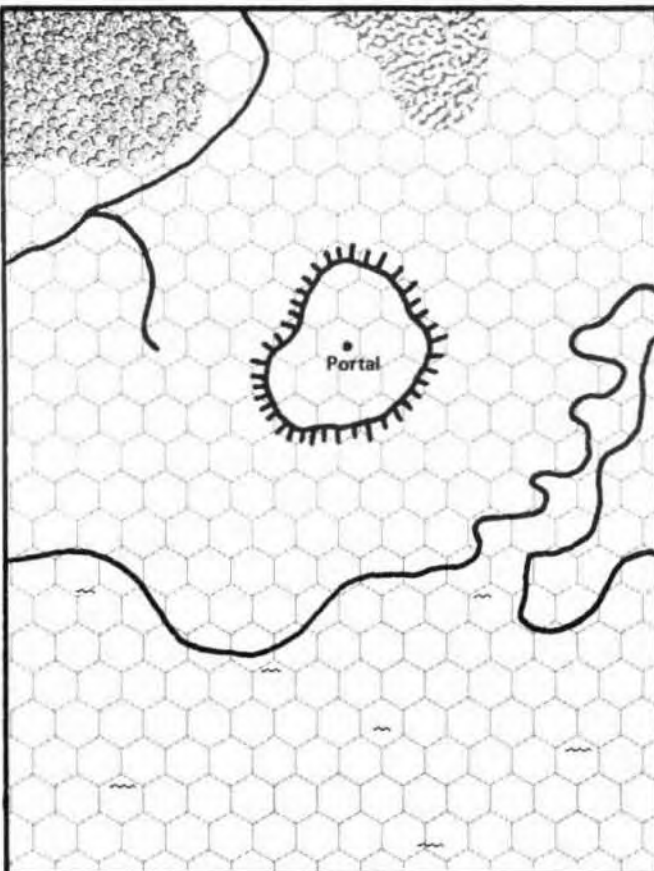
North Pole City Players Map 4



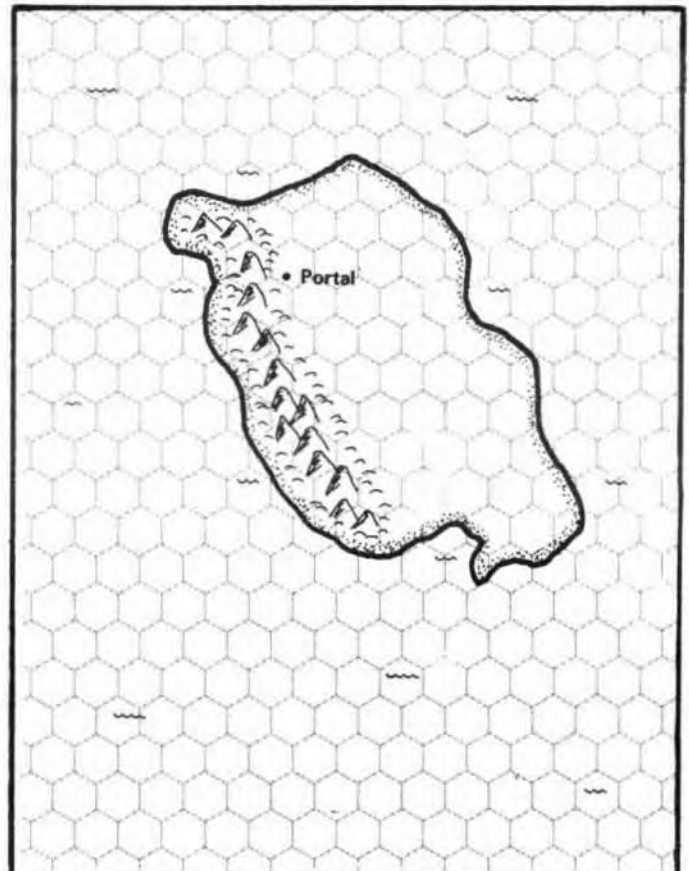
North Pole City Players Map 5



North Pole City Players Map 6



North Pole City Players Map 7



North Pole City Players Map 8

The Markets: What's For Sale?

