



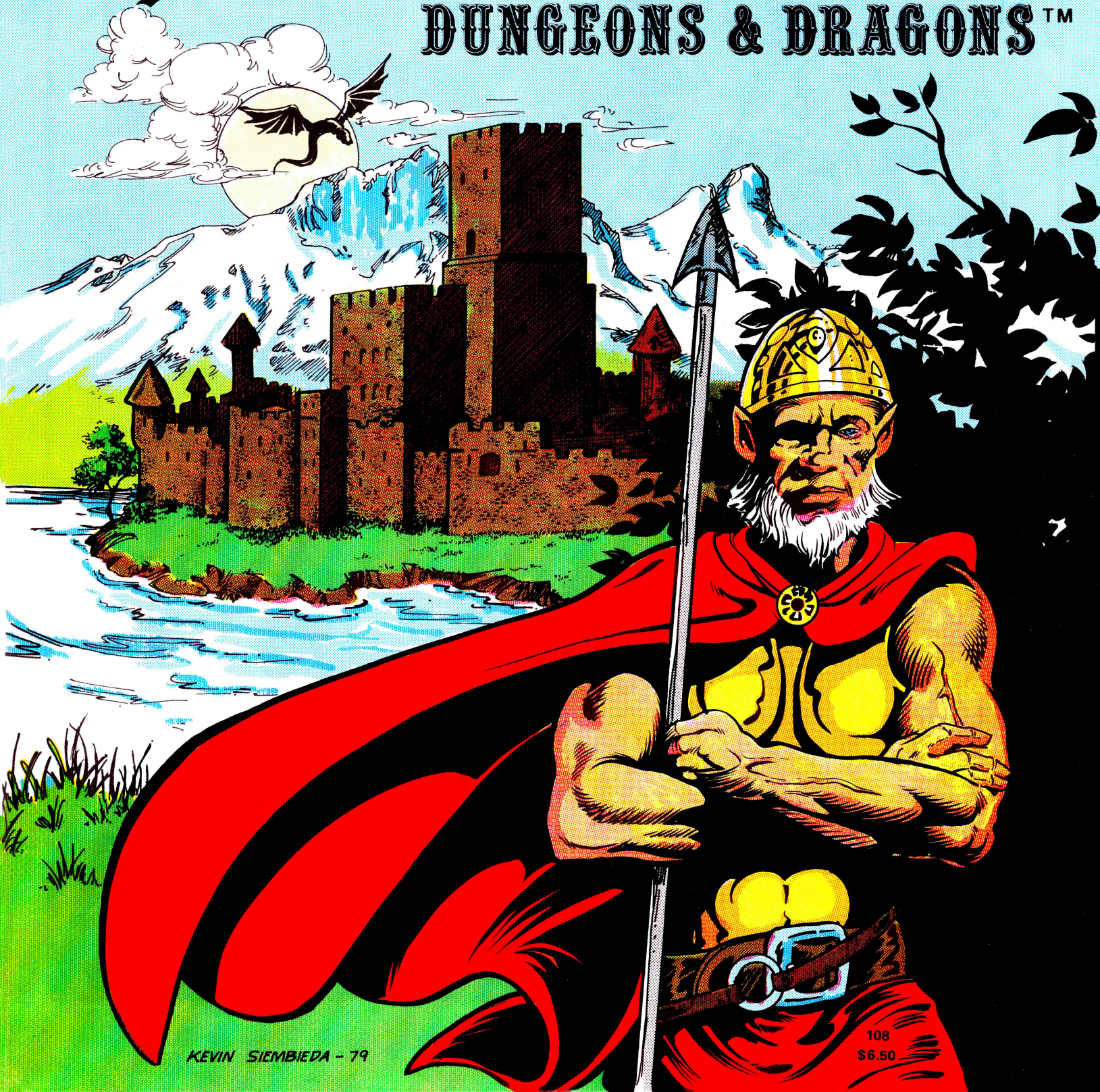
VERBOSH

By Paul Nevins
and
Bill Faust

Judges Guild

APPROVED FOR USE WITH

DUNGEONS & DRAGONS™





VERBOSH

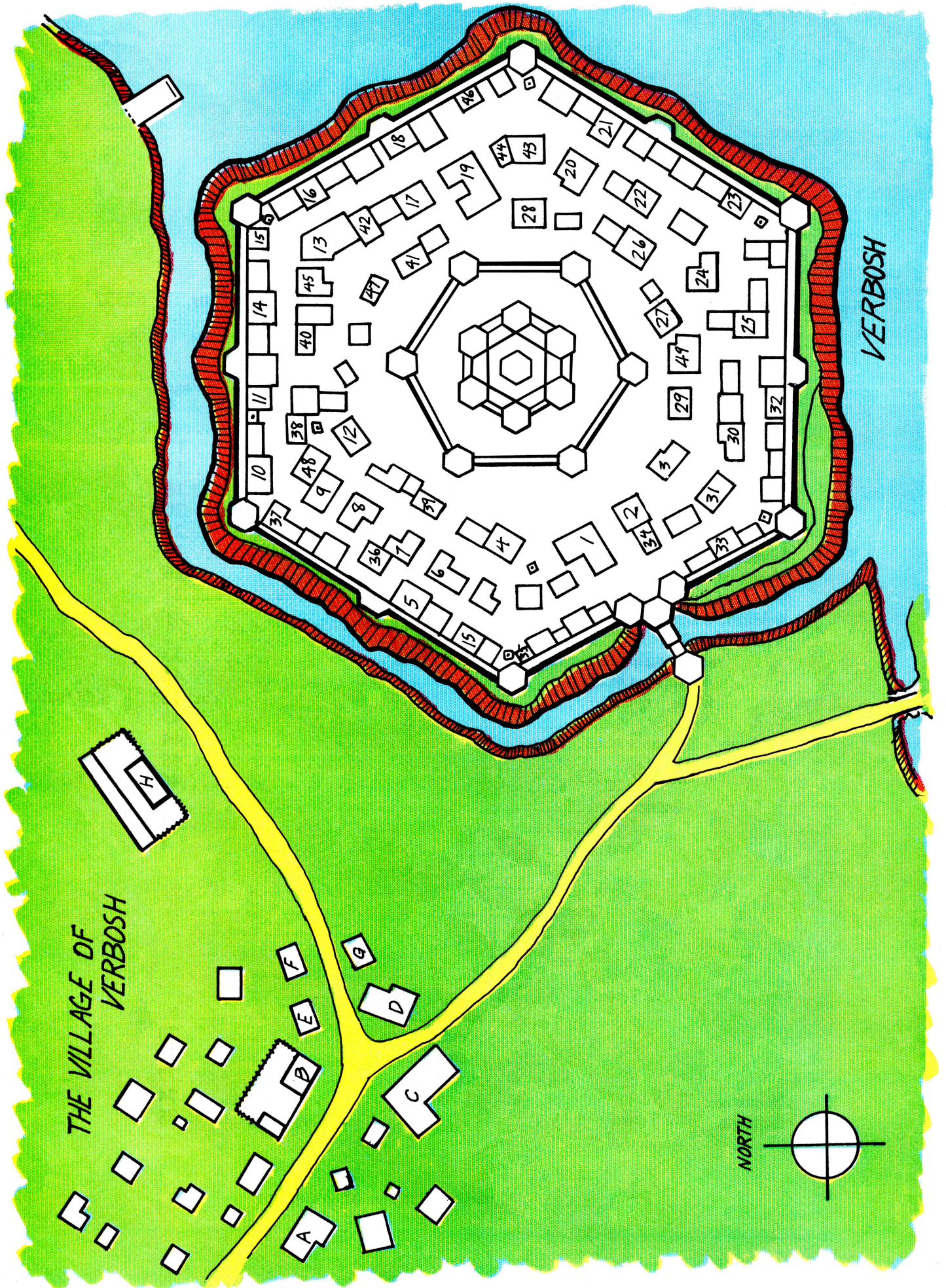
Designers: Paul Nevins and Bill Faust
Cover and Art: Kevin Siembieda
Cover Color: Bob Hadley
Maps: Kevin Siembieda and Bill Faust
Layout: Mark Holmer
Typesetting: Penny Gooding

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VERBOSH

Verbosh

Nestled along the banks of the river known as "The Great Source", stands the mighty fortress City of Verbosh. Built ages ago by the great "Lord Verbosh I", who founded the great and noble, royal line of Verbosh. A line of great kings which lasted until the birth of Verbosh II, whose first great act was to lead his proud legion into "The Battle of Dead-end Canyon"; where they were overwhelmed by a host of Kobolds fully half their number. From there on, the line of Verbosh went steadily down hill. Verbosh XXI managed to lose the family castle and holdings in a game of dice. This proved to be the high point of Verboshian history.

The castle then passed from owner to owner through various unsavory deals into the hands of its present owner, Hargor the Complainer.

- 1) **Red Roc Inn - Geratol the Iron Willed** (proprietor), Align: N, Class: Fighter, Level 5, AC: 5, HP: 35, STR: 14, I: 10, WIS: 13, CON: 16, DEX: 14, CHR: 16, Roc Slaying Sword (2-handed); Geratol slew a Roc single-handed with the help of a Roc-slaying sword, which now hangs on the wall above the bar. The Roc now makes up most of the inn in the form of chair-legs, pillows, rugs and even stuffing for the beds and couches. The huge bar itself rests on the two claws of the beast. **Rumor:** The army is seeking and inducting "volunteers".

Gate Keeper - Berashak the Blade, Align: LE, Class: Fighter, Level 4, AC: 2, HP: 22, STR: 18/66, I: 11, WIS: 12, CON: 15, DEX: 16, CHR: 8, 2-handed Sword; Berashak is so strong that he hefts a two-handed sword in one hand. He is aided by two 2nd level fighters (15, 11 HP) armed with morning stars (AC 4). Berashak will try to sell worthless Verboshian paper money for gold to unsuspecting travellers.

- 2) **The Lonely Hobbit Inn - Ralcan the Raucus Hobbit** (proprietor), Align: CN, Class: Thief, Level 3, AC: 9, HP: 12, STR: 7, I: 15, WIS: 14, CON: 14, DEX: 14, CHR: 14, Dagger; Former thief forced to give up his trade due to his belch, which sounds like an earthquake, giving him away (20% chance of hearing it while passing and 10% chance of hitting your head when entering if over 5' tall.). The inn has simple furnishings with a huge, lifelike painting of a lone hobbit walking across a totally alien landscape. Next to it is the head of a pegasus with oddly slanted eyes.

- 3) **Constables Barracks - Sargeant Slim Hashank**, Align: LN, Class: Fighter, Level 3, AC: 3, HP: 19, STR: 18, I: 14, WIS: 14, CON: 15, DEX: 15, CHR: 10, Mace and Sword; Constables: 15 1st level and 3 2nd level fighters. Mace and Sword AC: 6. At any time, one patrol is out, usually 4 to 6 men. Only about 4 constables will be found in the barracks, but from about 5 to 10 slaves will usually be present. **Rumors:** 1) An incredibly stealthy murderer is loose in town; 2) Someone matching a players (or NPC's) description is wanted for high treason.

- 4) **Armorer - Balrek of Kalb** (proprietor), Half-Ogre, Align: CN, Class: Fighter, Level 2, AC: 5, HP: 19, STR: 18/76, I: 11, WIS: 10, CON: 17, DEX: 12, CHR: 6, 2-handed Sword; Armor of any kind can be found, but custom armor for man-sized and above creatures can be made for twice normal price. Balrek has 4 men and an Ogre aiding him.

- 5) **Sword-Maker - Shihon le Shorack** (proprietor), Align: CG, Class: Fighter, Level 3, AC: 4, HP: 17, STR: 15, I: 10, WIS: 11, CON: 10, DEX: 15, CHR: 8, +1 Sword (natural); Fine maker of Swords. Aided by three craftsmen, Shihon produces all kinds of bladed weapons, but does not have a very large stock. Rumors: 1) A +3 neutral sword in a dragon horde to the south; 2) A very stealthy man is stalking the party.

- 6) **Red Axe Ale House - Simaline** (proprietor), Dwarf, Align: N, Class: Fighter, Level 3, AC: 5, HP: 16, STR: 15, I: 11, WIS: 11, CON: 13, DEX: 8, CHR: 12, Battle-axe.

Mathan the Ancient - Align: LN, Class: Magic User, Level 4, AC: 9, HP: 12, STR: 6, I: 18, WIS: 13, CON: 11, DEX: 7, CHR: 8, Dagger (in residence); 6 Bar-maids including three dwarves help care for some 5 to 40 customers (mostly dwarves). Food is poor but safe. Rumors: 1) A Dwarven Hero has found an incredible war-hammer to the west of the city; 2) A tower to the Northeast exudes an aura of fear.

- 7) **Silver-Smith - Galen of Kas** (proprietor), Align: CG, Class: ?, Level: ?, AC: 5, HP: 40, STR: 15, I: 11, WIS: 17, CON: 10, DEX: 16, CHR: 14, Morning-Star (Silver); Galen was a ninth level Cleric who lost his status and his powers due to an act inexcusable in his religion (but not his battle level). However, he does have a talisman that keeps all his undead turning ability. This talisman will fail 85% of the time in another's hands. Weapons silvered or re-silvered for cash value of weapon.

- 8) **Temple of Tyr - Helrak the Horrid** (Curate), Align: CG, Class: Cleric, Level 5, AC: 2, HP: 27, STR: 18, I: 11, WIS: 14, CON: 8, DEX: 16*, CHR: 7, Morning-Star (silver); Helrak is a Cleric of incredible incompetence. He will need at least an 11 to turn any undead. No cure wound spells by him will cure more than 3 HP. Helrak lost his left leg adventuring so his Dexterity in combat is a lot lower.

Tyr - Supplement IV Page 24. One Acolyte is the only servant Helrak has. His temple is stark and simple. Knows and is a friend of Markus of the Crystal Lake (Magic User). Rumor: A Giant bear has been seen near the city.

- 9) **Boyer - Darsel of Fin** (proprietor), Half-Elf, Align: CG, Class: Fighter, Level 3, AC: 4, HP: 20, STR: 17, I: 14, WIS: 10, CON: 14, DEX: 17, CHR: 15, Sword, and Long Bow; All bow type weapons made at normal cost. Specialty is a silver sling bullet and a glass bullet with oil or holy water in it (5 gold pieces and 20 gold pieces respectively). Darsel has two human assistants.

- 10) **Balashei Bar - Sir Balashei of Bargrath**, Align: N, Class: Fighter, Level 3, AC: 6, HP: 17, STR: 13, I: 10, WIS: 8, CON: 8, DEX: 12, CHR: 9, Sword; 3 Barmaids serve the customers, 1st level, 3, 3, 7 HP, dagger armed, CHR: 13, 15, 16 respectively. The bouncer is named **Byorac**, he was befriended by Balashei years ago; Align: LE, Class: Fighter, Level 2, AC: 5, HP: 21, STR: 18, I: 4, WIS: 4, CON: 18, DEX: 16, CHR: 3, 2-handed Sword. Customers are primarily the city guards and other nearby locals. NA: Days 2 - 16, nights 4 - 48.

- 11) **The Greater Demon Exterminating Company** - An obvious front set up by two not so bright thieves who are trying to tunnel into the castle vault. They will attempt to sound like they know something about demons and will sell their specialty, demon destroying dirt (1 copper piece per bucket). This dirt comes with a money back guarantee no one has ever claimed. Meeting them on the street 15% chance they will be seen dumping some of the dirt from the tunnel. There is a 20% chance per day that they will strike the moat, a roll of 00 indicates they have actually found the vault.

- 12) **The Dancing Horseman Ale House - Lieut. Laycore** (proprietor), Align: NE, Class: Fighter, Level 2, AC: 4, HP: 15, STR: 12, I: 9, WIS: 9, CON: 13, DEX: 13, CHR: 13, Sword; Laycore claims to be a retired cavalry officer; this is a lie. Employees include 2 exotics, 3 barmaids and a cook all 1st level, dagger armed. Rooms are 1 SP but the probability is 34% cumulative per night of being robbed as 2 hobbit thieves work the place on a commission. They are **Shigo**, Align: N, Class: Thief, Level 2, AC: 9, HP: 10, STR: 7, I: 12, WIS: 14, CON: 14, DEX: 17, CHR: 11, dagger; and **Slath**, Align: CE, Class: Thief, Level 3, AC: 9, HP: 13, STR: 13, I: 11, WIS: 12, CON: 10, DEX: 16, CHR: 14, dagger. Customers NA: 2 - 12 days, 4 - 40 nights. **Rumor**: Sir Balashei bought his title from Verbosh XXXI.

- 13) **Happy Lady Bath House - Marlene the Magnificent** (proprietor), Align: CN, Class: Fighter, Level 4, AC: 10, HP: 24, STR: 10, I: 9, WIS: 11, CON: 9, DEX: 9, CHR: 17, dagger; **Rasha the Temptress**: Align: LE, Class: Magic User, Level 3, AC: 10, HP: 9, STR: 11, I: 18, WIS: 10, CON: 11, DEX: 13, CHR: 18; **Makai the Morbid**: Align: LN, Class: Cleric, Level 2, AC: 10, HP: 9, STR: 5, I: 8, WIS: 15, CON: 10, DEX: 12, CHR: 16, none. Twenty-three ladies, Charisma 12 or more, give massages, etc. . . for a fee often determined by the customers charisma. **Rumor**: Prostitution is to be outlawed in the city.

- 14) **Shields - Kalenel the Cross**, Align: N, Class: Cleric, Level 2, AC: 4, HP: 8, STR: 9, I: 9, WIS: 15, CON: 11, DEX: 10, CHR: 12, Mace; Kalenel with 5 workers and 6 slaves manufactures only shields. **Rumor**: The Goblins in the near north were destroyed by something large.

- 15) **King Verbosh XXXI, the Magnificent**, Align: N, Class: Fighter, Level 3, AC: 5, HP: 21, STR: 17, I: 9, WIS: 9, CON: 11, DEX: 13, CHR: 15, Battle Axe; This rather run-down building has a sign on the outside which says "King." Verbosh is hopefully the last of his line. He makes his living by selling titles of nobility that are meaningless. For example, a title of knighthood can be bought for 5 GP. The shop also contains huge piles of Verboshian paper money and a printing press.

- 16) **Banker - Richolan the Shifting**, Align: NG, Class: Magic User, Level 5, AC: 9, HP: 17, STR: 7, I: 17, WIS: 14, CON: 8, DEX: 15, CHR: 7, +1 Ring, and Dagger; This old man banks money for free, however, he charges 4% for change. He will loan up to 100 GP per level of borrower at a 4% monthly interest rate provided someone will vouch for the borrower. Richolan is heavily protected by both constables and city guards. Richolan has a 3 spell scroll, all three are invisible stalker spells. He also has a Geas scroll.

- 17) **Morning Star Bar - Marish the Mangler** (proprietor), Align: N, Class: Fighter, Level 4, AC: 5, HP: 22, STR: 17, I: 9, WIS: 9, CON: 10, DEX: 13, CHR: 8, Morning Star; Twelve barmaids, Charisma 11 - 17, wait on customers, NA: 6 - 24 days, 6 - 60 nights. The bouncer is a large human fighter with an 18 strength, 8 HP, and he carries a morning star. A mithril morning star hangs above the bar. **Rumors**: 1) All wanderers will be forced to turn in their armor; 2) The butcher is an exceptionally brave man.

- 18) **Butcher - Bach the Cutter**, Align: N, Class: Fighter, Level 4, AC: 9, HP: 29, STR: 18, I: 18, WIS: 8, CON: 16, DEX: 16, CHR: 10, Meat Cleaver or Sword; Bach is a retired adventurer who can easily be persuaded to start adventuring once again. He also owns a suit of +1 plate armor. As a meat cutter his shop is unusually clean for a meat cutter in these times, but, cook the meat.

- 19) **Temple of the Spider God - Horman the Harsh**, Align: LE, Class: Cleric, Level 7, AC: 2, HP: 31, STR: 16, I: 12, WIS: 16, CON: 10, DEX: 10, CHR: 6, +1 Morning Star; **Curate Spindle**, Align: LE, Class: Cleric, Level 5, AC: 2, HP: 26, STR: 12, I: 10, WIS: 15, CON: 16, DEX: 12, CHR: 5, Morning Star; **Carsh the Slow**, Align: LE, Class: Cleric, Level 4, AC: 4, HP: 14, STR: 10, I: 13, WIS: 14, CON: 8, DEX: 6, CHR: 10, Mace; **Nordil Mithnon**, Align: CE, Class: Cleric, Level 3, AC: 4, HP: 15, STR: 16, I: 12, WIS: 15, CON: 11, DEX: 14, CHR: 16, Morning Star; **Gregor the Blue**, Align: CN, Class: Cleric, Level 3, AC: 4, HP: 18, STR: 17, I: 13, WIS: 16, CON: 15, DEX: 16, CHR: 10, 2-handed flail.

Temple of Yezud, Supplement IV, page 46; 7 evil adepts with Morning stars and 16 acolytes armed with Maces. **Rumor**: Orcs are multiplying rapidly in the nearby area.

- 20) **Flying Falcon Inn - Marish the Mangy**, Align: LE, Class: Fighter, Level 4, AC: 7, HP: 23, STR: 13, I: 15, WIS: 15, CON: 14, DEX: 9, CHR: 4, Sword; Marish has the ability to communicate with birds. **Loran the Daring**, Align: NG, Class: Fighter, Level 4, AC: 4, HP: 25, STR: 13, I: 14, WIS: 10, CON: 11, DEX: 18, CHR: 9, Sword; A very nice place actually, prices are reasonable. One of the present visitors in this Inn is **Broar the Bear**, friend, Align: CG, Class: Berserker, Level 10, AC: 4, HP: 67, STR: 18/81, I: 16, WIS: 13, CON: 14, DEX: 18, CHR: 12, 2-handed Sword; Broar has the ability to become a were-bear at will and will usually assume this shape when fighting. **Rumors**: 1) Fisherman claim to have seen a sunken ship off the point just down river; 2) A wererat was seen crawling out of the well.
- 21) **Morning Star Shop - Pirendell of Paroa**, Align: N, Class: Fighter, Level 4, AC: 4, HP: 28, STR: 16, I: 10, WIS: 10, CON: 14, DEX: 18, CHR: 9, +1 Morning Star; aided by 4 Human and 6 Dwarven craftsmen fighters, 1 - 2 Levels, Pirendell has a large manufactory, his stock includes 110 Morning Stars, 76 Maces, and 40 Flails. Both one and two-handed weapons are available. **Rumor**: A Dwarf from the mail shop has a pair of Elven boots.
- 22) **Baker Bananab the Red** (proprietor), Hobbit ??; A Hobbit with oddly red hair, he will bake anything, but it is likely to be poor. His bread is like insulation (and is often used for the purpose), and his cookies are considered +1 naturally if used as sling stones. Bananab is actually an old copper dragon who can polymorph, he thinks his baking is actually good. 10% chance a party member loses a tooth to a bakery item.
- 23) **Flower Shop - Leareanne the Virtuous** (proprietor), Female Noldor Elf, Align: CG, Class: Druid, Level 3, AC: 8, HP: 15, STR: 8, I: 16, WIS: 16, CON: 7, DEX: 15, CHR: 18, +1 Scimitar; **Aranell the Silent**, Female Noldor Elf, Align: CG, Class: Druid, Level 2, AC: 0, HP: 10, STR: 9, WIS: 12, CON: 9, DEX: 17, CHR: 18, +3 Scimitar, Cloak of Defense AC: 0; This shop is very wealthy and would seem to be a perfect set up especially because of the awesome beauty of the two women. But, Aranell is married and wears a ring with which she can summon at a thought, her husband, **Narcoth the Nasty**, Noldor Elf, Align: CG, Class: Magic User, Level 19, AC: -3, HP: 59, STR: 13, I: 20, WIS: 16, CON: 10, DEX: 16, CHR: 13, +3 Ring; Staff of Narcoth: 2 x (Wizardry - Commanding - Absorption). In general, Narcoth will do something hilarious and humiliating to the offender, but leave them unharmed unless they are extremely evil. An offender may find himself strung up nude on the tower or temporarily polymorphed into a geranium.
- 24) **Mail Shop - Leti of Morrowdown**, Align: LG, Class: Fighter, Level 3, AC: 4, HP: 13, STR: 17, I: 10, WIS: 15, CON: 7, DEX: 17, CHR: 12, Sword; Aided by 3 craftsmen and 8 assistants, Leti manufactures chain and ring mail. Generally high quality work is done. **Rumor**: A chimera guards a captive princess in the southwest. He has a +3 shield in his hoard.
- 25) **Warehouse** - This is the cities weapons warehouse. It is generally kept locked with three or four guards on watch. Large stores of weapons and food stuffs especially for siege are stored here. The guard is nearly always lax unless there is an officer nearby.
- 26) **Armorer - Alan of Arakos**, Align: NG, Class: Fighter, Level 4, AC: 3, HP: 23, STR: 16, I: 11, WIS: 14, CON: 13, DEX: 17, CHR: 12, 2-handed Sword; Alan competes with everyone by providing most forms of weapons and a full range of armor in one shop. Quality of the materials produced here is generally not as good as in the various specialty shops. 23 workers and 16 slaves keep this busy shop supplied and running. **Rumor**: Vampires have attacked traffic on the busy highway to the northeast.



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- 27) **Mist Marsh Inn - Valeric** (proprietor), and his twin **Verasi**; It is virtually impossible to tell which of these brothers you are talking to. They are identical, the only difference is that Verasi is extremely jealous that he has no share in ownership of the Inn; Align: CN, Class: Fighter, Level 4, AC: 4, HP: 22, STR: 15, I: 10, WIS: 7, CON: 9, DEX: 13, CHR: 14, Swords. Customers: NA: 2 - 12 days, 6 - 36 nights. This is generally a middle class establishment. Rumor: A black dragon has made his home in a swamp one week's journey to the south.
- 28) **Clerical Supply Shop - Arbon the Crazy** (proprietor), Align: LN, Class: Cleric, Level 4, AC: 3, HP: 20, STR: 15, I: 12, WIS: 16, CON: 14, DEX: 14, CHR: 12, Morning Stars; True to his name, Arbon has a tendency to spring out at customers crying "Repent" or he may begin demonstrating some of his own bizarre religious practices, dousing the party with anything from holy water to dragon dung, etc. Items for sacrificial use, holy water, unholy water, talismans of a wide variety of religions can be found. Arbon has no slaves as he has burned all of his, thinking they were witches in disguise. He also has no servants as no one will work for him, the whole town knows he is a looney.
- 29) **Tourist Information** - This establishment is not really for the distribution of information to tourists, this place is for the collection of information about everyone. This is a small shop in the front of a large building, a front for a vigilante group led by **Haron the Just**, Align: LE, Class: Fighter, Level 6, AC: 4, HP: 36, STR: 15, I: 11, WIS: 8, CON: 10, DEX: 14, CHR: 13, Flail; In the back, Haron holds his prisoners and administers his own brand of justice. Most of his work is done roaming the streets at night looking for "law breakers". There is a 10% chance of meeting them (he has a band of 10 - 20 followers) on the street at night, there is also a 10% chance that a player will be mistaken for the one they are looking for. A good chance that a player is the one they are looking for also exists as the vigilante group does not like outsiders.
- 30) **Tailor - Karenthash the Mender**, Align: LN, Class: Fighter, Level 3, AC: 9, HP: 22, STR: 13, I: 14, WIS: 11, CON: 14, DEX: 17, CHR: 16, Rapier; Karenthash has twelve seamstresses and 16 slaves keep the shop well stocked with a wide variety of clothing. Orders can generally be processed in about a week. Rumor: The cloak maker has a magical cloak in his shop!
- 31) **Tipsey Trickster Tavern - Sishirak the Sorcerer**, Align: NE, Class: Magic User, Level 4, AC: 10, HP: 15, STR: 12, I: 17, WIS: 10, CON: 16, DEX: 11, CHR: 18, +1 Dagger; Bouncers are 2 Ogres, 4 + 1 Hit Dice, 22 HP each. Rather a cheap place a bit sleazy. Rooms are inexpensive but there is a 21% chance per night of being robbed and a 5% chance of being Assassinated for practice. 6 Exotic Dancers and 11 houris help to entertain the customers, CHR 9 - 17. Customers: NA: days 3 - 18, nights 8 - 80. Rumors: 1) The cold north is heating up due to some magical mischief; 2) A pegasus is available in the village. There is a 20% chance that **Telerac the Treacherous** is in the area; Align: CE, Fighter, Level 3, AC: 3, HP: 27, STR: 18, I: 11, WIS: 15, CON: 16, DEX: 16, CHR: 18, +1 2-handed Sword; Telerac is an expert in the use of his poisoned concealed daggers. Telerac is an Anti-Paladin.
- 32) **Trolls Trident Tap - Elfranor**, Align: CE, Class: Fighter, Level 5, AC: 4, HP: 26, STR: 13, I: 9, WIS: 14, CON: 10, DEX: 15, CHR: 5, Morning Star; **Sterix**, Align: CE, Class: Troll, Level 6+3, AC: 4, HP: 38, STR: 18, I: 4, WIS: 9, CON: 16, DEX: 6, CHR: 3, Claws and Bite or Trident; This is the major gathering place of the local Orcs - Ogres - Goblins that get into the city. NA: days 1 - 4, nights 20 - 80. Rumors: 1) The Gnomes are finally going to be driven out of the nearby hills, unless those pesky Dwarves find out about it and interfere; 2) The incredible hammer of the King of the Mountain (Dwarf) is called "Thunder, the Lightning Hammer".
- 33) **Mid Adventure Supply Shop - Darthon of the Darkest Dale**, Align: CN, Class: Fighter, Level 4, AC: 3, HP: 23, STR: 15, I: 11, WIS: 10, CON: 10, DEX: 15, CHR: 10, Mace; Darthon loves adventure stories and objects to the attitude of the rest of the town towards travellers which is bad for his business. He is assisted by 2 servants and 6 slaves, his shop and adjoining warehouse have just about anything for the adventure, Referee's discretion. Prices are generally about 10% higher than normal due to overhead.

