

# Quest of the Ancients FAERIE TALES



Drazior



# Introduction

Hello, all! Welcome to *Faerie Tales*, an anthology of short adventures for *Quest of the Ancients*. We, at UGP, hope you and your gaming group will enjoy the offerings herein. But if you don't--writers guidelines are at the back of the book. We'd love to hear from you, for *Faerie Tales Vol 2* will be out in early 1993, and perhaps there's a place in it for *your* ideas! Apart from that, look for *Monsters, Magic & Sorcery II* in October, 1992.

We've received some pretty good reviews on QA by a number of magazines, most notably **White Wolf**, the **Gamer**, and the **Scroll**. One consistent criticism that crops up, though, deals with Chapter 9 of the game book. Nearly every reviewer questions why only a handful of pages are allotted to describe Islay, the QA game world. I must confess this was deliberate on the author's part. Long years of gaming experience have led me to the conclusion that GMs prefer to develop campaign areas on their own, a primary reason that Andor was left entirely undeveloped. It was my belief that the typical QA GM would prefer to develop the campaign world to his own taste, using his own ideas along with pre-generated products from other companies. At least that's how the GMs I've played with in the past would go. What do you think? Is detailing Islay of more interest to you, as a GM, than monster and module products? If so, drop us a line and tell us. And if you're a GM with exceptional creativity, perhaps you can help do some of the development!

As a final note, the amount of magical treasure offered in the following adventures is on the conservative side. GMs should add in whatever extra treasure he deems appropriate.

Vince Garcia  
September, 1992

## Outside contributors to this work include:

**Writers**--Bill Burt, Carin Hall, Bill Mercer

**Artists**--Bill Burt, Dan Cabuco, Jeremy Campbell, Dan Frazier (cover); Arthur Lyon

**Maps**--Bill Burt

## Conventions used

In writing FT, an outline is used to describe monsters. For example--**Orc**: AR 0; TM 10'; Level 1; BAR 15/8/40; BP/SP 4/1 (5); Avg stat 12; Spl stat IQ--7; Attacks 1 dagger or crossbow; Dmg 1D4 or (1D10); Ethics E; Size M.

First is the name of the monster (**Orc**).

Second is the monster's armour rating (AR). An AR of 0 means that the creature is unarmoured. If a negative number follows--such as 0(-3), for instance--it means that the monster is that many points harder to hit due to its small size and/or speed.

Third is the monster's *tactical movement* (TM), showing how far it moves in 10 seconds if traveling cautiously.

Fourth is the monster's level, showing how many D10s are rolled to generate its wound potential. This is also its combat value on the attack roll table in the QA game book.

Fifth is the monster's *base attack roll* (BAR). This is the number or less on a D30/D20/or D100 that the monster must roll to strike an unarmoured character (i.e. AR 0).

Sixth is the monster's Body and Stamina points (BP/SP), showing its full wound potential. Body points represent the monster's physical mass, while Stamina indicates the points it can use to dodge and parry away blows. Once enough damage is inflicted to use up the monster's Stamina, wounds then affect its body directly. The combined total of Body and Stamina is (bracketed) for groups who do not wish to separate the two types of damage. This orc, for instance, could be played as if its wound potential were only 5 points. Thus, one good sword thrust would kill it. But note that in QA, missile weapons, to reflect the difficulty in dodging them, always inflict Body damage.

Seventh is the value of most of the monster's stats--(Avg stat). In QA, stat rolls on a D20 are used to determine the success or failure of resistance rolls vs spells, poison, etc.

Eighth is any especially high or low stats the monster might have (Spl stat).

Ninth is the number and types of attacks the monster can make.

Tenth is the damage range of the attacks (Dmg).

Eleventh is the monster's ethics--Good, Indeterminate or Evil.

Twelfth is the creature's size--*small* (under 3'), *medium* (3'-10' tall), *large* (11'-30'), *extra-large* (31'+).

Any special details of the creature would be listed after its size.

# Contents

<i>Black Shuck</i> (1st-3rd level).....	Page 1
An outdoor adventure in which the adventurers must traverse a swamp guarded by a huge, demonic hound.	
<i>Dreamspinner's Art Gallery</i> (Any level).....	Page 6
A unique witch with an artistic flair can be the key to new adventures.	
<i>Witch's Tower</i> (1st-4th level).....	Page 11
Long ago, Celline the witch was forever bound into her own tower after terrorizing the citizens of Grass Vale. Now she may be back, and only the PCs can help a village in need!	
<i>The Star Splinter</i> (4th-5th level).....	Page 23
Enchanted mirrors, magical sand and the remnants of an ancient meteor add up to high adventure!	
<i>Belshazzar's Music Show</i> (Any level).....	Page 39
There is more to a traveling bard and a humble priest than meets the eye.	
<i>Hot Sands</i> (3rd-5th level).....	Page 41
Gold is great, but in the Desert of Karnak, water is often worth much more!	
<i>Appendix/Writers guidelines</i> .....	End of book
Handy tables for creating GMCs; a few notes--and how you can write for us!	





## *Black Shuck*--A pocket adventure™ by Vince Garcia

"Black Shuck" is a short adventure suitable for low-level characters, and provides a bridge to any larger scenario. Play opens in the isolated wilderness hovel of an old peasant, whom the characters have been told can provide information on the path to take to reach their next destination.

The GM may either read or paraphrase the following to the players:

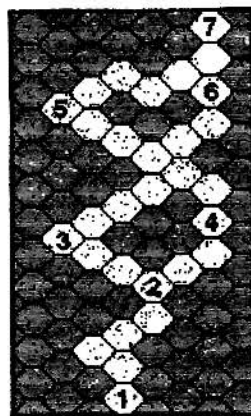
*Having concluded it is necessary to pass through what locals call **Blackwood Heath**, your unfamiliarity with the area has prompted you to seek out an old hermit whom lowlanders claim is an excellent, albeit rather crazed guide. You have discovered his simple, round hovel just outside the dark woods you must travel, and are now gathered within the thatched enclosure he calls home to seek his aid. Unnervingly, the gnarled old man before you laughs insanely, his face framed eerily by the feeble light of a cooking fire. "So ye think to go through the Heath, eh?" he cackles. Then his voice becomes a whisper, and the maddened grin fades from his face. "Well, pray true to yer gods," he whispers, "for there, in the Heath...prowls the **Black Shuck**."*

*The hermit cackles once again as he notes the puzzlement upon your faces. "I see ye know not the legend of the Black Shuck," he continues. "Well, some say it's a dog. Some say it's a demon. Some say it's both. Some say it's neither. But it's certain it's a great black hound with eyes of fire. And its howl...it shivers the bones of the bravest men."*

*"The Black Shuck doesn't always stalk the woods; sometimes it goes elsewhere. But lately, I've watched the animals. They know it's out there. And I've heard it."*

*The man wraps his tattered shawl around him and stares into the fire. "Some think it was the spirit of a huntsman who was slain with his faithful hound, and has ever since sought out his murderers," he continues. "I know only that some have claimed to've killed the beast--but it always returns. Nay, I will not guide ye through the Heath. But if ye would go, follow the trail north. Whatever path ye take, if ye are meant to pass the woods of the Black Shuck, ye'll come out." With that, the hermit once again laughs insanely, then moves to the back of the hut and curls up on his bed of straw to sleep for the night.*

### The trail



**1. Hermit's hut and trail entrance.** The hermit's hut lies in the shadow of Blackwood Heath, and the trail into the wood is clearly visible from his simple compound. Characters will find little within the hut of interest apart from a chaotic jumble of pelts, animal traps and arrows. A search of the bed will uncover a leather pouch filled with coinage totalling 3 gd. Finally, the old man is detailed below.

**Hermit, a non-rated human:** AR 0; TM 10'; BAR 10/3/15; BP 10; Avg stat 10; Attacks 1 dagger; Dmg 1D4; Ethics I; Size M; Trade skill--Track 78%.

Blackwood Heath, a coniferous forest, rests in a low-lying area, making the ground somewhat swampy. Travel along the trails is at a rate of two hexes per hour, and the only life noted in abundance by the fellowship consists of owls, snakes and a few squirrels. If the group camp for the night, there is a 1 in 6 chance of an encounter, and a D4 can be rolled to see what happens.

**1.** A pair of red eyes peer at the guard(s) from behind some foliage. If challenged, they turn away and disappear.

**2.** A light, possibly from a torch or lantern, is observed moving through the trees a few hundred feet distant. It quickly fades away.

**3.** A woman's scream echoes from some distant point.

**4.** The eerie howl of the Black Shuck rolls through the Heath, causing fear amongst those who hear it (see the monster description).

**2. A trick, not a treat.** Six miles into the Heath, the group will reach a fork in the trail. As noted, it makes no difference which direction they pick as each eventually winds through and exits the Heath. What will doubtless catch their attention, however, is the



## Faerie Tales--Black Shuck

sight of a rusty but glowing dagger lying on the mossy ground. Any character who touches it suffers 1D6 points of electrical damage. Others, thinking ethics or profession might determine whom can wield it, may touch the blade and suffer like damage.\* The sword is not actually magical, but has resting upon it a **Will O' the wisp**: AR Only hit by natural or adjusted 1; TM 200'; Level 7; BAR 18/11/55; SP (30); Avg stat 18; Spl stat St--2/Ag--20; Attacks 1; Dmg up to 10 points or 1D6; Ethics E; Size S; Spl note--immune to Type A & H spells; cannot charge. The monster will avoid revealing its true nature until all who wish to have tried to retrieve the dagger. It will then converge into a ball of electricity and battle the PCs normally, delivering 10 points of damage per hit. If the will O' the wisp loses its last Stamina points as a result of damage inflicted by the characters, it will form into a lightning bolt and strike a nearby tree, burning a downward-pointing arrow into the trunk. If the foliage at the base of the tree is searched, the scattered remains of a traveler will be discovered. While the bones hold nothing of apparent value, use of *detect enchanted aura* or sifting through the mud beneath them will net the party a *ring of paths*.

\* To encourage good role-play, the GM may consider asking to see the character sheet of any players whose PC seeks to touch the weapon. The players may then draw what conclusions they will from the damage each in turn receives.