Armor: The Armor on sale in North Pole City is not actually made in North Pole City. Instead, it is made by smiths on another world (accessible through one of the portals in the **Portal Square**) using metal provided by North Pole City. The smiths receive their pay in the form of extra metal, so, in effect, North Pole City gets the Armor very cheap. Nevertheless, they still charge the standard prices. Note that Plate Mail is not immediately available but must be ordered special with a one week waiting period.

Arms: The Arms are made by smiths from the same world as the Armor makers. In fact, some of the same smiths do both jobs. When a large shipment of Arms is being delivered, the merchants of North Pole City require cash in advance, and they insist upon making delivery outside the city (preferably on the far side of a portal).

Clothing: All clothing sold in North Pole City is made by specially hired Temporary Employees. North Pole City has searched many worlds to find some of the best tailors available, so it is possible to buy the highest quality clothes here. The exact prices and types of high-quality clothing is not listed, but the individual Judge should be able to handle the situation. Basically, the characters will be able to pay as much as they wish for clothing, and the clothes will (sort of) be worth it. Thus, if a character wants to pay 1000 GP for a specially patterned, fine silk cloak, he or she will be able to buy one in North Pole City (although it might take several weeks to get the materials and do the work).

As is the case with the Arms and Armor, not all the work on clothing is done within the city. The city imports raw materials (wool, cotton, etc.) via a portal and ships it out through another portal to a textile mill. They then get the cloth back from the mill. Needless to say, their position as the middleman in this business is very profitable.

Herbs: The herbs sold in North Pole City are found on many different worlds. Only a few Citizens know the secrets of finding and preparing these herbs, and they tell their secrets to no one. With the exception of the better-known herbs (Belladonna, Garlic, Wolfbane, and Pepper), the herbs are obtained by traveling Citizens who search out the herbs and bring them back to the city. It should be noted that none of the herbs grow on Halfworld and that the names given the herbs in North Pole City are not the same as the names given the herbs on their home worlds.

Livestock: None of the livestock is actually kept in or around the city. As with most everything else, it is imported and exported via portal as needed. As no animals are allowed within the city (except for riding horses, beasts of burden, and zoo animals), delivery on most animals must be taken outside the city.

Maps: The maps for sale in North Pole City have two major sources: 1) Those made by Citizens of North Pole City during the course of their explorations, and 2) Those bought by the city from outsiders. Only a few maps of either type are on sale because it is official North Pole City policy that valuable knowledge should be kept secret so as to benefit the city as much as possible. The eight maps provided in this booklet are not meant to be the only maps available, however, and each Judge is encouraged to provide more maps if he or she wishes. Player's Maps One through Four are parts of Halfworld, and buyers will be so told. Maps Five through Eight are of unknown territory, and there is a 500 GP reward, per map, for directions on how to get to the areas they cover. Notice that none of the eight maps have a scale provided. The scale of the first four maps is a security secret and will not be revealed, while the scale of the last four is not known (the maps were found on the body of an elderly gentleman who died peacefully one night, and, as no one ever turned up to claim his body or his property, the maps became city property). For the Judge's information, Maps Six and Eight are of areas from the product, **Portals of Irontooth**, and Maps Five and Seven are from **Portals of Torsh**.

Minerals: The minerals for sale here are those produced by the city's mining system. No other minerals are available in significant quantities. Notice that the high prices for some of the minerals (such as gold) come about because the substance is purer than normal (the gold in coins, for example, is alloyed and, thus, worth less by weight than pure gold).

Miscellaneous Equipment and Items: Most of the items in this category are made at North Pole City by some of the Temporary Employees. A word of comment concerning the low price of the Thieves' Pick and Tools. Unlike most cities where this item must be bought secretly from criminals, in North Pole City it is sold just like any other item. The lack of risk accounts for the lower price.

Portal Knowledge: The information listed as being for sale here is the only information concerning portals which may legally be sold within North Pole City. However, at the Judge's option, more information (particularly concerning which portals link up with which other portals) might be available in a kind of black market.