- 34) **Cloak Shop - Zulman** (proprietor), Align: CN, Class: Fighter, Level 5, AC: 4, HP: 29, STR: 13, I: 8, WIS: 9, CON: 12, DEX: 13, CHR: 11, Sword; His shop is packed with racks and stacks of cloaks and clothing for both men and women. He is aided by 5 seamstresses that he works nearly to death. Unknown to Zulman, one of his racks has a +2 cloak of protection that is not visually distinct from any other cloak. Only a detect magic on the right pile will reveal it, otherwise a .1% chance of picking it accidentally.
- 35) **Rope Maker - Raoul Orac** (proprietor), Align: CN, Class: Fighter, Level 3, AC: 7, HP: 14, STR: 11, I: 8, WIS: 10, CON: 8, DEX: 11, CHR: 14, Sword; 1 servant helps him in his shop where he sells cords from tough threads all the way up to huge ropes. A 2 centimeter diameter rope sells for 1 GP per 25 ft.
- 36) **Lamps and Oil - Ilin Wilras** (proprietor). Ilin has 3 slaves to aid him in his shop where he sells lamps, torches, and oils. He makes most of his own wares. He owns a magic lamp that he keeps safely hidden. It bears the mystic rune "Ever-ready!" One of Illin's slaves believes he is a Sorcerer who has had a *Feeble Mind* spell placed on him that will last until a *Dispel Magic* is successful. No one believes him but his story, when he remembers it, is true. It is the power of the caster that prevented the one *Dispel* that was used from working. A *Restoration* or *Wish* spell will work.
- 37) **Magistrate - Heinrall the Grey**, Align: LG, Class: Magic User, Level 6, AC: 10, HP: 18, STR: 10, I: 16, WIS: 11, CON: 7, DEX: 15, CHR: 10, +1 Dagger (stores 1 spell). This building contains the small courtroom where lessser crimes are tried and lesser criminals punished. Heinrall is excessively honest much to the displeasure of most who have tried to bribe him. Guards will be mercenaries with about 3 times the hit dice of the persons being held. Major crimes and penalties are handled by the castle. Heinrall also handles the license laws in the city.
- 38) **Tin Smith - Gimle the Good**, Dwarf, Align: LE, Class: Fighter, Level 5, AC: 5, HP: 33, STR: 16, I: 9, WIS: 11, CON: 17, DEX: 13, CHR: 6, Battle Axe; Sells items for every day use, he works in tin, and lead, makes pots, pans, plates, pipes, etc., he does good work but he is a far from good character.
- 39) **Magic Shop - Aranthol the Blue**, Align: N, Class: Magic User, Level 7, AC: 9, HP: 27, STR: 12, I: 18, WIS: 15, CON: 15, DEX: 17, CHR: 14, +2 Dagger, +1 Ring. Aranthol has two Magic User assistants, one 3rd level and one 4th level. He sells the materials necessary for spell casting. His shop is rather quiet and most customers will see only one of the three Magic Users present as the other two are usually studying. Customers will be informed that a license for magic use is required, see Number 37.
- 40) **Mercenary Outlet - Sasalman of Sardoa**, Align: N, Class: Fighter, Level 7, AC: 4, HP: 48, STR: 17, I: 16, WIS: 12, CON: 15, DEX: 16, CHR: 14, Sword; Sasalman is a booking agent and can make available up to 200 mercenaries of from 1st through 8th level. On a one day basis he can manage about 5 - 15 mostly of low levels. He will be willing to act as booking agent for any exceptional fighter. He is paid by both sides of any arrangement for his service.
- 41) **Singing Mountain Inn - Masher Rogath** (proprietor), Align: LN, Class: Fighter, Level 3, AC: 4, HP: 18, STR: 17, I: 10, WIS: 14, CON: 12, DEX: 15, CHR: 10, Morning Star; 2 cooks and 4 waitresses care for the customer in this finest of the towns eateries, this is in fact a rather good restaurant. Some rooms are also available for rent, these are also in excellent condition. **Rumor:** A baby-faced man "fully 10 feet tall" and an extremely powerful Dwarven fighter were just in looking for a flying dwarf?

- 42) **Pet Shop - Eric the Animal Trainer**; Eric sells common household pets like guard dogs and exotic birds, as well as trained hunting birds and an occasional wolf. Eric's personal pet is a Brown Bear called Ajax, 5 + 5 Hit Dice, 45 HP.
- 43) **Butcher - Legon of Lam (Half-Orc)**, Align: CE, Class: Fighter, Level 4, AC: 7, HP: 30, STR: 17, I: 9, WIS: 8, CON: 17, DEX: 11, CHR: 8, Battle Axe; All manner of meat sold, 40% chance that some of the meat hanging in his window is all or part of some monster, roll to see what kind on a random table. He has 4 assistants, all Orcs. They are not at all above grabbing someone at night for sausage.
- 44) **Barber - Neur the Nervous**; The only barber in the area for many days travel, but, business is very slow as there is often a death or wounding of a customer. He is always anxious to cut hair for any price. 20% chance he will wound the character with his scissors or razor, when he starts to quiver and shake uncontrollably (1 - 4 points of damage).
- 45) **Curio Shop - Serlin of Rodes (proprietor)**; There is a 30% probability that anyone stumbling into this little shop thinks that something looks like a certain magic item. A roll of 00 means the item found actually does look exactly like the magic item. A second roll of 00 means the object actually is the magic item.
- 46) **Alchemist - Neurojoule the Unstable**, Align: N, Class: Alchemist, Level 7, AC: 10, HP: 35, STR: 10, I: 18, WIS: 11, CON: 12, DEX: 14, CHR: 8, Dagger; Neurojoule fidgets constantly with nervous energy, he is however, a good alchemist. If he cannot make a specific potion there is a 40% chance he can obtain it from another source. Presently, he has a collection containing 2 potions of Healing, one of Flying, and two of Water Breathing.
- 47) **Jeweler - Borack Zope**, Dwarf, Align: CG, Class: Fighter, Level 3, AC: 5, HP: 17, STR: 10, I: 18, WIS: 15, CON: 13, DEX: 10, CHR: 16, Sword; A competent jeweler but with one very unusual trait. He is allergic to mithral. He was virtually forced to leave his people as some considered this sacrilege. Borack is rumored to have grown very fond of the woods.
- 48) **Staggerin Drag Inn - Finral From the East Mountains**, Dwarf, Align: N, Class: Fighter, Level 5, AC: 5, HP: 28, STR: 16, I: 11, WIS: 16, CON: 15, DEX: 15, CHR: 7, Battle Axe; This bar is heavily patronized by the few Dwarves who commonly enter the city. Present topic of much discussion is about the rumor of the King of the Mountain Dwarves and his hammer. This rumor has been further fueled by the report that a Dwarf in the village, Darn Gimble, has a fantastically ornate shield with the symbol of a mountain on it and a symbol which represents one of noble blood in an ancient Dwarven language. Also being discussed is the rumor of were rats being seen crawling out of one of the cities wells, although which well is uncertain. Customers mostly Dwarves and Humans with an occasional Gnome or Halfling.
- 49) **Theatre** - This small theatre puts on performances twice weekly, it is a source of entertainment for some; particularly travellers. The plays have become too familiar for most locals as Verbosh's isolation has led to a rather limited repertoire although a rare new play will almost always pack the place to the rafters even if its not a good play.
-

Street Encounters

Days

- 1) Constable Patrol
- 2) Thief from Greater Demon Exterminating Company
- 3) Inner Castle Guard(s)
- 4) Street trash, 30% chance of an embarrassing fall
- 5) Begger
- 6) Accosted by Peasant Women trying to sell vegetables
- 7) Street Urchins flinging dung
- 8) Town Crier making announcement (usually very boring)
- 9) Run over by large group of local ladies looking for a great deal
- 10) Caught in the middle of a merchant shouting contest, they demand you take a side

Nights

- 1) Constable Patrol
- 2) Thief at work
- 3) Vigilante Patrol
- 4) Assassin at work
- 5) Stumbling drunk wishing to debate theology
- 6) 2 - 12 drunken city or castle Guards looking for trouble
- 7) Caught in the middle of a street brawl
- 8) Sight a wererat 25% chance of seeing him entering or leaving one of the two wells
- 9) Angry housewife mistaking player or NPC for her no-good husband
- 10) Random insult (or brick) hurled at party by unseen assailant
- 11) Embarrassing fall into random Verboshian street repair
- 12) Pranking high level thief drops a disgusting little creature down someone's cloak or armor, such as insect, snake, or box of lice (Good old tarantula in your shorts)

Note: Dwarves in this area are from the group known as Dwarves of the Silver Sledge, there are legends of a tribe known as the Dwarves of the Black Anvil living somewhere to the north and west. This is important to the discussion in Number 48.

Verbosh is the central and controlling power in the area shown on the map. It is surrounded by a large amount of farm area. The water shed area makes this land fertile although rainfall is otherwise too low. Only legends tell of a way to travel through the high mountains that surround the area on three sides although a considerable distance can still be travelled upriver to the south before the source is reached and the channel the river has carved ends.

Location

Verbosh is located 16,131 kilometers north of the equator of this planet and 4,412 kilometers west of the central meridian. Location in my system is then given like this: 16.131N, 04.412W. This is on a kilometer square that encloses Verbosh completely and almost symmetrically. If greater precision is desired this could be done in this manner: The gate to the city might be 16.13095N, 04.41291W. This is a measure which locates the gate to within 10 meters.

Verbosh's position is at about 36.3 degrees north latitude. This planet has slightly greater axial tilt than the Earth making the seasons slightly more distinct or severe.

The Castle of Hargor the Complainer

Hargor the Complainer - Align: N, Class: Fighter, Level 8, AC: 1, HP: 53, STR: 18, I: 13, WIS: 10, CON: 14, DEX: 15, CHR: 9, +3 Sword; Hargor is also the owner of two magic rings which he never removes. One is a Ring of Protection, the other is a +20% Ring of Spell Turning.

Hargor can usually be found in his chambers, busy complaining about the weather, his sore foot, the food, etc. . . . His eternal complaining has made his personal servants and guards somewhat lax in their attendance on him. In fact, the only reason anyone stays at all is Hargor's much fabled inheritance.

Hargor's right hand man is **Jarek the Ruthless** - Align: LE, Class: Fighter, Level 5, AC: 2, HP: 36, STR: 15, I: 14, WIS: 11, CON: 15, DEX: 14, CHR: 10, Morning Star; Jarek will hire anyone to kill Hargor but no attempt has succeeded as even high level assassins run out of the city screaming after falling victim to his onslaught of complaints about his back, food prices, and even his own taxes! A 14 or better Constitution will enable a character to endure Hargor's complaints for 1 minute, each additional Constitution point will give a person the strength for one additional minute. If this limit is exceeded the person will fall into an uncontrollable fit of screaming and flee in route, perhaps forever.

The upper level of the central tower are given over completely to **Markus of the Crystal Lake** - Align: CG, Class: Magic User, Level 10, AC: 4, HP: 42, STR: 13, I: 18, WIS: 10, CON: 16, DEX: 16, CHR: 11, +2 Dagger; Markus is the ultimate in chaotic characters. He will often go out just to cause mischief. He will never give out any useful information about himself and will do his best to prevent the discovery of his real powers. His other magic items are real beauts, a Staff of Power, and Bracers of Defence, AC: 4.

Garrison of the Inner Castle

Each of the 6 towers of the inner ring is manned and serves as quarters for 10 heavy foot, 8 heavy crossbow and a crew for the catapult that sits on top of each respective tower. Each tower is commanded by a sergeant who is a fighter of third or fourth level. There is also a unit called "Guard of the Sacred Gate" This group of 25 heavy foot is responsible for the gate and body guard duty of Hargor. This unit is familiar with Hargor and will not fight to protect him. The garrison of the inner castle is directly under the control of Jarek.

Garrison of the Outer Castle

The six towers of the outer castle are similar to these of the inner castle, each is home for 15 heavy foot, 10 heavy crossbow and a catapult crew. Each is commanded by a sergeant (4th level) and a corporal (3rd level). The guards of the outer gate comprise a separate unit of 25 heavy foot. The outer ring is under the command of **Captain Olmar** - Align: CG, Class: Fighter, Level 5, AC: 2, HP: 46, STR: 17, I: 11, WIS: 12, CON: 16, DEX: 15, CHR: 16, +1, +1 Morning Star. Other retainers within the castle include 3 freeman servants and from 100 to 125 slaves, mostly female.

The City Guards of Verbosh

The wall surrounding the city is comprised of one tower across the moat with a door and portcullis, a combination of three towers with a drawbridge in the center tower and six corner towers surrounding the rest of the city.

The tower across the moat is manned with 15 heavy foot, and 12 heavy crossbow (two of which are always in the two small towers). The gate usually has four heavy foot at the entrance to keep out undesirable characters (that don't pay a decent bribe).

Of the three towers at the entrance of the city, only the two outer towers are under total control of the city guard. The center tower is under control of the gate-keeper (Berashak the Blade).

Each of the eight remaining towers is home for 15 heavy foot and 12 light crossbow, as well as a balista crew for the balista that is located atop each tower. Oil is liberally available along all walls as are facilities for boiling it. Each tower is commanded by a Lieutenant, the commander of the city guards as a whole, is **Colonel Marefone** - Align: LE, Class: Fighter, Level 7, AC: 2, HP: 55, STR: 18, I: 11, WIS: 10, CON: 15, DEX: 15, CHR: 16, 2-handed Sword or a +1 Mace. The Colonel has dreams of overthrowing Hargor.

Village of Verbosh

- A) **The Galloping Goblin - Hector the Cute** (proprietor), Align: NG, Class: Fighter, Level 4, AC: 4, HP: 20, STR: 16, I: 11, WIS: 11, CON: 14, DEX: 13, CHR: 4, Gauntlets of Ogre Power (Disguised as his work gloves); The Inn's main room contains long tables with a bar at the far wall. Hector will often be seen performing his chores, most of which seem above his strength to do (such as carrying a beer keg in one hand). The bar itself has a nice "homey" atmosphere with various Goblin heads used as trophies on the walls, ash trays, and even decorative lamps on the walls and tables. There are four serving girls as helpers. **Rumor:** In the interest of safety for his customers, Hector is looking to hire on (permanently) a Goblin to serve as an out-door lamp on the way to the stables behind the Inn.
- B) **Horse Market - Mifren of Deflica** (proprietor), Align: N, Class: Fighter, Level 2, AC: 7, HP: 12, STR: 13, I: 15, WIS: 13, CON: 10, DEX: 14, CHR: 14, Sword and Shield; Mifren has a wide range of horses for sale (some of which were bought from "deadbeat" patrons at the "Galloping Goblin"). For some of the sorrier nags, Mifren will sometimes use ventriloquism to make it look as though the horse is magical or knows of the location of a great treasure (he will then sell the horse for many times its worth to the unsuspecting customer). Mifren has three slaves as stable-boys. **Rumor:** A Dwarf is staying in the city possessing a hammer that returns when thrown.
- C) **Slave Market - Siliman and Sigh** (proprietors); **Siliman:** Align: N, Class: Fighter, Level 2, AC: 4, HP: 12, STR: 13, I: 5, WIS: 6, CON: 11, DEX: 14, CHR: 12, Sword; **Sigh:** Align: NE, Class: Fighter, Level 6, AC: 4, HP: 29, STR: 13, I: 10, WIS: 13, CON: 6, DEX: 13, CHR: 10, Sword; Siliman and Sigh compete selling slaves. 132 are available (mostly women). Slaves are sold on the block as personal servants, farm help or even religious sacrifices. Slaves are kept chained in the upper area of the building and guarded by 11 fighters (2nd level with Swords and Chain Mail). **Rumor:** 3 beautiful women have been ordered sold into slavery for their taking advantage of men.
- D) **Overland Highway House - Hanison of Arimas** (proprietor), Align: LN, Class: Fighter, Level 5, AC: 3, HP: 21, STR: 16, I: 10, WIS: 11, CON: 12, DEX: 15, CHR: 6, Morning Star; Bouncers are **Grunt** and **Grind**; **Grunt** - Align: CN, Class: Fighter, Level 4, AC: 5, HP: 20, STR: 18, I: 9, WIS: 11, CON: 10, DEX: 12, CHR: 12, 2-handed Sword; **Grind** - Align: CN, Class: Fighter, Level 3, AC: 4, HP: 18, STR: 18/51, I: 12, WIS: 11, CON: 13, DEX: 15, CHR: 5, 2-handed Sword; 6 Bartenders, 8 Cooks, 15 Exotic Dancers, and 26 Houris (Charisma 6 - 18). Prices for the night are 6 to 180 Gold Pieces depending on Charisma, 10% possibility of a non-human type (Dwarf, Half-Elf, etc.). **Rumor:** A powerful Dwarf with a hammer that returns when thrown has checked into the Inn.
- E) **Blacksmith - Talc of Umpowder** (proprietor), Dwarf, Align: NG, Class: Fighter, Level 3, AC: 5, HP: 21, STR: 18/67, I: 14, WIS: 10, CON: 15, DEX: 13, CHR: 9, Battle Axe; Horses shod, weapons repaired (cost is ½ value of weapon). Talc has 2 Dwarven helpers. **Rumor:** Lord Verbosh commands audience with one of the player characters.
- F) **Stage Coach Line Station** - Run by Mifren of Deflica (see B). Stage will usually pass once a week going from and to a direction of the D.M.'s choosing. Mifren is in charge of changing horses with incoming stages for fresh ones of his own although sometimes he will send out lesser nags that will die within 15 miles. **Rumor:** Plate Armor is illegal in the city.
- G) **Sheriff - Tarrence the Brave**, Align: LG, Class: Ranger, Level 8, AC: 5, HP: 51, STR: 16, I: 15, WIS: 15, CON: 15, DEX: 17, CHR: 12, 2-handed Sword; Tarrence command his deputies (20 fighters, 1st - 4th Level) to keep the highway and surrounding area clear of trouble. Also, if the crime is serious enough, Tarrence will lead a small tracking party into the wilderness after the offender and try to bring him back to justice.

- H) **Cavalry Quarters - Captain Bials Orcinol**, Align: LN, Class: Fighter, Level 6, AC: 4, HP: 39, STR: 17, I: 10, WIS: 9, CON: 15, DEX: 17, CHR: 11, +2 Sword, Lance; Bials leads a command of 30 medium lancers. They are the only Verboshian Cavalry. They have their own fenced compound that contains their stable. They provide their own guard watch which last year was able to lose the horses from inside a closed compound twice. Troopers are fighters, 1 - 4th level armed with lance sword and mace, mounted on medium warhorses.

Miscellaneous Mentionables

- 1) **Darn Gimble** (The Dwarf mentioned in the rumors) - Align: CG, Class: Fighter, Level 8, AC: -2, HP: 73, STR: 18/94, I: 10, WIS: 11, CON: 17, DEX: 16, CHR: 7, +3 War Hammer; Gimble also carries a +1 Shield and a suit of +4 Chain. He also often carries a Horn of Blasting.
- 2) **Laren the Lifter** (Highest local Thief) - Align: LE, Class: Thief, Level 9, AC: 9, HP: 35, STR: 11, I: 9, WIS: 12, CON: 7, DEX: 18, CHR: 14, Dagger; Under him in the local guild are 2 - 7th level, 1 - 6th level, 5 - 5th level, 6 - 4th level, 8 - 3rd level, 10 - 2nd level, and 15 - 1st level Thieves. They are largely distributed throughout the area with the lower level thieves in the market, and those of higher level living most of the time inside the walls.
- 3) **Farin the Poor** (Leader of the Beggars Guild) - Align: N, Class: Begger, Level 5, AC: 10, HP: 19, STR: 8, I: 14, WIS: 16, CON: 9, DEX: 6, CHR: 6, Dagger; One of the richest men, Farin leads a 16 member Beggars Guild. Non-guildsmembers are not allowed to beg in the area.
- 4) **Thark the Knife** (Leader of the Assassins Guild) - Align: NE, Class: Assassin, Level 8, AC: 10, HP: 23, STR: 14, I: 13, WIS: 12, CON: 9, DEX: 17, CHR: 11; Leads a small group of 1 - 3rd level, 2 - 2nd level, 4 - 1st level assassins. Thark will by no means accept a contract on Hargor (The former leader of the guild is now somewhere to the west).
- 5) **Narcoth the Nasty** - As detailed in Shop Number 23, is not a character players are expected to fight. It is, in fact, better that people messing with Aranell the Silent just see him for an instant (a burgandy cloaked GreyElf) before being zapped off. Narcoth has many powerful allies on top of his own awesome powers, and he will always out-smart the party.

Notes on Verbosh

Travellers are not permitted to wear plate armor inside the city, permits to wear plate are required and these are issued only to the city's permanent residents.

The very top of the tower, which is used by the resident Mage, is made of a crystal-like substance which sometimes can be seen flashing or glowing at night. The light can usually be seen by travellers coming to the city long before they see the city itself.

While coming to the city, it is possible to see a person of one kind or another, running wildly away screaming. If the person is somehow stopped, in no way will a player extract any information on why he is running from the city.

A large produce market is in session almost constantly throughout the warmer seasons.

The gates of the city are all closed at nightfall. Usually a small bribe is required for non-locals to enter the city even during the day.

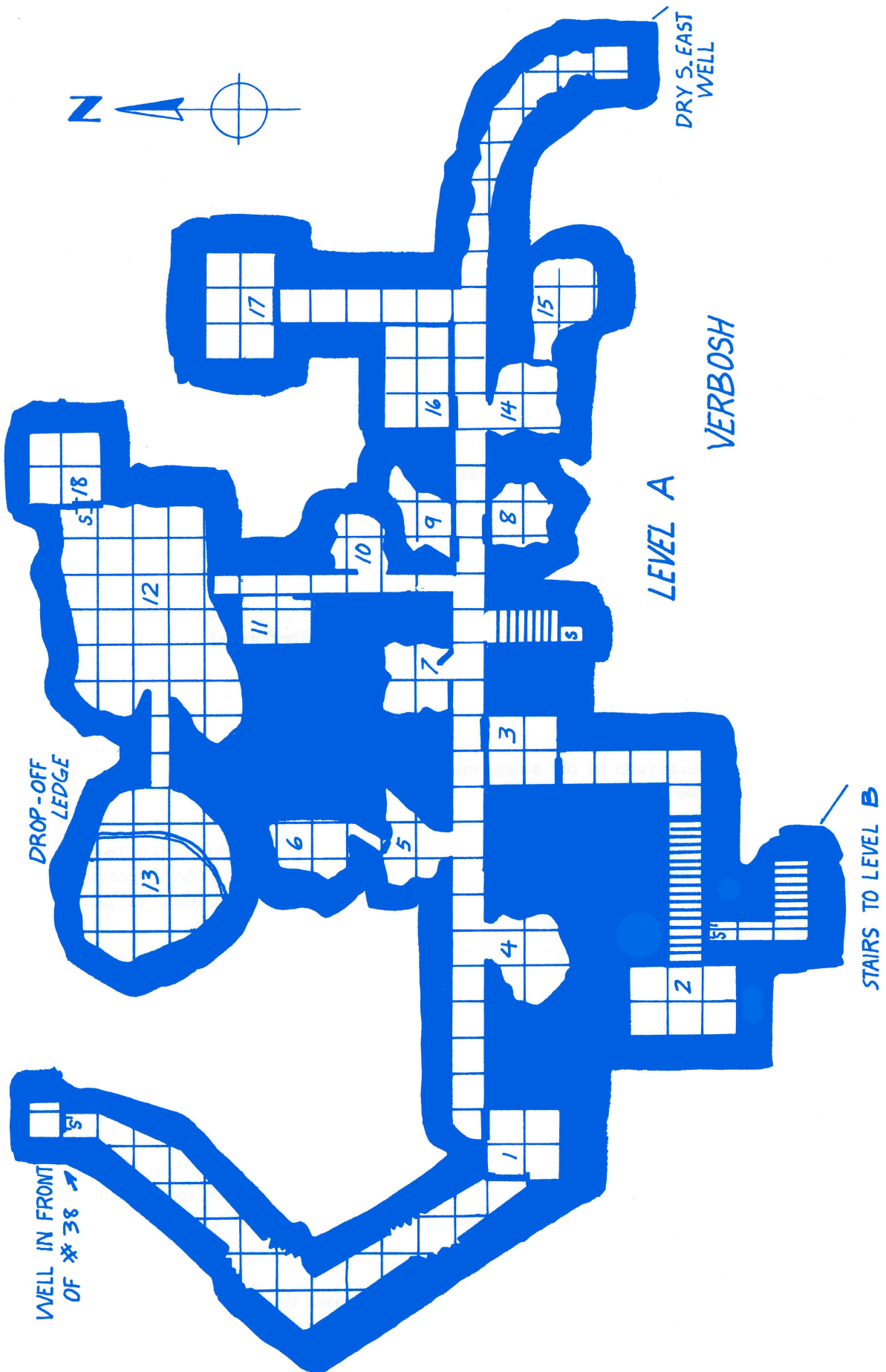
Wererats are very common in the cities sewers and one or two can also be found in the Warehouse (Number 25).

Dexterity has not been included in armor class determination, its use is the option of the individual Judge. However, it is usually a good idea.

River traffic does frequent the small dock north of the city. Although most craft available are small fishing boats, the possibility of travel along the river is there.

All guilds within the city, including Assassins and Thieves Guilds, pay taxes or tribute to the city in return for a certain amount of protection and light sentences for guildmembers caught. So non-guildmembers are generally dealt with harshly.

Most Rumors given have a basis in fact, how much is an individual decision.



Verbosh

Towers and Dungeons

Entrance to the sewers and dungeons below can be obtained by any of three routes. The first route is down the well in front of Number 38, The Tin Smith Shop. About ten feet down the inside south wall of the well is a well-hidden door, 5ft. square. 2 feet below the bottom of this door is the well's water level. The rock in the walls is very slippery but small notches have been carved out at intervals to facilitate climbing. Inside this door is the beginning of a long passageway the floor of which is under several inches of water. This water pours out into the well when the door is opened.

The passage is several hundred feet long and then it takes a turn to the left and continues several hundred more feet farther. At the corner is a small crack in the floor that leaks water into the passage profusely.

The second method is a secret door under the warehouse, Number 25. This door is hidden under a rack of short swords.

The third method of entry from the city is the well in the southeast corner of the city. It is similar to the entrance in the other well, except this well is covered with rotting planks and is nearly dry containing only mud far at the bottom.

Level A

- 1) This room shows signs of being carefully carved out of the rock. It can be entered by doors on the west and north sides of the room. This room shows signs of long decay and now contains only broken furnishings and bits of rotted rope and gnawed bones. A giant rat is present in the room, 6 HP.

The main hall matches the description of Room 1, being carefully formed in the distant past. It is 10 ft. wide and about 12 ft. high.

- 2) This room is really a guard room to the lower levels. The room is large, 30' x 20' with 12' high ceilings. The former guards have turned into ghouls, 2 HD, HP: 15, 14, 11. The room also contains pieces of rotting furniture, several suits of old armor and weapons, all of which are non-magical. Only entrance is the heavy door in the east wall.
- 3) Door in north wall is slightly elevated above the regular floor and is tightly fitted to its frame. There is also a secret door in the south wall. 2 wererats, HP: 15, 19, have settled in to this carefully constructed chamber. They are accompanied by 5 giant rats, HP: 3, 6, 11, 2, 13. Hidden amidst a rotting bed is 1000 Copper Pieces and a gem worth 15 GP.
- 4) This room is obviously of later and vastly inferior work than Rooms 1 - 3, which were carefully rectangular. Inside this room are 8 giant rats, just settled in and feasting on a fresh human, HP: 6, 3, 2, 7, 11, 9, 5, 14.
- 5) This chamber has a flimsy wooden door in the back which leads to Room 6. This room is of inferior construction like Room 4. Inside are 3 giant rats, HP: 8, 2, 11. Any commotion will alert the wererat in the next room.
- 6) This is a lair of a wererat, HP: 19. If alerted, he will assume human form to fool the party by pretending to be a prisoner. Along the wall, amidst much generally disgusting filth, can be found the ransom of a recent hostage, 1000 Silver Pieces.
- 7) This small chamber is entered through a somewhat improvised door in the south wall. The room contains 2 giant rats, HP: 2, 3.

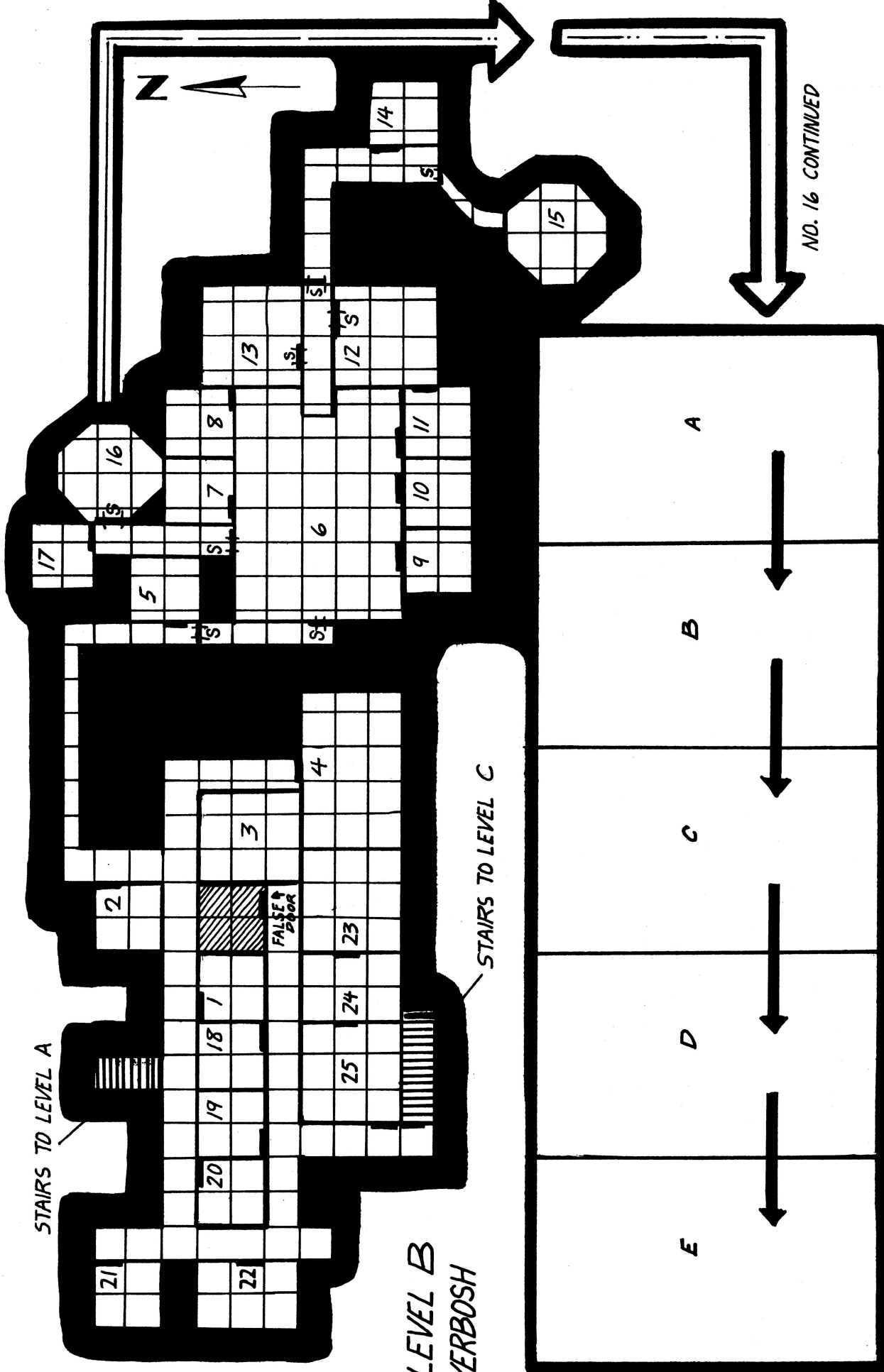
- 8) This room contains 4 very large giant rats, each 3 HD, HP: 11, 13, 16, 19. These rats are semi-independent of the rest and have hidden in a pile of offal 300 Copper Pieces.
- 9) This oddly shaped room is evidently, especially by the smell, the lair of more giant rats, although none are present at this time.
- 10) This chamber is empty except for a great accumulation of water.
- * The side hall running to the north between Rooms 7 and 9 has water draining into it from all directions. The water flows and slowly deepens toward Room 12.
- 11) This room has a regular door but the water here is almost a foot deep. Inside the room, 10 giant rats are feeding on a human fighter. 2 rats are 3 HD, HP: 22, 17; 4 are 2 HD, HP: 15, 5, 8, 7; and 4 are 1 HD, HP: 8, 2, 7, 1. The fighter in chain armor is still clutching his +1 Sword (Bastard Sword).
- 12) This large low (about 7 feet) chamber can be entered from the south through a heavy but poorly designed door. Water runs from the hall towards an opening in the chambers west wall. It runs in a channel that is slightly lower than most of the floor. There is a well concealed door in the rooms north-east corner. The room is occupied by 8 wererats, HP: 12, 10, 12, 17, 19, 21, 12, 14; and 17 giant rats, HP: 17, 16, 11, 12, 8, 12, 8, 5, 6, 2, 10, 4, 1, 4, 3, 2, 6.
- 13) Water up to 2 feet deep flows down this passage to drop over a lip about 1½ feet high into a gorge of invisible depths (actually about 150 feet). This underground pond if carefully explored will have an under water passage that is about 50 feet long into a lair (cavern) in which 10 lizard men have made their home, HP: 8, 6, 13, 8, 7, 7, 12, 9, 15, 17. They have a long passage through a series of doors to the bottom of the river where it opens under a sheltering rock.
- 14) This chamber is inhabited by a huge giant rat, HP: 22. Amidst the piles of waste material in the room is a ring worth 130 Gold Pieces.
- 15) This is the lair of one wererat, HP: 26. He hoards a treasure of 600 SP, 80 GP, and a Ring of Water Breathing.
- 16) The doorway is well carved and carefully formed. The room is carefully rectangular and skillfully worked. The room is an abandoned store room that is occupied by 2 giant leeches, 3 - 2 HD, HP: 15, 10. In a pile of decaying material is buried a non-magical Silver War-Hammer.
- 17) This doorway is well carved and is heavily reinforced requiring a 17 or greater strength to open. There are runes in Dwarven that warn not to open the door. Inside is a Green Slime.
- 18) Entered through the hidden door in the west wall. This room contains the hoard and treasure of the wererats. In the room are 4 wererats, HP: 17, 20, 21, 31; and two women, wealthy local women by the looks of the remainder of their garb. The treasure is 1200 CP, 600 SP, 200 GP, a piece of jewelry worth 150 GP, a Ring of Water Breathing, and a Shield of Missile Attraction -1.

