

The Thieves of **FORTRESS BADABASKOR**



Judges Guild

3 MINE MAPS, 5 DUNGEON
MAPS, 2 AREA MAPS, and
PIT & TRAP CHART

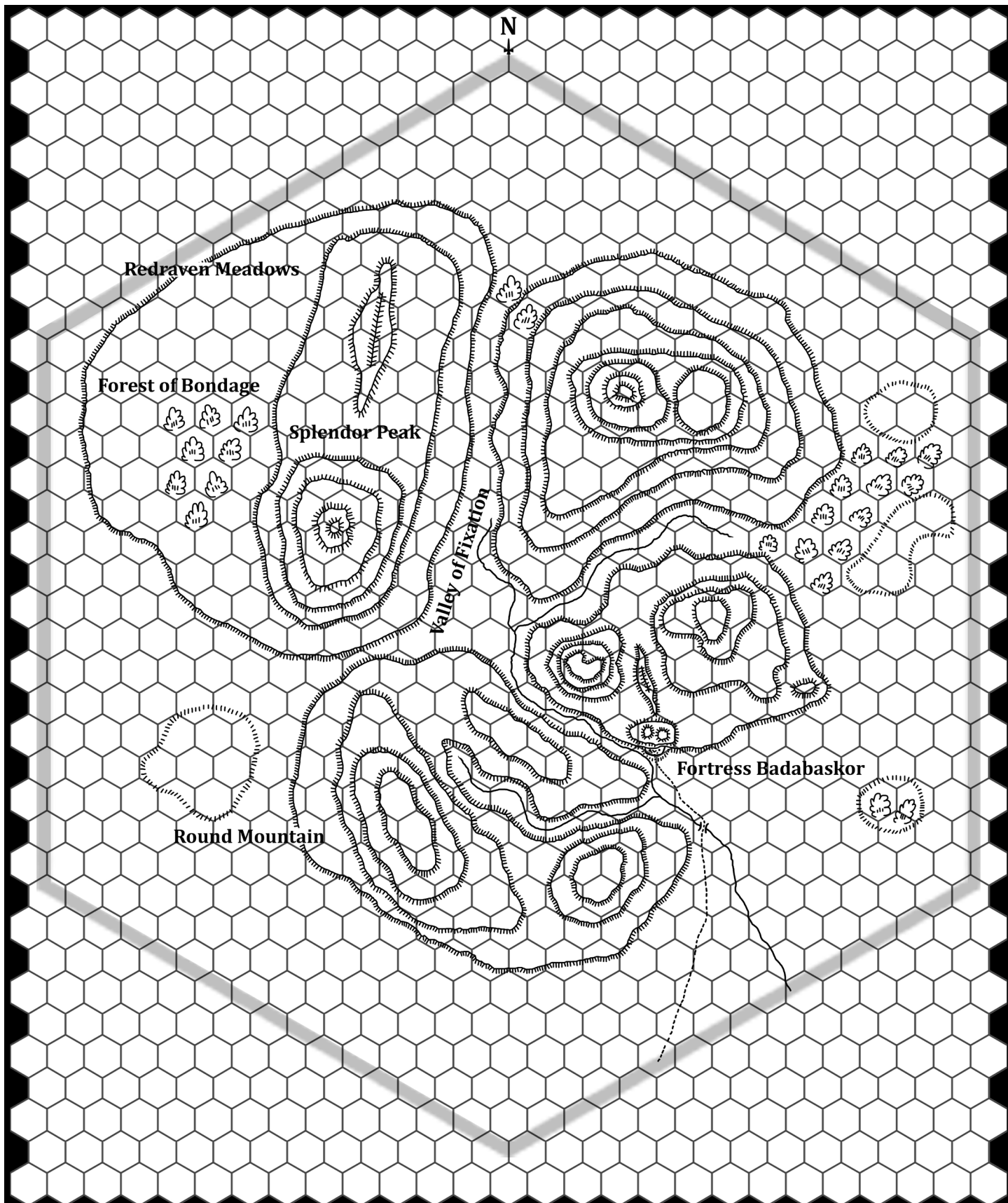
FANTASY ROLE PLAYING AID FOR
FORTRESS BADABASKOR
ADVENTURES

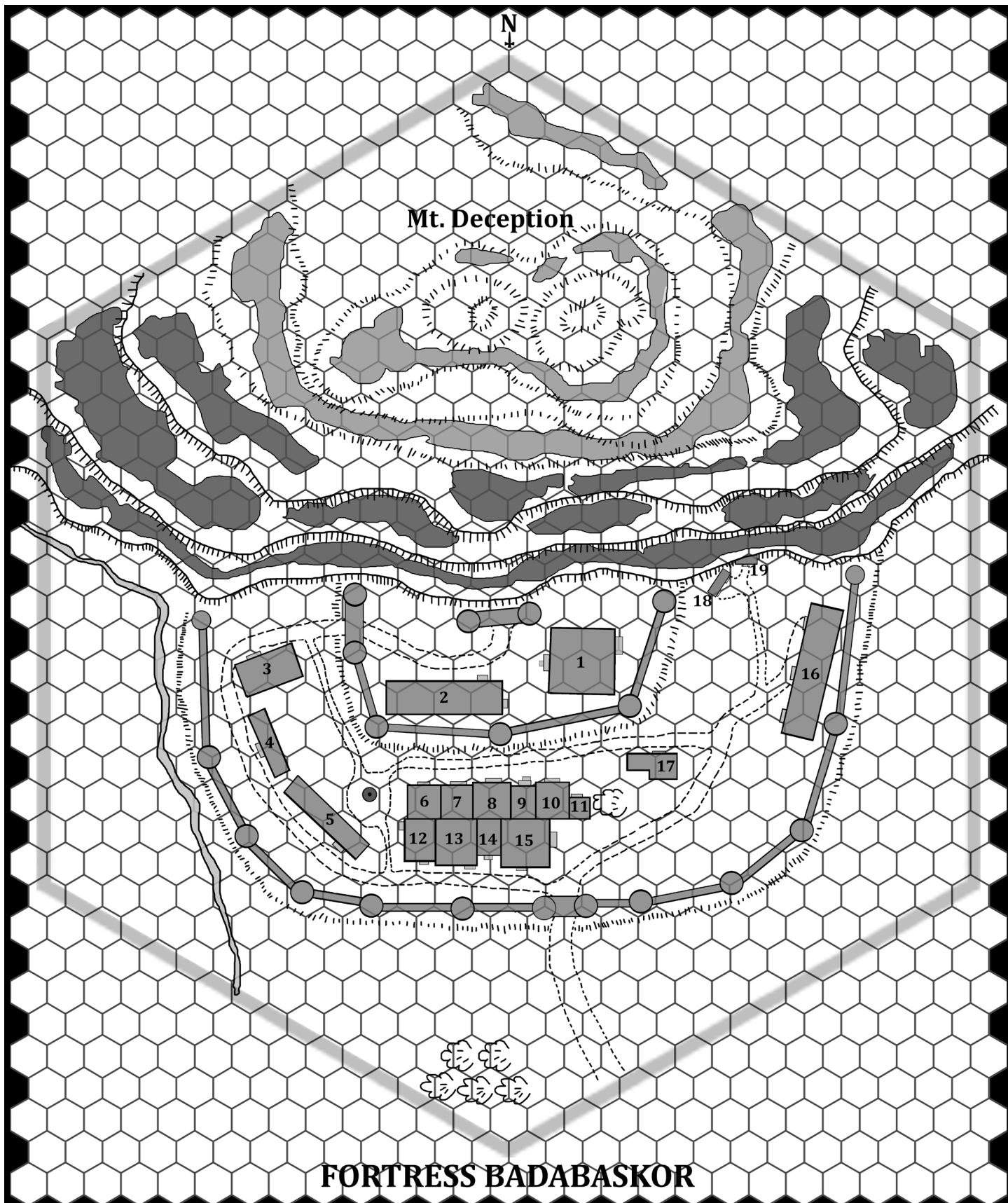
FORTRESS BADABASKOR

Remastered Map Pack for