Provisions: With the exception of the gruel, all the food on sale in North Pole City is imported from

other worlds. The gruel is made by the city's mining system, and its exact contents are not known. However, it has been found to be perfectly nutritious, both over the short and long term. On the other hand, it is very bland, and no one likes to subsist solely on the gruel for very long.

Religious Items: The religious items for sale here are not part of the city's religion (in fact, religion is not too popular here). They are all manufactured here solely to sell for a profit.

Tack and Harness: The Bardings are made on the same world as the Arms and Armor, while the other items are all made in North Pole City by Employees.

Transport: These items are imported because, aside from those used within the city, there is very little demand for them.

The Market: Special Herb Descriptions

Wake Up Buds: These buds are sold in bunches of 2D6 buds. When one of these buds is broken near the nose or mouth of a sleeping creature, it will cause him or her to awaken immediately. The effect only applies when the sleep is natural. However, the buds have no effect on beings who are unconscious rather than asleep.

Avastink: Eating one leaf of this substance will cause the swallower to smell very bad to birds and other feathered predators. As a result, the birds will rarely attack and never eat such a person. The effects of one leaf will last 24 hours.

Stellbud: When a Stellbud is broken or crushed, it gives off a bright flash of light. The light will be bright enough to cause temporary blindness (lasting 1 round) among those who are caught by surprise.

Rumors

As is always the case with towns and cities, there are constantly a variety of rumors making the rounds of the North Pole City taverns, inns, and market places. Because North Pole City is a center of trade for several worlds, and because many of these worlds are left to the individual Judge to construct and develop, it is impossible to adequately cover all the possible rumor topics which would occur in North Pole City. Instead, the rumors given below deal specifically with North Pole City and the surrounding territory. It is strongly recommended that the individual Judge add to these tables with rumors of his or her own devising.

Due to the rigid social structure of the city, the information available from members of the different classes will vary. Therefore, a different rumor chart has been provided for each class.

Each day the characters are in the city, they will have a 25% chance of hearing a rumor from each class with which they have extended contact. It is left up to the Judge to determine exactly what constitutes extended contact. However, remember that the typical foreigner will not be able to spend much time with Residents and Citizens except, perhaps, in the market place.

Citizen/Resident Rumor Table Roll 1D6

- | | |
|---|---|
| 1 | It is possible, but very difficult, for Foreigners to become Residents of North Pole City. (T) |
| 2 | The merchants of North Pole City are happy to trade with almost anyone for almost anything. (T) |
| 3 | Strangers who ask too many questions about North Pole City are liable to find themselves in big trouble. (T) |
| 4 | The entire sun is visible from the top of the city's central Tower. (T) |
| 5 | The technology used in the construction of the city is so advanced that it is impossible for any outside force to conquer the city. (F) |
| 6 | Louant and JoCarth are having a love affair. (F) |

Employee Rumor Table
Roll 1D6

- 1 Somebody is trying to kill the Wizard Louant. (F)
- 2 North Pole City pays its Employees very well. (T)
- 3 North Pole City has teleport doors leading to thousands of worlds. The teller of this rumor has seen one of the hundreds of immense rooms whose walls are covered with portals. (T/F)
- 4 In the wilderness around North Pole City live many exotic and dangerous creatures. (T)
- 5 The Citizens of North Pole City consider everyone else to be distinctly inferior. (T)
- 6 North Pole City is so rich that its residents don't even consider gold to be very valuable. (T)

Foreigner Rumor Table
Roll 1D6

- 1 There is a great deal of treasure in North Pole City, but it is very well guarded. (T)
- 2 North Pole City Citizens know a lot about the various portals (both in and out of their city), but they will not tell anyone what they know. (T/F)
- 3 There is another city at the south pole of Halfworld which is larger, richer, and more powerful than North Pole City. (F)
- 4 Some merchants of North Pole City have maps for sale. (T)
- 5 There is a strange, new variety of Dragon on this world. (T)



- 6 The tall tower in the center of the city is used by the Wizards to spy on the inhabitants of the region surrounding the city. (F)
- (T) Indicates that a rumor is True.
(F) Indicates that a rumor is False.
(T/F) Indicates that a rumor is partially True and partially False.