**3. Gypsy wagon.** As the PCs approach this hex, a rain shower will begin. Soon after, they will hear the sounds of cursing and the snap of a whip. The following description may be read to any who press on to see what lies ahead:

*Stuck in the mud, and leaning at a precarious angle, is a garish roofed wagon, which two horses strain to pull free as a bearded gypsy applies his whip. Letters upon the side board read:*

***Madam Moldova--Seer of the Hidden***

Though distrustful of strangers, the gypsy will accept any offer of help, and two or more characters with a combined Strength of 35 can push the wagon out of the rut. After this is done, an old woman will emerge from the back of the wagon to address the group, and the following may be read:

*From out the back of the wagon emerges an old woman dressed in a long red robe with a shawl covering her stringy grey hair. And in a thick Sarvian accent she addresses you, saying: "I am Madam Moldova. My son Jomalo and I thank you for your help. Share our wagon until the storm passes."*

*With that, the old woman climbs back into the wagon. Her son, meanwhile, attends to the horses and mutely directs you with a wave of his hand to join his mother.*

If the group enter through the doorway at the rear of the wagon, they will discover that the interior is filled with the gypsies' worldly possessions. The area nearest the door is loaded with Madam Moldova's tools of the trade: beakers of strange dust and liquids; various dried body parts of normal and unique creatures hanging from hooks in the ceiling; and centered in the wagon is a small table atop which lies a red velvet cloth draped over what some may guess is a crystal ball.

Madam Moldova will direct her guests to seat themselves as best they can in the cramped quarters, and will remove a kettle from a small brazier, offering tea. If asked, she will explain that Jomalo and she are traveling south (toward the direction the party has come from), heading for the lowlands. Neither she nor her son have seen the Black Shuck, and as a matter of fact its presence in the Heath will come as a surprise if the group relate the hermit's warning. Madam Moldova has heard tales of the beast, however, and upon discovering that it could be nearby, will cross herself and voice the fact that she and Jomalo have sensed the presence of some terror in the Heath.

The GM may further use this encounter with Madam Moldova in one of two ways.

**1. Madam Moldova provides the fellowship with useful information to aid them in their main quest.** If this scenario is employed, the gypsy will volunteer to read the tea leaves. One person may be selected to be the beneficiary of her powers, and she will relate some bit of useful information first for the group as a whole, and specifically for that individual, along the lines of a particular area where some item that he or she would find helpful will be found when the group reaches its destination.

**2. Madam Moldova attempts to run a scam upon the characters.** If this idea is explored, the gypsy volunteers to read the crystal for the each member of the party. All but one of the adventurers will be given general comments and assurances that the future holds bright promise. To one selected member of the fellowship, however, the gypsy will



## Faerie Tales--Black Shuck

have a markedly different reaction, and the following may be read aloud:

*As the old woman peers into the crystal, she gasps, and a look of worry spreads across her wrinkled brow. "A spirit from this area follows you," she says, crossing herself. "You have earned the enmity of a shade whom you have somehow offended." Then her eyes widen and she points past you. "Even now it approaches," she whispers. "Look out!"*

*At that, the door blows open and a strong wind shrieks through the wagon. Instantly, the old gypsy stands and raises a silver pentagram which hangs from a chain about her neck. "Begone, spirit," she abjures. "You have no power in this place. Back to the outside with you!" And with that the wind ceases and the door slams shut.*

The players have, of course, just been treated to a spook spell. Madam Moldova will, however, milk it for all it's worth, explaining that the spirit will continue to follow the character around, causing various sorts of ill luck. A gypsy ritual of *exorcism*, she will maintain, will likely banish the spirit permanently. And for the paltry sum of 10 ounces of gold--which she will take only for the purpose of later making an offering in thanks to the gods for their help--she will help all she can. If her offer is accepted, Madam Moldova will burn some incense, utter some arcane words, and present the afflicted character with a pentagram made of olive wood--guaranteeing the talisman will make he or she immune to any mischief the spirit may seek to cause in the future even if the ritual fails.

Once the encounter with the gypsies is ended, the PCs may continue on their way.

The two gypsies are detailed hereafter.

**Jomalo, 3rd level human gypsy:** AR 0; TM 10'; BAR 13/8/33; BP/SP 12/8 (20); Avg stat 12; Spl stat Cn-15; Attacks 1 gladius; Dmg 1D6; Ethics I; Size M; Gypsy skills--Fsttk 32%; PP 30%; Stlth 34%; Asn blow +2; Songs memorized/casting slots:

**Rank 1:** Alter garb; repair; slumber/1

**Rank 2:** Windstep/1

**Madam Moldova, 8th level human halaka:** AR 0; TM 10'; BAR 14/7/35; BP/SP 10/8 (18); Avg stat 10; Spl stat IQ-16; Attacks 1 dagger; Dmg 1D4; Ethics I; Size M; Gypsy skills--Fortune-telling 65%; PP 34%; Prfrmnce 34%; Field of knowledge (Alchemy) 36%; Spells memorized/casting slots:

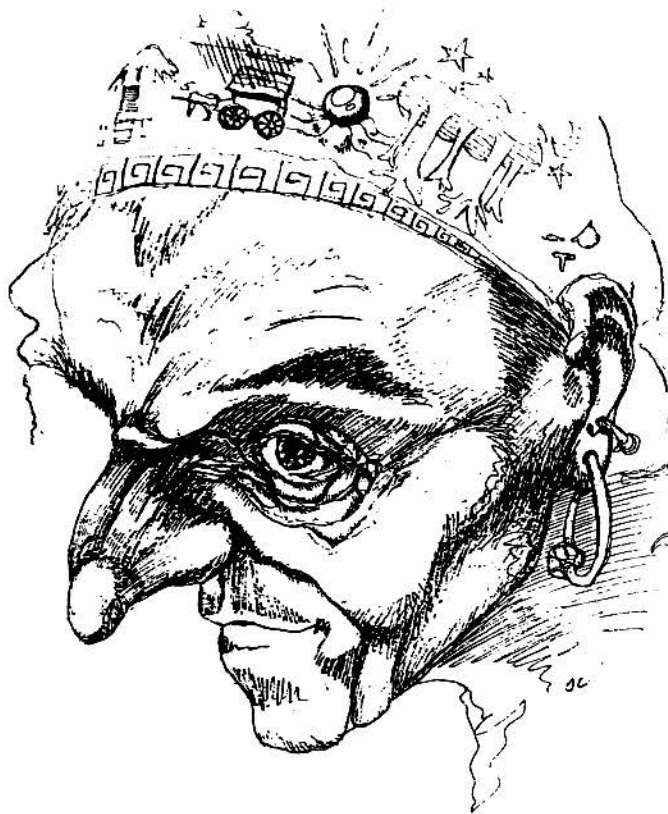
**Rank 1:** Beguile; see spirits; spook; trick/2

**Rank 2:** Bone dust; cure wounds; finger of

departing; guardian skull; phantom valuables/1

**Rank 3:** Crystallomancy/1

**Rank 4:** Mind read/1



**4. Enchanted pond.** Along the trail here is a small pond filled with pure, refreshing water. Horses in the party will naturally be drawn to water from the pond, and the air itself tingles with magical energy. If *detect enchanted aura* is employed, the pond strongly radiates magic. Its special power is that a weapon dipped into its waters becomes a BF 1 arm until such time as a natural 30 is thrown for an attack roll. The enchantment then ends. The power of the waters will last until the next new moon unless a character attempts to enchant more than one of his weapons. In this event, the attempt fails and the pond's power fades.

**5. Druids circle.** In decades past, druids worshipped in the Heath. The only remnant of their presence is an old stone circle about 40' in diameter, overgrown with tall grass. A stone brazier is visible at the center of the circle. If an adventurer moves up to the brazier, he will fall prey to a hidden **Marsh blob**: AR 0; TM 5'; Level 3; BAR 16/9/45; BP 10; Avg stat 6; Attacks 1; Dmg 2D6; Ethics I; Size M; Spl note--90%



## Faerie Tales--Black Shuck

chance to ambush; *only harmed by fire*. The blob has no treasure, though if a search of the grass is made, the bones of a former victim will be found attired in the rusted, though usable remnants of human-size chainmail.

**6. Bees.** Just off the side of the trail here is a large bee hive located in the crotch of a eucalyptus tree. Though not visible from the trail itself, characters will note the faint sound of humming. If any PCs penetrate into the woods to investigate, they will be set upon by (8) **Fumble bees** (see the **New Monster** section): AR 0(-5); TM 30'; Level 2 (D4 SD); BAR 16/8/42; BP/SP 2/8 (10); Avg stat 4; Spl stat Ag--20; Attacks 1 sting; Dmg 1D4+special; Ethics I; Size S; Spl note--*can be banished by druids; sting causes lack of coordination*. The eight workers are guardians of the hive, and if the group venture any closer to the hive, they will be attacked by 20 similar bees. The wingless queen is located within the hive, along with one dose of Royal Jelly, which can be brewed into a *potion of Agility*.

**7. The Black Shuck.** Near the end of the trail, the group will at last encounter the terror they were warned of, and the following may be read to the players:

*At last you seem to exiting the Heath, for the trail has come upon dry soil bordered by a group of small hills. Even the trees have begun to thin out. But as you move to depart the area, an apparent outcrop of rock upon a nearby hill moves, and lifting its head to stare at you is actually a monstrous black hound with eyes of fire.*

To the east, atop a small hill about 200' distant, the creature peers down upon the heroes. This is the **Black Shuck** (see the **New Monster** section): AR 0; TM 30'; Level 12 (D6 SD); BAR 20/13/67; BP 36; Avg stat 20; Spl stat Ag--11; Attacks 2 claws/1 bite; Dmg 1D6/1D6/4D4 (or 16); Ethics I; Size M; Spl note--*subject to exorcism; immune to Type A spells; howl causes fear; jaws lock if it rolls 5 or more beneath what it needs to hit*. The monster is in clear bow range. However, it has no real interest in the party, though it will enact its terrifying howl if the group make any move toward it. Any horses in the fellowship will immediately bolt out of the Heath unless a *horsemanship* roll is made to control them. Characters remaining in the Heath may take what action they desire, either leaving quickly or making an attack upon the beast. If the monster is attacked, it will respond, although the Shuck will not follow characters who retreat from combat and depart the area.

## New Monsters

### Bee (fumble)

Armour rating: 0(-5)

Tactical move: 30'

Level: 2 (D4 SD)

BAR: 15/8/42

BP/SP ratio: 1/4

Average Body/Stamina: 2/8 (10)

Average stat: 4

Special stat: Ag--20

Attacks: 1 sting

Dmg: 1D4 + Special

Ethics: I

Size: S

Spl note: Can be *banished* by druids; sting causes lack of coordination; bee dies after a successful sting

**Common knowledge:** Fumble bees are large, yellow bees whose sting causes dizziness and loss of Agility. They are highly territorial, and attack in whole swarms when their hives are threatened.

