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DUNGEONS & DRAGONS™

Of Skulls and Scräpfäggöt Green

By Bob Blake

Collectors Edition of the Gen Con X Tournament Dungeon



K. SIEMBIEDA • 79

no. 80

\$4.50

OF SKULLS AND SCRAPFAGGOT GREEN
A D&D ADVENTURE IN THREE PARTS
PLAYED AS THE D&D TOURNAMENT AT GENCON X

DESIGN CREDITS

OVERALL SCENARIO: BOB BLAKE, MARK BRETSCHER, JIM RONCO
PART ONE - SCRAPFAGGOT GREEN: BOB BLAKE, GEOFF PUGH
PART TWO- AKBETH'S TOWER: BOB BLAKE
PART THREE- THE FORBIDDEN LANDS: JIM RONCO

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MY THANKS TO THE MEMBERS OF THE VALPARAISO D&D SOCIETY
FOR PLAYTESTING AND HELPFUL CRITICISMS

THIS SCENARIO IS DEDICATED TO
SHARON KAY BLAKE
LONG-SUFFERING ELVEN TYPIST WHO
PUTS UP WITH BALROGS IN THE BASEMENT

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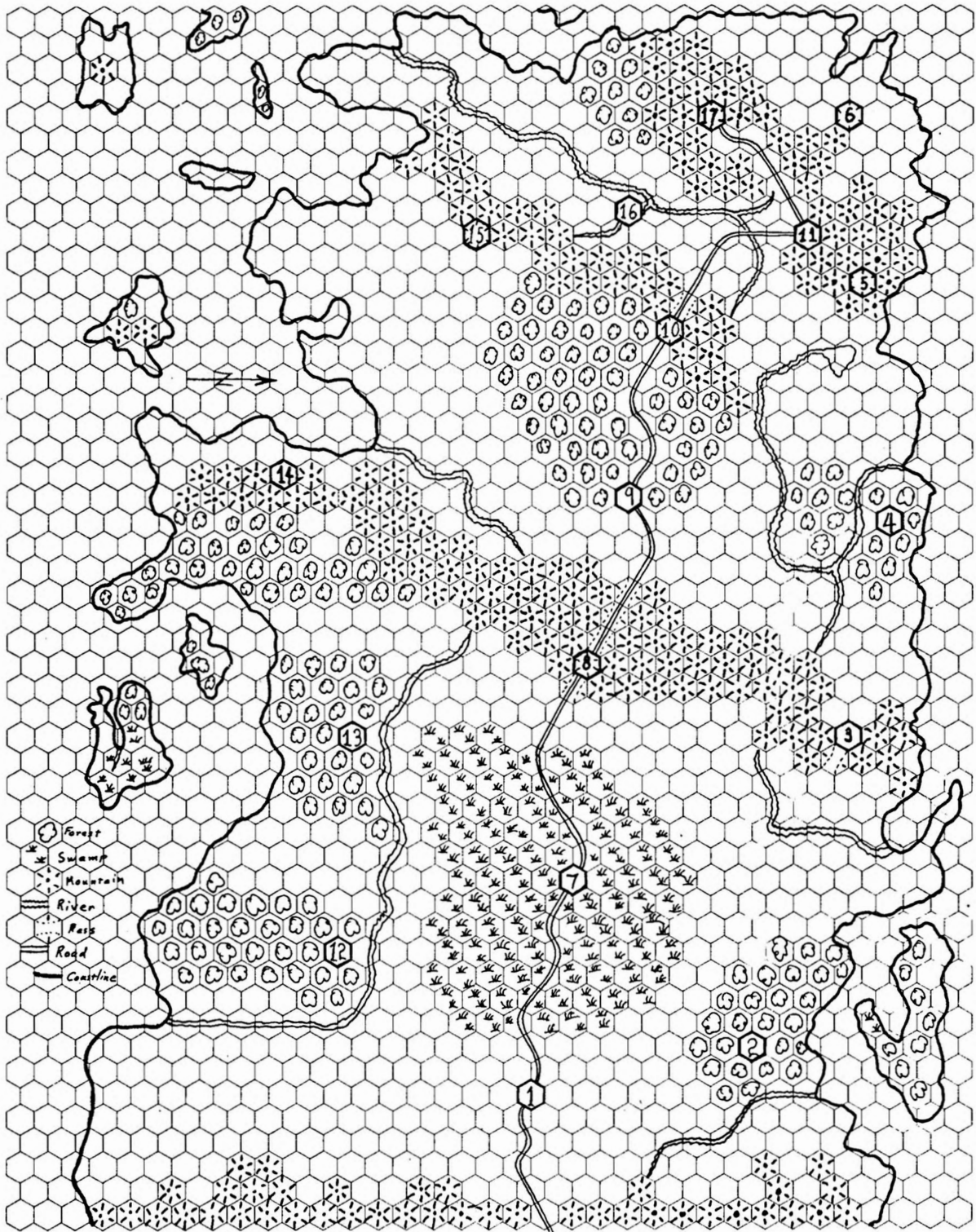


Of Skülls änd Scräpfäggöt Green

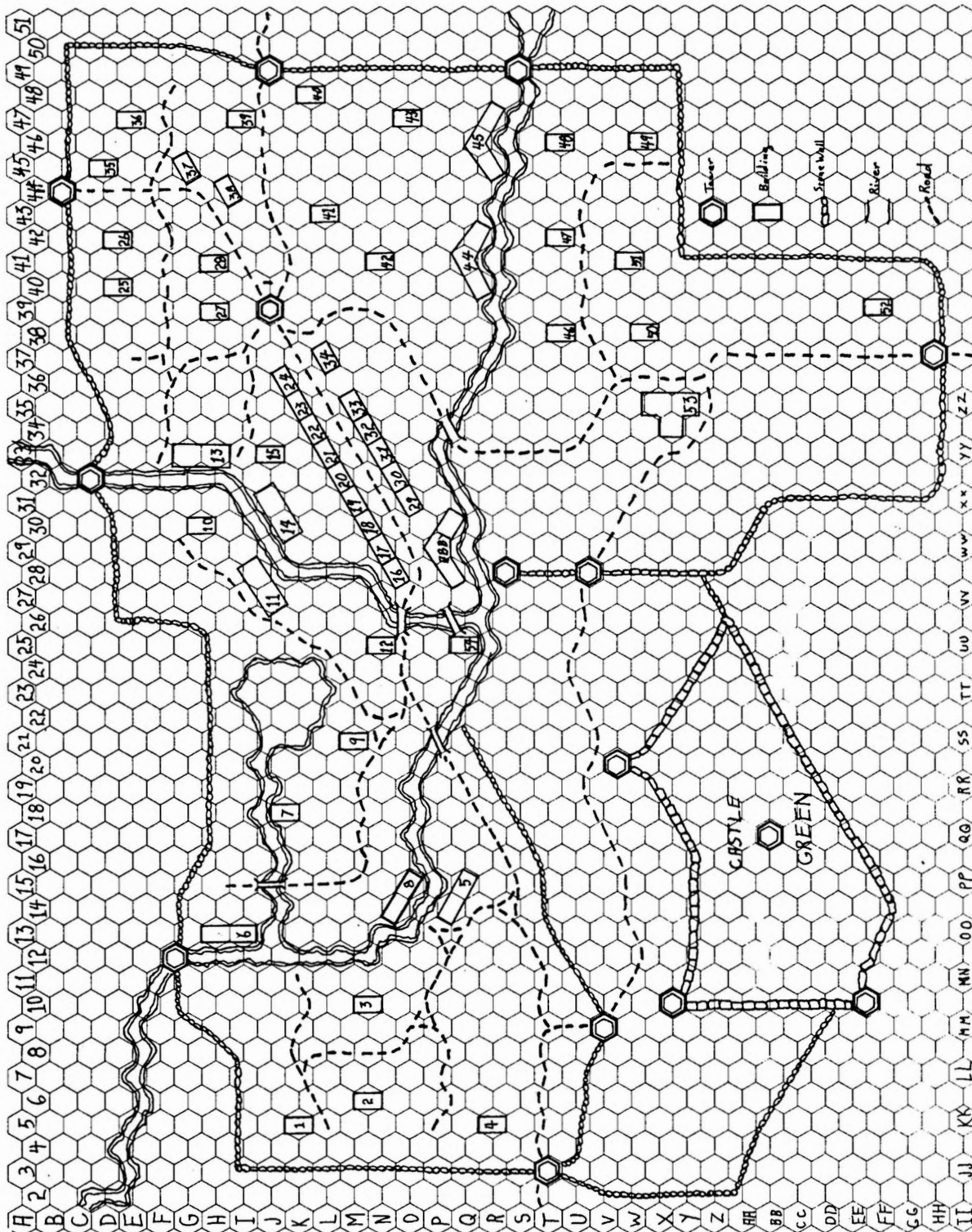
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AREA MAP
Refer to Page 43



TOWN MAP
Refer to Page 13

MATERIALS EXPLANATION

Addenda Sheet: New ideas, corrections, etc. have a habit of coming along after printing. Read this section first, and mark the sections it concerns, so important changes will not be overlooked.

DM Rules: These are the D & D guideline interpretations used when this scenario was played as a tournament. These are not binding, of course, so use them or not at your discretion.

Character Sheets: The players may choose any class mix they desire for their party from these sheets, with the following limitations. 1. There can be no more than three characters of the same class in the same party. For this purpose, Dwarves count as Fighters and Elves as Magic Users. 2. If a thief is chosen, he will be human. No dwarvish or elvish thieves.

All characters start as Level 4's in the town adventure, each with maximum hit points appropriate to class and level. An Elf would be a Level 4 Fighter and Level 4 Magic User. Progressing to the Dungeon, all humans would gain two levels, with commensurate gain in hit points. A Dwarf would also get two levels, but he "mazes out" at Level 6. An Elf gets no advancement as a Fighter, but would advance one level as a Magic User. Going on to the Wilderness, each human gains another two levels, and more hit points. An Elf would gain one more level as a Magic User. Thus, it looks something like this:

CLASS	TOWN	DUNGEON	WILDERNESS
Fighter	4	6	8
Cleric	4	6	8
Magic User	4	6	8
Thief	4	6	8
Dwarf	4	6	6
Elf	4/4	4/5	4/6

Of course, this could very possibly be modified by lost energy levels, etc., just as in an actual campaign.

Equipment List: Notice that the characters have no miscellaneous equipment. They are to purchase this during the town adventure, or before the Dungeon or Wilderness. They are not to see the equipment list. If they want something, the DM may direct them to an appropriate shop in town. Then start haggling, using the price ranges. This can be a great deal of fun, so give it a try and enjoy yourself. Also, each player is limited to six items of miscellaneous equipment. This will keep things in line and will stop people from looking like Elmer Fudd on a camping trip when they go into the Dungeon.

Scenario: As it says, there is one for the players and another for the DM. Reading it over will show you why.

Town Section: This contains all pertinent known facts about Scrapfaggot Green. The introduction is illustrative of the format used throughout all descriptive texts in this scenario; first is player information, then additional DM ONLY information which gives additional hidden/background material so he can correctly handle the situation.

Also, there is an example of pre-rolled monster attacks that will be used wherever and whenever a monster appears. Remember, this was run as a tournament, thus all monsters were to perform the same for each competing team. Turn to Building #42. Simon the Moneylender has just been gurbed by a band of Orcs that somehow got into town. The first melee attack for Orc #1 is 1/1. This means that the best armor class that attack could hit is 1, and 1 point of damage would be inflicted. Thus, if it fell on a Fighter with armor class 0, it would miss, but on a Magic User with armor class 7, it would hit. The fourth melee attack for Orc #3 is 9/1. That means that the only thing he could hit with that attack would be someone without armor or shield. A " " means an automatic miss. I think you can get the idea. If you run out of pre-rolled attacks, simply go back to mr #1 and start over. Remember to randomly roll what target a monster is striking; don't match the attack to the armor class of a party member. In other words, these are just as if they were rolled out on the spot. Use them if you wish, or roll your own.

The town map is drawn in hexes of indeterminate size. See DM Rules for movement rates.

Town/Dungeon Time Record Sheet: This is set up for 40 Turns, 10 mr/Turn. See DM Rules for suggested time (in mr) it takes to perform certain actions.

Dungeon Section: This is set up the same as the Town, i.e., player information first, then additional DM information for each room. Attacks are the same; best armor class attack can hit/damage it will do. The damage may seem low, but believe me, it's plenty rough. Additional monster information provided is armor class (AC), Move, Hits, Surprise, Follow around turn or through a door (T/D) or through a secret or shifting wall (Secret), and Saving Throws (ST).

Dungeon Wandering Monsters: These do not appear on any pre-determined turn. The idea is for the party to have two Wandering Monster encounters per level, one descending and one ascending, at any place or time on each level. However, unless you're feeling mean, don't give them a Wandering encounter at the same time they're engaged with a room occupant. There are no Wandering encounters on Level 0 or Level 10.

Wilderness Section: The format and attacks are the same as for the preceeding sections. As the DM, really try to get into playing the skull, following the guidelines in the scenario. Try to get the players really upset. This definitely can be as much or more fun for the DM as for the players.

Wilderness Time Record Sheet: Very simply, a listing of the days, the weather on each day, and on what days Wandering Monsters appear.

I. Class Characteristics

- A. Fighters: nothing special
- B. Magic Users/Clerics: see Spells, Item XI
- C. Dwarves: infravision allows them to see 60' regardless of the presence of any light source. Dwarf sense for shifting walls and trap is automatic when 30' or closer to such a device. This is blocked by intervening walls or doors. Will automatically find shifting wall or deduce construction of trap if search correct section. Dwarf adds four (4) levels when rolling saving throws.
- D. Elves: infravision and elf sense (for secret doors) operate as for dwarf. They have no saving throw advantage, no special clothing, no damage bonus, and may not split move/fire.

II. Abilities

- A. Strength: extra benefits as per Greyhawk. These are noted on character sheet. Hit probability/Damage bonuses for Fighters only.
- B. Intelligence: concerns Magic Users only. Spell list already reflects minimum and maximum number of spells they can draw from.
- C. Wisdom: irrelevant for tournament purposes.
- D. Constitution: irrelevant for tournament purposes. If a character is reduced to zero (0) hit points or less, he is dead.
- E. Dexterity: irrelevant for tournament purposes. Will have no bearing on whether or not a character can perform a certain feat. If it is feasible, assume it can be done and mark off appropriate time.
- F. Charisma: irrelevant for tournament purposes.

III. Functions of Equipment

- A. Weapons: do damage as per Greyhawk Weapon Damage Table. There will be no weapon breakage system used.
- B. Torches: burn for six (6) Game Turns.
- C. Flask of Oil: will burn for twelve (12) Game Turns in lantern, but only for one (1) Turn if poured on floor and ignited to delay pursuit.
- D. Lantern: must be lit from torch. Can be shuttered to block light. Cannot be blown out. If dropped, there is a 1/3 chance that the oil will spill and burn out of control for (1) Turn. Lantern will still be usable.
- E. Steel or silver mirrors: will only reflect if there is a light source nearby.
- F. Holy water: will prevent character from turning into undead or lycanthrope if applied within two (2) melee rounds after death (undead) or two (2) Turns if taken below 1/2 by lycanthrope. This is the only advantage of this item for tournament purposes.
- G. Wolvesbane: will cause lycanthropes to make a morale check at -1 on the Random Monster Reaction Table, D & D Book III, every Turn it is forcefully presented. Negative, retreat; uncertain, neither retreat nor attack; positive, will attack. If lycanthrope is attacked, it will ignore the wolvesbane and attack also.
- H. Belladonna: does 4-24 points of damage on the third melee round after consumption of entire bunch.
- I. Rations: their only value will be to delay pursuit; can also be "spiked" with belladonna. Rations have the following percentage chance to distract monsters: Intelligent - 10%, Semi-intelligent - 50%, Unintelligent - 90%.
- J. Treasure: characters may take left-over gold pieces with them, or purchase cheap gems, etc., to also delay monster pursuit. The effects of treasure for such a purpose are as follows: Intelligent - 90%, Semi-intelligent - 50%, Unintelligent - 10%.
- K. Spikes: takes five (5) melee rounds for one character to set one (1) spike. Check once every Game Turn to see if it slips - 1/3 chance it will. This is for wedging spike between floor and door or between stones. The doors and door frames in the dungeon are of wood, and a spike driven into them has only a 1/6 chance of pulling loose.

IV. Encumbrance and Movement Rates

- A. Each Game Turn consists of two (2) movement segments, and represents 10 minutes of time.
- B. The basic movement distance for each segment is based on encumbrance, expressed as weight points (wp).

Light Foot: (up to 750 wp)	Armored Foot: (1001 to 1500 wp)
Heavy Foot: (751 to 1000 wp)	Encumbered: (1501 or more wp)

The movement rates are as follows for the listed encumbrances:

Light Foot: 120'	Armored Foot: 60'
Heavy Foot: 90'	Encumbered: 30'
- C. To take care of extra carrying capacity due to exceptional strength, simply subtract the bonus from that character's initial encumbrance. Any items picked up or dropped are then added to or subtracted from this new "base".
- D. As treasure is accumulated, equipment dropped or exchanged between members of the party, etc., appropriate adjustments must be made to the weight being carried by each party member. The party will always move at the movement rate of the slowest member, except in flight/pursuit situations, when the party may become strung out, unless they choose to stay together.
- E. Melee Movement: characters in the first rank will fight in the first round, those in the second rank may move up to fight in the second round, etc.
- F. Evade Movement: double the movement rate of the party and the pursuing monster; the time scale remains the same. Thus, a party moving at the Armored Foot rate of 60'/segment and a monster moving at 120'/segment would move 120' and 240' respectively in the first evade segment. After all evade moves are made and subsequent melee's fought (if necessary), the party must take a double rest.

- G. Movement rates and restrictions for town adventure
1. Movement rates will be expressed in movement points (mp) for the following standard classifications:

a. Light Foot: 4 mp	c. Armored Foot: 2 mp
b. Heavy Foot: 3 mp	d. Encumbered: 1 mp
 2. Terrain costs and restrictions:

a. Roads: 1/2 mp	c. Walls: impassable except at gates
b. Clear: 1 mp	d. Rivers: impassable except at bridges
- H. Movement rates and restrictions for wilderness adventure
1. Movement rates will be expressed in movement points (mp) for the following standard classifications:

a. Light Horse: 10 mp	e. Light Foot: 4 mp
b. Medium Horse: 8 mp	f. Heavy Foot: 3 mp
c. Heavy Horse: 6 mp	g. Armored Foot: 2 mp
d. Encumbered Horse: 4 mp	h. Encumbered: 1 mp
 2. Terrain costs and restrictions:

a. Clear: 1 mp
b. Woods: 2 mp
c. Mountains: 3 mp - horses cannot be ridden. Light horse can be led at foot speed. A mule may be ridden at heavy horse speed.
d. Swamp: 4 mp
e. Road: 1 mp - negates any restricted terrain it passes through.
f. River: 2 mp to cross. If not crossed, may be moved along at terrain cost of hex.
 3. Effects of weather:

a. Movement:	
1. Light rain: person on foot cannot cross rivers	
2. Heavy rain: clear terrain costs 2 mp the day of <u>and</u> the day after a heavy rain. Also, no movement allowed in mountains or swamp except by road.	
b. Sighting ranges in yards:	
1. Clear: 30-180	3. Heavy rain: 10-60
2. Light rain: 20-120	4. Fog: 10-60
 4. a. A Game Day has two segments - day, 6 AM to 6 PM, and night, 6 PM to 6 AM.
b. Movement is only during daylight. No night movement allowed.

V. Time Scale

- A. In the town and dungeon, each Turn represents 10 minutes of time.
- B. An hour, therefore, is six (6) Game Turns.
- C. A rest turn must be taken every hour. The DM will inform the party one (1) Turn in advance that the next Turn will be a mandatory rest, thus giving the party a choice of which Turn would be more advantageous for them to rest. Again, after an evade move, the party must rest for two (2) Turns. There is no penalty for fighting when fatigued.
- D. The Time Record Sheet provided has 10 spaces/Turn, corresponding to the 10 melee rounds in each Turn. All actions will be expressed in melee rounds (mr) to facilitate accurate recording of time expended.
- E. Some common actions and the time required to perform them, in mr, are given below.

1. Search a 10' section of wall, floor, etc.....	10 mr
2. Load 300 wp of treasure.....	10 mr
3. Open door, set spike.....	5 mr
4. Listen, ESP, Search Body, Look Down Corridor, Light Torch from Flint & Steel.....	2 mr
5. Change or Draw Weapon, Withdraw from Melee....	1 mr
6. Climbing Rope.....	1'/mr
7. Bickering/Decision Making.....	5 minutes
	actual time=10 mr,
	or 1 minute=2 mr
- F. Time measurement in the wilderness is by Game Day = 24 hours.
- G. Must take a mandatory rest day once each Game Week.
- H. The Wilderness Time Record Sheet is by Day, with appropriate weather information.

VI. Monster Encounters

- A. General
 1. Monsters may or may not attack, depending on usual factors such as intelligence, party size, etc. Guardian monsters will attack - that's their job.
 2. Hearing distance is up to 80', but sighting distance is 30' (torch/lantern range) or 60' (elf/dwarf or spell infravision range).
 3. Monsters will pursue as long as party is not more than 90' away. Whether or not a monster will follow them around a corner, thru a door, or thru a secret opening is pre-rolled on the Encounter and Room Key Sheets.
 4. Monster has a 1/3 chance of breaking thru a spiked door, or a door being held shut by characters. If the monster does crash thru, anyone holding the door will be knocked off their feet and will take 1 mr to recover.
- B. Wandering Monsters
 1. See Time Record Sheet for instructions for Wandering Monsters.
 2. If the party is surprised (see Item VII), it will be from the rear if at all possible.
 3. Distances of all encounters are given on the Encounter and Room Key Sheets.

C. Monsters in Rooms

1. Doors normally open on a roll of 1 or 2 on a 6-sided die. Characters with exceptional strength have a greater chance of opening them--this is noted on the character sheet.
2. Two men crashing a door will have normal reactions. Three men will be hampered after crashing a door and will count as surprised.
3. A character actively crashing a door may not use a two-handed weapon on the first melee round.
4. Only two men fight thru a doorway, subject to weapon arc.
5. Guards at a door have only a 1/6 chance of being surprised by approaching monsters.

VII. Surprise

- A. Whether or not surprise exists and for whom at what distance is noted on the Encounter and Room Key Sheets. However, surprise may be negated by the following:
 1. Successful listening (1 for men, 1 or 2 for elf/dwarf) or clairaudience spell will negate surprise for party.
 2. A visible light source with the party will negate surprise for wandering monsters.
 3. If party "bounces" on door, surprise is negated for any monster in the room.
- B. Surprise distances are 10' to 30'.
 1. 10': which ever is unsurprised gets a free blow, and first blow position on the second melee round.
 2. 20' to 30': which ever is unsurprised can close, and gets first blow position on the first melee round.

VIII. Magic and Missiles

- A. Magic and missiles can only be used once each movement segment.
- B. Cannot fire missiles into melee (10' or less). Area spells may be allowed, but directional spells (magic missile, lightning bolt, etc.) are prohibited.
- C. Three men in a corridor or two in a doorway will block missiles or magic that might be fired from the rank behind them. Therefore, if it is evident that such fire would be blocked, it is not allowed.
- D. If an encounter takes place at 20' - 30', characters may use missiles or magic OR prepare for melee, if not surprised. If they choose the former, they will be unarmed the first melee round.
- E. If encounter is 40' - 60', can use missiles or magic once, then arm for melee.
- F. If encounter is 70' - 80', can use missiles or magic twice, then arm for melee.
- G. If firing at a sound, that is, the firer cannot see his target, such a shot will be at -4. This applies also for fighting hand-to-hand in the dark for those without infravision.
- H. Use appropriate Men Attacking table, with numbers as listed being that needed to hit at upper third of range. Apply a +1 modifier to middle third of range, and a +2 to lower third.

IX. Spells

- A. Magic Users and Clerics will select their spells up to the limit of their progression tables from the spell lists provided. The number of spells and what level are listed on the spell lists.
- B. Spells may be used only once each movement segment.
- C. Spells automatically take effect, modified by saving throws.

REFEREES MUST BE FAMILIAR WITH THE SPELLS ON THE SPELL LIST. THESE ARE DRAWN FROM D & D BOOK I AND GREYHAWK, AND IT IS ADVISED THAT ALL DM'S HAVE THESE BOOKS WITH THEM AT THE TOURNAMENT SESSIONS. PLEASE--SUPPLY YOUR OWN BOOKS!!

X. Combat

- A. The Alternative Combat System, D & D Book I will be used, as well as the Weapon Damage Table from Greyhawk. Only the "against man-sized opponents" column will be used, not the "larger opponents" column.
- B. Melee starts when opponents come to within 10' of each other. All blows are considered simultaneous, except as detailed under Surprise.
- C. No "initiative die" system will be used in the tournament.
- D. The "Weapon vs. Armor" table and the Fighter Dexterity option, both from Greyhawk, will NOT be used.
- E. A character armed with a dagger may strike TWICE each melee round. All others will strike one blow per melee round. Only one weapon may be wielded at a time.
- F. Shields are additive to other armor, and a character so defended will count as shielded at all times except when surprised from the rear or when withdrawing from melee.
- G. Subduals will not be allowed.
- H. There is no allowance for accumulated damage. A creature or character reduced to zero (0) or less hit points is dead.
- I. Withdrawal from melee must be announced before the character strikes a blow that round. The monster will attempt to follow anyone who is withdrawing, unless engaged or blocked by other characters. A character struck while withdrawing will get no return blow and if shielded will not count as such.