Encounters

Although there are a variety of groups and peoples who can be encountered in North Pole City, a normal encounter table is not a suitable way of detailing these encounters. The numbers, classes, and levels of the Residents, Citizens, Employees, and visitors of North Pole City are just too varied to be neatly summarized.

Instead, it is recommended that individual Judges construct their own sets of North Pole City encounters. In any case, detailed statistics on potential encounters are not really necessary, as only the most foolish player characters would get into serious fights within North Pole City.

Judges' Notes

The Judges should realize that North Pole City is not designed as a target for characters to conquer. It is intended as a meeting place, a source of information and equipment, and an environment for minor adventures. The security of the Tower's Control Room should be sufficient to insure that no character ever gains control over the wealth and power of North Pole City. If you, as a Judge, ever find that your characters are about to gain control of the city, then you should stop everything because you are making a horrible mistake.

The Valley of Twinkling Twilight

The Valley of Twinkling Twilight is a 70-mile long and 15-mile wide valley running parallel to the direction of the shining sun. At one end of the valley, part of the sun is just above the horizon while at the other end it is below the horizon.

The Valley gets its name because of the appearance it presents to an onlooker. It is a realm of constantly changing, glistening light. This effect is due almost exclusively to the presence of a large number of White Thread Slugs in the area. These Slugs have, in the course of many years, covered the entire Valley and the surrounding mountains with many layers of icy threads. (For more information on the nature of these threads, see the description of **White Thread Slugs** in the **New Monster** section.) The threads have the effect of scattering and reflecting any and all light which hits them, creating a beautiful and ever-changing vista.

The Haunted Fires

The Haunted Fires is a strange and mysterious section of Halfworld's Hotlands. It is a place where, for no apparent reason, holes in the ground spout fire.

There are around 100 of these holes located over a ten thousand square yard area (the area is roughly rectangular and 50 yards by 200 yards). At any one time, a random number of these holes will be on fire with flames ranging in height from one to twenty feet. To determine exactly how many holes are on fire at any one time, roll 1D100.

Although the flames in the holes are very hot and will badly burn anyone who is foolish enough to get too close, they are not too dangerous under normal circumstances. However, upon occasion, one of the flames will get loose from its hole and dance about. There is approximately a 10% chance of this happening per 10 minute period. If it does happen, the flame will dance pretty much at random, unless there is some cool, moving object within 36" of the flame. (Note: a moving person **does** qualify as a cool, moving object.) If there is such an object, the flame will move very rapidly towards the object and will engulf it. Once this happens, there is no way to get rid of the flame except by ceasing all movement or by waiting until the flame burns itself out. These dancing flames have a very short life span (2D6 melee rounds), and, when their time is up, they disappear in a puff of smoke.

When a being or object is engulfed by one of these flames, it will (unless it is totally immune to all forms of fire damage) suffer 4D6 points of damage each melee round (a Save vs Magic will reduce the damage by half).

Castle of Frost

The Castle of Frost is not really a castle at all. It gets its name because, from a distance, its many ice spires and frosty mounds give the appearance of a castle with ramparts and towers of ice.

A traveler approaching the Castle of Frost will find himself traveling over a flat, snowy plain. He will first sight the Castle on the horizon at a distance of 15 miles. Even with the limited lighting available (starlight) and at that great distance, the Castle seems to twinkle with a mysterious and fascinating aura.

The region around the Castle is constantly patrolled by the various friends and allies of Algidus, the Titan Master of the Castle. Anyone entering the Castle's hex, or the hexes adjacent to it, will have a 20% chance per hour of encountering some of them.