**Detailed knowledge:** Fumble bees are so named for the fact that their venom causes loss of motor control in the extremities of their victims. While this effect causes no actual loss of Agility, each time a character under the effects of the venom attempts an action requiring use of the hands (such as combat, *lockpicking*, spellcasting requiring manual dexterity, etc.), he has a 5% chance per sting he has taken of the action failing. The effects of a sting manifest themselves within 3D4 minutes and last for 24 hours, notwithstanding use of *cure poison*.

As noted, fumble bees can attack in swarms of up to 4D10 bees, though rarely are swarms encountered away from a hive. Swarms are, however, *banishable* by druids. And within the hive protected by them will be found 1D6 doses of Royal Jelly. This jelly is desirable for that fact that a character with *alchemy* skill may brew one *potion of Agility* from each dose.



## *Faerie Tales*--Black Shuck

### **Black Shuck**

Armour rating: 0

Tactical move: 30'

Level: 12 (D6 SD)

BAR: 20/13/67

BP/SP ratio: 1/1

Average Body/Stamina: (36)

Average stat: 20

Special stat: Ag--11

Attacks: 2 claws/1 bite

Dmg: 1D6/1D6/4D4 (or 16)

Ethics: I

Size: M

Special note: Subject to *exorcism*; immune to Type A spells; howl causes fear; jaws lock if it rolls 5 or more beneath what it needs to hit

**Common knowledge:** Black Shuck is a huge, black dog-demon with eyes of fire that haunts isolated wilderness areas. Its howl causes even the bravest adventurers to cower in fear.

**Detailed knowledge:** The Black Shuck is a monstrous hound that during night hours roams wild lands where Celtic deities are worshipped. Part animal/part demon, none know the true origin of the Black Shuck, though many believe it to be the

combined spirit of a huntsman and his faithful hound, who were murdered by brigands. Ever after, it is said, the monster has sought out its murderers to exact vengeance.

Long before it is ever seen, the Black Shuck emits a howl that forces those hearing it\* to make IQ rolls or be stricken with terror, enduring a penalty factor of 4 to attack rolls against the monster. And even those who make the roll are still affected to the extent that they apply a penalty factor of 2. (Note that use of an *embolden* spell can do no more than halve the attack roll penalty of one who has heard the howl.) The effects of this howl last until dawn. While the creature may ignore a group of adventurers, if it engages in combat, the Black Shuck makes two attacks with its claw-like paws, along with a vicious bite. If, as noted, its jaws lock, someone bitten by the monster takes 16 points of damage on phase 1 of each turn until he or the monster is dead. If "slain", the Black Shuck fades into nothingness, and ultimately re-forms to haunt other areas.

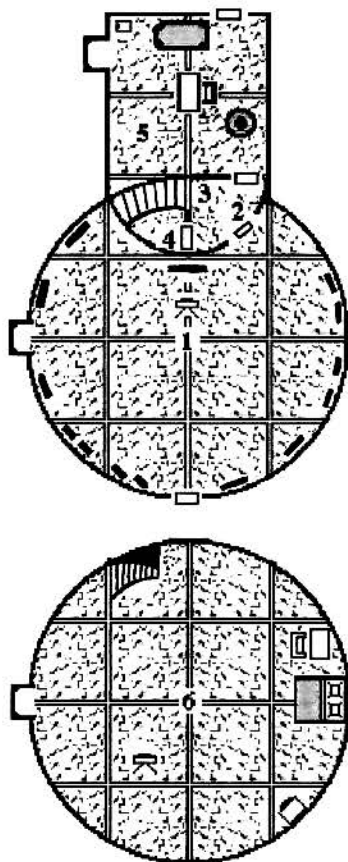
Black Shuck is subject to *exorcism* only to the extent that a successful *banishing* attempt drives it back to the Nether planes for a fortnight.

\* Including *berserk* vikings.



## *Dreamspinner's Art Gallery--A pocket adventure™ by Vince Garcia*

As a guide to introducing the GM to one of the most important witches in Islay, the campaign world of *Quest of the Ancients*, this encounter is offered. As few as one PC can participate, and while set in Freeport, the art gallery can be moved elsewhere in the campaign.



### DESCRIPTION OF THE GALLERY

**1. Main entry and gallery.** Those passing by the tower will note a sign hanging over the door with a drawing of a paintbrush and a legend which reads:

**ART GALLERY**  
**ADMISSION FREE**

Often the door is propped open with a stone. But except for when Dreamspinner desires to close up, the door is unlocked. Those entering the building emerge in a comfortable circular chamber of granite with a

fireplace and cauldron in the western wall. At the center of the chamber is usually an easel holding Dreamspinner's current work.

At least 10 paintings of various subjects hang upon the walls on a given day. On the first occasion a character visits the place, the following works of art will be observed, starting from the west side of the doorway.

**1. Seascape.** This painting shows an empty beach of unbroken white sand gently licked by the blue surf.

**Effect:** Those looking at this scene will catch the gentle scent of salt air.

**2. Elfland forest.** This is a small painting offering a tranquil view of a small stream flowing through the green forests of Ashvryl.

**Effect:** Those observing the work will hear the faint sound of a babbling brook.

**3. Faerie glade.** A group of pixies and sprites at play is shown in this painting of a mushroom-filled clearing in the midst of a group of oaks.

**Effect:** Each person looking at this scene should make a *hearing* roll. Those who do will catch the sound of high-pitched giggling and the frolicsome sounds of fairies at play.

**4. Storm at sea.** This large painting vividly shows a merchant ship struggling against a raging storm. Helpless against the elements, a few sailors hold on for dear life as a mountain of white water comes crashing over the forecastle.

**Effect:** Those looking at this painting must make *Con* rolls or become nauseous.

**5. Harpist.** This painting just to the left of the fireplace portrays a seated, robed bard, eyes closed, plucking the strings of a Celtic harp.

**Effect:** Those who make a *hearing* roll will hear the strains of melodic harping, which quickly fade away.

**6. Highland sea cliffs.** In this painting is shown a lonely sea cliff against whose base the sea rushes forward and collides, breaking apart in a spray of white foam.

**Effect:** Those observing this painting will hear the sound of the surf pounding against the base of the cliffs, and will also detect the heavy scent of salt air.

**7. Weeping woman.** Faintly, almost as if she is being seen in a fog, the sorrowful face of a beautiful young elfwoman is portrayed, her cherry red lips the only color shown apart from varying shades of white and grey. From her left eye falls a single tear.

**Effect:** Those who look upon this scene will become filled with a feeling of great sadness and loss.

**8. Battle.** This largest of the paintings currently in the gallery portrays a battle between a group of orcs

## Faerie Tales--Dreamspinner's Art Gallery

and ogres against force of men and dwarves. The painting's intense realism is unnerving.

**Effect:** Those who look upon this scene will become oddly absorbed with the battle, seemingly hearing and feeling the clang of swords and the thudding of battle axes for a minute or so. Should a dwarf (or another race if the GM prefers) view this painting, he must make a Luck roll. Failure results in his appearing on a grassy plain in the midst of a pitched battle. Around him two armies battle for their lives, and arrows whistle past his head. Then an orc will rush toward him, screaming a battle-cry. **Orc:** AR 1; TM 10'; Level 2; BAR 15/8/42; BP/SP 4/12 (16); Avg stat 12; Spl stat IQ 7; Attacks 1 sword; Dmg 1D8; Ethics E; Size M.

If the character kills the orc, he will instantly return to the gallery, 20 level points richer. Should the orc win, that character will become a part of the painting.

**9. Marketplace.** This painting shows a local marketplace. Hawkers and street vendors fill the canvas, and many people will be seen bustling about the area.

**Effect:** Those looking at this painting will detect the sounds and smells of a marketplace.

**10. Desert.** The burning wastes of the Desert of Karnak are shown in this panorama of heat and emptiness.

**Effect:** Anyone looking at this painting will be stricken with a powerful thirst.

**11. Glacier.** Towering peaks of snow and ice are offered in this painting of a glacier.

**Effect:** A wave of cold will momentarily sweep over anyone eyeing this scene.

**12. Canyon.** The observer seems to be standing on the edge of a precipice in this artwork. Far below, the blurry forms of jagged rocks reach up toward the rim of the canyon.

**Effect:** Anyone except those with *climbing* skills who look upon this scene will be stricken with vertigo, momentarily losing their balance.

**13. Cloud castle.** A floating castle is ethereally shown in this panorama of blue and white.

**Effect:** A feeling of lightheadedness will affect those looking upon this painting.

**14. Blank canvas.** This canvas is entirely blank.

**Effect:** Anyone looking upon this canvas will observe people and a place from their past where they were once happy. Or, the GM may determine some other effect.

**2. Entryway.** This small room is entered through a door in the northeast corner of the gallery.

**3. Stairs up.** A winding set of stairs leads upward to the tower's second level.

**4. Storage room.** Various art supplies are neatly shelved in this small nook. If a character checks the area with *detect enchanted aura*, a can of paint will register. The GM may generate a use for it he deems appropriate.

**5. Kitchen.** A trap door on the floor in the northwest corner of this addition to the tower opens to the sewers below for waste disposal. Next to it stands a sink, and beneath this rests a bucket and a small copper bathtub.

Securely barred from the inside, a door in the northeast wall permits egress to the outside.

Against the eastern wall stands a full water barrel.

To the southwest is a pile of firewood, above which are some shelves holding dishes and eating utensils.

A fireplace and a cauldron will be found in the center of the west wall, and to the north of it will be seen shelves and cupboards holding various dry foodstuffs.

A table and chair are in the center of the room.

**6. Bed chamber.** Living quarters comfortably decorated with tapestries of red and gold are to be found in the upper level of the tower, which also boasts two gables north and south looking out upon the city, along with a marble fireplace.

Unauthorized visitors ascending from below will be met by a *floor claws* spell placed on the first 10' area in front of the stairs.

To the northeast will be seen a white dressing table with a large mirror. Upon the table rests an ivory comb (value 20 gd) and a *skull of sight*.

A canopied bed with a thick silken comforter stands to the east of the room next to a basket with a plush scarlet cushion and a leather ball within. Elvish letters on the basket spell out the word PURR.

