

The Mines Of Custalcon

Wilderness Book One

by **Bryan Hinnen**

Judges Guild

INCLUDES MINI-DUNGEON, HISTORIES
DESCRIPTIONS, NPCS, MAPS & TABLES
FOR TWO VILLAGES & 476 SQUARE
MILES OF WILDERNESS

111

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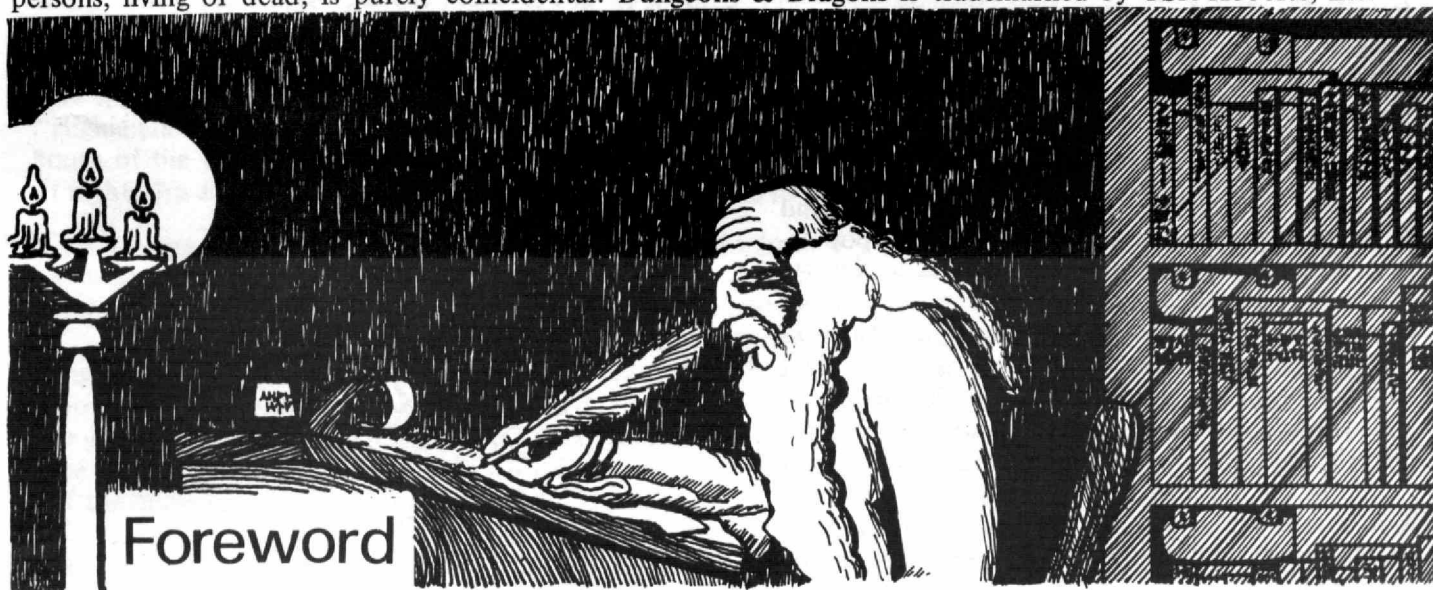
B. HENNING
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The Mines of Custalcon

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This booklet is the first in a series of village and wilderness descriptions which will cover the region of Judges Guild wilderlands which is perhaps the most heavily traveled by players in the various campaigns. This is the triangular area bounded by the settlements of Tegel, the City-State and Thunderhold, which contains about thirty towns. Since the Judges Guild has provided detailed playing aids for these three settlements, the judges who use them often find such ways as legend lore and geases to suggest to their players that such places await them, and this area will therefore have many players' expeditions passing through and stopping for the night in the towns. So the Guild will produce playing aids that detail these often-visited hamlets and villages.

Use of the maps in conjunction with the lists of shops and taverns may be inconvenient; the judge must flip pages back and forth between the map and its description. To ease play of the expedition, the judge is authorized to make copies of the maps herein, solely for his own use in conjunction with this booklet. Any other use of photocopies is prohibited. Judges may also, if they so desire, remove the maps from the center of the booklet by loosening the staples and lifting the sheets out, then bending the staples back into place.

We encourage any changes the individual judges may feel are necessary to make these guidelines fit their own campaigns. Any questions concerning the Wilderness Project should be addressed to the Judges Guild, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522.

The people encountered in the wilderness, unless they are troops, mercenaries, bodyguards of nobles, adventurers, or other persons of experience, are generally peasant peons of first level or thereabouts. A few might be hunters with bear-fighting and other feats behind them, and several have had encounters with bandits, thereby working their way up a few levels; but the man above third level who has lived a stick-in-the-mud life is rare indeed. These persons, as well as retired warriors and other heavyweights, generally gravitate into leadership positions among the population, usually because first-level peons, having seen a fifth-level fighter in action against marauding wolves or highwaymen, tend to keep a respectful distance.

For these reasons, the wilderness should generally be considered to be gauged to fit characters of lower levels, i.e. first through third levels, perhaps with some higher level leadership. In this region of the wilderness, the most likely encounter that could be called dangerous would be a goblin foraging or hunting party from the village of Trollstore, 3-18 goblins in number, armed with weapons of stone or bone.

The judge should acquaint himself with the village descriptions before running expeditions into them. Therefore, at least the "Way Of Life" and "History" sections on the villages should be read through before use. After that, the rest is relatively self-explanatory, to be used as guidelines for the judge to expand upon.

In constructing these settlements the standard Judges Guild format has been used. Shops, taverns and other establishments, as well as dwellings of the prominent, places of worship, and other points of interest to the players have been briefly described. The dominant NPCs (non-player characters) to be encountered in each place have had several characteristics listed.

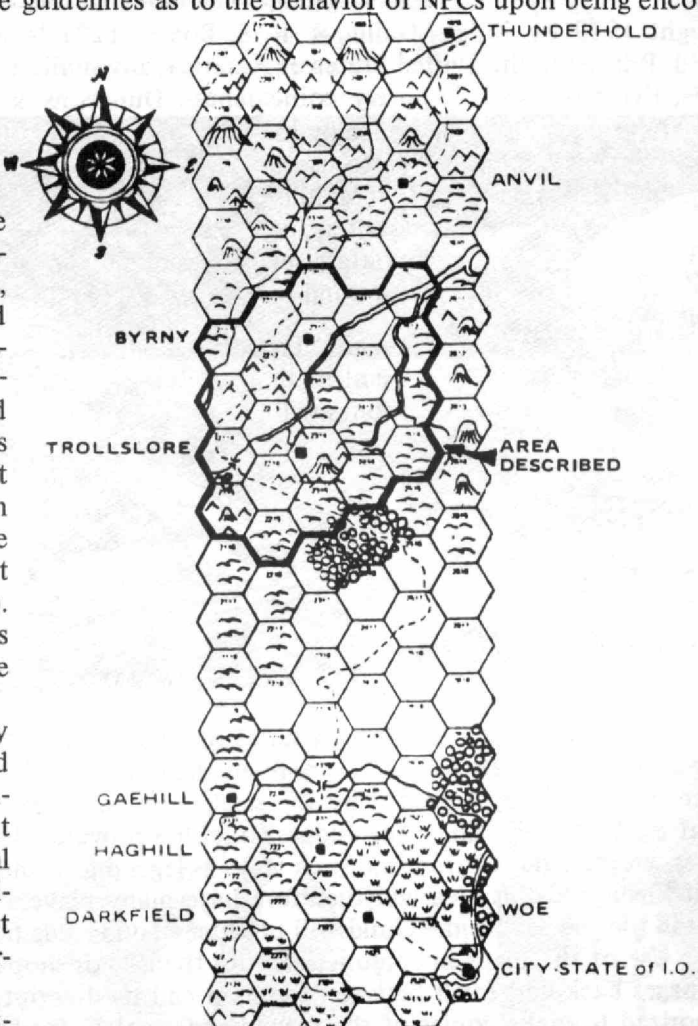
The "Way Of Life" descriptions detail the crafts and trades of the natives of the village, the dominant religions (and the characteristics of the local deities if summoned), prices of available products, and the village's main economic base. It therefore gives some guidelines as to the behavior of NPCs upon being encountered by the players.

The "Wilderness" section covers twenty-two five-mile hexes surrounding the villages described. It is designed to be used in conjunction with the Judges Guild's Campaign Hexagon System and Ready Ref Sheets.

Villages in the Judges Guild wilderlands, like their individual citizens, are no pushovers. Population figures are given in terms of able-bodied males, i.e. males who could conceivably be drafted and serve in the regular armed forces. Actual population is roughly four times this number in slavery-dominated societies (such as the City-State), and three times that figure in other societies (such as the wilderness villages). If there is some great commotion in the village, all able-bodied males can and will take up arms against the party causing the disturbance (the xenophobic horde of peasant rabble in the old horror movies is a good example). Mob rule is rather simple; "justice" for outsiders is usually swift and brutal, if the intruder can be brought to bay.

In addition there are females equal to sixty percent of the listed population who are armed and trained as fighters, since they live in a warrior-dominated society. An additional twenty-five percent carry daggers or some other form of personal weapon for self-defense. Moreover, there are children, the elderly and infirm who may not fight but will find other ways to impede or harass an overpowering attacking force.

So a party walking into a 100-man town, expecting to push over any government that might be present and take over the town, find that there is usually no heart against which a mortal blow can be struck. This is the strong point of an anarchy! Instead, we find 100 angry villagers descending on the ten-man party. Even if the villagers were armed with toothpicks the party would have a rough time of it – and they are usually going to be carrying something more effective like pruning hooks, hunting spears, self-bows, slings, axes, picks, sledgehammers and clubs... anything they can get their hands on.





The Wilderness

Each five-mile hex of the Judges Guild wilderlands maps can be divided into .2-mile hexes, using the Campaign Hexagon System. Further subdividing, each .2-mile (1056-foot) hex can be remapped into 42.24-foot hexes using the same system. Herein there are twenty-two five-mile hexes that have been mapped out on the .2-mile scale, in the vicinity of the settlements of Byrny and Trollstore, including the two hexes that the villages are in. These two villages are each contained in a .2-mile hex within their five-mile hexes, and are therefore mapped out separately on the 42.24-foot scale. The larger maps are to be used for wilderness expeditions, while the maps of smaller scale are to go with the town descriptions. They may be removed from this booklet for convenient reference by loosening the staples, lifting the sheets out, and bending the staples back.

Judges are encouraged to use the wilderness hexes in conjunction with **Ready Ref Sheets**, pp. 47-51. The region here classifies as "Middle Latitudes" for purposes of trees and vegetation; they are classified as "Highlands" for animal encounters. All encounter charts are reproduced here for easy reference. The regions south of the River Stillring contain several goblin hunting parties from Trollstore at any given time, with more at night; this should be kept in mind when preparing this type of encounter for the party.

From **Ready Ref Sheets**: "Trees range in height from 4 - 400' when mature. . . . The tree type is actually the strain predominant in that stand of trees and is a function of latitude. . . (this has been taken care of). Actually climactic zones will vary but the guideline is intended as a simplified aid only.

"... These guidelines are intended as an aid in developing a world in which your players can hunt, engage in trapping, and 'live off the land'. Insects, birds and small mammals can be dispatched with one blow. For this reason, many are listed as 0 hit dice and this indicates that one point of damage will subdue or kill the creature. Giant creatures range from 2 - 16 hit dice and are listed in various supplements. . . . see *Dungeons & Dragons* Book III, *Blackmoor*, and *Eldritch Wizardry*. The armor class, hit die move of the fauna listed is as follows: AC - HD - MOVE."

Highlands	Land Birds	Unusual	Game Bird	Insects	Unusual Insects
1) Cave Bear 4 - 3 - 9	1) Oriol	1) Condor	1) Grouse	1) Locust	1) Dragonflies
2) Mountain Lion 4 - 2 - 10	2) Robin	2) Peacock	2) Pheasant	2) Grasshopper	2) Lantern Flies
3) Goats 5 - 1/2 - 9	3) Nightingale	3) Vulture	3) Prairie Chicken	3) Crickets	3) Scorpions
4) Llama 7 - 2 - 9	4) Hummingbird	4) Eagle	4) Bobwhite	4) Cockroaches	4) Stink Bugs
5) Sun Bear 5 - 2 - 10	5) Cardinal	5) Owl-Bear	5) Woodcock	5) Mantis	5) Bed Bugs
6) Grizzly Bear 3 - 4 - 8	6) Woodpecker	6) Gerfalcon	6) Turkey	6) Termites	6) Assassin Bugs
7) Skunk 7 - 0 - 9	7) Lark	7) Roc	7) Quail	7) Lice	7) Kissing Bugs
8) Stags 5 - 3 - 14	8) Crow	8) Cockatoo	8) Goose	8) Mayflies	8) Black Widow
9) Rams 4 - 1 - 9	9) Jay	9) Duck	9) Duck	9) Butterflies	9) Tarantulas
10) Rats 3 - 0 - 9	10) Finch	10) Parrot	10) Mallard	10) Bees	10) Trapdoor Spider
11) Spotted Lion 5 - 3 - 12	11) Hawk	11) Flightless	11) Teal	11) Ants	11) Bird Spiders
12) Salamander 7 - 1 - 6	12) Starling	12) Flamingo	12) Pidgeon	12) Wasps	12) Bolas Spiders
13) Wolves 7 - 1 - 16	13) Wren	13) Ostrich	13) Blackbird	13) Flies	13) Purse Spiders
14) Racer Snake 5 - 1/2 - 3	14) Thrush	14) Macaw	14) Buzzard	14) Mosquitoes	14) Crab Spiders
15) Turtle 5 - 0 - 2	15) Mockingbird	15) Toucan	15) Cock	15) Ticks	15) Water Spiders
16) Weasel 5 - 0 - 9	16) Swift	16) Quetzal	16) Gobbler	16) Fleas	16) Yellow Jackets
17) Dinosaur --VAR--	17) Owl	17) Jacana	17) Road Runner	17) Brown Spider	17) Water Bugs
18) Insects --VAR--	18) Falcon	18) Sunbird	18) Snipe	18) Centipedes	18) Beetles
19) Birds --VAR--	19) Game Bird	19) Shoveler	19) Stewing Hen	19) Crab	19) Gnats
20) Monster --VAR--	20) Unusual	20) Stirge	20) Flyer	20) Unusual	20) Amphids

Middle Latitude 31 - 50 Hexes	Nut	Middle Latitude 31 - 50 Hexes	Flowers	Unusual Flowers	Rare Flowers
1) Birch	1) Almond	1) Water Lilies	1) Delphinium	1) Rose	1) Orchid
2) Basswood	2) Brazil	2) Anemone	2) Lilies	2) Iris	2) Rock Flower
3) Alder	3) Butternut	3) Buckwheat	3) Sunflower	3) Geranium	3) Van. Orchid
4) Cottonwood	4) Cashew	4) Smartweed	4) Snapdragon	4) Nasturtium	4) Vamp. Vine
5) Dogwood	5) Coconut	5) Pigweed	5) Lotus	5) Poinsetta	5) Yellow Lotus
6) Catalpa	6) Filbert	6) Pokeweed	6) Foxglove	6) Rhododendron	6) Purple Lotus
7) Hawthorn	7) Hazel	7) Gooseberry	7) Mullein	7) Petunia	7) Black Lotus
8) Hickory	8) Hickory	8) Strawberry	8) Columbine	8) Morning Glory	8) Venus Fly Trap
9) Hackberry	9) Pecan	9) Raspberry	9) Hollyhock	9) Poppies	9) Belladonna
10) Maple	10) Pinon	10) Blackberry	10) Lavender	10) Carnation	10) Wolvesbane
11) Aspen	11) Pistachio	11) Alfalfa	11) Daffodil	11) Camellia	11) Black Orchid
12) Elm	12) Walnut	12) Clover	12) Azeleas	12) Primrose	12) Man Eating Tulip
13) Plum	13) Kola	13) Water Chestnut	13) Woundwort	13) Aster	13) Silver Chimes
14) Tallow Tree	14) Bitternut	14) Cranberry	14) Honeysuckle	14) Daisies	14) Swallower
15) Beetwood	15) Litchi	15) Milk Weed	15) Buttercup	15) Chrysanthemum	15) Whispering
16) Laurel	16) Canonball	16) Spiky Grass	16) Philodendron	16) Marigold	16) Enchant. Violet
17) Sorrel	17) Chestnut	17) Water Cress	17) Violet	17) Tulip	17) Eye Flower
18) Sassafras	18) Nutmeg	18) Blackthorn	18) Gladiolus	18) Hyacinth	18) Cling. Bloss.
19) Nut	19) Cacao	19) Herb	19) Spiderwort	19) Narcissus	19) Tigersbane
20) Unusual	20) Cinnamon	20) Unusual	20) Unusual	20) Rare	20) Leech Flower

Vegetables	Unusual Vegetables	Unusual Herb	Herb
1) Rice	1) Lettuce	1) Frankincense	1) Oregano
2) Parsley	2) Corn	2) Gum Arabic	2) Thyme
3) Parsnip	3) Squash	3) Tana	3) Arise
4) Carrot	4) Pumpkin	4) Myrrh	4) Dill
5) Celery	5) Endive	5) Saffron	5) Caraway
6) Potato	6) Asparagus	6) Tarragon	6) Ginger
7) Egg Plant	7) Sprouts	7) Chicory	7) Sage
8) Pepper	8) Artichoke	8) Apasar	8) Alum
9) Sweet Potato	9) Radish	9) Bay	9) Garlic
10) Peanut	10) Green Beans	10) Maijoran	10) Rosemary
11) Mustard	11) Cauliflower	11) Savory	11) Allspice
12) Cabbage	12) Turnip	12) Basil	12) Paprika
13) Rhubarb	13) Broccoli	13) Cardamon	13) Canine Pepper
14) Spinach	14) Rutabaga	14) Chervil	14) Black Pepper
15) Beets	15) Tomato	15) Coriander	15) Tarter
16) Peas	16) Lima Bean	16) Cumin	16) Curry
17) Beans	17) Popcorn	17) Fennel	17) Spearmint
18) Maize	18) Melon	18) Mace	18) Chilli Pepper
19) Onions	19) Watermelon	19) Pekoe	19) Sesame
20) Unusual	20) Rare	20) Unusual	20) Rare

Fruit	Unusual	Rare
1) Orange	1) Balsa	1) Crab Apple
2) Lemon	2) Bay Tree	2) Witch Hazel
3) Lime	3) Bayberry	3) Box
4) Grapefruit	4) Betel	4) Redbud
5) Breadfruit	5) Brazilwood	5) Ginkgo
6) Citron	6) Calabash	6) Bottle Tree
7) Cherry	7) Camphor	7) Magosteen
8) Mango	8) Date	8) Wahoo
9) Nectarine	9) Carob	9) Raisin Tree
10) Olive	10) Cinchona	10) Myrtle
11) Avocado	11) Clove	11) Laburnum
12) Papaya	12) Coffee	12) Poinciana
13) Kumquat	13) Cork	13) Fringe Tree
14) Pawpaw	14) Kopok	14) Mulberry
15) Pomegranate	15) Rubber	15) Ironwood
16) Quince	16) Sapodilla	16) Lancewood
17) Apricot	17) Mesquite	17) Jujube
18) Anchovy	18) Mimosa	18) Brasswood
19) Peach	19) Fig	19) Fawnwood
20) Banana	20) Rare	20) Unique

Unique

1) Sacred Sycamore	Hot-line to Deity
2) Spear Ash	Nymph Home
3) Tree of Enlightenment	Telepathic
4) Tree of Knowledge	Skill from Fruit
5) Tree of Life	Resurrection in 8 Hours
6) Tree of Fate	Quest of Profit
7) Golden Apple	Fruit as Potion of Longevity
8) Tree of Healing	Heals 1 - 6 pips by Vapor in 4 Hours
9) Tristriseult	Telepaths Memories of Passion
10) Golden Fleece	Bough as Luckstone
11) Tree of Heaven	Giant Spider in Tree Form
12) Thunder Tree	Sentient-Control Weather/Month
13) Tree of Unifers	Pods contain Animals, Birds & Humans
14) Tree of Portent	Shaking Leaves Predict
15) Tree of High Sorcery	One Random Spell/day
16) Tana Tree	Burnt Leaves Control Mummy
17) Great Tree	Branches make 1 - 10 Magic Arrows or 1 Magic Sword
18) Jewel Tree	Gem Fruit - PROB 50% per Gem Inhabited by Jewel Worm
19) Incense Tree	Burnt Leaves attract Wild Game
20) Treant	Talking PROB 60%, Active PROB 30%

Key

Scale

.2 - Mile 42.24 - Foot



Forest	Forest
Paved Road	Paved Road
Cart Trail	Cart Trail
Foot Trail	Foot Trail
Settlement	Settlement
Farm	Farm
Tilled Field	Tilled Field
Creek	Stream
Sm. River	Creek
Bank of river or lake	Bank of river or lake
Hut, Lean-To	Hut, Lean-To
Embankment	Embankment



Byrny: History, 4433 BCCC

This very old town was named for a lawful-good fighter, Byrny, who led a band of settlers into this area in 2881 BCCC. Here they were attacked by an orc war-party, which slew several of their men and carried off almost all of their women, children, livestock and valuables. Byrny ordered his lieutenant and four of his warriors to set up camp and tend the wounded, and immediately set off in pursuit of the orcs with his remaining command.

Trailing the foul creatures to their underground cave-complex, Byrny fell upon the orcs at their entrance, slaying all and freeing the helpless captives. He sent them back to the camp with his wounded, and led the rest of his men down into the labyrinth. His still-large command became split up, each group clearing out several interconnected nests of the creatures, and freeing captives from previous raids and slaves who for generations had never seen the light of day.

When the fighters returned to the surface, weary and battered beyond belief, trailing numbers of freed captives, Byrny himself and a number of other warriors did not appear. The lieutenant, Kalik, was notified and led the warriors back down the following morning, methodically, sealing up each cavern after clearing it out and searching it completely. During the search the men uncovered the full and thorough evil of the orcs' squalid existence, finding and sealing chambers that bore obvious signs of unspeakable atrocities committed against their slaves and captives and each other. Finally, in the uttermost reaches of the abyss, Byrny's remains were found surrounded by those of a few brave followers, and dozens of orc-carcasses which had fallen before their swords.

Sadly, the men bore their dead out of the cave and blocked the entrance with tons of earth and stone, capped by a huge boulder. Kalik led the expedition and its grievous burden back to the camp; the dead were buried, and a town built at the site of the camp. Kalik became leader of the population, as warlord of a loosely organized anarchy.

In the subsequent months, bedraggled and weary bands of humans drifted into the village. These were the few survivors of the native population before the orcs came, who had suffered severely beneath the heel of the orc-tribe. These greeted Kalik as liberator, and told tales of fugitive orcs still living in the hills, some still possessing captives.

As the years grew into centuries small numbers of half-orcs, whose scattered ancestors had survived the initial assault into the orc mines and had escaped into the hills before the final attack and sealing-up, came in from the wilderness. The threat of the orcs, which was borne for such a short time by most of Byrny's ancestors, was not carried extensively in the legend lore and the incoming half-orcs were kept separate, but tolerated.

Gradually the more bestial habits of the half-orcs influenced the human population, and the spectre of lawlessness grew. A leader, Telebrin, realized the effects of the half-orcs on the lives of his people, and in 3852 BCCC he led a genocidal attack against the half-orc section of town: the entire segregated section was burned and razed, and its inhabitants massacred. Few of the ill-fated halfbreeds escaped.

But they had had their affect: Byrny was now primarily neutral in alignment. Deposits of iron ore were discovered nearby, and the village's technology was improved through research; the governmental system and social structure advanced in complexity at a similar pace. Iron was traded with neighboring towns; a regular town militia, armed with metal kite shields and chainmail "byrnies" and armed with longbows, battleaxes and pikes, was raised and maintained, replacing the hodgepodge of armed barbarians that Byrny and Kalik had

known. The triple-towered Keep of Byrny was built, with the engineers progressing with slow deliberation to produce a masterpiece of fortification. The excavation for the vast underground galleries was begun in 3970, and the capstone was finally placed in 4038. In the past four centuries the keep has withstood two major sieges and dozens of lesser attacks and raids, and not one stone has been disturbed: a testament to the quality and integrity of its construction.