XI. Miscellaneous

- A. The gods are on vacation---NO DIVINE AID IS AVAILABLE!

Fighter #1	S 14	I 8	W 13	D 8	Co 13	Ch 7	Armor Plate	Primary Sword	Dagger 1	Gold 48	Ability +1 hit +100 wt
Fighter #2	S 16	I 8	W 12	D 13	Co 14	Ch 9	Armor Plate	Primary Sword	Dagger 1	Gold 34	Ability +1 hit +1 dmg. +150 wt
Open Door 1-3											
Fighter #3	S 13	I 7	W 11	D 11	Co 13	Ch 7	Armor Chain Shield	Primary Hand Axe	Dagger 1	Gold 31	Ability +1 hit +100 wt
Magic User #1	S 7	I 16	W 12	D 12	Co 14	Ch 9	Armor No	Primary 0	Dagger 2	Gold 30	Ability Normal
Magic User #2	S 10	I 13	W 7	D 15	Co 12	Ch 9	Armor Leather	Primary 0	Dagger 3	Gold 21	Ability +50 wt
Magic User #3	S 5	I 14	W 9	D 16	Co 13	Ch 9	Armor Leather	Primary 0	Dagger 1	Gold 36	Ability -1 hit -50 wt
Open Door 1											
Cleric #1	S 10	I 8	W 12	D 8	Co 13	Ch 11	Armor Plate Shield	Primary Morning Star	Dagger No	Gold 29	Ability +50 wt
Cleric #2	S 10	I 12	W 13	D 12	Co 13	Ch 9	Armor Chain	Primary Mace	Dagger No	Gold 31	Ability +50 wt
Cleric #3	S 11	I 8	W 12	D 11	Co 14	Ch 11	Armor Plate Shield	Primary War Hammer	Dagger No	Gold 29	Ability +50 wt
Thief #1	S 8	I 13	W 13	D 15	Co 12	Ch 16	Armor Leather	Primary Sword	Dagger 2	Gold 25	Ability Normal
Thief #2	S 8	I 10	W 9	D 16	Co 14	Ch 10	Armor Leather	Primary Sword	Dagger 2	Gold 32	Ability Normal
Thief #3	S 9	I 10	W 8	D 11	Co 13	Ch 9	Armor None	Primary Sword	Dagger 1	Gold 43	Ability Normal
Elf #1	S 15	I 13	W 8	D 10	Co 11	Ch 15	Armor Plate Leather	Primary Hand Axe	Dagger 2	Gold 36	Ability +1 hit +100 wt
Elf #2	S 15	I 11	W 13	D 9	Co 12	Ch 13	Armor Chain Leather	Primary Pick	Dagger 1	Gold 28	Ability +1 hit +100 wt
Elf #3	S 12	I 12	W 12	D 10	Co 14	Ch 8	Armor Plate Shield Leather	Primary Sword	Dagger 2	Gold 38	Ability +50 wt
Dwarf #1	S 13	I 10	W 10	D 14	Co 9	Ch 15	Armor Plate Shield	Primary Battle Axe	Dagger 2	Gold 23	Ability +1 hit +100 wt
Dwarf #2	S 15	I 11	W 11	D 10	Co 14	Ch 11	Armor Chain	Primary War Hammer	Dagger 1	Gold 34	Ability +1 hit +100 wt
Dwarf #3	S 10	I 9	W 4	D 13	Co 9	Ch 10	Armor Plate Shield	Primary Pick	Dagger 1	Gold 35	Ability +50 wt



Magic User Spells

Level 1	Level 2	Level 3	Level 4	Spell Character	Level	Spell Progression			
						1	2	3	4
Detect Magic	Detect Invisible	Fly	Remove Curse	1	1	1	-	-	-
Hold Portal	Levitate	Hold Person	Wall of Fire	2	2	2	-	-	-
Read Magic	Locate Object	Dispel Magic	Wall of Ice	3	3	3	1	-	-
Read Languages	Invisibility	Clairvoyance	Confusion	4	4	4	2	-	-
Protection/Evil	Wizard Lock	Clairaudience	Charm Monster	5	4	4	2	1	-
Light	Detect Evil	Fire Ball	Growth/Plant	6	4	4	2	2	-
Charm Person	ESP	Lightning Bolt	Dimension Door	7	4	4	3	2	1
Sleep	Continual Light	Protection/Evil, 10'r.	Wizard Eye	8	4	4	3	3	2
Shield	Knock	Invisibility, 10'r.	Ice Storm						
Magic Missile	Darkness, 5'r.	Infravision	Fear						
Ventriloquism	Mirror Image	Slow Spell	Extension I						
		Haste Spell							
		Protection/Normal Missile							
		Water Breathing							

Cleric Spells

Level 1	Level 2	Level 3	Level 4	Level 5
Cure Light Wounds	Find Traps	Remove Curse	Neutralize Poison	Dispel Evil
Purify Food & Water	Hold Person	Cure Disease	Cure Serious Wounds	Raise Dead
Detect Magic	Bless	Locate Object	Protection/Evil, 10'r.	Quest
Detect Evil	Speak with Animals	Continual Light	Turn Sticks to Snakes	Insect Plague
Protection/Evil	Silence, 15'r.	Prayer	Speak with Plants	Create Food
Light	Snake Charm	Speak with Dead	Create Water	

Spell Progression						
Spell Level	1	2	3	4	5	
Character Level						
1	-	-	-	-	-	
2	1	-	-	-	-	
3	2	-	-	-	-	
4	2	1	-	-	-	
5	2	2	-	-	-	
6	2	2	1	1	-	
7	2	2	2	1	1	
8	2	2	2	2	2	

Building Guide for Scrapfaggot Green

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. Tavern: "The Paths End" 2. Brothel: "Kindras" 3. Brothel: "Magdalaines" 4. Inn: "Trail Inn" 5. Tavern/Brothel: "Ye Boars Head" 6. Thieves' Guild: Faction 1 - "The Ringwalds" 7. Witches Lair 8. Thieves' Guild: Faction 2 - "Abiath's Men" 9. Execution Site 10. Tavern: "Smedlovs" 11. Warehouse 12. Inn: "Slanderscree Inn" 13. Tannery 14. Warehouse 15. Ropewalk 16. Bazaar - Dairy goods 17. Bazaar - Meats 18. Bazaar - Spices 19. Bazaar - Grains 20. Bazaar - Fruits & Vegetables 21. Bazaar - Hardware 22. Bazaar - Hardware 23. Bazaar - Hardware 24. Bazaar - Hardware 25. Blacksmith 26. Silversmith 27. Goldsmith | <ol style="list-style-type: none"> 28. Armorer/Cuir Bouli 29. Bazaar - Soap 30. Bazaar - Software 31. Bazaar - Software 32. Bazaar - Software 33. Bazaar - Furs 34. Bazaar - Wicker Work 35. Inn: "The Weary Foot" 36. Armorer/Metal 37. Lapidariast: "Lisa's" 38. Apothecary: "Potions Extraordinaire" 39. Inn: "The Gateway House" 40. Paper and Ink Maker 41. Tavern: "Nature's Way" 42. Simon the Moneylender 43. Philosopher 44. Military Warehouse 45. Military Warehouse 46. Courthouse - Jail 47. Seventh Heaven 48. Locksmith 49. Wizard's Keep 50. Swordsman school: "Scrimaya's" 51. Merchants' Guild 52. Inn: "Inn of Many Beasts" 53. Slavemarket |
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EQUIPMENT LIST

Item	Cost Range	Encum.	Building Number Where Available
Lantern	7-15	*	24
Flask of Oil-Leather	1-3	*	29
3 Stakes & Mallet	2-5	*	23, 24
Steel Mirror	3-8	*	24
Small Silver Mirror	10-25	*	24
Wooden Cross	1-3	*	Abbey
Silver Cross	15-35	*	Abbey
Vial/Holy Water	15-35	*	38
Wolvesbane/Bunch	7-15	*	38
Belladonna/Bunch	7-15	*	7, 18
Garlic/Bud	3-8	*	All Taverns
Wine/Quart	1-50	30	17, 18, 19, 20
Iron Rations	10-25	*	17, 18, 19, 20
Standard Rations	3-8	*	24
Flint & Steel	2-5	*	24
Lodestone	20-35	*	24
Grappling Hook	3-8	30	24
Mapping Kit	5-10	10	40
Glass Bottle	15-35	*	22
Light Horse	30-50	-	
Medium Horse	80-150	-	
Heavy Horse	150-300	-	Available at Dealer
Mule	10-30	-	Outside East Gate
Saddle & Saddle Blanket	20-35	250	
Saddle Bags	7-15	10	
Horse Barding	100-200	750	
Any Bow and Missile complement weighs 50 pts.			
* - Miscellaneous Item, any 6 of which weigh 80 pts. - Max of 6 per person			

EQUIPMENT LIST

Item	Cost Range	Encum.	Building Number Where Available
Leather Armor	10-25	250	28
Chain Mail	20-50	500	36
Plate Mail	30-70	750	36
Helm	5-15	50	36
Shield	5-15	150	28
Dagger	2-7	20	36
Hand Axe	3-8	50	36
Mace	3-8	50	36
Sword	5-15	50	36
Battle Axe	5-10	100	36
Morning Star	3-10	100	36
Flail	5-12	100	36
Spear	3-8	50	36
Pole Arm	5-10	150	36
Halberd	5-12	150	36
Two-Handed Sword	10-25	150	36
Pike	4-10	150	36
Short Bow	15-35	50	24
Long Bow	25-35	50	24
Composite Bow	35-65	50	24
Light Crossbow	10-20	50	24
Heavy Crossbow	18-35	50	24
Quiver/20 Arrows	7-15	50	24
Case/30 Quarrels	7-15	50	24
Sling	7-15	50	24
Silver-tipped Arrow	3-8	*	26
50' Hemp Rope	1-2	150	15, 24
Climbing Rope	10-20	50	15, 24
10' Pole	1-2	*	24
12 Iron Spikes	1-2	*	23, 24
Small Sack	1-2	*	24
Large Sack	2-4	*	24
Leather Back Pack	3-8	*	24
Water/Wine Skin	1-2	*	24
6 Torches	1-2	*	24, 29

Hit Points for Horses		Armor Class for all is 7		
	Heavy	Medium	Light	Mules
1.	11	11	6	10
2.	15	10	16	9
3.	13	7	12	11
4.	13	5	14	12
5.	14	16	13	8
6.	17	12	9	15

SCENARIO

Note: There are two versions here; the first for the players and the other, longer one for the DM, providing more detailed knowledge. Give only the short one to the players.

For Players:

The kingdom in which you reside has been beset by strange happenings and nightmarish beasts. The King's philosophers feel that an interdimensional portal has been opened in The Forbidden Lands, an area that has been uninhabited for centuries. A Baron has volunteered to aid in halting this menace.

The Baron knows of an ancient skull that purportedly has knowledge of The Forbidden Lands and thus could act as a guide for a stalwart party of adventurers. The skull is thought to be in the crypts below Akbeth's Tower. The Mage Akbeth has been dead for 146 years, and all attempts to enter his ruined tower have come to naught. Since the tower's doors are in good condition and locked, and since usual incantations of opening and unbinding are ineffective, there evidently is a key. Legend states that this key may be found in the town of Scrapfaggot Green.

Your task is then to find the key to Akbeth's Tower, enter the tower to find the Skull, then journey thru The Forbidden Lands and close the interdimensional portal.

DM Information ONLY:

First some background information. Ten centuries ago, the area where this adventure occurs was inhabited by the Sur-Kahn, a race of intelligent arachnids. Their civilization was on the wane, when barbarian humans swept down from the North to war with them.

The war went badly for the Sur-Kahn, and the barbarian armies pressed them unmercifully. At the end, the last pocket of resistance was in a city at the end of a peninsula. Pharos, barbarian chieftain, had surrounded the city and prepared to lay siege.

Vruna, master mage and leader of the Sur-Kahn, was in the city and decided that the time had come to strike a bargain. Thus, he asked Pharos for a parlay. Pharos entered the city, and a time later appeared on the battlements, holding his sword aloft with Vruna's head impaled thereon, proclaiming himself King.

What transpired at this meeting is quite different from what it appears. Vruna made the following offer: "Let me escape, and all resistance will end. However, agree that in some age yet to dawn, your scions will aid my people to again reign supreme. You may have my head as proof of my good intentions."

Pharos accepted, with no intention of ever helping restore the Sur-Kahn. However, Vruna did not tell all. His followers spirited away his corpse, knowing that if head and body were ever rejoined, Vruna would live again.

Pharos' family kept the skull for many generations, and the original bargain became corrupted to say that if ever the family of Pharos needed aid, the skull would help. Eventually, the skull was placed in the care of the mage Akbeth for safekeeping.

Wizards being what they are, Akbeth was curious as to the exact nature of this skull. Years of research finally revealed it to be that of the long dead Sur-Kahn mage, and that his life force was still intact. In an effort to destroy it, Akbeth pulled out its strange, human eyes and broke the skull into four pieces and scattered them throughout the dungeon beneath his tower.

Now to the present. The Pharos family is little more than landed gentry, having lost much esteem and social position since the progenitor of the line. The present Baron is hungry for a throne, and, remembering the legend of the skull, has himself spread rumors of the inter-dimensional portal. He knows that, once the skull has been found, the wilderness journey will prove fruitless and the party of adventurers will turn the skull over to him, whence he can divine aid from it.

Unfortunately for the Baron, the skull has other ideas. Once assembled, the skull will become animate, and talks in a low, slow, soft voice. Once it learns that he is needed to guide the party to The Forbidden Lands, he becomes most cunning, engineering the party to take him back to the fallen Sur-Kahnian city and to his corpse.

INTRODUCTION TO
THE TOWN OF SCRAPFAGGOT GREEN

Scrapfaggot Green is a typical town, population approximately 2000. All sorts of entertainment and merchandise are available, as the life blood of Scrapfaggot Green is commerce and serving travelers who trod the roads which meet in the town.

As such, the mayor and the town council control business affairs. Licensing, transport fees, inspection, etc., are within their domain.

But there is a very prominent military atmosphere as well. The road and river junctions present important strategic points in addition to commercial advantages. Castle Breen sits on a prominence in the southwest corner of town. It is isolated from the city, entrance available only by the two gates in the walls. The riverbank between the barrier walls is a military compound. There are barracks, stables, exercise and parade grounds, etc.

The Lord of Castle Breen is Galor, General in King Breen's army, and Overlord of all the surrounding region. He is a veteran of many campaigns of conquest. A gruff man, harsh in his dealings with sub-ordinates, but fair. Subtlety is not his long suit; he's blunt and direct. He will tolerate no fighting at all in Scrapfaggot Green, and has instructed his patrols to deal summarily with any and all who break Brawlban.

Guard patrols of 10 fully armored men regularly patrol the city streets. Their main armaments are nets, used to ensnare lawbreakers.

The map does not represent every building in town, of course; only the ones important enough not to be overlooked.

Scrapfaggot Green is a walled city, the walls made of well-mortared stone are 20' high and tapered 20' thick at base, to 10' thick at top. Missile weapons are stationed at regular intervals.

Entrance can be gained by any of the four roads that enter the city. The gates are dominated by tall towers manned by 20 soldiers each. Travelers are carefully scrutinized when entering, but no attempt to detain them is made--- in deference to the mayor, who wants Scrapfaggot Green to enjoy a reputation as a wide open town. However, the presence of armed might is generally sufficient to deter malcontents.

The rivers bring much merchandise into Scrapfaggot Green from the north, therefore making the daily market one of the most varied and well supplied in the realm. The watergates are manned by 20 men-at-arms, all armed with short re-curve bows. Each watergate has a portcullis which may be dropped to block the entrance. They are usually opened from sunrise to sunset, as decreed by the mayor and his council.

Side streets are cobblestone with gutters at each side to carry refuse to the rivers. Pollution doesn't seem to bother the City Fathers nor Galor. The main roads are well built of flagstone.

The Northwest quarter of Scrapfaggot Green is where by common consent the "undesirable" element abides. The Northeast quarter is where most merchants live and work. The Southwest quarter is the military compound previously described. The Southeast quarter is residential, villages on the banks of the rivers and upon the roads all about Scrapfaggot Green, but this walled town is the hub of commerce and activity. Civilian government buildings are also located here.

Residents of the Abbey are monkish rather than the usual Warpriest/Cleric common to D & D, but that is not to say they are monks as described in Blackmoor. They are the normal, monastic type encountered in most literature. They represent a very powerful religious force in the kingdom, and thus are inviolate. Healing is available for those who make proper obeisance. Resurrections are likewise possible, but at a great cost.

DM INFORMATION ONLY

1. The punishments for breaking brawlban shall be as follows:
1st Offense ---Pilloried (until the other team gets 1 clue)
2nd Offense ---Whipped (until the other team gets 2 clues)
3rd Offense ---Sold into Slavery (recoverable only by purchase)
2. The men-at-arms atop the watergates were selected for the accuracy and rate of fire, for Galor is most paranoid of Waterbourne attack.
3. The Mayor collects great fees from the Thieves' Guilds and Brothels, though he publicly moralized that who is he to decide that those who form the lower quadrant of humanity may not find refuge in his city!
4. There are two Thieves' Guilds. They form rival factions, each having its own subterranean passages, etc. Occasionally, these tunnels intersect, and the sound of underground fighting is not unusual in this district. All the merchants in town pay "protection" to these Guilds, as well as licensing, etc., to the Council, which takes a huge bite from profits. Hence, prices tend to be higher, but the usual bustle and competition help keep things in line.

ADDITIONAL ON THE THIEVES' GUILDS

Thieves are also subject to Brawlban, hence no overt attacks are made topside. A dirk in the back or between the ribs in a dark, garbage-strewn alley is the common and preferred mode of attack.

The Guilds derived from a split of the original Guild after a disagreement over the distribution of loot. Sniping is an honorable occupation. Needless to say, the two Guilds' buildings are veritable fortresses, and tunneling is generally directed to getting inside the opposing Guilds' Fortresses/Headquarters.

5. The slaying of a monk means precipitous execution for the member involved. Prices for healing are obeisance and a handsome tithe. Prices for resurrections are greater, obeisance and usually a magical item. Credit is easily extended, as resurrections may be reversed if payment is willfully withheld.

FIRST SCENARIO BACKGROUND How the Key to AKBETH'S Tower Came to be in the Town of Scrapfaggot Green

Akbeth was a kindly mage, who occasionally took aspiring students under his wing to instruct them in the arts of magic. One such was Alan, the last apprentice Akbeth was to have.

Contrary to popular belief, those that deal in the magical arts are not immortal. And so Death called on Akbeth one day many years ago. He called his young apprentice to his side, and laid a large, bronze key and a scroll in his hands, with the instructions to lock the door, then stand upon the hill to the south of the tower and read the scroll spell.

Alan did these things. A peculiar tingle coursed thru his body as he locked the tower--magical, obviously. And he was not terribly surprised when, upon reciting from the scroll, a muffled explosion was heard from inside the tower, and it collapsed inwards upon itself.

Alan wandered for many years, increasing his skills in his journeys to far lands, but ever returning to the homeland of his youth. He was disturbed at rumors of vast treasures lying buried beneath Akbeth's Tower, but he knew that it was locked and none could enter. He knew nothing of any treasure, but he grew increasingly concerned for his safety lest someone should connect him with Akbeth and thus feel that he would know how to gain entrance.

His thoughts then turned to the Abbey of Scrapfaggot Green. Of course!! The Monks of that order were inviolate. What better place to ensure the safety of the Key? Thus Alan journeyed to that town and sought audience with the Patriarch.

The Patriarch was not ecstatic over the charge that Alan was laying upon him, but he was keen enough in observation to see the growing paranoia in Alan. So he received the Key, pledging its safety, and Alan left Scrapfaggot Green a much happier mage.

Monks are said to be wise, meaning, perhaps, they have more than an ordinary share of common sense. Protected the order might be, but that would be of little use if a gang of brigands thought they could despoil the Abbey and escape with the Key. After taking counsel with himself, he hit upon this idea. Late one night he crossed the river and climbed the Belltower. He removed the clapper from the bell and replaced it with the Key. He flung the clapper into the river and returned to the Abbey, never revealing what he had done.

Never revealing? Not quite true. A few seasons after the switch, the Patriarch received the news of the torture/death of Alan. Everyone assumed it was for money, but the Patriarch knew differently. He had a feeling that it was but a matter of time until his number came up. But he was the only one who knew the truth, as to the whereabouts of the Key. Was it to perish with him in a midnight assassination? The Monk did not know what treasures Akbeth's Tower might hold, but an inner sense told him that something of great value might indeed be there.

He had no desire to protect mere treasure from the marauding paws of vagabonds and wanderers, but if there truly be some powerful magic item there, it was his responsibility to see to its safety. Let the gods give them a sign when it was needed.

But the secret could not lie solely with him. It then occurred to him to seek true friends of the realm to act as co-guardians. To each was told the complete tale (after making sure they were trustworthy), and then each was given a clue to give to those that carried Akbeth's Sigil. Each clue was essentially meaningless by itself, but if enough were gathered, the whereabouts of the Key could be deduced. A slip of the tongue could therefore do no damage; those who carried the Sigil could be entrusted with the information, and must persevere to gain enough clues to find it. Akbeth's Sigil is a gold and silver pendant, set with rubies in the shape of a runic "a". Two were made.

Additional Town Information

If two or more teams are being run simultaneously, a favored tactic would be to slay the holder of a clue so another team wouldn't get it. In the designer's opinion, this is a low blow, so the DM is to invent some way the clue could be given to another team even though the holder was slain (scrawled in blood on floor, dying words overheard by a drunk, etc.)

Guard patrols have a 1/4 chance of appearing if they need to be added to a situation (public fight, murder, burglary, etc.). They use their nets to ensnare rather than strike to kill or subdue. Murderers are taken immediately to the slave market for a clearance sale.

KEY TO THE BUILDINGS IN THE TOWN OF SCRAPFAGGOT GREEN

ABBEY

The Abbey is a well-built, freshly painted, white, three story building of stone. As you enter, you see a wide hall approximately 40' wide and 130' long. The floor is a marble mosaic picturing a war at the entrance and slowly fading to scenes of a time where peace reigns. There are two doors on each side of the hall. In front of the first two a line of people is sitting as if waiting their turn. The far end of the hall is filled with benches facing toward an altar in the middle of the back wall. Upon this wall there is a fresco of a man cutting off the head of something not quite human.

Residents here are monkish rather than the usual Warpriest/Cleric common to D & D, but that is not to say they are monks as described in Blackmoor. They are the normal, monastic type encountered in most literature. They represent a very powerful religious force in the kingdom, and thus are inviolate. Healing is available for those who make proper obeisance. Resurrections are likewise possible but at a great cost. Their normal apparel is a brown sack cloth belted with white and a brown cowled hood.

DM ONLY:

The first floor is comprised of the main worship room, the hospital, the morgue, the research lab, and the living quarters for the Patriarch and his followers. The second floor is a storage area for the many books the Abbey has preserved. This area does double duty as a defense area, and thus some arms are to be found there. The third floor is really a bell tower where a single but large bell, 20' in diameter, resides. This bell is tolled whenever a death occurs in town.

Slaying of a monk means precipitous death (execution) to the party involved. Healing is available for those who make proper obeisance and pledge a handsome tithe. Resurrections are possible at a greater cost, usually a magic item. The monks will extend credit easily, as resurrections may be reversed if payment is willfully withheld!

54. BELL TOWER

The Bell Tower is a circular column rising out of the top of a one story stone box base. There is a door in the center of this base facing east. Other than this opening, no other apertures are visible. On top of the column is a covered platform encasing the bells themselves.

DM ONLY:

Access to the bells can be gained through the spiral staircase on the inside of the column. The bells are on three wooden rods, 4 bells to a rod. Ropes travel from the bells over pulleys above them and down through the tower to the base where they are pulled. At this moment there are three monks residing in the tower, one of which will answer the door. The key is in the third rod (northernmost) and it is the westernmost bell of that rod. The players will be able to obtain the key by any reasonable means that does not include force. Outright fighting with the castle guards will ensue if force is used. Desecration of the monks--MY GOD!!

1	9	17	25	33
2	10	18 Rest	26	34
3	11	19	27	35
4	12 Rest	20	28	36 Rest
5	13	21	29	37
6 Rest	14	22	30 Rest	38
7	15	23	31	39
8	16	24 Rest	32	40

TIME RECORD SHEET FOR TOWN AND DUNGEON ADVENTURES

1. Time is to be marked off in melee rounds; See DM rules.
2. R is mandatory rest turn.
3. There are no mandering monsters in the town.
4. The party is to encounter two wandering monsters per level, once while descending and once ascending. The encounter can occur any time and anywhere on the level except when the party is already fighting another monster.