To the right of the bed stands a large wardrobe. Clothes within include two dozen fine silk robes (value 20-80 gd each). Also in here is a small locked chest which if opened exposes 250 gd, 100 sr, and 55 bz, along with a key and Dreamspinner's spell book. Also within the chest is a beautiful *greater scroll*. Delicate lettering of scarlet and gold form four witch spells written at the 20th level of skill: *charm*; *shooting stars*; *ward of protection* and *word of power*. Also within the chest is a small sack holding five 100 gd fire opals along with a set of jaws enchanted with a *snapping pocket* spell.

An easel stands next to the southern gable, and atop the fireplace in the western wall will be noted a human skull (for use as a *skull watcher*) and small golden box. If the box is opened, a small mechanical bird inside will flap its wings and chirp. The box has a value of 100 gd.

Finally, although the roof appears to be of solid oak, a permanent *secret door* spell has been employed to



## *Faerie Tales--Dreamspinner's Art Gallery*

hide a small trap door above the bed. The door, which is opened with the key found within the closet, leads to a small loft where other treasures are stored.

The GM may thus use **Dreamspinner's Art Gallery** as a means to introduce a fellowship of adventurers into a scenario without having to contend with a difference in campaign locations, GMCs, etc., for her adventures are magical and take place in an alternate reality. Thus, characters from one campaign world can suddenly find themselves in another without giving the GM a headache or worrying about conflicting with "Official" GMCs, game rules, etc.

Finally, Dreamspinner, her familiar and Ciryth are detailed hereafter.

**"Dreamspinner"** (15th level witch)

**Race:** Elf

**Armour rating:** 0

**Tactical move:** 15'

**Stamina points:** 42

**Body points:** 11

**Stats:** St 12 Ag 14 Cn 10 IQ 19 Ch 16 Ap 17 Lk 9

**BAR:** 16/9/45

**Attacks:** 1

**Damage:** 1D4+2 (dagger) or by spell

**Ethics:** Indeterminate

**Age:** 300

**Skills:** *Astrology* (treat as card-reading)--84%; *artistry* (masterful); *herbalism*--78%; *basic lute-playing*; *general fluency* in Avalonian and Torrencian.

**Wealth carried:** 10-40 gd + 1,000 gd diamond

**Magic items:** BF 2 dagger; *cloak of pouches*; *ring of energy blasts*; *skull of sight* (generates *eye of Rhiannon*); *elixir of healing*

**Focus:** Artist's brush; allows her to fashion magical paintings

**Spells memorized/casting slots:**

**Rank 1:** Clean; evil eye; helping hands; magic dart; skull of flame; snapping pocket/4

**Rank 2:** Chameleon; cure wounds; moon sigils; will O' the wisp/4

**Rank 3:** Capture essence; crystallomancy; energy blast; seek object/4

**Rank 4:** Cure poison/disease; greater slumber; Lirazel's globe of protection; transform; vanish; vision of recall/2

**Rank 5:** Curtain of darkness; faerie dust; teleportal/3

**Rank 6:** Finger of stunning; force field/2

**Rank 7:** Word of power/1

**History:** Dreamspinner was born some 300 years ago in Talon, where she learned the path of witchery from her mother, excelling as a spellcaster. As an adult, she departed the Elflands, wandering in search of the legendary Queen of Witches. Twenty years ago she came to Avalon, where a rumor claimed the Witch Queen had been seen. The source of the rumor proved not to be the Queen Herself, but in a large forest she discovered Sarana, an immortal former handmaiden of the Queen who had been banished to the world of mortals for having taken a human lover. The two became friends, and once each year Dreamspinner journeys to Sarana's home near the village of Scottsdale for a visit.

Settling in Freeport, Dreamspinner put her considerable artistic talents to use, opening a gallery featuring her magical paintings. The establishment is available to visitors without charge during daylight hours, although its owner does nothing to advertise its existence apart from a small outer sign. Many strange things happen there, and those who arrange for a sitting during the night hours never fail to have an exciting story to tell the next morning--if they survive.

**Appearance:** Dreamspinner is an attractive elf with silvery hair and pale blue eyes. She usually is attired in one of her many silken robes, and she always carries her paint brush focus securely tucked away (and woe to anyone seeking to steal it!). Usually, she is accompanied by her familiar, a faerie cat.

**Whereabouts:** Dreamspinner is only encountered in her art gallery.

**Roleplaying guidelines:** Dreamspinner, while quietly pleasant, tends to view things and people from an artist's perspective. Those encountering her will find her more interested in their facial structure than their adventuring stories, for instance. Nevertheless, she is quite socially conscious and quick to aid someone in need.

**Special notes:** The paintings Dreamspinner fashions are all highly magical. Among her talents is the ability to transmute objects from a three-dimensional into a two-dimensional state on paper or canvas through use of *capture essence* and a specially-researched *moon sigils* spell. Any object up to a 10' cube in area can be so stored, making it portable for travelers. Thus, a spare pony, rations, weapons, armor, tent, rowboat, etc. can be folded up and easily carried until needed.

Dreamspinner usually will not accept cash for doing such work, but will give credit for magic items offered. If she will take cash, the cost is calculated to be 10 times the value of whatever she is to store on paper or

## Faerie Tales--Dreamspinner's Art Gallery

canvas, or 100 gd, whichever is more. The equivalent bulk of the item then is lowered to 1/10 normal if transferred to canvas, or 1/20 if instead done on paper (which isn't waterproof). When the possessor desires to restore the object, he need only tear the painting and it will be released.

Dreamspinner's greater power is through her wall paintings. Those visiting the gallery will observe a constantly changing array of incredibly detailed oil paintings showing scenes from the past, present--and future. Some who have observed paintings of famous battles in which they participated, for instance, have remarked how uncannily Dreamspinner captures the actual feel of the conflict--vividly portraying the last moments of fallen comrades as actually happened in the struggle. Others have been frightened by the unnatural realism, and claim to have been so momentarily absorbed by the scene that they felt as if they actually had become a part of the painting.

Occasionally for free, (but more often for a useful magic item), Dreamspinner will allow an individual or group to come for an evening sitting, and will then paint the subjects onto the canvas. She never knows except in a very general way what the painting will look like ("Let's see...an ocean scene would befit you quite well..."; "Such a mighty dwarf should be pictured in the heart of the world's largest mountain...", etc.). As she paints, those in the sitting suddenly find themselves someplace else, and nearly always caught up in an adventure which ends at the same moment Dreamspinner completes her painting. If the quest was successful, the fellowship find themselves back in her sitting room with any treasure and level points obtained during the quest. They are then presented the completed painting showing the group superimposed against the dominant theme of the adventure--assuming they survived, for some depressing scenes in the gallery portray the sad end of adventurers caught in the maw of a hungry dragon, or lost in a storm at sea, or slain on the field of battle, and so on.

It is also possible for her subjects to request being painted to a specific place known to them. While subsequent events may well be appropriate to the locale, the fact that Dreamspinner's painting adventures occur in an alternate reality will usually result in no changes occurring in the "real" world--something the characters may not be prepared for.

Presently she is concerned with the fact her paintings reveal that someone has been altering history. She has also been searching unsuccessfully for Ciryth, who escaped from the gallery late one evening (see the GMC capsule).



### Cat (faerie)

Armour rating: 0(-5)

Tactical move: 20'

Level: 3 (D4 SD)

BAR: 16/9/45

BP/SP ratio: 1/2

Average Body/Stamina: 3/3 (6)

Average stat: 12

Special stat: IQ--8/Ag--20

Attacks: 2 claws

Damage: 1D4/1D4

Ethics: I

Size: S

Special note: Camouflage with surroundings; 95% silent

**Common knowledge:** Faerie cats are elfin felines able to blend in with natural terrain.

**Detailed knowledge:** Little different from above. Faerie cats are native to the Forest of Brigit and some parts of Avalon. At will, they may invoke the equivalent of a *chameleon* spell. All are renowned for their stealth, moving with only a 5% chance of being heard. Faerie cats are permissible as familiars, and they are known to live for centuries.



## *Faerie Tales*--Dreamspinner's Art Gallery

**Ciryth**, the little elven girl

**Race:** Elf

**Profession:** Witch (sorta)

**Level:** Almost 1st

**Armour rating:** 0(-5)

**Tactical move:** 15'

**Stamina points:** 0

**Body points:** 4

**Stats:** St 3 Ag 20 Cn 5 IQ 6 Ch 13 Ap 17 Lk 9

**BAR:** N/A

**Attacks:** 0

**Damage:** 0

**Ethics:** I

**Age:** 6

**Skills:** None

**Wealth carried:** 0

**Magic items:** None

**Spells memorized/casting slots**

**Rank 1:** Talk/1

**History:** Late one evening, Dreamspinner decided to make a painting. At a loss for a subject, her thoughts began to wander back over the centuries to when she was a small child in Talon. She began painting a self-portrait of she and Purr, her faerie cat familiar, recalling the time she had found the kitten trapped beneath a fallen branch in the forest. She painted for hours and as dawn neared, she left the easel to fetch more paint from the storeroom. Behind her the magical pigments began pulsating, and in a few moments out stepped a startled little girl holding a faerie kitten. As Dreamspinner returned to the room, she gasped in shock (even she is occasionally surprised by the way her artwork turns out). No less shocked was the child, who bolted out the door with her kitten, terrified of her creator. She disappeared into the streets, quickly losing her pursuer, and in the days since her creation has been hiding around the docks and alleys of the city, lost, frightened and alone. She has no idea where she is, why the terrible lady is chasing her, or how to get home.

**Appearance:** Ciryth (Dreamspinner's true name),

appears to be a silver-haired, blue-eyed elf-child about 6 or 8 years of age. She is dressed in a white gossamer robe (which elves will notice is of a very old fashion design), and wears a crown of holly leaves. No matter how filthy her surroundings, both she and her kitten never seem to get dirty, nor does the holly wreath lose its freshness.

**Whereabouts:** Ciryth can be found hiding around the docks near the merchants' guild clearing-houses. Those passing near her hiding-place will hear the sad whimpering of a hungry child and upon investigating will discover she and her cat.

**Roleplaying guidelines:** Ciryth can speak only elvish, and yearns for one thing--to get home. For reasons she can't comprehend, she is terrified of "the lady" (Dreamspinner), and will not approach within a block of her gallery. All she knows about her predicament is that she was playing with a kitten in the woods when she suddenly found herself in a dark room with "a strange lady who chased me." She has been hiding ever since, and asks anyone with whom she can communicate to return her to Talon.