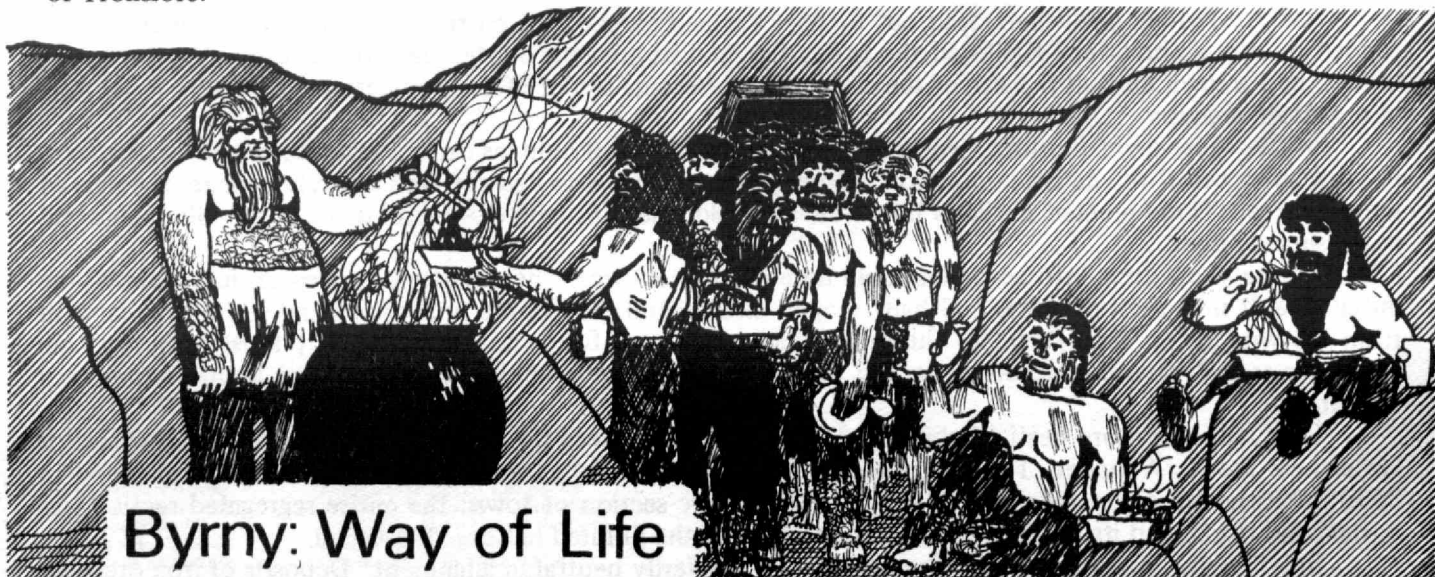
In the forty-first century the iron trade gradually leaned more and more in the direction of the City-State, and the Overlord began sending emissaries to encourage the flow of iron to the south. As the years passed the River Stillring became an important trade route for the products and imports of Byrny. A ferry and shipping guild was established on its banks as the center of a small hamlet, Ironload, hauling goods to and from another hamlet several miles downstream: Dwarfport, the maritime outlet of the Kingdom of Thunderhold to the north. Some products are carried by wagon north from Dwarfport, but most are loaded on ocean-going vessels which brave the raiders of Tarantis, following the coast to the Mouth of the Roglaroon, and thence to the City-State.

During the great Gnoll Times of the late forty-second century, when armies of gnolls and packs of hyenas invaded and ravaged the lands of Tarantis, Thunderhold and the City-State, the town was attacked a number of times. Most often the raiders would loot and burn a few houses, kill a small number of men, and carry off a handful of captives before the town militia gathered; the militia, true to their tradition, would pursue these small raiding bands and slay them, freeing the captives. But twice, in 4171 and 4192, gnoll armies came and looted the entire village, laying siege to the keep. Each time the fruitless siege launched a number of attempts to storm the walls which were bloodily repulsed; each time the siege was raised after several weeks, when rumors of an approaching City-State relief army reached the gnoll commanders.

By the end of the Gnoll Times, the alliance between the City-State and Thunderhold was thoroughly cemented, and the allegiance of Byrny to the City-State was confirmed and strengthened. The village's leader was made a military governor, and the town militia became a regular regiment in the City-State ranks, the Byrny Royal Guard.

Byrny continued its peaceful existence as a cog in the City-State works, supplying most of its raw iron and serving as an outpost of City-State power, welcoming travelers from Thunderhold and points north and being the jumping-off point for expeditions heading out from the City-State. In recent years, raiders from the Town of Tarantis and the goblin-caves of Trollslor have been raiding Byrny, emulating the tactics of the gnoll bands from almost three centuries before. The Byrny Royal Guards regiment has grown more and more neglected over the years; it is still capable, though unwilling, for chases after retreating raiders, particularly since no captives are taken.

The raids by the goblin-bands have been a source of great irritation to the City-State. They threaten the line of communication and trade between the City-State, Byrny and Thunderhold; the only other route is by sea, past the Tarantis pirates. More than one caravan or messenger to Byrny has been waylaid by the goblins of Trollslor.



Byrny: Way of Life

The economic foundation of Byrny is its iron mines. The able-bodied male population of 462 is almost entirely human, 80% of whom board in townhouses and work in the mines. There are a few isolated prospectors working mines in the hills, but almost all work for the the Mining Guild, which operates a few shafts to

the east of the village. The guild's pay scale for non-citizens is 1 CP/hour, and if one shows up for work he will work an entire ten-hour shift. The mines are worked seven days a week. Pay is given out at the end of each shift, and three meals are included during the day.

If a miner works six days a week for a year, and this can be verified by the Mining Guildhall records, the miner can opt to become a Citizen of Byrny. He works six set days a week from then on, and drills on the seventh with the Byrny Royal Guard militia regiment, of which he is now a member. He wins certain privileges as a citizen, not the least of which is a doubling of his mining salary.

Working in the mines is rough, but not man-killing; it is honest hard labor with conditions as safe as they can be expected and fair treatment by supervisors. The setup is most definitely not a slave-labor system. Non-citizens are completely free in their choice of whether to show up on any given day; citizens have fourteen "Free Days" per year, which may be taken as sick days or vacation, both paid. If these are exceeded they simply lose their citizenship. Non-citizen miners are fairly impoverished, while the citizen miners are lower-middle-class.

Anyone who owns property or a shop or tavern is automatically a citizen, and usually an officer in the Byrny Royal Guard. These fellows receive pay normally on troop pay scales in addition to shop earnings; the only reimbursement the citizen miner receives for military service is the doubling of pay. Most who do not work in the mines themselves earn their pay in the iron-ore refinement processes. The work is of somewhat higher risk and requires some skill and training. Workers receive 1 CP/hour during the three weeks of training, and thereafter become citizens, receiving 3 CP/hour.

Children can find work hauling water in the mines (same ten-hour shifts, 4 CP/day plus meals) or as errand boys or apprentices for shopkeepers and craftsmen, stable boys at the livery, dishwashers at inns and taverns, etc. The family institution is strong, with the elderly being gladly cared for by their descendants. Aging miners who have given lifetimes of good service are pensioned at 10 - 30 CP/week depending on the judgement of the Master of the Mines, who is fair-minded and generous.

Should a player choose to work in the mines he must roll dice once per game week to see if he is injured. If decimal dice show 01 he rolls a six-sided die: a 1 will injure a mine worker, a 1 or 2 will injure a refinement worker. See table below for extent of injury.

Roll on a d20

1 - 11	Take 1 - 8 Points of Damage
12 - 15	Take 2 - 16 Points of Damage
16 - 20	Killed

Citizen-workers who are injured do not have recovery time counted against their free days, but a foreman checks on their healing progress to see that they aren't goldbricking; they are paid for healing days. Anyone killed on the job receives an honor burial on the next Royal Guard drill day, and heirs receive 100 SP from the Master of the Mines.

Should the Byrny Royal Guard be called up by the King of Thunderhold for active duty, the mines are closed down for the duration and citizen soldiers are paid on regular troop scales. This has not occurred since the Gnoll Times, almost three hundred years ago. The Royal Guard is uniformly armed with chain-mail "byrnies", open faced helmets, and kite shields; the weapons are longbows, pikes and battleaxes.

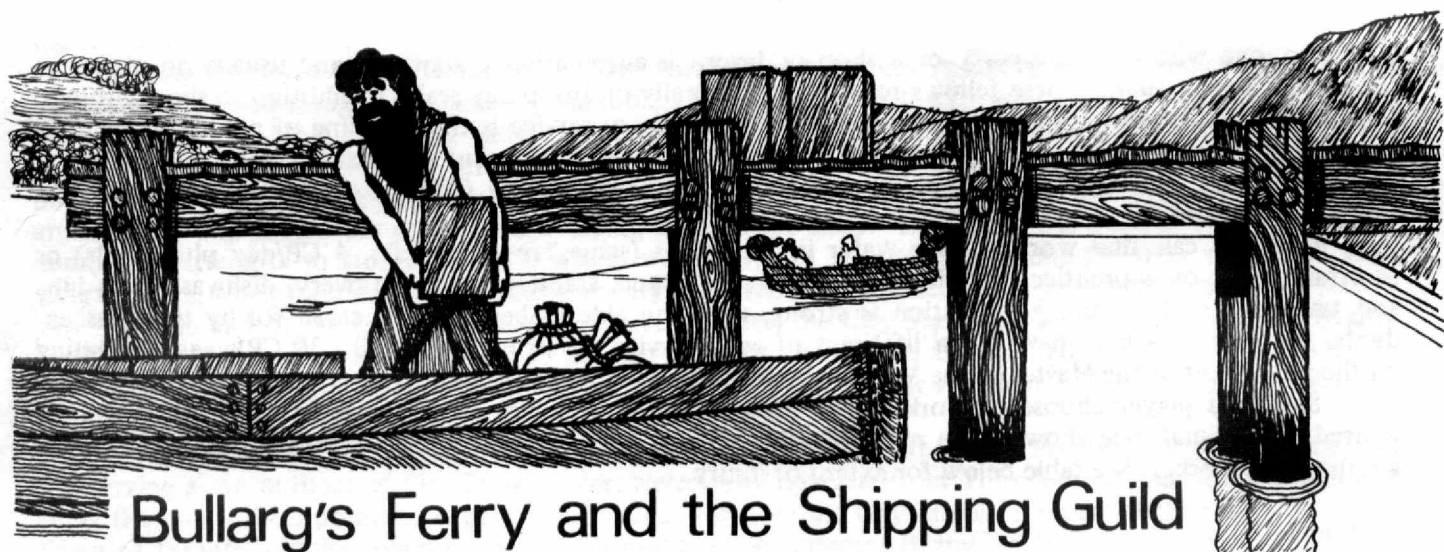
Aside from the mining and refining, many armorers, blacksmiths and other artisans of metal have naturally gravitated in this direction, due to the cheap raw material, and have set up shop and become citizens. Byrny is close to the City-State and on a primary trade route, and thus liveries and inns do a brisk business as the drivers of trade caravans stop for the night. There are also a few miscellaneous service crafts such as mill, a brewery and a leatherworker. Prices of goods and services are normal here.

Food supplies for the town are maintained by farmers in the adjacent areas. A small surplus of food-stuffs is available for shipment to Thunderhold. Of the 20% of able-bodied males who do not work in some part of the iron-production industry, most run shops and taverns in town or are part of the government; still, there are about 30 who live in small houses and cottages at the edge of town and tend nearby fields. This "outskirts farming" is quite common among larger villages.

Due to the cheap supply of iron, Byrny is a small craft center. Several shops here produce implements and commodities such as rope, barrels, wagons, lanterns, tools, harnesses, and other goods. The iron bars, surplus food, and manufactured goods are usually hauled by wagon east to the River Stillring, a mile away, where they are loaded on barges for shipment to distant markets. Almost all of the iron and food goes

to the City State.

There are four major religions in town, each tolerant of the others but actively seeking to evangelize newcomers. Forty percent of the population worships the Greek Pantheon (basically a CG religion); there are two temples here, to Athena and Hephaestus. Thirty percent worship the Norse Gods, who are CG leaning toward neutrality; there is a temple to Odin here. A place of worship to the powers of nature is nearby, in the woods, for 15% of the population follows the neutral Celtic/Druidic religion. About 10% of the townsfolk, in the northeast portion of the village, worship their dwarven ancestry in the manner that this folk does; their form of religion is LG in nature. The remaining 5% of the population worships some minor religion, usually present only in one family group which came to Byrny only a few generations ago. One such sect is the worship of Mokmalla, described fully in the section on Trollsore elsewhere in this booklet; these are located in the southeast portion of the village and are basically CE in alignment.



Bullarg's Ferry and the Shipping Guild

East of Byrny, on the banks of the River Stillring, is a small hamlet that is really an extension of the town, Byrny. Its "population" of able-bodied men is twenty, all of whom work for a small transport company that handles cargo barges down the River Stillring. The barges haul wrought iron, Byrny Armory weapons, surplus grain and other export goods downriver and across the Mouth of the Roglaroon to Forcastle, where they are loaded on ocean-going vessels for transport to distant ports.

Across the river is the home of Bullarg, the ferryman. He is in the employ of the Shipping Guild, and he has converted one of the guild's barges into a ferry simply by mounting roller-spools for rope on bow and stern. A team of eight oxen on each shore, tended by two stableboys, hauls the ferry across the river by pulling on a locked spool at one end of the boat, while Bullarg pays out rope from the spool at the other end.

Rates for transport of people or hardware to Forecastle is 100 GP per person, 200 GP per axle of a wagon, and 150 GP per animal up to the size of an ox or camel. Rates for transport across the river one way are one-fifth of these fares. The fare for other items that could not be classified under these categories may be arbitrarily decided upon by the judge, using these prices as guidelines. The capacity of a barge is approximately 100,000 encumbrance points, or roughly the weight of a fully-loaded heavy wagon, six oxen and four men.

All twenty-five men here are Citizens of Byrny, but they do not serve in the Byrny Royal Guard for it would be too difficult for them to answer to the call to arms. Their function in the Byrny defense scheme is to keep an eye on the ridge overlooking the river to the south, sending a man on a fast horse to alert the town should any significant amount of movement take place. Beyond that their only job is to stay alive, for they are the only ones that are trained in these jobs and they are too valuable to the town.

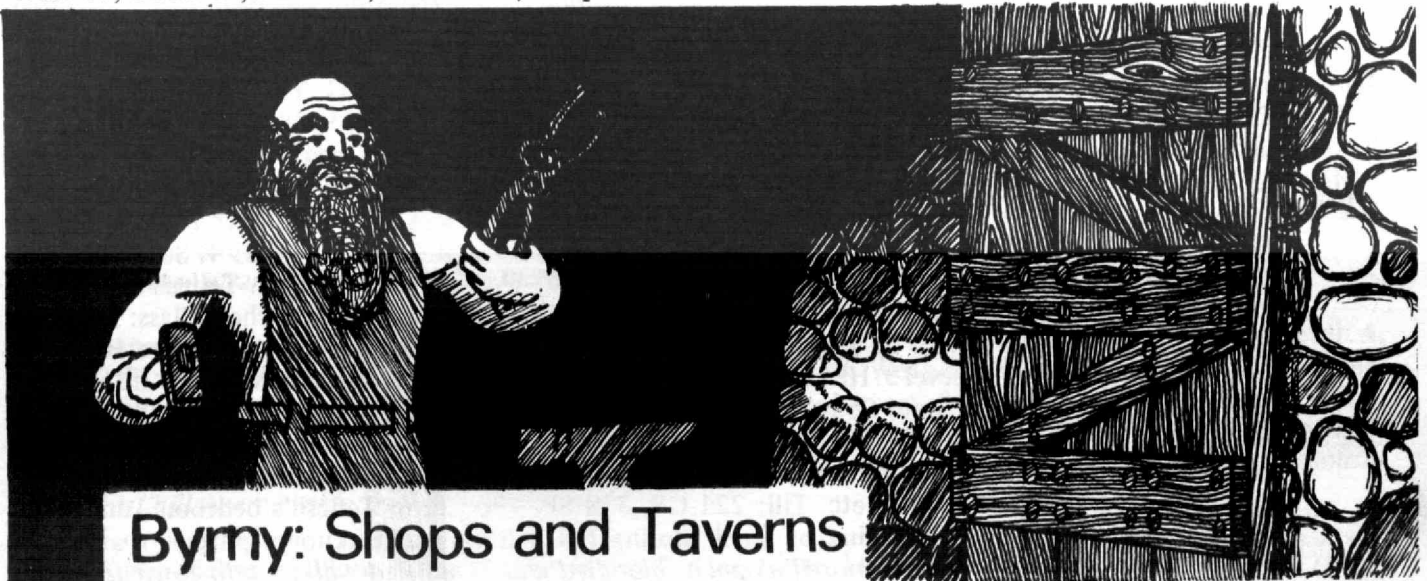
Bullarg's Ferry

Bullarg (M): Class: Fighter, Align: N, Level 5, HP: 37, AC: 4, Social Level 5, STR: 17, INT: 10, WIS: 9, CON: 16, DEX: 15, CHAR: 6, Weapon: Broadsword.

Petarker (M): Class: Cleric, Align: CE, Level 5, HP: 30, AC: 4, Social Level 4, STR: 16, INT: 14, WIS: 17, CON: 14, DEX: 14, CHAR: 12, Weapon: Mace.

Bargeman Thulis: Class: Fighter, Align: CG, Level 4, HP: 20, AC: 4, Social Level 3, STR: 17, INT: 8, WIS: 10, CON: 15, DEX: 14, CHAR: 10, Weapon: Broadsword.

Bargeman Thaynor: Class: Fighter, Align: CG, Level 3, HP: 11, AC: 4, Social Level 3, STR: 14, INT: 9, WIS: 10, CON: 13, DEX: 13, CHAR: 14, Weapon: Broadsword.



Byrny: Shops and Taverns

- A) **Targorn Smith** - Targorn (M): Class: Fighter, Align: LG, Level 7, HP: 44, AC: 7, Social Level 4, STR: 17, INT: 11, WIS: 12, CON: 11, DEX: 9, CHAR: 7, Weapon: War Hammer. Very short and thick for a human; with his beard, many mistake Targorn for a Dwarf. Horses shod for 11 - 16 SP/hoof depending on size of animal; mules and donkeys 10 SP/hoof; lost nails, etc. repaired for a proportionate fraction. Targorn can also perform minor veterinary work, owning a plain-looking shawl that, when placed around the shoulders of a horse-sized animal, will heal 2 - 12 HP once per week; he won't take it out of hiding or use it in front of strangers. Under the anvil-mount, a leather pouch: 188 SP, 390 CP. *Rumor: Some shifty-looking characters were herding at least twenty heavy warhorses through town, heading north, about an hour ago. The horses wore the official City State brand.*
- B) **Marjak's Livery** - Marjak the Brave (M): Class: Fighter, Align: CG, Level 7, HP: 45, AC: 7, Social Level 4, STR: 13, INT: 10, WIS: 12, CON: 10, DEX: 14, CHAR: 9, Weapon: Broadsword. Marjak will stable and feed any animal of approximately horse-size for 11 - 16 SP/night. Paladin's mounts and similar animals requiring special treatment cost the same in GP. Being neighbors, Marjak and Targorn refer a lot of business to each other. He earned his name from being a former mercenary; he has a dozen stories to tell, in which his role is somewhat inflated. Beneath a haystack, his leather pouch: 195 SP, 240 CP. *Rumor: Citadel of Kuborno, a vast network of catacombs fraught with danger and gold, to the north-east in the Valley of the Ancients.*
- C) **The Armory** - Nebellor the Gray (M): Class: Magic User, Align: N, Level 8, HP: 17, AC: 9, Social Level 6, STR: 7, INT: 15, WIS: 11, CON: 10, DEX: 14, CHAR: 14, Weapon: +2 Dagger. Thronwin (M-Dwarf): Class: Fighter, Align: LG, Level 5, HP: 21, AC: 4, Social Level 4, STR: 17, INT: 6, WIS: 13, CON: 14, DEX: 15, CHAR: 5, Weapon: +1 Broadsword. Nebellor has a tremendous stock of weapons and armor, all of standard make. Thronwin and his predecessors made most of them. Twenty apprentices (Class: Fighters, Align: N, Level 1, HP: 8, 1, 7, 2, 6, 8, 1, 6, 2, 7, 3, 4, 4, 3, 5, 5, 8, 6, 1, 2, AC: 9, Weapon: Battleaxes) also work here. The products of the Byrny Armory are famous throughout the City State and Thunderhold for their quality. There are 12 Daggers, 14 Short Swords, 22 Broadwords, 19 Greatswords, 41 Metal Kite Shields, 19 Round Wooden Shields, 15 Light Crossbows, 38 Heavy Crossbows, 580 Crossbow Quarrels. Also in stock are 52 Suits of Leather Armor, 36 Suits of Metal-reinforced Leather, 81 Suits of Chainmail, and 9 Suits of Plate Armor; these last numbers, (52, 36, 81, 9) are the percent chance of there being in stock a suit that will fit a buyer between Halfling and Human size. Thronwin is kept very busy, for the King of Thunderhold orders Broadwords, Kite Shields, Heavy Crossbows and Quarrels in lots of 100 to equip regiments. Nebellor quietly researches and works on magic weapons: he has in stock 4 +1 Arrows (1200 GP each), a +2 Mithril Dagger (9000 GP) in addition

to his own, and a +1 Iron Broadsword, Align: LG (6000 GP). Both his own dagger and Thronwin's sword are Mithril and of his own make. Till, made *Invisible* by Nebellor, a leather backpack: 2180 GP, 950 SP. Thronwin's purse: 190 SP, 33 CP. *Rumor: The River Stillring conceals beneath its muddy bed an ancient barge loaded with gold and jewels. Rumor: The City State has ordered six hundred Broadwords. . . a sure sign of new regiments, a possibility of planned military operation.*

- D) **Inn of the Golden Chimera** - Tellesh the Wise (M): Class: Fighter, Align: CG, Level 7, HP: 25, AC: 6, Social Level 5, STR: 13, INT: 10, WIS: 14, CON: 12, DEX: 15, CHAR: 9, Weapon: Morning Star. Ataura (F): Class: Fighter, Align: LG, Level 3, HP: 11, AC: 9, Social Level 4, STR: 12, INT: 12, WIS: 10, CON: 11, DEX: 16, CHAR: 15, Weapon: Dagger. Keltain (M): Class: Fighter, Align: CG, Level 4, HP: 30, AC: 4, Social Level: 4, STR: 15, INT: 10, WIS: 9, CON: 13, DEX: 14, CHAR: 16, Weapon: Broadsword. Mulatar (M): Class: Fighter, Align: CG, Level 4, HP: 26, AC: 4, Social Level 4, STR: 14, INT: 12, WIS: 10, CON: 6, DEX: 10, CHAR: 12, Weapon: Broadsword. Tellesh is barkeep, his two sons are bouncers, and his wife Ataura supervises the help: eight serving wenches (Class: Fighters, Align: N, Level 2, HP: 10, 7, 9, 12, 4, 6, 14, 8, AC: 9, Weapon: Daggers) and four more Bouncers (Class: Fighters, Align: N, Level 3, HP: 22, 10, 8, 13, AC: 4 Weapon: Broadwords). Stew is 5 CP/serving, Roast Beef 10 CP/serving, Potato Soup 3 CP/bowl, Beans 4 CP/bowl, Ale or Beer 3 CP/mug, Wine 5 CP/glass, Brandy 20 CP/glass, Room for the Night 25 CP/person. Clientele in the tavern will include 4 - 24 townsmen, armed and armored, plus 6 - 36 miners if after dark, armed and unarmored, plus miscellaneous drifters, travelers, brigands, etc. Till: 221 GP, 378 SP, 990 CP; in Tellesh's bedroom, under the bed, a chest: 590 GP, 722 SP, Ring of Spell Storing (an heirloom of unknown purpose) with two Magic Missiles. *Rumor: A lone armored axeman, bloodied and exhausted walked into town from the south laden with a huge leather sack and a Green Dragon horn. Rumor: Raids on the north coast of the kingdom may force the mobilization of the Byrny Royal Guard. Rumor: There have been large turbulences in the River Stillring lately for no apparent reason.*
- E) **Rope Maker** - Kalik Fortallo (M) Class: Fighter, Align: N, Level 5, HP: 24, AC: 7, Social Level 4, STR: 16, INT: 11, WIS: 12, CON: 5, DEX: 16, CHAR: 4, Weapon: Battleaxe. Kalik's three sons gather a special vine from the woods; he boils and weaves the fibers into rope. Standard rope (dungeoning equipment) 1 CP/foot. He also makes 3" thick rope for bridges and heavy work, 1 SP/foot, at least 100' lengths. High-quality bowstrings, all varieties for bows and crossbows in stock, 3 SP each; and nets, for hunting and fishing, 1 SP/square foot. Till: 240 SP, 150 CP. *Rumor: River-Pirates are attacking trappers canoeing their valuable furs to markets down the River.*
- F) **War Wagon Inn** - Sandy Malek (F), Class: Fighter, Align: CG, Level 6, HP: 40, AC: 7, Social Level 5, STR: 15, INT: 17, WIS: 15, CON: 15, DEX: 16, CHAR: 18, Weapon: Battleaxe and Whip. This rough-neck establishment is heavily into "atmosphere"—a real chariot bristling with iron spikes, bladed wheels, black wood and leather fittings is on display; chariot wheels and crossed axes over the hearth, and several large tapestries depicting charioteers charging into battle. The chandeliers are chariot wheels with oil lamps mounted on the rims, hanging by chains from the ceiling. The proprietress and her six serving wenches (Class: Fighters, Align: N, Level 4, HP: 30, 27, 20, 22, 19, 25, CHAR: 17, 17, 16, 12, 14, 15, AC: 7, Weapon: Battleaxe and Whip) are all equipped like Amazon charioteers, in chain-mail that doesn't protect much, hence the AC: 7. The waitresses are hired on the basis of their beauty and fighting ability, and double as bouncers. In spite of the high prices (Gourmet meals 10 - 40 GP, Drinks 5 GP, Rooms 30 GP), the inn is popular among miners and experienced travelers, for the waitresses like to flirt and have been known to follow up on it. Till, in a locked chest in an empty keg: 1440 GP, 520 SP, 1000 CP. *Rumor: Bars of adamantite are hidden under the floorboards of the chariot. Rumor: Sandy was once a university scribe, helping to publish the Overlord's proclamations in the City State. Rumor: The waitresses are converting a select few customers to the worship of Mokmalla, under the direction of an old cleric in the corner.*
- G) **Wagon Builder** - Bill the Carter (M): Class: Fighter, Align: N, Level 5, HP: 17, AC: 7, Social Level: 5, STR: 17, INT: 4, WIS: 7, CON: 11, DEX: 15, CHAR: 5, Weapon: War Hammer. Bill and his three apprentices are building a very heavy wagon which weighs 10,000 EP and can carry 15,000 EP, with room for four harness animals and a bench for two drivers. He has finished, in the shop, three other wagons ranging from a small pushcart to a duplicate of the one under construction; in the pen in back are eight oxen and twelve draft horses. Price of wagons is weight plus one-half carrying capacity

in CP, thus the one under construction would cost 22,500 CP; draft horses are 60 GP, oxen 40 GP each. Buried in the livestock pen, a leather sack: 1150 GP, 2420 SP. Apprentices: Class: Fighters, Align: CG, Level 3, HP: 22, 13, 18, AC: 8, Weapon: Broadwords. *Rumor: The City State has contracted for ten wheel-frame platforms, designed as foundations for heavy catapults: a sure sign of intended siege action.*