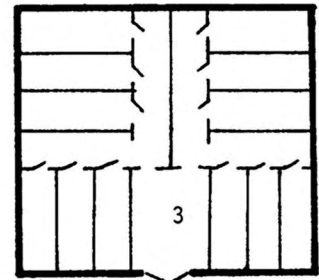
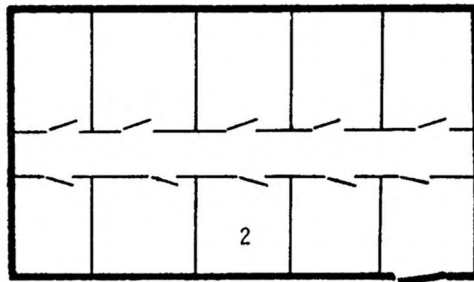
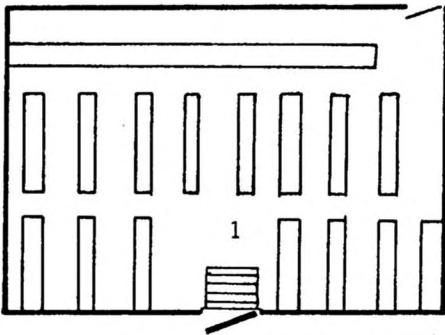
1. Tavern: "The Paths End"

This building is a mud and log shanty. The building is triangularly based, 8' high at the front with the roof slanting backward and downward to the ground. In the center of the front side is a single 3' wide doorway, door now closed. Emanating from the building you hear a lot of laughing and guffawing along with a general background hubbub.

The inside of the building is mostly underground. Immediately beyond the door is a flight of earthen stairs leading down about 10'. There is a main room filled with benches and long tables, with a bar along the entire back side. The room is ill-lit by a dozen oil lanterns. There is a door alongside the right side of the bar in the back wall. Standing behind the bar is a gentleman dressed all in black with a scar running from his left eyebrow clear across his face and down his right side of his neck. He has long unkept black hair.

DM ONLY:

This is the den of blackguards and thieves, they will roll any unsuspecting people in numbers up to pairs. As the party enters, the noise comes to complete silence and heads turn towards them. It will take the party a short while to adjust their eyes to the poor light so that they will be able to see inside. The door in the back wall leads to the owner's "house" and to an underground tunnel. It is through this door that players will be dragged by the blackguards before being rolled. Under no other conditions will the players be allowed to gain entrance to the "back room". If they try, the entire occupants, 45, of the room will come to the aid of the barkeep to prevent them. After having rolled the players, they will be taken down the tunnel and deposited at the halfway point between the tunnel's two ends. This tunnel runs between the tavern and just outside the thieves' guild in quadrant P17. All travelers of this tunnel will meet a large rat. AC -7, 2 HP, which they will have to fight. Needless to say, if there are more than two in the party they will not be rolled.



2. Brothel: "Kindras"

This building looks as if it might at one time have been well built, and maybe even had a coat of paint. The sides are made of wood planking which is now loose, with boards broken and battered, falling off in some places leaving holes to the inside. At times, rats can be seen in the foundations of the building, they are usually about 1 1/2' long. The building is roughly square, one story, with a door in the right side of the west wall.

As you enter, you are met by a scraggly old hag that cackles. She directs you to a room lined with decrepit old ladies and points to the first in line, a skeleton essentially, and says, "Ah yes, this is the best in our line, she runs a couple of silver a night. Now, if that happens to be too much for you gentlemen, then I could show you the rest of our line."

DM ONLY:

The hag is Kindras. Needless to say, the rest of her line is worse than the first.

3. Brothel: "Magdalaines"

This building is a well-built one story affair, mainly wood with some stone at the base and doorway. A fresh coat of whitewash has been applied on the front side. There is a lantern right above the twin double doors and right below a sign hanging above it with the words, "Magdalaines--Welcome". There are torches at 15' intervals along the front wall, they are lit from midday on.

As you enter the two double doors, you are met by a female "escort" who will take you to a desk where a portly gentleman sits behind a guest register. Upon the desk front is a list of female names and a room number beside them. At this point the proprietor asks you which room you would like for the night.

DM ONLY:

If the players do not wish to take a room for the night, the portly gent will look very crestfallen, and somewhat taken aback. This brothel is the latest addition to this quarter of town. Its introduction has ruined the business of all the other brothels in the area.

The proprietor has the following clue, which will be given on display of Akbeth's Sigil: "Thou fortunate mortal show thy glee! Of copper and tin was forged my Key."

4. Inn: "Trail Inn"

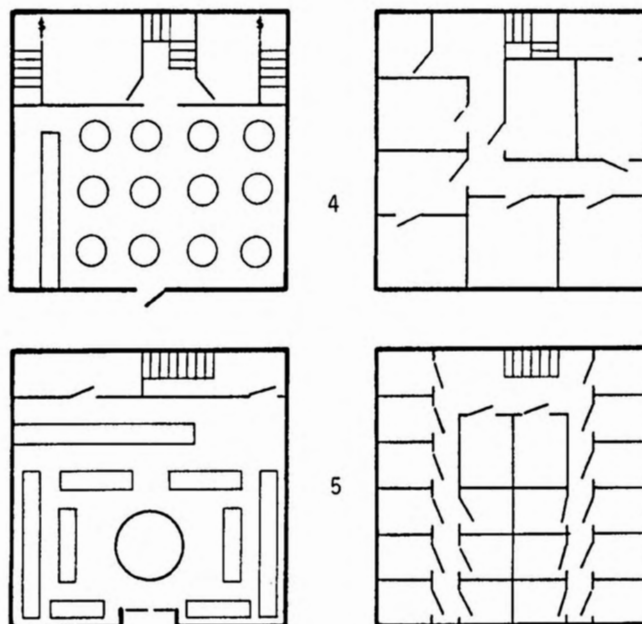
This is a two story building with the first floor made of stone and the second of well-wrought wood. There is a door in the center of the south wall, with two windows on each side of it. As you enter the building, you find a large dining room filled with round tables, lit by lanterns. The left side of the room is covered by a large mahogany bar, behind which stands a spry old gentleman with white hair and a scar running down the right side of his face. The occupants of this room are mostly travel worn with dust upon their cloaks and worn weary faces. In the northeast corner of the room is a table occupied by five young men that are being fairly rowdy. Calling over to the bartender every now and then, essentially acting as old friends. In the back wall, on the west side, is a door.

DM ONLY:

The bartender is an old man of renown in the field of thievery, two years ago he was given a pardon for saving the governor's daughter's life. At that time he decided to go straight. The men in the northeast corner of the room happen to be old thief friends of his. The bartender's name is Montrayman. Before the thieves' guild split, he was a member well respected, his Inn is now a neutral zone in the fighting between factions. Both sides are welcome as long as they behave. Montrayman has been working to bring the sides to a reconciliation before many of his friends on both sides get killed.

Montrayman has the following clue concerning the Key: "I tell the truth and speak no wrong, The Key is full a cubit long." (For our purposes, a cubit is 18")

The door in the back wall leads up to the boarding rooms which are very well protected, they also lead to two different tunnels, if you can find the secret doors. One of the tunnels leads to the Ringwalks Faction in quadrant 016, 14 hex. The other tunnel leads to the other faction - Abiath's Men in quadrant S16, 10 hex. These tunnels are clear of beasts of any sort.



5. Tavern: "Ye Boars Head"

A well-built, wooden, two story building. There is a door in the center of the south wall, a window on each side of it. As you enter, you notice one long tavern room filled with long tables all around the sides of a center dance floor, in the center of which is a large fire. Upon the floor at the moment are two scantily clad slave girls dancing their hearts out. There is a bar along the back wall tended by 4 bartenders. Tables are being served by the slaves clad in red and white. It is a well lighted bar, getting most of the light from the fire, backed up by lanterns turned down low on the sides of the walls. Seated at a table in the northwest corner is a man with an earring in each of his ears, wearing leather armor. He seems to be directing the floor show and the bartenders, while at the same time consuming great quantities of some kind of brew.

DM ONLY:

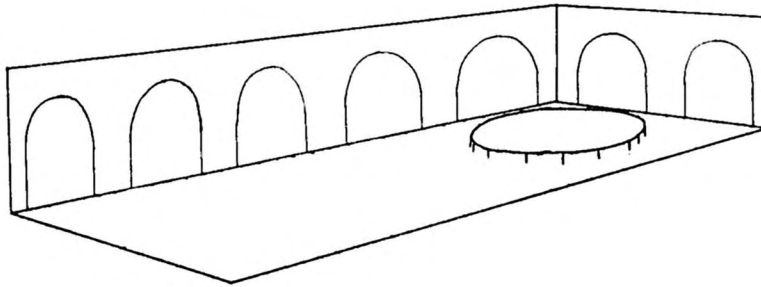
The man in the northwest corner is the owner by name of Thurnock. Upon inquiry and for a fee, entrance may be granted to the upper floor and back room. As you enter the second floor, you enter into a reception room where a Madam will ask you your preferences. She will then direct you to the correct room. There are two corridors running down both sides of the building with rooms on each side. The Establishment is very proud of the "Services Provided". The castle guardsmen tend to frequent the establishment.

6. Thieves' Guild: Faction 1 - "The Ringwalks"

This is a stone building two stories high. The immediate area around the building is cleared of all debris and vegetation. The building is in the shape of a fortress, with the twin towers on diagonal cardinal points, overlooking the surrounding territory. The top of the walls are crenelated and patrolled by a number of archers. In the west wall there are 20' high double doors. As you approach, these doors slide open far enough to let five heavily armored men emerge. These men challenge you, asking "What business have you with the Ringwalks?" The doors open once again, you notice that they are 2' thick, made out of metal. You enter a long hallway, approximately 40' wide and 100' long. The floor at the north end is occupied by a large round table, with 13 people sitting at it. You are escorted on both sides by 4 guards halfway down the hallway. At this point the person at the head of the table (facing them), an old gentleman, asks you your business.

DM ONLY:

The players will be allowed to enter after they have been lightly searched and identified as not being a member of the rival guild faction. The archers on the walls are the guild's top archers. The doors being very heavy are opened and closed with the aid of mechanical devices somewhat like pulleys using great counter weights to balance the great weight of the doors themselves. Players will be allowed in the main hallway only. Side journeys will be strictly deterred. The gentleman at the head of the table is Asturien, head counsel to the Ringwalk Guild. He will try to gain information on the doings of the other faction in a subtle manner. Having completed their business, the players will be told that they will have a safe conduct within the cleared terrain surrounding the fortress. They will then be escorted back to the doors and released. They will then be told that one of them noticed that all the people inside wore the same type of ring. Square, made of silver with a type of rune inset on the top side.

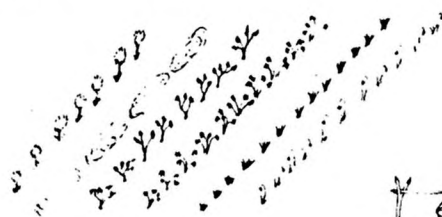


7. Witches Lair

You are in a clearing in the middle of which is a grass hut that seems to have been abandoned it is in such bad shape. There is what seems to be a patch of cultivation near the river. As you get closer, you see that there is an old and somewhat dried up old hag in front of the hut stirring a kettle of foul smelling stuff. You notice that the center pole of the hut is topped by a human skull, well yellowed with age.

DM only:

This is the hut of the town witch. The brew she is stirring is soap. The inside of the hut is a hovel not at all well-kept. The cultivation is her herb garden. She will be able to sell the party potions of a lowly nature, innocuous in their effects. For example-love potions, dyes, sneezing powder, etc. She is very well able to defend herself; they can't touch her. Her name is El Zabal. She has this clue: "By flowing stream 'tis to be found In mortals house above the ground."



8. Thieves' Guild: Faction 2 - Abiath's Men

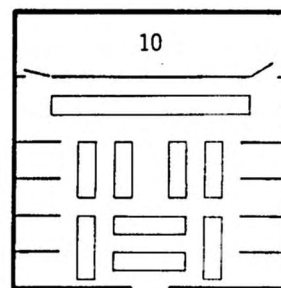
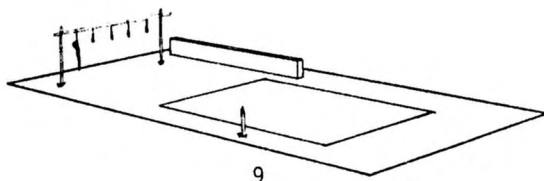
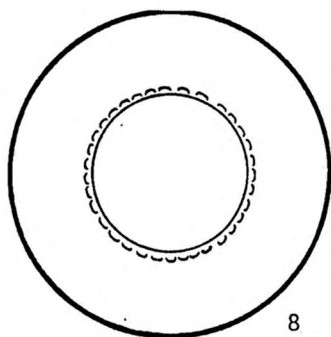
This is a stone building, two stories high, placed immediately next to the river. This is a fortress in the shape of a parallelogram. One of the largest sides being right against the river, has a doorway opening upon the river to allow travel by water for those who wish to keep their movement concealed. The top walls are crenelated and patrolled by the archers. Entrance is gained by two very large, 20' wide, doors in the eastern section of the wall.

As you approach, these doors will slide open far enough to let four heavily armored men emerge. These men challenge you, asking what business brought you to their walls. The doors open once again, you notice that they are 2' thick, made of heavy oaken wood. You enter a room essentially a round rotunda approximately 150' in diameter. A major portion of the floor is occupied by an old round table. At this time there are 25 people sitting at it. A young man rises from the west side of the table and asks you what your business consists of. It looks as if they were in the midst of planning something, the table is covered by sketches and written material.

DM ONLY:

Being very heavy, the doors are opened and closed with the aid of mechanical devices somewhat like pulleys, using great counterweights to balance the great weight of the doors themselves. The players will be allowed to enter after they have been lightly searched and identified as not being a member of the rival guild faction.

Having completed their business, the players will be escorted back out of the building. At this time, they may be told that they noticed that all of the people that they met had a small scar upon their right wrist.



9. Execution Site

This is an open field set with various methods of death. On the far side you see a bloodstained wall running half the length of the field. In the center there is a square area of ground topped with about an inch of sand and sawdust. Nearest to the road is what has become almost familiar to all people of the area - an impaling post stuck in the ground and rising 6' high to a tapered point. On the western edges of the field a horizontal bar is placed 12' off the ground, to which are attached five ropes ending in hangman's nooses. One of these nooses happens to be occupied by the neck of a male, week old body.

DM ONLY:

The player could figure out that the center, square area, is used for drawing and quartering various ill doers.

10. Tavern: "Smedlovs"

You see a half-naked girl. Once you stop looking at her you notice that she is standing in front of the door to a very old, rotting oak building. This is a single story building with its roof sagging (sway-backed). As you enter, you notice that the floor has rotted into decomposed sawdust. There are booths with curtains and rings set in the walls, along both the right and left hand walls. You notice that there is a girl chained to one of these in the righthand side. The center of the room is occupied by a jumble of tables and chairs, some of which are occupied by men talking and laughing as they consume their booze. The tables look as if they are being waited upon by more of the same type women that are tied to the walls. Each of these have a collar around their necks and a chain running from it to their hands. There is a door in the back wall through which the women are running back and forth with pitchers.

DM ONLY:

Behind this door is the keg room where the pitchers are refilled. If the players ask one of the wenches for the owner, they will be rewarded with his presence. A haggard old man who walks with a limp will emerge from the back door muttering about bastards who make an old man suffer for what is probably no good reason at all. Upon seeing the party, he will ask what was so important that they had to make him leave his nice comfortable chair by the fire, and suffer through the walk out here!

11. Warehouse:

A long shed-like building made out of common logs and covered with bark, no windows are visible at any point. Large double doors in the center of the building indicate where entrance may be gained.

DM ONLY:

If the party tries to enter the Warehouse, a man with a bow drawn will come out of the bushes on the left side and ask who is attempting to rob the rightful owners of what is rightfully theirs -- he is approximately 5'9", 190 lbs., bright red hair, green eyes, dressed in leather armor.

If the party manages to gain entrance, they will find it is filled with seed, casks, plows, etc. Only method for gaining entrance (killing the guard), 1/6 chance that they will be found out.

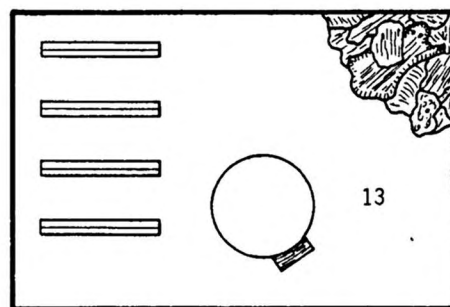
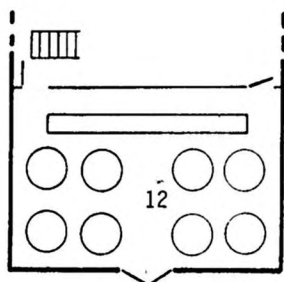
12. Inn: Slanderscree Inn

A fairly well-built two story building, mainly wood with a base of rock. There are double doors on the west side of the establishment that are flung wide open and emanating from the inside you can hear much joyous ruckus. This is a very well lit inn. The inside is covered with well polished tables and the patrons generally reflect a cross section of the town's gentry. Placed here and there you will find that there are town guards which look almost as if they are keeping guard over something. Along the back wall is a bar being run by two very quick young men. On the right side of the bar is a door that also is open so that you can see the stairs leading up to the second floor. On the left side of the bar is another door which is closed. There are two gentlemen at a center table involved in the ancient game of arm-wrestling. As you enter, the gent on the left beats his opponent and he stands up calling, "Any more takers? Anyone man enough to not be ashamed of his loss? Anyone think he has the brawn to beat me?" You notice that he is about 6', 200 pounds, of what looks to be pure muscle. He has a full beard and straight white teeth.

DM ONLY:

This is the owner of the building, his name is Slanderscree. He is known for his ability in arm-wrestling. He will wrestle for beer or information. In order to resolve the "combat", take the player's strength, add his die roll (2 six sided dice), then match that number to Slanderscree's strength of 21 to his die roll (2 six sided dice).

Slanderscree has the following clue, which he'll give upon seeing the Sigil - they don't have to wrestle him for it: "Within the bones of Mother Earth Thou'll find the means to test thy worth."



13. Tannery

This is a one story, long, wooden shed. Entrance is gained through the single door, 20' wide, upon the north side. A very acrid and powerful smell is emanating from the building. As you enter, you see racks and racks of half cured hides in the back of the shed. You will find a doddering old fool tending a large vat, running here and there, taking vials off shelves, pouring their contents into the vat, and saying things like, "Too much; no, not enough; well, maybe it will do. Oh...yes gentlemen, may I help you?"

DM ONLY:

This man is Ewen Raimaldi, set up in this business by his great uncle who felt that all of his family should be in a respectable business. When he caught wind that his great nephew planned to join the army, he decided that the time had come to "help his relative along". Needless to say, Ewen has been an almost complete failure.

14. Warehouse

A fairly well-built "L" shaped single story oak building with a flat roof, 15' high. There is a double door in the center of the east wall. This door is locked.

DM ONLY:

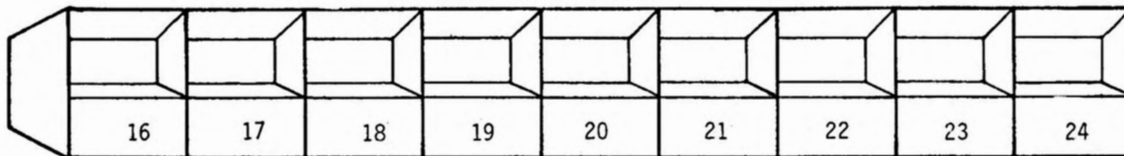
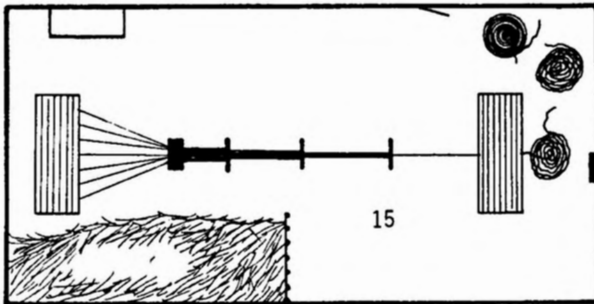
Inside they will find various mercantile articles. There is a 1/6 chance that they will be caught if they try to open the building, for which the punishment is the same as a first offense (Breaking and Entering).

15. Ropewalk

A very long, one story, A frame shed built of wood and covered with pitch or tar on the roof. There are two separate doorways to this building; one on the northeast corner and one in the north side. As you enter, you notice that there are long strands of hemp running the length of the floor at chest height between two different types of machines. It looks as if maybe rope is being made. Piled on the floor is a lot of extra hemp and other various wooden tools. At the southern end of the building is a desk at which resides a middle aged man about 5'10", 150 pounds, brown curly hair, wearing a cotton tunic that has been smudged by continuous wiping of a quill pen. It looks as if he has just gotten up from a pile of books which look like ledgers and he is now yelling at you to "Announce yourself, scoundrel, before I call the guards."

DM ONLY:

Josiah, the proprietor, is very nearsighted and has a hard time seeing from one end of his shop to another. He is paranoid that someone will enter his building and figure out the revolutionary method he has invented for making rope.



FOR BUILDINGS 16 - 24 & 29 - 34

All Bazaar buildings are in the shape of a carnival booth - a backward sloping roof with a small front counter. These booths are all connected in one long shack. The only differences between one and another is the product sold, the number of shelves or barrels needed to handle the product, and the personnel at each booth.

16. Bazaar: Sells dairy goods; butter, milk, cheese, eggs, etc. Running this booth is a very pretty, although plump, young maid with fair complexion and brown hair.
17. Bazaar: Sells meats; poultry, fish, beef, etc. Running this booth is a young man covered with blood, at least upon his apron, about 6', black hair, with his left hand continually holding a large butcher knife (very sharp).
18. Bazaar: Sells spices; pepper, salt, cinnamon, garlic, onion, etc. Running this booth is a middle aged woman, gray hair, somewhat pickled face.
19. Bazaar: Sells grains; corn, wheat, oats, hay, barley, hops, etc. Running this booth is a middle aged man and his son. Both have brown hair and freckled faces, along with a mole upon the right chin. The elder has this clue: "Find gleaming metal fairly thin, Akbeth's Key's enshrined therein."
20. Bazaar: Sells fruits and vegetables; flax, tomatoes, beans, potatoes, cabbage, etc. Running this booth is a sun-burned, stocky young man, with very calloused hands, blond hair, 5'5", 180 pounds.
21. Bazaar: Sells hardware; plows, saddles, leather traces, buckets, horsecare materials, brushes, etc. Running this booth is a well-built man, his left arm in a sling. You can see him occasionally throwing around 200 pound saddles and plows.
22. Bazaar: Sells hardware; glassware, pewter, pottery, dishes, mugs, pots, skillets, etc. Running this booth is an old man with gnarled, rheumatic hands that are very scarred. White hair drawn back in a pony tail.
23. Bazaar: Sells hardware; wood planks, lumber, nails, hammers, awls, chisels, furniture, etc. Running this booth is a middle aged, weather worn, sawdust covered, figure with black, bushy eyebrows and a voice of smooth velvet. Male, brown eyes.
24. Bazaar: Sells hardware; ropes, spikes, backpacks, grappling hooks, and everything else on the normal outfitting list not sold in the other bazaars, including armor and weapons, along with four-footed critters. Running this booth is a young man with black eyes and a broken nose, cut lip, and a relatively black and blue splotched face.

25. Blacksmith

A barn shaped building with two large doors on the southern end. Smoke is billowing out the top of a chimney. You hear the sounds of metal banging on metal and a loud wheezing which almost sounds mechanical. Entering the building, you see a large fireplace with a huge heap of coals on the hearth. A large, hairy, sweaty, long haired man is bent over an anvil, swinging what looks to be a 20 lb. hammer onto a piece of metal glowing bright red. A long bellow, about 12' long, is being pumped by a boy about 13 years old, keeping the coals red hot. The man looks up and says, "Shut the door! What do you want?"

DM ONLY:

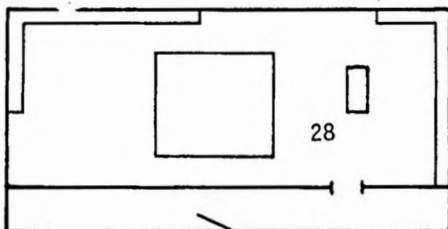
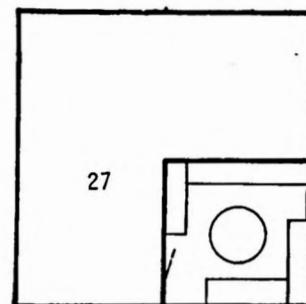
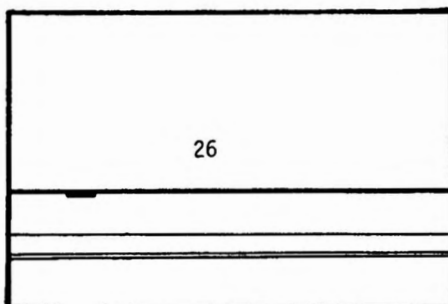
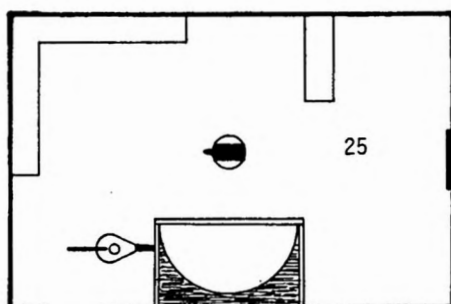
The man is Liecester, the mad smith of the armored lands, vowed enemy to all but those of the human race.