Even at this young age, Dreamspinner's mother had been tutoring her as a witch, and on the day she first found Purr, she used a spell to communicate with the creature. Thus, the child is able to cast a *talk* spell (with a 50% chance of its working).

Ciryth obviously needs someone to take care of her, and if a party of adventurers decide to adopt her, the GM may use her as a means of starting the group on a quest to the elflands, where they may find adventure. Dreamspinner's mother still lives in Talon and would find a reunion with her "Daughter" under these circumstances to be quite a unique, though not unwelcome, occurrence. During travels with the child, the GM may also drop a clue every now and then suggesting Ciryth comes from a time many years in the past (she is not old enough to comprehend calendars or dates, however).

If Dreamspinner manages to catch Ciryth, she need only touch her for the child's fear to vanish entirely, and for her to comprehend what has happened. Dreamspinner can then escort Ciryth back home and paint she and the kitten back onto the canvas.

## *Witch's Tower* by Vince Garcia

"Witch's Tower" is an adventure suitable for up to six, 1st-4th level characters. The scenario is set in any forested part of the campaign world, after the heroes have departed civilization in search of adventure.

### Setup

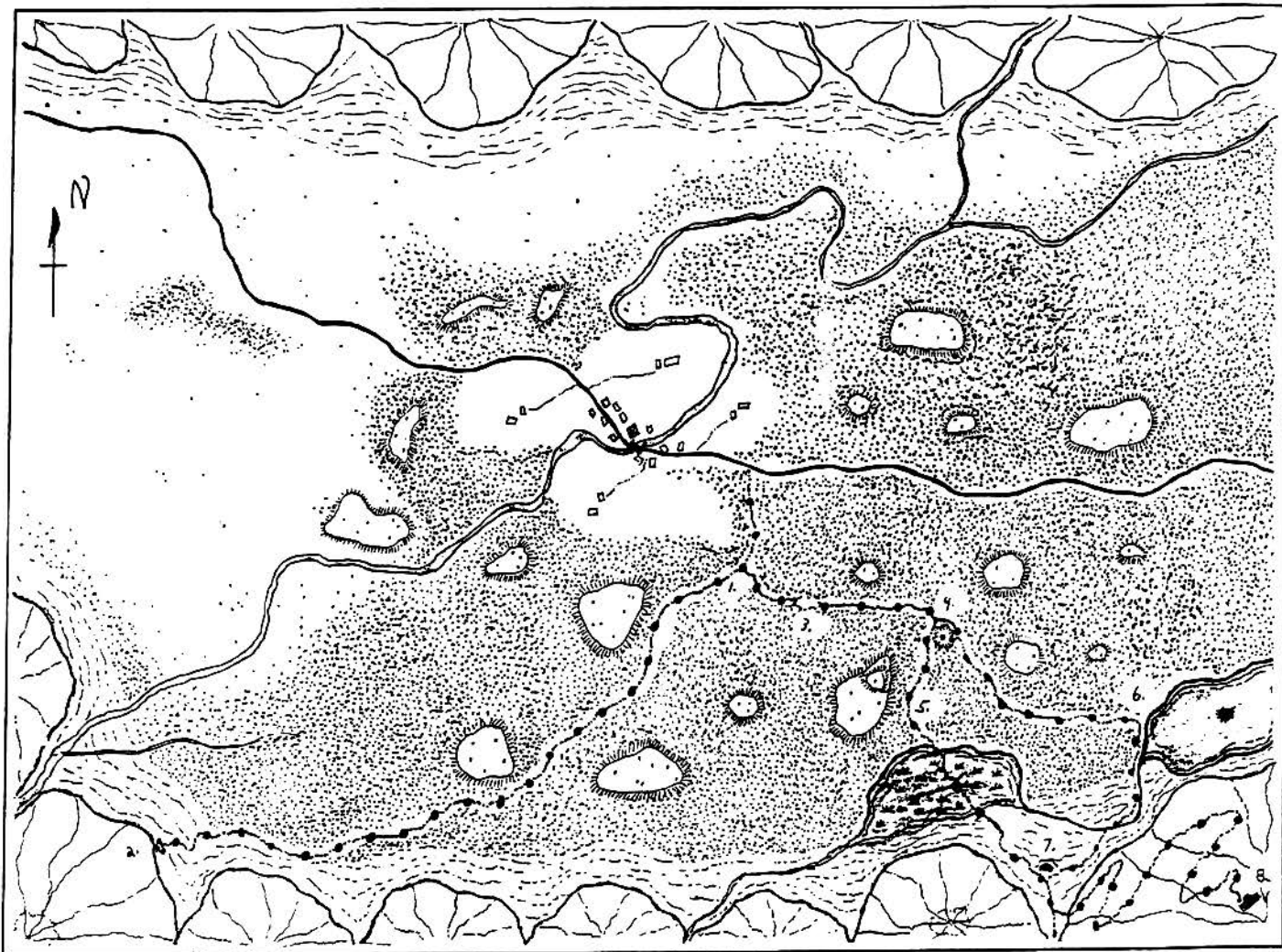
The tower of Celline, a long dead witch, stands in the mountains above the village of Grass Vale. Many believe that great treasures are held within, awaiting a few hardy souls to brave the reported curse on the tower and retrieve them.

After purchasing half of an "authentic" treasure map in a marketplace, research by the characters has shown that the missing portion was held by Celline, an Evil witch who dwelt in a mountain fortress above the village of Grass Vale before her death. Somewhere in her abandoned keep may be the portion of the map that leads to even greater treasure

On their travels, the characters hear tales that Celline, an Evil witch slain years ago, has returned to life and terrorized the hamlet of Grass Vale. A fellowship of heroes is sought to put an end to her once and for all.

### An overview for the GM

Long ago, Celline the witch lorded over the valley in which lay the village of Grass Vale. From her mountain tower, she and her cohorts bullied local peasants into doing their bidding until she came into conflict with Aramis, a Good witch of equal power. In the struggle that followed, the tower became a scene of battle between forces of the two, and Aramis bound Celline forever into a chamber within. Exhorting those in the valley below to avoid the tower, Aramis and her forces departed, and a peace came which has lasted now more than 50 years.





## Faerie Tales--Witch's Tower

Then, a few weeks ago, one of the dreaded creatures known as **winged sirens** flew into the area, making a lair for itself in Celline's old tower. The monster began raiding the valley for food, using its call to lure several villagers to their deaths. As the characters arrive, Grass Vale is in a state of terror, believing Celline has re-animated to seek revenge for her imprisonment.

About a hundred souls live in the valley, which sports a small inn for the occasional traveler passing through the area.

The GM may either read or paraphrase the following to the players:

*The sun floats high in the sky when first you see the village of Grass Vale nestled in a small valley bordered by forests and mountains. A river runs through the center of the town spanned by a wooden bridge, and amidst the dozen or so buildings appears to be a small inn.*

As the group enter the village, they will note the worried expressions of the townspeople. Lodging may be sought at the local inn known as **The Welcoming**, which sports three rooms, each renting for 1 gd per night. Because of recent events, frightened locals are unfriendly, though any can point out Celline's tower, visible as a speck jutting out from a mountain far to the south. Marcus Roomletter, **The Welcoming's** innkeeper, knows that in the past month four villagers have disappeared during night hours, and talk is that Celline's ghost is responsible. As to the tower's history, Marcus relates that the valley was once ruled by the Evil witch Celline, who was bound into the tower by a visiting sorceress. Before she was sealed within, the witch vowed to return and wreak havoc on the village for aiding her enemies. By following the trail leading south, one may eventually come to the tower and an abandoned dwarven outpost.

Should anyone seek other information or rumors, refer to the following table by rolling a D6 to see what each investigator learns.

1. The banks of the river have risen lately--a bad omen. (True, but unrelated.)
2. Celline's singing has been heard several times recently during the evening. (True, although the singing belongs to the winged siren.)
3. A small child claims to have seen a "Flying lady" outside his bedroom window. (True.)
4. Last week, the witch caused a thunderstorm from which fell a lightning bolt, setting a bale of hay afire. (False. The event was entirely natural.)
5. The most recent victim of Celline was old Joshua, a peasant who disappeared from his farm. (True.)

6. Even before the disappearances began, someone had been stealing small articles from the town, including food and a bee hive. (True, although a **chameleoid** living at the outpost is responsible for this.)

### Setting a trap

If the investigators delay seeking out the tower and examine the scene of any of the disappearances, they will note nothing out of the ordinary. All but Joshua were married men who went out to investigate a disturbance with the livestock in one case, and the source of unusual singing in two others. There were no signs of a struggle, though each time the peasant's weapon was found lying on the ground, and he seems to have vanished off the face of the earth. (Characters with *tracking* skill will note that the tracks just seem to disappear.)