STAIRS TO LEVEL A

STAIRS TO LEVEL C

LEVEL B
VERBOSH

NO. 16 CONTINUED



Level B

The remainder of the "dungeon" is of carefully worked stone. The air is extremely musty and no breeze will ever be felt. There is a great deal of condensation on the walls and any depression in the floor contains a pool of stagnant water. There are no identifiable marks to give an indication of how long since the area has been occupied.

- 1) This room explains a little about the reason for their being no recognizable tracks or marks in the passage. It contains a Gelatinous Cube and the things he has finally excreted from his body, including a large variety of metal items. Cube: HP: 22, room contains 75 CP, 10 PP, 307 SP, and 60 GP. Suspended within the Gelatinous cube is a Silver Mace.
- 2) This is obviously an old room that contains nothing but bits and shards of items, and 3 giant Centipedes, HP: 2, 2, 4.
- 3) This was once a large store room which held a large quantity of supplies. Now, there are huge piles of rubble, mostly only the metal items are present in any condition that is recognizable. The room is the lair of two Carrion Crawlers, HP: 16, 14.
- 4) This room is very similar to Room Number 3. The door is stuck and a 16 or greater strength will be required to open it. The materials in this room are in good enough condition for it to be evident that this was once a huge store of preserved foods and carefully packed clothing. Nothing useful remains, age has decayed everything beyond usefulness.
- 5) This room looks suspicious immediately. The floor is sand! This sand floor is elevated about a foot above the outside floor. The door opens out and when it is opened, sand comes pouring out. Under the sand is a 7 HD Anhkheg, HP: 47. If the Anhkheg is defeated, a search of the room has a 10% cumulative per turn of searching of discovering the treasure, 400 SP, 100 GP, and a +1 War Hammer.
- 6) This room is entered through an already long series of secret passages and doors. Upon entering this door, the party must save vs fear or be afraid to enter the room for 1 - 12 turns. The room is large, 18' ceilings, supported by 6 massive columns. There are five visible doors in the room, 3 on the east, and 2 on the west. There is also a secret door on the west and a large statue against the opposite (north) wall that appears to be some sort of altar. Kneeling before the statue and simultaneously touching the altar will cause the entire thing to slide quickly to the right revealing a passage behind it. The statue holds a large red gem worth 1200 GP but any attempt to dislodge it will trigger the release of poison gas that completely fills the chamber in one melee round and all saving throws are at -4.
- 7-11) Each of these rooms is a crypt that contains the remains of one of Verbosh I close powerful allies. The inscriptions are in ancient high-Dwarven, the story of Verbosh I, a Lord, 14th level, and his building of the city and tombs with the help of his Dwarven allies, one of whom lies in Room 10. The occupant of Room 8 has become a wraith, 4 + 3 HD: HP: 25, will attack immediately if disturbed.
- 12) This room is the crypt of Verbosh's closest associate, a fighter named Nathan Sherac, a former 9th level lord. He has become a mummy, HP: 44. He is quite dextrous for a mummy and gets 2 attacks per melee round, one with his fist and the other with his +2 Sword.

- 13) Is the final "resting" place of the wizard, Pearous. This former 12th level Magic User has become a Spectre, HP: 31. He retains only one of his ancient treasures, a +1 Ring of Protection.

The hallway that leads north towards Rooms 14 and 15 has a shrieker and 3 gargoyles will activate if the party turns the corner. The gargoyles are 4 HD, HP: 11, 22, 25. After the party first enters the hallway a low moaning will begin and will increase as the party moves down the hall to a roar of agony as the party stands outside Room 14.

- 14) This room has runes on the door (again in ancient high-Dwarven) warning all not to enter. Inside the room, a large statue stands calmly looking at the door. If the room is entered, the statue animates and becomes a stone Golem, attacking the party and giving chase until the party is either destroyed or the party destroys the Golem.
- 15) This is the tomb of Verbosh I, and this is the thing everyone is looking for, an even bigger treasure. The coffin is lined with gold and very ornate, value 5000 GP. However, it weighs over 1 ton! The room also contains a suit of +2 plate armor and a dancing sword. One last catch, Verbosh I has become an angry ghost, 10 HD, HP: 65.
- 16) A) When entered, this room immediately teleports the entire party. Each member of the party finds himself alone in an arena with a large crowd watching and making bets on the outcome. The player is a contestant. The player has no armor save a wooden shield and no weapon except a sword (morning star for a Cleric, dagger for a Magic User). The opponent is armed the same way and has the same number and type of hit dice. The opponent will have 11 in strength, dexterity, and constitution. The rules are simple, battle to the death. If the character survives, which they usually do, due to greater strength, higher constitution, or dexterity. If the combatants would happen to kill each other in the same round, the player is the one that survives.

B) Having successfully defeated the fighter in the first arena, the character will find himself completely healed entering a second arena, identical to the first, dressed as a Magic User and facing another Magic User. Each will have a device that fires magic missiles that hit as +2 crossbow (heavy) bolts. The character will discover he is able to project a thought shield that completely absorbs points of damage due to hits from his opponents attacks. How much damage this thought shield can sustain is determined by multiplying the characters intelligence by 2. For example, a player with 12 intelligence has a 24 point thought shield. When the 24th point of damage is sustained the shield collapses and all further damage is on the character himself. The opponent should be considered a 13 intelligence and should get 1 (4-sided) hit die for each level of the player character he is facing. The magic missile firers fire once each melee and there are no other weapons. If the player lives, he goes on to the next test completely healed as before.

C) In the third test, the character is armed as in the first except his sword (or morning star or dagger) is hitting as +1. His opponent this time is a lion.

D) The fourth test is the same situation except the player is the lion fighting a 4th level fighter of the same abilities as detailed in the first arena and the fighter's sword will not be +1. Note: In this test, the player will have a full 5 + 2 hit dice.

E) The fifth test takes place in an area covered completely with a thick fog. The player has all his equipment he originally had and he meets someone who looks exactly like he does. The opponent is in fact a doppelganger and such things as armor are only his skin made to look just like armor, or cloak. The characters have all their powers back at this point and the doppelganger will have items that look like magic items a party member may have but will be non-functional.

NOTE: Magic Users have NO spells in tests 1 - 4. DM discretion may be needed to give certain weaker characters a chance such as a first level hobbit thief or a first level Magic User. This can be done by making the opponents unusually weak ones of their type, ie, a 12 HP Lion.

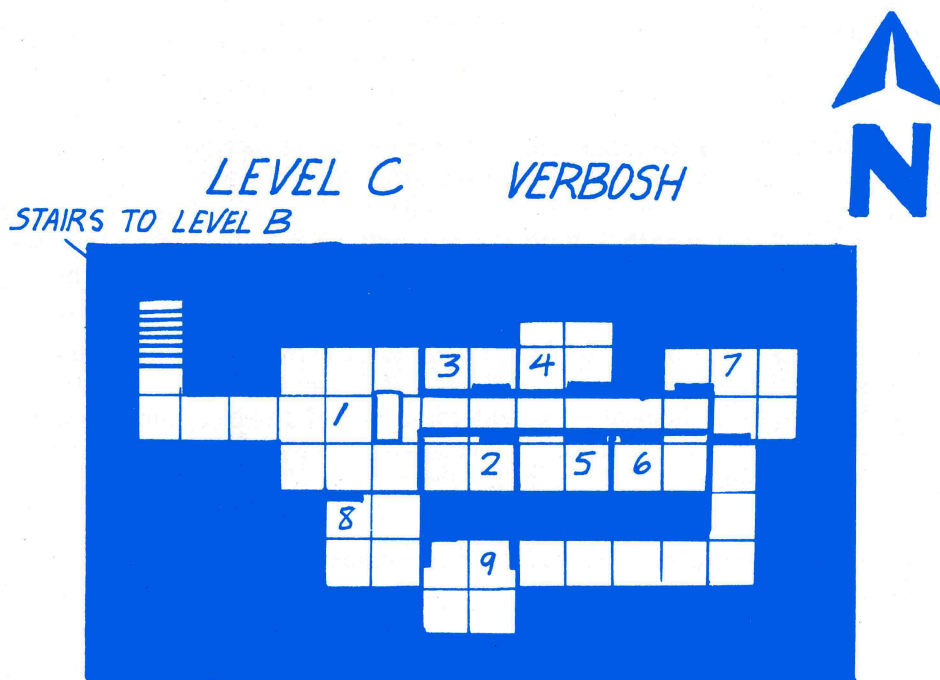
Characters that survive all five tests will find themselves instantly teleported back into the hall outside Room 16. Room 16 can never be re-entered by a character who has already successfully completed it (fans get bored). The character that survives will simply gain experience and will emerge completely undamaged. In case you hadn't figured it out already, anyone who does not complete the test successfully is DEAD and can not be raised (no Body). Good Luck.

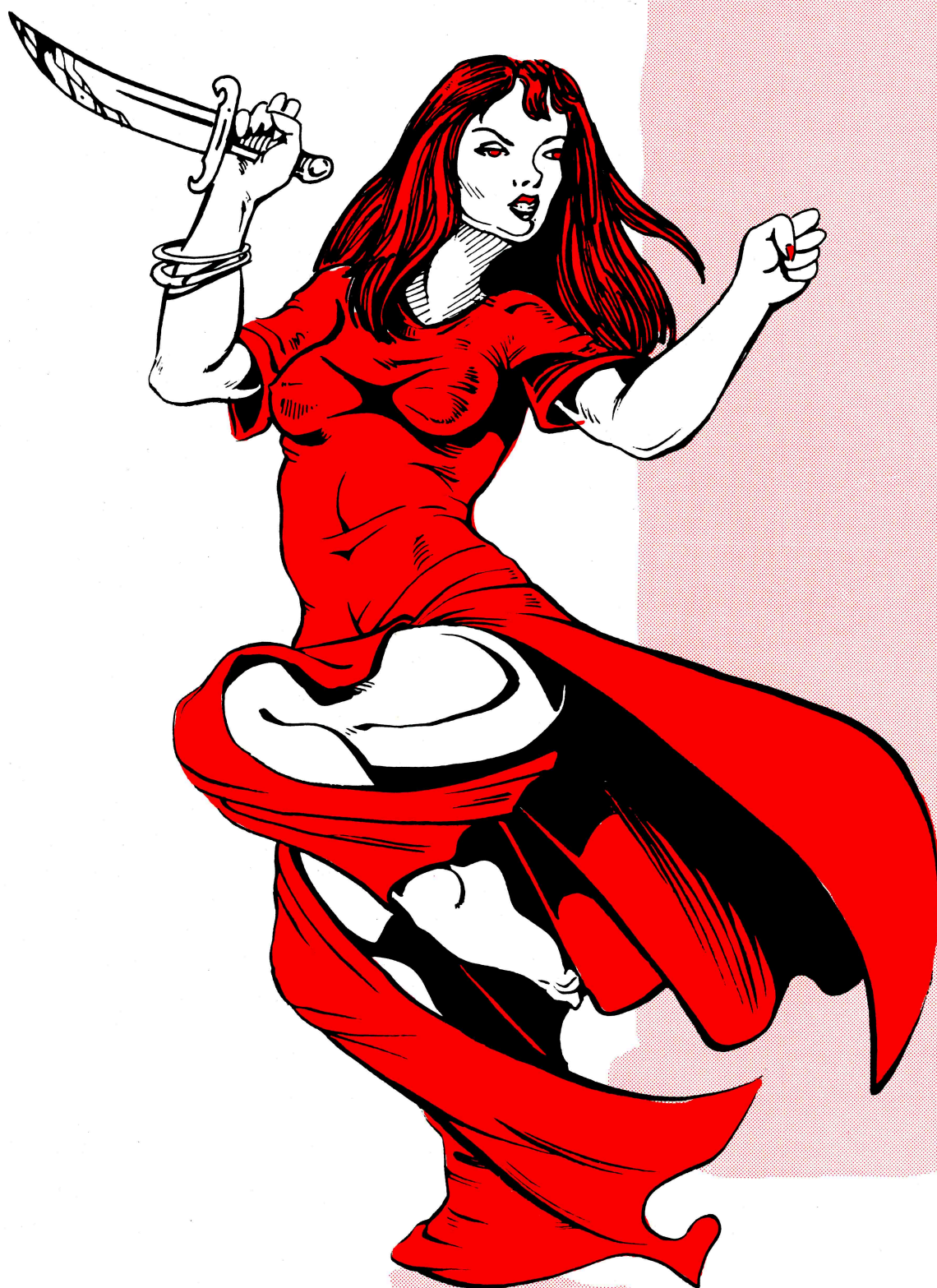
- 17) The room looks like a normal room until the first person walks in. When this happens, the floor disappears and the person falls in an endless pit. To the rest of the group outside the door, it will look as though the hapless victim falls and then, after a second, will appear at the ceiling and fall through the floor. This will go on forever unless stopped. To the person falling, it will look as though both the floor and ceiling disappeared (to the rest of the party the floor and ceiling remain, but the character disappears and re-appears). It will look as though he is falling through an endless elevator shaft passing an endless number of doors containing an endless number of his companions in each door. After a while, he will be moving so fast that the rest of the group can only see a blur, while the victim sees the rest of the party like a person would see a movie. To get out, the group must throw out a rope of which the victim must catch (or the victim must throw out a grappling hook). If this is done however, the victim must swing into one of the lower rooms with a 5% chance of being killed instantly by hitting between floors (to the rest of the party, it will look as though they throw the rope, it disappears through the floor and re-appears through the ceiling and swings in (D.M. discretion on damage). Alevitate or fly will stop descent enough to get out.
- 18) A well carved room with the remains of chairs surrounding a table.
- 19) A well carved room with the remains of a man in armor. Next to his outstretched arm is scrawled a warning of doom.
- 20) In the middle of the room is a rope that leads through a hole (only large enough for the rope) in the ceiling. On the rope is a sign in plain view. The sign says: "Do not pull this rope! Pull this rope and you will die!" If someone pulls the rope, red dye will pour down on him (the dye cannot wash off, it will only wear off in one to three months). With the dye will fall a note reading "So, we can't spell". The rope can only be pulled straight down and the dye will hit the puller no matter where he is!
- 21) This room contains the average bunch of trash found in most rooms, but in this room there is a sign on the wall with a button below it. The sign will read, "To clean off dye, press button". If the person should press the button, a mechanical hand will come out of a secret compartment and wash off the word "Dye" from the sign so it will read "To clean off , press button". If they press it again, the room turns into a cold shower.
- 22) Shadows (2), 12/14 HP; The room seems to be the remains of a large barracks. In a chest is 35 Silver Pieces and 30 Gold Pieces.
- 23) This room seems to have once been a barracks, but the beds and tables have long been crumbled away. In a small metal box is a set of leaded dice.
- 24) Ghoul, 14 HP; The room seems to have been a meeting place at one time. The ghoul is guarding a chest with 40 Gold Pieces.
- 25) Same type of room as Room 23. Three skulls hang on the wall (one containing a non-magical ring worth 5 Gold Pieces).

Level C

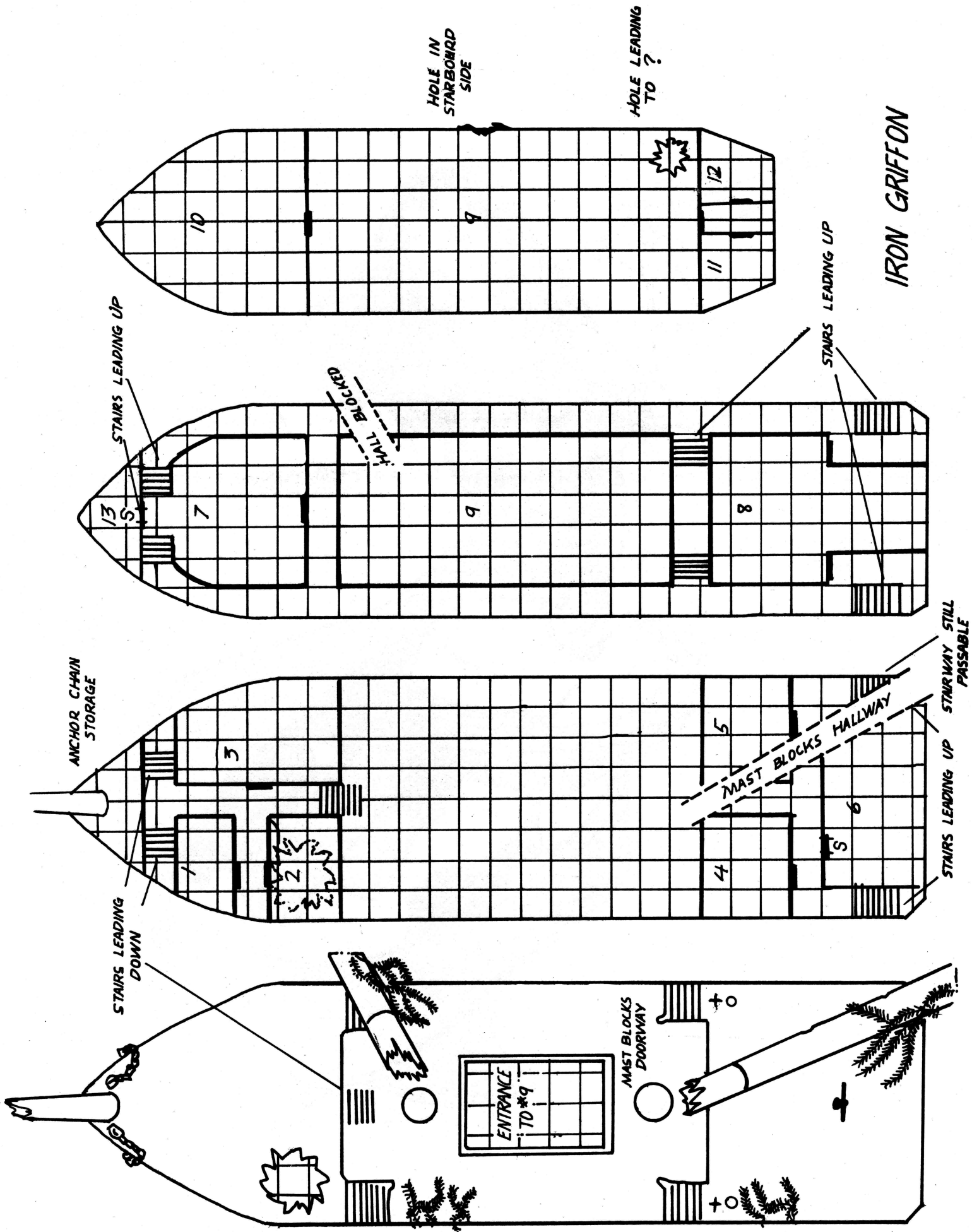
This level was made slightly later as a tomb for the Verbosh family. This was done because Verbosh II and those who came after could not find the tomb areas of Verbosh I. Eventually, the Verbosh family forgot even about this area.

- 1) This room is a small temple for private prayer. There is a passage leading out of it to the west and a one-way door leading into Room 8.
- 2-7) These rooms are mausoleums for the Verbosh family, from Verbosh II down to Verbosh XX. These rooms are inhabited by 12 ghouls and a large number of ordinary rotted bodies. There is no treasure as the Verbosh family was much too cheap to bury anything valuable with their dead.
- 8) This room is entered by a one-way door in the south wall. There is also a door in the west wall. When the party enters Room 8, they will see a bag containing 100 GP. When they are in the room the ceiling will start to quickly move toward the floor. A strength of 24 or more is required to stop it or 2 people with strength of 12, etc.
- 9) A Wight, 4 + 3 HD, HP: 21, lives in this room. He has two large sacks, the first has 100 GP. The second one the party finds looks and feels just like the first, but, when opened, a huge hand reaches out, grabs the nearest person and drags him into the bag (no chance to evade). The bag then ties itself shut, and begins to bounce wildly about the room while muffled screams are heard. After about 3 melee rounds, the bag will spit the person back out completely stripped, as in nude, all items gone. The bag cannot be destroyed, nor can it be removed from the room. Reopening the bag will cause someone else to get stripped. That's what I call a Grab Bag!





K. SIEMBIEDA - 79



The Wreck of the "Iron Griffon" Underwater Adventure for Verbosh

In the dim past of Verboshian history, the merchant "Iron Griffon" was sunk to the north of the city. No explanation to the reason it sank can be given, and even less of an explanation can be given as to how the ship got there in the first place. The reason being that, even though the river can easily be navigated by large ships, the only entrance to the river is in the north country over 4600 miles away! (And the mouth is usually frozen in the cold months.)

The ship now rests at the bottom of the river about 6 miles from Verbosh, and because of its depth can only be reached by the most experienced swimmers (and only for a few seconds). To explore the wreck, a spell or item for water breathing is required.

The condition of the ship can be best described as poor. The two masts have both toppled over and buckled the rotting deck (the mast toward the stern is blocking the doorway). All the windows and port-holes, for the most part, are barred from the inside and too small to enter through. On the starboard side of the ship is a gaping hole in which can be seen the main hold. The hatch to the main hold is likewise missing, probably shorn off as the ship sank. The only other entrances are a door and a hole toward the bow of the ship. The wreck is tilted 10 degrees to starboard, and silt can be seen almost everywhere. The deck itself is in total disarray with rotting ropes and tools scattered about with an occasional rusted sword or dagger.

- 1) **Cooks Quarters** - Simple furnishings which include a lit (?) candle that rises from a desk, passes out the open door, and disappears when it hits the wall of Room 3.
- 2) **Cabin** - Simple furnishings with rotted clothing strewn about. A large fish caught in a ragged white sheet will rise and swim around the room if disturbed.
- 3) **Galley** - Guarded by 6 Skeletons* HP: 3, 2, 5, 5, 6, 3; armed with butcher knives (treat as daggers). The room contains brass and copper pots, pans, etc. worth 50 GP. There is also 100 Silver Pieces and 3 Platinum Pieces in a box in one of the cupboards.
- 4) **Cabin** - Remains of very rich furnishings with a silver tipped spear on the wall. On a night table that still stands in the room is a fishbowl with the skeleton of a fish in it, **still swimming around!**
- 5) **Cabin** - A shadow, HP: 13, guards a richly furnished room with 100 GP in a chest, and a +1 spear on the wall.
- 6) **Captain's Cabin** - A Spectre guards this lavishly furnished room, HP: 43, containing 500 Silver Pieces in a chest, 400 Gold Pieces in a trapped chest (poison dart), 50 Platinum Pieces in a trapped chest (deals 1 - 6 points electrical damage). A silver dagger +2 with a one spell storing ability and a +1 battle axe.
- 7) **Forward Hold** - A non-combative skeleton will point at the door the party came through. The room was a store room for provisions and is littered with the remains of empty crates and bags.
- 8) **Crews Quarters** - 10 Skeletons armed with daggers guard the room containing 100 Copper Pieces, 50 Silver Pieces, 25 Gold Pieces, and a small gem worth 50 Gold Pieces (in a chest). The room has the remains of bunks and tables for the crew.

* Skeletons will fight just as normal men limited to stabbing not slashing.

- 9) **Main Hold** - Entering the main hold reveals that the bottom of the ship is totally rotted away. It is strewn with rotted crates and kegs. A giant pike lives in the hold, HP: 18. A keg of very fine brandy (worth 100 Gold Pieces) is bobbing around the ceiling (still good). Amidst some rubbish beneath the starboard stairway that leads up to the next level is the mouth of a cave (just large enough to pass through). The tunnel continues on for about 20 feet until it reveals itself as a Morkoth's spiraling tunnel (Morkoth, HP: 38). The lair of the Morkoth has 100 Gold Pieces, 70 Platinum Pieces, a Protection from Elemental Scroll, a Shield +3. The other 5 tunnels lead out from the lair to various hidden points. Only a thorough search will reveal the tunnel.
- 10) **Forward Store Room** - The store-room has two lampreys, HP: 4, 8; guarding a small box. The box is water-tight and has the seal of Verbosh on it. In it is a Verboshian signet ring (worth 50 GP or 1 GP if sold in Verbosh) and a document (that would disintegrate if opened under-water) stating that Verbosh IV commissioned the ship for the Verboshian Navy (when the ship sank, Verbosh IV hushed up his mistake).
- 11) **Brig Cell One** - The iron doors are so fused that it is impossible to open, but within it, is a rusted and pitted knife busily chipping at a well chewed wall. But no one is holding the knife (if touched, it will go dead).
- 12) **Brig Cell Two** - The same as No. 11 except the manacles on the wall move about as if someone were in them (will go dead if touched).
- 13) **Secret Room** - A shadow, HP: 13, guards this room containing a chest (trapped with a poison dart) with 100 Gold Pieces, 10 Platinum Pieces and a ring of Protection +1.

Notes to the DM

By no means should a party attempt to enter this adventure unless they already have the means to do so. There are other adventures in and around Verbosh that have items for water breathing.

You have to remember that the party is **underwater**. This means that weapons requiring swinging such as morning stars, flails and, to a certain extent, swords cannot be used. Only jabbing weapons such as spears and tridents can be used and these **cannot** be thrown.

Since the ship is on a slight tilt, all items will be shoved for the most part to the starboard side.

The interior of the ship is pretty rotted (though strong enough to support a man) and cloth items will be pretty far gone (unless magical). Metal items will generally be encrusted and require a certain amount of cleaning to be distinguishable.

Since a lot of the ship is closed off, the water inside will be generally clear. Except in the main hold and hallways connecting to it due to the flow of water through it. Searching a room can also make the water cloudy if not done carefully so allow extra time for thorough searches. Fighting will also raise a certain amount of silt.

The presence of undead can be easily explained as they exist both on the normal and negative planes so movement is easy and undead don't breath!



K. SIEMBIEDA - 79

Wilderness Descriptions

- 1) 15.775N In the center of a large swamp, out of which pours a creek, is the lair of an old black dragon,
04.564W HP: 56. The lair is in the midst of an abandoned and ruined castle. He is virtually impossible to catch sleeping, only a 20% chance as he will usually hear the party approaching through the swamp and rubble. His hoard contains 4000 GP, 15 gems and a piece of jewelry worth 1000 GP and a +1 sword.

- 2) 15.895N In a cave there is a large rock blocking a huge passage. If the rock can be moved the passage
04.551W proceeds about 90 feet and then splits into two passages (both large and apparently natural). The temperature rises as the party proceeds into the mountain. About 100 yards down the left passage, is the lair of a fire giant, HP: 43. His bag contains 180 Electrum Pieces and a Scroll of Protection from undead. The right passage leads to the lair of a Chimera, HP: 51. His hoard contains a +2 Shield, and 100 GP.

- 3) 14.943N In a cave on the south east face of the volcano at an altitude about 15000 feet above the
04.417W river is the lair of an old Red Dragon, HP: 88, speaks, uses magic. This beast enjoys his nice warm home, about 130 degrees. Only a major mountain climbing expedition can reach the entrance. His lair holds a +3 two-handed sword neutral, I: 11, Ego: 6. There is also 6000 Silver Pieces and 1600 Gold Pieces as well as 2300 Gold Pieces valued gems and jewelry.