26. Silversmith

A one story, square, rock building with a center door and a window on each side of it. As you go through the door, you find yourself in an East-West hallway. The end of which is occupied by a furiously barking, 4 foot high, mastiff. Directly in front of you is a counter, behind which shelves of various implements and articles of silver are laid. Entering from a door behind the counter, you see a middle-aged man about in his 40's, white streaked-black hair, a full beard, with gnarled hands. He looks at you, then the mastiff, and says in a sharp commanding voice, "Bruno Sit!", at which the dog stops his yammering and sits, watching you with his tongue hanging out, licking his chops. The man then asks what he can do for you gents.

DM ONLY:

He will appraise items of silver only. He will not buy anything unless he can get it for 50% of face value. His name is Ann'dra. Normally an honest and trustworthy man, its just that the tariffs are so high he cannot make a profit unless he can purchase his silver at half price.



27. Goldsmith

A rectangular, rock, one story, building with an iron door on the left side of the south face. As you enter the door, you find yourself in a square reception room with a center, round table and couches along all sides. In the north side there is a door. This room is presently occupied by a warrior with a sword drawn. He is watching your every move. At his feet there is a somewhat lumpy sack. The door to the north is opened and you see a fairly young gentleman with well-groomed black hair, dressed in fairly rich clothing, standing there. He looks over at you, says he'll be with you in a moment, looks over at the warrior and asks him to put away his sword and follow him. The warrior does so. A while later, he comes back out and leaves. The goldsmith looks at you and says, "What may I do for you?"

DM ONLY:

The back room has 3 personal guardsmen always alert and on call if needed. That room is also occupied by the normal equipment of a goldsmith. He has this clue: "The Earth revolves, the days roll by, The marker calls unto the sky."

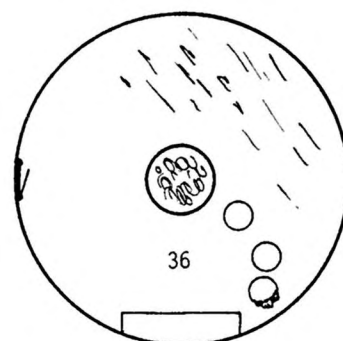
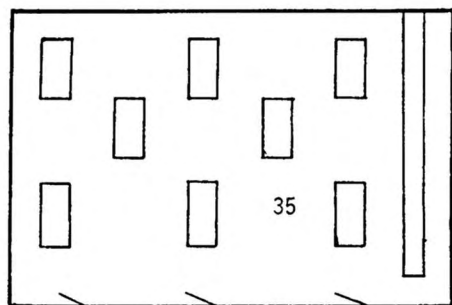
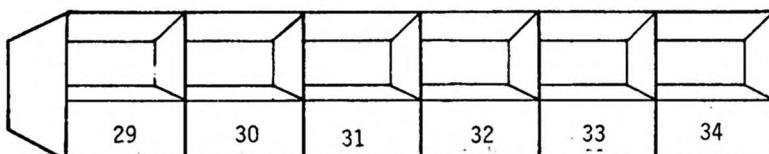
28. Armorer/Cuir Bouli

A one story, flat roofed, rock building with a door in the center of the south wall with windows on each side of it. As you enter the door, you begin to smell a strange acrid odor. You notice that there is an opening in the east end of the hallway you are now in. Inside, you see a relatively middle-aged man and what looks to be his apprentice. The apprentice is dipping into a vat with metal tongs and pulling forth a piece of steaming leather. The old man is bent over a form, stretching another piece of leather to a shape fitting that of the form. As you enter, he looks up and says, "And what is it that you need now, as if I'm not already too busy with the latest guard's order. Come on now, speak up, or I'll be about my business. This man is dressed in a jerkin of coarse wool cloth, wearing sandals, and a pair of black glossy gloves. The floor is earthen and hardpacked. The walls are covered with shelves of white pine which hold stacks of leather in various shapes and sizes. There are two large windows, one on each side of the building, east and west, at about chest height, both are open.

DM ONLY:

The Armorer is Hintwald, somewhat well-known for his well-wrought shields and leather armor.

29. Bazaar: Sells soaps, perfumes, and oils. Run by a middle-aged woman expounding the benefits of being well washed, perfumed, and oiled. The men to be attracted, the maggots to be forgotten. The cure of the ages in her one little bottle.
30. Bazaar: Sells software; quilts, wools, materials, spinning wheels, carding combs, etc. Run by a fairly young, very beautiful woman, who is vivacious and constantly smiling, wearing a very well-knit and embroidered dress. She did it herself.
31. Bazaar: Sells software; rugs, looms, weaving hooks, etc. Run by an old spinster with graying wisps of hair brought back into a bun on the top of her head and with a very homely face, although a well-built body.
32. Bazaar: Sells software; clothes, jerkins, boots, hats, tailor-made items. Run by a woman with a high pitched, squeaky voice, wearing a shawl and a loose fitting dress.
33. Bazaar: Sells furs.
34. Bazaar: Sells wicker work. Run by a bunch of happy-go-lucky kids who have spent a lot of their spare time making the articles for sale and have decided to sell them this season, so they rented the booth from the normal occupant.



35. Inn: "The Weary Foot"

A two story, well-built, A frame building. The first story of stone, and the second of wood. There are many doors to the first floor - all of them open. Chairs are sitting out on the front porch and are, at the moment, occupied by three gentlemen. As you get closer, the one in the center, a husky young man with bright red hair and a goatee beard, asks you to step right up and taste the finest ale in the land. At which, he hefts his body out of the chair and trundles into the main building. As you enter, you notice that, though there are many tables in the main room, they are almost empty. The floor is covered by a layer of sawdust about an inch thick. The right wall is occupied by a long, well-built bar, behind which you can see a slew of kegs and taps. Your host positions himself behind this bar and asks you what you will have, the best ale in town or another brew of your choice.

DM ONLY:

This is Lascon, a normal, everyday barkeep with a big mouth about the quality of his merchandise. He also has this clue: "For years devoid of love or hate They hear his words and shut the gate."

36. Armorer/Metal

A completely stone, one story, round building. There is an entrance in the south side of the building made out of metal - it looks like a funny kind of pewter. As you enter the building, you find yourself on the side of a great room centered by a fire. All around the room there are articles of metal and metalworking. There are scraps and shavings and clippings of metal all over the floor and the whole room has a greasy smell and oily shine to it. The ceiling is broken in the center by a large hole, letting in light and letting out smoke and heat. The temperature in here is about 40° higher than it was outside. There is a workbench on the east side of the room with a man sitting at it. There are buckets and stakes full of rings and strands of metal on the floor next to them. In front of him is a half finished work of Chain Mail. On the left side of the desk is a standing coat of Plate Mail. Scattered around and about the east side of the room are various hatchets and axes with dull edges or brand new with no edges at all. As you enter, he looks up from his work and says that he'll be with you directly. You notice that he is about 28, heavily muscled, and with numerous burns upon his arms and face. Many not quite healed. He has a short tuft of yellowish-brown hair and piercing blue eyes. His left eye is continually drooping and his neck on the left side is leaking pus of a greenish-orange color. His entire upper body is badly burned, his hair entirely frizzled away.

DM ONLY:

If the cleric decides to help his condition, a cure light, he will repay him with an article of weaponry that is in his shop. An axe, spear, sword, hatchet, etc., as long as it does not include armor of any kind. The gift will have no pluses and no special abilities.

37. Lapidariast: Lisa's

This is a one story, well-built, wooden building. There are windows upon all sides. The door faces the northwest. You enter into a room approximately 20 X 20, there are two small tables in the center of the room with a couch on each side of them, northwest - southeast. In the center of the southeast wall is another door. Lounging along the northeast wall, in an especially comfortable chair, is a woman of fair complexion and good stature. She is looking at you, seemingly appraising what she sees. She then looks up and asks what she can do for you.

DM ONLY:

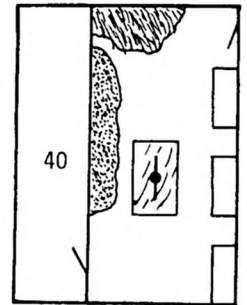
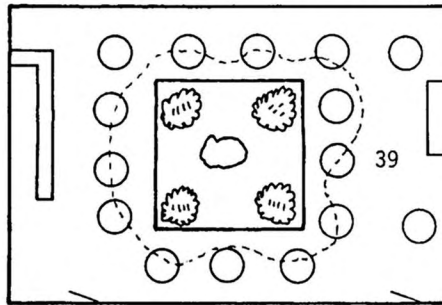
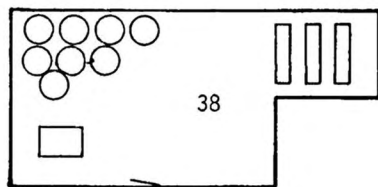
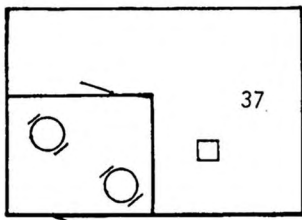
The door in the back wall leads to another room where she has a guard kept out of view; after all, who wants to scare away business! Also in that room is a trap door leading down to a cellar of large proportions, wherein are stacked a small pile of chests of drawers. When asked if she will appraise or buy stones, she will reach into a pocket of hers and bring forth a small box lined with velvet, upon which rests a small instrument. As she places it over the stone to be appraised, it seems as if it grows. As she takes it away, it shrinks. She looks up at you and says, "A small gem in itself, handed down to me from my father, as he had no sons. As for your gem, (I offer, or I appraise it for, "X" amount)." She will buy gems at 80% of value and appraise them for the same. She will sell any gem for 120% of its value. She has any type needed. She has blond, loose hair, 5'9", 130 pounds.

38. Apothecary: "Potions Extraordinaire"

A one story, L-shaped building, made of well-wrought wood. A center door and no windows visible. The inside of the building is lit by wall lanterns. Inside you see two men hunched over a desk, one gesticulating and explaining something that is on the papers in front of him. From their conversation, you understand that the one is a glass-blower, and that the other is trying to explain what he wants made. It seems as if he's asking for a twisted tube of glass (as in a condensor tube for Chemistry). The glassblower finally leaves and the other comes around the table, shakes your hand, and asks what he can do for you. The rest of the shop is made up of shelves and barrels of vials and containers and kegs, along with a few chests in the back room. He is 5'5", slightly built, and richly dressed. He has three rings on his left hand and one on his right.

DM ONLY:

The rings on his hands are worthless; the one on his right hand is his wedding band, the ones on his left hand are gifts of friends. He has brown hair tied back in a pony tail. He has this false clue: "To find the Key to Akbeth's Tower, Seek ye in the seat of power."



39. Inn: "The Gateway House"

A two story, stone building, with two doorways facing the road, one on either side, east and west. The front of the store is covered by an awning overhanging a boardwalk, onto which the doors open. There is a large post holding up a sign, about 4' square, upon which is painted a picture of a gate, opening into the center of a house. Underneath, the words "The Gateway" are printed. As you enter the establishment, you see a bar along the west wall, with small tables for card playing and drinking along that half of the room. There is a desk along the east side of the room, behind which stands a gentleman about 3'9", and about as wide, with a beard about 6" long.

This room is occupied by tables at which different gentry are seated at repast. The center of the room, you will notice, is open, with a small courtyard residing therein. A large tree with much foliage and spreading branches is in prominence with smaller flowers, grasses, and bushes beneath it. The gentleman on the east wall, behind the bar, is the owner. He has rooms to let, meals to serve, and across the way, a bar of not small quality. The bar on the west wall is managed by a boy about 18 years of age, 5'5", brown, ruddy, wiry hair. This room is lit by the light filtering in through the open courtyard, with a backup of torches and lanterns placed about the place.

DM ONLY:

The owner is Ardaïs, his son is Jalak.

40. Paper and Ink Maker

A one story, wooden building, with an open courtyard in the rear, a doorway in the northern portion of the west side, and windows on all sides. There is a very starchy scent emanating from the building itself. As you enter the door, you notice that the inside is full of a lot of different vats of some kind of liquid. There is a pile of papyrus on the right wall and a stack of potatoes next to the back wall. Occupying the center of the room is a large press (as in pressing grapes for wine.) It looks as if it is used for pressing potatoes. Along the wall the door is in, there are a number of desks covered with vials of black liquid. Along the right side of the desk, an old man is sitting. He has a pale face and bright blurred eyes. His hair is stringy, thinly covering his scalp, while at the same time long. In front of him are many different types of quills (pens) and a piece of paper thickly embellished with swirls and curls. He looks up from his work, blinks his eyes a few times as if he is trying to focus them, and asks what he can do for you gentlemen.

DM ONLY:

His name is Yosiah. The paper in front of him is personal stationary to be used by Lord Galor himself, in correspondence with King Breen.

41. Tavern: "Nature's Way"

An underground rotunda filled with tables and chairs, all facing a "Stage". It is a dinner theater of lower taste, which does a thriving business. Construction is of earth, supported by wooden beams. It is lighted by torch light, stage more than anything else. It is essentially used by the town's businessmen to make their business deals. The owner of this establishment is very evident, as he is busy moving between tables making sure that everyone is satisfied, directing the stage shows, and clearing tables. There is a door in the north wall leading to a back room where the kegs are kept and a separate stairway leading to the surface. Its door is open.

42. Simon the Moneylender

A one story building made of well-wrought stone, with a single 10' doorway in the center of the south wall, with windows on each side of it. As you enter, you see a one-room, cabin stove on the far side, in the northeast corner, and a bed on the west side. You also notice a trap door in the center of the floor. However, at the moment, your attention is drawn to the fight in the center of the floor. There are four orcs in the room attacking one man. At the same time that you enter, one of the orcs strikes the man a lethal blow in the stomach with his scimitar, ripping it from one side to the other. As they see you, they turn toward you and attack.

DM ONLY:

They are attempting to escape. If the party lets them, fine. If not, they will fight like hell, as outlined below.

Round	Orc 1 (5hp)	Orc 2 (4hp)	Orc 3 (3hp)	Orc 4 (2hp)	Round	Orc 1	Orc 2	Orc 3	Orc 4
1	1/1	3/2	5/1	5/5	6	-	1/6	-	-
2	3/3	1/2	5/1	7/5	7	5/1	-	-	-
3	1/5	1/3	1/1	1/4	8	5/6	-	-	-
4	3/1	5/5	9/1	-	9	-1/6	4/3	-	-
5	-	-	3/5	1/1	10	2/3	-	-	8/4

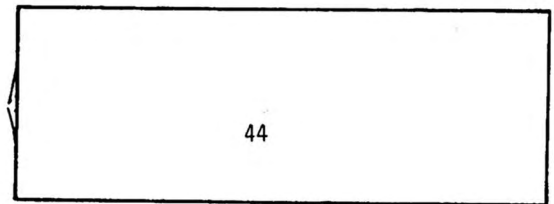
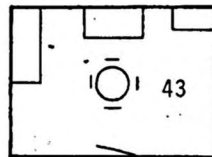
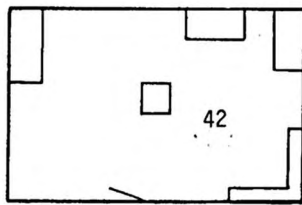
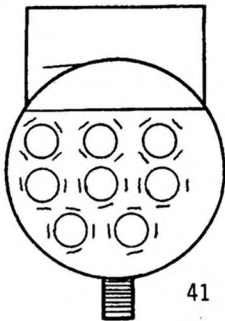
In the cellar they will find a chest full of silver (500) and a sack of gold (50).

43. Philosopher

A small, one story, wooden building, with a door in the center of the west wall, with a window on each side of it. The door is now closed.

DM ONLY:

If the players knock, they will be met by a very old man with a pure white beard that reaches clear down to his knees. Leaning upon his cane, he will say, "Ah - chance and circumstance, I see, have led to the path of my door a party of well-mannered warmongers. Well, kind, dear, gentle, generous sirs, what brings you to my humble abode?" This is the philosopher. He can see good in everything that is done. He also has the power to see the opposite side of any argument brought before him. He has this clue: "He's knocked about by his brother's arm Yet never suffers any harm."



44. Military Warehouse

A one story, stone building extending for quite a way along the river. There are large double doors in the east end of the building that are locked with a padlock.

DM ONLY:

If the players want to break in, they may, but everyone knows that breaking and entering is against the law. The penalty for this offense is the same as that of the first offense of breaking Brawlban. Note - this only applies if they are caught (1 chance out of 6 - roll it).

45. Military Warehouse

A one story, stone building extending for quite a way along the river. There are large double doors in the northern side of the building. You notice that there are two guard patrols of twenty men each milling about in the area, most of them directly in front of the doors. A short while later, you notice that they are carrying a man out of the building. There are the remains of a rope noose around his neck. A sergeant looks around and says, "Well, so they finally got him. We expected it, but not this soon. Well, everyone keep this under your hats, no one is to know." They bring up a cart full of straw and place the body inside, covering it with straw.

DM ONLY:

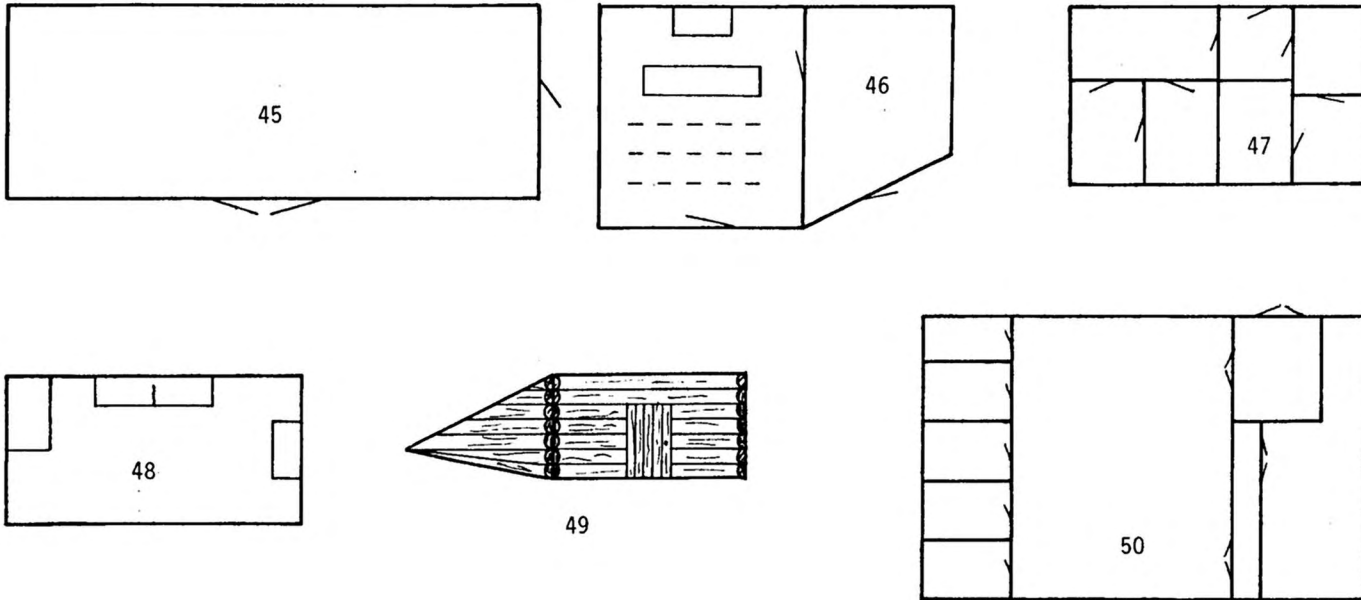
Approaching players will be asked to leave the area. If they persist, they will be summarily hogtied and thrown on top of the cart also. Let them escape if they try. If not, then act the same as if they had broken Brawlban.

46. Courthouse - Jail

A small, one story, wooden building with two doors, one in the center of the southeast wall and one in the south wall. As you enter the south door, you see a small room with a desk against the back wall. On each side of the desk are two chairs in front of the desk is another desk-like affair, actually a podium, in front of these are about twenty chairs. There is a door in the northern portion of the east wall. This door leads to the Jail room, a 10 X 10 room with the door in the southeast portion. This door is able to be locked from the outside by means of a padlock. At the moment, the room is occupied by a middle-aged man, busy with some paper work at the front desk. As you enter, he looks up and asks what he can do for you.

DM ONLY:

This is the Town Magistrate.



47. Seventh Heaven

Quite a fancy building, constructed of marble and granite. The roof is supported by columns. The Entrance is through a large archway, leading into an ornate reception room. Doorways from this room lead to a disrobing room, and then to a heated pool. The place is almost empty at this hour. Beyond this pool is another of ice cold spring water. There are both male and female attendants.

DM ONLY:

The owner of this operation is Kadish. He is a fop and a blatant (as opposed to latent) homosexual. That should give you a good idea as to how he will act towards a party of men.

48. Locksmith

A one story building, made of stone, with a large open window in the front of the shop and a doorway on the west side of it. In front of the shop is a sign with the word "locksmith" written thereon. On top of this sign is a key about 18" long, made of bronze. As you enter the building, you see a young man talking to a young maid while he is working with some tools, fashioning a key to fit a lock that is sitting upon the bench he is sitting at. The rest of the room is occupied by a bed in the northwest corner, right next to a large fireplace that is partitioned into two sections - one seems to be used as a kiln and the other as a normal fireplace for cooking. There is a large tapestry type rug upon the floor. The man is approximately 6'6", fairly well-proportioned, with a light yellow-blond hair and slightly pointed ears. The maid is dressed in a long well-embroidered dress made in the hoop fashion. This happens to be the general's daughter.

DM ONLY:

If the general's daughter is insulted in any way, she will rave and rant and threaten with the whole castle's army, then run home to papa, who will console her and scold her for disobeying his orders and going off to see that scoundrel of a locksmith again. After the players enter, she will leave at the first mention of her doing so. If not, she will stay - she's a terrible gossip. The locksmith has this clue: "Cast into the blood of the sea My disposessor mourns for me."

49. Wizard's Keep

The building is a one story lean-to with the door in the north wall. It is made out of crudely hewn and put together wood logs.

DM ONLY:

Make him out as a senile old man, always mumbling to himself. He forgets the drift of conversations, but, if asked a specific question, will usually get around to giving the right answer (unless it is about the key). If attacked in any way, have him use whatever spell will counter that attack (teleport or dimdoor is great for this purpose). He is the only one in town who knows where "Gambler's Gate" is (east watergate in north wall).

50. Swordsman School: Scrimaaya's

A two story, Greek pantheon-style building, made of stone and marble. There is a door on the west side, fronted by five pillars of marble. The roof is centered by five gabled windows. Entering the door, you find yourself in an east-west hallway with two doors on the north side and one on the south. You hear sounds of metal clashing upon metal, accompanied by grunts, swears, and curses from the north.

DM ONLY:

The south door is locked, no entrance will be allowed. As the players enter the northern doors, they find themselves in what looks to be a room filled with two rows of men, seemingly fighting each other. A very large and light-footed man is wending his way through the fighters, admonishing one here, appraising one there. On the far side of the room, there are five booths with figures of men painted upon the wall. Strategic points are blackened in. About this time, the light-footed man has wended his way over to the players and asks if they would like to join in. If YES, then he will let them. If NO, then he will ask what he can do for them.

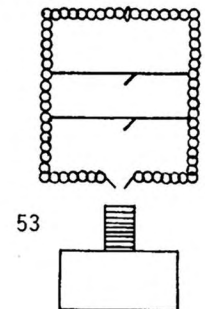
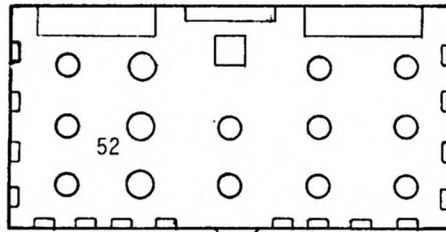
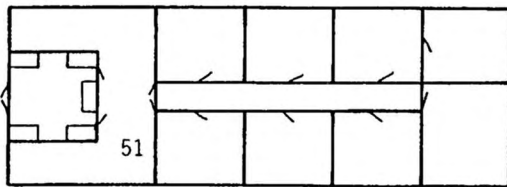
51. Merchants' Guild

A spread-out, one story, wooden building, very long, with windows evenly spaced along both sides. There is a door in the center of one of the ends. Situated right in front of the door as you enter the building, is an office, a square 30 X 30 room with three desks around the sides, all of which are occupied by fairly young men. Upon the walls are volumes of books and tomes. Upon the desk directly in front of you is a small plaque. Upon it the word "MASTER" is written. The desk upon the left has a similar plaque with the words "DEPUTY MASTER". The third desk on the right doesn't have a plaque at all. The Master Guildsman, Hastur by name, is a young man with light brown hair and prominently chiseled features and penetrating black eyes. As you enter, he looks up and says, "Yes? What can I do for you?"