ROLEPLAYING ADVENTURES



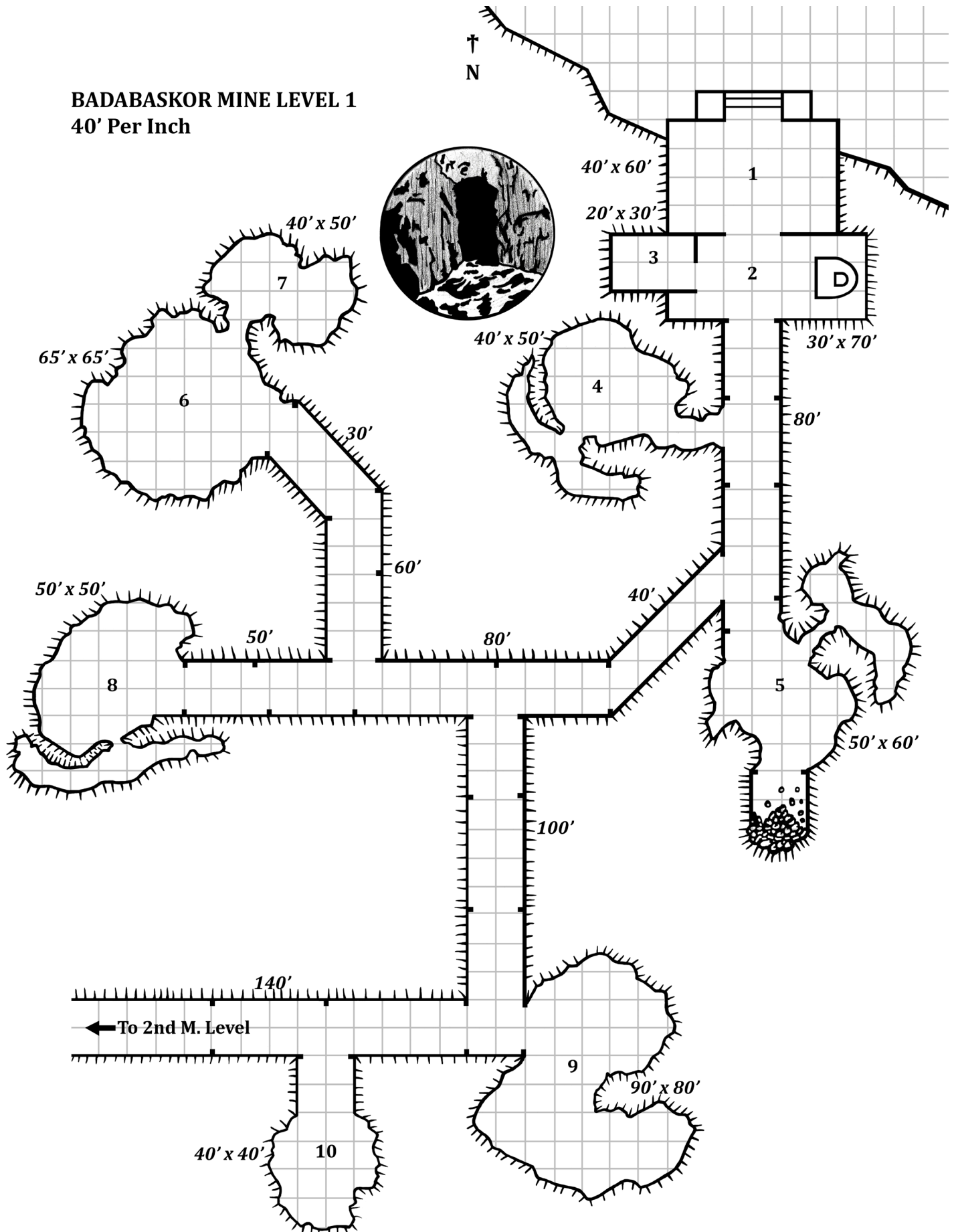
This PDF supplement is a Fantasy Role Playing Aid for Judges as they run adventurers through Fortress Badabaskor. This Fortress Badabaskor Map Supplement includes grey-scale versions of the Maps designed for printing-cost efficiency and player use.