- 4) 15.758N A large cave in this mountain has become the home for 2 cave bears, HP: 32, 38.
04.162W

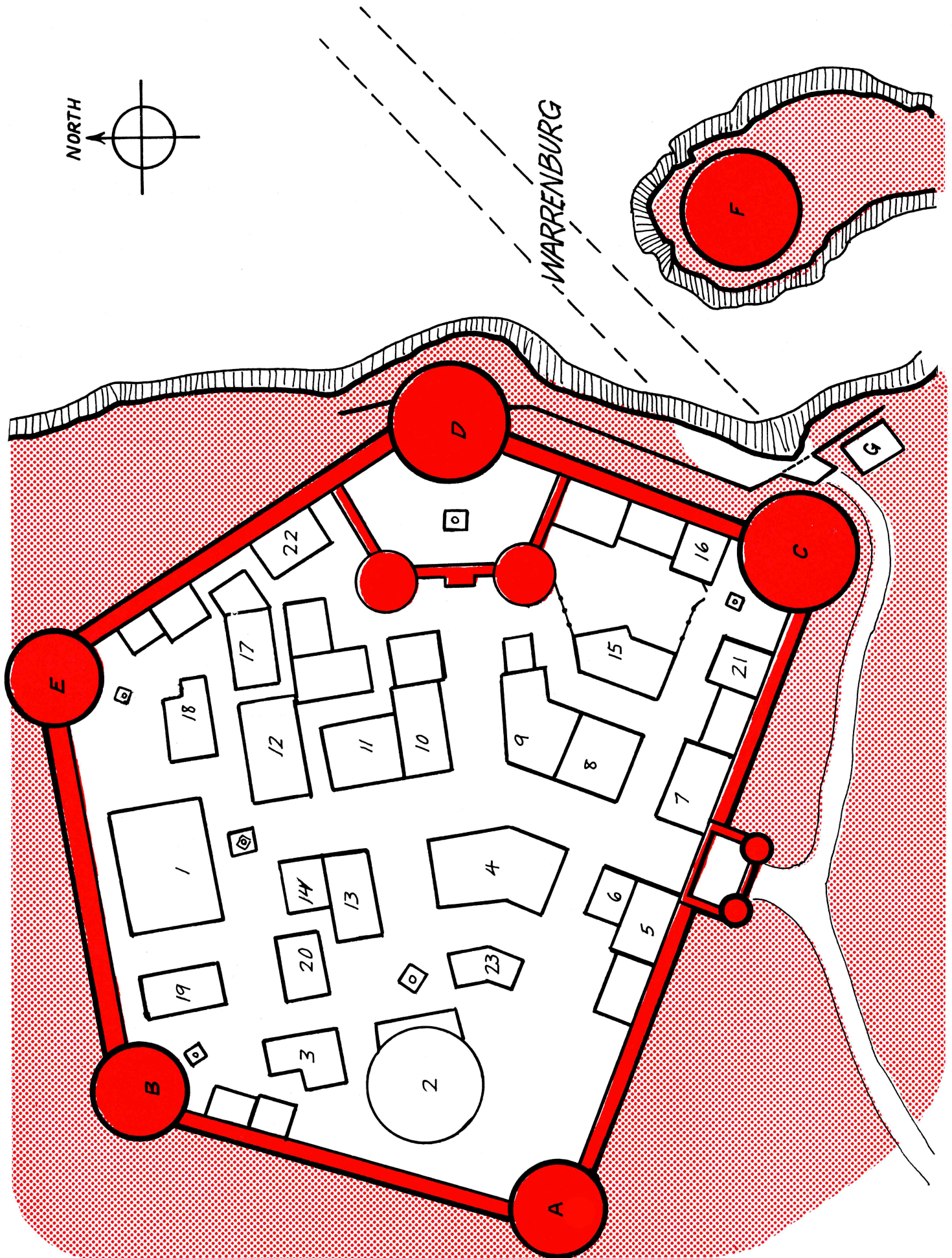
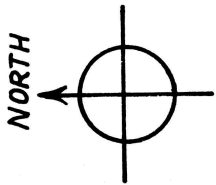
- 5) 16.052N **Wygnot's Troll Inn** - The Troll Inn is considered one of the better road-houses of the area.
04.420W The proprietor, Obut Wygnot, Align: NG, Class: Cleric, Level 5, AC: 4, HP: 25, STR: 16, I: 13, W: 17, CON: 11, DEX: 12, CHR: 9; runs the Inn with the help of his sister, Ann Wygnot. The food is somewhat rustic but very good and satisfying. The ale is excellent and is renowned throughout the land. So even though the Inn is a bit out of the way, it is fairly crowded. A stable is at the rear of the Inn for boarding horses, and a blacksmith is usually on duty. Next to the Troll Inn is the resident bowyer for the area, Meyen the Jimp, Align: N, Class: Fighter, Level 2, AC: 6, HP: 13, STR: 15, I: 10, W: 9, CON: 13, DEX: 15, CHR: 11. Because of the availability of useful wood, Meyen can make longbows for a little less than normal cost. As a hobby, Meyen is a song writer of some renown. It is not unusual to walk into a nearby bar and hear a Meyen hymn. This wayside is about 55 miles south of Verbosh.

- 6) 16.221N **The Owyu Ferry** - Since a bridge across the Great Source was too expensive and impracticable,
04.324W the Owyu Ferry is an important part of the area. Passage for lone travelers is 3 GP (local citizens for much less). With horses is 5 GP and with a wagon and team, 15 GP. The proprietor, Jusfo of Owyu, knows he can get this outrageous price from newcomers since no other ferry is nearby. Jusfo will never cross unless bribed well enough if fewer than 4 people want to cross. A shed with dry wood is provided on the far side to signal the ferry from its port on the west side.
Next to the ferry landing is **The Axe Haft Ale House** run by Harell the Keen. A shrewd businessman who wisely built his Inn next to the landing in order to pick up customers waiting for the ferry (Harell sometimes bribes Owyu to make believe the ferry needs repair). He also sells wagons and horses left by customers who could not afford to bring them across.

- 7) 16.053N This is the opening to the home of the Dwarves in the area although this is not the seat of the
04.128W Dwarves of the Silver Sledge. The colony here is made up of 280 dwarves. They are led by Fior, Align: LG, Class: Fighter/Cleric, Level 6/6, HP: 27/42, STR: 17, I: 10, W: 15, CON: 17, DEX: 15, CHR: 10, +1 Hammer.

- 8) 16.418N **Long Rest House** - This is a wayside rest house along the highway from Verbosh to Warrenberg.
04.125W Owner is Linacon, Align: N, Class: Magic User/Thief, Level 2/4, AC: 10, HP: 11, STR: 11, I: 17, W: 9, CON: 9, DEX: 17, CHR: 15, Dagger.

- 9) 16.200N The Goblins that are left are busy recovering from the horror that struck one night recently
04.598W and annihilated 80% of their population. There are now only 70 goblins remaining in this nearly obliterated town of shanties. Bodies still line the "streets". The leader is an ogre called Shark. He survived because he was too much of a coward to do anything but run from this battle. HP: 28.
- 10) 16.218N This is the "village" lair of some 600 Orcs, plus 6 Trolls and 10 Ogres. This disgusting group
04.498W is led by a half orc named Asarki, Align: LE, Class: Fighter, Level 6, AC: 3, HP: 46, STR: 17, I: 11, W: 7, CON: 16, DEX: 16, CHR: 7, +1 Bastard Sword.
- 15.928N Devil Hill - This is a small human village that raises cattle and some vegetables. The popu-
04.204W lation is about 120. The leader is Torral Rac, Align: CG, Class: Fighter, Level 3, AC: 7, HP: 16, STR: 13, I: 13, W: 11, CON: 10, DEX: 9, CHR: 14, Sword. The town and herds are being harassed by a Bulette, 9 Hit Die, HP: 59, 1000 Silver Pieces is offered for its destruction.
- 15.893N Trot Hill - This is a settlement of 70 Halflings, led by Sileara-Halfling, Align: N, Class: Fighter,
04.256W Level 3, AC: 8, HP: 17, STR: 11, I: 16, W: 12, CON: 11, DEX: 13, CHR: 15.
- 15.905N Wash Meet - This village of about 400 is largely human. There is detachment of 20 Verboshian
04.359W soldiers and 3 deputy sheriffs stationed here. They are responsible for this area and its security. The local lord is Canol the Large, Align: N, Class: Fighter, Level 5, AC: 4, HP: 38, STR: 18, I: 11, W: 7, CON: 15, DEX: 7, CHR: 8, Sword.
- 15.961N The village of Eilberg is very similar to the Village of Wash Meet. There are 40 of the Ver-
04.126W boshian guard stationed at this garrison in this town of about 600. Dariash is the towns local overseer, Align: LE, Class: Magic User, Level 5, AC: 10, HP: 13, STR: 11, I: 16, W: 11, CON: 9, DEX: 13, CHR: 13, Dagger. The ferry 15 miles to the northeast is operated by 10 guards.
- 16.171N This once large village has shrunk to one of about 350 people due to the strangulation effect
04.223W the Owyu Ferry has on trade, even though locals do get cheaper service. The villagers are led by one Thrac the Holt, Align: NG, Class: Cleric, Level 4, AC: 4, HP: 10, STR: 9, I: 14, W: 15, CON: 7, DEX: 13, CHR: 11, Mace. The village was once named Barleton.
- 16.335N The village of green Knoll is the settlement of the Gnomes. This settlement contains about
04.498W 240 of them led by Marico Malro, Align: CG, Class: Illusionist, Level 5, AC: 10, HP: 15, STR: 8, I: 17, W: 9, CON: 14, DEX: 16, CHR: 10, Dagger. The rumor about town here is about the sighting of a party of about 100 Hobgoblins that was seen just 5 days to the north west.
- 16.496N Warrenberg - This city marks the northern frontier of Hargor's domain, it is also his chief
04.016W fortress outside Verbosh as no other direction seems to threaten the domain of Verbosh. Warrenberg is also a city in its own right. Warrenberg is a walled city with a population of about 1000, it is a major trade center and gathering place of all types of beings. Warrenberg has the majority of the Verboshian Cavalry 65 Medium Lancers. The garrison consists of 70 Heavy Foot and 60 Light Crossbow, plus 4 catapults and crews. The Earl of this city is, The Earl of Warren, Richarc Warren, Align: LE, Class: Fighter, Level 7, AC: 1, HP: 40, STR: 16, I: 12, W: 11, CON: 15, DEX: 16, CHR: 12, +1 Halberd, +2 Plate Armor.



Warrenberg

16.496N
04.016W

The city of Warrenberg was constructed during the time of Verbosh I. The fortress here protects the northern frontier of the territory that Verbosh controls. Warrenberg guards the only known ford across the Schuwang River.

In the history of the city, three invasions have been repulsed from the North as they attempted to cross the Schuwang River which is about 1½ miles across at the ford. The south side of the ford is commanded by the three main towers of Warrenberg, and the local peasant militia, a force of 50 of the best shots that can be found anywhere. The river itself flows out of the distant west to a meeting with the Source in Lake Schuwang Nau just a few miles to the east.

Tower A - This tower on the south side of the city stands about 35 feet high. It is the home for 8 Heavy Foot troops, 5 Light Crossbow. This unit is led by Corporal Lar Korshek, Align: LG, Class: Fighter, Level 4, AC: 4, HP: 27, STR: 17, I: 11, W: 9, CON: 13, DEX: 15, CHR: 11, Heavy Crossbow, Sword.

Tower B - This tower is the same as Tower A above. This group is led by Gar Morshek, Align: CE, Class: Fighter, Level 4, AC: 4, HP: 23, STR: 15, I: 10, W: 5, CON: 14, DEX: 15, CHR: 7, Heavy Crossbow, Sword.

Tower C - This tower sits at the south end of the ford and is considerably larger than the other two towers. This tower, 70 feet high, is the base for 15 Light Crossbow and 15 Heavy Foot troops, as well as crews for the heavy catapult and ballista that sit atop the tower trained on the crossing. The commander is Sergeant Dorac of Wash, Align: NE, Class: Fighter, Level 3, AC: 4, HP: 18, STR: 16, I: 6, W: 15, CON: 11, DEX: 9, CHR: 14, Two-handed Sword.

Tower D - This is the main castle of the Earl of Warren. The garrison consists of 15 Light Crossbow, 20 Heavy Foot, and crews for the catapult and ballista that are atop the tower. The command of this group is also the cities second in command and heir, Marshak Warren, Align: N, Class: Fighter, Level 7, AC: 2, HP: 50, STR: 17, I: 14, W: 13, CON: 17, DEX: 15, CHR: 16, +2 Hit + Damage, Long Sword.

Tower E - This tower is about 45 feet in height so it is larger than A or B but smaller than C, D, or F. It houses the same number and type troops as Towers A and B, plus a crew for the catapult that is located on top of this tower. Corporal Mark Helgot, Align: CE, Class: Fighter, Level 2, AC: 4, HP: 14, STR: 14, I: 13, W: 8, CON: 13, DEX: 17, CHR: 15, Heavy Crossbow, Sword.

Tower F - This tower stands isolated on the island in the river. It has the same distribution of troops as Tower C. The Commander also has his quarters in the tower which is as tall as Towers C and D, about 70 feet. The commander is Lieutenant Palarasath the Wary, an Elf, Align: CG, Class: Magic User/Fighter, Level 6/4, AC: 9, HP: 23, STR: 14, I: 17, W: 12, CON: 12, DEX: 16, CHR: 12, Robe of Eyes, Dagger.

Building G - This is the headquarters of the local militia, a group that contains the 50 best shots in the area. They are all given a +2 to hit with their longbows. They are commanded by Tharsh the Shot, Align: CG, Class: Fighter, Level 4, AC: 8, HP: 23, STR: 11, I: 11, W: 9, CON: 12, DEX: 17, CHR: 13, Longbow, 2 +1 arrows. He is very good at hitting specific targets or positions as well. The force of militia longbow is a tradition in Warrenberg. They practice a great deal and they have small embankments that have been built outside the walls. From behind these embankments, they have in the past, rained death on three invading armies in the history of the city, doing a major part in the destruction of armies many times larger than the combined forces of Warrenberg.

The City

- 1) **Nike (temple)** - Nike, Greek Goddess of Total Victory. Supplement IV, page 16. This extremely ornate temple is run by the high priestess Beteria, Align: LN, Class: Cleric, Level 9, AC: 4, HP: 39, STR: 14, I: 12, W: 16, CON: 9, DEX: 14, CHR: 16, +1 Morning Star; Farima, Align: LN, Class: Cleric, Level 6, AC: 4, HP: 24, STR: 9, I: 11, W: 15, CON: 12, DEX: 14, CHR: 10, Mace; The only man in the temple clergy is Mark Rath, Align: LE, Class: Cleric, Level 5, AC: 4, HP: 27, STR: 18, I: 8, W: 16, CON: 14, DEX: 17, CHR: 5, two-handed Flail; The remainder of the clergy consists of a group of women clerics: 3 at 4th level, 3 at 3rd level, 6 at 2nd level, and 14 young acolytes. The temple is guarded by 10 mercenaries, Fighters, 3rd level, AC: 4, Swords. Usually some type of religious rite will be occurring on any particular day. Many of the locals belong to this church and the Earl himself is often present, as is his son.

- 2) **Temple of Le Thoc, God of the Western Mountains** - AC: 0, Move: 24", HP: 175, Magic Ability: see below, Fighter Ability: 14th level, Psionic Ability: Class 6; Le Thoc appears as a huge man about 20 feet in height. In battle, he will fight as a storm giant for damage. Le Thoc is able to use any spell concerning Weather Control or Move Earth spells. His Move Earth spells can be used without range limitations as often as he desires. His Move Earth spells are also able to move rock and Le Thoc is able to summon an earth or air elemental to aid him at any time.

This temple is very old. Some say it stood here before the city itself. It is made entirely of marble and is of incredible stability. The inside of the temple appears to be all one piece including the altar, and is ornately carved. The ancient lettering that is on the walls of the temple can be read with a Read Languages spell. The writing tells of a pass through the mountains to the west and north that leads to a great sea.

The size of the temple is impressive. The temple dome rises to a height of 60 feet so it can be seen as a pillar of marble from outside the city walls.

The popularity of this temple fell off for the last few generations but is perhaps beginning a comeback. The one remaining old believer is Varg the Aged, Align: CG, Class: Cleric, Level 10, AC: 9, HP: 42, STR: 7, I: 14, W: 18, CON: 4, DEX: 16, CHR: 10, Mace. Recently 3 new members of the clerical staff have been added 1 second level and 2 first level clerics now aid the elderly Varg. This temple is also protected by 10 3rd level mercenaries and the rumor that the God himself protects the temple from thieves and blasphemers.

Varg himself claims to have passed through a pass in the mountains when he was young. Few people believe him because in recent years few have come to listen to him.

- 3) **Shigurt's Trade Center** - Shork Shigurt, Align: N, Class: Fighter, Level 5, AC: 5, HP: 31, STR: 13, I: 12, W: 14, CON: 15, DEX: 12, CHR: 16, +1 Sword; Shigurt trades in a wide variety of materials, everything for the wanderer, if he doesn't have it, he will get it in from 1 - 20 days. Due to overhead, Shigurts prices are high.

Shigurt is aided in his work by two stock boys and an accountant. His work is guarded from theft by a mercenary, Saron, Align: N, Class: Fighter, Level 6, AC: 3, HP: 49, STR: 17, I: 14, W: 13, CON: 17, DEX: 14, CHR: 14, two-handed Sword.

Gate - The cities gate guard is one Flayrock the Nit Flinger, one man few people would argue with. He is a Fire Giant and a big one at that, HP: 76. He wields a large two-handed Sword for 6 - 30 points of damage per attack. When he is not on duty at the gate (at gate during the day), he can be found at the Ardent Ogre Ale House, naturally his favorite place. Flayrock has been known to throw fully armored trouble-makers over the city walls and into mid-stream. Flayrock is the strict enforcer of the cities no plate ordinance. He has been known to peel +1 plate armor off of reluctant visitors. Flayrock is LN alignment and loyal.

- 4) **The Ardent Ogre Ale House - Bulcosh Bonesnap** (proprietor), Half-Ogre, Align: LE, Class: Fighter, Level 7, AC: 4, HP: 61, STR: 18/92, I: 13, W: 9, CON: 16, DEX: 13, CHAR: 6, two-handed Sword in one hand; Bulcosh is an extremely large Half-Ogre, about 7' 9" in height.
The bouncer is a Hill Giant, Crelack the Crusher, HP: 52, Club. Anyone under six feet in height will feel out of place to say the least, in fact, they are not welcome (they get underfoot). The furniture is made for creatures half-Ogre size and larger. In fact, anyone under six feet can probably not see over the bar. Even a large man is dwarfed by the size of tables, chairs, and the other trappings of the establishment. Halflings, Dwarves, Goblins, and other smaller than man size creatures are usually punted out the door by the patrons or Crelack. Large humans are permitted but frowned upon and usually treated to a round of short jokes. As a joke as well as a source of entertainment for his patrons, Bulcosh has installed a one-way entrance in the back, a small door with a sign announcing "The Welcome Halfling Inn". This bar is generally crowded with from 5 - 40 Ogres, Trolls, and Half-Ogres (the runts of the group) and an occasional Hill Giant or two. **Rumor:** A fishing boat has been lost in the lake, the second one this week.
- 5) **Gate Guard Rest House - Torc the Slow** (proprietor), Align: LE, Class: Illusionist, Level 3, AC: 10, HP: 9, STR: 11, I: 17, W: 10, CON: 12, DEX: 17, CHR: 7, Dagger; This is a small inn of overnight guests. For a price, Torc will see to it that his guests are not robbed during their stay at the inn (he has an understanding with the local thieves). Torc has one servant, a Half-Orc named Bledrac, Align: LE, Class: Fighter, Level 2, AC: 6, HP: 16, STR: 15, I: 6, W: 6, CON: 17, DEX: 8, CHR: 7, Sword; Bledrac handles most of the chores with the exception of the cooking, which is very fortunate for the customers.
- 6) **Sheriff - Brushell the Fair**, Align: CG, Class: Fighter, Level 5, AC: 5, HP: 36, STR: 17, I: 15, W: 10, CON: 16, DEX: 15, CHR: 9, two-handed Sword; aided by 8 deputies, Fighters, 1st - 4th levels. Brushell tries to maintain order or at least prevent riots in the area. The building also contains the three small cells that is used to hold prisoners. Two of these cells are in the basement of this rather small building. Brushell himself lives upstairs, this is to discourage escape attempts. As a sideline, Brushell acts as a mercenary agent. Brushell is also the nominal commander and employer of Flayrock, the gate guard, and they get along extremely well despite alignment opposition.
- 7) **Baker - Borgie the Baker**, Align: CN, Class: Fighter, Level 2, AC: 9, HP: 17, STR: 12, I: 11, W: 11, CON: 16, DEX: 12, CHR: 8, Sword; This shop is a very large one considering the size of the store out front. This is because Borgie is a well known and highly successful fence for stolen goods. There is a 40% chance per week that he will have any common item for sale out back. He also does some baking to keep his shop stocked.
- 8) **Metal Works - Bomro the Massive** (proprietor), Dwarf, Align: CG, Class: Fighter, Level 8, AC: 2, HP: 66, STR: 18/53, I: 15, W: 15, CON: 17, DEX: 12, CHR: 16; Bomro is a Dwarf of exceptional size, fully 5' 3" in height and some say over 300 pounds in weight. He is a craftsman of exceptional merit.
Bomro offers a bounty for Bulette hides as he is able to fashion them into exceptional shields. He himself has a +2 Shield. There is a 5% possibility of him having one in stock. Bomro is aided in the manufacture of all sorts of metal items from pots to fine swords by 8 Dwarven craftsmen, levels 2 - 5, Fighters. Bomro is also a devout attendant at the temple of Le Thoc, although Le Thoc is a somewhat chaotic God.
- 9) **Warehouse** - This building for the trading company owned by Tar Shigurt, older brother of Shork (No. 3), Align: N, Class: Fighter, Level 5, AC: 5, HP: 30, STR: 13, I: 14, W: 15, CON: 11, DEX: 10, CHR: 16, +1 Sword. The company office is also located here. This company organizes trade caravans to the North as well as South or anywhere for that manner. They will go anywhere if the profit potential is great enough. Caravan horses and wagons are kept outside the city except during loading and unloading. Caravans employ a large number of mercenaries and some employment of this type is available through this office. All types of trade goods will be handled. **Rumor:** The tribute shipment of Baron Vargo is due through town soon.
- 10) **Warrenberg Brewery - Hulger the Brewer**, Align: LE, Class: Cleric, Level 3, AC: 5, HP: 15, STR: 12, I: 10, W: 16, CON: 15, DEX: 12, CHR: 7, Mace; This is the major manufactory for brewed goods throughout the area and most shop and tavern keepers carry this brand in addition to the home brewed. Some work is also done with distillation especially of potatoes, but this is so far only a sideline. The brewery has its own warehouse attached and its products are often a major components of outgoing caravans. Hulger has 10 employees of various types. Hulger keeps his money in an empty keg in the basement of the warehouse.

- 11) **Bowyer - Salareal**, Elf, Align: CG, Class: Fighter, Level 3, AC: 7, HP: 24, STR: 15, I: 12, W: 13, CON: 9, DEX: 18, CHR: 13, +1 Natural Bow (longbow); Salareal is a member of the militia as well as an expert Bowyer for all non-crossbow missile weapons. 4 Elven workmen assist Salareal in the manufacture of bows. Crossbows are bought from an outside source. The specialty of this establishment is a custom made longbow. Longbows of exceptional pull can be made for larger than man size customers that do 1 - 8 points of damage. Bow prices are slightly high, especially custom made.

- 12) **Wandering Wyvern Inn - Marble Gibbarish** (proprietor), Align: N, Class: Fighter, Level 2, AC: 5, HP: 12, STR: 14, I: 11, W: 10, CON: 12, DEX: 13, CHR: 9, Sword; The Innkeeper can rarely be caught as he runs worriedly from place to place, to get food, drink, or room. One must address one of two much bedraggled maids, who are usually overworked. There is a 25% chance per night that Marble's father, Garbeled, will escape from his room and send any non-local on a quest after a magic item. There is a 80% chance that a person will believe this is a real quest and will go out searching for an item named. This chance is -5% per level of the recipient and -5% per Intelligence point over 14. Garbeled looks the part he plays but he is totally insane and never even was a cleric. **Rumor**: 2 Bulette were sighted 6 days west of Warrenberg.

- 13) **Fellini's Fast Food - Frederici Fellini** (proprietor), Align: LE, Class: Fighter, Level 1, AC: 9, HP: 9, STR: 14, I: 13, W: 8, CON: 14, DEX: 12, CHR: 8, Dagger; **Martha Fellini**, Align: LE, Class: Fighter, Level 5, AC: 5, HP: 39, STR: 18, I: 9, W: 9, CON: 16, DEX: 14, CHR: 4, two-handed Sword; The menu includes: Antelope Roast Sandwich, Pegasus Stew, Roc Pizza, Gazelle Chops, Hippogriff Burgers, Cheetah Dogs, and Falcon on a Stick. Food is fast but service is slow as first the animals must be caught. Customers are not informed of this until after they've paid. Roc Pizza is guaranteed to satisfy any appetite, but it cannot be made in a building this size. Falcon on a Stick is relatively quick service but watching its preparation is so disgusting that few will be able to watch, especially when the bird starts screeching. Naturally enough, pegasus, roc and hippogriff are not served very often.

- 14) **Jeweler - Thoro the Cheat**, Dwarf, Align: N, Class: Fighter, Level 3, AC: 5, HP: 34, STR: 15, I: 8, W: 11, CON: 16, DEX: 10, CHR: 11, Pick; Thoro also acts as a money changer charging 4% and a banker. Thoro is not dishonest so his name is an unfortunate misnomer. Business has been further damaged by the close proximity of Fellini's Fast Food which would hurt anyone's business. **Rumor**: The castle of Baron Vargo rests atop the largest known deposit of Mithral in the area.

- 15) **Cavelry Barracks** - This barracks and the compound behind is the home of 65 Medium Lancers, Chain and Shield, Lance and Sword, as well as stables for the horses. The commander is Captain Gogran, Align: NG, Class: Fighter, Level 7, AC: 4, HP: 42, STR: 16, I: 15, W: 11, CON: 14, DEX: 15, CHR: 11, Lance, +2 Long Sword.

- 16) **Harness Shop - Velri the Devoute**, Align: LN, Class: Cleric, Level 6, AC: 4, HP: 28, STR: 10, I: 13, W: 16, CON: 12, DEX: 12, CHR: 12, Morning Star; Velri spends most of his non-working time at the temple of Nike. Velri makes harnesses both regular and custom designed. He also usually will have from 3 - 12 horses for sale which he keeps in the cavalry stables behind his shop by special arrangement.

- 17) **Stalking Wildcat Mead Hall - Gish the Gifted**, Align: CE, Class: Thief, Level 7, AC: 7, HP: 28, STR: 16, I: 9, W: 10, CON: 9, DEX: 18, CHR: 14, +1 Dagger; **Horc the Short**, Align: CE, Class: Assassin, Level 5, AC: 10, HP: 15, STR: 13, I: 12, W: 6, CON: 13, DEX: 16, CHR: 13, Dagger; The Stalking Wildcat is the headquarters of both the areas Thieves and Assassins. There are from 5 - 20 thieves from level 1 - 6 and 2 - 8 assassins, levels 1 - 4, in the area at any given time. Walking into this place is dangerous if not a thief or assassin.

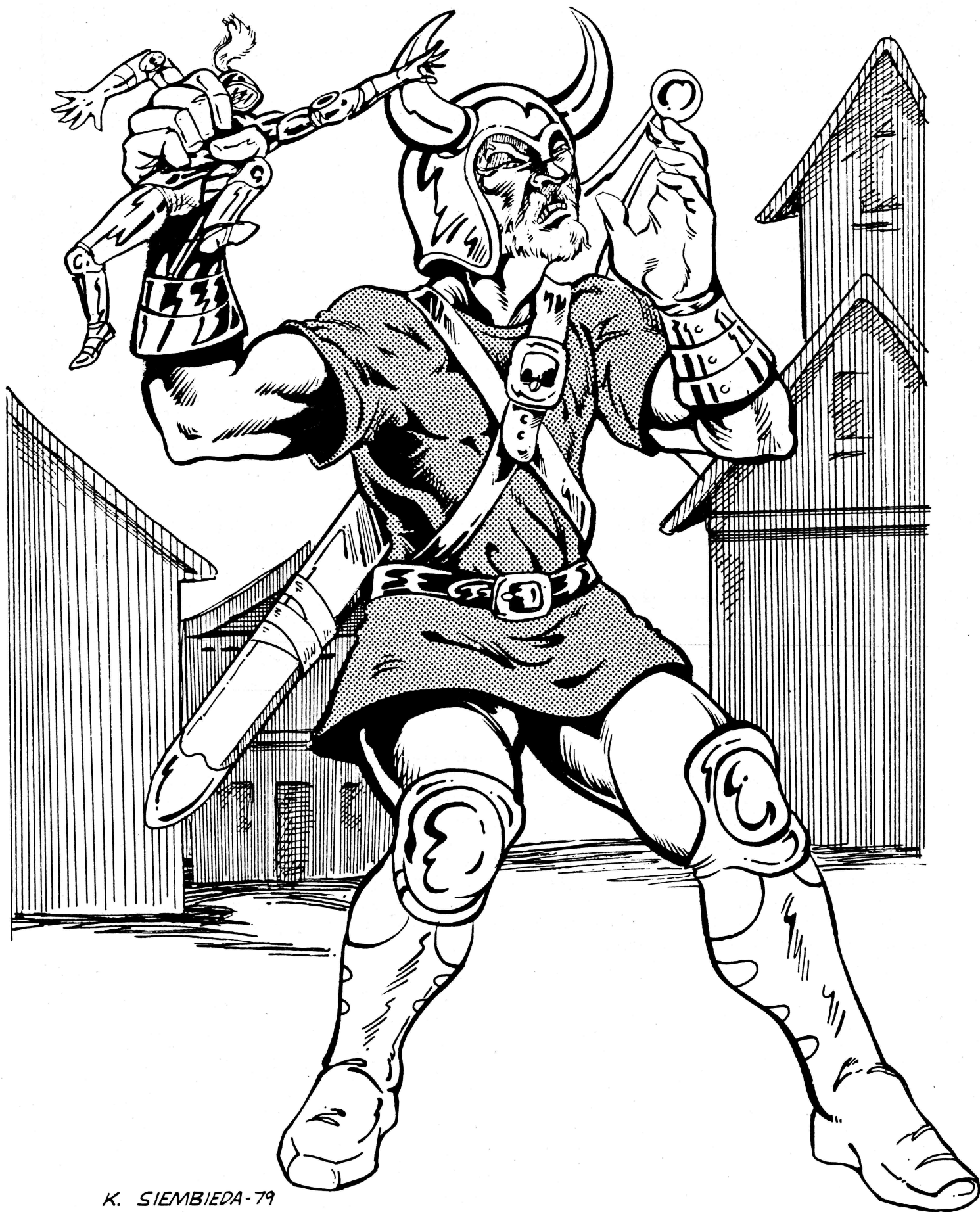
- 18) **Tailor - Sharone the Seamstress**, Align: LN, Class: Magic User, Level 4, AC: 10, HP: 14, STR: 7, I: 16, W: 14, CON: 9, DEX: 13, CHR: 18, Dagger; Aided by 4 workers and guarded by two mercenaries, this shop sells all manner of clothing but specializes in fine ladies' apparel.