- H) **Horse Breeder** - Tallmar Wirichem (M): Class: Fighter, Align: CG, Level 6, HP: 25, AC: 7, Social Level: 4, STR: 18 (60), INT: 14, WIS: 12, CON: 14, DEX: 15, CHAR: 10, Weapon: Battleaxe. In five pens Tallmar has separated four draft horses, three heavy warhorses, six medium warhorses, and ten light warhorses, all mares. One stallion of each type has his own stall inside the stable. The central pen is for the breaking and training of colts so that they can be ready for sale. His apprentices are expert riders (Class: Fighters, Align: CG, Level 2, HP: 7, 15, 4, 9, AC: 6, Weapon: Lances and Broadwords). Hidden under loose straw in one corner of the stable, a leather sack: 260 GP, 385 SP. *Rumor: A band of adventurers stabled a unicorn last night at Marjak's Livery.*
- J) **Barrel Maker** - John the Cooper (M): Class: Fighter, Align: CG, Level 5, HP: 31, AC: 7, Social Level: 4, STR: 13, INT: 12, WIS: 12, CON: 5, DEX: 15, CHAR: 13, Weapon: Flail. Everything from personal casks to huge brandy kegs are made here, in eight sizes: 1-quart, 2-quart, 1-gallon, 2-gallon, 5-gallon, 10-gallon, 20-gallon, and 50-gallon; price 1 CP per quart of capacity. Hidden in one of the 2-gallon casks at the bottom of a stack is a leather pouch: 40 SP, 152 CP. *Rumor: Dozens of watch-fires in the south-east hills were visible from Byrny last night.*
- K) **Lamp Maker** - Tullom the Wise (M): Class: Fighter, Align: LG, Level 5, HP: 23, AC: 7, Social Level: 4, STR: 16, INT: 13, WIS: 16, CON: 10, DEX: 13, CHAR: 9, Weapon: Battleaxe. Tullom is very old, with many tales to tell from his wanderings. He has settled in Byrny to live out his last days in peace, making lanterns and lamps for use in homes. Assorted table lamps 2 - 12 SP each; rugged lanterns suitable for adventurers, cost 10 GP each. Tullom also sells flasks of oil, 1 GP each. A loose stone at the bottom of a wall conceals his till: 26 GP, 133 SP, 111 CP. Buried in the yard outside is his real stash, a chest with a poison pin trap in the lock (3 - 18 + save vs. poison or die): 600 GP, 1500 SP, and a ruby necklace worth 1500 GP. *Rumor: A castle three weeks' travel to the west lies in ruins; in the courtyard is a chest lying untouched. Rumor: Tegel Manor, a vast mansion inhabited by the spirits of its dead, four weeks' travel to the east.*
- L) **Tavern of the Four Winds** - Tarbo the Rotund (M): Class: Fighter, Align: LG, Level 5, HP: 28, AC: 7, Social Level 3, STR: 17, INT: 10, WIS: 13, CON: 17, DEX: 10, CHAR: 4, Weapon: Broadsword. This is where the miners go when they are through for the day and are looking for a good time. Beer or Ale 2 CP/mug, Wine 3 CP/mug, Beef Stew 3 CP/ bowl, Roast Beef 4 CP/serving. During the day only 1 - 4 miners will be here, off-duty or recuperating from injuries; after dark there will be 7 - 42. Till: 20 SP, 552 CP. *Rumor: Bandits ambushed a shipment of jewels from Thunderhold ten miles north of Byrny yesterday; the drivers and escort were found dead, the horses and jewels stolen, the wagons burned.*

Temple of Odin - Karno One-Hand (M): Class: Cleric, Align: LG, Level 7, HP: 25, AC: 7, Social Level 6, STR: 12, INT: 14, WIS: 17, CON: 10, DEX: 8, CHAR: 10, Weapon: Mace. Bjarnheim ForkBeard (M): Class: Cleric, Align: CG, Level 5, HP: 19, AC: 6, Social Level 4, STR: 14, INT: 9, WIS: 15, CON: 13, DEX: 10, CHAR: 12, Weapon: Mace. Nilssengard the Fair (M): Class: Cleric, Align: LG, Level 4, HP: 18, AC: 7, Social Level 4, STR: 15, INT: 10, WIS: 16, CON: 11, DEX: 11, CHAR: 11, Weapon: War Hammer. Here there is an altar for burnt offerings; gifts of coin and jewelry are kept in coffer hidden in a side room. These three clerics are not counted among the Byrny Royal Guard, but instead are standard bearers and chaplains. They are guarded, along with the treasure coffer, by twelve armored attack dogs: Align: N, HD: 2, HP: 3, 9, 11, 7, 5, 15, 14, 6, 15, 13, 5, 4, AC: 4 (iron studded leather plus agility), Attack: 1 - 6. Three of the side rooms are the quarters of the men, the fourth is the treasure room, behind a locked iron door. Coffers: gas, acts like a *Sleep* spell but against all who miss save vs. poison; false bottom: 1000 GP. Coffers: 6000 GP in six leather sacks. Coffers: 8000 SP in eight leather sacks, with Karno's pet rattlesnake lying across the top: it surprises any opener and will attack any except Karno (Align: N, HD: ½, HP: 3, AC: 2, Attack: 1 - 4 + poison: death, otherwise 1 - 6 HP per turn for 1 - 3 turns). Coffers: sleep gas as above, protecting a leather sack with 9000 GP in assorted jewelry and loose stones (weight 95 EP). Lying on the floor, a leather sack: 281 GP, 773 SP. If anyone

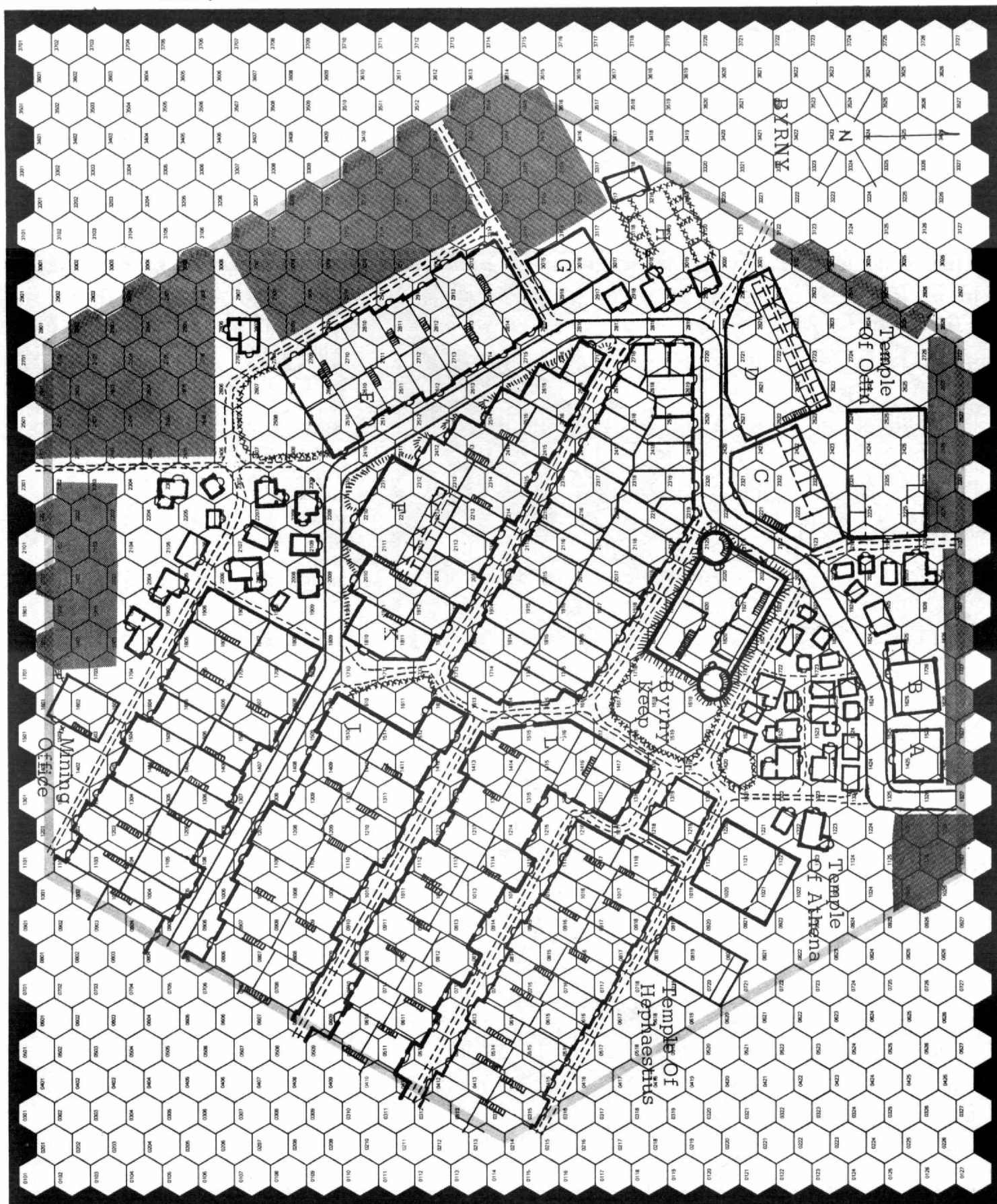
except the clerics try to leave the room with any treasure, a *Phantasmal Forces* Odin will appear blocking their path, demanding the return of the treasure.

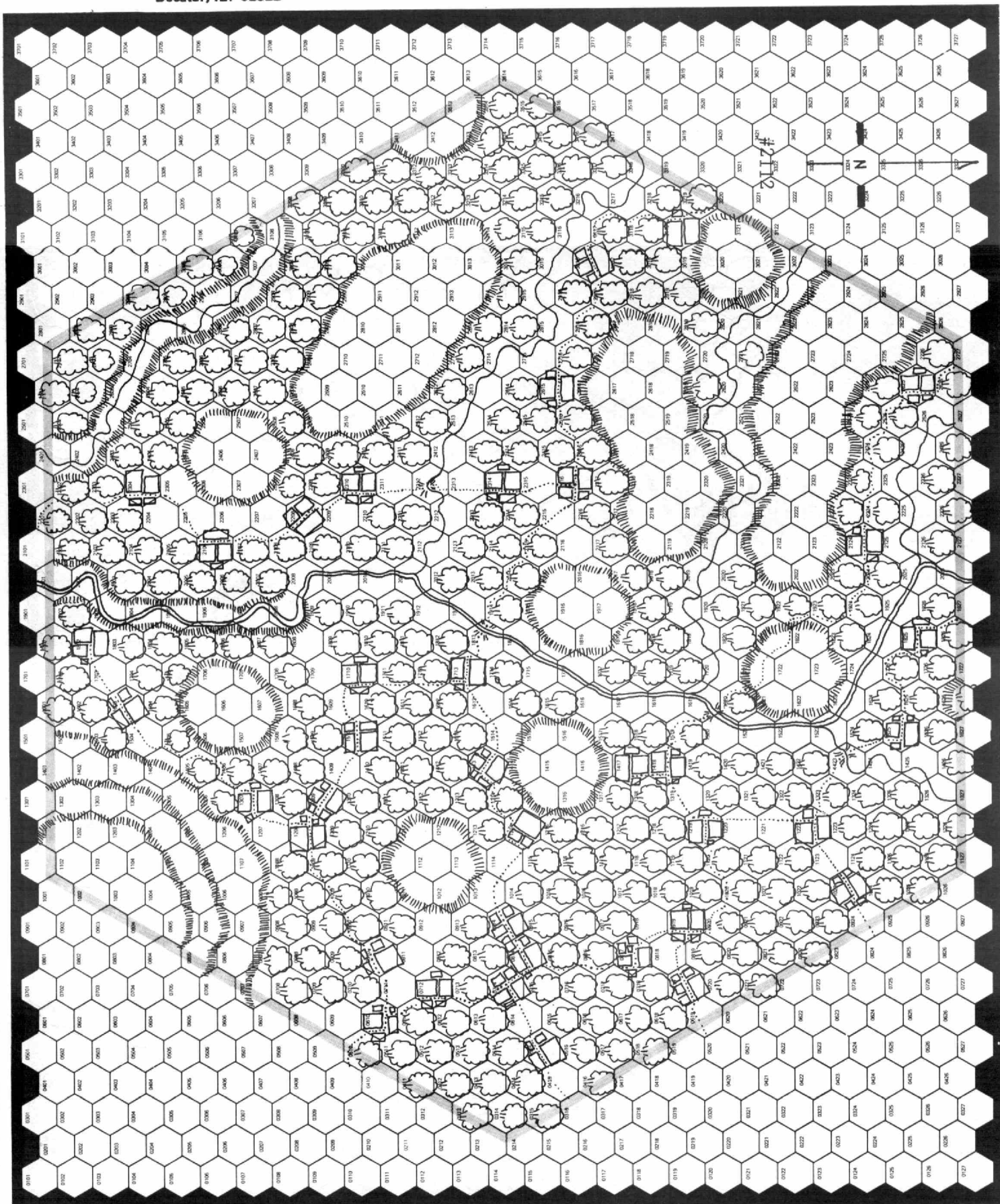
Temple of Athena - Tallulah (F): Class: Cleric, Align: CG, Level 6, HP: 22, AC: 7, Social Level 5, STR: 11, INT: 14, WIS: 18, CON: 10, DEX: 11, CHAR: 5, Weapon: Mace. There is an altar for burnt offerings, and Tallulah's private quarters. In her drawing room there is a shallow bowl of water in which, if gold coins are dropped with the proper incantations, images of future events may be seen. Only Tallulah knows the proper rites, and the process by which a chosen segment of the future may be viewed; the more gold that is dropped in, the clearer and more detailed the images become. Any other object besides gold that is inserted into the water causes whoever placed it in to become insane for 4 - 24 days. All objects placed in vanish; if something is inserted with part of it still exposed, the submerged portion is removed; for example, if someone attempts to put his hand in, when he draws it out it is as if it had been cleanly amputated, and begins bleeding upon being pulled out. Large amounts of gold are required for function, multiplied for the more distant the future event and for the more accurate the desired vision: base price 1000 GP for a 1% probability of what will happen in the following day, multiplied directly for a higher percentage chance of accuracy and for number of days in the future. To this Tallulah adds 5% for intercessor's fees. Her quarters and the altar area are lavishly furnished and decorated; under her bed is a chest: 273 GP, 1170 SP; the key is hidden under the altar. If Tallulah dies, the Bowl of Future-Seeing reverts to a simple copper bowl; it will do the same if moved from its spot atop a pedestal.

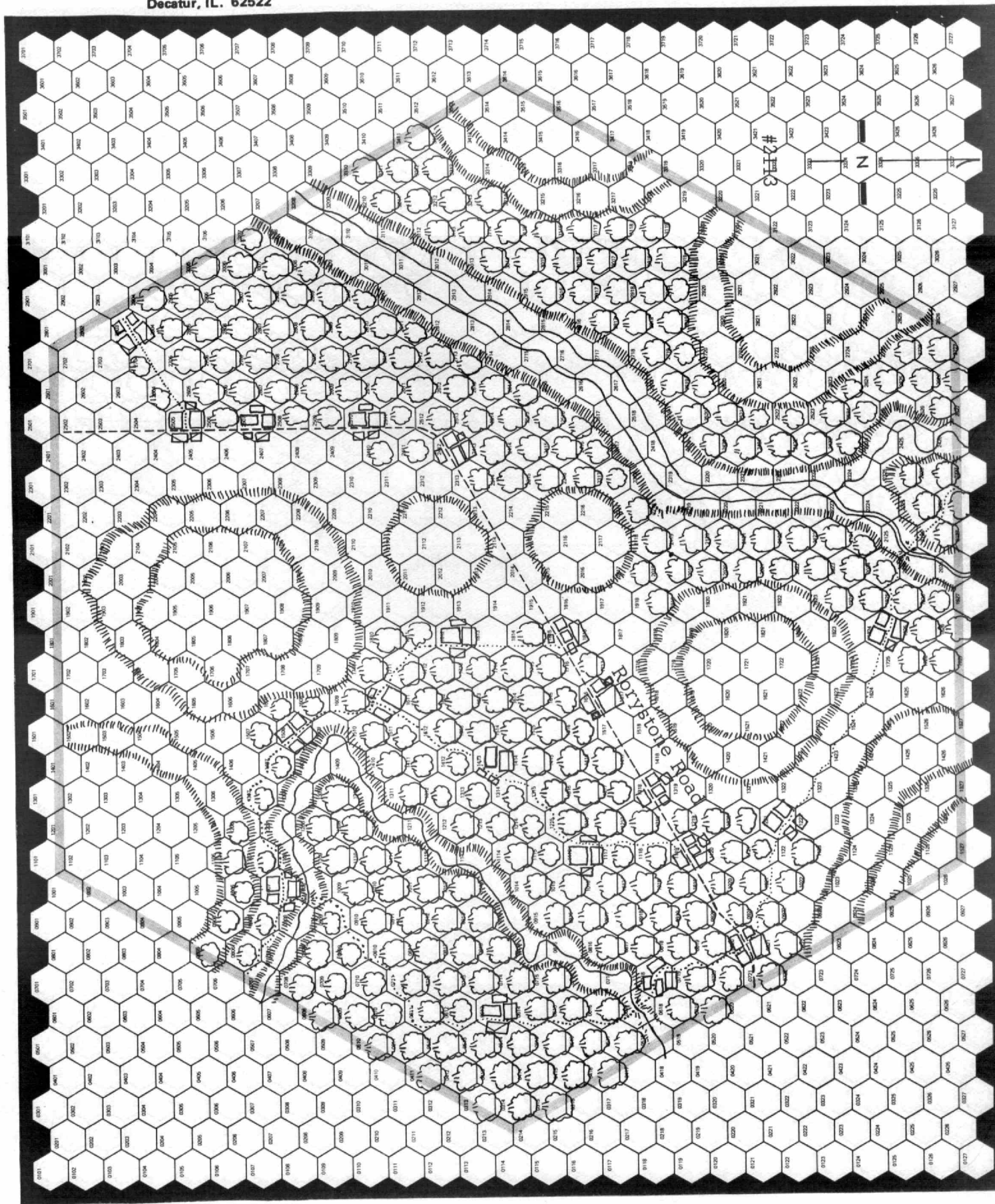
Temple of Hephaestius - Aelorax of Altanis (M): Class: Cleric, Align: CG, Level 6, HP: 33, AC: 7, Social Level 5, STR: 17, INT: 7, WIS: 17, CON: 12, DEX: 14, CHAR: 10, Weapon: War Hammer. Smiths, metalworkers and armorers offer precious metals, and tithes of any mithril or adamantite they are able to procure to Hephaestius to grant them luck and skill in their crafts. Any offerings placed on the anvil-shaped iron altar will, upon the withdrawal of the offerer into a kneeling position in a tiled circle before it, vanish in a blast of white flames and a deafening ring of hammer upon steel. Aelorax, who in his days of youth was a weaponsmith, is here to guide worshippers in the ways of genuflection; the god is said to be pleased even more when a pilgrim grants some coins to this intercessor. Behind the altar is a secret door which leads to Aelorax's humble quarters. Under a loose flagstone is his secret hoard: 240 GP, 370 SP, 39 CP, in a simple chest.

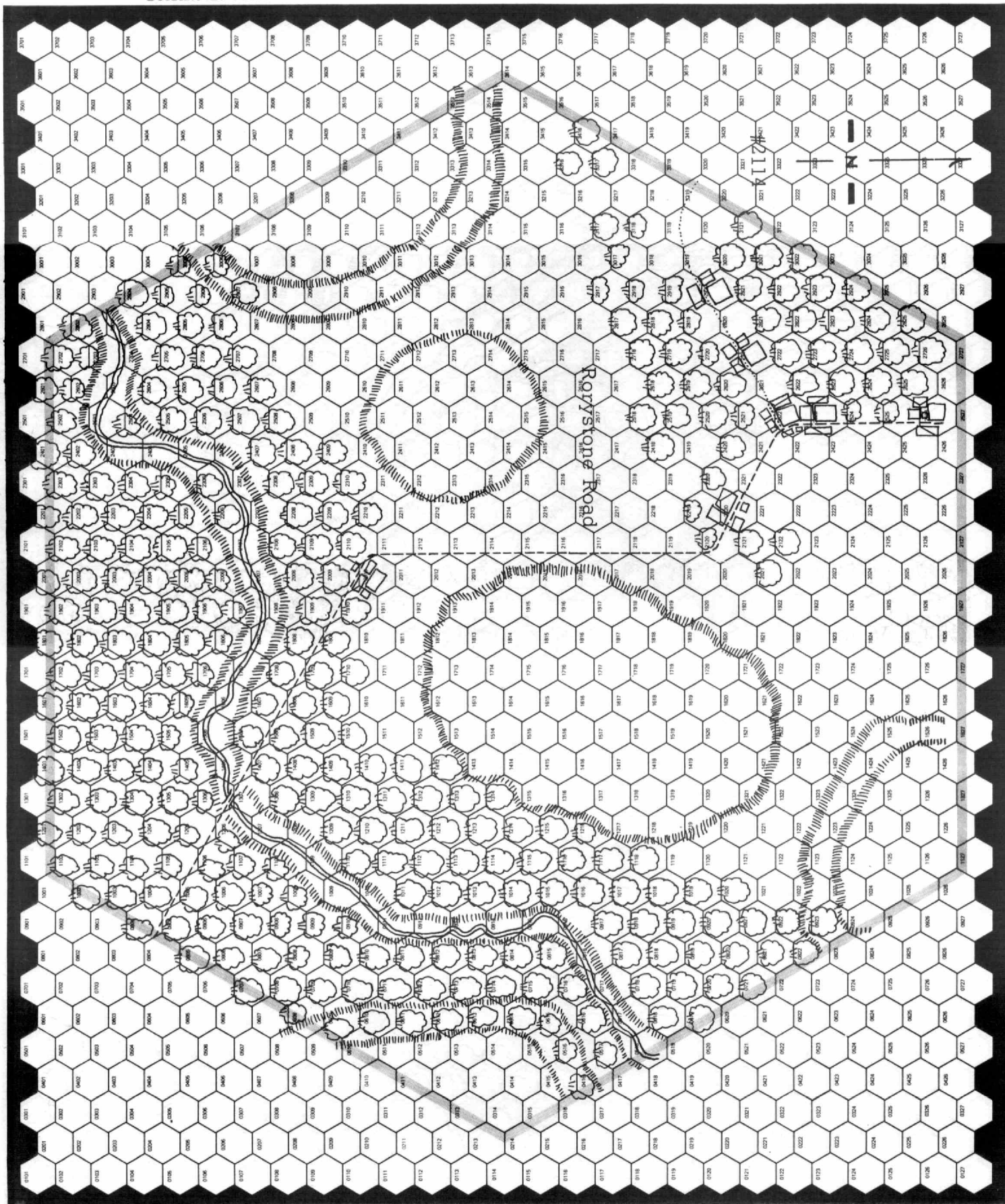
The Byrny Keep - Governor Hetalan (M): Class: Fighter, Align: N, Level 9, HP: 48, AC: 4, Social Level 10, STR: 17, INT: 12, WIS: 13, CON: 9, DEX: 15, CHAR: 15, Weapon: Broadsword. Captain Tallman (M): Class: Fighter, Align: CG, Level 7, HP: 39, AC: 4, Social Level 7, STR: 16, INT: 13, WIS: 9, CON: 12, DEX: 11, CHAR: 13, Weapon: Broadsword. Captain Zultair (M): Class: Fighter, Align: CG, Level 7, HP: 37, AC: 4, Social Level 7, STR: 15, INT: 12, WIS: 15, CON: 13, DEX: 10, CHAR: 8, Weapon: Broadsword. Six more men (Class: Fighters, Align: N, Levels: 5, 5, 3, 6, 4, 4, HP: 22, 26, 14, 31, 17, 12, AC: 4, Weapons: Broadwords) serve here permanently as quartermasters; when the call to arms (a great horn on the roof) is sounded, they issue arms and armor to the men. Stowed in the basements are the weapons and armor for the 400-man Byrny Royal Guard- Heavy Crossbow, Pike, Chainmail "byrny" and open-faced helmet for each man, and a great stockpile of watered wine, casks of flour and salted beef. There is room as well for the entire population of the village and 200 more people to stay in the event of siege, and the provisions will last them two months; in the keep itself there are fighting stations for 130 men (arrow slits, crenellations, etc.). The tribute Byrny gives to Thunderhold is its iron, for all the yield belongs to Thunderhold in return for the miners' wages, on-job meals, and equipment for defence. In Hetalan's quarters are his wife and two sons (too young to fight), and a chest containing 970 GP, plus jewelry worth 2750 GP.