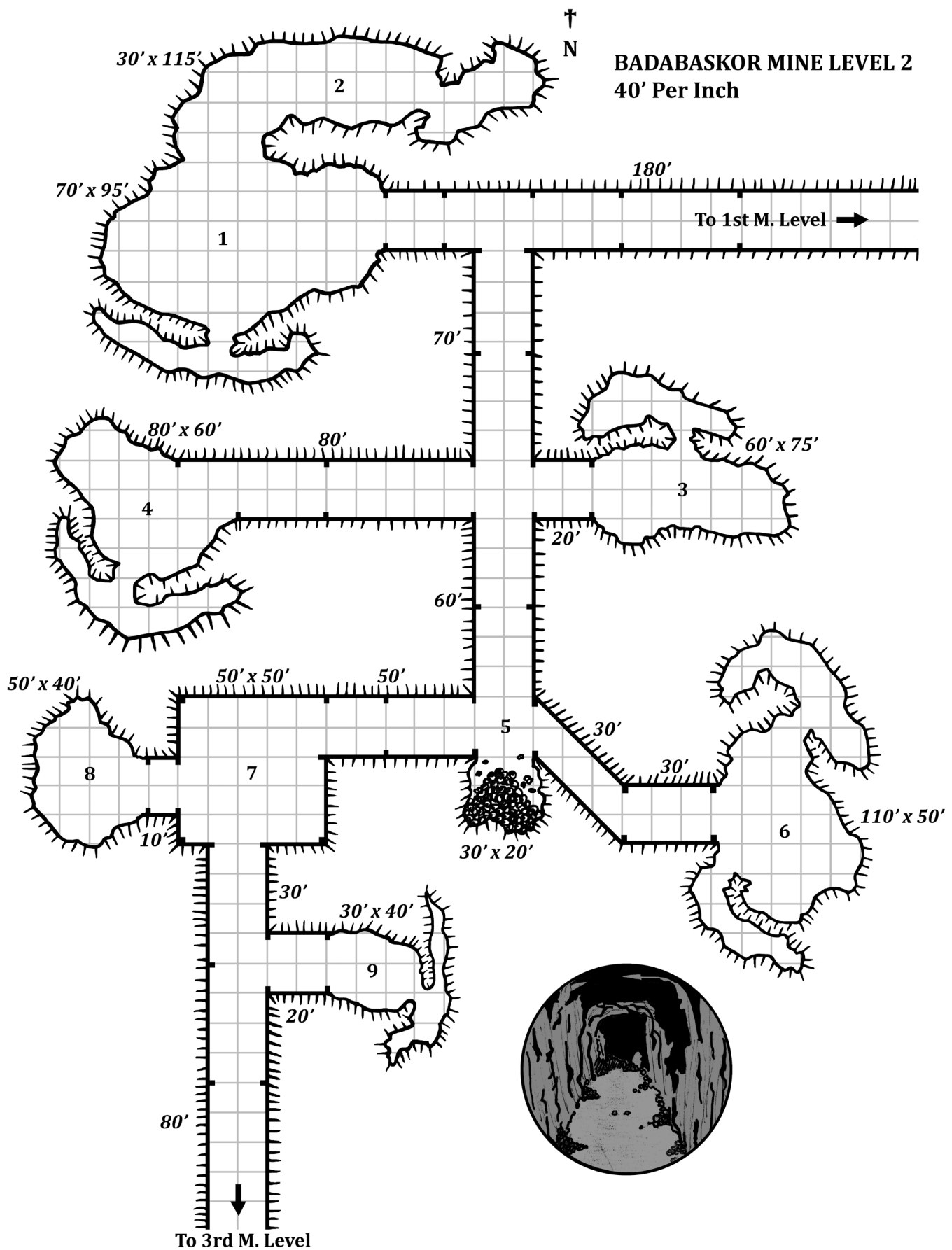




FORTRESS BADABASKOR

BADABASKOR MINE LEVEL 1 **40' Per Inch**

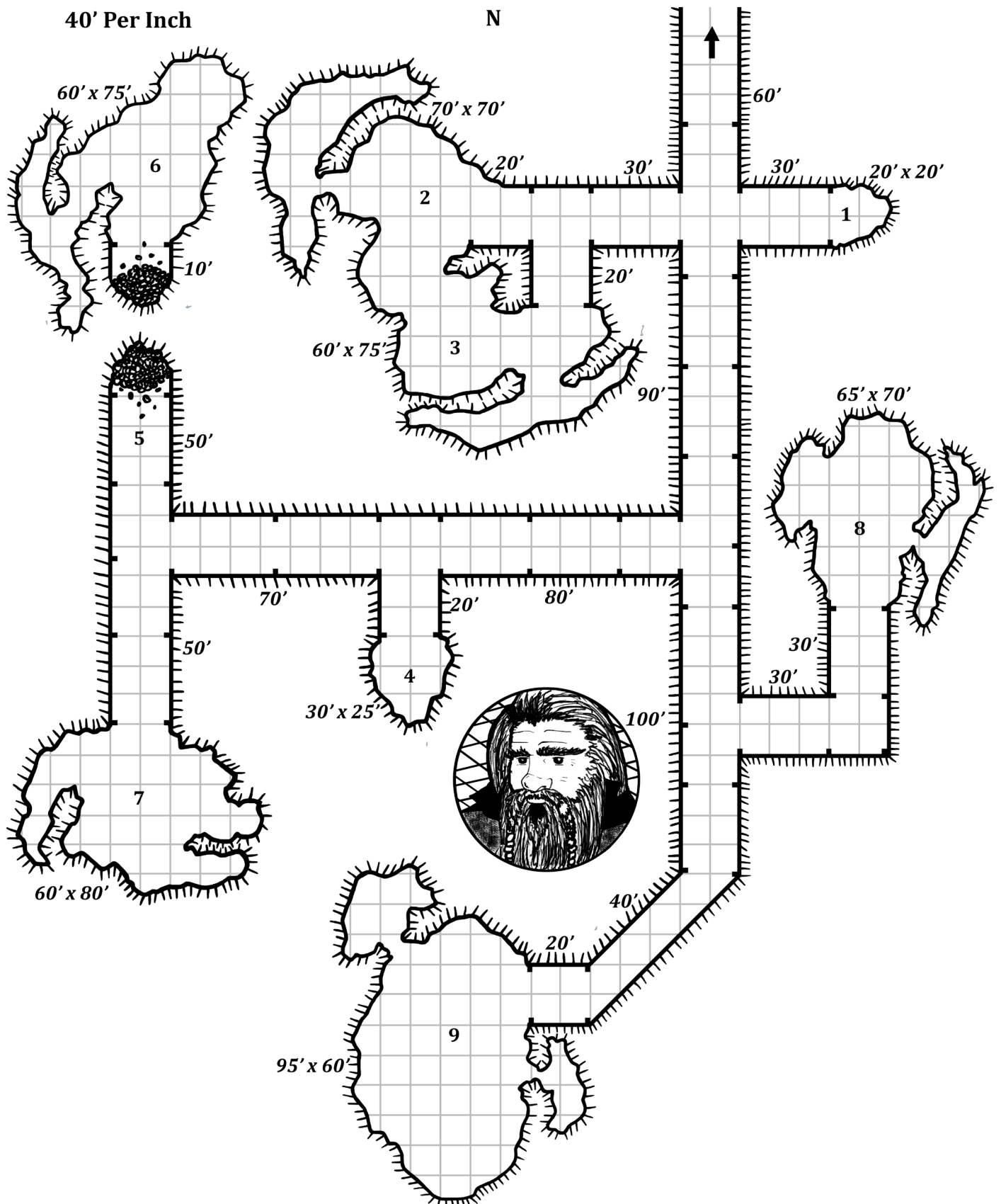