- 19) **Dancing Dwarf - Hegro**, Half-Orc, Align: LE, Class: Fighter, Level 3, AC: 5, HP: 19, STR: 11, I: 10, W: 10, CON: 15, DEX: 17, CHR: 9, Sword; 2 Ogre Bouncers keep the largely sleazey crowds in line, customers include Orcs, Humans, Goblins, and lately an occasional Hobgoblin (spy). The decor is in the finest Orcish taste. Customers must roll over their charisma to avoid getting ill at the sight of the decorative items and tastefully displays of offal neatly slopped about the room. Dwarf Head Stew, 1 SP per bucket. **Rumor:** Garbled Gibberish (No. 12) was seen throwing a flaming sword through a hole in the lake ice during a cold snap last winter.
- 20) **Magic Shop - Dorale the Green**, Align: N, Class: Magic User, Level 8, AC: 10, HP: 25, STR: 12, I: 17, W: 13, CON: 12, DEX: 10, CHR: 10, +2 Dagger stores a spell. Dorale deals in 1st - 4th level spell materials and supplies and can also carry clerical items and symbols. Some of his other merchandise includes Herbs that are of common use.
- 21) **China Shop - Cari the Sly**, Align: CN, Class: Magic User, Level 3, AC: 10, HP: 9, STR: 10, I: 15, W: 12, CON: 12, DEX: 15, CHR: 12, Dagger; Cari has a Ring with a Permanent Telekinesis spell. This shop is much too crowded to move freely. No matter how carefully a person moves something of incredible poor taste will fall off one of the shelves. It is always an item that no one would ever buy, and is usually expensive. If you break it, you bought it. The richer the customer looks, the more expensive the broken items. In case a "customer" refuses payment, Cari has 2 Ogres that collect his debts. **Rumor:** Garbled was seen using a crystal ball for sling target practice.
- 22) **Tanner - Yarell**, Align: LN, Class: Fighter, Level 4, AC: 7, HP: 27, STR: 13, I: 10, W: 11, CON: 10, DEX: 17, CHR: 11, Mace; The Tanner treats hides of all common leather animals. He has 8 assistants that produce such items as shoes and boots. These are sold on order throughout the area.
- 23) **Weaponer - Morte the Builder**, Align: NE, Class: Fighter, Level 5, AC: 4, HP: 26, STR: 18, I: 14, E: 9, CON: 10, DEX: 12, CHR: 10, two-handed Sword; With the help of six workers including one much maligned Dwarf, Morte specializes in pole arms and weapons for larger than man size creatures. Man size weapons are available but prices are high. Some of Morte's present stock items are a 12 foot long two-handed Sword, a 5½ foot long mace and a custom made crossbow for a Cloud Giant who is expected to send for it soon. It is about the size of a ballista.

Notes on Warrenberg

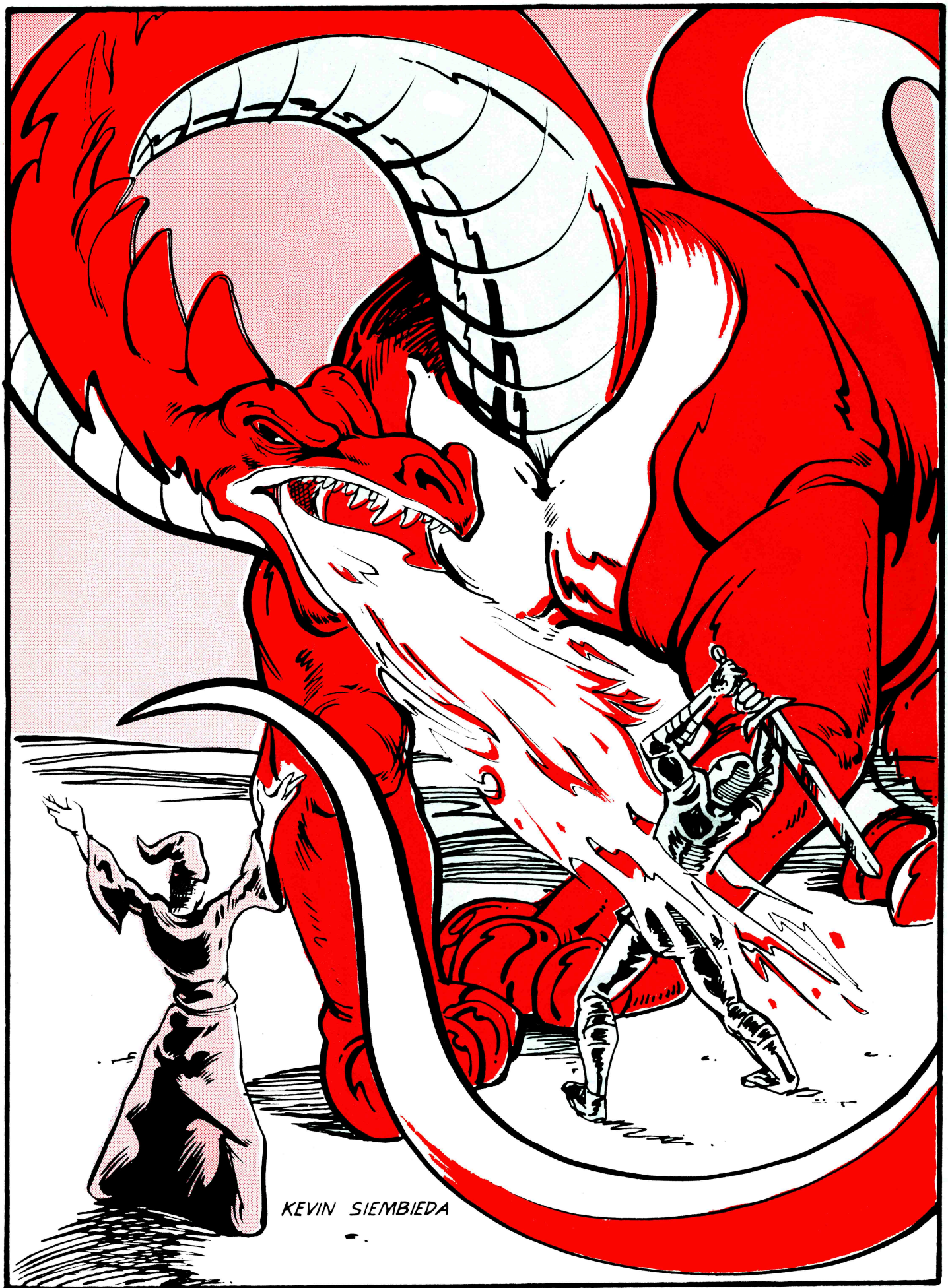
Warrenberg has a no-plate ordinance, Flayrock enforces at the gate. A Village, largely wooden stands outside the city. The majority of this village stands north-west of the city walls. The major business outside the city is a builder of fishing boats located a few hundred yards to the south east among a group of fishermans houses.

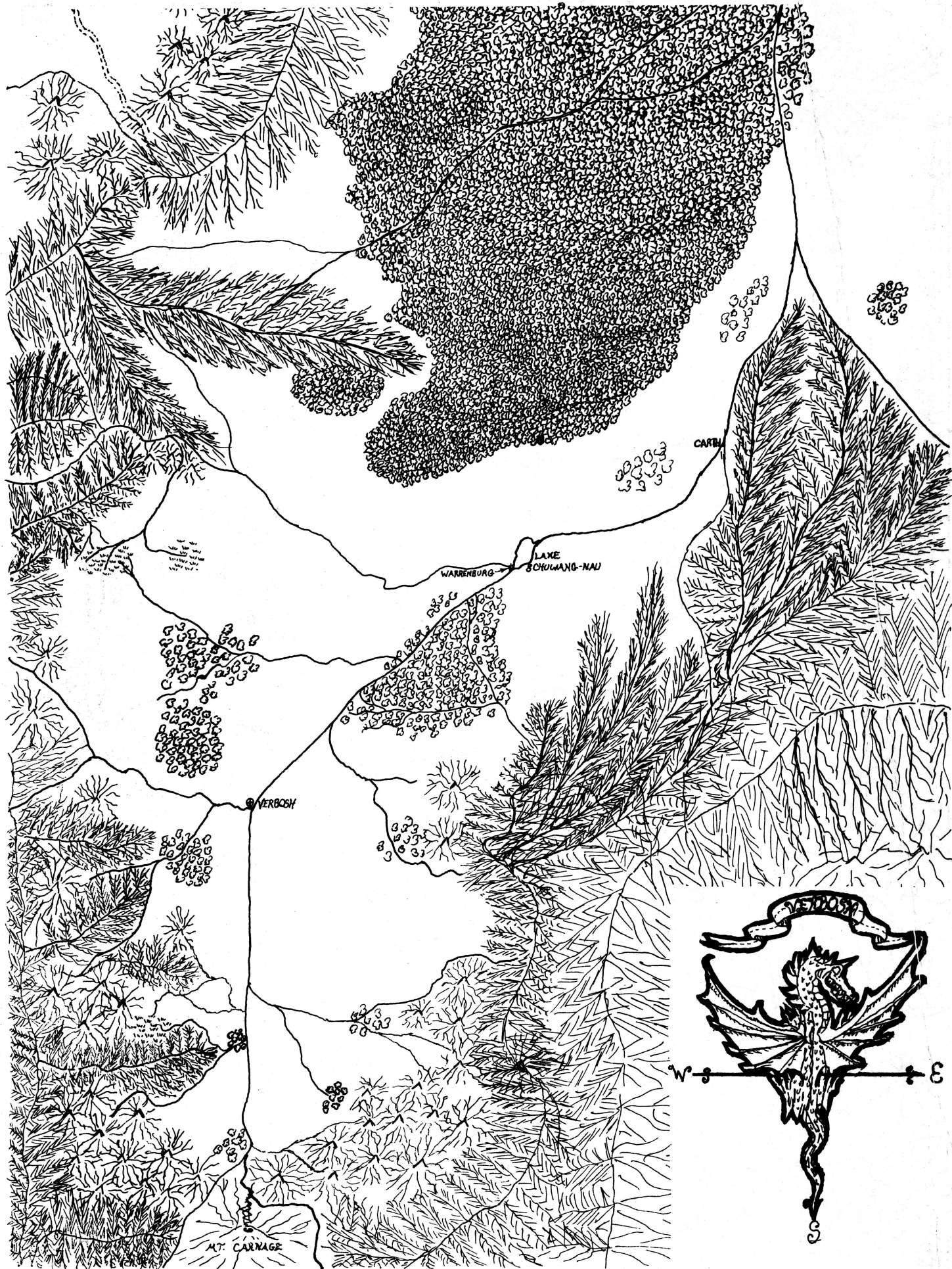
The basis of the cities existance is the fact that it controls the only known ford of the Schuwang River. On clear days a dim mist can always be seen clouding the far side of Lake Schuwang Nau. Locals never notice it as they are so used to it. Produce is marketed both outside the city and in a marketplace in the cities southwest corner. Warrenberg trades both south with Verbosh and other villages and north with Baron Vargo and a north eastern Duchy called Carth.

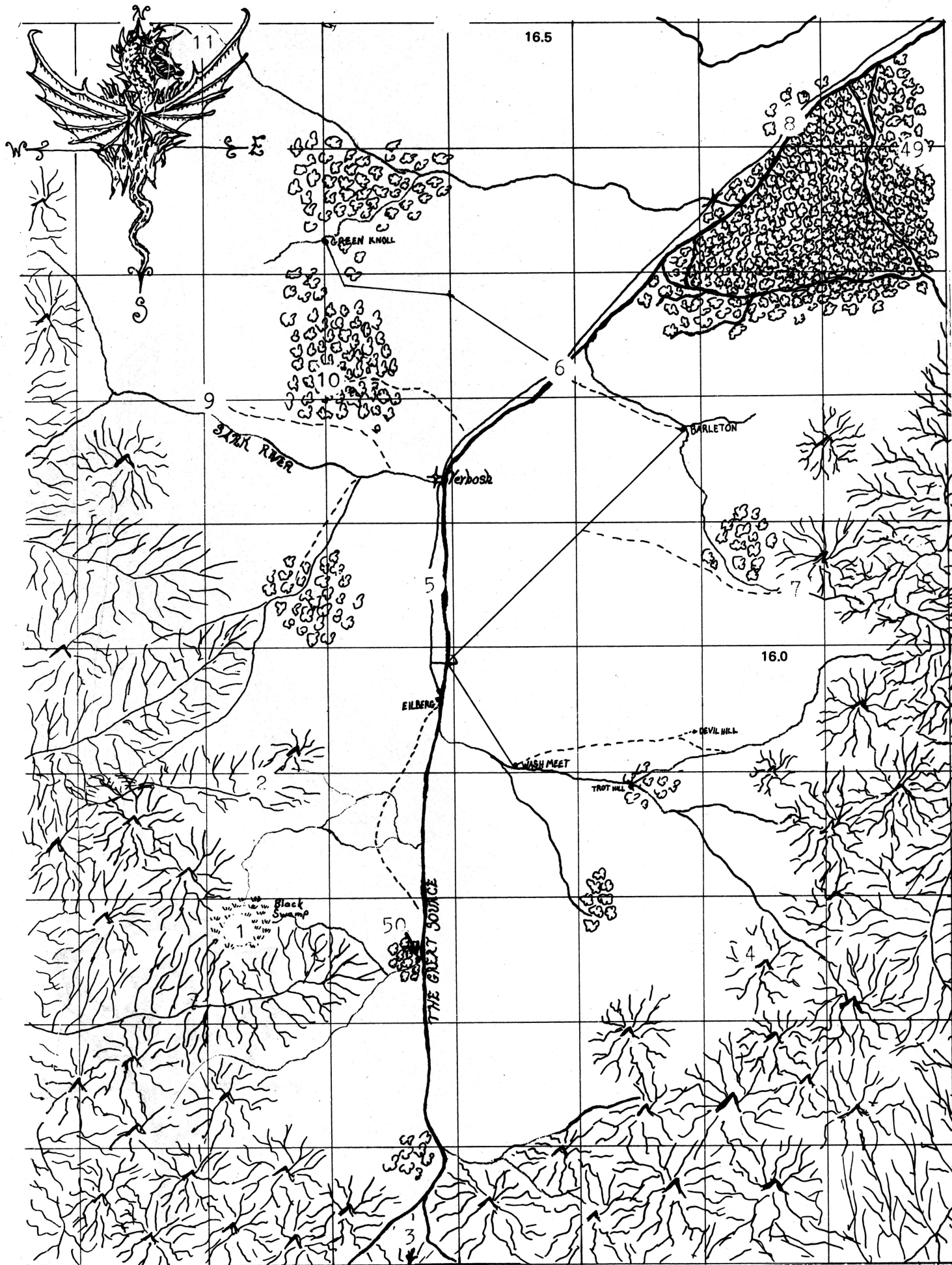


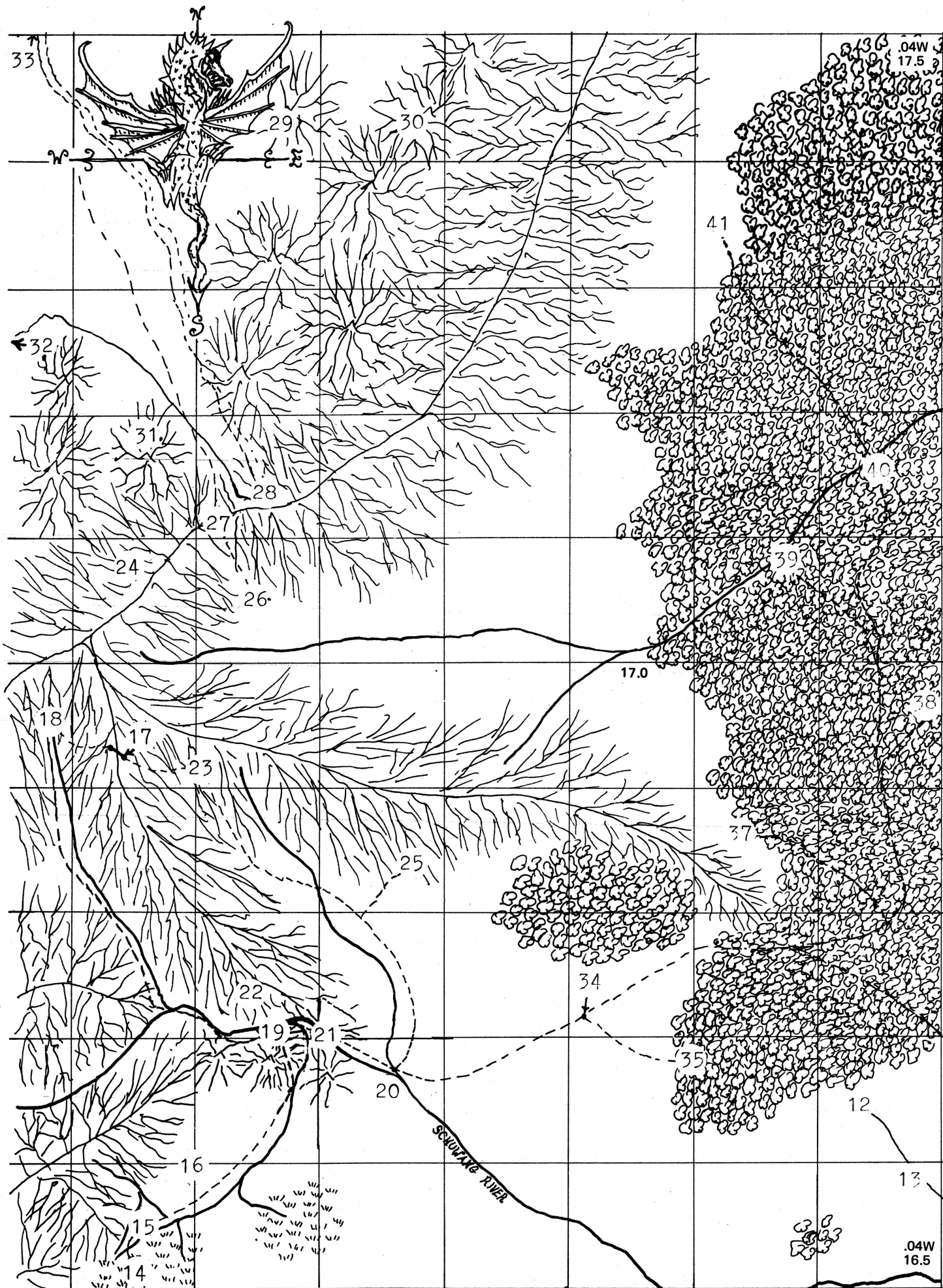
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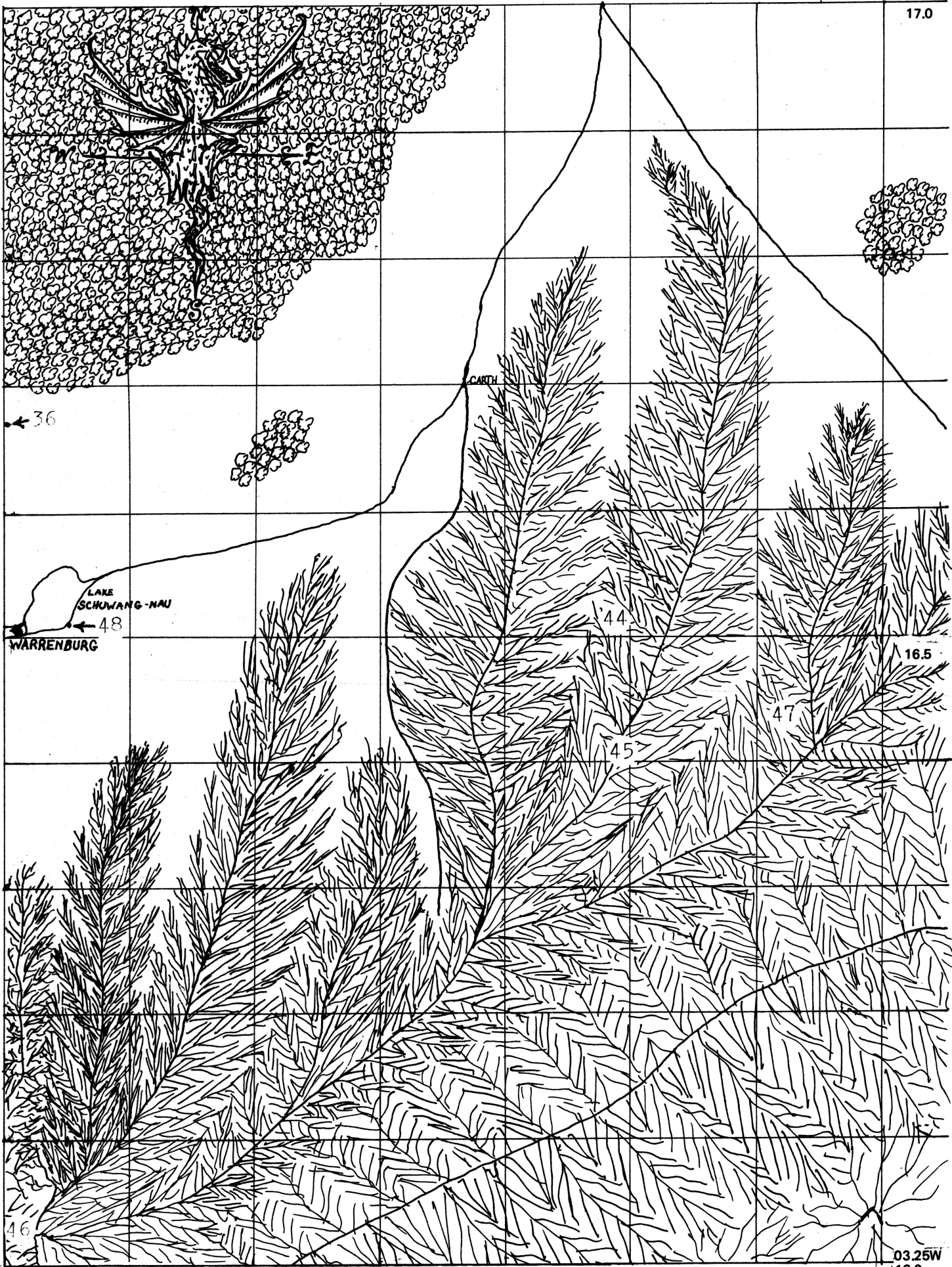












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LAKE
SCHUWANG-NAU
WARRENBURG

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CARTH

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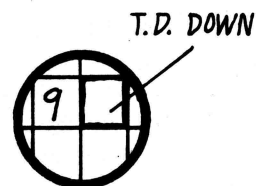
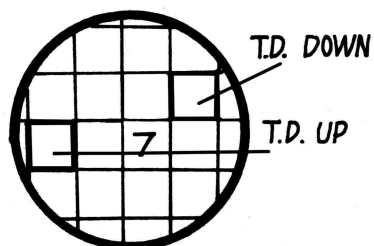
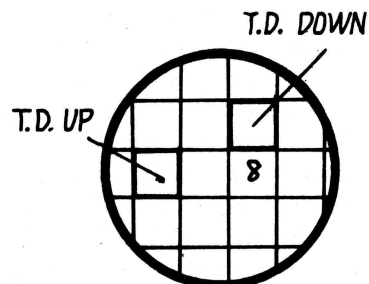
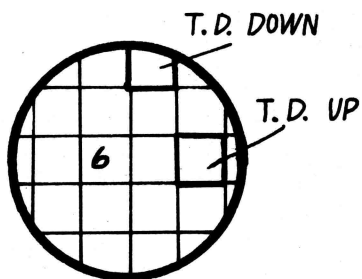
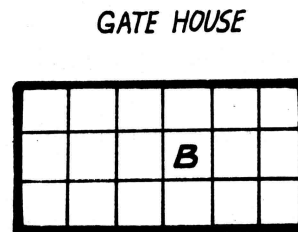
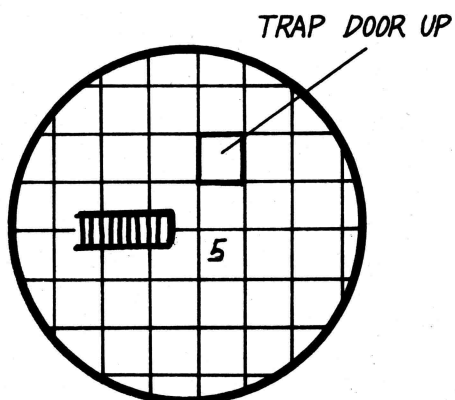
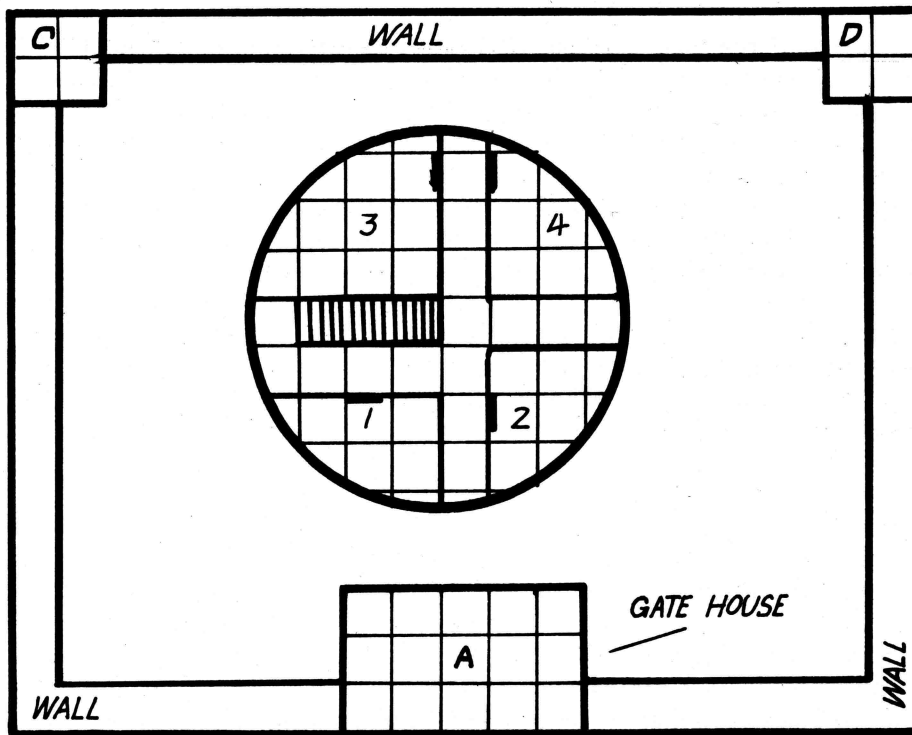
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**BALTHON
TOWER OF THE
PHANTASAMIST !**

- 50) 15.749N **Balthon, Tower of the Phantasmist** - Balthon is located about 235 miles south of Verbosh along the Great Source. A modest fort, it is guarded by a force of 18 fighters (a Swordsman commanding 5 warriors, and 12 veterans). The guards are housed in the upper floor of the gatehouse (A & B). Night and day, there are two warriors guarding the gatehouse while four veterans guard the walls (one in each of the two rear towers and two walking the walls). They are all in chain and shield with maces and carrying heavy crossbows. The wall guards make a round which starts under the gatehouse (a walkway runs under it), and goes to the opposite wall in the middle (each guard going to the two different side of the castle). The walk last about four minutes from the gatehouse to the center of the rear wall. The guards are changed at 12-hour intervals with the new guards coming up to replace the old ones. Once the off-duty guards are in the barracks, you can bet they will be too busy playing dice or cards with the other guards to look out at the outside world (there are no windows in the barracks but archer slits).

- 1) Kitchen
- 2) Bedroom
- 3) Bedroom - Minor Trickster, HP: 5, 14 GP, 28 SP
- 4) Bedroom - 3 Prestidigitators, HP: 4, 2, 3, 30 GP
- 5) Library - 1 Minor Trickster, HP: 5; 3 Prestidigitators, HP: 4, 2, 3
- 6) Classroom - 1 Prestidigitator, HP: 2, 10 SP
- 7) Priest - Plate & Shield/Morning Star, HP: 13
- 8) Door up to 8 has illusionary script, so 8 will greet players with some sort of illusion
- 9) **Balthon the Black** - Phantasmist. HP: 20. Personal chamber. In a trapped chest is a scroll of Protection from Undead, a two charge Continual Light scroll, a Ring of Delusion, 200 GP, 600 SP, and a +1 Mace.

Room description is left up to the Judge.

DM Note: Light Woods approach the castle to within 80 yards on the west.

- 12) 16.649N **The Castle of Baron Vargo** - Vargo is the only remaining Tributary Lord to Verbosh. The only reason he is tributary is that he is too lazy to change anything. The present Baron Vargo is old and not too bright. His castle rests amidst some lesser hills that are rumored to contain rich ore deposits (Mithral). Vargo: Align: LG, Class: Fighter, Level 5, AC: 0, HP: 26, STR: 13, I: 9, W: 16, CON: 10, DEX: 16, CHR: 15, +2 Sword and Ring of Protection.

Castle Vargo is surrounded by a peasant village that is spread over the surrounding hills. The population of about 800 is wealthy and well fed for peasants.

The castle garrison consists of 25 Longbow Archers in plate armor, 10 Heavy Crossbowmen in plate and 25 Armored Footmen (plate and shield) with Morning Stars. All have secondary weapons of swords. The fighters are levels 1 - 4 with the exception of 2 Dwarves who mine below the castle (out of which both Vargo and the Dwarves reap a tidy profit). They also command the garrison. **Kari**, Align: LG, Class: Fighter, Level 6, AC: 2, HP: 35, STR: 17, I: 10, W: 13, CON: 14, DEX: 11, CHR: 13, Mithral; **Lari**, Align: CG, Class: Fighter, Level 6, AC: 2, HP: 38, STR: 16, I: 11, W: 8, CON: 15, DEX: 15, CHR: 8, Morning Star.

Vargo himself leads his own special force of 10 plate and shield Lancers with plate barded Super Heavy Warhorses on regular maneuvers. This constant drilling has made them into a highly efficient force both awesome and deadly despite their small size (all use Morning Stars as secondary weapons). All ten of the knights under Vargo are 4th level (heros) and exceptionally loyal.

The guards at the castle gate are also exceptionally loyal to Vargo. They are two Stone Giants (HP: 59/69), and they particularly enjoy teasing the Dwarves as they come and go with short jokes.

Vargo and in fact the entire area are extraordinarily fond of Marshek Warren, who visits here whenever he gets the chance. Vargo thinks Marshek should be the next king of Verbosh (Marshek secretly agrees).

The tribute of Vargo amounts to 200 GP per year in pension to the Verbosh family plus 2500 GP for the Lord of Verbosh (Hargor). This year, the shipment also included a pair of Mithral Gauntlets for Flayrock of Warrenberg as a present from Vargo and Marshek for his birthday.