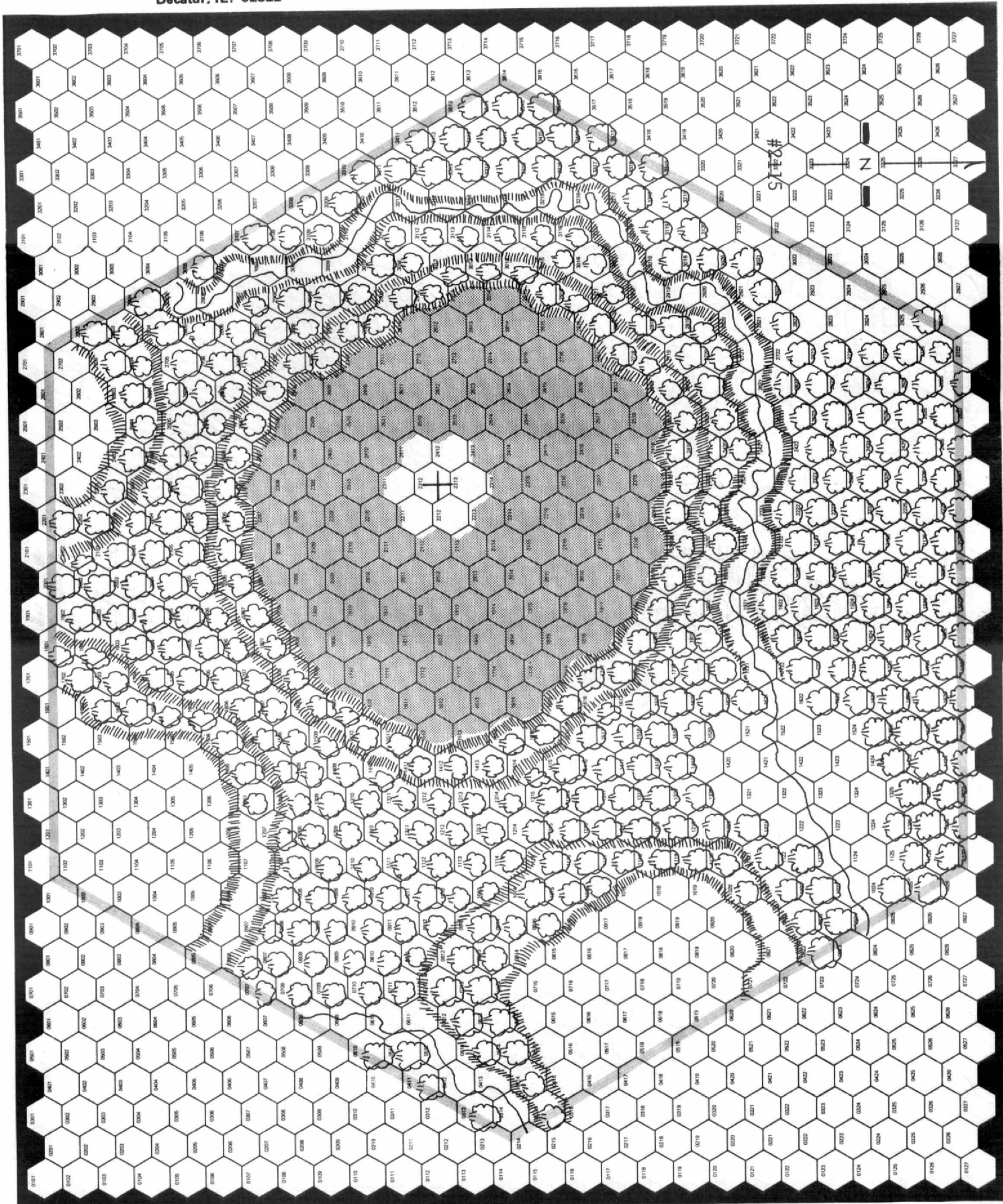
Mining Office - Laughing Bart (M): Class: Fighter, Align: CG, Level 6, HP: 33, AC: 7, Social Level: 7, STR: 15, INT: 14, WIS: 15, CON: 10, DEX: 9, CHAR: 10, Weapon: Broadsword. Thoralla (F): Class: Thief, Align: N, Level 6, HP: 21, AC: 9, Social Level 3, STR: 12, INT: 15, WIS: 14, CON: 11, DEX: 17, CHAR: 17, Weapon: +1 Dagger. This is where the overseers report in, payroll is paid, shipment to Thunderhold is regulated, miners hired, and records kept. In the yards in back is the ore refinement team of nine men (Class: Fighters, Align: N, Level 4, HP: 22, 29, 18, 15, 30, 23, 22, 9, 16, AC: 9, STR: 18 (01), Weapon: War Hammers), who are supervised by Bart. Concealed under the floorboards is the week's payroll: 5500 SP. Thoralla's dagger used to belong to a Magic User she met one night at the Golden Chimera; his ensuing night of entertainment cost him more than he realized. *Rumor: Mine explorers are having difficulty finding new deposits of ore.*