BADABASKOR MINE LEVEL 3
40' Per Inch

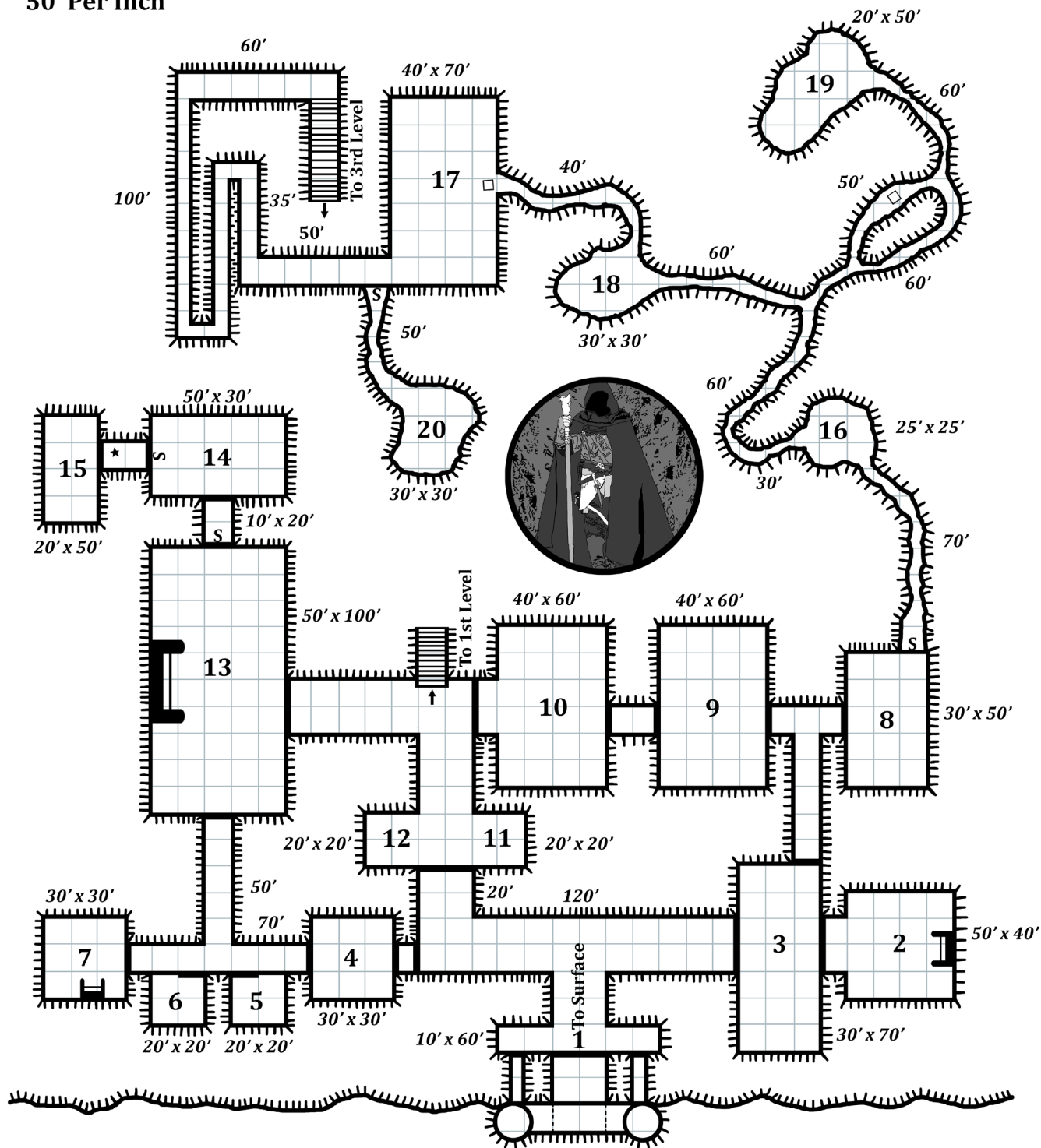
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To 2nd M. Level