- 13) 16.585N 04.024W **The Food for Goblin Inn - Brucem Irish** (proprietor). Run out of Warrenberg for his infernal sick jokes, Brucem runs a modest inn midway between Warrenberg and Vargo with the help of his half-brother, Dipe Irish. **Brucem**, Align: CG, Class: Fighter, Level 5, AC: 7, HP: 35, STR: 17, I: 15, W: 8, CON: 15, DEX: 18, CHR: 7; Brucem carries a +2 battleaxe (mostly to slice cheese), and wears a +1 Cloak of Protection (as a bath-robe). Although the outside of the inn is rather tidy, the inside of the inn is a "bit" disordered. The floors are dirty with various articles such as broken crockery and silverware, and the tables are likewise cluttered and unkempt. This is mostly due to the fact that Dipe is the only one working as Brucem is usually off somewhere sleeping (although no one knows where). If he ever does wander in, he always looks as though he just woke up after a long night of partying. He will move about the room painfully slow mumbling to himself but will always give service to patrons if asked politely (though somewhat grudgingly). Surprisingly, he can be very alert if necessary and usually knows more about the latest news before everyone else. He can never be surprised and will always be ready for an attack. If patrons complain too much about his slow service, he will challenge all to a race (bath-robe, battleaxe and all) and, unless you have "boots of travelling", you will never win as Brucem is surprisingly fast. Although constantly in disarray, the inn is noted for its exceptional cheese which seems to more than make up for its short-comings in customers who always manage to pack the place each night. The main reason that a fighter of Brucem's caliber never became rich or powerful is because he never really had the incentive. He is also a good friend to both Marshak Warren and Baron Vargo and has sometimes been known to carry messages between the two. In case of battle, Brucem keeps his suit of +2 chain armor in an upstairs closet. This closet is poison trapped should anyone beside Brucem attempt to open it.

Map Section 2, Area Immediately North of First Map Segment

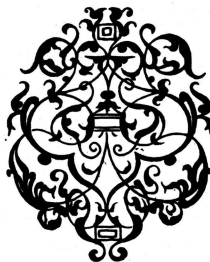
- 11) 16.493N 04.598W This point is the beginning of a trail. As the trail continues to the north and west, it becomes more distinct. This is the trail along which the Hobgoblins communicate with the Orcs in the southeast. Great pains have been taken to disguise the early points of this trail.
- 14) 16.510N 04.643W This area is the home of two shambling mounds. They will commonly attack any party that seems weak enough, 9 - 10 Hit Dice, HP: 42, 56. A careful search of the nearby area will reveal something left behind by a previous victim, an Elven Cloak and Boots of Dancing.
- 15) 16.550N 04.640W This is a ford across a shallow portion of a stream. One Troll, HP: 43, his name is Torock and he will demand a Silver Piece toll to cross the river. He will not ever fight unless attacked and cornered, being a devout coward.

The trail then proceeds through a relatively easy section of foothills. This area is notable because Griffons are quite common so horsed parties often have problems. As the party is now in Hobgoblin territory, there is a 20% chance that any encounter will be with Hobgoblins from Bone Gnash (q.v.). See Bone Gnash (q.v.) for further explanation.

- 16) 16.598N 04.610W **Watch Tower.** From atop this ancient high tower (somewhat run down), a group of Hobgoblins is able to watch approaches from the south and east, and signal both Bone Gnash and Mogarth. This is done by means of smoke signal code during the day and signal fires at night. 15 Hobgoblins keep watch in shifts. The tower contains a Scroll with the standard smoke signal code they use. Of course, it is written in Hobgoblin. Any extremely large parties are sure to be seen at a distance of from 40 to 80 kilometers.
- 17) 16.922N 04.657W This is the entrance to the ancient tunnel. The tunnel is about 1500 meters in length and of craftsmanship that seems a little too good for even the best Hobgoblin workers. This tunnel supplies a means of communication between the Hobgoblins of Bone Gnash and the Bugbears of the north, without going under the watchful eyes of Mogarth. This tunnel is guarded by three well paid Trolls that will let only authorized personnel (i.e., Hobgoblins, Bugbears) pass. Trolls are HP: 42, 29, 51.

- 18) 16.951N 04.723W Water spills from the mouth of a cave into a high mountain pool. This pool is in turn the source of the Schuwang River, the first part of which is a 300 foot drop from this pool into a chasm. The cave has recently become the lair of a large adult Green Dragon, HP: 61. This lair contains 3000 SP, 1000 GP, 16000 CP, 400 GP worth of gems and an ancient Warhammer (+3 Dwarven type).
- 19) 16.707N 04.539W **Bone Gnash** - Built on the remains of an ancient city the Hobgoblins have established a new kingdom, which is presently expanding into an ever increasing area of the surroundings. To them, secrecy is vital, as they have a plan of taking otherwise invincible Warrenberg from the south. The Gnomes are very much in the way of any secret movements in that area, so even though they are far away, the destruction of Green Knoll is vital. To this end, a force of over 100 well armed Hobgoblins was recently sent to aid the Orcs in the destruction of Green Knoll. The Hobgoblins are in the process of beginning to learn horsemanship in the hopes of forming a Medium Lancer unit.
- The King who has established his power is a Hobgoblin, Fullrath Bloody Tooth, Align: LE, Class: Fighter, Level 4, AC: 2, HP: 20, STR: 18/91, I: 15, W: 8, CON: 16, DEX: 15, CHR: 8, +1 Sword of Sharpness. The power of Fullrath has been reinforced by the fact that 2 of his underlings are also highly intelligent. In fact, they are Hobgoblin Magic Users. **Dog Fang**, Align: LE, Class: Illusionist, Level 2, AC: 8, HP: 9, STR: 12, I: 16, W: 6, CON: 14, DEX: 15, CHR: 10, Dagger; the other is **Quick Rock**, Align: LE, Class: Magic User, Level 2, AC: 9, HP: 8, STR: 14, I: 15, W: 5, CON: 13, DEX: 15, CHR: 6, +1 Dagger. The progress of these two has been greatly enhanced by the help of Mogarth, a Wizard whose keep is only a short distance east of Bone Gnash.
- Bone Gnash is home for about 1000 Hobgoblin warriors. Fullrath is also able to command from around his domain 7 Chieftans with from 100 - 200 warriors each. While these forces are less well trained and unmounted, they are still very formidable. As a result of this large population concentration it is 60% probable that any encounter within 15 miles of Bone Gnash will be with Hobgoblins. It is 20% likely that any encounter within 150 miles of Bone Gnash will likewise be with Hobgoblins.
- The expansion of this Kingdom has been aided by a complete lack of concern on the part of the Kingdom of Verbosh. Over the last several generations, the human population has grown unconcerned with protection of anything but their own trade rights. They are confident, perhaps justifiably, with the defensive strength of Verbosh, Warrenberg, and Vargo. As a result, no one has explored this area from Verbosh (at least none who have returned with the news), for many generations.
- One ancient building that remains in Bone Gnash, is a temple of Le Thoc. This is an ancient remnant but the Hobgoblins do worship here although Le Thoc is largely a chaotic good God. Le Thoc likes nearly anyone who loves mountains, especially he would like to see the return of the Dwarves to these mountains.
- 20) 16.661N 04.443W **The Castle of Mogarth** - Mogarth, Align: LE, Class: Magic User, Level 13, AC: 8, HP: 31, STR: 14, I: 18, W: 13, CON: 12, DEX: 15, CHR: 6, Staff of Paralyzation, +2 Ring of Protection. Mogarths castle does not have an overly large number of defenders, only 80, but they are all Ogres. They live with their families inside the walls of the Great Curtain Wall. Commanders of the garrison are a Hill Giant, HP: 50, and a Human Superhero called Hobart the Leader, Align: LE, Class: Fighter, Level 8, AC: -1, HP: 56, STR: 18, I: 13, W: 9, CON: 16, DEX: 16, CHR: 16, +3 Long Sword, +1 Plate, +2 Shield. Hobart has no trouble with control as not only does he have good Charisma, but he has in the past been known to decapitate any argumentative types with one single lightning fast shot.
- Mogarth has three assistants: 1 seventh level and 2 fifth level Magic Users.
- 21) 16.708N 04.518W This is the only area where the river current is briefly slow enough for a ferry to be used in crossing. As a result, two boats move almost continuously along a chain line across the river.
- 22) 16.739N 04.569W This is the cave complex that is the major mining operation of the Hobgoblins, one of the 7 Tribes of Hobgoblins in the area has a permanent home in this cavern complex. The complex has a huge iron ore deposit, and a little to the north is a small silver mine.

- 23) 16.914N 04.594W This is the mountain lair of a large tribe of 190 Bugbears. They trade and aid the Hobgoblins in plots of evil. One of the big thrills for the Bugbears is expeditions to the east where they bully the Orcs to an incredible extreme. The chief of the Bugbears is Trouc the Head Eater, Bugbear, AC: 2, HP: 36. He has a +1 Halberd which he wields for +3 damage due to strength.
- 24) 17.078N 04.659W Here is located the cave lair complex of the Hill Giants. They are a small tribe numerically when compared to some of the other types of creatures in the area. There are 12 adult male Hill Giants with corresponding numbers of Giantesses and young. They are led by one known as Sharp-Stone, HP: 60, attacks as a 10 dice monster. Sharp-Stone stands out clearly from the other Giants. He is always gaudily dressed and stands at least a foot taller than the others. They greedily hoard a rather poor treasure but one item is magical. It is a Rod of Cancellation. The rest of the treasure amounts to a chestful of copper and silver bars, about 20,000 Copper Pieces and about 10,000 Silver Pieces worth.
- 25) 16.839N 04.426W Amidst rolling gradually rising mountains, is the lair of a tribe of 180 Goblins. They live near a large silver deposit, some of which they have been trying to hoard away for many centuries. So far they have not succeeded in keeping any of it as they are raided at least once a month by someone.
- 26) 17.050N 04.551W An ancient road leads out of the foothills to the southeast into the beginnings of a monstrous pass, the walls of the pass rise at such a steep angle that they cannot be climbed. At the point just listed above is a cleft in the rock face just to the left, a large fall of rock on the other side narrows the pass to only about 100 feet across at this point. If the party continues up the pass, they will be met by a sudden numbing blast of cold. If the party continues into this cold, all must roll under their constitution on three 6-sided dice. If the party enters the cave instead a rock will suddenly fall sealing them in. The cavern into which they will have now entered appears to be completely natural, in fact, a Dwarf or Gnome will automatically realize that it looks too natural to be anything but carefully designed.
- In the back of the cavern is a secret passage hidden behind a rock, runes above the rock warn of an unseen enemy. This short passage opens into a dark but very large cubical chamber, 50 feet on an edge. The room is inhabited by an Invisible Stalker who has instructions to kill anyone who enters, HP: 42. This monster was placed here centuries ago and bound by many powerful magics, and has been carrying out his duties faithfully for eons. Evidence of this is scattered about the room, the remains include a long dead Dwarven warrior wearing a suit of +2 chain armor. If the Stalker is slain, the cavern is immediately reopened to the outside world and the cold is dispelled. Note: anyone who prays to Le Thoc while involved in battling the Stalker will have their adversary instantly crushed under several tons of solid rock; no friendly creature will be injured.



- 27) 17.113N At this point the walls of this high pass disappears from sight in the clouds at least 8,000 feet
04.581W above the floor of the pass. There will be no random encounters in the pass.

This point is where the pass is bridged by an incredible stone wall that is unsealable and constructed of one ornately carved piece of stone. The wall literally bridges the mountain tops that straddle the pass so its top cannot be seen, it is completely obscured. There are absolutely no doors in the wall. Huge runes carved in the wall can be read with a Read Languages spell. They say "Kneel, as should a most humble mortal such as you and give thanks and glory to the benevolent Le Thoc, that he may speed you safely on your journey." If this is done with proper respect and ceremony by the party they will be instantly teleported to the other side of the wall. Otherwise, there is absolutely no way the other side can be reached through this pass.

- 28) 17.132N At this point a river begins. It is apparent that sometime in the distant past the course of this
04.547W river was altered from a course to the north-northwest to its present more westerly course by some great upheaval. Basically what was once a riverbed is now a rut in the side of a mountain.

- 29) 17.431N This is a huge cavern entrance, within this cavern sits the watch dog, an adult White Dragon,
04.530W HP: 42. He rests upon a bed of copper and silver worth about 1000 Gold Pieces in all but practically too heavy to lug away. Noise in this outer chamber has a 25% chance cumulative per turn of alerting the owners in the next room of intrusion.

About 200 feet down a huge corridor from the chamber of the White Dragon is the home of 8 Frost Giants, 4 males, HP: 53, 55, 43, 78; 2 female, HP: 41, 54; 2 young, HP: 44, 26.

The back of the chamber in which the giants live has a large ornately carved door that is covered with runes in an ancient language. A Read Languages spell is required to read the door. The door gives instructions in the form of a simple prayer that will open the door. The inside of the door and chambers behind it can not be entered any other way, not even tunneling will work due to the magical nature of the entire mountain.

The home of the Frost Giants is naturally very cold and the walls are covered with a thick coating of ice. In front of the door entrance to the inner mountain areas stands a huge block of translucent ice. Deep inside this block a careful investigation will allow a party member to see a dark vague shape deep inside the block itself. Should the party be able to reach the item, they will find that it is a hammer. This hammer has a magic aura that can be detected by a detect magic. This hammer is a hammer of fire, it is strictly an item for use by fighters. When thrown, this hammer becomes a type of fireball of one 6-sided dice damage for each level of experience the fighter has. If the hammer scores a hit (no basic plus chance to hit, although strength plus to hit and damage are applicable), the creature struck takes the appropriate damage as if struck by a fireball of the same dice. The victim does not get a saving throw as the fighter must hit the victim or no damage is done. It cannot be held in the hand and swung because it will turn into a fireball in the wielders hand when swung. Against creatures that require plus weapons to hit, the hammer functions as if it were +2. This hammer does not return when thrown, after throwing, it simply falls to the ground on impact. But, it is possible of course to pick it up and throw it again. It will only become a fireball when used in combat.

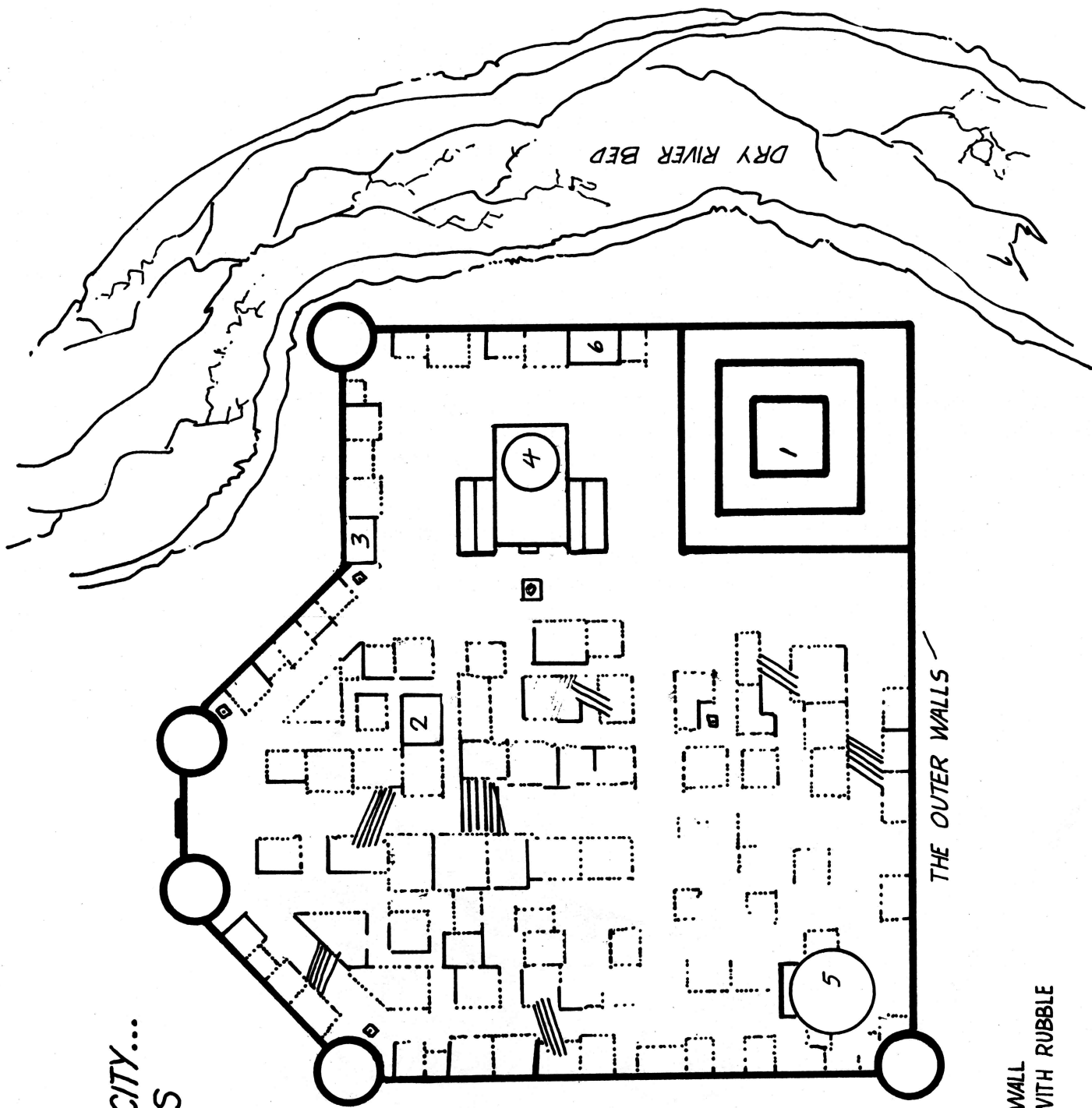
Other treasure of the Frost Giants is stored in a large frozen chest. The chest contains 1800 Gold Pieces, a necklace worth 1200 Gold Pieces and a +2 dagger.

Behind the magic door is the tunnel complex of a shrinking band of Dwarves who have been trapped here for 520 years. Part of the problem is that one of the early leaders died without teaching anyone the necessary prayer to open the door so that they could get out. The cave complex has its own supply of water and some internal food supply but they rely mainly on the Clerics for created food. The leader is a 5th level Fighter/7th level Cleric combination. He is aided by two assistants that are 4th/5th level combination Fighter/Clerics. The leader is **Roldi Ribrock**, Align: NG, Class: Fighter/Cleric, Level 5/7, AC: 4, HP: 38, STR: 14, I: 14, W: 17, CON: 15, DEX: 7, CHR: 10, +2 Hammer. The tribe of Dwarves has been greatly decreased in size. There are 40 adult male Dwarves, 60 females, and 40 young Dwarves. Basically, life here is stunningly dull and all knowledge of the outside world is strictly history of an ancient sort.

- 30) 17.426N 04.452W High in this rocky crag that is only somewhat sheltered from the wind, is the home of a Remorhaz, 13 dice, HP: 70. Buried in the sheltered section of a rock overhang is a pile of nuggets of high grade, worth 2000 GP value, in electrum.
- 31) 17.182N 04.748W In the side of a rock wall above the river is a formed door. It is of exceptional size and to reach it, the rock wall must be scaled 75 feet. This great door will open only to someone of Alignment LG or NG, otherwise, an 18/00 strength will allow only a 1 in 6 chance of opening and nothing lower has any chance at all. Inside the door is a chamber that is the home of an ancient, huge, Magic Using Bronze Dragon, HP: 80. He is never surprised because of his door system, but, for a "little" treasure, he won't slaughter the party and he may even be convinced to be quite beneficial for magic and treasure. He knows the following spells: 1st level) Message, Ventriloquism; 2nd Level) Shatter, Mirror Image; 3rd level) Suggestion, Tongues; 4th level) Dimension Door, Minor Globe of Invulnerability. He is also able to polymorph himself into human form at will. If he talks to the party, he may tell them of the sea to the west and the island continent across the sea with a great Human city and empire. He will also warn the party against the city of the Dead and the Clay Golem that guards that gate allowing nothing to pass in either direction. If the party is determined to go and destroy the evil Undead of the city, the dragon will give a Rod of Cancellation with 1 remaining charge to aid in the attempt.
- Otherwise his hoard also contains 4000 Gold Pieces, a Potion of Extra Healing, a Potion of Flying, a Ring of Fire Resistance, a Wand of Secret Doors, and Traps Detection.
- 32) 17.248N 04.903W **Village of Lone-Docks** - This is the location of the mouth of the present river course and it is the location of a small Human coastal village (this is actually slightly off the map). The village called Lone-Docks is a small village of about 200 but they are a very hardy type of folk. They are led by **Morac the Sea Tiger**, Align: LE, Class: Fighter, Level 6, AC: 3, HP: 53, STR: 16, I: 12, W: 15, CON: 18, DEX: 11, CHR: 14, +2 Sabre, +3 vs. Sea Creatures. This shipping point is the home of several small fishing ships and an occasional small merchant has been known to stop here, 1% chance per day cumulative chance during the warm season. These ships travel to ports down the coast and across a straight to a separate island continent to the west which is said to be the home of a mighty Emperor.



THE DEAD CITY...
HAYGARAS



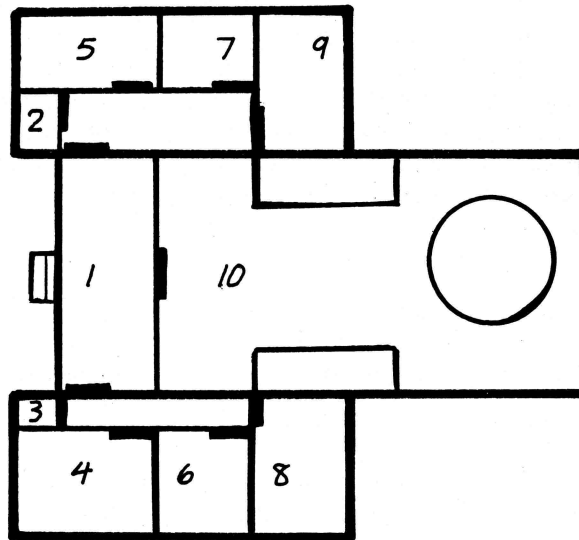
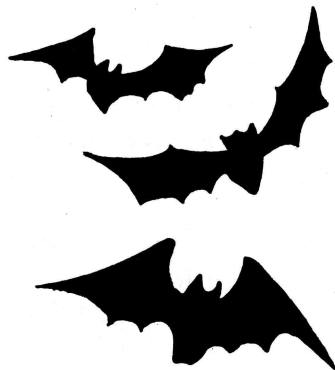
KEY:

- WALL
- - - CRUMBLED WALL
- ≡ BLOCKED WITH RUBBLE

33) 17.582N Haygaras the Dead City - This city is actually outside the borders of the map. It lies at a point that once was the mouth of a great river. That river now flows by a much more southerly course. The land east of this city was once an exceptionally fertile flood plain for the now dry River Haygaras. This walled city is almost completely in ruins due to the long millenia that have passed since life abandoned this now starving plain. A noteworthy exception to the generally ruined condition of the city are the outer walls which radiate a slight magical aura and are in perfect condition. The central keep of the city likewise still stands intact as do the other buildings that are numbered within the city itself.

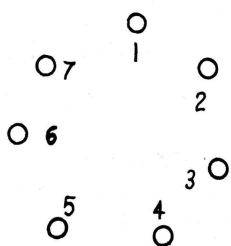
The Gate - The gate stands open, just inside stands a Clay Golem. He will not let anyone pass through the gate in or out. He will not pursue more than 100 feet outside the city unless he goes out of control (1% cumulative chance). In all other ways he conforms to Clay Golem of *Greyhawk*.

- 1) **The Great Keep** - The Great Keep still stands darkly, broodingly intact, it looms over the city. Looking at the tower will cause viewer to save vs. magic or it will function as a symbol of hopelessness. The gate to the dark keep behind the Keeps outer wall is permanently blocked and it is not possible to scale the Keep walls.
- 2) This ancient manor house is in a state of majestic disrepair. While the walls and general structure of the building is inhabited by 8 Wights, HP: 21, 22, 30, 16, 19, 24, 27, 25. They do not guard any treasure.
- 3) In this rather small building that was evidently a shrine at some time in the distant past, a shimmering platform supports a jeweled crown encased in glass. The crown itself is an illusion but approaching or touching the case or platform causes the party to fall into a large pit which will then close above them. There is a tunnel leading away from the bottom of the pit but unfortunately, this tunnel leads right to a purple worm who has made his home in a nearby underground chamber. From the worms chamber escape back up into the city is possible. The worm is HP: 74. His lair contains a treasure of 200 GP of a very ancient and unusual type, 900 SP, several sets of non-magical equipment (arms and armor, etc.), and a suit of +2 chain mail, all hidden in a pile of dried dung and excrement.
- 4) **Temple of Haygaras, God of the River** - This building is not at all run down. The temple's defense system is now still completely operational.
 - 1) This is the front foyer of the temple. It is made of solid stone. There is a main door across the foyer from the entrance that leads into the temple itself and there are two side doors, one on each side of the foyer. The main door is the center of the temple's defense system, if the party tries to enter the main temple, the door will ask who they are and what they want from the temple. If the answers are unsatisfactory or in any case, if Le Thoc should happen to be mentioned, the ceiling of the foyer will move quickly downward to crush the party to death. All must roll below their dexterity on a 20-sided die or be crushed. The door will open to admit worshippers but it keeps a careful eye on all who enter.
 - 2 - 3) These rooms were small storerooms for the day to day supplies of the temple. They now stand empty except for a box of candles in Room 3 that is still intact.
 - 4 - 9) These rooms were once the meeting and living quarters for the temple staff. They are now completely empty and the evidence is that they have been so for at least a couple of thousand years. Very little remains to tell much of the original life of the temple.



THE TEMPLE OF HAYGARAS

- 10) This room is the actual temple itself. It is large, along the sides are two large pools of slowly swirling water. The far end of the temple has a high domed roof under which sits a statue of the God, Haygaras. This god is in the form of a large snake holding its head high and looking down through two huge gem eyes at the floor of the temple. In front of the idol is a large altar of an unknown substance. On the altar is a design of 7 stones set into the top of the altar. The stones are arranged in the pattern shown. The hand must touch them in the order shown 1 - 7. Each must be touched in order, failure to operate in correct order activates temple defense, Naga, etc. If this is done, the altar will slide to one side revealing a passage down.



When the room is entered, a Water Naga will look up out of the pool on either the left or the right. This Naga is charged with aiding in the defense of the temple from looters and those who would damage the shrine. This Naga is held trapped here by the same door defense system and will act only if the party appears to be trying to do these things. If the party should touch the altar and demonstrate that they do not understand how it functions, the Naga will interpose itself to prevent further attempts. Attacking the Naga or in any way attempting to damage or loot the temple or its treasure will activate the defense system, death rays originating in the door and in the two statues eyes will begin to sweep the whole room so 1 - 3 people will be struck each round (save vs. death must be made). The room can be escaped through two small one-way doors next to the pool into the side wings but this is only possible if a person lives long enough to reach the doors and even then the survivor is still trapped within the temple.

The only way to shut off the temple defense system is to strike the main door (door between one and ten) with a Rod of Cancellation. This will kill the temple defense system completely and the eyes of the idol will melt. If this happens the Naga will immediately dive into one of the pools and disappear forever, free at last. If the door is struck with the rod while the door is closed, the temple is sealed and it will no longer be possible to enter it from the outside. If the party is inside and the door is closed, they will still be able to leave by the side doors. If the door is open when struck, it will stay open permanently. The Naga is 8 Hit Dice, HP: 58, but the party will probably not live to find that out if they attack him; if the temple is shut off, the Naga will immediately flee to freedom down the pools, the bottom of which cannot be found.

Note: The God, Haygaras is imprisoned within a gem inside the head of the idol. It cannot be found unless the idol is destroyed. If removed Haygaras is released from his prison and he will flee before Le Thoc finds out and imprisons him again.

Chamber below the Temple - When the party descends into the chamber below the temple, they will find it to contain two guardians that are Spectres, HP: 55, 43. The room contains two secret doors, the first leads to the treasure. Opening the first door will release a cloud of poison gas that will fill the room so all must make saving throws. The treasure is an exceptionally good one. A chest inside this small room is filled with gems totalling 12,000 GP in value. Other items include a +2 shield, a +1 Broadsword (I: 8, Ego: 9, this sword does double damage to Magic Users and has the ability to locate secret doors), a Potion of Extra Healing, a Scroll with a Restoration spell on it, a suit of +1 plate armor, a two-handed sword that is +1, +2 vs. Magic Users and enchanted monsters, and a Staff of Withering with 15 charges.

The other door has two small holes in it which are key holes. The keys can be found in the crypts below Schuwang-Nau Tower. They are the property of the two vampires there and they are also the items referred to in the poem also located in those crypts. As in the poem, the silver key must be inserted first, then the gold key, otherwise, the door will not open and the key inserted will melt. If the keys are inserted correctly, the door will open revealing the tunnel passage that leads to the great keep (No. 1), that is now the lair of the 19th level Lich Mistrath, the builder of Schuwang Tower. His treasure includes the two-handed, +5 Holy Sword with Flaming ability named Justice, it has I: 14, and Ego: 10, and other powers to match these figures, and a Staff of Power.

This treasure will of course be won only by defeating the Lich and his minions. As a clue, a Banshee is the guard of the entrance into the Lich's domain.