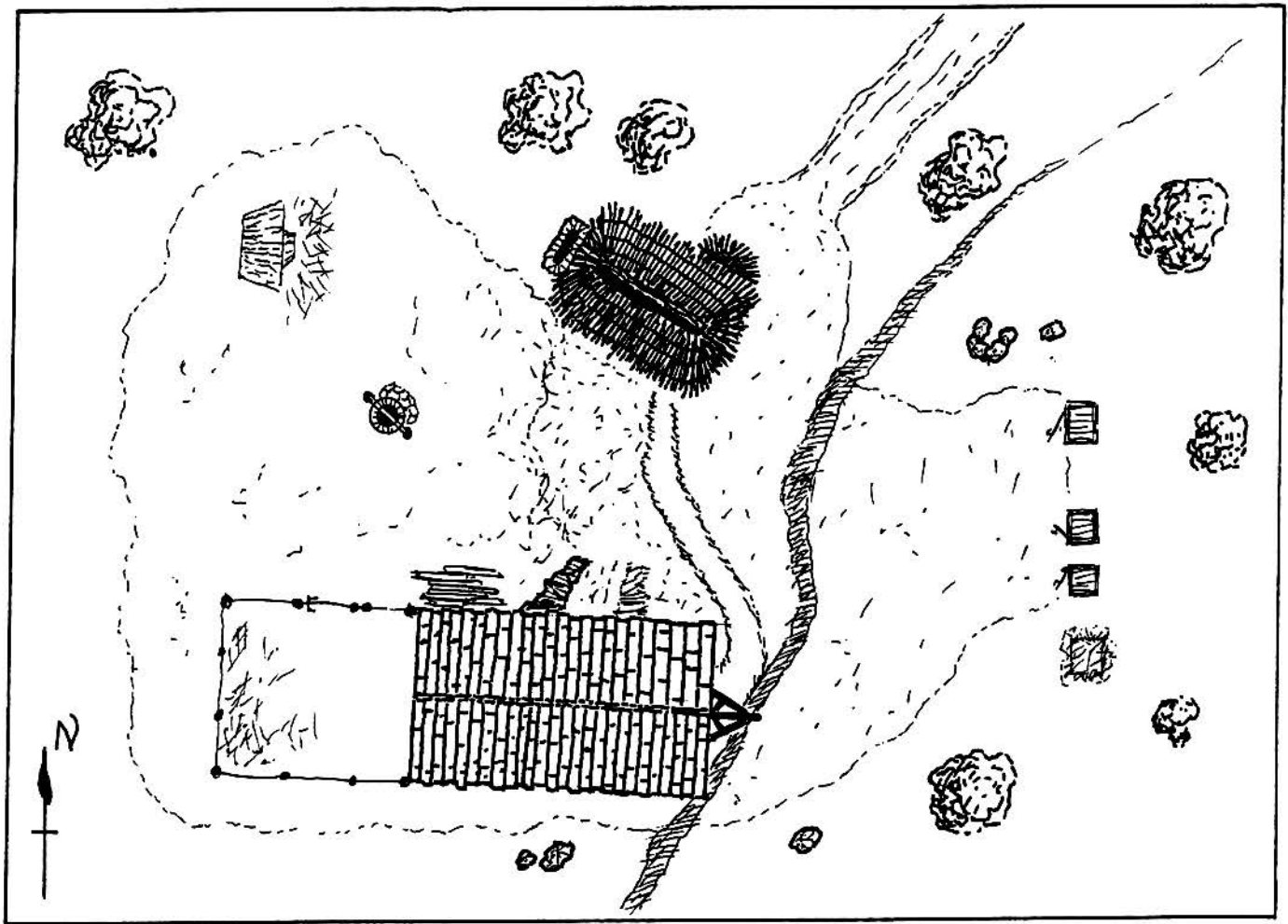
If the heroes choose to set up an ambush for "Celline", they will find a lone citizen willing to aid them. At his farm (see **Figure 1**) on the outskirts of town, the heroes may hide themselves as they wish, and within 1D3 nights, the siren will fly in for a nocturnal visit. Alighting atop the barn, the monster will sing to lure the farmer outside, and will then issue its song of *mesmerizing*, affecting the farmer, who will halt motionless. (Characters within 50' must make IQ rolls to resist a similar effect). On seeing its prey neutralized, the winged siren will attack, selecting the farmer above any others, and the following description may be read to anyone viewing the event:

*From atop the barn comes the sound of a scrape and a flutter. Then a large, winged figure with the upper body of an ugly human female and the bottom of a bird of prey swoops down, talons extended to grasp its prey.*

The winged siren (see description in **Room 10** of the tower) will automatically grasp the farmer unless the PCs took action to prevent his exiting the house. In this event, if one or more characters have made themselves available for dinner, the creature must roll to AR 5(+2) as it seeks to carry off a would-be hero instead. If successful, the winged siren will begin flying away, although in doing so it may be attacked with missile weapons or spells. If harassed in any way, the creature will drop its prey (causing 1D10 points of Body damage) and seek escape. If the attack fails, the object of the winged siren will be freed from its trance and may act accordingly.

One grasped by the monster must make a Strength roll or be helpless. Otherwise, he or she may attack with a weapon, gaining release when it strikes. Each

Figure 1



turn of combat before a successful attack roll, however, results in a fall from a 10' greater height for correspondingly higher damage.

After being confronted, the creature will then disappear southward into the night sky. Thus, the winged siren should be able to withstand an initial encounter with the adventurers.

## The trail

To the south of town an overgrown trail disappears into a coniferous forest. Because of its proximity to the tower, villagers do not stray very far to the south, and none are anxious to act as guides. They do know that the forest overall has been relatively safe in the past, with most baneful denizens keeping to the mountains.

The trail leads to various points of interest. (Note that each dot represents the equivalent of one mile of travel.)

1. **Fork** (southern). Not far into the forest lies a

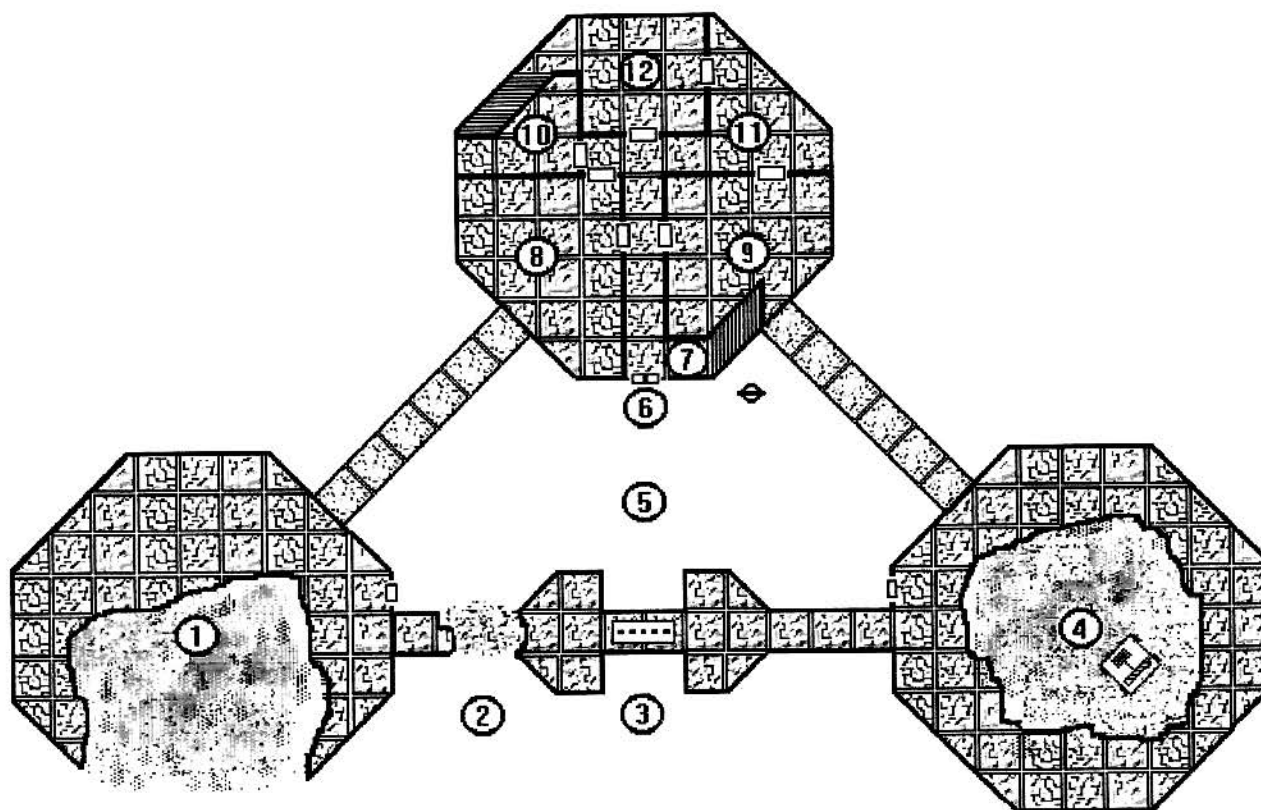
fork in the trail, with the southern branch eventually ending not at Celline's tower but at an old abandoned dwarven outpost at the border of the mountains. If traversed, there are three possible encounters with monsters. Each mile, the GM should roll a D6, with a roll of 1 indicating that the group has come across something. Note that each encounter will happen but once, in order of listing.

**Wild pony:** AR 0; TM 20'; Level 2; BAR 15/8/42; BP/SP 8/12 (20); Avg stat 12; Spl stat IQ-5/Ag-7; Attacks 1 kick; Dmg 1D4; Ethics I.; Size M. The group will come upon a young mare taking a drink from a pond. Quick use of a *bind animal* or a *slumber* spell (from a level 2+ character) etc., will permit capture of the horse, which can be broken by a character able to handle animals. Or, it may be sold in town for 5 gd.

**Weasel:** AR 0(-3); TM 30'; Level 1; BAR 15/8/40; BP/SP 1/5; (6) Avg stat 4; Spl stat Ag-15; Attacks 1



**Figure 2**



bite; Dmg 1D4; Ethics I; Size S. When encountered, this creature will be digging at the burrow of a ground hog. It will ignore the characters unless threatened.

(5) **Hawks:** AR 0(-5); TM 100'; Level 1 (D4 SD); BAR 15/8/40; BP/SP 1/1 (2) each; Avg stat 4; Spl stat St--1/Ag--12; Attacks 1 claw; Dmg 1D4 Ethics I; Size S. The hawks will dive upon the characters from out of the sun, gaining *ambush* in the first turn of combat.

**2. Outpost.** At the foot of the mountains once stood the towers of a dwarven outpost (**Figure 2**), where a garrison was assigned to keep watch over the area. During the rise of Celline and her forces, she and the dwarves came into a conflict that culminated in an attack upon the outpost by the witch and a group of orcs. Celline proved victorious, and the structure sustained much damage. Abandoned afterward, the decay continued even though various intelligent creatures would inhabit the outpost from time to time. The most recent inhabitant is a young chameleoid which has chosen the isolated keep as a lair. Periodically, it sneaks into Grass Vale and steals small items, returning with them.

Each of the towers, the party will observe, is 25' in height with a connecting 20' curtain wall. Ingress to the courtyard of the outpost can most easily be made through a collapsed section of wall near the gates.

**1. West tower.** The southern portion of this 25' tower has collapsed inward, leaving only a blackened and scorched shell choked with rubble. If explored, those crossing through the rubble will discover a nest of (5) **Centipedes** (see the **New Monster** section): AR 0(-5); TM 5'; Level 1 (D4 SD); BAR 15/8/40; BP 2 each; Avg stat 1; Attacks 1 bite; Dmg 1D6 Strength loss; Ethics I; Size S; Spl note--*someone bitten by a centipede takes no damage but must make a Con roll or lose 1D6 points of Strength from cyanide poison.*

**2. Collapsed section.** An aperture stretching some 20' marks the point at which Celline's forces entered the fortress, battling the dwarves as they went. Designed to collapse upon an enemy in a last-ditch move, the bleached bones of a few orcs protruding from the pile of rocks and scrub growth testify to at least a partial effectiveness.