DM ONLY:

The building is partitioned into separate sections. Each section handles its own specialty, most are self-explanatory; escort services, safe movement of personnel from one place to another for a fee; outfitting service, will tell what number and manner of pack beasts are needed, the type of food needed, and the positioning and timing of the missions, so that it will have a good chance for survival; maps and terrain lore, just that - maps are pretty good, although inconclusive - places to camp on different trails and hazards to be watched for are noted.

Note: None of the above sections will give the players any information regarding the "Forbidden Zone". They know nothing. The map section will be able to give them an incomplete map of the area (the one we were planning to give everyone).



52. Inn: "Inn of Many Beasts"

A two story, stone building, with a peaked roof. There is a door in the center of the west wall. Upon this door is the picture of a 6-headed Hydra, all of its heads watching you. Opening the door, you see a fairly large room, ringed with the preserved heads of most of the dangerous species known to man, under which are plaques with the beast's name and a date. Hanging from the ceiling and stretching from one side of the room to the other, approximately 120', is what you now make out to be the wing of the largest dragon you have ever seen or heard of. The north side of the room has a central bare space in the middle of which is a plaque with the words "THE GRISP". The floor is occupied by many long tables, most of which are occupied. At the back wall is a podium, behind which the head of the aforementioned dragon resides, approximately 35' long, 25' high, and 20' wide. The manner in which it is mounted makes it seem as if it is alive and ready to "Breathe". Standing upon the podium is the center of attention for the room, a large, robust man, 6'5", 350 pounds, with a great air of assurance about him. At the moment he is stating that he will shortly be starting out after the GRISP, legendary terror of the greater north, said to have teeth 40' wide and 100' long, and that before two more winters had touched the rocks of Castle Breen, there would either be the tooth of a GRISP upon the north wall or he would be dead. At this pronouncement, many shouts of acclamation and encouragement are heard, along with shouts of "Yea, Bartmann, go to it".

DM ONLY:

Bartmann also happens to be the owner of this establishment, and is going to leave his son in charge of the Inn while he is gone.

53. Slavemarket

At the juncture of the roads is seen an enclosure of logs set on end in the earth. A large crowd of prospective buyers is present, and the auction is in progress. There are pens within the enclosure containing slaves of both sexes, as well as many races. It is also noticed, several well-to-do's are also to be put on the block.

DM ONLY:

The dealer's name is Ramos, and is a VIP in this area. Slavery is an accepted part of life, and Ramos makes an excellent living at it. He has a clue, but keep in mind that his sale is in progress, and the party will have to wait. His clue is: "From Castle Breen to Gambler's Gate, The line through me is fairly straight".

Unfortunately, he does not know what or where Gambler's Gate is, nor anyone who does.

TOWER OF AKBETH

Room Key

Outside Appearance

The tower ruins sit atop a bare knob, surrounded by smaller wooded hills. There is a great pile of rubble, but the first floor appears in remarkably good condition. The tower is 60' square, constructed of well-joined black stones. On the western side, 30' up from the south wall, are double doors. There is a keyhole in the divider strip between them.

0-1 30' N-S, 60' E-W. Enter by double doors either 30' from W Wall or 30' from E Wall. Room is dusty--obviously has been undisturbed for many years. Centered on the N Wall is a 40' X 10' X 5' dais with a 20' wide staircase leading up to it. Stairs are centered on S side of dais. There is a carved wooden throne in the center of the dais, set 3' out from the wall. On the N Wall, behind the throne, are the tattered remains of a tapestry portraying a hunting scene. A shimmering column of light extends from floor to ceiling in SE corner.

DM ONLY:

The light beam is a traction beam - anything coming in contact with it is held immobile, and undamaged.

Anyone walking straight from doors to dais will plunge thru indicated trap door, see next section for description. Inspection of throne yields nothing of great importance. The left arm is hinged to pull up - used to be trap door release. now broken. A button on right arm rest shuts off traction beam.

Trap door description: Chute is 6' in diameter and slopes downwards at a 65° angle to the NW. Sides are somewhat rough, therefore anyone making a determined effort can stop descent, but not until sliding down 30'. Must have one hand free to do so. If not, slide will automatically halt at 50' point, due to webs - opposite Spiders' Lair. There are three of the critters - 1D6 non-poisonous. Meant to frighten, not kill. If victim extricated, will not follow into throne room.

Spiders AC: 7 Move: 6" Hits: 6 Fight 1st Col.
Surprise: party at 20' ST: 12, 12, 11, 6
Follow: no Unintelligent

Only one may attack at one time, due to narrowness of shaft.

	#1	#2	#3		#1	#2	#3
1	-1/1	-	4/1	6	-	8/3	-1/2
2	-	1/2	-	7	-	-	1/3
3	-	1/1	-	8	6/2	-	6/2
4	4/3	2/2	-	9	2/2	3/1	6/1
5	-	7/2	-	10	3/2	-	4/3

0-2 20' N-S, 30' E-W. Enter by door in NE corner, N Wall. Room is a dusty, musty shambles, full of old crates, broken bottles, rickety furniture, etc. Empty, except for six Goblins.

DM ONLY:

Goblins don't really wish to fight, seeing they are obviously outmatched. They are there because one of their tunnels intersected with an old, disused shaft, which they followed to the ruins. They can tell party that a) many levels below, b) hear strange bellowings, etc., c) sometimes hear a human voice, and d) know nothing about a skull. They will speak in Goblin, but can understand and speak Common as well.

Goblins AC: 6 Move: 6" Hits: 5 Fight 2nd Col. Follow: no Surprise: party at 20' ST: 11, 18, 19, 16
Intelligent, sleep will take out all

	#1	#2	#3	#4	#5	#6		#1	#2	#3	#4	#5	#6
1	-2/2	9/1	9/1	-	-	-	6	-	5/4	6/4	5/3	-1/2	7/3
2	-	-	3/2	-	-	-	7	9/4	-	-2/4	-	-	4/1
3	-	6/3	-1/2	4/3	1/1	2/2	8	2/1	-	-	0/2	-	1/2
4	2/1	-	-2/3	-	-2/3	7/3	9	-	2/2	-	0/1	1/4	0/2
5	-	-	-	-	-1/3	7/3	10	9/3	0/1	-	2/3	-	-

0-3 20' N-S, 30' E-W. Enter by door in NW corner, N Wall. Room same as 0-2, except there is a 10' wide stairway leading down to the West. Also six more Goblins. Will act same as those in 0-2. If there is a fight, use mr6 rolled for 0-2 as a start.

Level 3 Notation - DM ONLY: Two turns after the party has descended the stairs, they will hear cries for help coming from 3-1.

3-1 40' N-S, 40' E-W. Locked and barred openings, like jail cell, on E Wall 20' and 30' from N Wall, and on S Wall, 20' from E Wall. This was indeed a cell at one time; the trap door from "0-1" lets out here. There are rusted manacles at intervals, attached to floor and walls. The rotted remains of damp straw may be seen and smelled.

There is a man in the cell, clad in a midnight blue hooded robe, covered with cobwebs. A silver link belt is clasped about his waist, a long, thin brown leather case descended from his left side. A small leather pouch hangs from the other, along with an empty dagger scabbard.

The hood is thrown back, revealing a thick shock of black hair, shot with silver. The face is weak chinned and clean shaven. His blue eyes roll with terror. Complexion is sallow. He holds out a dagger in his right hand, trying to hold off two Carrion Crawlers. He is mumbling words, but nothing is happening.

DM ONLY:

The man is the Thaumaturgist, Romak (L5) 9-13-7-11-10-6. Alignment is law. He is carrying a Secret Door Detection Wand. Spells: Detect Magic, Shield, Light, Charm Person, Wizard Lock, Knock, Explosive Runes. Personality: extremely honest and open, softspoken (Dr. McCoy - Star Trek). At the moment, terror stricken. Needs help desperately. Suggest let party free him--they're meant to get Wand as a reward for saving his life, as well as showing way to stairs up.

He saw tower door open, and went in. He fell through trap door in Throne Room, past the Spiders, and ended up in cell with Carrion Crawlers. He is so shaken that he will not consider joining party. Can tell them nothing about dungeon or skull.

Carrion Crawlers AC: body 3, tentacles 7 Move: 12" Hits: 10 Surprise: neither Follow: no ST: 7, 14, 3, 15

Unintelligent. Melee hit means paralyzed if miss ST. Wears off in 10 turns. Can be put to sleep.

	#1	#2		#1	#2		#1	#2		#1	#2
1.	9	1	3.	3	-2	5.	0	-3	7.	9	-
2.	7	5	4.	5	-	6.	8	7	8.	-	-
										9.	-
										10.	-
											7
											-2

3-2 and 3-3: Temple to Zolak--The Spider God

Diagonally placed doors are made of gilded mahogany. In the center of each is the representation of a spider web, worked in silver wire, approximately 2' in diameter. In the center of the webs is a spider, about 8" long and wide, made of mother-of-pearl. The wavy line separating the two rooms is a curtain, woven of (you guessed it!) spider silk.

3-2 40' N-S, 30' E-W. Enter by door in NE-SW diagonal wall across the SE corner. The stone flooring is very worn from the feet and knees of worshippers. No furniture in evidence. The presence of thousands of small, everyday-type spiders is much in evidence. A profusion of their webs cover all the walls and ceiling. Faded murals may be faintly seen through the webs, evidently depicting some of the myths concerning the god. There is a "lump" in the center of the W Wall.

There is a low altar set across the NW corner of the room. It is very dusty--no one has been here for quite some time. Atop the altar, which is rectangular with eight legs, are four items, barely discernable under the mass of cobwebs: from left to right; a dagger, an apple-sized crystal globe, a vial of greenish liquid, and a polished twig.

DM ONLY:

The "lump" is a skeleton nailed to the wall, encased in webs. It's Akbeth's bones, though players should not be told this.

There is an amulet hidden inside the altar (secret compartment NOT detectable in ANY way). Its purpose is to gain an object from the creature in room 10-1--otherwise, it will ask for 50% of any treasure the party has accumulated. At any rate, any disturbance of the four items will cause an apparition to appear across the door, remarkably similar to that symbol the party saw. Anyone left to watch the door will be caught in the web. The spider will ignore such people--her attention is fixed upon the altar. The beast will leave the web and advance slowly (3") towards the altar. It can do no damage--it may be dispelled by hurling the dagger or the vial at it. If this is done, the apparition dissolves, and the secret compartment swings open in the front of the altar. If nothing is done, the thing will disappear on the first melee hit, and the compartment does NOT open, and you have an undamaged, and highly confused, party! Crystal globe and twig are worthless baubles.

3-3 40' N-S, 40' E-W. Enter by door in NW-SE diagonal wall across the SW corner. A dusty curtain forms the W Wall, made of spider silk. Long time abandonment is noticed, as a heavy layer of dust covers the floor. The N Wall is lined with benches and tables; the E Wall is bare; the S Wall is lined with pegs, which are hung with tattered robes and cloaks. There is a fire pit 2' in diameter in the floor near the E Wall.

DM ONLY:

This area was a gathering place prior to worship for priests and acolytes of Zolak. Inspection of the tables and benches show nothing unusual. The fire pit is empty. Most of the garments will fall to pieces when touched; only one cloak and one set of priest's robes are usable (non-magical).

- 3-4 20' N-S, 40' E-W. Enter by door in NE corner, E Wall. The room is featureless for the most part. On the S Wall, 20' from W Wall, are stairs leading down to the S. The stairway is bracketed on its E and W sides by a low 3' wall of mortared stone. Atop each wall at the head of the stairs are empty torch holders that have the appearance of taloned feet. There is an Ochre Jelly 20' into the room opposite the door.

DM ONLY:

Nothing special--duke it out with the OJ to descend the stairs. From weapon racks and empty torch holders attached to the wall, one could tell that armed guards were once posted to guard the stairs. Ochre Jelly AC: 8 Move: 3" Hits: 22 ST: 6, 9, 5, 15 Surprise: Neither at 30' Follow: no

- | | | | | | | | | | |
|----|---|----|------|----|------|----|------|-----|------|
| 1. | - | 3. | -6/4 | 5. | 0/4 | 7. | 5/4 | 9. | -6/5 |
| 2. | - | 4. | 4/3 | 6. | -6/3 | 8. | -5/3 | 10. | 7/1 |

- 3-5 20' N-S, 30' E-W. Enter by door in SE corner, E Wall. There is another door in the SW corner, W Wall. There is a large chandelier hanging from the ceiling over the center of the floor. The walls are lined with book shelves; most are empty, and what few scrolls remain disintegrate at a touch.

DM ONLY:

This used to be a library. Notice that the door in the W Wall is a false door; no way through it. Nothing of value or interest here; all scrolls are of unmagical type, all disintegrated.

- 3-6 30' N-S, 40' E-W. Enter by door in SW corner, S Wall. There are two other doors visible; one in center of W Wall and the other in the S Wall, 20' from E Wall. The ceiling is shrouded in darkness. A large pentagram is inlaid in the floor. Off each point is a circle, circumscribed by runes. A shimmering beam of light runs from floor to ceiling just off the N Wall, 20' from W Wall. A Giant Scorpion is guarding the easternmost southern door.

DM ONLY:

Pentagram is inactive, as are the circles of protection. Light beam is the traction beam again. An onyx stud is set into the wall to the W of the beam. Depressing it will turn off beam. Giant Scorpion AC: 3 Move: 12" Hits: 16 Surprise: neither Follow: T/D S ST: 18, 19, 1, 20

YES	NO
YES	NO
NO	NO

	CLAW	CLAW	STING (POISON)		CLAW	CLAW	STING (POISON)
1	-5/2	-4/2	9/2 (10)	6	3/1	7/1	---
2	-1/1	-	---	7	-	4/1	1/2 (10)
3	2/1	-5/2	2/2 (4)	8	-	4/1	4/1 (7)
4	9/2	-4/1	8/1 (7)	9	-5/2	-5/2	0/2 (3)
5	-1/1	8/3	1/3 (6)	10	0/1	-2/1	-3/1 (6)

- 3-7 20' N-S, 40' E-W. Enter by door in SE corner, E Wall. Rusted chains and manacles hang slack against the walls. A rotted rope runs from a wall cleat to a pulley in the ceiling. Attached to the free end is another pair of manacles from which depends the top half of a skeleton. Near the W Wall is a large furnace with several irons/pokers protruding from its door. An iron maiden, a rack, are visible, as well as a bench which holds various other torture implements, such as thumbscrews, knives, etc.

A fetid stench smites the party when they open the door. A rather emaciated Giant Weasel is worrying a litter of bones on the floor about 20' away.

DM ONLY:

If anyone chooses to look, there's a small sack with 50 GP under the bench. Giant Weasel AC: 6 Move: 15" Hits: 11 Surprise: party at 20' Follow: no ST: 9, 2, 7, 10

- | | | | | | | | | | |
|----|-----|----|-----|----|------|----|------|-----|-----|
| 1. | 4/5 | 3. | 1/4 | 5. | 2/5 | 7. | -3/2 | 9. | 4/7 |
| 2. | - | 4. | 3/3 | 6. | -2/6 | 8. | - | 10. | - |

- 3-8 40' N-S, 30' E-W. Enter by door in center of E Wall. Floor and furnishings are covered with the usual dust of disuse. There is an iron bound, oaken chest in the center of the room.

In a wide circle in the ceiling above the chest are arranged ten sockets from which protrude spear points. There is a table and chair against the S Wall.

DM ONLY:

This trap is triggered by upward movement of the chest lid. The chest lid is held closed by a rope. A hefty tug will open the lid far enough for a spike to be inserted simultaneously to keep the lid from closing. The rope may then be cut with a sword. The chest is bolted to the floor from inside. The sockets will move and track, so as to be able to hit anyone attempting to open the chest. One spear at a time will fire. Empty sockets are immediately replenished by an auto-loading mechanism.

If the table area is closely examined, a button in the wall will be discovered. Pressing this will cause all 10 spears to fire at once. Four such volleys may be fired, then no more spears....maximum of 40 spears.

Anytime a party member is a target, have him make a saving throw vs. stone; miss = 2 pt. damage, make = 1 pt. damage.

Chest contains 300 Silver and 50 Gold, Sword +2 Law 7/0, Detect Shifting Walls, Right Jaw of Skull.

3-9 40' N-S, 20' E-W. Enter by door in NE corner, N Wall. There is another door on W Wall, 20' from N Wall. The W Wall appears of newer construction than others. There is an old fireplace on the S Wall. There is no furniture, but the moldy scraps of a woven rug are scattered about the floor. Walls lined with shelves and cabinets.

DM ONLY:

This was once Akbeth's study. Fireplace is empty, as are shelves and cabinets. Nothing of value or interest.

3-10 40' N-S, 30' E-W. Enter by door in W Wall, 20' from S Wall. Another door in the NE corner, N Wall. There are many packets, bags, etc., lying about, as well as rods and sticks of curious shapes and design. There is a basin in the NW corner, with a shelf above it. There are several broken crocks thereon, covered with cobwebs. Two largish brown spiders live in the corner. There is a Giant Beetle 10' from door, towards door in NE corner.

DM ONLY:

Basin is dry, crocks and armor of no use or value. Spiders cowardly and will retreat into crack if molested. Beetle is fiesty and attacks. Oddments are items necessary for summonings. Nothing of value. Giant Beetle AC: 2 Move: 12" Hits: 19 Surprise: Beetle at 10' Follow: T/D S ST: 18, 5, 18, 8

No	No
No	No
Yes	No

1.	-	3.	5/8	5.	0/10	7.	9/7	9.	-
2.	7/8	4.	8/10	6.	-1/10	8.	3/8	10.	5/4

3-11 40' N-S, 30' E-W. Enter by door in center of N Wall. There is a flight of stairs leading down through E Wall, 20' from N Wall. Strange markings can be seen in dust between stairs and door, as if made by passage of a heavy body dragging itself along. Oversize humanoid prints can also be seen.

DM ONLY:

Merely a passage point. Guards once held the stairs, but long since have gone. If party takes the stairs, they will notice an inscription on the archway over the opening (Read Languages required). "Fear the Pentagrams of Kodaal Else abide forever in Vruna's Hall."

Level 3 1/2 Notation - DM ONLY:

The Wailing Wall appears as a smoky barrier, with brief glimpses of creatures, human and otherwise. A most plaintive and agonizing wailing is heard - inform party they hear such when they enter room #5, then increase or decrease the volume according to how they move.

Anyone moronic enough to touch the wall will be drawn in, and only a Dispel Magic will retrieve him.

3 1/2-1 A large open room. (DM - Suggest you take them wall by wall from their entrance point. Tell them what they see only when they get it within 30' sighting range.)

DM ONLY:

A strong breeze starts blowing from N-S when party gets 20' into room. Torches will go out. Lanterns OK. There are 8 mummy sarcophagi (describe as boxes with lid carved with a human figure) leaning against W. Wall. Only 5 mummies will emerge - standard turn - always apply if cleric(s) with party. Mummies AC: 3 Move: 6" Hits:

1.	32;	2.	27;	3.	16;	4.	16;	5.	24	Surprise:	neither at 30'	ST:	1.	2, 11, 20, 7
													2.	13, 8, 4, 11
													3.	8, 11, 4, 4
													4.	3, 5, 4, 4
													5.	19, 20, 10, 20

1	2	3	4	5	1	2	3	4	5		
1	9/4	-3/3	2/5	-5/4	-1/2	6	-4/6	2/3	-4/6	-	-
2	2/6	6/3	-	4/2	-6/5	7	8/3	7/3	2/5	-	-5/6
3	-	-1/3	-1/4	-	2/5	8	9/2	-	-	5/4	-
4	-6/2	5/2	0/4	8/1	-5/3	9	-6/3	7/1	-4/4	8/3	-4/4
5	8/3	-3/2	-6/2	4/5	-6/6	10	-1/2	-	-	-5/2	-5/4

- 3 1/2-2 60' N-S, 20' E-W. (DM - pick appropriate entrance door.) The air is filled with colored mist, changing constantly from red to green to blue.

DM ONLY:

This is Orgiv's Salon of Seven Horrors. After a short time in the room, the party will see seven naked women of unforgettable, excruciating beauty. (If a woman in party, substitute a man.) They are smiling and friendly and advance languorously towards the party through the mist. They start 40' away. When within 10' however, they begin to change. Their forms become dark clouds, and they advance lightning fast to enfold their victims. Anyone thus caught saves vs. Stone. If make it, can flee room. Make ST each MR. For each three MR enfolded, lose one energy level. Creatures immune to all attacks, including magic. However, cleric may attempt a turnaway; needs a 12.

- 3 1/2-3 30' N-S, 40' E-W. Enter by door in SW corner, W Wall. The E half is a fire pit (20' X 30') with a large spit hanging over the dancing flames. Smell of burnt flesh and hair hangs in the air. A small platform (10' X 5') juts out from E Wall into fire pit.

DM ONLY:

Secret Door Wand will indicate such on E Wall. Use your own judgement for anyone wanting to leap over flames to platform (possible if no more than leather armor). Luckily for these guys, the nasty who resides here is out.

- 3 1/2-4 30' N-S, 20' E-W. (DM - 2 entry points - pick appropriate one and indicate location of other door. Also, note that N door has been Wizard Locked by a Level 10.) A most disgusting scene unfolds. Near the center of the E Wall, a gaunt figure lies spread eagled and manacled to the floor. Similar sized iron cages with small apertures are fitted over his head and groin. Rustling and squeaking noises come from them. The man is groaning softly. In the NW corner is a locked chest. Hanging above it is a suit of man-sized plate mail and a shield bearing the device of a lightning bolt striking a tree.

DM ONLY:

The prone figure is what is left of Grix Mavel, an 11th level Lord. There are normal sized rats in the cages - easily dispatched with no damage to party. Be as graphic as you like on the man's appearance after the cages are removed - needless to say eyes and genitalia are gone. He's been here for some time, getting a daily rat treatment and then being kept alive by an unknown person or being. He doesn't know why he's being tortured. He'll beg for euthanasia - completely justified, under the circumstances. He can give them no other info.

The chest is locked. Upon inspection, party will notice a lump in the dust in front of the chest. It is a key, skull design on the held end. It is made of a resinous substance. It fits the lock, but will not go in all the way. Upon examination, a small glass capsule may be seen inside the lock, blocking the key. Thief may try to remove it (normal chance). If he fails, no other chance. Forcing the key in will break the capsule, causing a chemical reaction between the liquid in the capsule and the substance of the key. A greenish gas is formed which clings to skin of the victim. Damage is 30 pts., subject to saving throw. A Neutralize Poison obviates all damage. The only other way is through the back; if the chest is moved away from the wall, it is obvious the back may be easily removed. Chest contains 2 - 100 GP Gems and what looks to be the Left Cranial Hemisphere of a Golden Skull. The Plate and Shield are both +1.

NOTE: If party enters room #6 from this room, they MUST face the Guillotine above the door. Three on the door = 4 pts. each, no saving throw. Two on the door = saving throw vs. Stone (2 pts. or 1 pt.). One on the door = saving throw vs. Stone +2 (1 pt. or 0 pts.). Dwarf could detect trap - can be avoided by any reasonable means.

- 3 1/2-5 40' N-S, 40' E-W. Enter via stairs through opening in W Wall, 20' from N Wall. There is a door in the SE corner S Wall and another in the E Wall, 20' from N Wall. On the walls, floor and ceiling are identical pentagrams. It appears their center focal points all meet in the center of the room.

DM ONLY:

These are Pentagrams of Kodaal. They act as a teleport device for anyone walking through the focal point (center of room). Anyone so doing will be teleported to the island on level 10 - read him what he sees there, then let him cool his heels. Nothing will get him. Also, he's to keep quiet - he's no longer with his party.

- 3 1/2-6 40' N-S, 20' E-W. (DM - can enter by either door - give appropriate description.) The room is filled with shifting, pulsating, colored lights and fogs. At times it seems that figures are assuming solid form and stepping out of the fogs.

DM ONLY:

Nothing really exciting here - merely a "spook" room. Ghostly figures can do no harm, nor can they be harmed.

NOTE: If party enters room #4 from this room, they MUST face the Guillotine above the door. If three hit the door, all will be caught - 4 pts. each. If two, make saving throw vs. Stone (either 2 pts. or 1 pt.). One on the door makes the same saving throw at +2 (either 1 pt. or 0 pts.). Dwarf could detect the trap - can be avoided by any reasonable means.

3 1/2-7 40' N-S, 30' E-W. Enter by secret door in SE corner, S Wall. There is a hungry Troll 20' away. Troll AC: 4
Move: 12" Hits: 28 Surprise: neither at 20' Trolls regenerate 3 pts/Turn, must be burned to destroy.