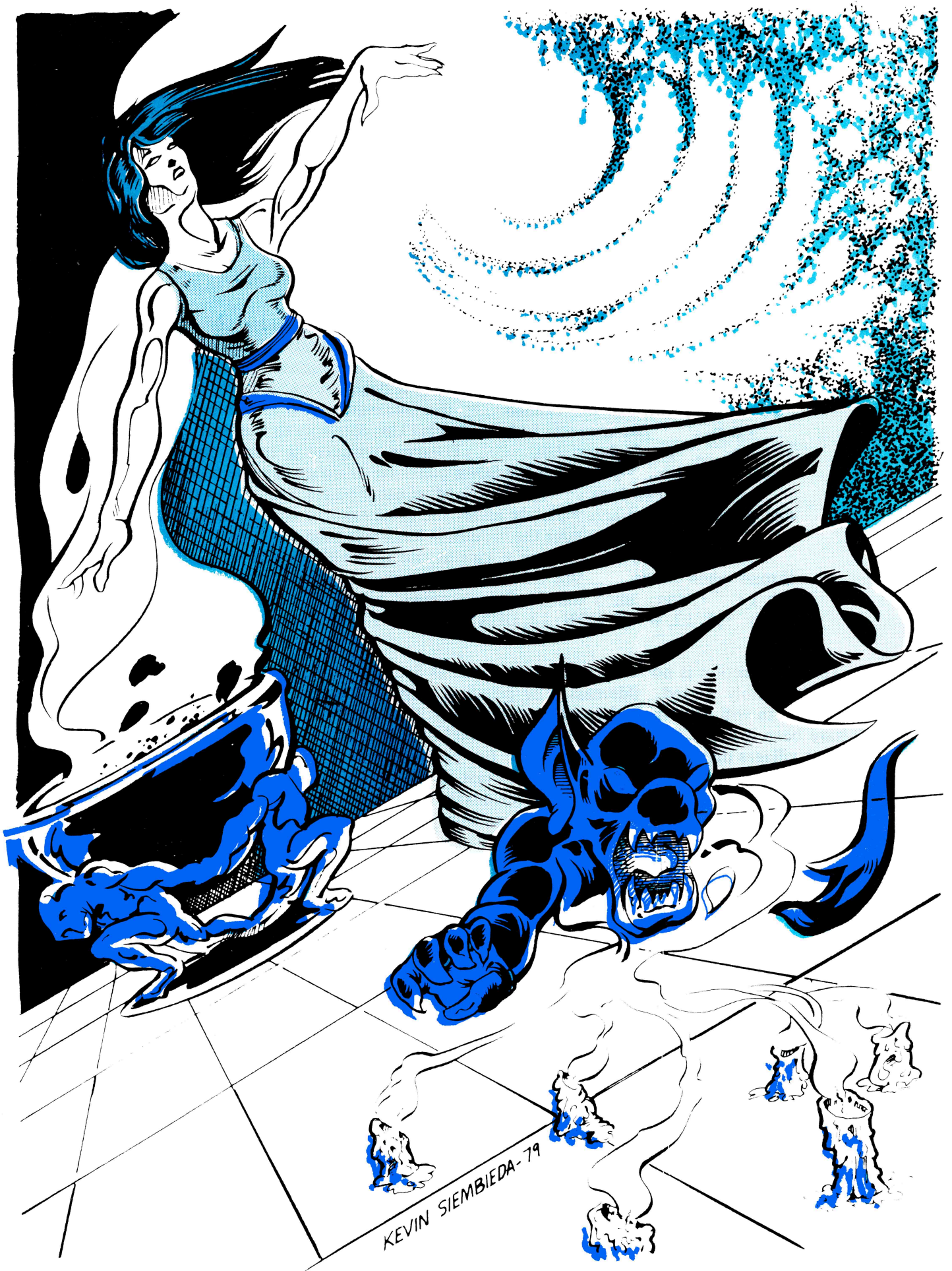
Building 5 - This is a temple of Le Thoc, identical to those in Warrenberg and Bone Gnash, except it is uninhabited. This temple appears to be much newer than the rest of the city and the area surrounding it is almost completely flattened. This temple was in fact, placed here by Le Thoc after he defeated quite easily Haygaras and imprisoned him in his own temple. Haygaras was a LE Alignment God that leaned strongly toward the LN. Le Thoc placed this here just to "rub it in". Inside the temple a Rod of Cancellation will be found laying on the altar unless the party already has one.

Building 6 - The origins of this building are not known nor are the reasons it still stands amidst all the ruin of the city, but the building is quite tall and when on those rare occasions the sun shines on the city, a giant slug sleeps aside this lonely tower, HP: 79. Inside the building is a small shrine to Le Thoc and a vial resting on the table containing NaOH (concentrated Lye). If swallowed, the character will die. If not drunk, it is an excellent weapon against a giant slug.

- 34) 16.718N
04.295W This is the location of a large Orc village with a population of about 600 male Orcs. They are led by 6 Ogres and a group of from 1 - 6 Bugbears. The city is surrounded by an earthen embankment in which there are two gates. This village is in a slight valley depression from the surrounding terrain and is at the intersection of two trails.
- 35) 16.681N
04.201W This small settlement of Orcs lies just outside the forest. They produce bulk wood which they ship to the west. The population is about 190 adult warriors. They are ruled by a single Troll named Aleslow, HP: 32.
- 36) 16.674N
03.999W This is the village of Bullrule, it is within the domain of Baron Vargo, but his influence is not much felt here. The mostly Human population has a liberal quantity of Half-Orcs and Orcs mixed in. They are led by Turnstone Short-Hand, a Half-Orc, Align: LE, Class: Fighter, Level 4, AC: 5, HP: 25, STR: 15, I: 11, W: 8, CON: 15, DEX: 9, CHR: 9, Sword. The population totals about 400 able bodied workers for the surrounding lead mines. They are quite jealous of the wealth of Vargo.
- 37) 16.862N
04.166W This is yet another Orc village of about 300. Most of the village is below ground. The outside entrance to the tunnel complex is behind a heavy log gate/wall combination. This town has a Human who is simply called "The Leader", his name is Sly-Shak and a warrant for his arrest offering a 500 SP reward for him is still on record in Verbosh. Align: NE, Class: Magic User, Level 6, AC: 10, HP: 17, STR: 11, I: 16, W: 9, CON: 13, DEX: 12, CHR: 9, Dagger.

- 38) 16.966N 04.006W This is the much befouled woodland lair of 700 Kobolds. No unusual creatures are present because no one cares enough to bother with Kobolds.
- 39) 17.082N 04.128W This is yet another Orc settlement about 250. They are controlled by a band of 7 Ogres. These Orcs are a major cause of water pollution.
- 40) 17.151N 04.058W Another Orc village as above but a population of 450. This group has a liberal number of Gnolls who live among them and are an elite class.
- 41) 17.350N 04.184W Atop a large hill rests the Castle of the Fire Giant, Watrak. His castle is surrounded by a large community of his Gnomes and Orc slaves. Watrak, his wife, and son reap all the profits from these near starving subjects, who number about 300. The Fire Giants are HP: 69, 57, 44. They are aided by 2 Hill Giants, HP: 41, 46. Understandably the hierarchy of the community is based entirely on strength.
- 44) 16.509N 03.511W This is another entrance to the cave complex. This is the lair of the large Goblin band that has moved into this seemingly endless tunnel complex that honeycombs these mountains. This band is of 2000 Goblins. They also have sealed up their outer tunnels in fear of reprisal or expansion by the Dwarves.
- 45) 16.404N 03.507W This is the mountain lair of 7 Hippogriffs, HP: 21, 18, 17, 24, 26, 18, 13, 28. They are important as they will prey on any men they see and also because their lair contains a 5000 GP gem and a map that shows the way through the Dwarven tunnels and through the mountains to the lands in the south far beyond.
- 46) 16.031N 03.990W A huge Citadel stands atop this mountain. It is the home of the Cloud Giant, Judad Thorac, HP: 110. He is an unusual Cloud Giant in that he is LN in Alignment. This may be simply because he just doesn't care about the affairs of the tiny people. He lives here with his wife, HP: 68; his son, Mordon, HP: 65; and his brother, Nord, HP: 75. They have a full arsenal of giant sized weapons should they ever need them. The citadel is exceptionally difficult to enter for anything as small as a Human. The treasure they have includes 16,000 SP, 19,000 CP, 10,000 GP in gems and a Maul that is a Magical +2. This Maul is 5 feet in length and someone with a natural 18 strength with over 50% can wield it in two hands, for 2 - 16 points of damage.
- 47) 16.442N 03.377W This is the cave lair of a huge very old Blue Dragon, HP: 90. He does not have any magic spell ability. He gets great enjoyment in occasionally harassing the small villages on the broad grasslands to the north so there is a 5% chance that he will not be at home. His hoard: Potion of Flying, a vial of poison, a Scroll of One Delayed Blast Fireball, 15 dice of damage, a +1 Ring of Protection, 11,000 CP, 7,000 SP and a piece of Jewelry worth 1500 GP.





16.700N This is the city of Carth, surrounded on three sides by rivers this semi-walled city is a major trade
03.658W point both up and far down the river. The main export of Carth is metals and metal work, the origin of which is the Dwarves up river in the south. Carth is an independant City State ruled by an Overlord, the population of the city itself is about 3,000. Much of the power of government is now wielded by the Merchant Guilds rather than by the Overlord himself. The ruler in Carth is **Jansayez the Red Fox**: Align: CG, Class: Fighter, Level 10, AC: 4, HP: 64, STR: 15, I: 14, W: 13, CON: 16, DEX: 17, CHR: 16, +3 Sword of Undead Slaying.

A few miles southwest of the city is a ferry across the Source. Carth has changed hands several times in its history, once it was the southernmost point of a great though somewhat barbaric Northern Empire. The last time a greedy Overlord sat on the throne here, the Dwarves swept out of the south and very nearly obliterated Carth, they did in fact, rule it for several generations before turning over control to the family of Jansayez (his grandfather).

16.281N This is the entrance to the home of the Dwarves of the Silver Sledge, (principle Home) the entrance
03.671W to this cave system is blocked by a high wall with gate house. The cavern complex is huge, many of the caverns are of unknown origin and many of the tunnels deep in the mountain have either been sealed off or lead to completely unknown destinations. A few years ago a Goblin War Party made its way through the tunnels into the Dwarven city. The Goblins were obliterated but the fright it put into the Dwarves had its effects. The corridors to the Northeast are heavily patrolled. The population of about 2,500 Male Dwarves produces a tremendous volume of metals and metal goods, primarily Iron but the Silver mines are of no small value either.

Legends tell of long passages that lead to other places, ancient Dwarven settlements and even one passage that leads completely under the mountains to the south. Where the passage leads to when it comes out from under the mountain has never been specified.

These Dwarves do not have a king at this time although Bomro will return and assume the throne when he reaches 9th Level (see Warrenberg). The present leader is a 6th Level Fighter/7th Level Cleric named **Ranglie Stonehammer**: Align: LG, Class: Fighter/Cleric, AC: 2, HP: 38, STR: 15, I: 12, W: 17, CON: 13, DEX: 15, CHR: 12, +2 Warhammer.

This map section is not as extensively stocked as Sections 1 and 2. This is because this area is largely a region of incredibly rugged wilderness. The principal ridge is too high to climb or even to fly over, so the part going south will have to find another way through the mountains. Only the principal monsters and treasures have been inserted, most of the rest of the exploring will be mainly random encounters. There are few permanent villages discussed because there are few permanent villages to discuss. The mountains are heavily settled by Dwarves and Goblins, while the north-east Section of this map is largely Nomadic Tribes.

Note: Again armor class adjustments for dexterity have not been prefigured. the armor class of listed characters reflects only armor or protection items worn by the character in question.



Schuwang-Nau Tower

49) 16.512N
03.950W

Continually shrouded in a thick mist, Schuwang-Nau Tower is forever hidden. A massive tower, it stands on the eastern shore of Lake Schuwang-Nau. Obscure legends speak of the tower as constructed by an ancient order of Mages in a time long before the coming of Verbosh. One of the Arch-Mages of the order was captured and enslaved a demon from the Netherworld to do his bidding. But as time passed on, the Arch-Mage eventually died, leaving the tower to his weaker successors. Unfortunately, they were unable to deal with the demon who eventually slew all who would threaten its existence and set itself up as ruler over the order. The demon has maintained this rulership for many generations requiring all to worship him. In addition to maintaining a constant spell of Obscurement over the tower, the tower exudes a constant aura of Fear (saving throw applicable*). The tower itself is surrounded in a horrid swamp where oddly enough no common swamp animal or even insects inhabit. Suprisingly, the locals of the area take no notice of the strange mist that never leaves and seemingly no one ever thinks enough of it to investigate. What few recorded attempts of penetration into the fog have only resulted in survivors telling of wierd and unbelievable tales sounding more of myth than fact or groups never to be seen again. The entire tower is constructed of a grayish marble-like substance that is totally smooth and void of any outside signs of cracks or windows. One huge black double door is the only entrance into the tower.

* Saving throws are made at +5 and can be tried the next day.

Level 1

This level seems to be in a state of advanced decay. All soft goods (such as wood and cloth) are all but crumbled to dust. The dampness of the surrounding swamp has taken its toll on the fine marble floors and walls, and fine wall carvings and runes of various sort are virtually unreadable. There are signs of recent habitation as a large number of muddy tracks can be seen leading in and out. A Ranger would be able to figure out that the tracks were made over a long period of time and that they belong mostly to Kobolds, with a few other tracks that are larger but fairly wiped out by the Kobold tracks. All the doors in the first level are made of a curious black wood (metal reinforced) that not only seemed to escape the decay of other wooden items, but retain all the rigidity and luster of new wood.

1st Level Encounter Chart

Roll a six on a six-sided die for encounter

- | | |
|---|---|
| 1) Kobolds - 4 to 16 Spear/Sword/Shield | 7) Kobolds - 1 to 8 |
| 2) Lizard Men - 1 to 12 Sword/Shield/10% chance of Light Crossbow (1 - 8) | 8) Lizard Men - 1 to 12 (5% chance Light Crossbow (1 - 10)) |
| 3) Kobolds - 1 to 10 | 9) Kobolds - 1 to 10 |
| 4) Ochre Jelly | 10) Minotaur - Battle Axe |
| 5) Kobolds - 1 to 8 | 11) Kobolds - 4 to 16 |
| 6) Huge Spiders - 1 to 6 | 12) Basilisk - 1 to 3 |

Notes on Encounter Chart: The Kobolds are from a tribe pressed into service by the demon on the level. When encountered, 50% chance they carry a food offering and a 00 on two ten-sided die indicate a female captive. The other encounters are likewise guards or creatures merely taking residence. In the curved hallways, evasion is very possible (20% successful).

- 1) This room seems to have been a bedroom of some sort but the furniture is long decayed and crumbled. In the room are 5 Ghouls, HP: 12, 14, 6, 12, 8, 300 SP, 200 GP, 50 PP.
- 2) Same as Room 1 except a statue of a snake sits in the middle of the floor. A red gem worth 500 GP is in the left eye and a blue gem worth 100 GP in the right. The blue gem can be removed without trouble, but the removal of the red gem will cause the statue to turn into a real snake (constrictor), HP: 26, (1 - 3 surprise if unprepared).
- 3) Same as Room 1 (meaning general room description only).
- 4) Same as Room 1 except the remains of tapestry are on the walls. If they are disturbed, 6 huge Spiders will come out and attack. Behind the tapestry is a wall safe with 300 GP (poison dart trap, save at +4 due to deterioration of poison).
- 5) Same as Room 1 (room description only).
- 6) Same as Room 1 except there are 2 Wights, HP: 20, 15, 400 SP, 1 gem worth 200 GP, three +1 cross-bow bolts.

* Rooms 7 - 16 are identical to Room 1 in respect to room description.

- 7) 10 Skeletons, HP: 6, 7, 8, 4, 2, 8, 5, 1, 4, 5.
- 8) In this room is a skeleton of a warrior in plate armor with a battle axe. Both armor and weapon are scorched and melted beyond use. In front of him is a small gold statue (worth 10 GP) of a dragon (non-magical).
- 9) Empty.
- 10) Empty.
- 11) 7 Zombies, HP: 15, 9, 7, 6, 8, 15, 10; 500 SP, 30 GP, 10 PP.
- 12) Scrawled in dried blood on the wall is a warning about dragons.
- 13) Empty.
- 14) 1 Wight, HP: 26; gem worth 150 GP.
- 15) Empty.
- 16) Empty.
- 17) This room like all the rooms in the inner circle is unnaturally dark; treat as a Continual Darkness spell for effects. If the party chooses to stumble around in this room in the dark, they will find old food stores, some of which are relatively edible. In a far corner under a box is a trap door down.

- 18) Like all rooms in this circle treat as Continual Dark; this room contains nothing of value except a rack of 20 Copper Swords.
- 19) The entrance to this room is Wizard Locked, inside is simple food and clothing stores.
- 20) This is the throne room of the dark horror that rules the surrounding Kobolds with terror. He will be present 20% of the time. He is a Type One Demon and is the complete slave of the tower's main Demon. A devoted coward, HP: 45, he lives in complete terror of his own master and even the Humans above.
- 21) This is the Demons lair. He dares keep only very little for himself, but hidden behind a wall tapestry is a cabinet with a +2 Spear and a box with a 500 GP value gem.
- 22) This room is empty but the smell of decay permeates the air.
- 23) Locked away in this room is the main executioner of the demon. He is a Wraith, HP: 32. He is used principally to keep the Kobolds in line. Once a party of adventurers wandered in here and dropped an item in their hurried flight. It was a gem worth 500 GP, it is magical and will Cure the owner of disease as the spell.
- 24) This room is totally dark and there is a 10% chance that any single character loses his way (for one turn).
- 25) In the center of this hallway directly between the doors to Rooms 26 and 27, there is a minor teleporter that on a roll of 1 - 3 on a six-sided die, the group is turned around and sent to the door they exited (but they won't know it). This only works if the party moves **directly** across from one room to the other.
- 26) This is the antechamber to the rooms on this side of the inner circle (Rooms 19 - 22). In this room is a statue of the demon pointing to Room 22. No matter what room they try to enter in from this antechamber (19 - 22), they will always be teleported to Room 22. The base of the statue will turn so the only way to enter is to point the statue to each room. As the statue is now, the party will go up to any of the rooms, but will enter Room 22 when they run in and see what was in 22. When they exit, they will exit out of 22, however.
- 27) In this room there is another statue of the same demon pointing, but in this room if the statue is pointing at the room you enter (in this case it is pointing at Room 18), the party will end up running out of the room they ran in. In other words they will be teleported in the doorway and will turn around. If many people run in the room, the teleport would not shoot the first guy back out until the last member entered. The statue still swivels so it can be moved.

Level 2

The stairways up to this level are indicated by the arrows with the letter "U" above them (there are 2). Anyone trying to climb the stairs will be met by a blast of wind meant to bowl over any of those "pesky" Kobolds from 1st level who decide to adventure. For character types such as Halflings or Gnomes (or those with less than an 8 strength), must roll less than their dexterity to see if they are bowled over. (For example, if a Halfling rolls a 13 on 3 six-sided dice and has a dexterity of 15, he will maintain balance. But if he rolls a 16, he will be bowled over and take 1 - 4 points of damage.) Even if they make their dexterity roll, they will still need assistance up the stairs. No one on the upper level cares about the wind blast going off as it happens fairly often.

Oddly enough this level is in excellent shape compared to 1st level. The floors and walls look well polished, and does not feel as damp or musty as 1st level. This level is basically set aside for Mages and Clerics of low level. There is also a small group of men and Gnomish warriors to help protect this level. All Mages and Clerics carry a small hexagonal coin needed to go up to the next level (explanation in 4th level description).

2nd Level Encounter Chart

Roll a 5 or 6 on a six-sided die for Encounter

- 1) Men - 2 to 8, Chain and Shield/Sword (20% possible Light Crossbows (1 - 6), Level 1 - 2).
- 2) Mages - 1 to 4, Level 1 - 2.
- 3) Gnolls - 2 to 8, Chain and Shield/Sword (20% possible Light Crossbow and/or Battle Axe.)
- 4) Clerics - 1 to 4, Level 1 - 2, Chain and Shield/Morning Star (20% Plate armor (1 - 4)).
- 5) Men - 2 to 8, Level 1 - 2 (25% chance of Light Crossbow and/or Morning Stars).
- 6) Ogre - 1 to 4, Clubs and Spears.
- 7) Gnolls - 1 to 10 (25% possible Light Crossbow and/or Morning Stars (1 - 8)).
- 8) Clerics - 1 to 4, Level 1 - 2 (25% Plate Armor (1 - 4)).
- 9) Men - 1 to 10, Level 1 - 2 (20% possible Light Crossbow and/or Battle Axe (1 - 6)).
- 10) Mages - 1 to 4, Level 1 - 2 (20% possible of 3rd Level (1 - 2)).
- 11) Gnolls - 2 to 8, (20% possible Light Crossbow and/or Battle Axe (1 - 6)).
- 12) Minotaur - Battle Axe.

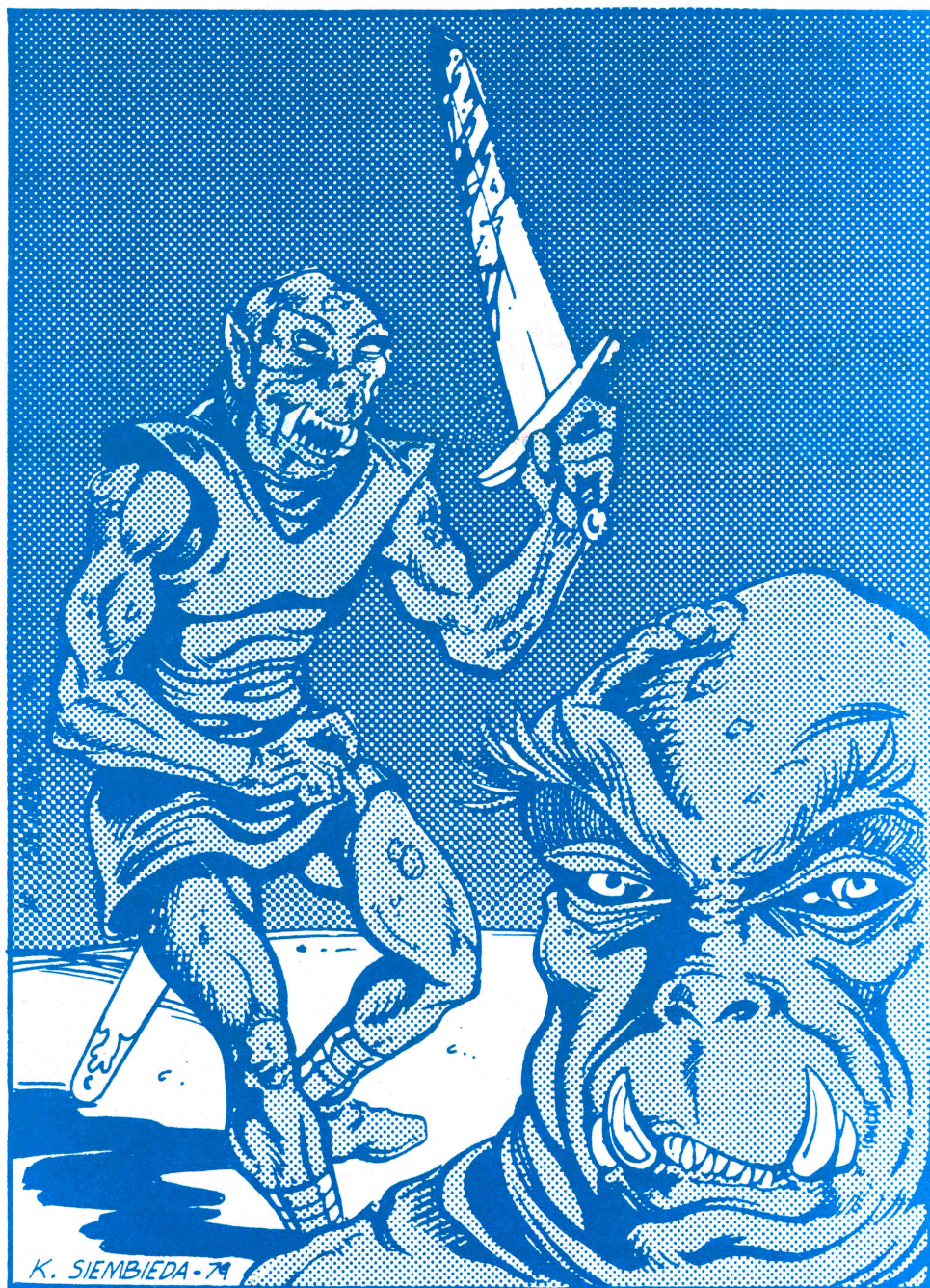
Notes on Encounter Chart: Guards will rarely if ever stand guard unless under unusual circumstances. They basically just wander the halls. The numbers in parenthesis after the weapon type indicate how many are in the group. Men and Gnolls will at least be in Chain and Shield. The guards (2 - 8) will sometimes go down to 1st level to pick up provisions and captives from the Kobolds who can't come up to 2nd.

- 28) This room (like all the rooms of the outer ring of this level) is basically a simple bedroom. In this room are four 2nd Level Clerics, HP: 9, 6, 10, 8. They are in Plate and Shield with Morning Stars. 40 GP.
- 29) Empty.
- 30) This room has three 2nd Level Mages in it, HP: 5, 7, 3. 500 SP, 30 GP.
- 31) Opening this door will cause a skeleton (non-animated) whose arms are tied with an almost invisible string to raise its arms, because his arm strings are connected to a pulley above the door and then to the door activating the skeleton when opened.
- 32) Empty.
- 33) Three 1st Level, HP: 4, 2, 3; and one 3rd Level, HP: 7, Illusionists, gem worth 100 GP.

- 34) Two 2nd Level Clerics, HP: 8, 10; Plate and Shield/Flails, 200 GP, Silver Flail.
- 35) A mirror on the wall that when looked into , the character will see himself with 1 - 6 points of Charisma added on. If the character reaches an 18 Charisma, he must save vs. magic or be enfatuated with himself and refuse to leave unless someone else forcefully shoves the victim away. Every point above 18 is -1 on saving. The mirror cannot be removed.
- 36) Empty.
- 37) Two Minotaurs, HP: 27, 33, Battle Axes, 50 GP, 2000 SP, Scroll of Flying.
- 38) Four 1st Level Mages, HP: 3, 2, 2, 4, 40 GP.
- 39) A pool in the middle of the room. When viewed, will show each character dieing at the hands of a Cleric (1 - 2), Magic User (3 - 4), a Fighter (5), or a monster out of the charts (6). This does not mean that a character will die by these means (roll on a six-sided die to find out which).
- 40) Empty.
- 41) Two 2nd Level Clerics, one 1st Level Mage, 300 SP, 5 PP.
- 42) One 3rd Level Cleric, HP: 16, Plate and Shield, and Morning Star; 5 Skeletons, HP: 6, 6, 2, 7, 3, with Swords. 500 SP, 100 GP gem.
- 43) When someone enters the room, an empty cloak will get up and walk around. It cannot be removed from the room and will go dead if touched.
- 44) This room is in reality a temple. When entered, a group of skeletons will immediately get up and start moving about the room. The skeletons are helpers in rituals and will move about oblivious of what happens around them. But if disturbed or the items from the altar removed, they will attack. 20 Skeletons, HP: 4, 8, 3, 8, 4, 1, 8, 5, 5, 6, 8, 5, 5, 4, 6, 2, 3, 5, 6, 6; 4 Cups, worth 100 GP each, a small chest (poison trapped), and 40 PP.
- 45) One Wraith, HP: 33, 400 GP, Wand of Magic Missile (10 charges).
- 46) This room is used by the Magic Users of the level as a lab. Various chemicals and natural components are here for spells up to 3rd Level (50% chance of finding). In the room is a 4th Level Mage, HP: 11, and two 2nd Level assistants, HP: 4, 7. Scroll with 4 Sleep spells. The scroll will be in one of the 2nd Level Mage's possession.
- 47) Temple - In this room are four 1st Level Clerics, HP: 4, 5, 5, 5; and a 2nd Level Cleric, HP: 8; Plate and Shield, Morning Stars. If they are killed and the party proceeds to remove items from the altar, the God of the temple will raise the Clerics from the dead (to fight again). On the altar is 200 GP in gems and 400 GP in miscellaneous gold items.
- 48) This room is the lair for 4 Wights, HP: 22, 17, 25, 17, Sword +1.
- 49) A minor Library. A thorough search will reveal a spell book in a secret compartment (poison trapped), with all 1st - 3rd Level spells.

- 50) A large Study with three 1st Level Mages, HP: 4, 4, 1; and two 2nd Level Mages, HP: 8, 8; 150 GP, gem worth 400 GP.
- 51) This room is used to hold the captives brought in by the Kobolds. They are often used for religious ceremonies in the temples of Rooms 44 and 47. There will be a 75% chance that from 1 - 4 female captives will be held (manacled to the wall).

Stairway up: A circular center stairway is entered through a secret door on 2nd Level. This stairway spirals up a considerable distance (up to 4th Level). Just out of sight up the stairs is the guard post of a Flesh Golem. He will let no one pass unless they hold up one of the coins necessary to pass up to the next level. This coin is small and hexagonal and anyone who is allowed to go up or down this stairway will have one.