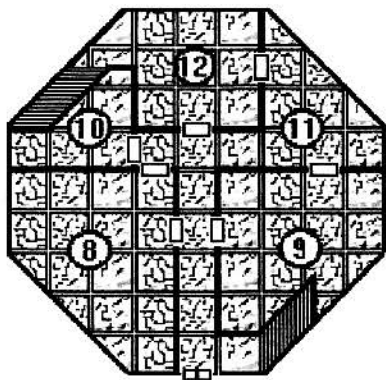
**3. Gates.** Rusted brown over the years, a thick iron

## Faerie Tales--Witch's Tower

portcullis is still lowered, barring direct entry into the courtyard. Through the lattice can be observed the courtyard with its rearmost tower.

4. **East tower.** Although the upper storey of the eastern tower has collapsed, the shell is largely intact. Those peering through the doorway will note a large pile of blackened timber capped with a demolished catapult. While no monsters lair here, a BF 1 battle axe lies buried in a corner. A mere cursory search will not reveal its presence, although use of *detect enchanted aura* will show the area of its location.

5. **Courtyard.** Dotted with weeds, grass, and the occasional sign of an old campfire, a tiled courtyard sports a covered well to the northeast. Anyone examining the well will discover the rope and bucket are quite new.



6. **North tower.** The most intact tower is at the north of the compound. Once housing dwarven living quarters, many creatures over the years have taken refuge here. Entry is gained through a pair of iron doors which suggest recent usage as they are greased.

7. **Stairs.** Just through the doors a stairway leads to the second storey.

8. **Sleeping quarters.** Bunks, long rotted and decayed, fill this chamber along with some empty lockers. To the southwest, the wooden ceiling sags noticeably. At the northwest corner under a piece of blackened tile is a small trap door opening to a waste disposal pit into which hangs a rope. If pulled up, a small sack will be discovered holding the valuables scavenged by the chameleoid: 5 gd, 24 sr, 4 bz, and a silver necklace worth 5 gd.

9. **Mess.** Several old tables and benches are scattered about this chamber where meals were once

taken. Cobwebs of harmless spiders choke the area.

10. **Commander's quarters.** The head of the outpost was once quartered here, although his bedding and other personal effects were put to the torch. Still, the chameleoid has found this chamber to be a comfortable lair, and it is here that the creature sleeps upon a pile of straw and a woolen comforter in a corner. If the characters have made any noise in entering the tower or exploring the courtyard, the monster will be hiding in **Room 13**. It otherwise will be resting upon its bed here, and characters opening the door will have a normal chance of *ambushing* the monster before it reacts and darts into a darkened corner to freeze immobile. The chameleoid will avoid combat with the adventurers if at all possible, moving away as stealthily as it can in an attempt to reach the courtyard or the second storey of the tower. During a period of movement, the chance of seeing the creature is 10%, and if the percentage is missed, those in the chamber still detect the sounds of movement--a scrape, footfall, etc. If forced to fight, the monster will employ its dagger.

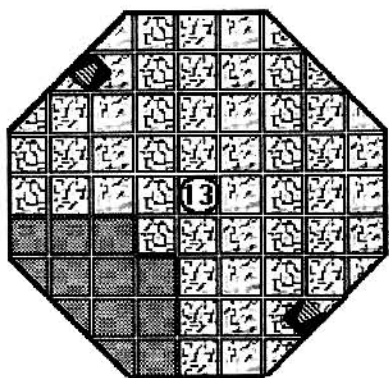
**Chameleoid:** AR 0(-5); TM 10'; Level 2; BAR 15/8/42; BP/SP 4/6 (10); Avg stat 15; Spl stat Ag--20; Attacks 1 dagger; Dmg 1D4; Ethics I; Spl note--*functions as 2nd level cutpurse (but without information or disguise skills)*; cutpurse skills--Stlth 40%; Clmb 55%; Cnclmt special; PP 42%; Dtrp 30%; Lcpk 30%; Asn blow +1.

Should the chameleoid elude capture or killing, it will avoid direct confrontation with the heroes as a group unless they stay overnight. In this case, the monster will take advantage of sleeping characters by attacking a lone sentry, preferring to strike during the watch of a spellcaster as opposed to a fighter. Should it succeed in slaying/rendering unconscious the guard, the monster will filch what valuables it may from its victim and the baggage, leaving the area rather than gambling it can slay the entire party with impunity. It will remain hidden in the hills, returning only after the PCs have departed.

11. **Kitchen.** A few meagre foodstuffs stolen from Grass Vale are to be found within the kitchen, including a sack of flour, some jerky, an empty jug of wine, and a few bones. On a shelf rests a tinderbox.

12. **Armoury.** Arms and armour were once housed here. Now only empty wooden racks fill the chamber. Behind one will be discovered a rusted but usable set of dwarven size chainmail (roll to find *secret panels* in order to notice). A northwest stairway ascends to the next level (13).





**13. Sleeping quarters.** Most of the second level of the tower is comprised of dwarven sleeping quarters. Overturned lockers and burnt bunks fill the room. To the southwest, a portion of the ceiling has caved in, permitting rain water to rot away much of the floor, which sags down into **Room 8**. Should a character walk upon any of the dotted portions of the floor, he or she will fall through, sustaining 2D4 points of Body damage. At the center of the chamber is a ladder leading to the top of the tower. Those climbing through a trap door will emerge onto the unsafe roof, which still holds its catapult--and the beehive stolen from town. Needless to say, a character bothering the hive will be stung for a point of Body damage before he can scramble back into the tower. The catwalks atop the curtain wall may also be reached from here.

It is within **Room 13** that the chameleoid will hide if it gets the chance.

**3. Fork** (eastern). It is the eastern fork that eventually reaches the tower. There are three possible encounters, which are checked for in the same way as its southern counterpart, during each mile of travel.

**A Badger** (see the **New Monster** section): AR 0(-5); TM 15'; Level 1; BAR 15/8/40; BP/SP 1/4 (5); Avg stat 5 Spl stat Ag--10; Attacks 1 bite; Dmg 1D4 or 4; Ethics I; Size S; Spl note--*jaws lock if it rolls 5 or more beneath what it needs to hit; immune to most forms of fear*.

The group will encounter this creature munching on a rabbit. On catching sight of the intruders, the badger will hiss in a threatening manner, although it will not trouble the characters if they immediately move away.

**A Pixie:** AR 0(-5); TM 20'; Level 1 (D4 SD); BAR 15/8/40; BP 2; Avg stat 12; Spl stat St--3/Ag--20; Attacks 1 arrow; Dmg 1D4; Ethics G; Size S; Spl note--*faerie dust*.

Dwelling in this forest is Rosewood, a hungry pixie

who will take advantage of the PCs to play a good joke while garnering a meal in the process. As the party approach, Rosewood will cast a handful of *faerie dust* upon a bee-filled log, causing it to resemble a padlocked treasure chest. Any PC approaching within 20' will note a humming from the coffer, and if he continues to approach, penetration within 10' will attract a swarm of bees, which will sting the characters for a point of Body damage and drive them away. The pixie, meanwhile, will fly down from a tree for a snack. Unless confronted, she will not further harass the PCs--unless the GM decides Rosewood shadows them for further joke-playing opportunities.

**Orc scouting party** (5): AR 0; TM 10'; Level 2; BAR 15/8/42; BP/SP 8/2 (10) (each); Avg stat 12; Spl stat IQ--7; Attacks 1 sword; Dmg 1D8; Ethics E; Size M.

A small contingent of orcs, descendants of Celline's forces, have come down from the mountains in search of food. Unless the characters take special steps to travel stealthily, the monsters will detect their presence and arrange a meeting on their terms in a small clearing. As the group reach the center of the clearing, their leader, from behind a tree ahead, will ask in crude Torrencian if they will trade food. In the meantime, the remaining orcs have concealed themselves around the clearing, prepared to fight if necessary.

If the party spokesman agrees or demands the voice show itself, the chief will tentatively emerge into the clearing with sack in hand. Dumping the contents upon the ground, the orc will make it understood he desires food equivalent to three days' rations for a normal human. In trade he offers:

- A copper coin.
- A ball of twine.
- A rusted knife.
- A lump of pig iron.
- A dented helmet.
- A rusty skeleton key.

The chief has nothing more of value, and if refused will pick up his goods and scamper back into the forest. Orcs respect only strength, and so the scouts will not attack unless the characters have a small group (three or less), or they have shown timidity or fear. Even so, there is a 25% chance that the monsters will shadow the fellowship and make a night raid on the supplies while most of the party sleep.

Should the orc leader be attacked, three others will charge the clearing. One remaining in the brush is armed with a recurved bow and will use it against a spellcaster.

If the characters provide the orcs with rations, the leader will stuff his sack with them. While not overly

## Faerie Tales--Witch's Tower

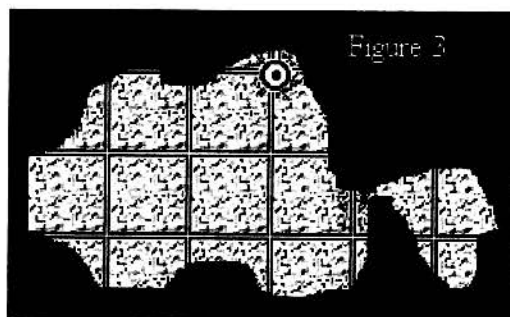
talkative, bribing the orc with either more food or a silver piece will elicit some information from him. If queried about Celline's tower, the creature will relate that his forefathers once served the sorceress, but that she died long ago and has not returned. Since then, orcs have avoided her tower, believing ghosts live there.

Once the orcs have the food they need, the scouts--after fighting over who gets what--will return to their mountains, troubling the characters no more.

**4. Nt.** At a fork in the trail stands a very large oak upon a hill. In reality it is a young Nt: AR 5; TM 5'; Level 10; BAR 19/12/62; BP 50; Attacks 1 strike or *plant grab* spell; Dmg 10; Ethics I; Size XL; Spl note--*immune to Type A spells; take triple damage from fire*. Known as Greenbeard, the nt has dwelt here some 50 years and will ignore the characters unless they approach and make a nuisance of themselves by hanging around or camping at its base. In either case, Greenbeard will politely ask their business on its hill. As he has a somewhat Indeterminate outlook on things, Greenbeard will express no great interest in the group's quest, although if asked about any events of interest he will relate that a small roc "recently" (three springs past) flew southward. The nt will permit the characters to camp nearby only if they promise to depart in the morning and they use no fire of any sort.