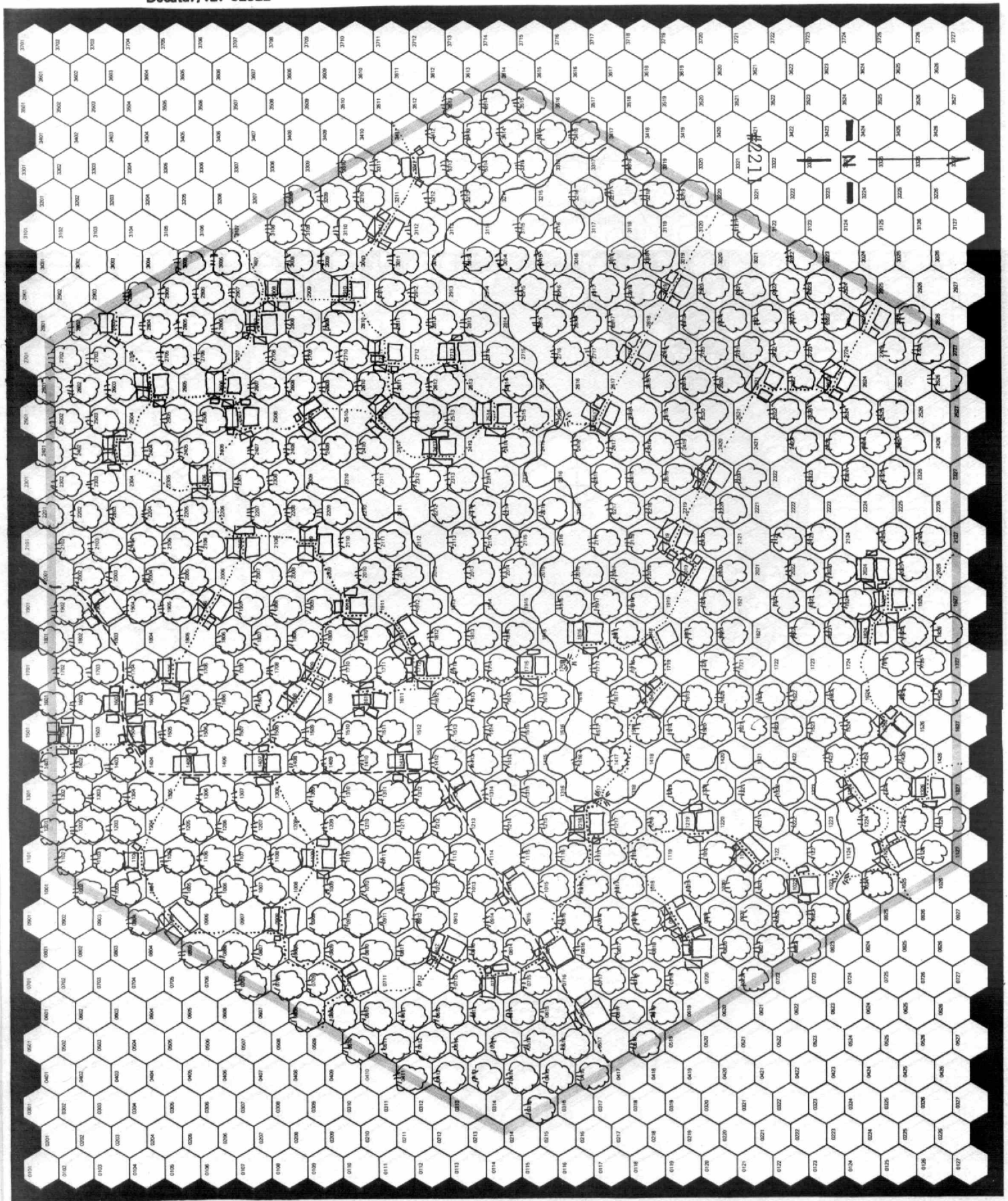


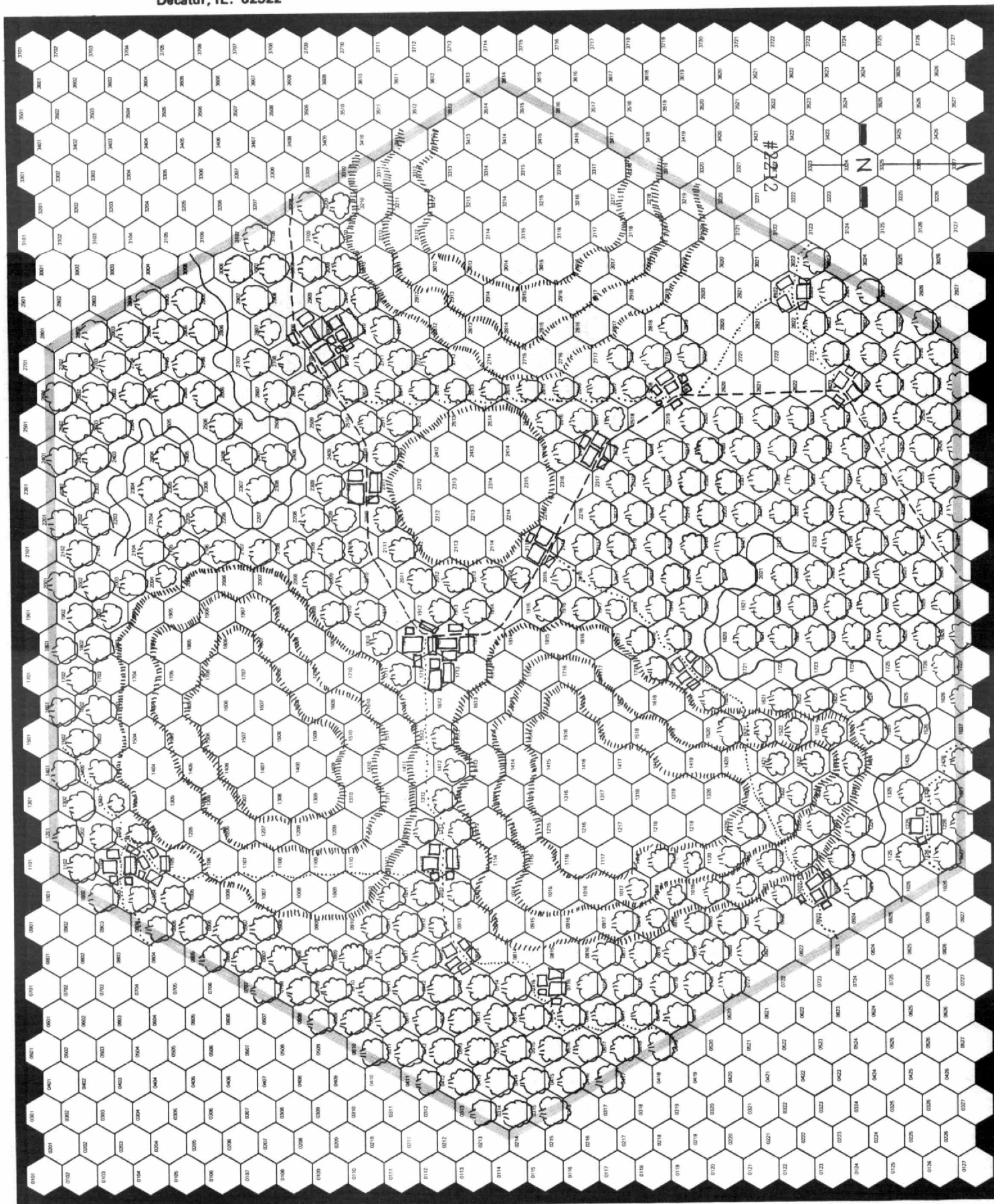


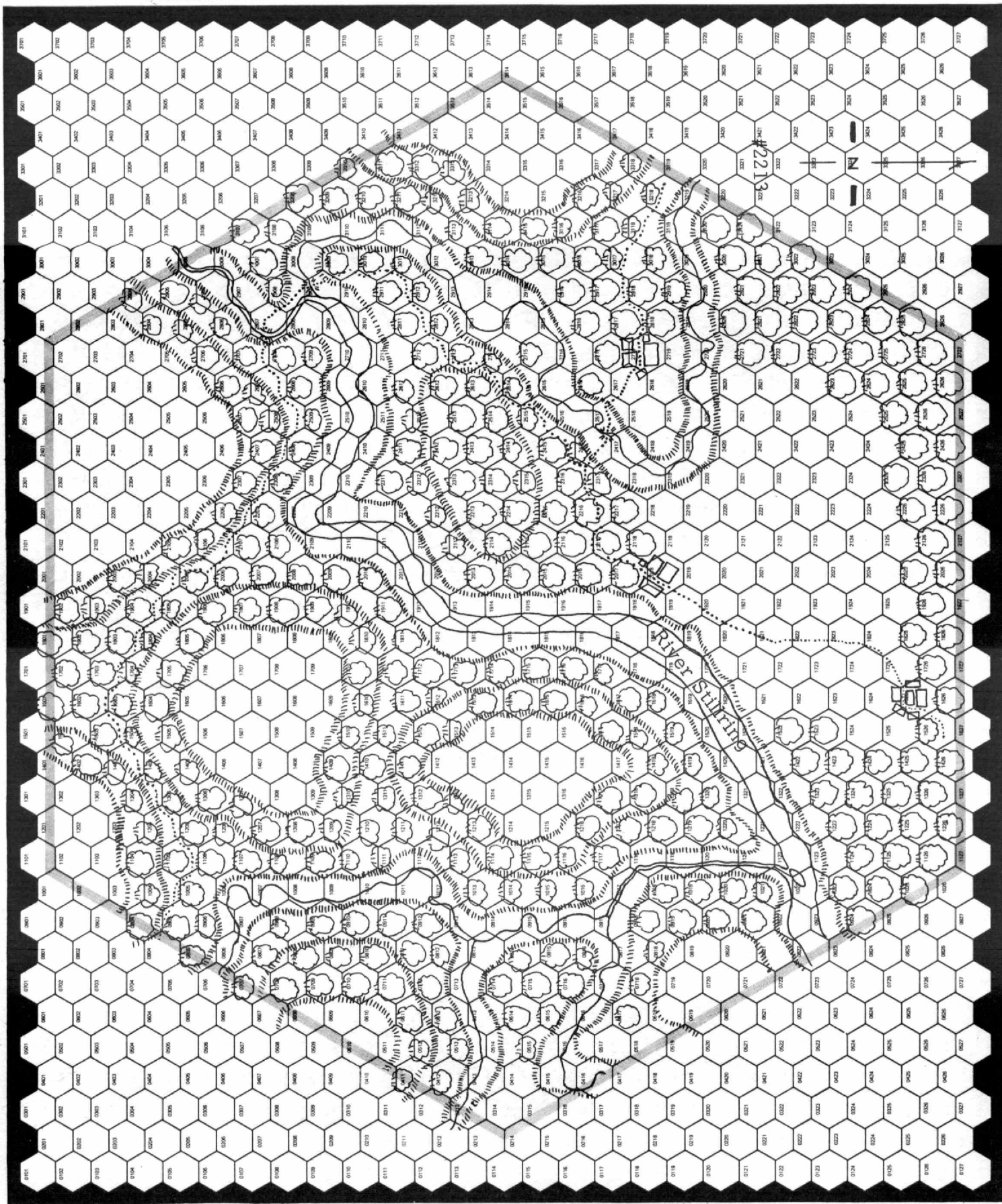


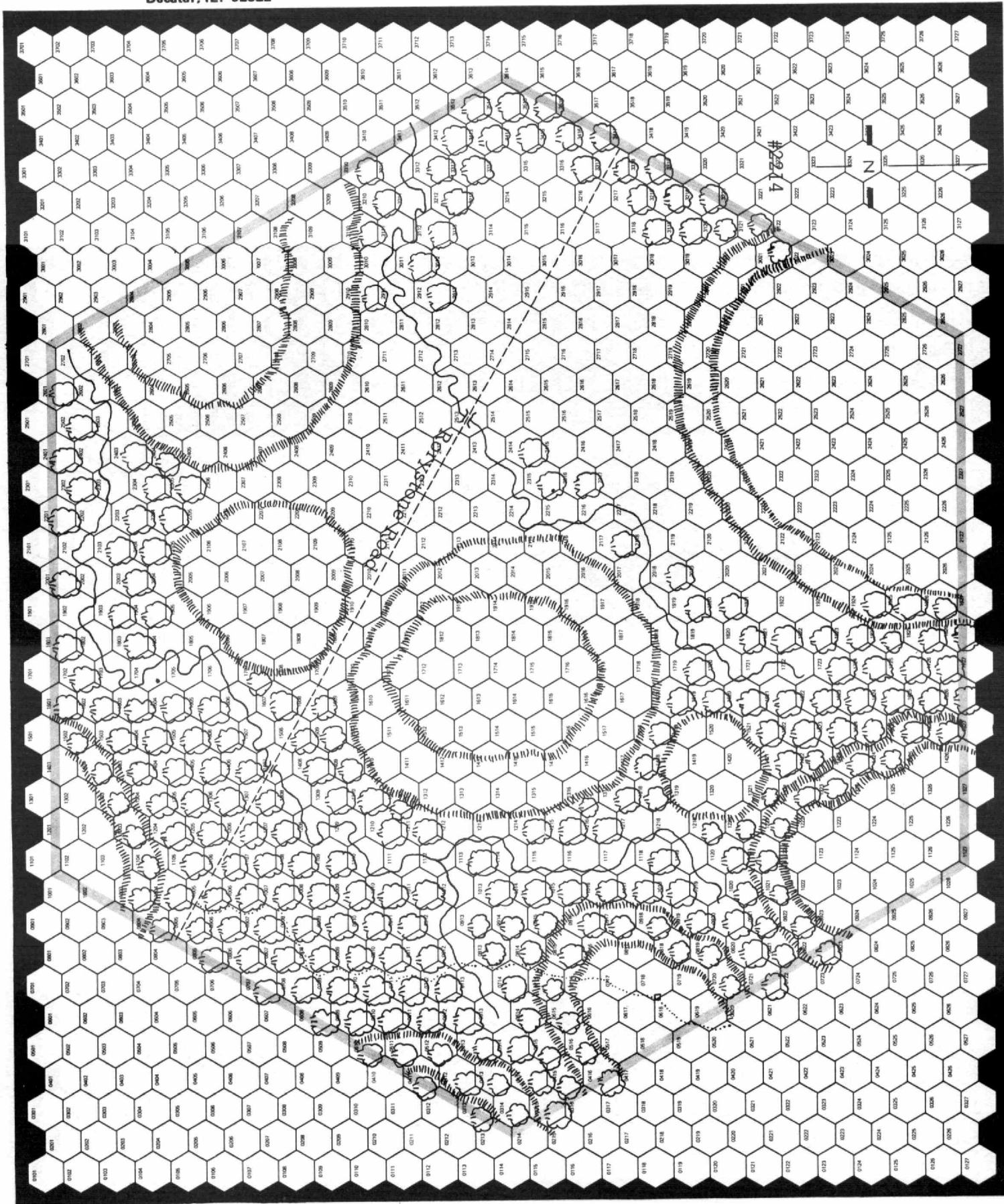


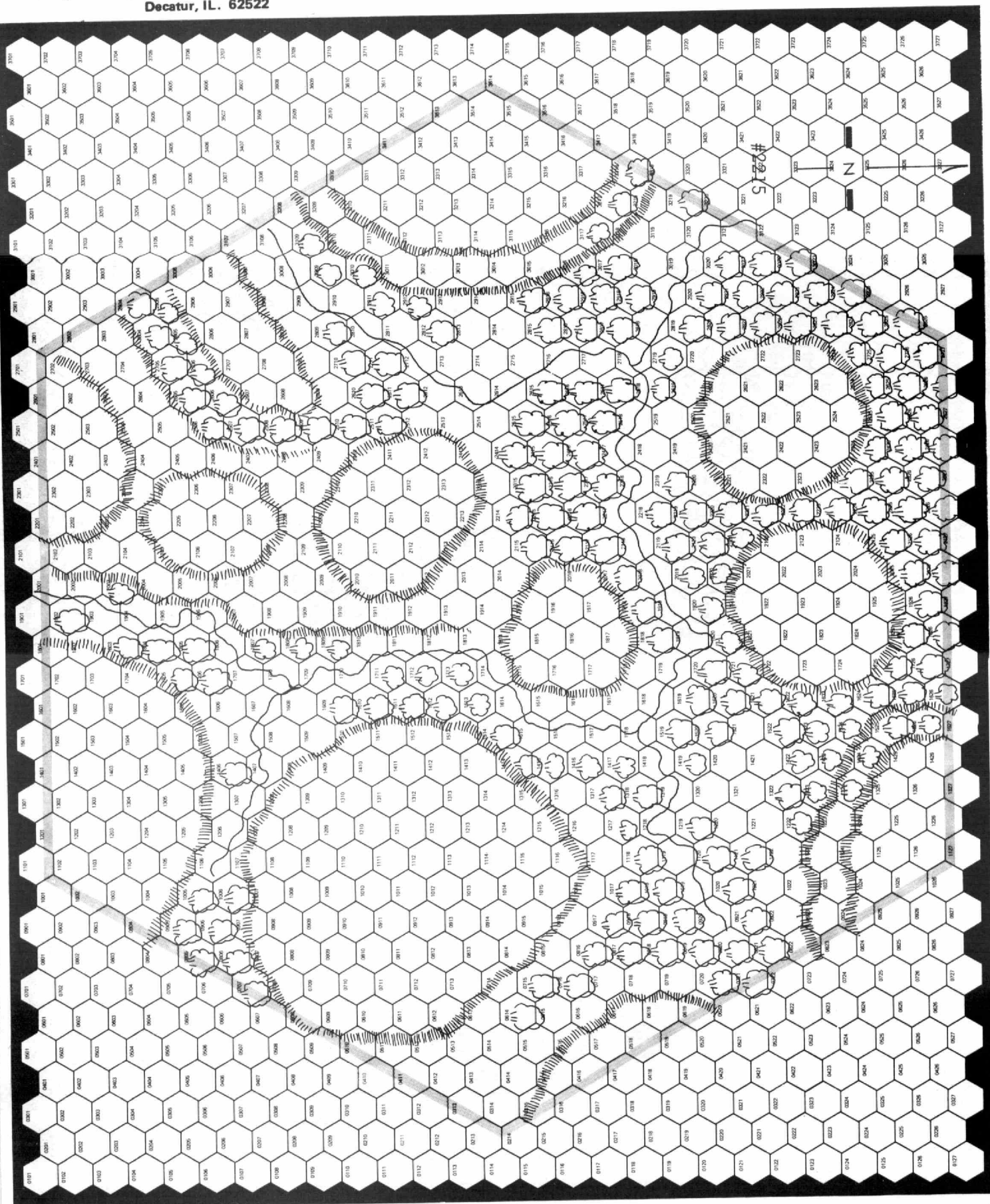


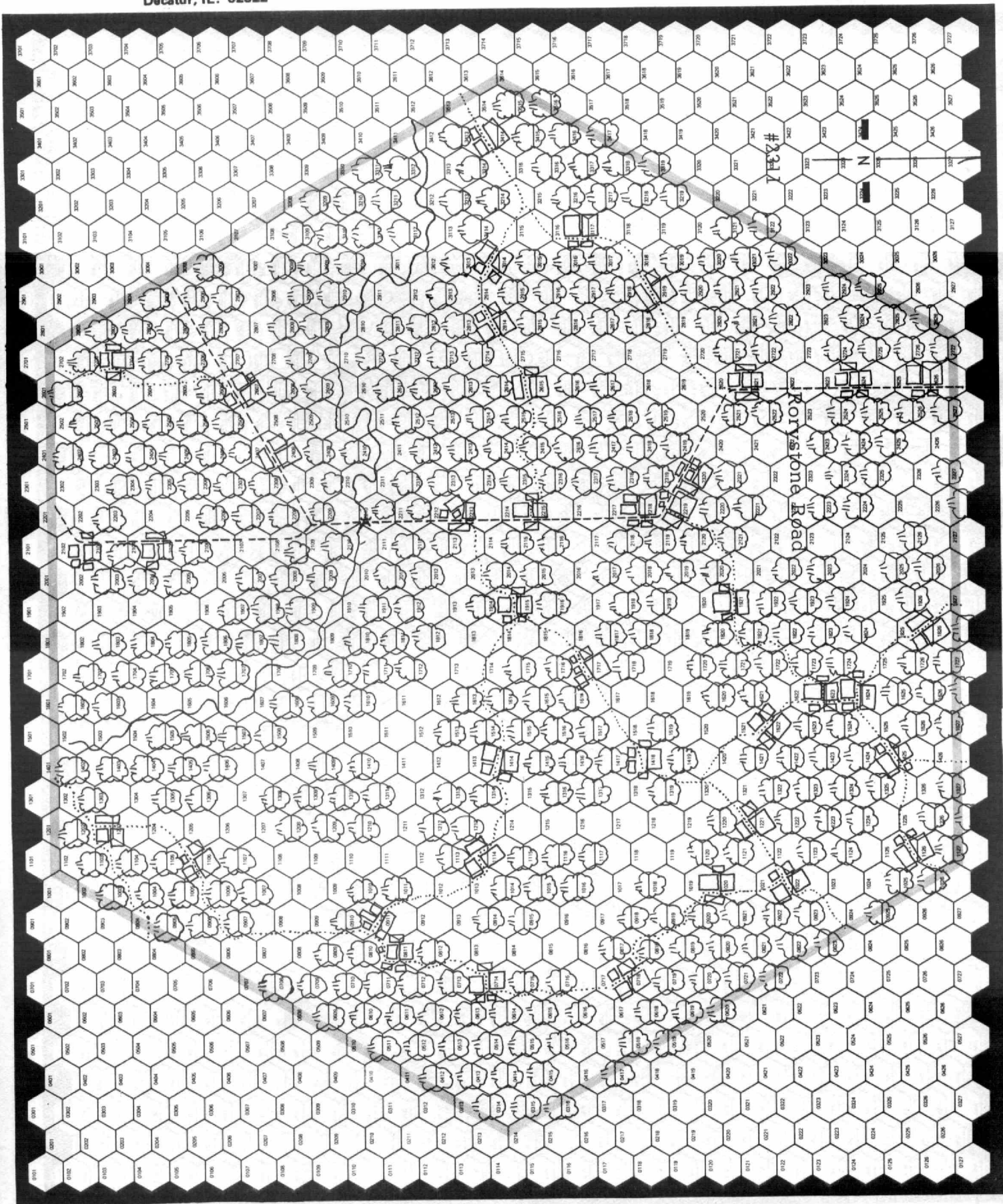


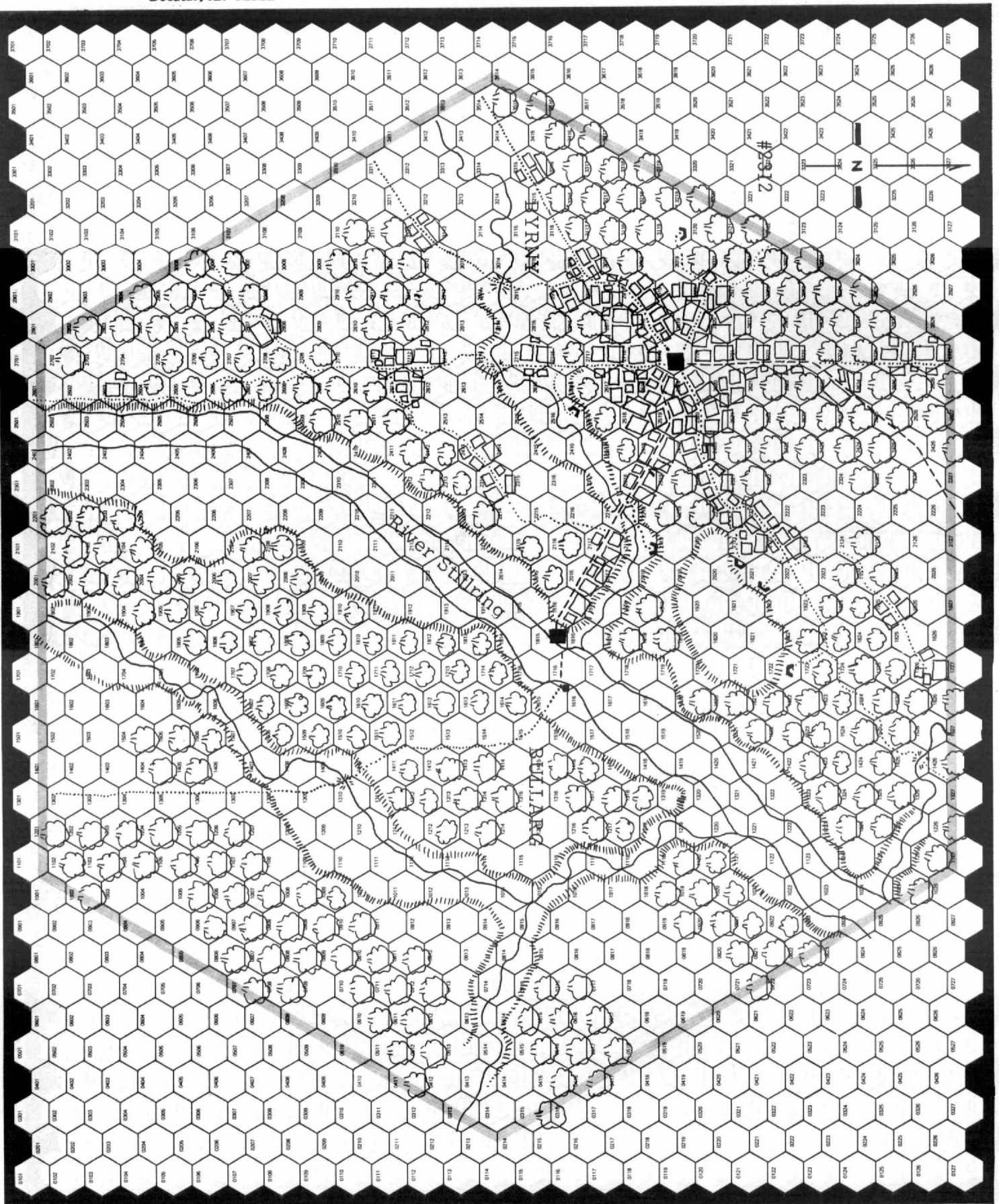


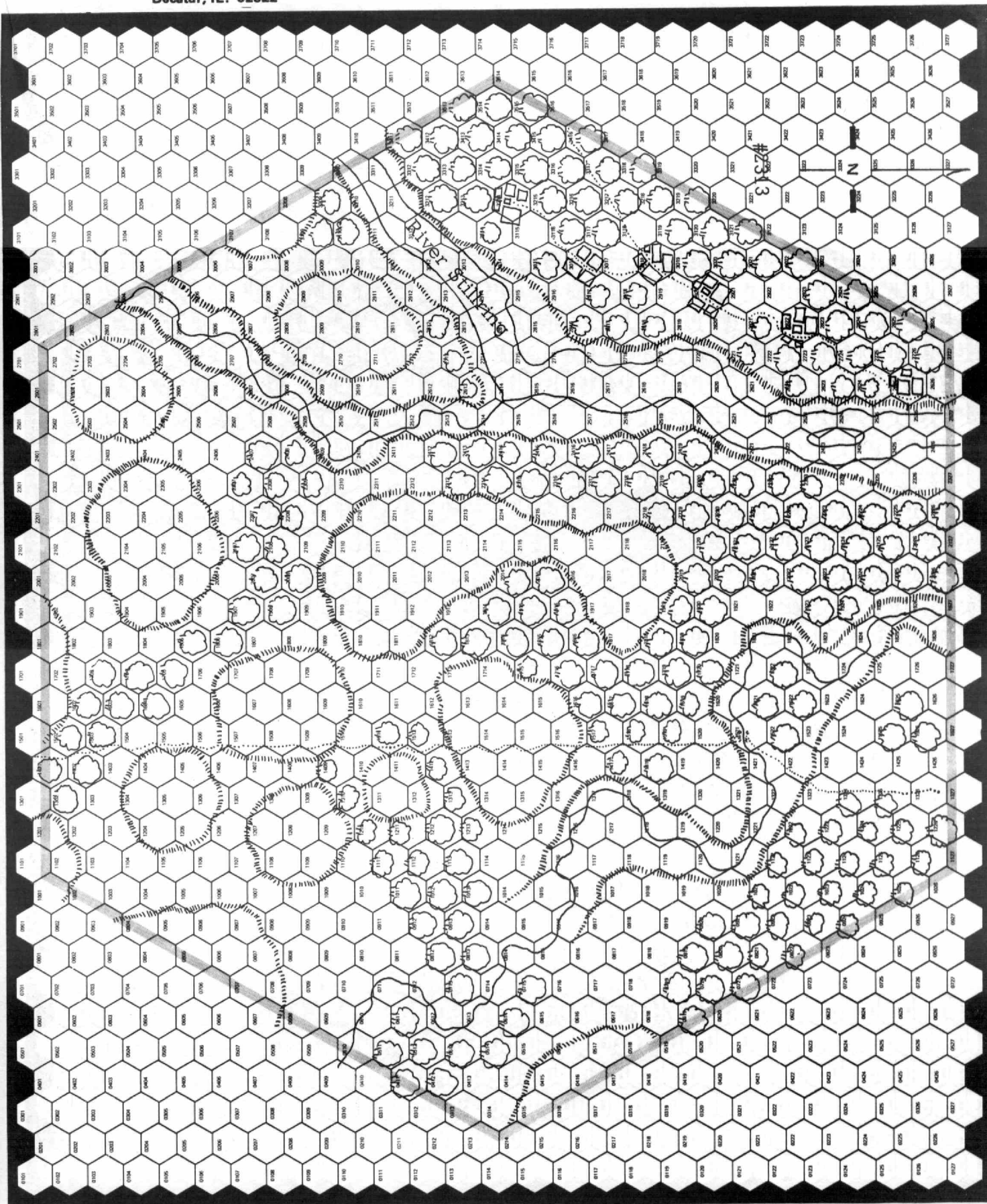


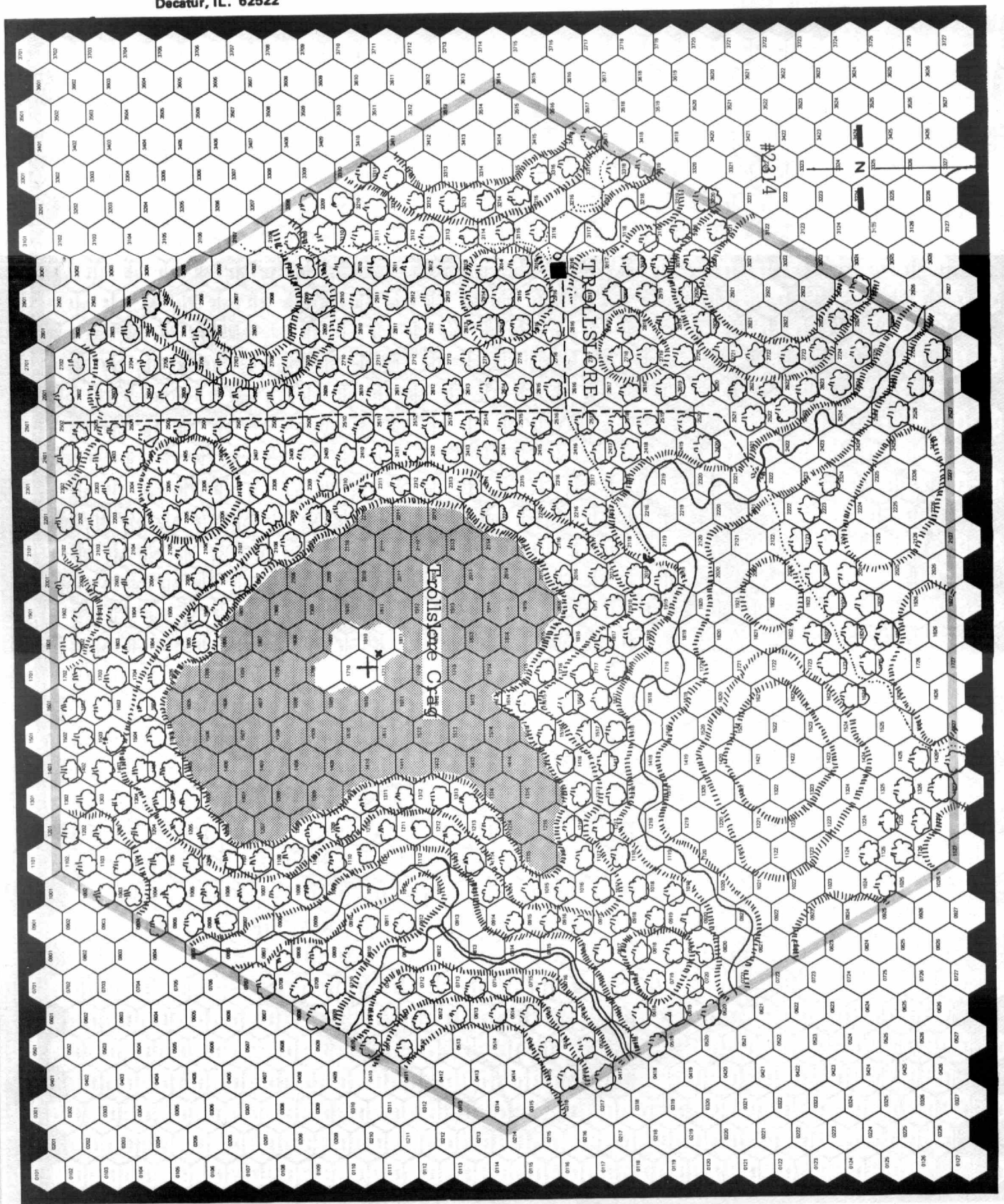


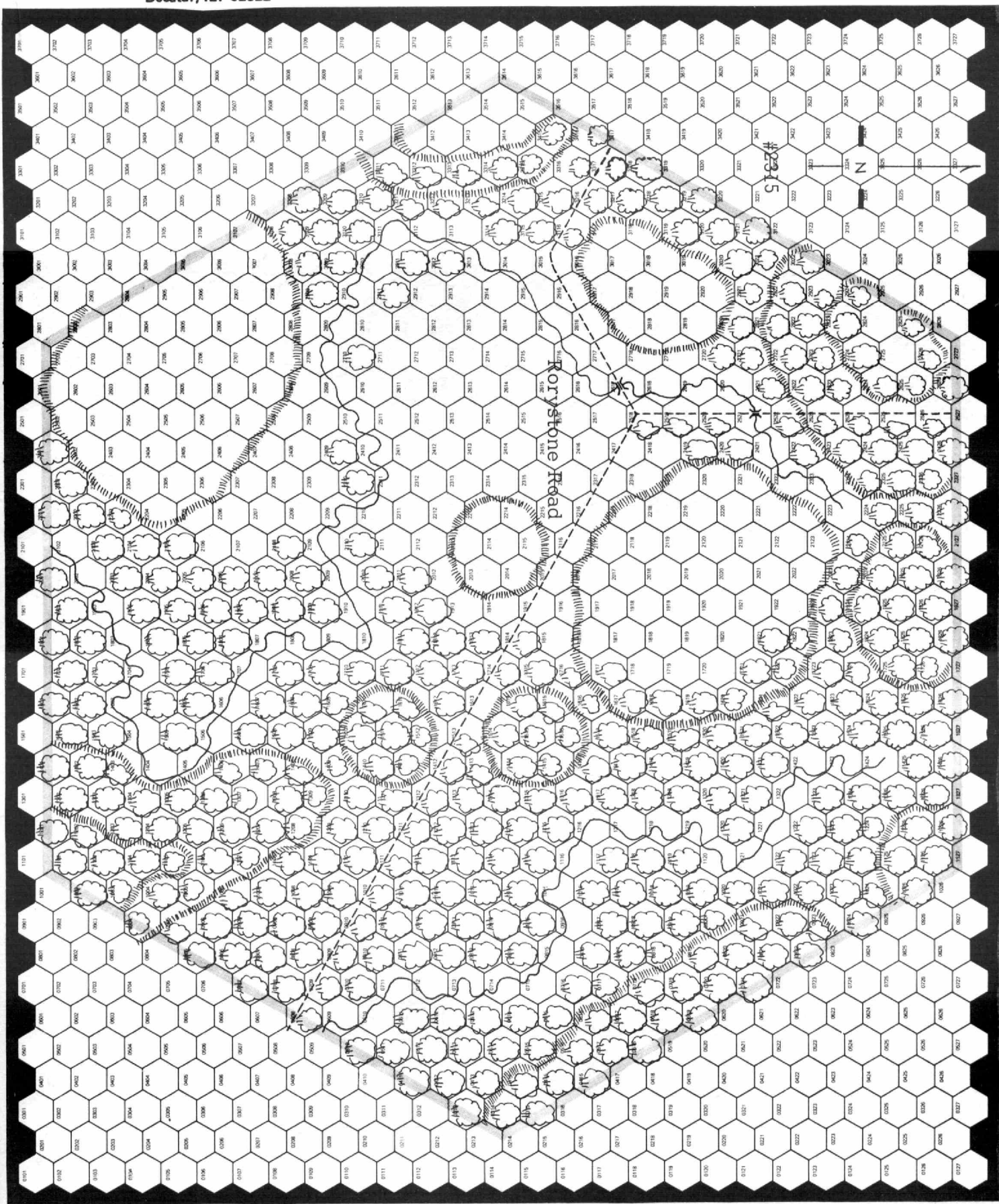


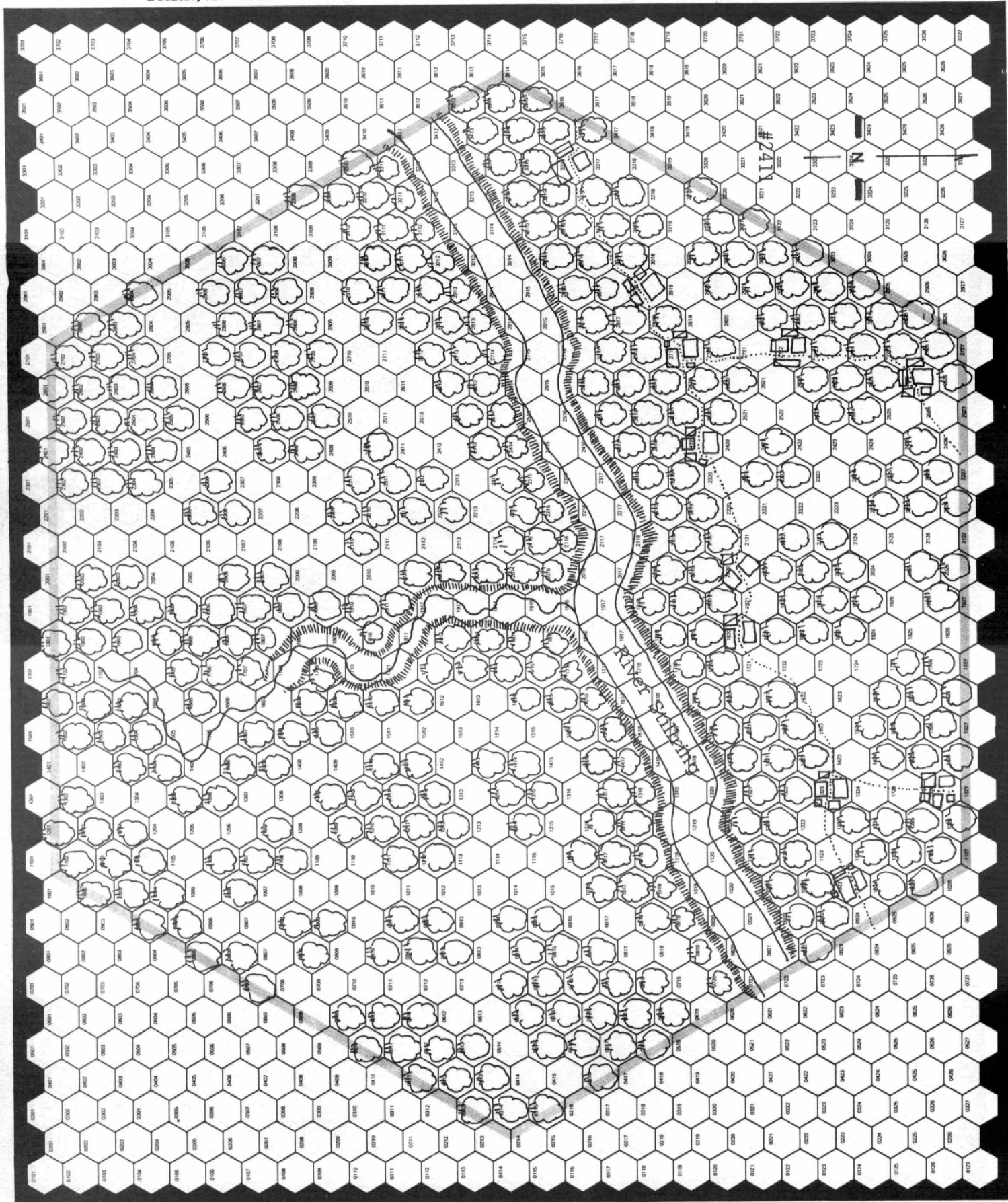


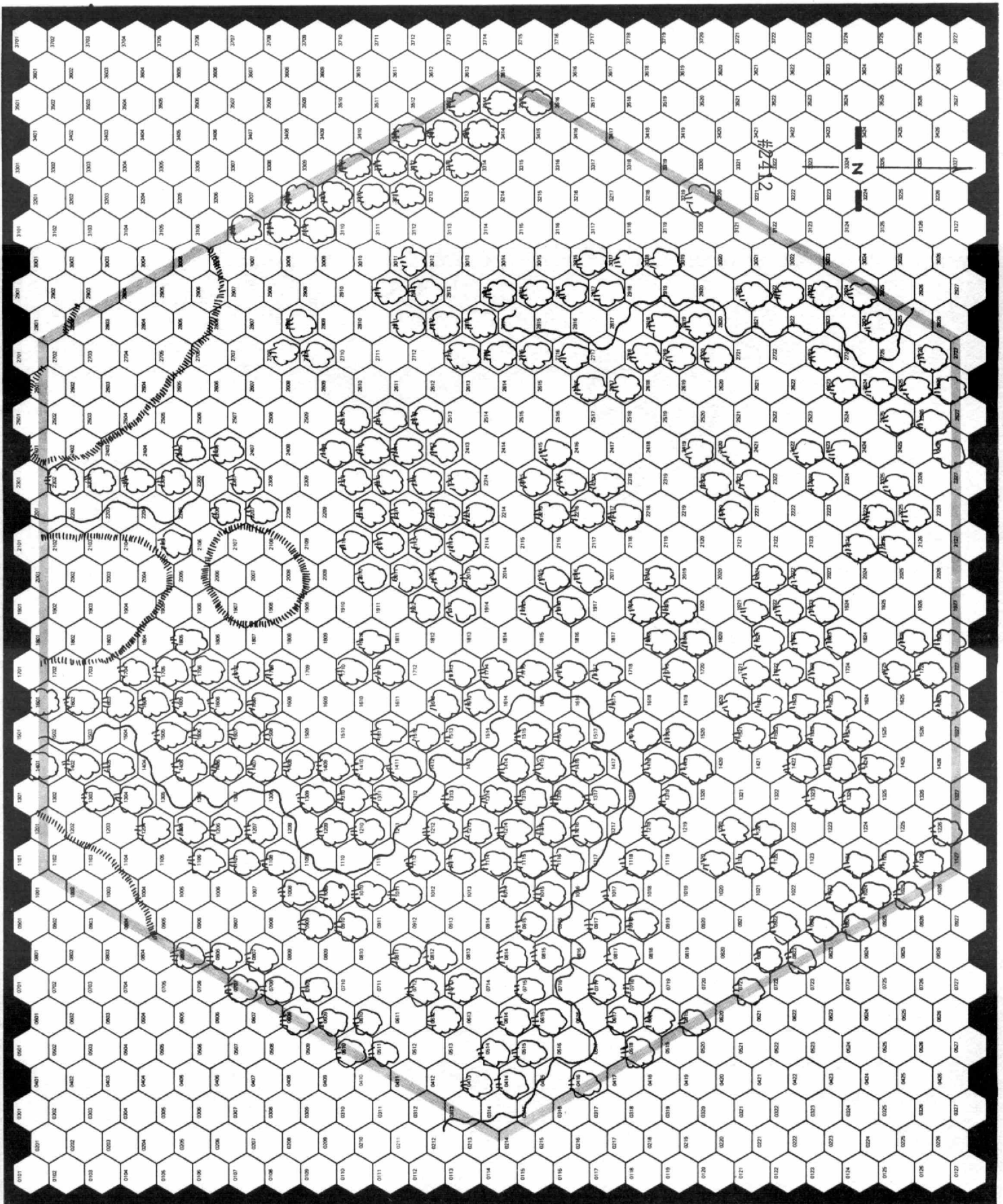


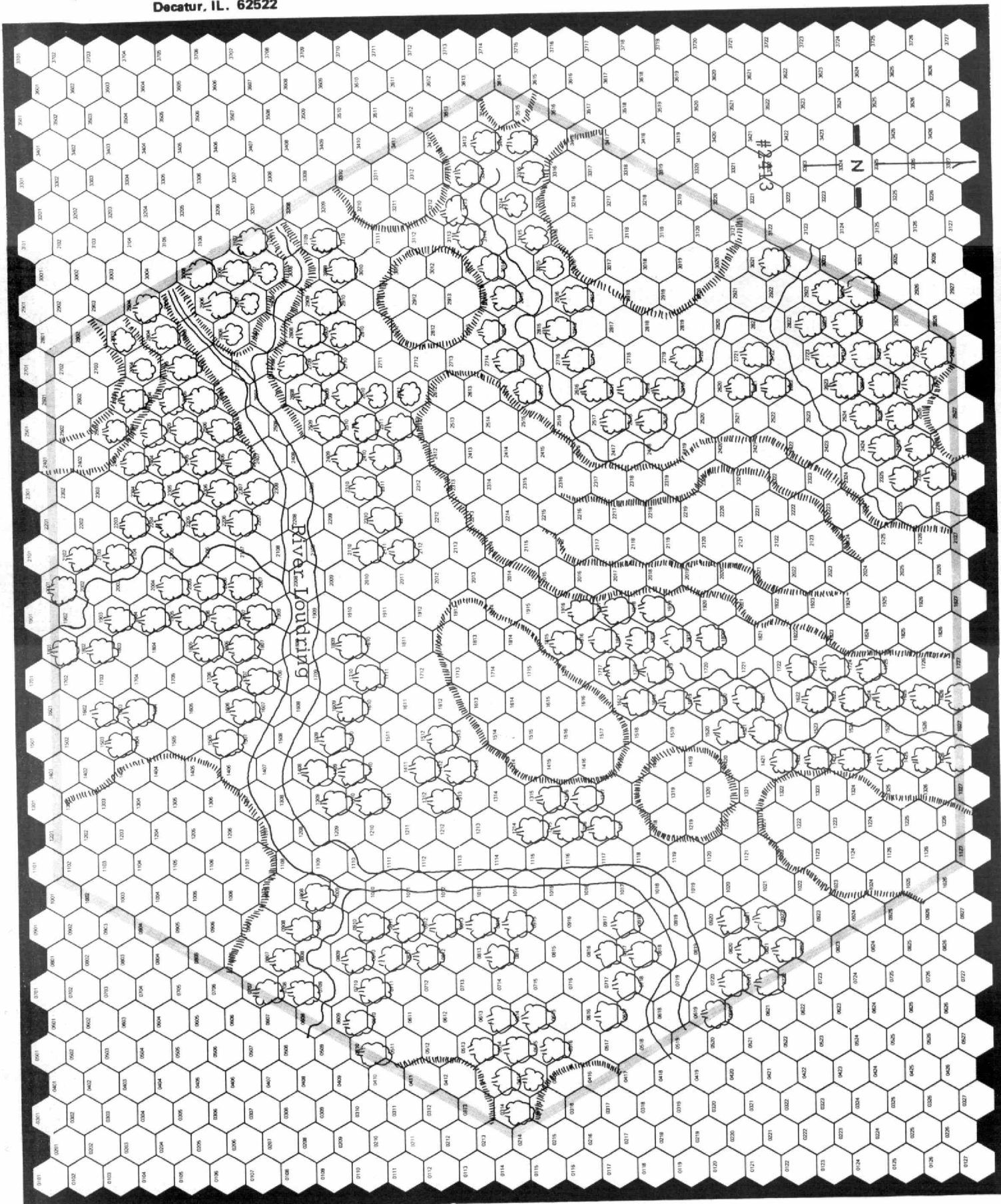


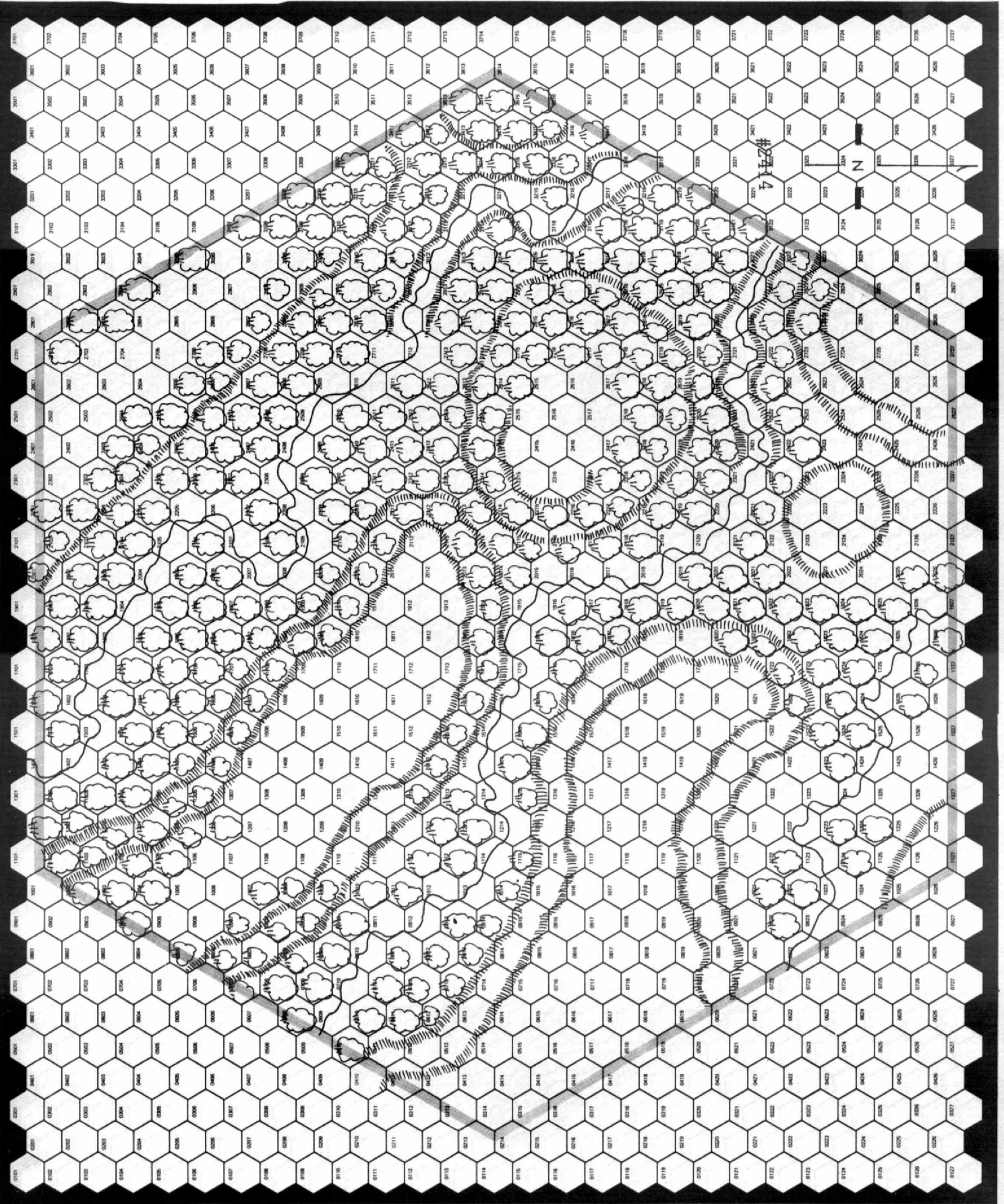


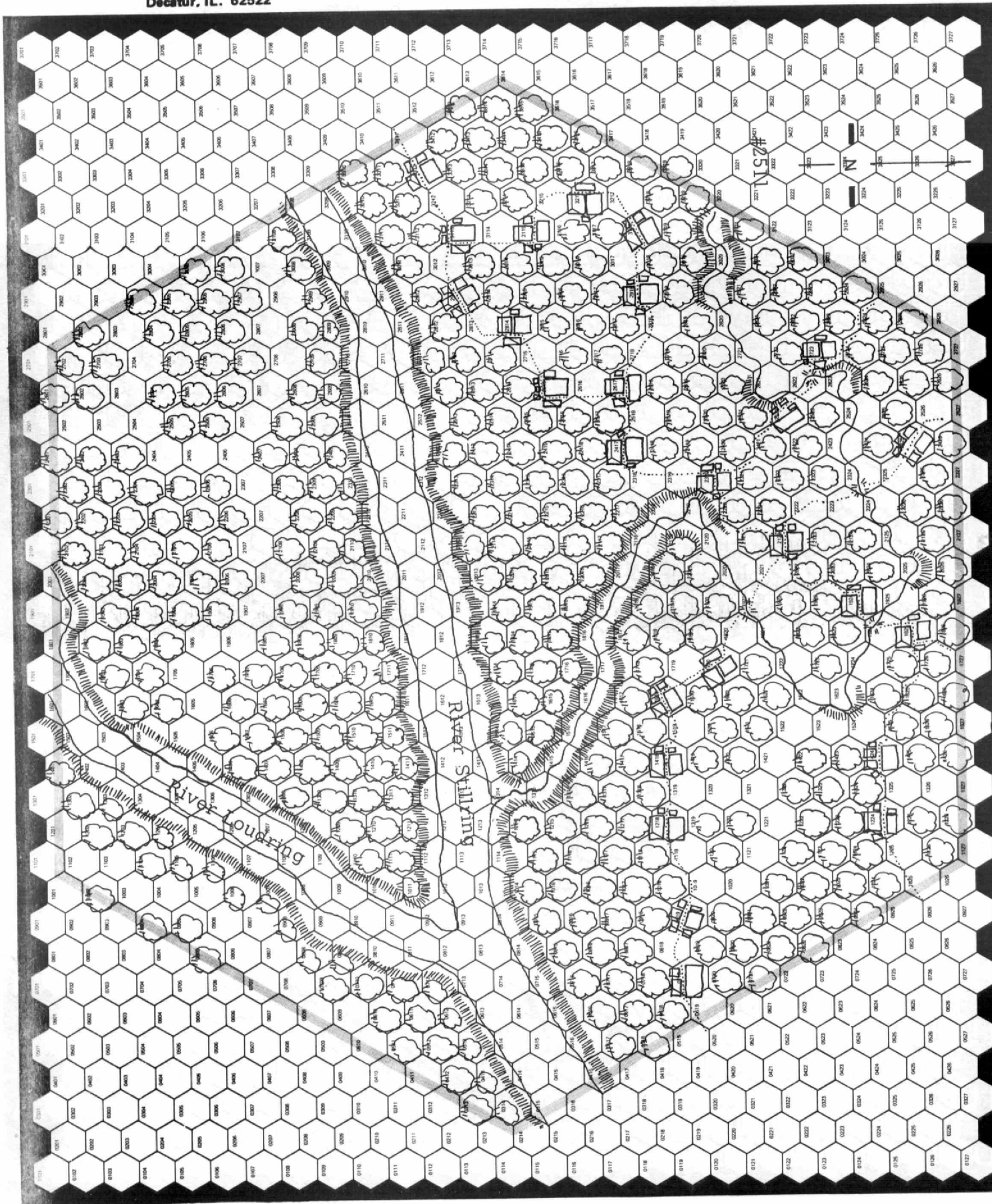






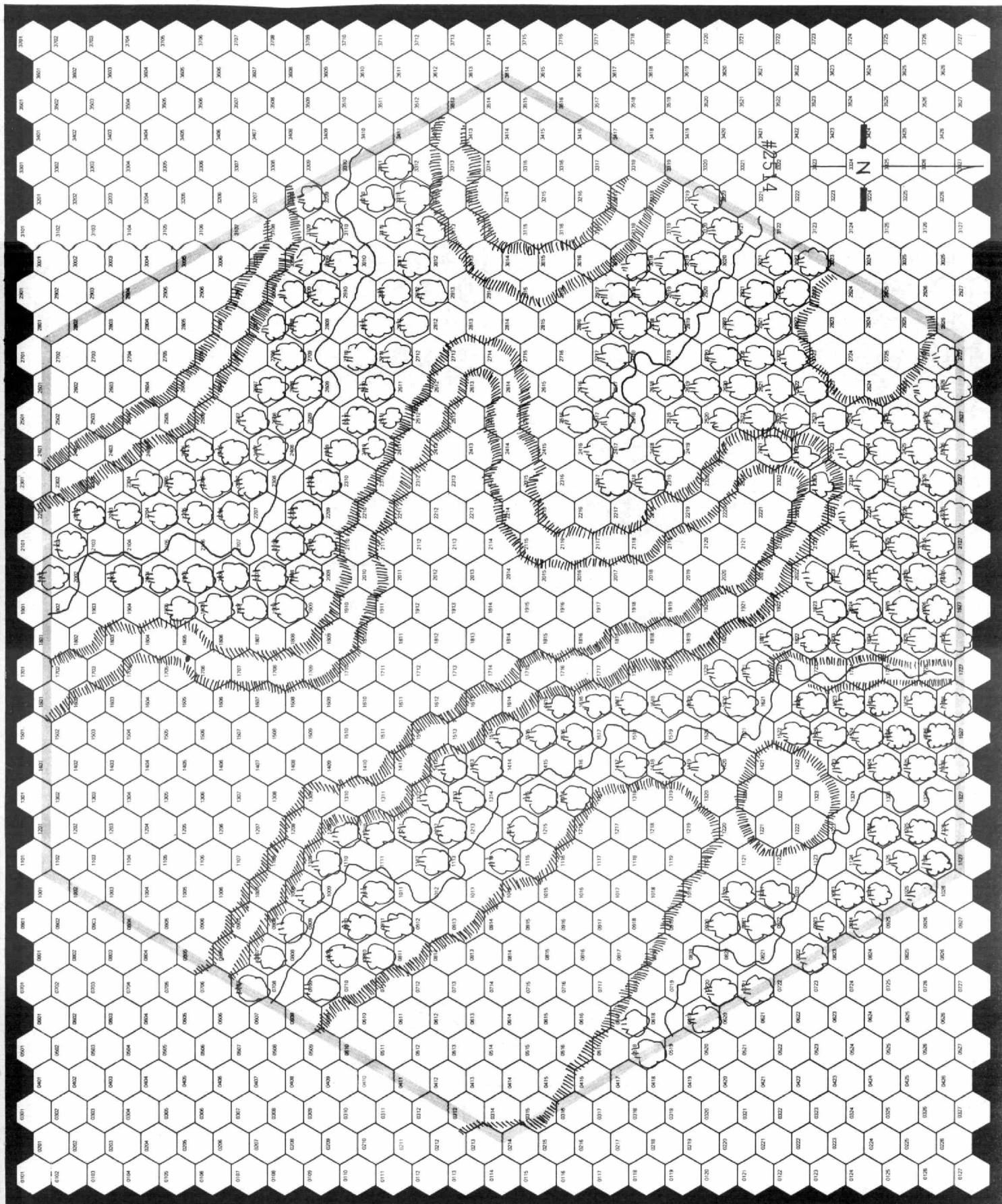


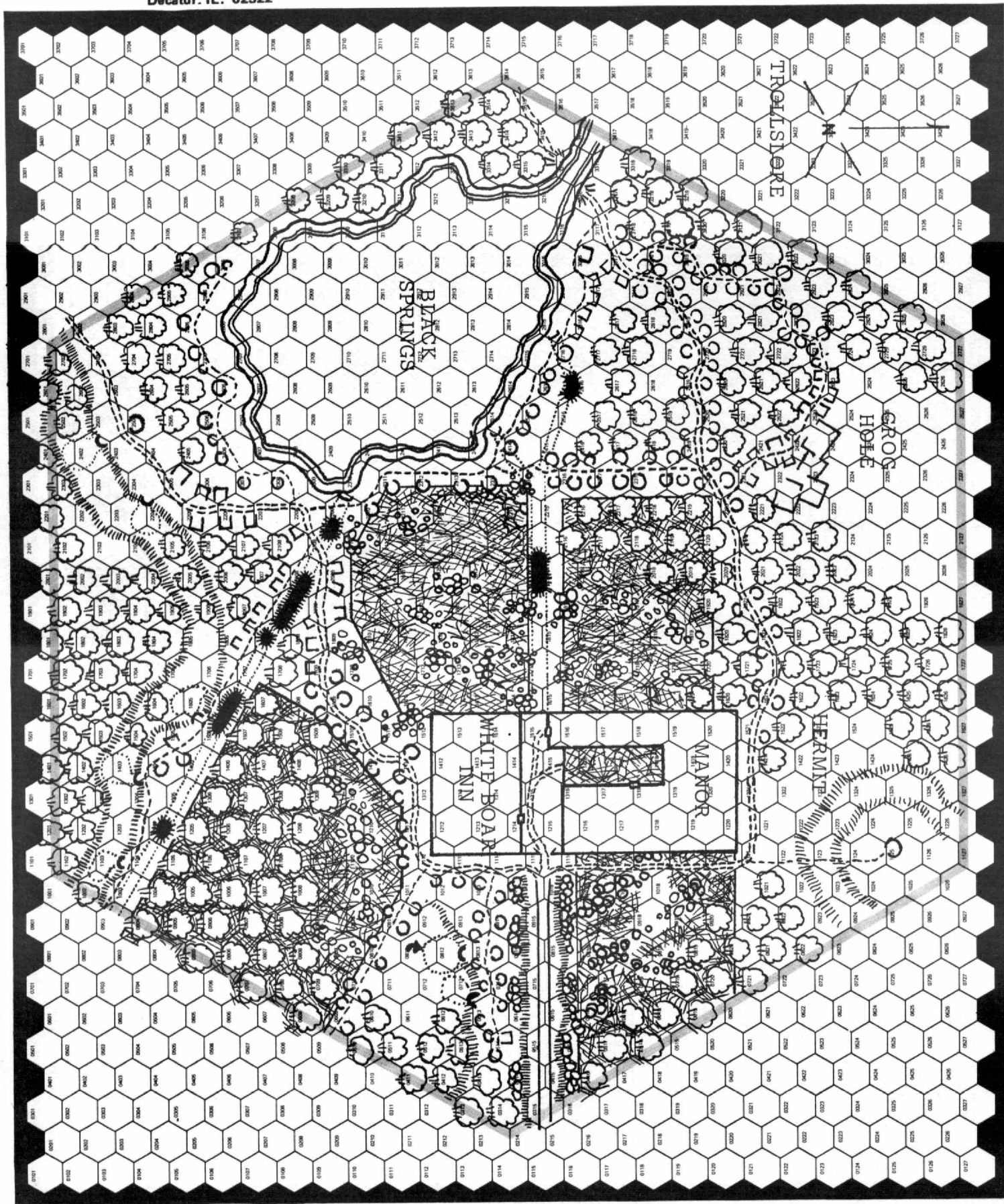














Byrny: Events and Encounters

At any given time there will be 2 - 12 people of various types (miners, craftsmen, children, passing travellers, wives) on the street. They generally ignore each other and any passing strangers, but will shout an alarm should the peace be broken or a passer-by is attacked or accosted. Within shouting distance there will be 3 - 18 miners recuperating from illness or injury (Class: Fighter, Align: N, Level 1 - 3, HD: d4 due to incapacity, AC: 7, Weapon: Broadswords) who will attempt to break up the disturbance and subdue any troublemakers; Governor Hetalan is authorized to dispense justice; sentences are carried out swiftly.

If an encounter is rolled for, d20 for type on the table below:

- 1) Party Leader insulted by six miners: Class: Fighters, Align: N, Levels: 3, 1, 1, 2, 1, 2, HP: 17, 6, 2, 12, 4, 8, AC: 7, Weapon: Broadswords.
- 2) Male with highest Charisma in party propositioned by "soiled dove": Class: Thief, Align: N, Level 4, HP: 9, AC: 9, STR: 6, INT: 15, WIS: 12, CON: 10, DEX: 17, CHAR: 16, Weapon: Dagger, purse: 37 SP.
- 3) Clod of dirt thrown at party leader by village idiot: Class: Fighter, Align: CG, Level 1, HP: 6, AC: 7 STR: 18 (60), INT: 3, WIS: 14, CON: 16, DEX: 9, CHAR: 3, Weapon: Battleaxe. It is against the law to strike him.
- 4) Party leader struck by whip for 1 - 3 HP by wagon driver. Caravan of three wagons, loaded with iron to be shipped to Thunderhold; each wagon is carrying thirty fifty-pound bars and is being drawn by four draft horses. Drivers: Class: Fighters, Align: CG, Levels: 1, 2, 3, 1, 1, 2, HP: 8, 12, 19, 4, 3, 10, AC: 4, Weapon: Heavy Crossbows and Broadswords. The third level one swung the whip, and is shouting at the party to get out of the way.