Castle of Frost Regional Encounter Chart

1D100 Roll	Encounter
01-05	Algidus with 1 Storm Giant, 1D8 Frost Giants, and 1D6 Yeti
06-15	Algidus with 1 Storm Giant
16-50	1D8 Frost Giants
51-90	1D6 Yeti
91-00	1D4 Storm Giants

Unless Algidus is in the encountered party, his minions will attempt to persuade any strangers to come with them to the Castle of Frost where Algidus will decide what to do with them. They will not insist that the strangers disarm themselves, but they will ask them to put their weapons away and promise to behave themselves. If the strangers agree to these conditions, they will be taken to the Castle of Frost. (Note: If any further encounters occur while proceeding towards the Castle, the members of those groups should be added to those escorting the visitors.) If the strangers do not agree to these conditions, they will be attacked.

If Algidus is in the encountered party, he will not, of course, insist that the characters go to the Castle as he can talk to them just fine where they are.

Residents of the Castle of Frost

The Castle of Frost is inhabited by a number of Giants and Yeti. Some of them are only occasional visitors while others live most of their lives in the general region of the Castle. For the purposes of the game, it is not worthwhile to distinguish between the various residents. They are all subordinate to Algidus but are permitted to do pretty much whatever they please so long as they take their turn on patrol and do not cause any trouble for Algidus or any of the other residents of the Castle.

The exact number of each type of resident varies. When a group of player characters first encounters residents of the Castle of Frost, the Judge should roll to determine how many of each category of resident is currently present in the region. Once all of a particular type are killed, or otherwise accounted for, no more will be found.

There will be exactly Four Storm Giants, 7D6 Frost Giants, and 10D10 Yeti adults (with half as many children).

Storm Giants: NA: 1D4; AC: 1; HD: 16 + 1D6; HP: 75, 72, 78, 66; DMG: 7D6. Spells: *Lightning Bolt* (8D8), *Levitate* (Self plus 30,000 GP weight), *Levitate*, *Predict Weather*, *Control Winds*, *Weather Summoning*, *Call Lightning* (3 Bolts of [9 + 1D6] x 1D6 damage).

Frost Giants: NA: 1D8; AC: 4; HD: 10 + 1D4; HP: 42, 49, 51, 56, 46, 37, 56, 49; DMG: 4D6 (+ rocks: 2D10).

Yeti: NA: 1D6; AC: 6; HD: 4 + 4; HP: 27, 15, 14, 24, 25, 21; DMG: 1D6/1D6 (+ squeeze: 2D8 and paralyze gaze).



The Castle Itself

The Castle of Frost itself is a strange and wonderful sight. It covers a region of about a quarter of a square mile and consists of 40 or 50 sparkling ice spires, ranging in height from 30 to 500 feet. Most of the spires have been left basically in their natural state (except for some polishing to make them sparkle and shine), but several have been tunneled into to provide housing for the region's residents. The tunneling is not too extensive or complex as the ice spires are not structurally strong enough to allow such digging. (This is why no maps are provided for the interior of the spires. They basically consist of one main tunnel which slopes upward. Branching off the main tunnel are a number of rooms.)

Four of the ice spires have been sculpted. Two are in the shape of of Giants (one is clearly a Frost Giant and one a Storm Giant) while one is in the form of a Yeti. The fourth does not look like anything in particular (except, perhaps, a pile of spaghetti or, maybe, even worms).

As the sun is below the horizon of the Castle of Frost, it is lit only by a dim twilight from the sunward side of the planet and starlight. This, combined with the large amount of polished ice, makes the Castle of Frost a very scenic place.

No map of the Castle has been provided because its exact layout doesn't matter all that much. A good Judge should have no difficulty ad libbing the locations of various ice spires and snow banks.

Algidus (Titan): AC: -3; HD: 22; HP: 107; DMG: 8D6. Magic Resistance: 60%. Spells: (1st level Magic User) *Charm Person*, *Magic Missile* (2nd level) *Mirror Image*, *ESP* (3rd level) *Dispel Magic*, *Lightning Bolt* (4th level) *Ice Storm*, *Charm Monster* (5th level) *Conjure Elemental*, *Hold Monster* (6th level) *Control Weather*, *Tenser's Transformation*. (1st level Cleric) *Bless*, *Cure Light Wounds* (2nd level) *Hold Person*, *Know Alignment* (3rd level) *Prayer*, *Remove Curse* (4th level) *Cure Serious Wounds*, *Protection from Evil* - 10' radius (5th level) *Cure Critical Wounds*, *Dispel Evil* (6th level) *Blade Barrier*, *Word of Recall*. Magic Items: *Potion of Heroism*, *Time Crystal*.