LEVEL ONE

STAIRS UP

DEAD END

DEAD END

STAIRS UP

TRAP DOOR
DOWN

SCHUWANG-NAU TOWER

LEVEL TWO

DEAD END

STAIRS
DOWN

STAIRS
DOWN

DEAD END

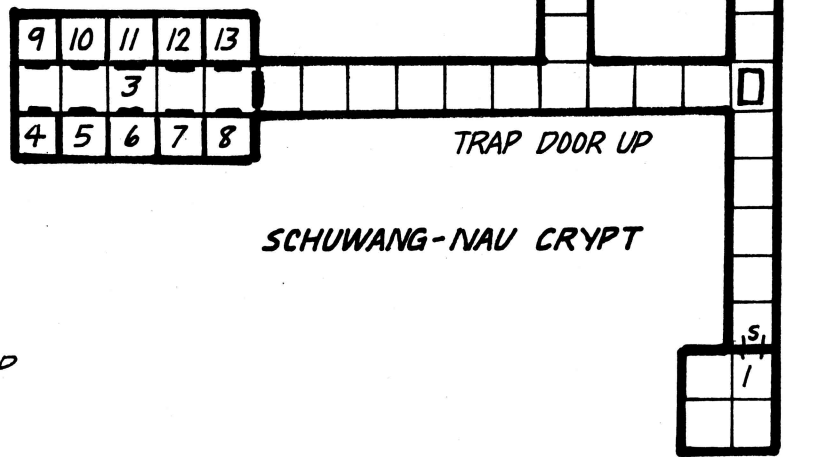
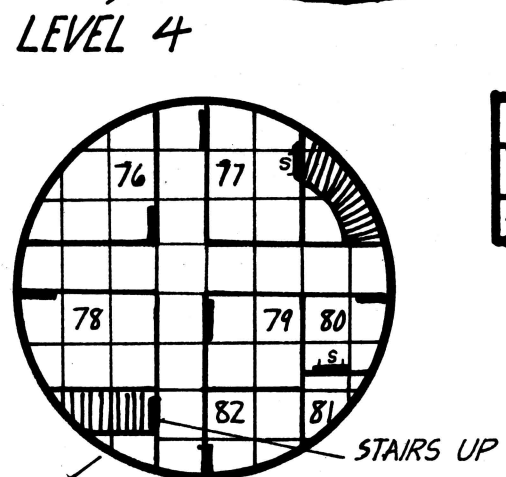
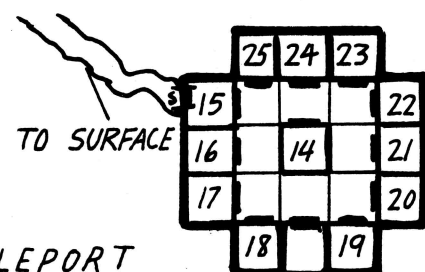
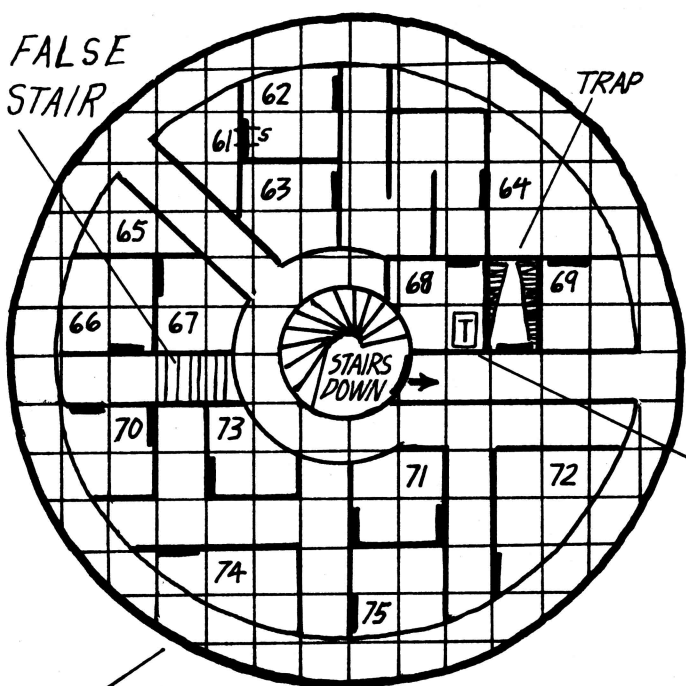
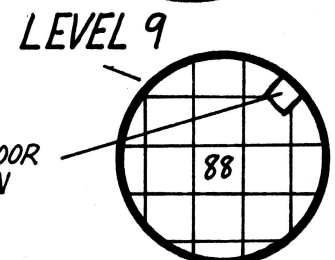
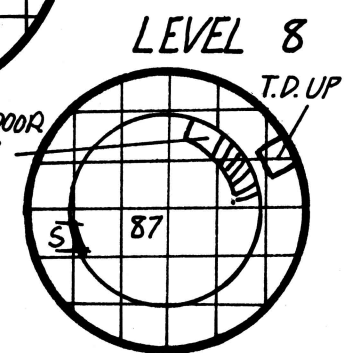
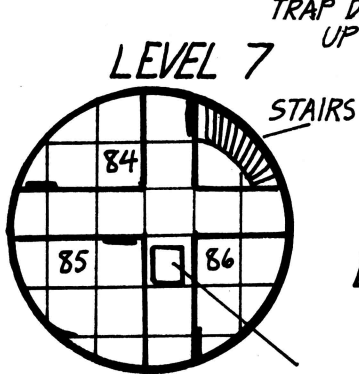
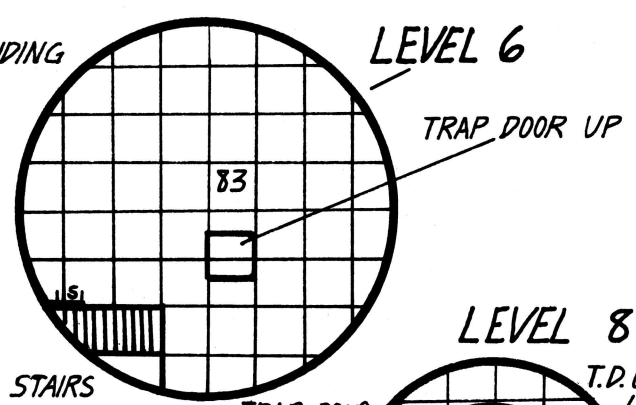
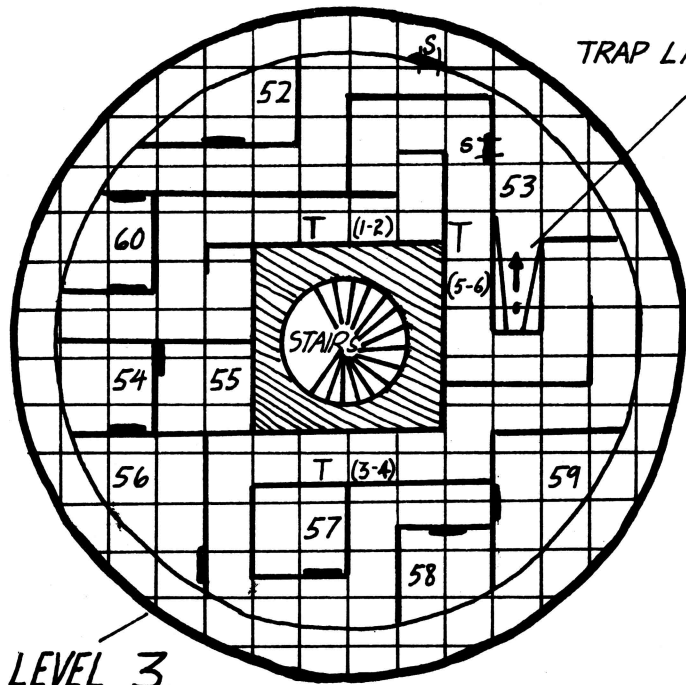
Level 3

This level can be entered only by way of the slide trap from the 4th Level which leads into Room 53. As a result this level is in some ways unpopulated, halls are quite stuffy and damp and do not contain any marks that would clearly identify one section from another. This level like the inner ring of Level One is Continually Dark as in the spell. When listening at the door on the 4th level that leads to Room 53, the party will hear something that sounds like two Orcs arguing about a sack. Upon entering, the party will hit a friction-less slide. It is not possible to reopen this door from below.

The central hallways contain a transporter system that works on occasion. When the party passes over one of these sections, roll a six-sided die to see if it works; 4 - 6 means it does, then roll the die again to see which one of the three hallways they are transported to. It is possible to be in the same hallway they were in before the transport. All three of the hallways are indistinguishable from one another.

- 52) This room is cold and damp to an extreme. The only inhabitants are 3 unanimated skeletons.
- 53) This is the room into which the party will slide from the level above. It can be left only by way of the secret door in one wall. In the middle of the room is a Stone Giant seated on a chair. This one is really a Stone Giant being just a very well carved statue. It is in no way magical or alive and has no significance except to frighten the party.
- 54) Except for various types of debris, this room is empty.
- 55) This room has become the final resting place for 8 ancient warriors who evidently starved to death. One has become a Ghoul, HP: 12.
- 56) Inside this ancient dusty Library are several manuscripts, so old that they are illegible.
- 57) A Carrion Crawler, HP: 23, is busy eating a giant Rat in the middle of this room. The Carrion Crawler is the only actually living thing on this level. Other items in this room are only metallic remains, unidentifiable.
- 58) Entering this room, the party will be met with a cold blast of air in which the smell of decay is very strong. In the room is a highly ornate casket containing a Mummy, HP: 34. The casket is quite valuable, 2500 GP, but is entirely unmoveable.
- 59) If the party listens at this door, they will hear one sudden ear splitting scream. Inside the room is the lair of 3 Spectres, HP: 42, 36, 60; they will attack, until slain, anyone within the room. But, they are not likely to pursue outside the room unless something is removed from the room. A large urn in the far corner of the room contains 1760 GP. The urn itself is worth about 200 GP. In a trapped chest hidden in a secret compartment is a Manual of Quickness of Action, and a Potion of Undead Control.
- 60) This room contains a small central table around which stand 4 Skeletons (2 in armor) looking at a map of this level. If the map is touched, even by light, it will crumble completely into dust. The skeletons are not animated.

A passage way runs all the way around this level. The outside wall of the passage is also the only way out of this level. There is one secret door to the outside. Outside the secret door, the party will climb or fall down to the top of the second level, about 6 feet down. From that point, the only course of action the party can take is to climb back down to the ground as there is no way they could re-enter the tower by climbing up.



Level 4

Once the party reaches the top of the stairs, they will not see any door, not even characters or items will find any trace of even a secret door. What they will find, however, is a small hexagonal impression (the party can locate it as a secret door in regards to rolling possibilities). A hexagonal coin must be placed in the impression, but it must be put in the right way! Each coin will have runes on it, and only a Read Languages spell will tell what they mean. If a Read Languages is not used, and the coin is placed in "any old way", a number of things will happen (roll on a six-sided die):

- 1) The door will open (the coin can be taken out).
- 2) The coin will disintegrate (another coin can be placed in for another try).
- 3) The stairway will disappear, leaving a frictionless slide sending the whole party down to the bottom of the stair (it will turn back into a stairway after the party is on the bottom).
- 4) The entire party is teleported outside the door (start again).
- 5) The ceiling will open up and a huge amount of Kobold filth will pour down on all of the party (20% chance of slipping and sliding down the stairs, so be sure to show your coins to the Flesh Golem!)
- 6) The Flesh Golem will come up the stairs and attack. The party must fight as the Golem blocks the only way out.

Without the use of the Read Languages spell, the party will never be able to decipher which way the coin goes, so each roll can be repeated many times (except the Flesh Golem). In any case, once the door is opened, the coin can be removed and the group can enter.

This floor is very rich and ornate. The floors are rich and polished marble while the walls are ornately carved with figures and runes describing the power of the order of Mages. This floor is set aside for the Mages and Clerics of moderate level (as well as certain creatures meant to protect the level from intrusion).

The halls on this level are actually quite empty, and only a 10 on a ten-sided dice will indicate an encounter with a Mage or Cleric. Mages - 1 to 4, Levels 3 - 5 (roll for each); Clerics - 1 to 4, Levels 3 - 5 (roll for each), Plate and Shield, Morning Star.

The entrance hallway of the level leads to the outer ring. The only door in this hallway is the door (trap) leading down to 3rd level (see 3rd level information for description).

- 61) This room is the lair of a Spectre, HP: 36, who is itself trapped in this room forced to protect the treasure of the clerics of Room 62. In this room is 1000 SP, 400 GP, and one gem worth 500 GP.
- 62) In this room are two 3rd level Clerics, HP: 10, 15; and one 5th level Cleric, HP: 24. All are in Plate and Shield with flails. The treasure for these Clerics is hidden behind a secret door (Room 61).
- 63) This room appears to be a small temple of some sort. In the center of the room is a small statue on a pedestal made of gold and jewels. The statue is of a spider, and is also made of gold and jewels. The value of both the pedestal and jewels cannot be found out under any circumstances (even if viewed by a Dwarf), but the items will look very valuable. If the statue is picked up, it will deliver 1D6 to the holder once per turn as long as its held (it will deliver damage even if it is in a back-pack, box, "Tensors Floating Disc", of anything even remotely connected to the possessor). Not even a Wish will stop its power. The pedestal's gems cannot be removed and attempted removal of the pedestal will cause disease on the person. The pedestal will then revert to common stone and lose all properties.
- 64) In this room are two 4th level Clerics, HP: 15, 19, in Plate and Shield with Morning Stars, and a 5th level Mage, HP: 15. There is no treasure in the room.
- 65) This room is the lair of a cockatrice, HP: 25. It guards the treasure of the Mages in Room 67. The treasure consists of 700 SP, 500 Electrum, 500 GP, 100 PP, and a gem worth 400 GP.

- 66) This room is extremely ornate with well carved walls and pillars. The room is unusually dark (treat as Darkness spell), and hides a Homonculous, HP: 14. The Homoculous will have +1 on surprise (its master is the 6th level Mage of Room 67).
- 67) This room has two 4th level Mages, HP: 14, 10; and one 6th level Mage, HP: 23. The 4th level Mage with 14 Hit Points will become a werewolf before close contact is made (after he throws his spells), HP: 28. The 6th level Mage has a +1 Dagger.
- 68) Careful examination of this room will reveal a trap door in the floor. But, this door does not lead to the floor below, but the floor above. The door is a teleporter that brings anyone who drops through, up to a point, immediately above, on 5th level. To go back down to the 4th level, simply go back up from 5th level and be teleported down to 4th level. If a group looks around before entering, they will see 5th level as they would see it if they were looking down from 6th level (missile weapons and spells can be thrown through the door but remember, this works both ways so anyone from 5th level can see you and shoot back). Basically, climb down from 4th level to go to 5th level.
- 69) This is the treasure room for Room 64. In it is 500 GP, 2000 SP, 30 PP, and a box of gems (trapped with poison gas) worth 300 GP. But, it is guarded by a Wraith, HP: 27.
- 70) This room is empty aside from a door leading to the hallway off Room 66. Next to the door leading into Room 66, is a stairway. The stairway leads up to a blank wall and stops (false stairway).
- 71) Empty.
- 72) This room is occupied by two Wights, HP: 24, 27, but no treasure.
- 73) This room has a bag in the middle of the floor. The bag contains 1000 SP and 100 GP. But, any attempt at removal of the bag from the room will cause the entire party to be teleported to Room 72. If the contents are taken out of the bag, and the bag left in the room, the group can leave without being teleported.
- 74) This room seems to be considerably warmer than the surrounding rooms and contains only a Brazier of Fire and a small wax globe on a pedestal. Neither of these items are really dangerous by themselves, but if the globe is tossed into the fire, it will become a Mane, HP: 8; If the globe is taken along (let's say in someones back-pack), and the holder is subject to any sort of fire, there is a 20% cumulative chance the Mane will appear.
- 75) This room is the quarters for three 5th level Fighters in Plate armor and brandishing two-handed Swords. In the hallway leading to the door is a warning device only detectable by a Dwarf on a roll of a 1 on a six-sided dice. The warning device will immediately set all three in position in the room with weapons ready (no chance of surprise). These warriors are highly trained so no sound will be heard and the Fighters get +1 on surprise against all intruders. Their huge weapons allow them to effectively block anyone from getting through them to their treasure at the far end of the room. All three have a dexterity of 16, HP: 25, 26, 28, 50 GP, a gem worth 100 GP, and a two-handed Sword in a beautifully ornate Silver sheath. Once the hilt is grasped, the holder will realize this to be a Sword with an awesome Intelligence of 14, and a low Ego of 3. This Sword can be held by those of any alignment. The Sword will immediately speak to the owner and pledge undying loyalty for its rescue. It will say its name to be Faltsteel, the Giant Cleaver, and reveal the following powers: +5 Hit, triple damage (3 - 30 points), it can be called to flame at will and acts as a Vorpal Blade in respect to severing. It will give the possessor plus 1 - 4 times normal strength and dance after the 3rd melee. It also possesses the following powers: Fly, See Invisible, Locate Traps, Locate Secret Doors and Sloping Passages, Detect Magic, Evil, Gold, Gems and their value, and works as a Ring of Regeneration when used in battle. The Sword has one drawback that it will not tell. When any of its powers are called upon or if it is used in a battle situation, there is a 90% chance per turn or melee round respectively that the blade will fall off and shatter in a million pieces losing all magical properties forever. This Sword can never be restored under any conditions (even under Wish), and the owner will be shocked and stunned for 1 - 4 melee rounds before drawing out another weapon.

Level 5

This floor is richly decorated with silver inlaid marble walls and floors, and tapestries hung about the walls and rooms. The party will find themselves in front of Room 80 after going through the trap door on Level 4.

- 76) This room is identical to Room 63 in respect to appearance. A Spider statue is on a pedestal, both look extremely rich and ornate, and not even a Dwarf can guess at its value. But, these items are not as nasty as Room 63's, and items can be removed with no trouble at all. Once taken out of the room, the gold will reveal itself to be cheap gold plate, and the gems, cheap glass of no value. But, if the party decides to search the bottom of the pedestal, they will find a gem worth 300 GP. Both statue and pedestal will emanate a magical aura, so magic will be detected.
- 77) This room is the lair of three Wights, HP: 22, 19, 32. There is no treasure, but there is a secret door at the far end of the room. Behind the door is a curved stairway leading up to a deadend. No secret doors will be found, but when the group leaves, they must roll a six on a six-sided die to keep from being confused half-way down the stairway and wandering back up the stairs (the DM rolls this secretly for each character with no pluses for Intelligence given).
- 78) In this room will be a 5th level Cleric, HP: 23, in Plate and Shield with a +1 Morning Star. A 6th level Mage, HP: 17, and three 4th level Fighters, HP: 22, 18, 18, in Plate and Shield with Flails. 500 GP, 50 PP, one gem worth 200 GP.
- 79) This room seems to be a richly furnished bed chamber but empty of treasure.
- 80) In this room are one 8th level Fighter, HP 49; and two 5th level Fighters, HP: 27, 31; all in Plate armor with two-handed Swords. The treasure for this room is behind a secret door in Room 81.
- 81) In this room is one Basilisk, HP: 29; 600 GP, 30 PP, Sword +1.
- 82) Same as Room 79.

Level 6

Across the hall from Room 82 and next to Room 78 is a stairway leading up. At the top of the stairway, the party will find another space meant to have one of the hexagonal pass coins placed within in order to open the door. But, if by this time the party still does not know how the coins work (by use of the Read Languages spell), then only a roll of a six will allow them to enter. Any other roll will immediately teleport the entire party outside the front door of the tower (start again!). The 6th level itself is a huge Library.

- 83) This room is in actuality the entire level as it is a huge library. Books of all different types can be found but none that would interest the party. In the room are three 4th level Mages, HP: 9, 11, 10; one 5th level Mage, HP: 16; two 4th level Clerics, HP: 24, 23, in Plate and Shield with Morning Stars and one 6th level Cleric, HP: 27, with Plate and Shield +1. All of them will be scattered throughout the library and there is only a 20% chance for each one that they will be near the door. If the group attacks any of the Clerics or Mages of the level, the rest will hear and either rush to aid (1 - 2), lie in wait for ambush with a +1 chance since they know the area (3 - 4), or hide and fight only if found (5 - 6). Roll on a six-sided die for each one. In a trapped chest behind a bookshelf is 500 GP and 50 PP. The 5th level Mage is wearing a +1 Cloak of Protection.

Level 7

If the library of 6th level is searched, the group will find a regular and a secret trap door leading up. The secret door leads up to 7th level, but the regular trap door up is a teleporter that works the same way as the trap door on 5th level in respect to teleporting anyone going up through it to the trap door in Room 68 on the 4th level. So when someone enters up through the trap door from 6th level, they will in fact climb up into Room 68 on the 4th level. But this teleporter is one way so re-entry down the trap door will put the character on 5th level (the way it normally works, see Room 68).

The 7th level itself is beautifully decorated with ornately carved marble with gold inlay.

- 84) This is the chamber of a 7th level Cleric, HP: 32. He is in Plate armor +1 with Shield and wielding a Morning Star +2. He cannot be surprised as he was warned of the groups presence by an undetectable warning device in the hallway. He will be waiting in the room, holding a Scroll with a Cause Serious Wounds spell ready to throw it upon the first person entering the room. In a poisoned trapped chest is 500 GP, 2000 SP, 40 PP, and a gem worth 200 GP. He will have an octagonal coin*.
- 85) This is the chamber of a 7th level Mage, HP: 24. He is warned of intruders through the same device. He has a Ring of Protection +1, and has a Staff of Striking (20 charges). He will be waiting in the room invisible and using a Shield spell, while some pillows have been stuffed hurriedly in the bed under the blankets to give the impression of someone sleeping there. He will also have an octagonal coin*.
- 86) Empty usually, this is the chamber of the Head Mage, 9th level, HP: 29. There is a 25% chance he will be in. If he is in, he can never be surprised as he will also be warned of the groups presence. He has a Cloak of Protection +2, and a Staff of Fireballs (15 charges). If prospects look poor for him in battle, he will teleport away taking all items along with him (he will also be invisible with Shield spell up). But, in the room will also be a phantasm of himself with his back to the door reading a book. If it looks hopeless for him and he realizes it before battle (20% chance), he will teleport out. Named **Varkrum the Vengeful** and is true to his name. If he does escape there is a 50% chance he will be waiting in Room 87 for a last stand against the party (with invisibility and Shield in use). He also carries an octagonal coin*.

* The octagonal coins will require a Read Magic in order to be deciphered.



Level 8

The only way up to this level is through a stairway leading to a secret trap door. On the door will be an octagonal impression meant for one of the three coins from 7th level. If there is an attempt to break the door down, it will give 1 - 4 points of damage to whoever tries. If the group by this time does not have the sense to use Read Magic to find out how the coin works and put the coin in "any old way", then they deserve what happens to them (roll on an eight-sided die to see what happens):

- 1) The door opens.
- 2) The coin disintegrates (if the remaining coins are disintegrated, you lose!)
- 3) The party is teleported outside the tower (start again!)
- 4) Poison gas spews forth (saving throw applicable).
- 5) Party teleported 1000 miles in a random direction (20% chance, each character is teleported in different directions).
- 6) Nothing.
- 7) All party member must save vs. magic or think it is a great idea to turn around and leave and do so. (Only a dispell magic or remove curse will stop them.)
- 8) The entire party must save vs. magic or be polymorphed into Kobolds (how embarrassing!). Only a dispell magic or remove curse will change them back.

*Note: If either the hexagonal or octagonal coins are read through use of the necessary spells, the person reading it will only know the way it can be used to open the door, not any other function! The coin can be removed after the door opens.

Once the door is opened, the party will find themselves on a wide ledge outside the tower. If the outside of the wall is searched, no sign of a door will be found. But, the octagonal coins will start to glow (the nearer, the brighter) and cause the outline of the door to glow. The outside of the tower is very misty so visibility is poor. The door will be considered Wizard Locked. Once the door is opened and the party enters, each character **not** holding one of the octagonal coins will be subject to a roll on a six-sided die. If a six is rolled, the character will be teleported back down to the front door (start again!). This can be extremely nasty if the group of high level fighters, Clerics, etc. run in the room and then only the low level thief and Mage find they are alone to possibly face Varkrum's wrath.

- 87) The only room of this level, it is the private library of the three sole holders of the octagonal coin. In this room, ancient books of many dialects and long dead cultures. On a reading table in the center of the room, is an ancient tome of history with the page turned to a legend of the pass of Le Thoc and its general location (to the W - NW). There are also various maps showing the local area, but the landscape is so changed that it is hard to figure them out. At the far end of the room is an all black marble stariway. It is only big enough for one full grown man to go up at a time and is finely carved with ancient runes of death. The stairway looks as though it has not been used in a long time.





K. SIEMBIEDA - 79

Level 9

Opening this door, a thick dark mist will come pouring out of the circular room, above that is the 9th level and top level of the tower. This mist causes all to save vs. fear or they will flee the tower by the shortest possible route presented to them. Note, this may mean out the door on 8th level (splat). This room has a central raised dias with a large chair of carved Ivory resting upon it. The demon of the mists, Searvash, was summoned out to the abyss by the original builder of the tower. Since the time of the first Wizard's death, Searvash has taken control of the tower. Searvash will be seated upon the ivory dias facing the party when they enter. As long as he is seated on the dias, all are affected as a symbol of pain. While seated, Searvash has the ability to ESP anyone within the room.

Searvash himself has the following powers and attributes: AC: -2, HP: 110, fights as 12 HD. He appears as a semi-solid shape with a huge reptilian head, the entire body has a misted over type of appearance that in the thick fog of the room makes it seem somewhat doubtful if there is really anything solid there at all. His normal move is 10" or he may choose to assume a gaseous form in which case his speed becomes 30". Searvash may do any of the following at will: Turn Rock to Mud (quicksand), Polymorph. Searvash may breath out a fog of poisonous gas once per three melee rounds, treat as a cloud kill with anyone not making saving throw going into a state of suspended animation until Searvash can eat the victim alive at his leisure. At any time, this demon may Dimension Door, Lightning or Gate in another demon. Gated demons will appear 75% of the time and the Gated demon may be Type I, 25%; Type II, 30%; Type III, 15%; Type IV, 10%; or Type V, 20% chance. Alone, Searvash gets 4 attacks per round. One does 1 - 6 points of damage and a save vs. poison is necessary. The teeth of this creature can inflict from 3 - 30 points of damage and the front claws can strike for 2 - 12 each. He can cause fear at will like a Fear Wand in addition to his mists that were mentioned earlier. He is also able to levitate and to emanate a Continual Dark spell at will.

He can cause disease at touch and in this case he gets a +2 chance to hit. A +1 or better weapon is required in order for any weapon to do him damage and as it is +1 weapons do only ½ damage. His magic resistance is 75%, Holy Water will irritate him but will do no damage. However, a Purify Water spell cast upon him will do 1 six-sided die of damage for every 2 levels of the caster but against this, he gets a saving throw that halves damage if successful. If attacked psionically, he will strike back with a strength of 275 and he has all attack defense modes. In cases where he is not psionically attacked, he will usually not use psionics, preferring to use his other attack forms. If by some miracle, he is slain, before he can Dimension Door away or he has a chance to go gaseous and escape, Searvash is returned to the abyss.

The treasure of the room is mostly in the dias which with the ivory is worth about 20,000 GP, not counting its magical abilities. Unfortunately, this is completely unmoveable.

Behind the dias is a secret compartment in the floor. If opened, 500 Platinum Pieces will be found, and 8 pieces of jewelry worth a total of 2,500 GP. A secret panel in the side of this compartment has the effect of a symbol of stunning on any who look into the compartment concealed behind the side panel. The treasure, No. 1, is a three spell Clerical Scroll of three spells: 1) Flame Strike; 2) Stone Tell; 3) Plague. A Plague spell covers an area of 1 square mile and affects from 20 - 70% of the populace of the area regardless of race as it can be used to affect any desired race. The plague will incapacitate all that are affected by it for from 1 - 4 weeks, as well as killing a very large number of the affected persons outright. Chance of survival is 6% per constitution point, plus 2% per level above 1st an individual has obtained. Thus a 9th level Lord with a 14 Constitution would have a 100% chance of recovery should he contract the plague. But, a 7th level Magic User with an 8 Constitution would have only a 60% chance of living should he contract the plague.

Other magic items include a Wand of Illusion, a Scroll with a Statue spell on it, a +1 Bastard Sword with the cutting ability of a Sword of Sharpness that will perform in the hands of any good or neutral Fighter although there is a 10% chance per turn that the Sword will turn neutral owner permanently good. The last item is a Dagger with +2 to hit and +2 damage. It can be used to store and throw one spell up to 6th level in power. This Dagger has an Intelligence of 11 and an Ego of 9. It has the power to Read Magic and contact a Higher Plane once per month as the spell of the same name. This Dagger also has the power to strike in the Ethereal Plane even if the holder is still in the Material Plane.

*Note on the Plague Scroll: The maker of this scroll is not only extremely powerful, but also very good in alignment. If his scroll is used (or attempted) to do harm to good characters, such as Elves, Dwarves, etc., there is a 70% chance it will backfire on the caster and his party.

The Crypt Beneath Schuwang-Nau

Underneath Room 17 on the 1st level, is an ancient and long forgotten tunnel. It is the tomb complex for the tower in which Mages of the Order were buried. The complex is now residence of two Vampires who live in the tomb during the day and use it as a base of operations to raid nearby roads and villages at night. The tunnels and tombs themselves are damp and murky with fetid pools of stagnant water and moss clinging to the crumbling walls and floors.

- 1) This is the lair of one of the Vampires, HP: 55. They will only be in when it is daylight outside, but, they will be always ready for intruders if any try to get in. In the coffin of this Vampire (in a secret trapped compartment) is a small but very ornate Silver Key. The silver itself seems to be totally pure and finely carved with precious gems implaced (market value would be 100 GP). The Vampire himself wears a +1 Ring of Protection.
- 2) This room is the lair of the other Vampire, HP: 58. In appearance, it is identical to the first room. But, in a secret trapped compartment in this Vampires coffin, is a key of Gold that is identical to the Silver key of Room 1. The Vampire carries with him a Telekenetic Ring.
- 3) This is the tomb in which the Minor Mages were placed. In the room (which is lined with doors to the individual crypts), are 3 Ghouls, HP: 12, 13, 14; and 1 Ghast, HP: 10.
- 4 - 13) In the individual crypts are the remains of each of the Mages. The total treasure from the rooms put together is 4000 Silver Pieces and 300 Gold Pieces.
- 14) This is the main crypt in which the most powerful Mages were buried. The room is ringed with huge black marble Sarcophagus. The Sarcophagus is noticeably empty as the lid seems to have been literally blasted off by some great force. But, it looks as though it was blasted through from the inside! Above the bronze crypt doors is writing carved into the rock of the wall. The rock it is carved in, matches the black rock used in the Sarcophagus and is in surprisingly good shape. If a Read Languages spell is used, the writing will reveal itself to be a poem. It reads:

The Sun's labored sweat, follows the Moon's mouning tears
To open dark caverns in mans greatest fears
The darkness demand the treasure of light
It holds righteous Justice in its unending night
With treasure also vanishes the hopes of the good
The conquerer of MIST, Haygaras now holds
Seek not this dark power though foolish and bold
- 15) Anyone near the vault door here will feel a very slight cool breeze and smell fresh air. If the vault door is opened and it is daylight outside, light can be seen through a small hole in the back (otherwise, treat as a secret door). The passage leads to the surface outside the tower. A trail leads from this point towards the S - SW.

Note: If the keys were obtained while the Vampires were not around or they turned gaseous and are able to return to their coffins, they will try to track the party and ambush them since they were put there by a higher power to protect them. They will search and attack no matter what the conditions and where the holders are. They are most likely to search towards the south - southeast to the woods there.

16 - 25) The remaining tombs of the crypt, they contain the remains of the Mages buried there. In tomb 21 is a Wight, HP: 25, 300 GP.

16.399N This is the symbol of darkness mentioned in the poem of the crypt in Schuwang-Nau Tower.
04.001W It is a hexagon about 10 feet across, and is in a clearing near the northern fringe of the wood. It is made entirely of black marble and when the keys, from the Vampires lairs, come near it, they will glow (the nearer, the brighter. They will start to glow dully within a mile of the woods edge.). Carved in the rock is a small verse requiring a Read Languages to decipher. It reads:

Stand still and you travel
Touch keys to unravel

If the keys are touched together, all within the confines of the marble hexagon will be teleported to a point outside the Temple of Haygaras in the Dead City of the same name (the city is approximately 800 miles to the W - NW). To teleport back, simply touch the keys together again (there is another hexagon in front of the temple but it is almost invisible under the dust and rubble of the ages).

Near the 1st symbol in the wood (to the south) is a small community of wererats who aid the Vampires. There are about 10 wererats and they aid the Vampires in lugging away treasure from across the river after the Vampires successfully attack a group or caravan on the road between Warrenberg and Verbosh. The Hexagon is used by the Vampires to send the treasure to Haygaras and their master (The Lich).

Notes: As in all map sections, populations are given in numbers of adult males present. This is just used as a measure of relative size of the communities in question.

Encounters in the wilderness as rolled by the Judge are in the typical fashion, but, it is important to note with care the things that are possible. For example, things like ancient Red Dragons are not going to just happen to fly by. A Judge's discretion is very important to the wilderness campaign. For example, the Red Dragon mentioned above would cause havoc if he showed up close to populated areas often and would long ago have found someone like Markus of the Crystal Lake waiting to kill him when he came on one of his raiding missions.

Navigation and position is given numerically. For example, a wilderness encounter at a position numbered 16.014N, 04.235W is a number in kilometers, 16,014 kilometers north of the equator and 4,235 miles west of the planets arbitrary prime meridian. This planet is obviously larger than the earth and is here considered a cylinder to avoid unnecessary complications and polar coordinates which are too much trouble to be worth it to players or Judges.

By extension, this system can be used to pinpoint an area even more carefully if necessary. For example, adding another factor of accuracy (extending the decimal to four places) it is possible to pinpoint an area to 100 meters square. A fifth decimal place pinpoints a ten meter square, etc. This enables the Judge to be as specific as he wants with his placement of something although more than the three decimal place of approximate location will probably never be necessary.

This system is very useful in that it permits the Judge to calculate exactly the distance between two areas without guesswork and very quickly.

REFERENCE NOTES

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