ST: 8, 6, 12, 19
Follow: T/D S
NO NO
NO YES
YES YES

	Claw	Claw	Bite		Claw	Claw	Bite
1	-1/1	-4/2	6/4	6	-	2/1	-1/4
2	9/2	7/2	-5/1	7	8/1	-4/1	6/4
3	-1/2	-	0/1	8	-	-4/1	-3/3
4	3/1	-1/2	0/2	9	6/1	-2/2	-
5	-1/1	-3/1	-	10	-	-5/2	9/4

The walls of this room are lined with shelves supporting large jugs. In the jugs are preserved heads, both human and otherwise. There is also a dearth of skulls, mostly human. All the spaces are occupied, except one. There is a label below this empty spot.

DM ONLY:

If they want to haul along a jug, assess 100 wp for encumbrance purposes. A skull is 50 wp. A Read Languages is required to decipher the label on the empty spot - it says "Vruna".

3 1/2-8 20' N-S, 40' E-W. (DM - there are two possible entries - make appropriate description.) The floor is mosaic tile in an aquatic motif, the ceiling of inlaid wood. Set into a semi-circular niche in the W Wall is a pink marble fountain, filled with a clear but pleasantly scented liquid. A canopy of chased silver hangs above the bubbling fountain about 8' from floor. Around the base of the fountain is an inscription. There are a few rodents (normal size) wandering about the room in an aimless manner.

DM ONLY:

A Read Languages is necessary to read the inscription "Pool of Yan-Myrkolas". It causes total amnesia if drunk and saving throw vs. Magic is missed, lasting for 15 Game Turns. Players has no control over character - doesn't even recognize his companions. Anyone so afflicted is to be run by the DM for 15 Turns - remember, the victim knows nothing!

Level 4 1/2 Notation - DM ONLY:

The "Xed-out" stairway to level 6 1/2 (in lower left area) is blocked. Party will find further passage blocked by fallen rubble - no way through - after descending 30'. With any luck, they'll have a Wandering Monster encounter about then!

The other passage down from the arena is a ramp, used for driving beasts up from caverns below for gladiatorial contests. It is blocked by an iron gate, but it is easily raised.

4 1/2-1 30' N-S, 30' E-W. Enter by door in SE corner, S Wall. There is another door in the SW corner, S Wall, and double doors in the center of the E Wall. The floor is dustier than usual, with a profusion of cobwebs covering the doors. The walls are covered with flaking frescos, evidently in homage to a larger-than-life muscular man clad in leather armor who figures prominently in all the scenes. There is a large lead seal stamped with a symbol attached to a metal cable passing through the rings on the double doors.

DM ONLY:

This is an antechamber of Pharos' Temple. After slaying Vruna, a secret religion developed worshipping him as a god. An age-old edict prevented open deification of kings, so the Pharosites had to remain "underground" (pun intended!). The symbol on the seal is not one of the Spell Symbols, it can be broken without damage to the party. If they ask, give them the strong impression that nothing bad will happen as a result of breaking it.

4 1/2-2 Basically a 30' N-S, 30' E-W room. However, the NE corner section is cut diagonally by a 45° angle wall running NW, SE; the SE corner section also has a diagonal wall running NE, SW. The total effect makes the room look like "home plate" with the E tip cut off. There are no other doors. In front of the 10' E Wall is an ornately carved mahogany altar set 5' out from the wall. In N-S rows in front of this altar are kneeling platforms permanently attached to the floor. Their upholstered coverings are badly chewed and mildewed.

DM ONLY:

This is the temple proper. Not much of interest, except the secret door in the E Wall. This leads to the temple treasury. Secret Door Wand or Elf automatically detects it.

4 1/2-3 30' N-S, 10' E-W. Enter by secret door in center of W Wall. To the N is a 10' X 10' cage containing an Umber Hulk. To the S is another 10' X 10' cage containing a chest. In the center of the E Wall, directly opposite the secret door, is an arrangement of colored tiles, set into the wall at eye level, 4 rows vertically and 4 rows horizontally. The colors are:

Green, Purple, Copper, Lavender
Ebony, Blue, Yellow, Scarlet
Violet, Henna, Red, Maroon
White, Orange, Ivory, Turquoise

To the left of the tiles is a vertical row of 10 white gems.

DM ONLY:

Tell the team to write down the names of the colors so they know exactly what they are looking at. There is only one combination that will unlock the cage containing the chest; Copper, Henna, Ebony, Scarlet, and Turquoise (CHEST). The party only gets 10 tries, however. After the first mistake, (pressing any wrong tile at anytime is a mistake), the topmost gem lights up. After the second mistake, the next highest lights up, etc. After the 10th mistake, the Umber Hulk's cage automatically opens. There is a force field in front of the Umber Hulk's cage that reflects missiles and magic. It is automatically turned off when the cage door opens on the 10th mistake.

In the chest is: 2 - 50 pt. rubies, sack of 200 gold, a Mace (+1, ability to detect evil - keep this a secret from whoever uses it), and the right eye of the skull. Umber Hulk AC: 2 Move: 6" Hits: 32 Surprise: Neither
ST: 16, 20, 11, 20 Follow: T/D S

NO NO
NO NO
NO NO

	Claw	Claw	Bite		Claw	Claw	Bite
1.	-6/2	0/3	5/3	6.	-	-3/6	9/2
2.	-1/1	0/4	1/3	7.	-1/5	0/5	8/4
3.	-6/3	-5/6	6/4	8.	-6/4	-3/2	-2/1
4.	-	8/6	-6/3	9.	-	6/5	9/4
5.	-7/3	0/4	3/3	10.	0/3	-4/2	9/2

- 4 1/2-4 30' N-S, 70' E-W. Enter by door in S Wall, 30' from W Wall. There are double doors in the center of the W Wall. The remnants of what appear to be cots line the walls. There are empty torch holders at 10' intervals around the walls, as well as weapon racks. A few rusty swords, spears, and tridents, as well as battered shields litter the room.

DM ONLY:

This was the "ready-room" for gladiatorial combats in the arena adjoining this room. Weapons are non-magical.

- 4 1/2-5 90' N-S, 60' E-W. (DM - remember that without infravision, party's vision is limited to 30' - give following information to them only when they can see what is being described.) Enter by double doors in W Wall, 20' from N Wall. There is a flight of stairs immediately behind these doors, leading 10' down to the E. Directly in front of these stairs, 20' away, is a solid stone wall, 20' N-S and 10' E-W. In the S side of this wall is a barred opening. It appears that behind it is a rampway leading down to the N. The gate is up, apparently rusted in place.

Occupying the entire S end of this room is a raised viewing stand measuring 30' N-S, 60' E-W, with stairway leading up to it on its E and W sides. The NW and NE corners of the stand are cut at a 45° angle, leaving the N side 30' long (DM - draw it for them if necessary). There are stone benches permanently affixed to the top of the stand. A 2' high wall guards the N edge.

DM ONLY:

This is the arena. When the party gets down to exploring the viewing stand, have the Owl Bear make its appearance from the opening. Nothing of value here, except egress to the next level. Owl Bear AC: 5 Move: 12" Hits:

29 Surprise: Party at 30' ST: 1, 6, 12, 19 Follow: T/D S
YES NO
YES NO
YES NO

	Claw	Claw	Bite	Hug		Claw	Claw	Bite	Hug
1.	2/2	0/2	-	-	6.	-2/1	4/1	5/1	-
2.	2/3	-	-3/6	-	7.	0/3	0/1	-3/6	-
3.	4/4	1/3	-5/4	-	8.	9/3	7/2	-3/2	-
4.	-3/1	-4/3	0/5	4	9.	6/3	-1/3	1/5	-
5.	-	3/3	2/3	-	10.	-	9/2	-	-

- 4 1/2-6 30' N-S, 20' E-W. Enter by door in NW corner, N Wall. (DM ONLY: There is a secret door in SE corner, S Wall. Elf or Secret Door Wand will detect.) The floor is crystal. The ceiling is domed crystal, extending down the walls, leaving a space between it and the stone ceiling and the stone walls. A clear liquid is flowing from a point along the N-S center line of the ceiling, down the crystal walls and through the edges of the floor. About midway down the W Wall, there is a round onyx pedestal, 2' in diameter, and 1' high. Next to it is a stream of water issuing from the wall, falling into a catch basin and flowing back, through the wall. About 3' above the pedestal, there are two round gold handles, 1" in diameter and 6" long, projecting through the crystal wall. They are about 2' apart. There are runes chiseled into the onyx base.

There is a sunlit scene spread below the crystal floor, seemingly in miniature, of mountains, forests, flowing streams and waterfalls, all combined to form a restful, peaceful scene. People may also be seen in the glades.

DM ONLY:

A Read Languages is required to decipher the runes, which say, "Come! Taste the sweet waters of Jrovin's Fountain and find bliss and contentment in the glades of Falorin." To do this, one must drink of the fountain, then stand on the pedestal and grasp the gold handles. The person will then start to disappear and will reappear, diminutized, in the scene spread below the floor. There is no escape. A Dispell Magic sill save the person if thrown before he has totally disappeared. Trying to pry the handles out of the wall results in the crystal wall cracking and flooding the room in one Turn. If no one is holding the door open, it will close, but can be opened in the usual manner. Of course, they will drown if they "bounce" twice. Too bad! Too bad!

4 1/2-6a 10' X 10' cubicle. There is a Vampire standing immediately on the other side.

DM ONLY:

With any luck, the party will get the hell out of here. The Vampire will attempt to charm anyone who fight him; saving throws are at -2, check every mr. Anyone so charmed will walk docilely into the Vampire's lair and wait.

4 1/2-7 50' N-S, 20' E-W. (DM - can enter by two doors, either NE corner, N Wall, or W Wall, 20' up from S Wall. If enter through the W Wall, they will be able to see the 5' opening in the SE corner, E Wall, but they won't coming in from the N.). The doorways are blocked with large webs, and opening the doors have alerted two icky, black spiders that dinner is served! Also, the tinkling laughter of a small, metallic voice can be heard. Giant Spiders AC: 6 Move: 12" Hits: 12 each Surprise: Party at 10' ST: #1; 1, 2, 7, 5 #2; 9, 20, 7, 12

Follow: T/D S
NO NO
YES YES
YES NO

	Bite	Spider #1 Poison		Bite	Poison		Bite	Spider #2 Poison		Bite	Poison
1	-1/4	4	6	-	-	1	-	-	6	5/1	6
2	-	-	7	-	-	2	7/3	5	7	-	-
3	7/1	1	8	5/1	3	3	2/1	2	8	-	-
4	8/2	2	9	-	-	4	7/4	3	9	-	-
5	-	-	10	9/1	6	5	3/4	2	10	5/2	3

DM ONLY:

If, and when, the Spiders are dispatched, the party may further explore the room. They will find a lighted niche in the E Wall, next to the 5' opening. Standing in this niche is a 1 1/2' tall golden statue - that is alive. Her name is Tamrinka, and she's a real vixen. She'll tolerate no BS, and is surprisingly strong. She desperately wants out of the dungeon, however, and will use whatever trick she can to get the party to take her along. She will hint strongly that she could prove useful to them if they are to journey in the wilderness. Therefore, she is very intelligent, cunning, willful, and not above playing a prank for her own amusement and the discomfiture of others. Use your imagination!

4 1/2-8 20' N-S, 30' E-W. Enter by door in SE corner, S Wall. A beam of light runs from floor to ceiling immediately behind the door. A catafalque sits against the W Wall with a bronze plaque affixed to the E side. There is also a Wight.

DM ONLY:

The light beam is turned off by closing the door - kind of like the light in a refrigerator. If three hit the door, they will be caught and held. Two must save vs. stone, one can avoid it. The catafalque supports the dried husk of a fighter. His armor and sword are non-magical; he's merely a decoration. The plaque reads "From-ling" - Read Languages required. Standard cleric turnaway applies to the Wight. Wight AC: 5 Move: 9" Hits: 15 Surprise: neither at 20' ST: 18, 8, 11, 8 Melee hit drains 1 energy level, but no other damage.

Follow: T/D S
NO NO
NO NO
NO NO

1.	-	3.	-	5.	7	7.	-	9.	4
2.	3	4.	5	6.	0	8.	8	10.	9

DM ONLY:

A dwarf or the sword from 3-8 will detect the shifting wall in the NE corner, E Wall.

4 1/2-9 Enter an "L" shaped corridor 50' N-S, 50' E-W, via the shifting wall from 3-8.

DM ONLY:

The secret door wand or an Elf will be going nuts from all the secret doors. Notice the trap doors in front of all but the eastern-most secret door. Check each mr someone stands on one; 1/3 chance it will drop them into 10' deep pit half filled with water (Dwarf Killer!) I left out the 10-dice Moray Eels - just as well!

Enter a 40' N-S, 40' E-W room. A profusion of chests, bags, etc. is to be seen. Unfortunately, all are ripped or overturned - empty. Except for one, which lies between the paws of a Manticore. Manticore AC: 4 Move: 12" (No room to fly) Hits: 22 Surprise: both at 30' ST: 12, 20, 12 Follow: No - he's the guardian

	Claw	Claw	Bite	Spikes
1.	-	-2/3	1/3	(1) 8/3
2.	9/2	-3/1	7/1	(4) 0/2, -3/3, 0/1, 1/3
3.	-2/1	-1/1	-5/2	(4) -5/2, 4/1, 9/1, -3/1
4.	7/1	-4/3	9/3	(5) 1/2, -5/1, 9/2, -, -5/1
5.	6/1	-	-4/2	(4) 8/2, 6/3, -4/1, 9/2
6.	9/2	1/2	-	(2) -1/2, 8/1
7.	1/2	9/3	7/1	(3) -5/3, -1/3, -5/2
8.	-	0/2	-4/2	(1) -2/2
9.	-5/2	0/3	-3/3	
10.	-2/1	2/2	0/3	

Chest contains 300 Gold, two 50 GP Gems, and the right Cranial hemisphere of a skull.

4 1/2-10 30' N-S, 20' E-W. Enter via 5' wide opening in the SW corner, W Wall. There is a door in the NE corner, N Wall. On the E Wall, a huge, Satanic face may be seen. It appears to be alive, as the eyes move to watch the party. However, it is as though the face is imprisoned behind a glass wall. A sardonic smile twists its lips.

DM ONLY:

Another "spook" room. Strike as much fear into their hearts as you can.

Level 6 1/2 Notation - DM ONLY:

Welcome to the Caves. Each small square represents 10', so this is a huge area. Mapping goes out the window down here; simply give them an approximate size of cavern, direction it runs, etc. Realistically they could not map accurately, so do not tolerate any BS from people wanting exact descriptions. If they get directions and locations of openings, etc., that is sufficient.

There is a Gorgon in Cave #6, which will more than likely "stone" somebody. As the party has no one or nothing to reverse it, they should get a little help. They will meet the following creature anywhere on level 6 1/2 prior to encountering the Gorgon.

Name	# app.	AC	Move	Hit Dice	% Lair
Gnub	1	infinite	as fast as party	infinite	0 - no treasure

Appearance: A ball of fur 3' in diameter supported by two humanoid legs. Total height about 4'. It has two antenna about 1 1/2' long protruding from the top of the fur ball.

Actions: The Gnub is capable of bestowing an extra-ordinary ability to a selected party member for the duration of the dungeon mission. Power is bestowed by touching the antenna (which glow and pulse with power) to the recipient's temples.

The power bestowed in this scenario is, of course, stone-to-flesh. A cleric is the logical choice, then a magic user. The Gnub will force the encounter, trying to corner the party if necessary. The recipient takes no damage, but will feel a strange power course through his body. Nor will he know what ability he has. An intelligent player will do some testing; but the ability will only work on transformed flesh. Normal rock will be unaffected.

After descending the stairs, the party is in a large cavern. There is an opening to the WNW, one due W, and another due S.

6 1/2-1 After entering 40' into this cave, the party is confronted by a 9 hd. Hydra. Sharp eyes can also detect some babies - 2 hd. and 3 hd. varieties clear to the back. 9 hd. Hydra AC: 5 Move: 12" Hits: 72 Surprise: neither at 40' Follow: No ST: 17, 10, 4, 7

	Head 1	2	3	4	5	6	7	8	9
1.	-5/5	-7/3	4/2	-7/5	-5/5	-7/5	2/5	5/4	-2/3
2.	9/1	-4/2	-8/4	2/3	7/4	-1/1	-5/4	6/3	7/3
3.	-8/3	-1/5	-	-3/5	-7/4	7/5	5/5	-3/4	1/5
4.	-8/2	8/2	-6/3	8/2	-3/3	3/5	-4/4	4/2	-3/5
5.	-7/5	-7/1	4/5	-7/3	-	-3/5	-5/4	-8/2	8/1
6.	-2/3	5/1	1/2	-5/5	-8/1	4/1	6/5	-8/2	5/2
7.	2/5	9/3	-7/2	7/1	4/4	5/2	0/4	-4/5	0/5
8.	8/1	-8/5	7/4	-3/2	6/2	-8/4	-3/1	-5/5	3/5
9.	-	-8/3	9/2	-8/5	0/2	-1/1	-8/1	6/5	9/3
10.	-4/3	-2/1	8/2	2/4	-8/3	1/3	-8/1	-4/3	-1/2

DM ONLY:

Nothing in this cave besides mayhem and slaughter.

6 1/2-2 Enter through opening in SE corner. There is another opening nearby running due E. There is a Carnivorous Ape 10' away, just coming through E opening. Carnivorous Ape AC: 6 Move: 15" Hits: 18 Surprise: both at 10'
Follow: T/D S ST: 15, 1, 19, 7
NO NO
NO NO
NO NO

	Claw	Claw	Bite		Claw	Claw	Bite
1.	-	-	9/4	6.	-1/1	7/1	0/2
2.	3/1	-	-1/2	7.	-1/1	-	7/3
3.	-2/1	4/2	-	8.	1/1	1/2	0/1
4.	-2/2	-	-	9.	-	0/7	9/2
5.	-	4/1	-5/2	10.	-	-4/2	2/4

6 1/2-3 Enter through double doors from the NW. In the approximate center of the cave, you see a crystal plate in the floor. Gazing into it, one can see an open chest, filled with gold and silver coins and a small sack about 2' down.

DM ONLY:

The chest is not really there; it is a reflection. See diagram. If they smash the mirror in the floor, the image disappears, of course. Basically, they will have to say it's a mirror, and then look to the ceiling and then to wall to find the chest. It contains 100 Gold and 100 Silver. The small pouch contains three 10 GP Gems.

6 1/2-4 Enter through opening in SW. This was once a prison, judging from cells, manacles, and chains lying about. Also a few old skeletons still chained to the walls.

DM ONLY:

Nothing else here.

6 1/2-5 (DM - Can enter via opening from stairway chamber, or through the secret door and passageway from the NW.) There is a door on the S side of the cave, and a narrow opening to the E completely blocked by a shimmering beam of silvery light reaching from floor to ceiling. On the N Wall is a chest.

DM ONLY:

The chest is Wizard locked, so will take a Knock spell to open. It contains 100 Silver, 50 Gold, and a "U" shaped bar. It's a magnet.

6 1/2-6 (DM - There is a pressure plate in the floor that will turn off light beam - 50% chance of stepping on it if not looking for it. As long as the plate is held down, the beam is off. This is the traction beam, again.) Upon entering this cave, a bellowing is heard from the far southern end. Advancing further S, one can see a Gorgon in a fighting mood. There is also a chest there. Gorgon AC: 2 Move: 12" Hits: 39 Surprise: neither at 40'
Follow: T/D S ST: 15, 10, 11, 6
YES NO
YES NO
NO NO

	Bite	Breathe		Bite	Breathe
1.	-	YES	6.	-	YES
2.	-5/2	-	7.	-	YES
3.	-	YES	8.	-4/5	-
4.	8/4	-	9.	-	YES
5.	-6/4	-	10.	-1/4	-

DM ONLY:

See notation for appearance of the Gnulp. The chest is locked, but can easily be broken if no thief around to pick it. It contains a piece of jewelry worth 100 GP and the left jaw of the skull.

6 1/2-7 DM - An empty cave; nothing exciting.

6 1/2-8 Enter via opening in S Wall of the stairway chamber. There is a Black Pudding curled up in the far S end. Black Pudding AC: 6 Move: 6" Hits: 43 Surprise: neither at 20' ST: 12, 4, 16, 20 Note: Cuts by weapons or lightning make small Black Puddings; kill by fire. Follow: T/D S
YES NO
YES YES
NO NO

1.	8/7	3.	-2/9	5.	-8/9	7.	-3/6	9.	-1/6
2.	0/6	4.	0/3	6.	6/7	8.	6/8	10.	4/5

6 1/2-9 DM - Another empty cave with nothing happening.

6 1/2-10 Upon approaching the bridge over the chasm, an old man will appear at its E end carrying a staff. "Who dares disturb the sleep of the Ancients?", he asks. (DM - any answer suitable.) "Then heed me well, mortals!" he shouts, then begins this chant: "Trust to your luck and a leaky old boat, But beware the fin in Flavin's Moat. Gleaming torches light your way 'cross waters dark to broken quay. Thou'll find a seal, but a seal on what? Doorway, lips, or bubbling pot? Perhaps on pact of friendship sworn By kindred souls, mortal born. But for the careless, methinks their doom, Running hot, then cold, in darkling gloom. Give what is taken, 'ere it's too late! Descend now to where Zolak and Demon await."

DM ONLY:

Upon completing the chant, the old man strikes the floor with his staff and disappears in a smokey foof.

Level 10 Notation - DM ONLY:

The stairway is a little strange. The party descends 10' to the W, then 30' to the E. When all the party is on the next descent to the W, the stairs fold up into the time-honored slide to speed them on their way. They slide downward thus 20' to the W, then are dumped into space for a sheer 10' drop to a sandy island - no damage to anyone.

They see the following - this includes anyone who was foolish enough to walk through the center of the Pentagrams of Kodaal in 3 1/2-5. They are on an irregularly shaped sand bar approximately 180' long and 50' wide. A boat is pulled up on shore nearby. All about them is water, and at a distance to the north they can see two torches illuminating the beginnings of a stairway and a beach. To the ENE they see a shimmering beam of light emanating from the water and running up to the ceiling of this vast grotto. This is the same traction beam previously described.

They may all get into the boat (which leaks) and make it safely across. They will have one encounter on the way...a 6' high triangular fin travelling parallel to their course at varying distances, coming to within 5' at the closest. It belongs to a huge shark, but it will not molest them.

Upon landing, they see a stairway hacked into a sheer cliff. Upon ascending them, they will find themselves on a 30' N-S, 20' E-W landing. There are double doors to the NNW, and a narrow ledge/pathway leading off to the NE.

10-1 Enter through double doors. Torch light reveals a vasty cavern with walls reflecting the light in shades of red and green and gold, from gems and veins of pure precious metals. Across the rear third of the cavern is an absolutely monstrous web, perfectly symmetrical, and silvery glimmering. Ensnared in its center is a huge, pure white spider, 80' long and 20' high. A thin, creaky voice is heard, saying, "Mortals on my doorstep? Enter, then, into my presence. Zolak thus commands."

DM ONLY:

Zolak was the god of the Sur-Kahn, and has dwelt here for eons, unbeknownst to anyone, not even Akbeth. If the party chooses to palaver - a wise move - he will say, "My amulet, mortals, or half your treasure, else your journeying is for naught." He directs their attention to an object dangling from his web.

"I know what you seek, and will aid as I can, but I must have what I have asked; the amulet, or half your treasure for this small silver mallet."

The mallet is necessary to gain entrance to the final room, and will be given freely, because Zolak would like nothing better than to see his worshippers arise anew. But he is avaricious as well, so the party must "fork over".

Assuming that they heed his wishes, he will allow one member of the party to climb the web; he will withdraw to a safe distance if this makes someone nervous. He will even give directions, pointing out which strands are "non-stick" so the chosen one doesn't get caught.

Upon getting the mallet, the party may leave. Zolak calls out a final "I wish you well in your task, mortals. Trust not false councils from diminutive ones. Farewell!"

10-2 The party must traverse the rock ledge and cross another chasm. The ledge continues on to the SE, the E to another landing, this one 20' N-S, 20' E-W. A large metal door is set into the cliff face, emblazoned with a silver seal.

DM ONLY:

To enter, they must simply strike the seal with the silver mallet they got from Zolak.

Upon entering, they see another large cavern. Towards the center is a pool in the floor, around which are the seated stone statues of what appear to be Kings. There is one statue at each cardinal point. At statue eye level, equidistant from each statue and over the center of the pool is what appears to be a human eye.

The smell of brimstone is quite strong. Sixty feet away, the following creature is seen approaching (DM - a detect evil registers positive.) It is 10' tall, black, and carries a trident in its right hand and a net in its left. (He has no wings, in case anyone asks.)

DM ONLY:

The critter is a standard Balrog (not the Eldritch Wizardry variety). See sketch for layout of statues and pool. The pool is the same as the one in 3 1/2-8. If drunk, it causes total amnesia. Shouldn't be a problem, but I doubt if anyone will want to wade into it - it's 2' deep.