Algidus lives in one of the ice spires, but he spends most of his time outside in the open areas between the ice spires admiring the beautiful scenery which he worked to create. Algidus wants nothing more out of his life than to be left alone. He has worked out mutual protection arrangements with the Frost Giants and Yeti of the area, and he will avenge himself against anyone who deliberately kills them, but he would much prefer to live and let live. Once strangers have approached the Castle of Frost, however, he becomes slightly less tolerant. He wants to know why they have come and what their future intentions are. If the visitors appear to be non-hostile and harmless, he will let them go about their business; otherwise, he will kill them. Should anyone do any serious damage to the Castle of Frost itself (by damaging or destroying any of the ice spires), Algidus will get really angry. He will call upon 2D6 other Titans to come and help him find and kill the intruders. (He will be able to get this aid because he has an emergency assistance pact with several other Titans.)

Algidus keeps his treasure hidden in a block of ice in his personal ice spire. The exact location of his spire is a secret which will not be told to strangers, and the exact location of the treasure within the spire is a secret which is known only to Algidus. The treasure consists of the following: 4000 EP, 4000 GP, 11 Gems worth 6,094 GP, and 7 Gems worth 1800, 500, 800, 6000, 4000, 300, and 600 GP, respectively.



TREASURE

VAULT



37	FIRST FANTASY CAMPAIGN	\$7.98
46	WILDERLANDS HEX SHEETS	\$3.00
66	SEA STEEDS & WAVE RIDERS	\$6.50
68	WAR CRY	\$4.00
69	FLOTILLA ONE	\$5.00
96	TREASURY OF ARCHAIC NAMES	\$4.95
104	CASTLE BOOK II	\$3.00
240	THE FANTASY CARTOGRAPHER'S FIELD BOOK	\$3.98
360	LASER TANK	\$1.50
410	THE ASTROGATORS CHART BOOK	\$3.98
440	TEMPLE BOOK I	\$3.00
530	RAVENS CRAG	\$10.00
550	THE FIELD GUIDE TO ENCOUNTERS	\$12.00
680	TOWER OF INDOMITABLE CIRCUMSTANCE	\$4.98
690	MASTERS OF MIND	\$7.98
700	RESTORMEL	\$5.98

APPROVED FOR USE WITH D&D tm

2	DUNGEON TAC CARDS	\$3.95
14	READY REF BOOK	\$2.99
27	TEGEL MANOR	\$4.50
28	JUDGES SHIELD	\$1.98
34	MODRON	\$3.50
36	CHARACTER CHRONICLE CARDS	\$1.98
47	CAMPAIGN HEXAGON SYSTEM	\$2.50
48	WILDERLANDS OF HIGH FANTASY	\$8.50
52	THIEVES OF BADABASKOR	\$3.00
55	GENCON IX DUNGEON	\$3.50
59	VILLAGE BOOK I	\$2.75
60	CASTLE BOOK I	\$2.75
61	ISLAND BOOK I	\$2.75
62	CITY STATE OF THE INVINCIBLE OVERLORD	\$8.00
63	CITADEL OF FIRE	\$3.00
67	FANTASTIC WILDERLANDS BEYONDE	\$8.00
71	FRONTIER FORTS OF KELNORE	\$3.00
76	DRAGON CROWN	\$1.75
80	OF SKULLS AND SCRAPFAGGOT GREEN	\$4.50
92	WILDERLANDS OF THE MAGIC REALM	\$8.50
93	UNDER THE STORM GIANT'S CASTLE	\$3.00
95	SURVIVAL OF THE FITTEST	\$3.50
102	CAVERNS OF THRACIA	\$6.50
104	VILLAGE BOOK II	\$3.00
108	VERBOSH	\$6.50
111	MINES OF CUSTALCON	\$3.95
113	BOOK OF TREASURE MAPS	\$3.95
118	SWORD OF HOPE	\$3.00
119	TOWER OF ULISSON	\$3.00
150	CITY STATE OF THE WORLD EMPEROR	\$12.00
270	SPIES OF LIGHTLEF	\$4.95
300	WILDERLANDS OF THE FANTASTIC REACHES	\$8.50
320	BOOK OF TREASURE MAPS II	\$3.95
420	UNKNOWN GODS	\$6.00