- 5) An outskirts farmer and one of his sons, riding their horses into town to buy some things they need around the farm. Class: Fighters, Align: LG, Levels: 3, 1, HP: 15, 4, AC: 7, Weapon: Broadswords; the older one is carrying 39 SP. One of the party members is kicked for 1 - 6 HP by the son's horse as they pass by.
- 6) The rearmost member of the party is the attempted "mark" of an eight-year-old pickpocket: Class: Thief, Align: N, Level 1, HP: 3, AC: 9, STR: 5, INT: 13, WIS: 10, CON: 12, DEX: 17, CHAR: 14, Weapon: Dagger and Sling.
- 7) Mutual surprise with a band of ten brigands: Class: Fighters, Align: CE, Levels: Leader: 3rd, all of the rest: 1st, HP: 19, 8, 9, 7, 5, 3, 3, 2, Weapon: Shortbows, Broadswords, and assorted Hand Axes and Clubs.
- 8) Smithing services offered to party leader by wandering Dwarven Blacksmith, Dror: Class: Fighter, Align: LG, Level 6, HP: 45, AC: 4, Weapon: +2 Broadsword, Till: 163 SP, 225 CP. He is driving an old wagon drawn by what looks like an old swaybacked nag covered with a shawl. The shawl is magical and will make whatever it surrounds appear old, broken-down and ordinary. The animal is actually a pegasus: Align: CG, HD: 4, HP: 29, AC: 6, Attack: 1 - 8/1 - 8/1 - 3, that befriended the Smith and can fly while pulling the wagon.
- 9) Party ordered out of the road by Lieutenant Grondmoss of the First Regiment, Stillring Brigade: Class: Fighter, Align: LG, Level 9, HP: 70, AC: 4, Weapon: +3 Mithril Broadsword, Crossbow of Speed, Pike. He is leading a detachment of 39 Fighters: Class: Fighters, Align: LG, Level 4, 2 (all of the rest are 1st level), HP: 30, 11, 6, 4, 3, 7, 2, 5, 8, 9, 9, 7, 4, 5, 3, 6, 8, 2, 8, 5, 3, 6, 4, 2, 7, 9, 8, 2, 4, 6, 5, 3, 9, 8, 8, 6, 5, 2, 7, AC: 4, Weapon: Pike, Heavy Crossbow, and Broadswords. The Swords of the fourth level and second level Fighters and the 9 HP first level Fighters have been blessed by the Patriarch of Thunderhold to be +1 against Goblins for a year and a day (360 days left). They have been sent by the King of Thunderhold to protect the village against the Goblin raids from the south.