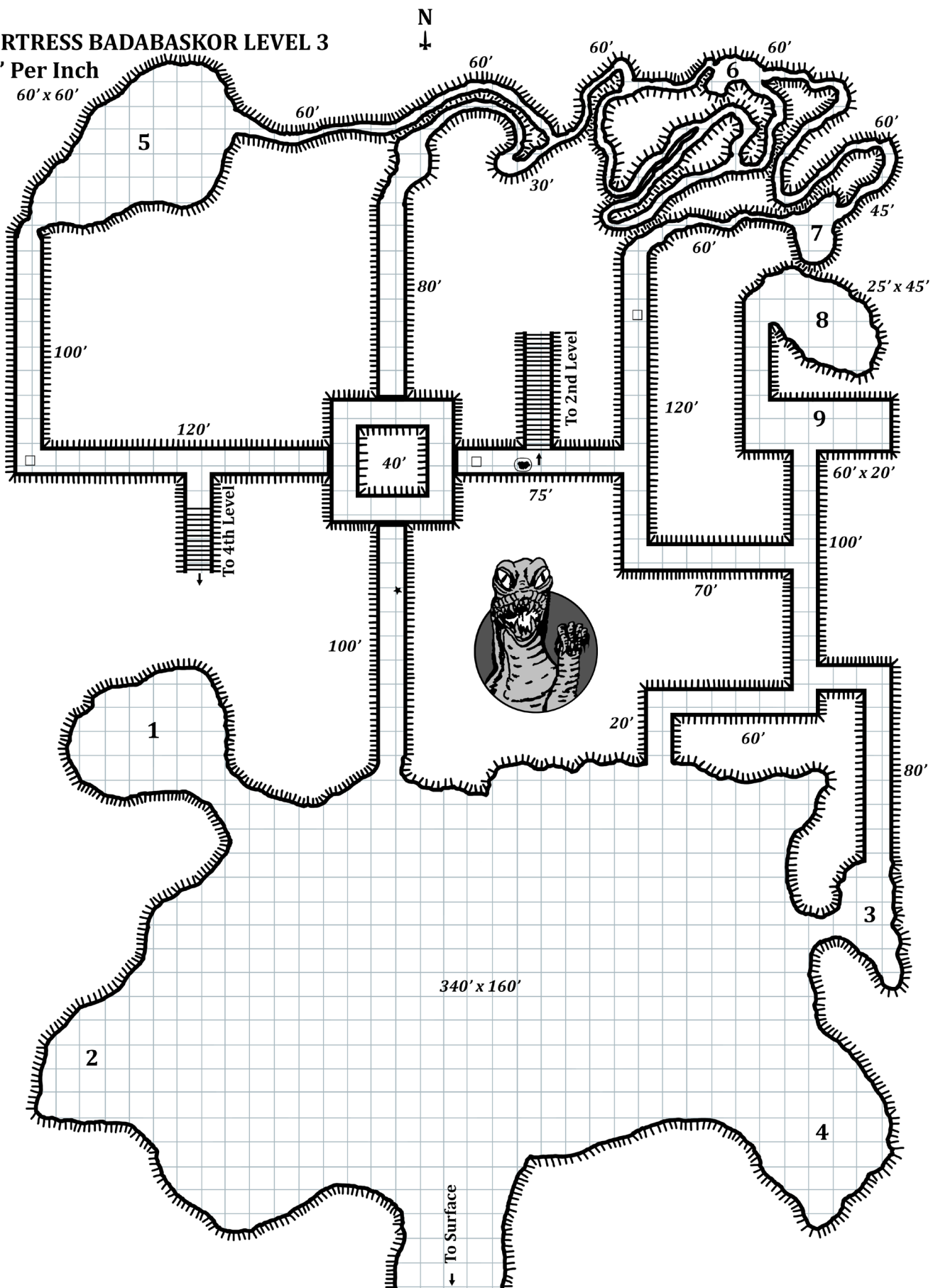


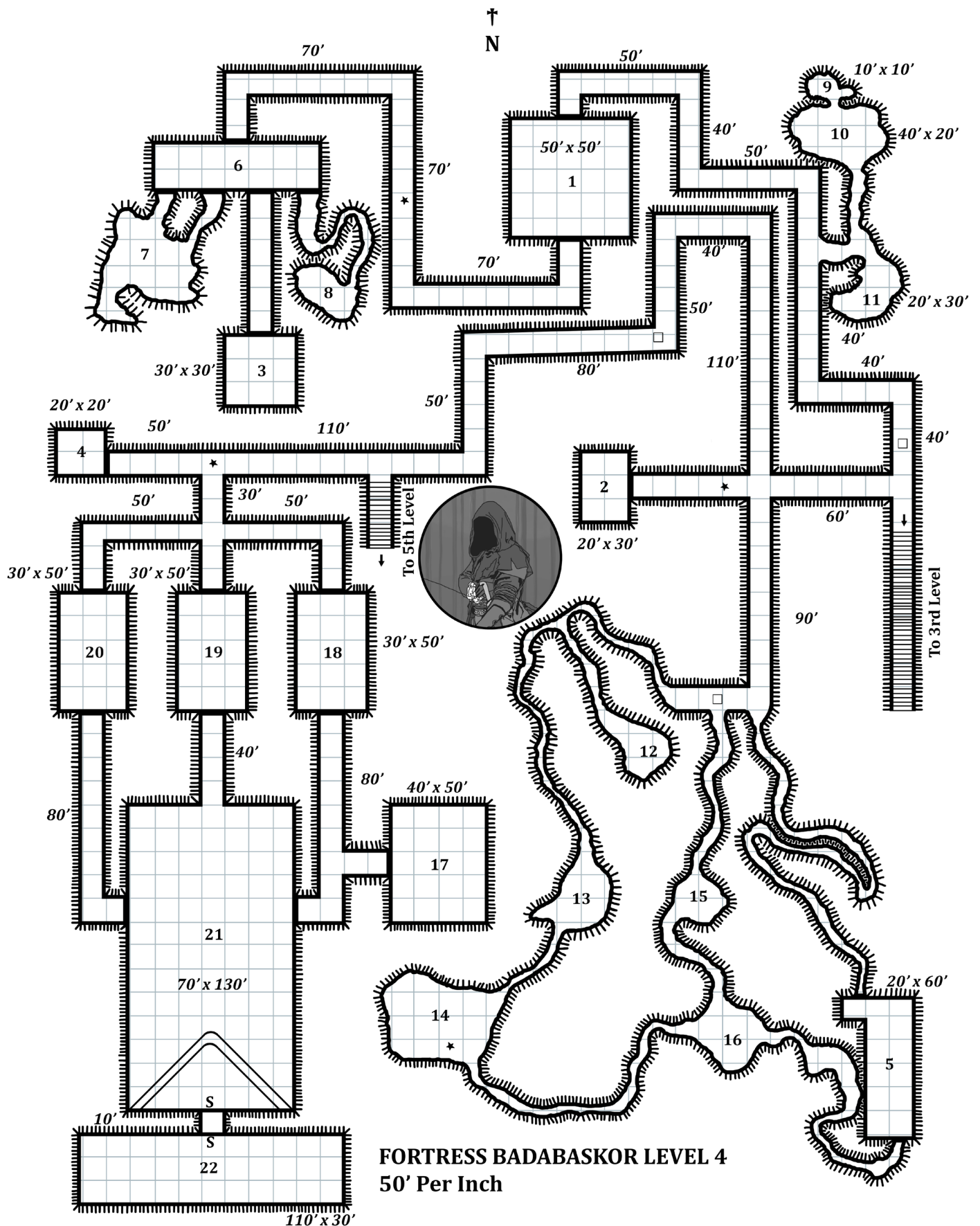


FORTRESS BADABASKOR LEVEL 2 **50' Per Inch**

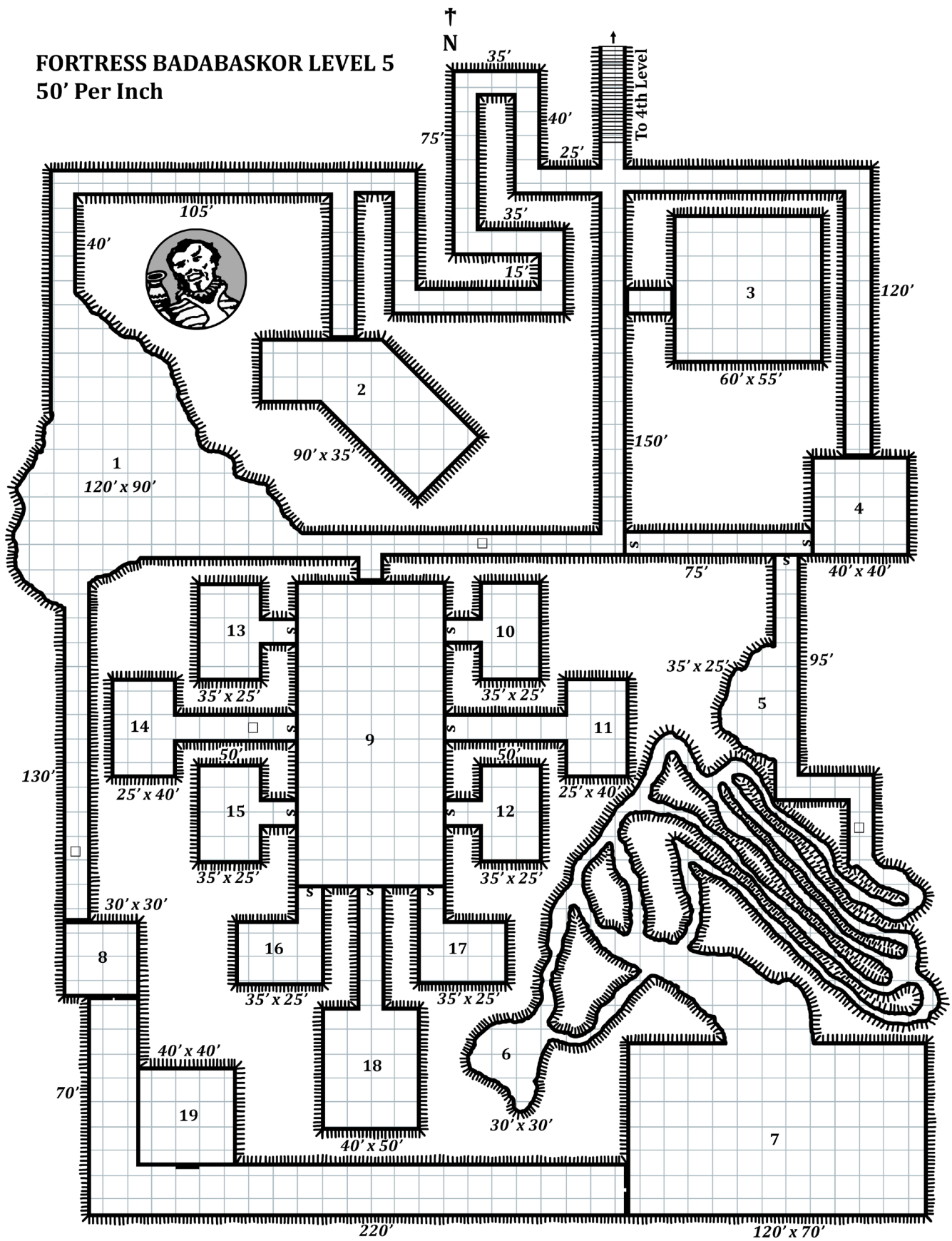


FORTRESS BADABASKOR LEVEL 3
50' Per Inch
 60' x 60'





FORTRESS BADABASKOR LEVEL 5 **50' Per Inch**



PITS & TRAPS by REB

DUNGEON LEVEL	CAGE TRAP PLAIN PIT	DEADFALL GAS	SNARE LIQUID	SLIDE MONSTER	MISSILE SPIKES	SPECIAL TRAP SPECIAL PIT
1-3	01-70	71-75	76-80	81-85	86-98	99-00
4-6	01-60	61-65	66-70	71-76	77-98	99-00
7-9	01-50	51-60	61-70	71-80	81-98	99-00
10-12	01-40	41-50	51-65	66-80	81-98	99-00
13 +	01-30	31-40	41-55	56-70	71-98	99-00