APPROVED FOR USE WITH AD&D tm

87	CHARACTER CODEX	\$4.50
88	DARK TOWER	\$5.50
109	OPERATION OGRE	\$3.25
114	MALTESE CLUE	\$4.00
117	TEMPLE OF RA ACCURSED BY SET	\$2.00
124	ESCAPE FROM ASTIGAR'S LAIR	\$2.00
190	THE TREASURE VAULTS OF LINDORAN	\$4.00
210	INFERNO	\$5.98
260	PORTALS OF TORSH	\$3.98
460	BOOK OF RUINS	\$4.00
560	PORTALS OF IRONTOTH	\$3.98
570	THE QUEST FOR LARA'S TOWER	\$3.00
630	DRAGON'S HALL	\$3.50
650	TRIAL BY FIRE	\$4.00
670	HOUSE ON HANGMAN'S HILL	\$3.95

APPROVED FOR USE WITH TRAVELLER tm

75	TRAVELLER REFEREE SCREEN	\$2.50
78	TRAVELLER LOG BOOK	\$3.50
89	STARSHIP & SPACECRAFT FOR TRAVELLER	\$5.50
105	DRAK'NE STATION	\$4.95
330	TANCRED	\$5.98
340	LEY SECTOR	\$4.98
350	DARTHANON QUEEN	\$3.50
480	50 STARBASES	\$5.98
490	GLIMMERDRIFT REACHES	\$4.98
500	DOOM OF THE SINGING STAR	\$11.98
520	NAVIGATOR'S STARCHARTS	\$4.98
590	CRUCIS MARGIN	\$5.98
640	GHOSTRING	\$5.98
710	AMYCUS PROBE	\$5.98

APPROVED FOR USE WITH RUNEQUEST GATEWAY tm

107	BROKEN TREE INN	\$4.00
116	THE HELLPITS OF NIGHTFANG	\$3.00
170	RUNEQUEST SHIELD	\$2.50
220	LEGENDARY DUCK TOWER	\$5.98
310	CITY OF LEI TABOR	\$7.98
380	DUCK POND	\$5.98

APPROVED FOR USE WITH CHIVALRY & SORCERY tm

250	C & S SHIELD	\$3.00
-----	--------------	--------

APPROVED FOR USE WITH TUNNELS & TROLLS tm

400	THE TOUGHEST DUNGEON IN THE WORLD	\$4.00
-----	-----------------------------------	--------

APPROVED FOR USE WITH SUPERHERO 2044 tm

430	HAZARD	\$2.00
-----	--------	--------

APPROVED FOR USE WITH EMPIRE OF THE PETAL THRONE tm

540	NIGHTMARE MAZE OF JIGRESH	\$2.00
-----	---------------------------	--------

APPROVED FOR USE WITH VILLIANS & VIGILANTES tm

580	BREAK IN AT THREE KILOMETER ISLAND	\$3.00
-----	------------------------------------	--------

PEGASUS \$3.00 per Issue

THE DUNGEONEER JOURNAL
Back Issues Available
\$2.80 per Issue

THE JUDGES GUILD JOURNAL
Back Issues Available
\$2.80 per Issue

THE DUNGEONEER
Back Issues Available
\$2.80 per Issue

73	THE DUNGEONEER COMPENDIUM OF 1 & 6	\$2.50
----	------------------------------------	--------

Are these other fine products available from your Dealer?

If not, ask why and have him contact us for full details.

Judges Guild, Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522