- 10) Party Leader approached by crippled Beggar: Class: Thief, Align: LG, Level 3, HP: 14, AC: 9, STR: 18 (60), INT: 14, WIS: 15, CON: 16, DEX: 18, CHAR: 3, Move: 3". Weapon: Club (crutch). Beggar asks for coppers; it is against the law to strike him. He lost his leg in a Goblin raid.
- 11) Party leader approached by pushcart-baker: Class: Fighter, Align: N, Level 2, HP: 11, AC: 7, STR: 17, INT: 12, WIS: 7, CON: 8, DEX: 12, CHAR: 5, Weapon: Spear. He offers various small rolls and loaves of bread, 2 - 12 CP each, to the players. Till: 49 CP, in a small leather pouch at his waist.
- 12) Mutual surprise with a party of Smugglers, three Thieves and six Fighters, preparing a shipment of rare wine for shipment to the City State without paying tariffs. Class: Thieves, Align: N, Levels: 5, 3, 4, HP: 23, 17, 22, AC: 6, Weapon: Broadswords and Daggers. Class: Fighters, Align: CE, Levels: 1, 1, 4, 2, 1, 3, HP: 9, 6, 20, 15, 3, 17, Weapons: Light Crossbows and Battleaxes. All fighters except the third level one also have Lances; five medium warhorses are saddled nearby; they are loading six fifty-gallon kegs of wine on two heavy wagons drawn by eight draft horses. Each keg is worth 250 GP if sold to a wine merchant in the City State. In the fourth level Fighter's saddlebags: 312 SP, 437 CP.
- 13) Religious conversion of party attempted by three Druids: Class: Druids, Align: N, Levels: 6, 3, 4, HP: 31, 12, 19, Weapon: Scimitars, purses: 390 SP, 113 CP, 215 CP.
- 14) Party attacked by nine giant Rats coming out of a shadowy drainage ditch: Align: N, HD: 1/2, HP: 4, 2, 1, 2, 2, 3, 4, 4, 1, AC: 7, Attack: 1 - 3.
- 15) Religious conversion of party attempted by three priests of Hephaestus: Class: Clerics, Align: CG, Levels: 6, 4, 3, HP: 22, 11, 10, AC: 9, Weapon: Maces, purses: 50 SP, 35 SP, 41 SP.
- 16) Party approached at full speed by a runaway draft horse: Align: N, HD: 3, HP: 18, AC: 7, Attack: 1 - 4/1 - 4/1 - 3, Move: 12". If caught or otherwise stopped unharmed it will bring a 10 SP reward from the owner, who is chasing it: Class: Fighter, Align: LG, Level 2, HP: 12, AC: 7, Weapon: Shortbow and Broadsword, purse: 37 SP. The owner is an outskirts farmer.
- 17) Mutual surprise with a Goblin-scout from Trollstore: Align: LE, HD: 1 - 1, HP: 6, Weapon: Stone-headed Spear, purse: 22 CP. He was told to check out anything unusual about the town, whether it was alerted, large bodies of armed men, etc. He knows nothing about Custalcon's plans.
- 18) No anonymous passers-by this turn; street deserted except for party and encounter: a hermit Cannibal who hasn't been caught yet: Class: Fighter, Align: LE, Level 6, HP: 35, AC: 7, STR: 17, INT: 13, WIS: 15, CON: 11, DEX: 14, CHAR: 4, Weapon: Broadsword and Dagger, purse: 12 CP. He is dragging away the body of a child he has just killed; he lives in a burrow up in the hills, and descends into the village to prey on lone travellers.
- 19) Mercenary services offered by non-citizen miner: Class: Fighter, Align: LG, Level 1, HP: 6, AC: 9, STR: 16, INT: 7, WIS: 9, CON: 14, DEX: 15, CHAR: 5, Weapon: Battleaxe and Dagger, purse: 7 CP.
- 20) Religious conversion of party attempted by priest of Mokmalla: Class: Cleric, Align: CE, Level 5, HP: 18, AC: 7, STR: 6, INT: 10, WIS: 16, CON: 11, DEX: 9, CHAR: 16, Weapon: Mace, purse: 35 SP. He is accompanied by three "priestesses": Class: Thief, Align: N, Levels: 2, 2, 1, HP: 5, 3, 4, AC: 9, CHAR: 16, 17, 14, Weapon: Dagger.

Encounters (d12)

- | | |
|---------------------------------------|---|
| 1) Wandering Merchant | 7) Party of Adventurers |
| 2) Orc Raiding Party | 8) Band of Dwarves (enroute to capital) |
| 3) Mounted Messenger from Thunderhold | 9) Gnoll Scouting Party |
| 4) Cleric Hiring Mercenaries | 10) Visiting Dignitary and Entourage |
| 5) Trading Caravan | 11) Street Singers: Minstrels and Bards |
| 6) Procession of Monks | 12) Pickpockets |



Trollslore: History, 4433 BCCC

Several thousand years ago (no one has figured out quite how long), an advanced civilization made its capital here. It had made great achievements in mathematics and the natural sciences, and its armies were equipped with plate armor and crossbows; its engineering feats, now crumbled to their foundations, were more marvelous than any now known. Beneath the mansion of the ruler was a vast gold mine, so rich that no other source of precious metal was needed for its currency.

Legend tells of an attack upon the great city by an army of trolls; the siege was broken, but the city had been so weakened that a later plague completely wiped it out, and it was said that a curse was laid on the place, for no mortal man who traveled there returned. A wandering tribe of goblins eventually took up residence in the many caves of the area, and in stone-lined pits that had served as the city's refuse dumps and sewers. The tribe had no hierarchy or chief, other than the fact that the larger goblins could bully the smaller ones into doing what they wanted; a rigid pecking order existed, but that was all. The goblins foraged and hunted in the surrounding woods and hills, and changed little as the centuries passed and the world aged around them.

In 4410 an adventuring expedition was set upon near the site of the old ruins by a large goblin hunting party, and all but one of the adventurers were killed. The last, a young fighting-man named Custalcon was captured and taken back to the goblin-pits as a slave. There, while searching for a place to dispose of some bones, he stepped on a soft spot in the ground and was swallowed up. Had he not been carrying a torch he would have been lost; but he was, and found himself in an unknown tunnel, which had been part of the gold mine of the ancient city. He found many skeletons, and great piles of sacks containing gold ore.

Later he escaped his enslavement, and was to wander the earth for several years with different bands of adventurers; but he remembered secrets well, and the things that one of those sacks bought had kept him alive for several weeks while finding his way to the City State.

Finally, in 4423, Custalcon returned in triumph to the goblin-village at the head of a large band of experienced warriors. They slew many of the goblins, and subdued the rest; by now the population had grown so that many of the creatures were fashioning crude lean-tos and huts. Custalcon's men built a manor to stay in, directly over the opening to the mines, and began to slowly quarry out the gold; the materials were financed by the many bags of gold ore that had been stored by the ancient miners.

But he soon began encountering the secret cellars of the king's mansion, and the traps set there started killing his men. So Custalcon began to forcibly recruit goblins to lead the way and open all doors and chests for him; when he was through with them, they were murdered, if they still lived.

In an attempt to organize the tribe into a cohesive unit under his command, Custalcon has recently been cajoling the goblins into following him on raids to nearby villages and hamlets. The first raid included Custalcon, his bodyguards, and twelve goblins; but word of the adventure and booty to be had found its way from cave to cave, and now as many as a hundred goblins will accompany him. The target most often attacked is Byrny, a fairly large village some ten miles to the north.

Some sixty years ago a wandering cleric accidentally summoned one of the minor deities of the lost civilization: Mokmalla, a demi-goddess of love. She gained control of him and turned him to her evil ways, and forced him to spread her worship once again. He changed his name to Mok in her honor (being totally in her power), and when the band of Custalcon entered the area they were converted just before being attacked by the goblins. Custalcon spread the religion to the City-State, and all his hirelings are members of the faith. Mok also tried to spread it to the goblins, but that race never was known to take well to religion.

Three years ago the manor walls were extended to include a small inn as trade, both legal and illegal, between the City State and Thunderhold had begun passing through. Most recently certain clan factions among the goblins have voiced dissent against the human populace, and they covet the manor and the relative riches glimpsed there.

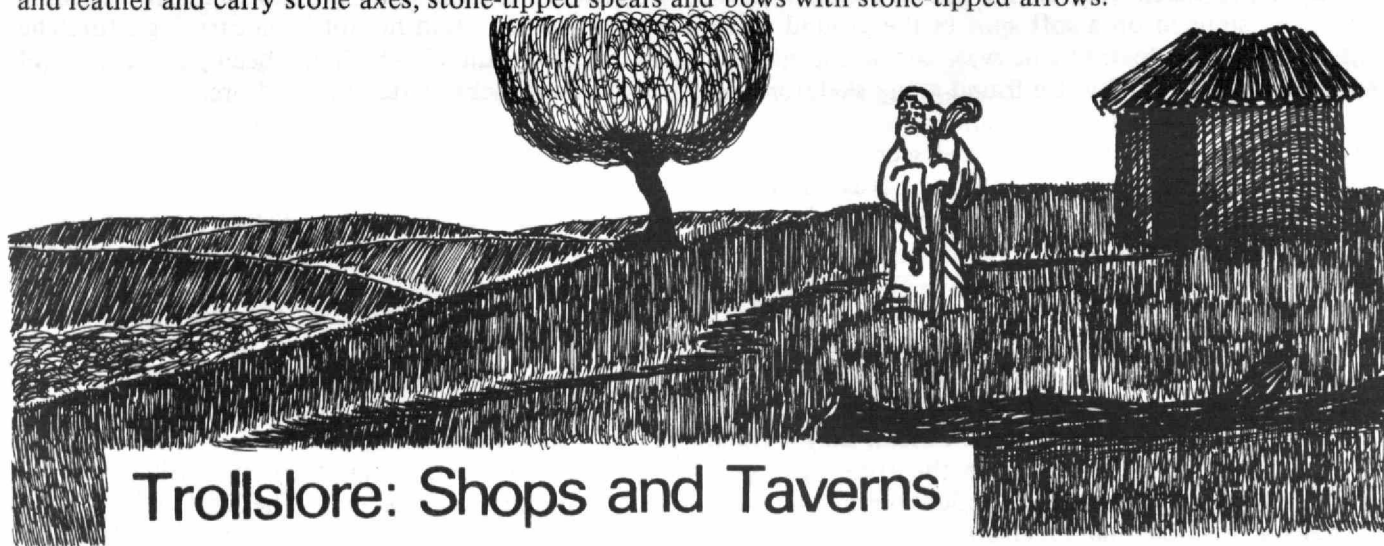


Trollslore: Way of Life

The town's population of 194 able-bodied males includes 145 goblins and 49 humans. Almost all of the goblins live in caves, roofed-over pits and crude huts, self-sufficient and living off the land through hunting and foraging, lacking even the advancement necessary for the fungus-farming normally popular with that race. Life is hard and cruel; those who can't pull their own weight die of starvation, or are killed to have the nuisance of their existence removed more quickly. The humans live in a manor-complex, exerting a loose, vague sort of control over the goblins through strong-arm methods; they mine gold in the secret mine below, and live in fair comfort from the returns after the ore is taken to the City State and traded for other goods. The mine is the best kept secret of Trollslore.

The religion (the worship of the demi-goddess of love, Mokmalla) is not based on the romantic aspects of love; Mokmalla is chaotic-evil. The faith requires a genuflection upon rising in the morning, plus a monthly ceremony in which a cleric is paid a sum to perform certain rites and turn the devotee over to a "priestess". It is a Stone Age religion, and extremely male-chauvinist; to this cult, females have no souls, and any monthly ceremony for them would be a waste of time.

The humans of the manor have modern weapons and armor; the goblins, for the most part, wear furs and leather and carry stone axes, stone-tipped spears and bows with stone-tipped arrows.



Trollslore: Shops and Taverns

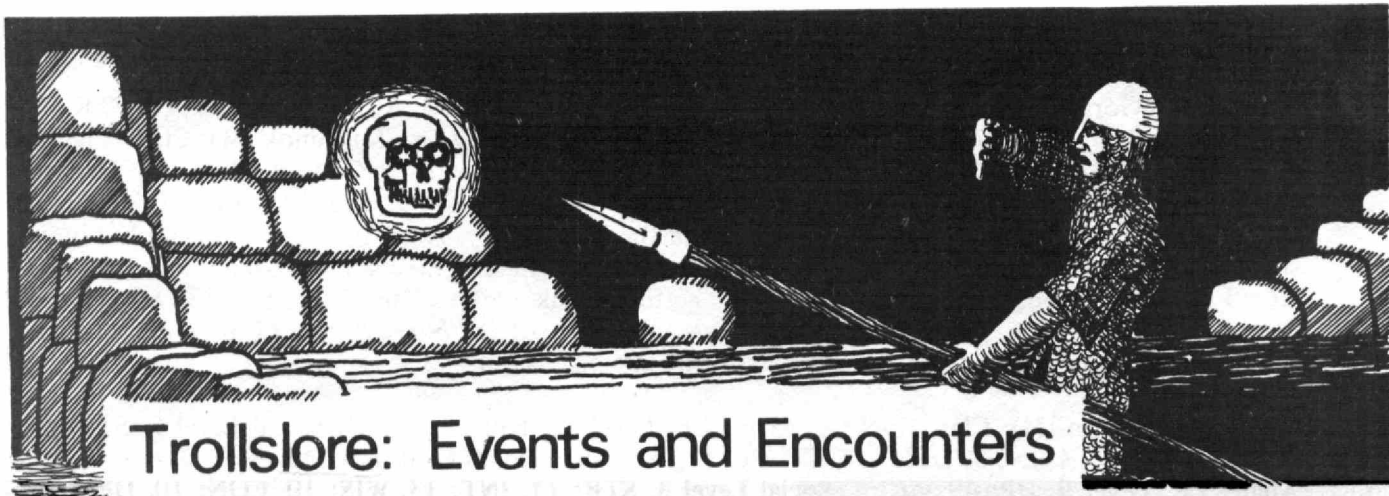
White Boar Inn - Tarmok (M): Class: Fighter, Align: CG, Level 5, HP: 27, AC: 4, Social Level: 3, STR: 16, INT: 7, WIS: 8, CON: 12, DEX: 13, CHAR: 6, Weapon: Broadsword. **Villamok** (M): Class: Fighter, Align: N, Level 5, HP: 25, AC: 4, Social Level 3, STR: 17, INT: 6, WIS: 9, CON: 14, DEX: 15, CHAR: 7, Weapon: Broadsword. Wine, Ale or Beer 5 GP/mug, Bean Soup 4 GP/bowl, Eggs 2 GP/each, Steaks 12 GP, Room for the night 20 GP/person; unless travellers want to sleep outside with the goblins this is the only place, so they can charge what they want. The humans who live permanently here are charged the same amounts in CP, and 1 - 6 bodyguards will be here (Class: Fighters, Align: CE, Levels 1 - 3, AC: 4, Weapons: Broadwords). *Rumor: Custalcon is planning a raid on Byrny for tomorrow night. Rumor: A large army of heavily armed troops is approaching Trollslore from the south. Rumor: A bearded, battered Dwarf has just entered Trollslore, trundling a handcart laden with goblin-corpses.* Till: 53 GP.

Grog Hole - Goramok (M): Class: Fighter, Align: CE, Level 6, HP: 33, AC: 4, Social Level 3, STR: 17, INT: 10, WIS: 9, CON: 7, DEX: 10, CHAR: 11, Weapon: Broadsword. Kassamok (M): Class: Fighter, Align: CE, Level 4, HP: 21, AC: 4 Social Level 3, STR: 17, INT: 12, WIS: 7, CON: 9, DEX: 15, CHAR: 5, Weapon: Broadsword. This is a jumbled grafting of several large lean-tos. Wine, Ale, or Beer 2 CP/mug; the goblins are self-sufficient but they can't make their own brew. Also there is an incredibly potent, sour drink available called "grog". . . its effects can be imagined. 2 - 12 goblins (Align: CE, HD: 1 - 1, AC: 9, Weapon: Stone Hand Axes) will be here getting drunk at almost any hour. Till: 136 CP. *Rumor: Raiders from the north, perhaps from Byrny, struck last night and burned several goblin huts. Rumor: A hill giant is being held subdued in the cellar of Custalcon's manor.*

Manor - Custalcon (M): Class: Fighter, Align: LE, Level 11, HP: 65, AC: 4, Social Level 6, STR: 17, INT: 14, WIS: 8, CON: 5, DEX: 15, CHAR: 12, Weapon: Broadsword. **Miramok** (M): Class: Fighter, Align: LE, Level 9, HP: 49, AC: 4, Social Level 3, STR: 17, INT: 13, WIS: 10, CON: 10, DEX: 14, CHAR: 9, Weapon: Broadsword. **Halamok** (M): Class: Fighter, Align: CE, Level 6, HP: 25, AC: 5, Social Level 2, STR: 14, INT: 8, WIS: 11, CON: 9, DEX: 12, CHAR: 5, Weapon: Broadsword. **Tullamok** (M): Class: Fighter, Align: CE, Level 7, HP: 31, AC: 5, Social Level 2, STR: 15, INT: 9, WIS: 7, CON: 12, DEX: 14, CHAR: 6, Weapon: Battleaxe. **Vatamok** (M): Class: Fighter, Align: CE, Level 6, HP: 28, AC: 5, Social Level 2, STR: 13, INT: 8, WIS: 9, CON: 9, DEX: 6, CHAR: 3, Weapon: Battleaxe. **Wolomok** (M): Class: Cleric, Align: LE, Level 4, HP: 13, AC: 4, Social Level 2, STR: 15, INT: 9, WIS: 17, CON: 13, DEX: 15, CHAR: 10, Weapon: Mace. Home of Custalcon and his personal bodyguard, palatially steeped in luxury (relatively) with crude tapestries, gold fittings, actual furniture, oil lamps, etc. Custalcon has a female servant staff that also serves as the string of "priestesses" for the worship of Mokmalla: nine female Thieves of assorted neutral and evil dispositions and good looks. In addition there are 3 - 18 bodyguards (Class: Fighters, Align: CE, Levels 1 - 3, AC: 5, Weapons: Battleaxes). In Custalcon's private quarters, a locked chest under loose flagstones: 1720 GP, 3550 SP, and a map to the City State. *Rumor: Custalcon has decreed that all travellers in Trollstore must practice the local religion while here. Rumor: The City State has sent an assassin to remove the irritating Custalcon. Rumor: Goblins are beginning to find entrances into underground catacombs. . . they don't come back out.*

Hermit - Mok (M): Class: Cleric, Align: CE, Level 16, HP: 55, AC: 7, Social Level 8, STR: 12, INT: 14, WIS: 18, CON: 15, DEX: 17, CHAR: 10, Weapon: +3 Mace. Yes, this is the guy from whose name almost everybody else's in town is derived. He is the founder of the local religious cult, and the few guesses as to his age have all been in three figures. Mok is the real guiding force of what little order there is in the village, and Custalcon comes here often for consultation. One night a month, Mok goes down to the manor for the monthly religious ritual. He is, quite simply, an old lecher with enough muscle to make an entire village reflect his personal whims. In his hut, buried under the dirt floor, a chest: if anyone touches it who is not chaotic-evil, they suffer a *Change Alignment* so that they are changed and take 10 - 60 points of damage from an exploding capsule of acid. Inside: 2140 GP, 6500 GP worth of loose stones (rubies, emeralds, pearls), and a Necklace of Water Breathing.

Notes _____



Trollstore: Events and Encounters

Most encounters will be with small parties of goblins. Outside the enclosure of the inn and manor, consult the following table (d10):

- 1 - 2) 2 - 12 Goblins, Align: LE, HD: 1 - 1, AC: 7, Weapon: Stone Hand Axes and Slings.
- 2 - 4) 2 - 12 Goblins, Weapon: Stone Hand Axes and Spears.
- 5 - 6) 2 - 12 Goblins, Weapon: Stone-headed Spears and Shortbows.
- 7 - 10) Normal Encounter (see below).

If the encounter is within the walls it will be normal; roll a twelve-sided die and consult the following table. Above, the goblins simply attack the party. At all times outside the walls there will be 3 - 18 goblins near the party (within view), usually females and young; these avoid contact with the party and simply watch fights.

- 1) Party attacked by a band of twelve brigands: Class: Fighters, Align: CE, Level: Leader: 4th, All the Rest: 1st, HP: 27, 9, 7, 5, 1, 8, 3, 6, 4, 8, 5, 3, AC: 6, (Leather and Shield), Weapons: Various: Those of 4 HP or less have Broadswords, the fourth level leader has a +1 Broadsword, and the rest have Morning Stars. Only the leader is carrying money: 21 GP, 35 SP, 99 CP.
- 2) Party attacked by two Ogres: Align: CE, HD: 4 + 1, HP: 31, 20, AC: 5, Weapons: Stone Battleaxes. They have just sneaked into town for some fresh meat; they found some pretty stones on a recent victim on the highway (two 1000 GP gems), and each is carrying one in a small pouch.
- 3) Party leader insulted by eight of Custalcon's human bodyguards: Class: Fighters, Align: LE, Levels: 2, 1, 5, 3, 1, 1, 1, 2, HP: 13, 8, 24, 13, 4, 2, 7, 9, AC: 5, Weapons: Battleaxes.
- 4) Party attacked by twenty-four Giant Rats, which come boiling out of an ancient sewer: HD: ½, HP: 3, 2, 1, 3, 4, 1, 1, 4, 2, 2, 4, 3, 4, 2, 1, 3, 3, 2, 4, 1, 4, 3, 2, 1, AC: 7, Attack: 1 - 3.
- 5) Religious conversion of party attempted by Willamok, a Cleric: Align: CE, Level 7, HP: 23, AC: 6, STR: 10, INT: 12, WIS: 16, CON: 9, DEX: 15, CHAR: 17, Weapon: Mace, and his string of four "priestesses": Class: Thieves, Align: N, Levels: 2, 1, 3, 1, HP: 5, 2, 9, 1, AC: 9, CHAR: 16, 12, 14, 17, Weapons: Daggers. Ceremonies to be performed at private rooms at the manor.
- 6) Party approached commercially by Falamug: Class: Magic User, Align: CE, Level 7, HP: 19, AC: 5, (Bracers of Defence), STR: 9, INT: 15, WIS: 11, CON: 12, DEX: 15, CHAR: 18, Weapon: +2 Mithril Dagger. This fellow comes across like a benevolent old trickster, putting up a very persuasive bantering pitch to sell magic items to passers-by. He has a Ring of Three Wishes for sale for 30,000 GP (actually a Ring of Delusion) and a Ring of Regeneration for 10,000 GP (actually a Ring of Weakness). Once he makes a sale he will turn *Invisible* and *Fly* away, taking the loot with him in his Portable Hole. *Caveat emptor*.
- 7) In a secluded, dark corner a skull may be found, floating in midair six feet off the ground. There are glowing red orbs in the eye sockets. The skull does nothing except float there and stare out of the corner, grinning, until the proper question is asked: "What was the cause of your demise?" or the equiva-

lent, worded differently. It will reply in a ghastly, haunting voice, "The warlord of these accursed pits murdered me in cold blood more than ten thousand years ago. May his heir meet vengeance most foul", and then quickly fade and vanish. If attacked, normal weapons strike an invisible barrier six inches from it and shatter irreparably; magic weapons will survive, but one arm of the wielder will be broken. *Dispell Magic*, if cast by a magic-user of 12th level or higher, will make it fade and disappear. It was placed as a curse on the ancient city, appearing at random locations and times, by a 21st level magic-user who met the death described.