As was stated, the eyeball (it's the final piece of the skull) is at eye level with the statues. Each eye on the statue projects a force beam. The proper way to get the last piece is to cover each eye on the statue. The power beams are then blocked and the skull's eye plummets into the pool, unless it is caught in some way. If the skull's eye is simply grabbed, assess one point of damage for each statue eye that isn't covered. If the grabber lets go, the skull's eye will remain in place. If the grabber states he is going to grab the eye and try to take it regardless, assess double damage, but he will then have it.

Of course, Mr. Balrog will have something to say about all this. Balrog AC: 2 Move: 6" Hits: 34 Surprise: neither at 60' Follow: No ST: Yes - spells have no effect.

	Trident	Immolation		Trident	Immolation
1.	2/1	-	6.	8/3	-
2.	1/4	-	7.	6/3	-6/6
3.	0/1	-1/7	8.	7/3	-
4.	-6/4	6/6	9.	-4/5	3/6
5.	-5/3	-8/4	10.	-3/1	-

A small coffer is also to be found, containing two 100 GP Gems.

DUNGEON WANDERING MONSTERS

Level 3

Giant Tick ACL 4 Move: 3" Hits: 15 (3 dice) Surprise: Tick at 20' ST: 6, 3, 11, 19 Follow:

T/D	Secret
NO	YES
YES	NO
NO	NO

1.	-4/4	3.	-3/3	5.	4/4	7.	8/2	9.	8/1
2.	-	4.	-	6.	8/3	8.	-	10.	4/3

Owl Bear AC 5 Move: 12" Hits: 33 (5 dice) Surprise: Party at 10' ST: 2, 7, 18, 1 Follow:

T/D	Secret
NO	NO
NO	NO
NO	NO

	Claw	Claw	Bite		Claw	Claw	Bite
1.	5/1	8/6	-	6.	8/1	5/6	5/7
2.	6/2	7/4	5/3	7.	8/5	1/1	0/9
3.	1/1	-5/2	-5/1	8.	4/4	-2/6	-
4.	8/6	9/1	4/11	9.	8/4	5/4	7/3
5.	5/6	-6/6	-3/11	10.	-	7/4	-3/6

Level 3 1/2

Ogre AC: 5 Move: 9" Hits: 21 (4 dice +1) Surprise: Neither at 40' ST: 19, 13, 18, 14 Follow:

T/D	Secret
NO	NO
NO	NO
NO	NO

1.	5/7	3.	7/1	5.	8/10	7.	7/9	9.	9/5
2.	-	4.	1/1	6.	-	8.	8/9	10.	4/5

Carnivorous Ape AC: 6 Move: 15" Hits: 16 (4 dice) Surprise: Neither at 60' ST: 16, 4, 13, 9 Follow:

T/D	Secret
YES	YES
YES	NO
NO	YES

	Claw	Claw		Claw	Claw		Claw	Claw		Claw	Claw
1.	2/4	-5/8	3.	-	1/2	5.	-	3/10	7.	-	4/11
2.	4/9	8/9	4.	-4/3	-	6.	5/7	-	8.	-1/4	6/10
									9.	6/7	5/11
									10.	8/5	4/8

Level 4 1/2

Gargoyle AC: 5 Move: 9" (can't fly) Hits: 21 (4 dice) ST: 1, 8, 11, 1 Surprise: Gargoyle at 10' Follow:

T/D	Secret
YES	NO
NO	NO
NO	NO

	<u>Claw</u>	<u>Claw</u>	<u>Bite</u>	<u>Horn</u>		<u>Claw</u>	<u>Claw</u>	<u>Bite</u>	<u>Horn</u>
1.	-4/1	-3/3	7/6	-	6.	-2/2	-	-	6/4
2.	3/2	6/2	0/2	-	7.	-	-	-	-
3.	7/1	-	9/1	-	8.	-	7/3	-	-
4.	-3/2	7/3	-	-	9.	0/3	2/1	7/6	-
5.	1/1	-	2/1	-	10.	8/3	-	-	-5/1

Minotaur AC: 6 Move: 12" Hits: 35 (6 dice) Surprise: Mutual at 30' ST: 20, 19, 15, 2 Follow:

T/D	Secret
YES	NO
YES	NO
YES	NO

	<u>Butt</u>	<u>Bite</u>	<u>Sword</u>		<u>Butt</u>	<u>Bite</u>	<u>Sword</u>
1.	-	2/3	-	6.	6/2	-	1/5
2.	-	0/3	1/1	7.	-	4/2	-5/6
3.	7/5	-	2/1	8.	6/5	-	-3/3
4.	-	-6/1	8/4	9.	-	-	-5/6
5.	5/5	-	-2/6	10.	-	-	-

Level 6 1/2

Gnulf - See Level 6 1/2 DM Notation

Wyvern AC: 3 Move: 9" (can't fly) Hits: 32 (7 dice +1) Surprise: Wyvern at 10' ST: 7, 17, 5, 17

Follow:

T/D	Secret
NO	NO
NO	NO
YES	NO

	<u>Bite</u>	<u>Sting</u>	<u>Poison</u>		<u>Bite</u>	<u>Sting</u>	<u>Poison</u>
1.	-5/7	0/1	24	6.	2/2	-2/2	23
2.	-5/2	-7/6	29	7.	1/7	4/5	22
3.	1/2	8/6	32	8.	9/6	-	-
4.	-	-1/1	21	9.	3/5	-5/2	29
5.	6/3	8/6	23	10.	0/7	8/5	25

THE FORBIDDEN LANDS

The following is a description of the orientation points on the wilderness map. Wandering monster encounters are noted on the Time Record Sheet, as well as weather.

General Notes

1. The skull may not be discarded. It will use whatever guile is necessary to make sure it can stay with the party. If they do discard it, have the skull appear a couple of days later in their camp, along side their path, etc.
2. The skull is not an answer machine. His speeches are detailed in the text. After giving a speech it will say no more, and if this is at the end of an encounter, he will direct them to the next orientation point and remain silent until they reach it.

Once an orientation point is reached, the party must remain still for a few minutes for the skull to get its bearings. Consequently, an orientation point cannot be utilized until the hostile guardian (if any) has been removed.

3. If an orientation point is bypassed, the skull will remain silent until another point is reached. IT WILL NOT ISSUE NEW INSTRUCTIONS UNTIL IT REACHES SUCH A POINT.

4. It is permissible to change routes, but the skull will not tell them this nor how it can be done. If an orientation point on a different route is accidentally found, the skull will assume that the route has been switched and give new directions accordingly.

5. It is necessary to be in the same hex as the orientation point in order to find it, but anyone who enters such a hex automatically does so.

6. If anyone gets killed, the skull will say, "Too bad! Too Bad!" It is important to remember that the skull feels itself superior to the party members, and is not above injecting a sarcastic remark if the opportunity presents itself.

7. Tamtrinka, the Statuette from the dungeon, will generally argue with the skull, countering his instructions. They have little use for each other. This applies, of course, only if the party has her along.

The Beginning

You have equipped yourself and made a month's journey through steadily more sparsely settled countryside to the only pass through The Shield, a rugged chain of mountains that completely isolates The Forbidden Lands from the rest of the continent.

Descending from the pass, you find yourself on the remains of a paved road leading off to the West.

The skull sighs and says, "It has been so long. Follow this road to the splendorous city of Shia-Chin."

1. The total remains to be seen of Shia-Chin is a 10' X 10' section of stone wall. One side is intricately carved with scenes of battle between men and multi-legged creatures. Above the carvings is a row of indistinct runes.

DM ONLY:

It is necessary for anyone, except an Elf, to approach within 10' of the wall to decipher the runes. A Read Language reveals the following: "Within the Portal of Infinity shall be given to you power beyond your present reach."

The skull says to the party, "There is a secret door in the wall, but beware the spear."

DM ONLY:

Dwarf or sword will detect a trap. If anyone steps onto the 10' X 10' section in front of the wall, a trap door will open. No force or weight of non-living material will trigger the trap, only a living body.

The pit appears very deep (like bottomless). Anyone falling in will be teleported away and stored in limbo until the party has taken the skull to, and identified, two (2) orientation points, at which time the missing player will mysteriously re-appear. If, however, the party tries to second guess the DM and they all jump in, that's it. They lose.

When the secret door is opened, a spear will fly out, dealing six (6) points of damage to AC 4 or less. Inside is a long, green plume. Detect Magic will register positive. This is The Plume of the Emperors. Anyone wearing it in his hat gets +2 on attacks, defense, and saving throws.

The skull clears his "throat" and says, "Listen carefully, for I will say this but once. The portal you seek to close lies in the Shielded Valley, or so my inner feelings say. There are three paths that lead to it across this vast and beautiful wilderness."

"The path to the South is long and difficult to follow, but is relatively free from danger. Take this path if you would be certain of your arrival."

"The path to the North is not as safe as the southern way, but neither is it as vague. Take this if you are swift of body."

"The central path follows the paved road, and the journey on it will be quick. But the road is beset by all manner of night mares. Take this path if you dare."

"Whichever path you choose, you must take me to certain places I know and remember. Thus I will get my bearings and prove a truly worthy guide. I am familiar with this area that you call The Forbidden Lands, but it has been so long. So long."

"Now! What is your choice."

Depending on the route chosen, proceed to that description.

Northern Route

The skull is very happy with this choice. He chortels, "Ah! A fine choice, for we shall visit the Lady of the Wood. She was once a good friend of mine. May she still be as young and beautiful as I recall. Let us be off to the North and West and seek her out."

2.

You have journeyed through a thick woodland and come to a glade, in which sits a peak-roofed cottage, 20' X 20', and constructed of wood. The door faces South, and there is a window in each of the North, South, and East walls.

When the door is opened, you see the interior is plain and simple, consisting of a table and four chairs, a bed, fireplace, cupboards, etc. The Lady of the Wood is a well-proportioned woman, clad in a close-hood cowl robe of moss green. She holds a mithril rod topped by a green gem.

DM ONLY:

That's no lady, that's my Medusa! She will make small talk with the skull and speak politely to the party until she lulls them into a false sense of security. She will then throw back the cowl, revealing her true self, and totally surprise the party. The rod prevents the holder from being turned to stone.

Anyone near her must save vs. stone each round until she is slain or they avert their glance. Once dead, she will transform into a beautiful maiden (no special powers). If resurrected, she will decline to accompany the party.

After the battle, if there is one, the skull will say, "I had hoped you would have liked her as much as I. Too bad! Too bad! Now, take me to Niya-Grum Pass, wherein dwell the Watchers, curse them."

Medusa AC: 7 Move: 9" Hits: 32 ST: 5, 17, 2, 8

1.	-	3.	6/1	5.	8/1	7.	2/7	9.	-
2.	1/3	4.	2/3	6.	-4/5	8.	-	10.	-4/1

3. On the Southwest side of the pass, apparently growing out of the rock, is a 30' wide and 60' tall tower. An iron door faces the road.

DM ONLY:

The door is Wizard Locked. Once they get it opened, they see the following. The ceiling is 10' high, with a 5' wide hole in its center, through which passes a ladder. A green glow may be faintly seen coming from the hole. Directly on the other side of the door are three skeletons clad in chainmail and helm and armed with swords. All the metal is rusty. The inside of the door is scratched and dented.

If they ascend the ladder, which leads up five more floors, they see this:

Floor Two:	2 skeletons	Floor Four:	2 skeletons
Floor Three:	1 skeleton	Floor Five:	Vacant

All the time they've been going up, the green glow has been getting stronger and brighter. On going up to the sixth floor, they find a single skeleton. His armor, helm, and sword are in perfect condition. The helm is set with a green gem which bathes the room in its light.

The skull says, "They watch no more. Too bad! Too Bad! I know this place for all its infamy. To the Northwest is the Great Tree of the North, which I would like to see again."

DM ONLY:

The armor is plate +0, and the sword a sword +0. They are magic, but with NO bonuses or other powers. The helm will cast a circle of greenish light 3" around its wearer. The light has no special properties. The former owner had the knowledge to use the gem as a skrying device.

4. Your journeying has brought you to yet another forest, and you have found a 200' tall petrified tree. It looks as regal and stately as a tree can be, with every leaf and branch preserved perfectly in stone.

The skull clatters his teeth and exclaims, "Praise be that its wonder remains undimmed after so many ages. Take me to the top where I might ken the lay of the land."

DM ONLY:

A thief has his normal chance of falling. Anyone else must pass a dexterity check (DM rolling player's dexterity of less on three six-sided dice) or fall 2-200', taking 3 points of damage for each 10' fallen.

As soon as the above is accomplished, the skull says, "Due West lies the Azure Peak, truly a wonder of the land."

5. Trekking across the plains, you have entered another mountain chain. The Azure Peak is a blue colored mountain, standing out in sharp contrast to the other light grey peaks surrounding it.

Once sighted, the skull says, "The pure blue of a sun-washed autumn sky, captured forever in living stone. Such memories it stirs. Truly, this is beauty to soothe the soul. Now, my friends, on to the West to the Guardian of the Point. Make haste, for your excursion is almost at an end."

6. You have come to a definite end to the mountain chain, the last peak falling sharply off to flat, grassy plains. Overhead passes a flying shape, looking much like a great shadow.

DM ONLY:

The shape is a projection which observes passersby and relays information to the skull.

The skull sighs and says, "His vigil never ceases. Too bad! Too Bad! Now South to The Shielded Valley. Your quest is nigh completed." DM - Proceed to final description sheets.

Central Route

The skull says, "May your sword and wit be equally sharp. Very well, head West until you reach the Arch of Zarn."

7. The road has followed a twisting course through vast fen. Ahead, you see two columns of stone, one on either side of the road. Atop these columns and crossing the road is a rectangular stone block 60' X 5' X 5'.

DM ONLY:

The Arch of Zarn is guarded by a poisonous hydra, looking much like the Minifig 25mm Hydra. The party will detect the odor of bitter almonds (cyanide) when it comes within 30' of the Arch.

Poisonous 9-hd. Hydra AC: 3 Move: 12" Hits: 72 Has 8 points/head, but attacks on the Monster 9-10 Column Surprise: neither at 30 yards ST: 16, 10, 10, 16, 12, 10 Other: regenerates 2 pts./head/mr. All heads may attack each mr. Has 9-dice poison.

	#1		#2		#3		#4		#5		#6		#7		#8		#9	
	B	P	B	P	B	P	B	P	B	P	B	P	B	P	B	P	B	P
1.	8/6	36	-3/1	36	4/3	38	8/10	38	1/10	33	-7/8	31	2/9	31	9/4	37	-9/1	43
2.	-2/6	37	5/5	18	8/6	37	-2/8	36	8/3	30	0/3	28	-	-	2/4	23	-5/9	22
3.	-5/5	31	2/9	39	-9/10	33	9/3	33	6/8	33	-9/6	23	-1/7	30	6/10	32	-2/2	33
4.	2/9	30	4/7	35	-4/9	34	3/7	29	-4/6	26	-8/5	36	-	-	-1/10	29	6/5	34
5.	5/3	28	-5/9	32	9/6	39	8/9	39	-8/4	39	-6/6	30	-2/6	26	2/8	30	-3/6	39

After the slaughter, the skull will observe, "A most ill-tempered brute. Must be all that poison. Too bad! Too bad! Now, follow the road to the Dragon of Niya-Kral Pass. His disposition is even more vitriolic."

8. The road runs directly into a pass through this second mountain chain. A monstrous metallic grey dragon sits astride the road. His hide is mottled with irregular splotches of black. A large amount of coins is scattered about.

DM ONLY:

This is a special dragon. He breathes fire in a 9" X 3" cone, and has four breath weapons instead of the usual three. The fourth is saved for a life or death situation.

He always saves vs. death ray and magic, and gets a normal saving throw vs. mirror images. The dragon will not use its breath weapon if it sees mirror images and fails the saving throw. If, however, it bites an image of a Magic User and contacts flesh and bone, it will hit that target with a breath weapon on the next round.

Remember, also, he can fly, so take advantage of it.

Dragon AC: 2 Move: 9"/24" Hits: 66 (11 dice) Surprise: neither ST: 16, 18, 12, 14 (see description)

	Claw	Claw	Bite		Claw	Claw	Bite		BW
1.	1/4	1/3	-6/21	6.	5/14	3/3	6/14	#1	59
2.	-11/3	-6/3	1/14	7.	-8/4	-6/2	5/13	#2	48
3.	-2/4	1/1	3/19	8.	-7/3	-3/3	0/20	#3	57
4.	-3/2	-7/2	-4/29	9.	-7/3	1/3	1/15	#4	48
5.	-7/2	3/3	1/19	10.	6/3	-6/1	2/20		

The treasure is 200,000 Copper; 100,000 Silver; 50,000 Gold; 50-100 GP Gems; 5-2000 GP jewelry; and a Scroll of 3 spells (1. Stone to Flesh, 2. Disintegrate, 3. Death Spell).

After the fray, the skull will chuckle and say, "Some people just can't take the heat. Too bad! Too bad! Prepare now to face the Guardian of the Wood."

9. You have entered a dark, forbidding forest. Near the road is a 10' X 10' mud hut. The door faces the road. A tall man in rusty plate mail steps into the road to block your path, feet spread wide and leaning on a gigantic two-handed sledge hammer.

When you approach to within 60 yards, he shouts in a thunderous voice, "Stop! I am the Guardian of the Wood. Defeat me, or retreat the way you came."

DM ONLY:

If the party doesn't attack immediately, he will continue, "Ye blackguards! Sons of snakes with the spines of old women! Come! Send forth your champion. If he defeats me, you may pass in safety. If I defeat him, all his possessions are forfeit. And to further show my generosity, you may take his cold corpse with you."

The skull will say, "Cut out the talk. Will you withstand his insults without retribution? Go fight him."

Tamrinka, if she was taken along, will counter, "This piece of soup bone would send you to your deaths, for the Guardian of the Wood is a foe beyond all your combined arms and skill. Let us take another way."

The Guardian of the Wood is a 14th Level Evil High Priest. Str: 16 Int: 19 Wis: 17 Con: 15 Dex: 9 Cha: 12 Hits: 65 AC: 1 Sledge does 1-10 pts. He has the following magical items: Plate +2; Ring of Spell Turning. He also has these spells: L1

1.	Detect Magic	Find Traps	Cause Disease
2.	Cause Light Wounds	Hold Person	Cause Disease
3.	Cause Light Wounds	Hold Person	Prayer
4.	Protection/Evil	Curse	Speak with Dead
5.	Detect Evil	Silence, 15'r.	Locate Object

L4

L5

L6

1.	Neutralize Poison	Insect Plague	Blade Barrier
2.	Neutralize Poison	Commune	Word of Recall
3.	Cause Serious Wounds	Finger of Death	
4.	Cause Serious Wounds	Finger of Death	
5.	Protection/Evil, 10'r.	Quest	4f

If the party accepts, the Guardian's servant, Chei-San, will step from the hut. The Guardian will say, "Chei-San is to act as my second, and to secure your honesty."

Chei-San is an odd character, having the powers of a Spectre as well as a Magic User. He may use all his powers unhindered by his armor.

Chei-San AC: 0 Move: 15"/30" Hits: 45

He appears completely clad in plate mail with visored helm. No flesh is visible (mainly because he doesn't have any). Attacks on the Monster 9-10 Column.

Magical items: Plate +2; Staff of Power (100 charges); Scarab of Protection from Patriarchs; Flaming Sword +1. He has the following spells:

L1	L2	L3	L4	L5
1. Charm Person	Invisibility	Haste	Ice Storm	Magic Jar
2. Charm Person	Web	Hold Person	Polymorph Others	
3. Magic Missile	Mirror Image	Dispel Magic		
4. Ventriloquism				

If the fight is fairly honored by the party, Chei-San will not intervene. However, he will dispatch the party with the most brutal means at his disposal if there is any attempt at treachery.

Guardian of the Wood - Sledgehammer Attacks

1. -4/9	3. -4/7	5. 3/4	7. -5/6	9. -4/3
2. 8/1	4. -1/6	6. -6/5	8. -8/9	10. -1/1

Chei-San - Flaming Sword +1 Attacks

1. -1/8	3. -1/6	5. -9/7	7. -6/8	9. -4/2
2. 7/8	4. 8/9	6. -6/5	8. -5/3	10. 4/7

Chei-San - Stave Attacks; 8-dice Damage: Cold, Fire Ball, Lightning Bolt

1. 22	3. 28	5. 29	7. 33	9. 26
2. 27	4. 28	6. 33	8. 38	10. 24

Staff of Striking

1. -9/8	3. 0/10	5. -2/2	7. 3/9	9. 6/4
2. 4/7	4. 5/3	6. 4/7	8. -2/7	10. -7/9

After the fight, the skull mutters under his breath and says, "He only did his job. Too bad! Too bad! Further along our road is the Demon Guardian of Zila-Gal Pass."

Upon entering the pass through yet another mountain chain, a strange being plummets into your path from the surrounding rocks, howling in rage. He is humanoid in appearance, green skinned, with pointed ears and yellow eyes. His body is bathed in green fire.

DM ONLY:

The demon is 100% resistant to all forms of magical attack, save physical weapons. He may only be struck by a magical weapon. He wields a Mace "+0" (Magical, but no bonuses). Demon of the Pass AC: 3 Move: 9"/30" Hits: 50 Attacks on Monster 11+ Column. Does 2-12 pts. damage.

1. 7/9	3. -4/4	5. -4/10	7. 2/3	9. -6/7
2. 5/3	4. -9/6	6. -8/5	8. 3/5	10. 4/7

When the demon is vanquished, the skull will gaze absently at the corpse, then say to the party, "Now for some reward. In a cave further on is the Star of the West. But beware the trap that guards it."

11. After entering the cave opening, you find yourself in a 60' high tunnel. A short distance along it you see a stone pedestal. Upon it sits a golden sceptre inset with a red gem.

DM ONLY:

A trap may be detected. When the Sceptre is disturbed, or an attempt is made to pass it by, the gem will detach itself and float into the air. It will turn into a red star-like glow about 3' in diameter. The Star is invulnerable to lightning attacks. Star of the West AC: 0 Move: 24" Hits: 50 Makes no attacks, except magical. It has seven powers, any one of which may be used in a given round.

1. Charm Person or Monster (per spell)
2. Sleep (per spell)
3. Telekinesis (3000 WP limit)
4. Flesh-Stone
5. Anti-Magic Shell (protects only on round used)
6. Disintegrate (per spell)
7. Slow (per spell)

If and when the Star is defeated, the skull says, "Sometimes value is wrongly determined. Too bad! Too bad! Follow the road onwards to The Shielded Valley. The quest is almost over."

DM - Proceed to the final description sheets.

Southern Route

The skull says, "Very well. First let us go to the City of Lyang-Hoi. It lies South, near the river. I have not gazed upon it in so long."

12. The "city" of Lyang-Hoi, as such, is non-existent. All that remains is a few blocks of tumbled stone, heavily carpeted with moss and thatched with climbing vines.

The skull says, "It was once a great and beautiful city. Too bad! Too bad! But the way becomes clear before me. West of us stands the Obelisk of Durn. It holds a riddle none yet have solved."

13. Traversing a vast woodland, you espy a 90' X 10' X 10' rectangular column atop a bare knob surrounded by forest. The column is covered with blue and grey squares in a check pattern, each square being 1' X 1'. The whole tower glows with an eerie yellow light.

DM ONLY:

Touching the obelisk causes two dice of electrical damage. Nothing else will happen. A Detect Magic will register positive.

If and when someone dies from repeatedly touching it, the skull will say, "Perhaps the riddle is not yet meant to be solved. Too bad! Too bad! Now we must find the Great Dragon of the South. His lair is West of us in the mountains."

14. After journeying across an expansive plain, you behold a magnificent rock formation of grey stone. It almost looks as if some ancient beast ran afoul of some creature capable of petrification.

The skull becomes quite agitated. "Quickly! Away from here 'ere he awakes. To the Northwest we head for The Golden Mountain."

15. On the edge of another line of mountains, you behold the awesome sight of a mountain of pure gold. It shimmers in the sun in sharp contrast to the grey peaks that surround it.

DM ONLY:

The mountain is actually pyrite (fool's gold). Any dwarves in the party must save vs. magic or be compelled to stay there forever to mine the worthless junk, unless forcibly dragged away by the others.

The skull says, "All that glitters, etc. On to where the rivers join. There used to live a mighty Wizard. If he abides there still, he may aid us."

16. Near the river, you find a small stone house. It is in very poor condition, and almost overgrown by weeds. Nigh on to the riverbank you see a wide area, blasted and devoid of any vegetation. Close inspection reveals a circular hole, 18" wide and 9" deep.

The skull sadly states, "He always desired to possess infinite power. Evidently he has succeeded. Too bad! Too bad! There is no help for us here, but our quest is almost done. Proceed Northwest to The Shielded Valley, and to journey's end."

DM - Proceed to final description sheets.

17. Final Description

You have entered a broad, grassy plain surrounded by mountains - The Shielded Valley. Upon its lush surface is a 30' X 30' X 30' block of purple-veined marble. On the block are intricate carvings depicting some war of ages past.

DM ONLY:

There is a secret door in the center of the South side. When the party opens the door, they see a 10' X 10' landing and a spiral staircase leading down.

The skull says, "The fiends must have rent the fabric of space in some underground cavern. Descend the stairway and the quest will be done. Then may I have your thanks, at least, for being such a veracious guide."