CONDITION	SIZE	DEPTH	LIQUID PITS	GAS PITS	SPIKE PITS	SPECIAL PITS
1. No Covering	1. 1-6'	1. 10'	1. Water	1. Blinding	1. Wood 1'	1. Teleport
2. Bait on Mechanism	2. 2-12'	2. 20'	2. Quicksand	2. Laughing	2. Wood 3'	2. Trap
3. Decoy Distraction	3. 3-18'	3. 30'	3. Acid (2/r)	3. Poison	3. Iron 1'	3. Illusion
4. Lure Beyond	4. 4-24'	4. 40'	4. Potion	4. Nauseous	4. Pos. Wood 1'	4. Geas
5. Disguised Harmless	5. 5-30'	5. 50'	5. Oil	5. Sleep	5. Iron 3'	5. Another Pit
6. Covering	6. 6-36'	6. 60-360'	6. Paralyze	6. Shrink (10%/r)	6. Pos. Wood 3'	6. Magical
7. Illusion						
8. Collapsing						

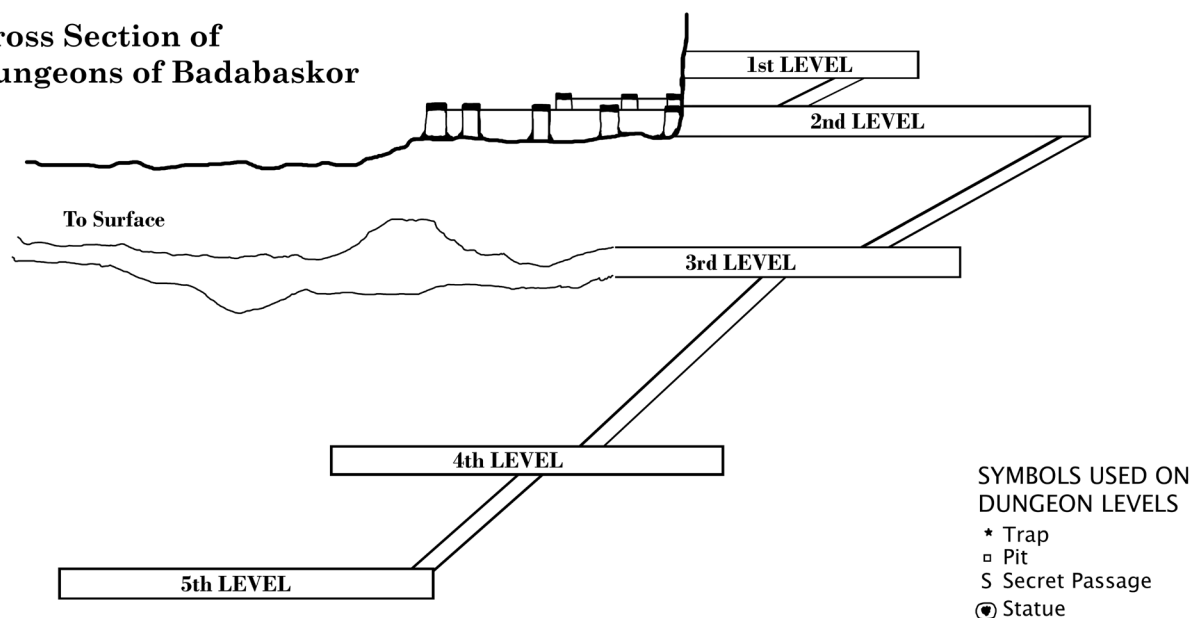
ILLUSION	DISGUISE	BAIT	DECOY	LURE	COVERING	TRAPDOORS
1. As Area	1. Patterned	1. Food	1. Trap	1. Damsel	1. Reeds	1. Wood 1" Thick
2. Mist	2. Furniture	2. Coppers	2. Fine Sign	2. Prisoners	2. Trapdoor	2. Wood 2"
3. Friend	3. Carcass	3. Silver	3. Noises	3. Fake Potion	3. Snap-shut Trapdoor	3. Stone 4"
4. Bathtub	4. Camouflage	4. Gold	4. Effigy	4. Sword	4. Snap-shut Grating	4. Reinforced Wood
5. Gem	5. Utensils	5. Gems	5. Painting	5. Fake Wand	5. Crumbling Shell	5. Iron 1/4"
6. Gold Jar	6. Sculpture	6. Jewelry	6. Child	6. As Bait	6. Cloth	6. Iron 1/2"

CAGE TRAP	DEADFALL	SNARE	SLIDE	MISSILE	SPECIAL TRAP
1. Wood	1. Wood (1-6)	1. Noose	1. One Level	1. Arrows 1-6	1. Ambush
2. Grating	2. Wood (2-12)	2. Mesh Net	2. Levels 1-3	2. Arrows 2-12	2. Sink 1-6 Levels
3. Iron Box	3. Stone (3-18)	3. Canvas	3. Levels 2-12	3. Poison 1-4	3. Hook
4. Crystal	4. Block (5-30)	4. Tangle	4. To Pit*	4. Spears 1-6	4. Magnet
5. Stone	5. Iron (6-36)	5. Webs	5. To Trap*	5. C'Bolts 1-4	5. Poison Needles
6. Prismatic	6. Spiked Iron	6. Chains	6. Barbed*(1-8)	6. C'Bolts 1-8	6. Magical

* Roll again for depth.

Ambushes can be anything from a concealed cobra to a war party of Wererats. Poisons include disease spreading coatings to produce the effects of curses found in inscriptions on tomb doors and walls. It is recommended that the Judge developed his own tables for special pits and traps.

Cross Section of Dungeons of Badabaskor



The Wilderlands of High Fantasy

100 Miles