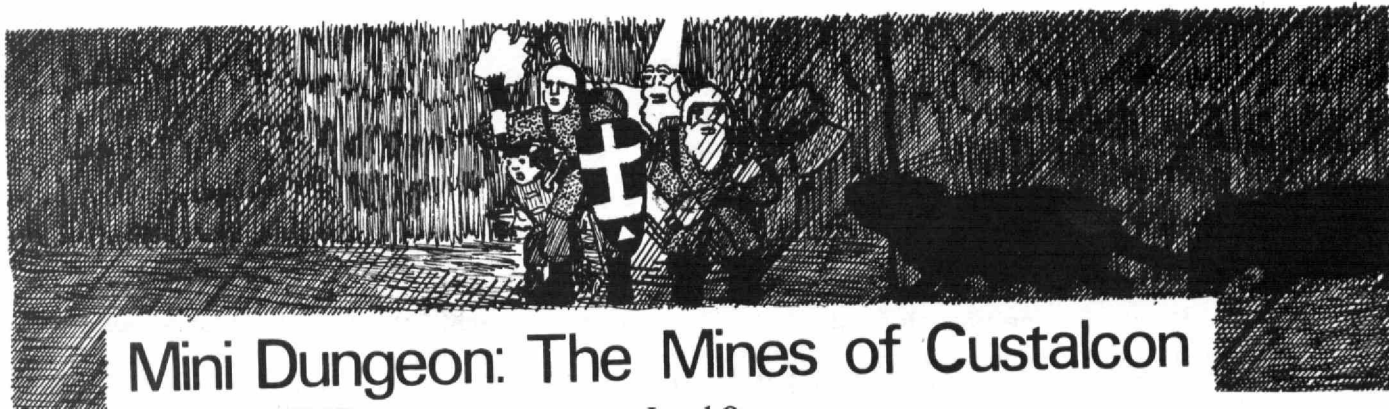
- 8) Mutual surprise with a group of four Clerics: Align: LE, Levels: 3, 2, 2, 1, HP: 20, 9, 12, 3, AC: 7, Weapon: Stone-headed Maces, purses: 171 SP, 193 SP, 97 SP, 33 SP. They are dragging a human sacrifice victim (slave-maiden) to a burning altar: Align: LG, HP: 2, AC: 9. Piles of blackened human bones lie scattered around the rude stone altar. This is a most secret ceremony, since it is worship of a god other than the established deity of Trollslor, and is hidden from general view (glimpsed by an NPC perhaps). If intruders are weak they are killed or (if suitable) subdued for future sacrifices. If they are strong their silence is bought, and the Clerics will pay almost anything they have. The deity is the Hindu goddess Kali (see *Gods, Demi-Gods & Heroes*, Page 9).
- 9) Party approached commercially by a goblin; Align: LE, HD: 1 - 1, HP: 7, AC: 5, Weapon: Stone Spear and Battleaxe. He offers a prepared bearskin for sale for 100 SP, but will barter and negotiate the price.
- 10) Party leader approached by Gutamok, a beggar, asking for coppers. If turned away he shows his true colors and tries to pick pockets among the party rearguard: Class: Thief, Align: N, Level 6, HP: 25, AC: 4 (Bracers of Defence), Weapon: +1 Mithril Dagger, Broadsword. STR: 14, INT: 15, WIS: 11, CON: 15, DEX: 17, CHAR: 3.
- 11) Limamok, a Thief, attempts to pick the pockets of the rearmost member of the party: Class: Thief, Align: N, Level 3, HP: 12, AC: 7, Weapon: Stone Dagger. He carries 31 CP in his boot. STR: 6, INT: 11, WIS: 10, CON: 9, DEX: 17, CHAR: 5.
- 12) Party leader struck with a whip for 1 - 3 HP by driver of the first wagon of a slave caravan. The wagons are simple cages with axes and drivers' benches, drawn by draft horses. In the first wagon are twelve men, in the second are nineteen women, and in the third are twenty-nine children (both genders, ages up to 12). The six drivers are Class: Fighters, Align: LE, Levels: 2, 1, 1, 4, 1, 3, HP: 9, 7, 4, 21, 3, 17, AC: 5, Weapons: Shortbows and Battleaxes. The escort is twelve men on light horses: Align: LE, Level 1, HP: 9, 2, 3, 7, 6, 5, 4, 8, 8, 3, 7, 5, AC: 5, Weapons: Shortbows, Mounted Lances and Stone Battleaxes. The 4th level fighter on the lead wagon is the boss and swung the whip, and is sitting on a chest containing 1421 GP, 355 SP. If the players' party is missing someone that is not known to be dead, he or she is probably here being loaded into one of the wagons. All slaves are in rags and thoroughly chained, hands and feet to the bars. Five of the slave children are dead and all other slaves are suffering from exposure, starvation and thirst.

If the demi-goddess Mokmalla is ever summoned, here are her characteristics: AC: -1 (Very revealing chainmail and partial plate, plus Bracers of Defence), HP: 80, Align: CE, fights as a 16th level Fighter, casts spells as an 18th level Cleric, and uses a +4 Adamantite Mace in each hand that disrupts LG beings for an additional 2 - 8 points of damage when a hit is scored. She has STR: 17, INT: 15, WIS: 18, CON: 15, DEX: 17, CHAR: 18.

She can be summoned only by Mok himself, who must be persuaded to do so. He requires one quart of wererat blood collected under the first full moon after the spring equinox, four feathers from the tail of a roc, and a cup of pure mercury. (He knows the proper ceremony; it can be gained through mind-reading processes.)

Encounters (d12)

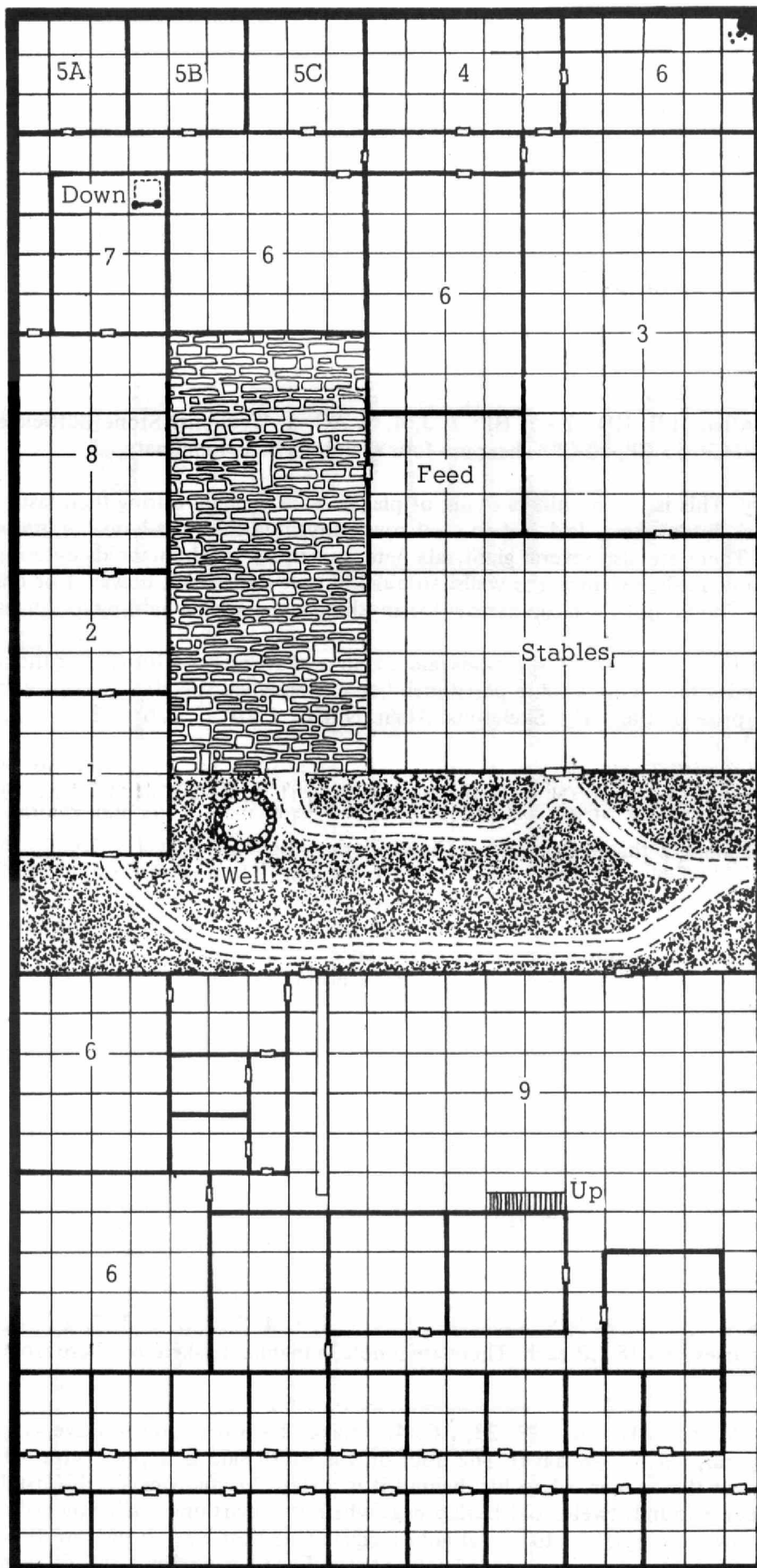
- | | |
|------------------------|-----------------------------|
| 1) Wandering Merchant | 7) Giant Rats - 4 - 24 |
| 2) Troll | 8) Skeletons - 3 - 18 |
| 3) Hobgoblin Messenger | 9) Gnoll Scouting Party |
| 4) Orc Foraging Party | 10) Giant Spiders |
| 5) Goblin Ambush | 11) Town Attacked by Nomads |
| 6) Goblin Spring-Trap | 12) Slave Trader |



Mini Dungeon: The Mines of Custalcon

Level One Manor and Inn

- 1) Entrance hall of the manor, with Miramok and Halamok on guard (see "Trollstore--Shops and Taverns" for details). Tapestries hanging on walls, worth 60 GP each.
- 2) Custalcon's audience room. Waiting here is a fur trader who buys furs from Custalcon who, in turn, pays the goblins a few coppers for them. Trader: Class: Fighter, Align: N, AC: 6, STR: 16, INT: 10, WIS: 14, CON: 17, DEX: 16, CHAR: 5, Weapon: Broadsword, purse: 120 SP.
- 3) Guards' barracks and mess hall. Sitting around a table drinking beer and throwing lots for coppers are five bodyguards: Align: LE, Levels: 2, 3, 1, 1, 2, HP: 13, 19, 4, 7, 8, AC: 4, Weapons: Broadswords. There are 229 CP on the table, a half-empty 5-gallon barrel of beer in the corner, and thirty bunks with leather satchels for personal belongings: each holds perhaps a dagger or other small useful item, plus 5 - 30 SP and 10 - 60 CP.
- 4) Kitchen. Here there are six of the serving women preparing a meal for the bodyguards and others living at the manor: Class: Thieves, Align: N, Level 1, HP: 4 each, AC: 9, CHAR: 14, 12, 11, 13, 13, 15, Weapons: Daggers. Upon the entrance of armed intruders they submit grudgingly to their demands and watch for their chances to escape or attack.
- 5) A-B-C are rooms for the servant women, three per room. In Room B there are three of them asleep: Class: Thieves, Align: N, Levels: 1, 2, 1, HP: 3, 7, 4, AC: 9, CHAR: 11, 12, 14, Weapons: Daggers. Among the personal effects in each room are 6 - 36 CP.
- 6) Storage rooms, contain casks of flour, wine, salted beef, and water. In a corner of one is a large hole gnawed through the floor, big enough for an encumbered man to crawl through. If peered into or approached, a giant rat will emerge and attack: Align: N, HD: ½, HP: 4, AC: 7, Attack: 1 - 3.
- 7) Counting room for the mines. Here are Tullamok, Vatomok and Wolomok weighing gold ore on a crude scale and putting it into fifty-pound (500 encumbrance points) sacks. There are two such sacks filled in a corner and 12000 EP of gold ore yet to be weighed. (Gold ore is worth half its weight in GP if turned in to a gold merchant or money-changer at the City State or Thunderhold.) The unweighed gold is in a crate. A ladder leads down to mines.
- 8) Custalcon's private quarters. When the party enters he is reading a ledger book and checking figures; it is in privately-coded ciphers and will mean nothing to anyone except him. This room is richly decorated with four tapestries worth 280 GP, several fur rugs, and a chest of drawers. Under a rug are some loose flagstones, which conceal a chest: 1720 GP, 3550 SP, and a map of the route to the City State. Gold decorations here are worth 225 GP.
- 9) White Boar Inn. Tarmok and Villamok are behind the counter, and bodyguards are automatically encountered here (see below). There are eighteen rooms on the first floor for the rest of the weary and four larger rooms for the pursuit of gambling, wenching, and other activities which the participants would not appreciate being burst in upon. The judge may create situations in these rooms for a party's



CUSTALCON'S MANOR
[FIRST LEVEL]

WHITE BOAR INN

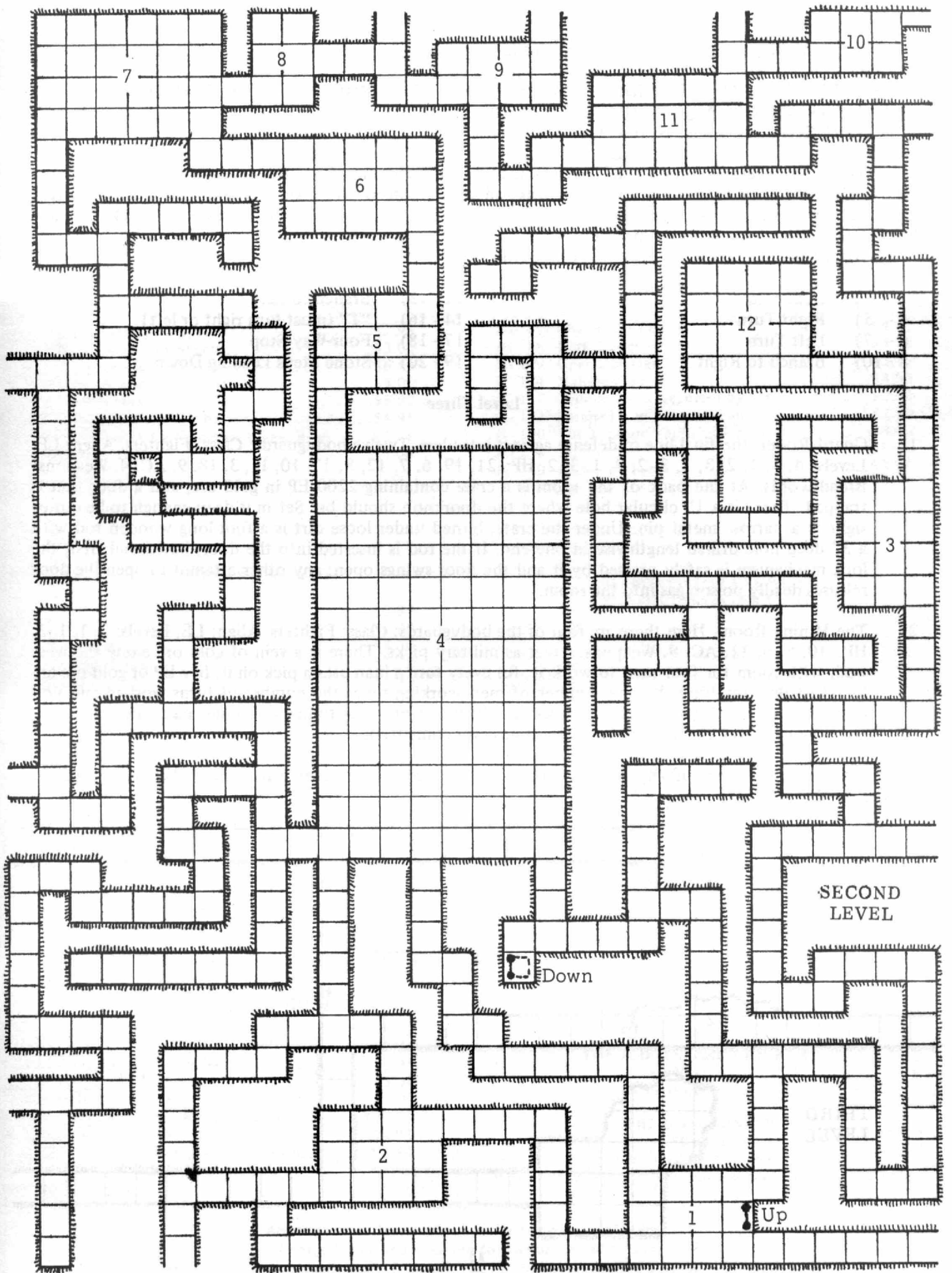
Each Square
Equals 10'

players to burst in upon, to suit the tenor of his individual campaign. This is the only place that the party is not treated as intruders.

If any wandering monsters are rolled for on this level it will be 1 - 6 bodyguards: Class: Fighters, Align: CE, Levels: 1 - 3, AC: 5, Weapons: Battleaxes, purses: 3 - 18 SP each.

Level Two

- 1) Four bodyguards, stripped of armor and weapons to work in the mine: Class: Fighters, Align: LE, Levels: 1, 1, 2, 1, HP: 9, 4, 15, 7, AC: 9, Weapons: Treat as military pick. They are on a break for water, and a bucket with two ladles sits between them; each has a cup of water.
- 2) Fourteen giant rats: Align: N, HD: ½, HP: 4, 2, 2, 3, 1, 4, 3, 1, 4, 4, 2, 2, 3, 1, AC: 7, Attack: 1 - 3. There are seven inanimate skeletons here that have been here since the fall of the old city.
- 3) Four Goblins: Align: LE, HD: 1 - 1, HP: 7, 3, 4, 5, AC: 5, Weapons: Stone Battleaxes and Daggers, purses: 21 CP, 10 CP, 13 CP, 22 CP. There are four skeletons here, inanimate.
- 4) The main gallery. This is where miners dying of plague were brought during their last hours. There are 420 inanimate skeletons here, laid out in neat rows; anything that was here has long since rotted or rusted to dust. There are also several giant rats here, but upon any humanoids entering they scamper off into the many rat-holes along the walls, so quickly that not even a bowshot or magic spell could hit any of them. The rat-holes are too narrow for anything larger than a halfling to squeeze into.
- 5) In this chamber there are fourteen skeletons laid out in neat rows. Four turns after the party's entrance they animate and attack; unless some party member was assigned specifically to watch the skeletons, they achieve surprise on the party. Skeletons: Align: N, HD: 1, HP: 7, 4, 6, 3, 2, 7, 8, 1, 1, 4, 8, 3, 5, 5, AC: 7, Attack: 1 - 6.
- 6) Here are twelve zombies: Align: N, HD: 1, HP: 4, 5, 2, 6, 1, 7, 7, 8, 3, 2, 5, 4, AC: 9, Attack: 1 - 6.
- 7) Here we find Talmamok the Necromancer: Class: Cleric, Align: LE, Level 5, HP: 28, AC: 4, STR: 15, INT: 10, WIS: 16, CON: 10, DEX: 15, CHAR: 8, Weapon: Mace of Disruption +2. He has set up a research lab here, protected by skeletons he has animated. One of his spells is *Cause Light Wounds*, and he will use it on the first person through the door. He has a full stock of research tomes, scrolls and material ingredients, but nothing of any real significance. Buried under the earth floor, a chest: 280 GP, 355 SP, a sack with 600 EP worth of gold ore, and another sack with a 200 GP emerald and a Ring of Spell Storing (*Cure Light Wounds* x 2, *Purify Food and Water*).
- 8) Nine giant rats: Align: N, HD: ½, HP: 4, 3, 2, 4, 1, 1, 4, 2, 1, AC: 7, Attack: 1 - 3. Here is a narrow tunnel leading up to the storage room on the first level.
- 9) Six Goblins: Align: LE, HD: 1 - 1, HP: 6, 3, 4, 2, 3, 1, AC: 5, Weapon: Stone Battleaxes, purses: 3 - 18 CP each.
- 10) Eleven Goblins: Align: LE, HD: ½, HP: 7, 3, 3, 4, 2, 4, 1, 5, 3, 6, 6, AC: 5, Weapons: Stone Spears and Hand Axes, purses: 3 - 18 CP each. Here there is a tunnel that is 5' high and 3' wide, that leads on a gentle upwards slope 170' and ends in a Goblin-cave in Trollstore.
- 11) Fourteen Goblins: Align: LE, HD: 1 - 1, HP: 7, 3, 3, 4, 1, 4, 2, 5, 6, 4, 3, 7, 2, 2, AC: 5, Weapons: Stone Spears, purses: 3 - 18 CP each. There are nineteen inanimate skeletons here from the days of the old city.
- 12) A giant Snake: Align: N, HD: 4, HP: 23, AC: 4, Attack: 1 - 6 plus poison (save vs. poison or die; if save is made, paralyzed 3 - 18 days). The door on the south side is trapped with 4 Heavy Crossbow Bolts which fire at the opener, +4 to hit; behind it is a stash of gold ore which Custalcon's impressed search parties never found, twelve old burlap bags which fall apart upon being picked up; exposed burlap had rotted away completely to reveal gold nuggets (the best way to pick up these bags is with a shovel). An inanimate skeleton lies sprawled across them. Each bag contains 550 EP in gold ore.



SECOND
LEVEL

Down

Up

If a wandering monster is rolled for on this level, roll again on a d6:

- 1 - 2) 2 - 12 Goblins: Align: LE, HD: 1 - 1, AC: 5, Weapons: Stone Battleaxes, purses: 3 - 18 CP.
 3 - 4) 3 - 18 Giant Rats: Align: N, HD: $\frac{1}{2}$, AC: 7, Attack: 1 - 3.
 5 - 6) 3 - 18 Skeletons: Align: N, HD: 1, AC: 7, Attack: 1 - 6.

There are several ten-foot-wide passages that lead off the map from this level. The judge may either assume them to be dead-ends, or even construct an entire dungeon from the vast expanses of the deserted mines. Below is provided a compromise: a random generation of tunnels, in the passages of which the party has to keep rolling for wandering monsters.

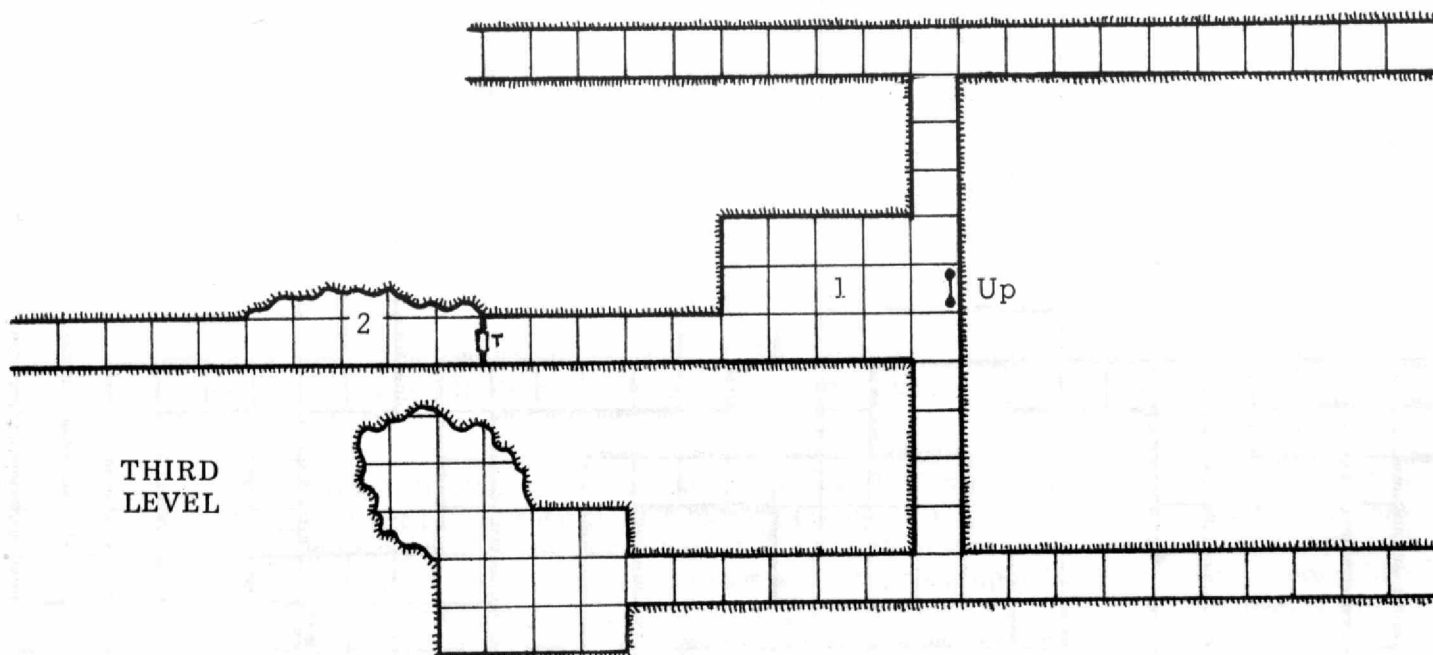
After the tunnel goes 30 - 180 feet, it does this (d20):

- | | | | |
|---------|-----------------|----------|-------------------------------|
| 1 - 3) | Dead End | 11 - 13) | Branch to Left |
| 4 - 5) | Right Turn | 14 - 16) | "T" (must turn right or left) |
| 6 - 7) | Left Turn | 17 - 18) | Four-Way Stop |
| 8 - 10) | Branch to Right | 19 - 20) | Stone Steps Leading Down |

Level Three

- 1) Guard Room; the final line of defense against intruders. Twelve bodyguards: Class: Fighters, Align: LE, Levels: 4, 3, 1, 2, 3, 1, 3, 2, 2, 1, 3, 2, HP: 21, 19, 6, 7, 12, 8, 17, 10, 11, 3, 18, 9, AC: 4, Weapons: Broadwords. At the back of the room is a crate containing 2200 EP in gold ore, and a door that is trapped. There is a 1" circular hole where the doorknob should be. Set in it deep enough to be out of sight is a narrow metal pin. Under the crate, buried under loose dirt is a foot-long wooden rod with a 3" deep hole drilled lengthwise in one end. If the rod is inserted into the door, holed end first, the lock mechanism is safely pressed by it and the door swings open; any other attempt to open the door releases deadly poison gas into the room.
- 2) The Mining Room. Here there are four of the bodyguards: Class: Fighters, Align: LE, Levels: 3, 1, 1, 2, HP: 10, 5, 6, 11, AC: 9, Weapons: Treat as military picks. There is a vein of gold ore along the west wall, with room for four men to work it; for every turn a man uses a pick on it, five EP of gold ore are knocked out; (multiply by the number of men working times the number of turns worked and you know the yield). Scattered on the floor are 20 EP of ore. The tunnel continues past this work area, but nobody who has gone very far down it has ever come back.

Wandering monsters: if any are encountered, there are 3 - 18 giant Rats: Align: N, HD: $\frac{1}{2}$, AC: 7, Attack: 1 - 3.



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