After descending the stairs, you see a door set into the stone wall. Opening it, you see a 90' X 90' room, lit by an unseen light source. You have entered through the South wall, 30' from the West wall. There is another door in the North wall. 20' from the East wall.

There is a 30' X 30' X 5' raised area, the center of which is 30' South of the center of the North wall. Atop this is a circular dome, 30' in diameter and 5' high at its center.

While you are taking all this in, the skull disappears. A short while later, you see an eight-legged creature clad in gold chitin approaching. Its head looks very familiar - it's the skull you've been carrying for the past several weeks. The creature waves an "arm", and the dome begins to glow with an unhealthy shade of green, pulsing to a purplish color, then back to green.

The creature laughs mockingly, then says, "You are surprised at my appearance? But then, I forget; you have never seen a Sur-Kahn. Oh, yes, a proud race we once were, and the original occupants of this area. But we grew complacent and weak, and were driven out of our homeland by barbarian humans sweeping from the north in wooden ships. I bargained away my freedom to a foolish mortal, but not my life. I've planned this hour for more years than you may count. I still had the power to start this device, so thus the risk was worth the reward.

"When we were vanquished, man was much stronger, and had powerful magic at his disposal. Yet that is now lost; man is soft and weak as we once were, and most of his magic is gone.

"Humanity is much more numerous, but that will not last long either. We can breed an army of a million warriors in a few months time, and we are tougher and stronger than men. It would not matter now if I were destroyed, even if you puny specimens of manhood were capable of doing so. Our main incubator, which you see before you, is now activated. In mere minutes elite Sur-Kahn will begin to appear.

"Only the master weapon, left by the ancestors of humanity, could defeat us now. But it lies within the maze, and you could never solve its intricacy in the few moments you have left. Too bad! Too bad!

DM ONLY:

The Master Sur-Kahn, which the party now faces, will reflect 100% of any magical attack, save weapons. He climbs walls with a 0% chance to fall, can see invisible objects, and is unaffected by illusions.

Master Sur-Kahn ACL 0 Move: 9" Hits: 60 (12 dice) Fights on Monster 11+ Column. Strikes twice per round for 2-12 pts. per inch.

	Claw	Claw		Claw	Claw		Claw	Claw
1.	0/9	-5/10	6.	-8/4	-9/8	11.	0/9	8/5
2.	-2/4	7/12	7.	6/5	7/3	12.	-4/10	-4/6
3.	-2/10	-5/5	8.	-7/9	0/10	13.	-9/11	4/7
4.	-6/7	-10/11	9.	-6/7	-11/9	14.	-6/9	-11/8
5.	-1/5	3/11	10.	1/7	-3/4	15.	2/11	0/9

The Master Sur-Kahn will harry any attempt to get through the maze. However, any attempt to stop and fight will delay the creature until the attacker is dispatched.

The Lesser Sur-Kahn will hatch at a rate of 1 per turn, beginning on the eleventh turn. On the eleventh and all subsequent odd numbered turns, a Lesser Sur-Kahn will appear through a secret door in the floor in the space marked "1". On all subsequent even numbered turns, a Lesser Sur-Kahn will appear at the space marked "2".

Lesser Sur-Kahn AC: 2 Move: 9" Hits: 12 (3 dice) Strikes twice per turn for 2-8 pts. each attack. Fights on Monster 3-4 Column.

1.	-3/4	-	6.	4/5	-2/2	11.	2/4	8/4
2.	2/6	-	7.	-	-2/7	12.	7/7	-
3.	4/7	3/8	8.	-	7/8	13.	3/7	1/7
4.	-	-	9.	0/4	0/3	14.	6/5	2/7
5.	-	4/6	10.	1/4	-4/4	15.	-	-1/5

The Lesser Sur-Kahn are identical to the master, but are covered in metallic black chitin instead of the master's gold. They will immediately move for the nearest non-Sur-Kahn in the maze.

There is only one room in the maze, and one way to get to it. The room is 70' X 70' with a 9' -on-a-side triangular prism of green stone in the center. Upon it are three white buttons, with one, two, and three marks respectively above them, like so:

1 11 111
0 0 0

DM ONLY:

The proper combination is 1-2-2-3-3-3. Any time a button is pushed out of sequence, the experimenter takes 1 pt. of damage and the device resets to receive another attempt. When the proper combination is punched, all the Lesser Sur-Kahn will fall dead and slowly turn into colored mist. Needless to say, the Sur-Kahn will attack anyone fiddling with the prism in preference to all others.

The Master Sur-Kahn will have a final word, if the proper combination has been punched in. As he lays dying, and the party comes near, he will croak, "So, you have won. Too bad! Too bad!" Then he will expire.

WILDERNESS WANDERING MONSTERS

Note: Since more than one monster appears in many cases, the attacks have not been rolled out for all of them. Simply recycle, i.e., in Clear Terrain Encounter #1 we have 8 Wereboars. After you've used the 20 attacks (halfway through the 3rd mr), go back to mr 1 and start over.

Clear Terrain

1. 8 Wereboars AC: 4 Move: 12" Hits: 19 each (4 dice +1) Surprise: Neither at 60 yds. ST: 10, 19, 14, 18, 12, 1, 13, 5

1.	-5/7	5.	3/5	9.	-5/4	13.	-1/3	17.	-6/8
2.	4/5	6.	-4/6	10.	2/3	14.	-6/9	18.	4/7
3.	-	7.	1/8	11.	6/10	15.	9/7	19.	-6/9
4.	-	8.	7/4	12.	-1/8	16.	1/10	20.	5/8

2. 5 Harpies AC: 7 Move: 6"/15" Hits: 14 each (3 dice) Surprise: Harpies at 30 yds. ST: 18, 5, 18, 12, 13

	Claw 1	Claw 2		Claw 1	Claw 2		Claw 1	Claw 2		Claw 1	Claw 2
1.	-2/2	-5/3	6.	1/3	3/3	11.	-2/3	-2/3	16.	-	0/3
2.	-3/1	-	7.	2/2	9/2	12.	5/3	-3/2	17.	-	0/3
3.	7/3	5/3	8.	-5/1	-5/1	13.	1/1	0/1	18.	9/2	-5/1
4.	0/1	-1/2	9.	6/3	0/2	14.	-	-2/3	19.	2/1	-3/2
5.	2/3	2/3	10.	-	-	15.	-5/2	-5/3	20.	-1/2	-2/2

3. 5 Bugbears AC: 5 Move: 9" Hits: 16 each Surprise: Party at 50 yds. ST: 16, 4, 14, 9, 15, 18, 16

1.	4/7	5.	-	9.	-2/7	13.	7/4	17.	9/4
2.	1/7	6.	8/5	10.	8/8	14.	-	18.	6/4
3.	-	7.	0/4	11.	9/6	15.	8/6	19.	6/2
4.	-5/5	8.	-	12.	-1/4	16.	5/7	20.	-5/4

Forested Terrain

1. 10 Weretigers AC: 3 Move: 12" Hits: 20 each (3 dice) Surprise: Weretigers at 40 yds. ST: 16, 6, 20, 13, 15, 19, 20, 4, 5, 1

	Claw 1	Claw 2	Bite		Claw 1	Claw 2	Bite
1.	8/4	-	7/7	11.	-	-	-2/5
2.	2/2	5/1	9/3	12.	-2/3	1/4	-2/5
3.	-	4/3	3/2	13.	2/2	3/3	9/7
4.	-1/3	-	1/3	14.	2/1	7/2	4/3
5.	-	-	-	15.	3/3	-	3/6
6.	-2/1	-	-	16.	4/2	0/1	-
7.	-	-	-	17.	-2/4	-	8/6
8.	-	3/1	-	18.	-2/4	-	-
9.	-	-	-	19.	3/2	-	-2/5
10.	9/1	-	9/1	20.	7/3	-3/1	-

2. 12 Ogres AC: 5 Move: 9" Hits: 18 each (4 dice +1) Surprise: Both at 20 yds. ST: 14, 13, 3, 12, 9, 20, 8, 18, 6, 11, 10

1.	2/6	5.	-3/2	9.	-2/4	13.	-1/9	17.	2/1
2.	-	6.	9/5	10.	6/6	14.	-6/9	18.	-
3.	6/10	7.	2/3	11.	7/3	15.	1/1	19.	7/1
4.	5/3	8.	9/8	12.	-4/10	16.	-	20.	0/4

3. 6 Wererats AC: 7 Move: 12" Hits: 10 each (3 dice) Surprise: Wererats at 60 yds. ST: 18, 18, 10, 16, 20, 2

	Claw 1	Claw 2		Claw 1	Claw 2		Claw 1	Claw 2
1.	9/3	-	8.	3/1	-	15.	8/1	-
2.	9/3	-	9.	7/2	8/4	16.	2/2	9/1
3.	-	4/2	10.	8/3	-2/3	17.	9/2	6/1
4.	9/3	-	11.	-	-	18.	8/2	-
5.	-	-2/2	12.	6/2	7/1	19.	-	2/1
6.	-1/2	8/2	13.	6/1	6/1	20.	1/3	2/1
7.	8/2	-	14.	-	1/4	21.	-	8/2

Swamp Terrain

1. 6 Gargoyles AC: 5 Move: 9"/15" Hits: 15 each (4 dice) Surprise: Party at 60 yds. ST: 15, 1, 10, 12, 9, 9, 8

	Claw 1	Claw 2	Bite	Horn		Claw 1	Claw 2	Bite	Horn
1.	-	9/1	7/2	-	11.	9/3	5/3	-	-
2.	-	2/2	-	-3/3	12.	-	7/3	-	3/3
3.	-5/1	7/3	-	7/4	13.	0/3	7/3	-4/4	-
4.	-	5/2	-	-2/3	14.	1/1	7/2	-	-
5.	9/2	-	-	1/2	15.	-	-	6/6	-
6.	-5/1	9/2	-	8/4	16.	-2/3	4/2	-	-1/3
7.	-	6/3	-	9/3	17.	7/3	5/2	-	-5/1
8.	-3/2	0/2	-	5/3	18.	-	-1/2	8/2	-
9.	9/1	4/2	-	-4/4	19.	9/2	-4/1	-	-
10.	-5/1	-4/3	-	3/4	20.	5/1	7/1	-1/4	-

2. Young Black Dragon AC: 2 Move: 9"/24" Hits: 16 (8dice) Surprise: Dragon asleep at 30 yds. NO SPELLS ST: 20, 9, 1, 2, 16, 19 Breath Weapon: Acid If, after any round, the Dragon has 6 or less hit points left, he will breathe until he has used his 3 breath-weapons or until he expires.

Note: Breath-weapons will automatically hit anything within the beast's cone of fire with modifications for ST.

	Claw 1	Claw 2	Bite	Breath
1.	-	-	-	16
2.	-7/6	7/1	-5/7	-
3.	-	-	-	-
4.	-	4/4	5/4	-
5.	-6/5	-7/1	-6/1	-
6.	6/2	-	5/10	-
7.	-3/6	-5/6	-6/10	-
8.	-4/5	-6/5	-4/5	-
9.	-3/1	0/4	0/1	-
10.	-	-	-	16

3. Misused Will-O-Wisp AC: -8 Move: 18" Hits: 40 (9 dice) Surprise: Both at 60 yds. ST: 9, 20, 8, 18, 6, 11

1.	1/7	5.	-	9.	-6/8	13.	8/4	17.	5/4
2.	3/4	6.	2/17	10.	6/12	14.	-2/8	18.	-6/1
3.	0/5	7.	-	11.	2/7	15.	8/16	19.	5/10
4.	-	8.	9/7	12.	1/6	16.	-2/8	20.	-6/10

Mountain Terrain

1. 3 Hill Giants AC: 4 Move: 12" Hits: 25 each (8 dice) Surprise: Both at 30 yds. ST: 12, 15, 9, 18, 16, 12, 1

1.	-	5.	-2/14	9.	-6/15	13.	-5/2	17.	-4/6
2.	-6/11	6.	4/14	10.	-	14.	-4/7	18.	8/9
3.	-6/12	7.	-5/9	11.	-	15.	6/3	19.	6/8
4.	-4/9	8.	-1/9	12.	-4/10	16.	-5/10	20.	-5/6

2. 5 Trolls AC: 4 Move: 12" Hits: 28 each (6 dice +3) Surprise: Trolls at 40 yds. ST: 19, 4, 16, 1, 12, 14, 5, 7

	Claw 1	Claw 2	Bite		Claw 1	Claw 2	Bite
1.	-7/4	2/2	-3/8	11.	9/2	0/1	1/8
2.	-7/2	9/3	7/4	12.	8/3	-1/2	1/2
3.	-3/3	2/2	-5/5	13.	9/4	4/3	4/2
4.	-1/1	-	8/2	14.	4/3	9/2	-1/8
5.	7/4	6/3	1/3	15.	-5/3	-	9/1
6.	-2/3	6/3	6/4	16.	-6/1	5/2	-3/5
7.	5/2	0/2	4/3	17.	8/3	-	-7/4
8.	8/1	-1/1	2/7	18.	7/1	7/2	-3/7
9.	-3/1	-2/4	-	19.	0/4	6/3	7/5
10.	-1/1	6/1	-	20.	-6/4	-5/3	7/7

3. 5 Manticoras AC: 4 Move: 12"/18" Hits: 25 each (6 dice +1) Surprise: Party at 10 yds. ST: 2, 1, 5, 18, 12,3

	Claw 1	Claw 2	Bite	# of Spikes
1.	6/3	5/3	2/4	-
2.	-5/3	0/3	-	2: -, -2/5
3.	6/2	9/2	-	5: -6/6, 7/2, -2/3, 9/3, 6/4
4.	-2/2	1/1	6/5	-
5.	-4/2	-	-1/1	-
6.	-5/1	-2/3	9/1	-
7.	7/1	-4/1	-5/2	-
8.	6/2	2/2	-	-
9.	-	2/3	-	-
10.	-2/2	9/1	-	4: 3/6, -, 2/2, 7/1
11.	-	-6/1	-	4: -2/2, -, -, -4/3
12.	6/2	-	-	3: 0/6, 5/4, -2/4
13.	0/2	-	5/6	-
14.	-1/1	0/2	-	5: -1/3, 4/2, 0/2, -6/3, -1/1
15.	4/3	0/3	5/2	-

4. 2 Umber Hulks AC: 2 Move: 6" Hits: 38 each (8 dice) Surprise: Neither at 30 yds. ST: 10, 15, 15, 8, 17, 2, 16

Claw 1	Claw 2	Bite		Claw 1	Claw 2	Bite		Claw 1	Claw 2	Bite
1.	-6/8	-4/8	8.	-7/4	5/6	0/8	15.	4/10	4/9	-7/3
2.	-	-1/5	9.	0/7	4/5	2/8	16.	-	3/7	4/4
3.	-7/6	-3/7	10.	4/10	0/10	6/5	17.	-1/4	0/8	-5/6
4.	-	-5/6	11.	7/5	-5/10	-7/2	18.	-	-1/4	-3/7
5.	-6/10	0/8	12.	-1/4	-1/3	-1/3	19.	-	-	8/4
6.	5/9	9/9	13.	2/12	8/8	-	20.	3/6	4/7	4/3
7.	-2/7	-2/8	14.	-1/12	1/6	1/5	21.	-3/6	2/5	-1/7

Note: If viewed squarely, its four eyes cause "confusion" unless saving throw vs. magic is made.

River Hex Terrain

1. 7 Giant Snakes AC: 6 Move: 6" Hits: 13 each (3 dice) Surprise: Snakes at 30 yds. ST: 8, 18, 4, 13, 19, 8

1.	-5/6	4.	6/17	7.	6/12	10.	6/8	13.	-	16.	7/15	19.	0/13
2.	-3/11	5.	0/4	8.	8/12	11.	1/10	14.	9/9	17.	0/5	20.	8/3
3.	7/8	6.	-1/4	9.	-2/20	12.	7/5	15.	4/17	18.	-	21.	-

2. Cockatrice AC: 6 Move: 9"/18" Hits: 22 (5 dice) Surprise: Neither at 50 yds. ST: 12, 11, 2, 6, 8

1.	-5/1	3.	0/10	5.	-3/2	7.	3/8	9.	8/6	11.	-
2.	7/6	4.	-	6.	2/7	8.	9/5	10.	-	12.	-

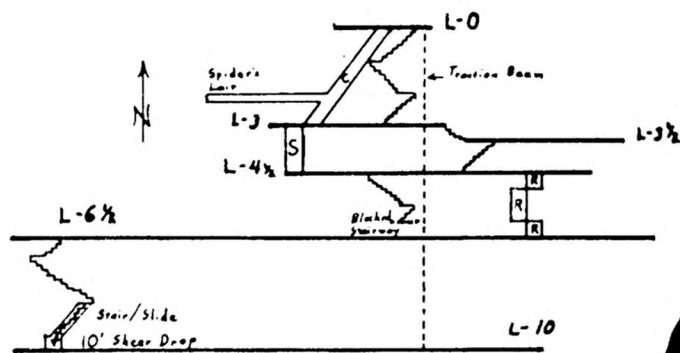
3. Giant Slug AC: 8 Move: 6" Hits: 49 (12 dice) Surprise: Slug at 30 yds. ST: 5, 10, 11, 14, 7, 15

	<u>Damage</u>		<u>Damage</u>		<u>Damage</u>
1.	41	4.	missed	7.	39
2.	31	5.	43	8.	36
3.	41	6.	41	9.	39

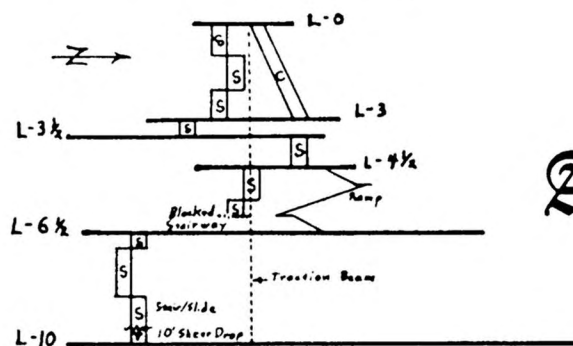
DAY RECORD SHEET FOR WILDERNESS ADVENTURE

Day	Weather	Day	Weather
1	Clear	15	m Clear
2	Cloudy	16	Cloudy
3	m Light Rain	17	Cloudy
4	Heavy Rain	18	Light Rain
5	Cloudy	19	m Light Rain
6	m Clear	20	Heavy Rain
7	R Clear	21	R Cloudy
8	Cloudy	22	Cloudy
9	Light Rain	23	m Clear
10	m Heavy Rain	24	Clear
11	Light Rain	25	Cloudy
12	m Cloudy	26	m Light Rain
13	Cloudy	27	Light Rain
14	R Clear	28	R Cloudy

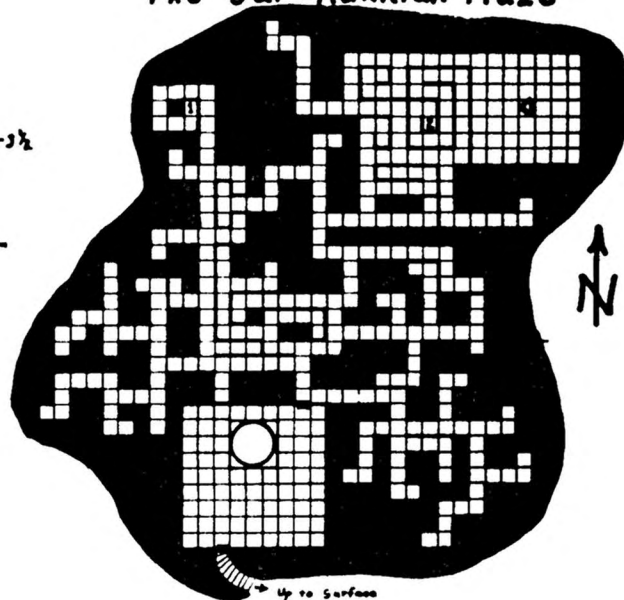
- "R" is a mandatory rest day
- See DM Rules for effects of weather
- "M" means the party will have a wandering monster encounter this day. Roll a 24-sided die to determine hour, then pick a monster from the Wandering Monster Sheets appropriate to the terrain the party is in.



Akbeth's Tower
Level Relationship

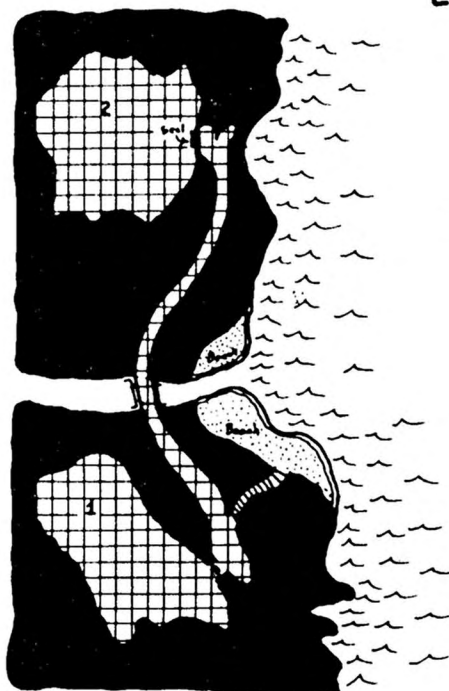


The Súr-Kahnian Maze



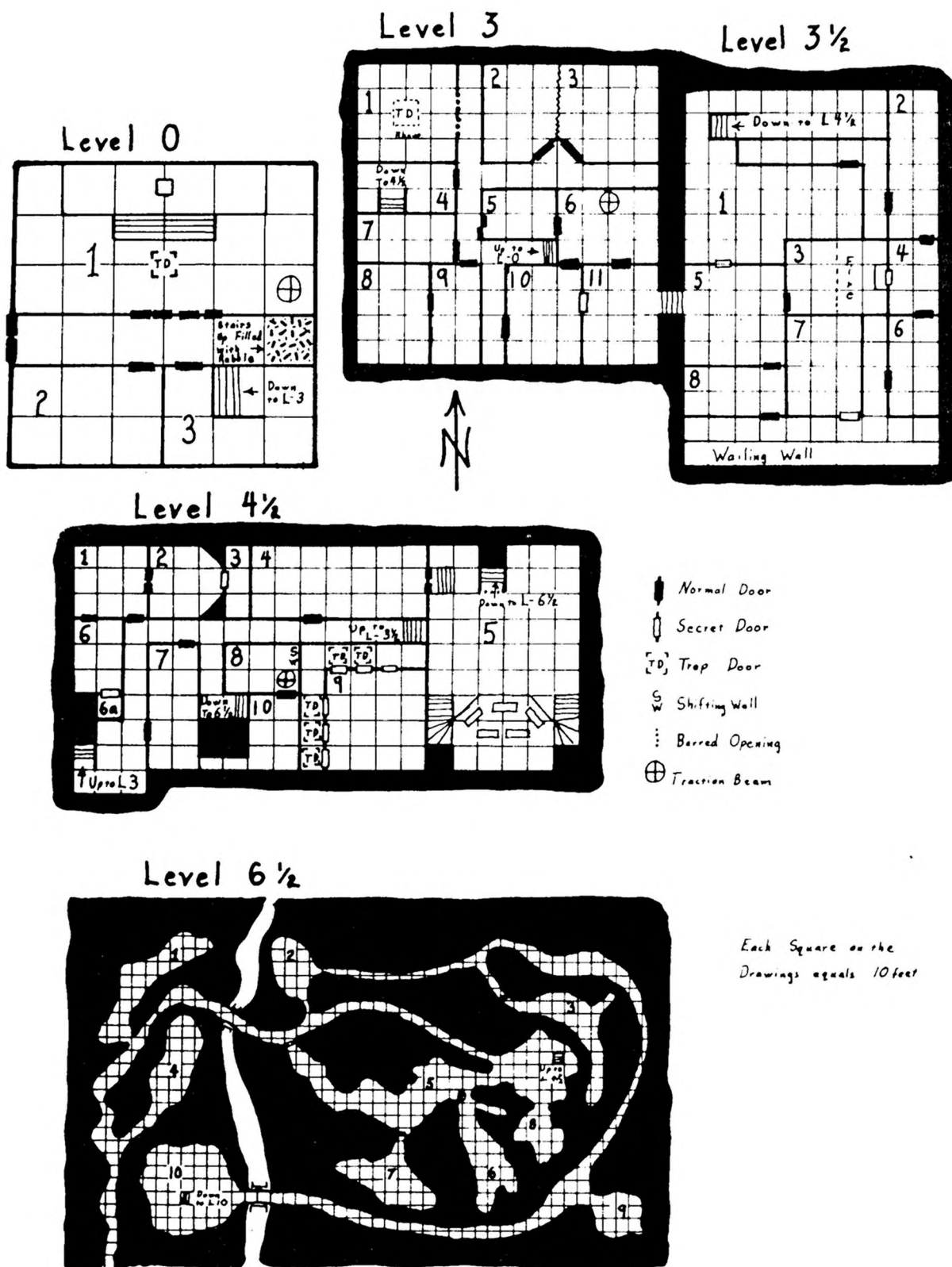
Akbeth's
Tower

Level 10



⊕ Traction Beam







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