**5. Back trail.** This trail, while leading to the hunters' cave at 7, reaches it by passing through some marshland. The one danger to the characters are patches of quicksand, which are checked for each mile traveled, with a roll of 1 on a D6 indicating their presence. The lead character(s) encountering these areas will plunge headlong, being swallowed up in 1D4 minutes. While quick-thinking PCs may toss a rope to their comrade and pull him free, any mount will certainly be lost. After the first such encounter, cautious advancement by probing with a staff or other implement will alert the travelers to the danger, permitting them to cross on safe ground to either side of the trail.

**6. Lake.** The trail ends at a small lake formed by a dam fashioned by (10) **Giant beavers** (see the **New Monster** section): AR 1; TM 5'; Level 4; BAR 16/9/47; BP 20 (each); Avg stat 15; Spl stat IQ-6; Attacks 1 bite/1 tail slap; Dmg 1D10/3D6; Size M; Ethics I. Their lodge is visible at the center of the lake.



**7. Fork and cave.** This fork of the trail is the most direct path to Celline's tower. Just three miles from the base of the mountain upon which the tower stands, the fellowship will discover an old hunters' cave (see **Figure 3**), complete with a fireplace and cauldron. Once used by hunters as a resting-place before venturing further south, the cave now is only visited by an occasional monster or dwarf on their way to or from the mountains. Unknown to visitors, however, the cave is permanent home to (8) **Gremlins** (see the **New Monster** section): AR 0(-7); TM 15'; Level 3 (D4 SD); BAR 16/9/45; BP 6 (each); Avg stat 5; Spl stat Ag-20/IQ-11; Attacks 1 bite; Dmg 1D4; Ethics E; Size S; Spl note--*poison bite*. The little creatures, who lair in a hidden chamber behind the northern wall, will await the party going to sleep. Then, late in the evening, they will emerge from their hidden warren of tunnels. Moving about with a 80% chance of silence, they will sneak amidst the sleeping characters, avoiding any guards, and steal small items such as coins, jewelry, daggers, etc. If accosted, the gremlins will flee back to their tunnels. If the characters have some means of gaining ingress to these tunnels (*potion of shrinking*, sending in a small familiar or *charmed ferret*, etc.), the creatures will scamper even deeper underground, leaving their treasure to be garnered. It consists of:

25 gd

67 sr

37 bz

A jeweled brooch worth 150 gd

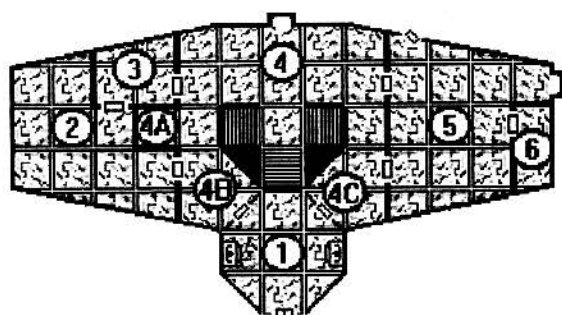
A gold ring worth 25 gd

A *potion of Strength*

Three rusty daggers

A BF 1 gladius





**8. Celline's tower.** It will take only a couple of hours after leaving the cave to reach the mountain atop which stands the tower. A weed-covered trail, long unused, beckons. The building itself is a granite structure three storeys in height, with slit windows too small to permit penetration, and is fronted by an octagonal tower. The whole is part of a larger complex of storage buildings and stables, most of which have fallen into decay over the years from weather and neglect. Those approaching the tower over the carpet of tall grass now covering the area will detect no signs of recent passage by any unusual creatures. Near the entrance, however, will be observed a mass grave marked only by a cairn of stones. Ingress to the tower may be had through a set of oaken doors at the front, or more surreptitiously through a ground-floor window or a back door to the kitchen (which must be forced as though under a *shut portal* spell). As the walls of the tower are very smooth, those attempting to climb them halve their climbing percentage.

**1. Entryway.** Shaped into the wooden doors is a skull and crossbones, the universal sign of danger. The doors are locked, and can be forced in. However, if the PCs have the key given them by the orc chieftain, the doors can be unlocked, which will also deactivate the golems just inside. Within will be noted an old chandelier lying upon the floor of the octagonal chamber beyond. Two wooden statues of knights will also be seen standing against the east and west walls. These are actually small wood golems, and upon the room's being penetrated, they will draw weapons and creakily move toward the intruders. **Wood golems:** AR 0; TM 5'; Level 5; BAR 17/10/50; BP 20 (each); Avg stat 6; Spl stat St-20; Attacks 1 punch; Dmg 2D6; Ethics I; Size M; Spl note--*suffer extra damage from fire*. These were once creations of Celline, taken over by Aramis, who rendered them inoperative through her magic (after sustaining some damage by Aramis' forces). After the fighting was over, the triumphant Aramis altered the orders of the constructs, leaving them to resume their guardianship of the tower. As their purpose now is to deter rather than harm, the

two guardians will shut the door and return to their posts if the intruders depart.

**2. Barracks.** Dust now covers 10 bunks, lockers and a pot bellied stove that are set about this room, which served as quarters for Celline's human men-at-arms. If searched, a total of 25 gd in various coinage will be found scattered throughout the men's rotted personal effects.

**3. Captain's quarters.** A bed, wardrobe and pot bellied stove are contained in this room, where Celline's lieutenant was quartered. The signs of a struggle here are apparent, as all is in disarray. The door of the wardrobe is broken inward from the force of someone's being pushed against it, and the bed has collapsed in a heap. A search of the wardrobe will reveal some old clothes along with a rusted set of human-sized partial plate. Of greater interest is a small copper chest beneath the collapsed bed. The chest has a magical trap upon it. Anyone failing to use the proper key to the lock, or missing a *lockpick* roll, releases a single *magic dart* (D4+1 dmg) upon the box's being tampered with. Inside will be found:

15 pm  
20 gd  
12 sr  
*An elixir of healing*

**4. Dining hall.** A long table stands below a chandelier in the center of this hall, with seats for up to 13 diners. To the south, a pair of double doors permit entry to stairs leading to the second level of the tower, while to the north is a large fireplace now choked with the webbing of normal spiders. Those drawing near to the hearth will note a scraping sound emanating from the flagstones within, and bursting out of the floor will emerge a large **Tunnel rat**: AR 0; TM 15'; Level 5 (D4 SD); BAR 17/10/50; BP/SP 7/3 (10); Avg stat 6; Spl stat St-12; Attacks 1 bite; Dmg 2D4; Ethics I; Size S.

The rat, which lairs beneath the tower with several others, will attack the nearest character. If the creature is slain, those examining the hearth will note its small tunnel extending into the earth. While too small to be navigated by anything larger than a dog, the tunnel does lead to a nest of eight of the creatures. They have no treasure.

**4A. Arms closet.** Shelves line this small alcove, which once held arms and armour for Celline's troops. Only a few rusty spears now remain.

**4B. Entryway.** Upon the northeast wall of this entryway hangs a dusty silk tapestry. If cleaned, a

## Faerie Tales--Witch's Tower

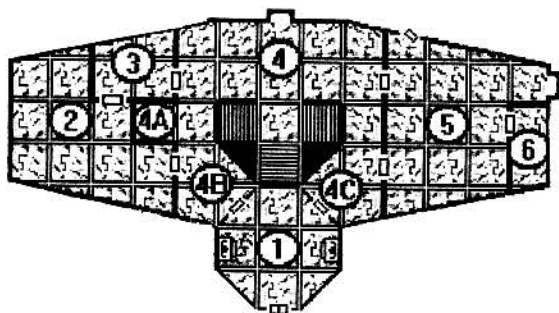
scene of a maiden fleeing from a wizard by turning into a falcon and flying away will be revealed. The tapestry has a value of 25 gd.

Next to a door in the western wall stands a rusty set of decorative plate armour.

**4C. Entryway.** This is a twin of **4B**, although the outline of a tapestry once hanging on the wall shows it was removed at some point.

**5. Kitchen.** Shelves, racks of rusty cutlery and other items associated with the preparation of food may be found within this chamber. To the north, a door leads outside. It is both barred from within and has bundles of wood stacked against it to discourage anyone's entering from that way. To force it open from the outside, one must roll beneath his Strength on percentile dice. At the northeast, a fireplace and cauldron will be found, and next to it a door leads to a storage room. To the south are several small tables for the troops' mess use. If anyone makes a successful roll to find secret panels, a loose flagstone in the southwest corner of the room reveals another tunnel rat burrow.

**6. Storeroom.** Inside this chamber will be found the empty remnants of flour sacks along with a number of meat hooks. At the south of the chamber is a small hand mill for grinding flour. Those walking upon the floor of this room will attract the attention of a young **Tunnel rat**: AR 0; TM 15'; Level 5 (D4 SD); BAR 17/10/50; BP/SP 5/2 (7); Avg stat 6; Spl stat St-12; Attacks 1 bite; Dmg 2D4; Ethics I; Size S. This smaller version of the denizen in **Room 4** will emerge from a loose flagstone at the north of the room, attacking any handy character.



### Second level

**7. Music room.** Though Evil, Celline, like many in Islay, was a lover of music, and had a special music room in her tower. Scattered about the chamber are a

full-size harp (value 200 gd, and 100 lb equivalent bulk), violin, harpsichord (value 750 gd), and upon a shelf rests a wooden box containing a hand-carved flute (value 20 gd). A few crumbly score sheets lay on a small table next to a wing chair facing the southern window.

Two sets of doors are set into the northern wall. Those to the northwest are made of brass and are *witch-knocked*. No keyhole or handle is evident, although a flat square plate will be noted at the center of the portal. Originally, the enchanted door was set to open at the touch of celline's palm upon the plate. An identical door is to be found at the northern entrance to **Room 8**.

To the southwest, Stairs begin leading up to the tower's uppermost storey. Just several feet up, however, they are sealed off by a foot-thick wall of stone. *Stone formed* into the wall are a skull and crossbones along with two messages. The first, in Torrencian, reads **BEWARE**. The second, in Avalonian, is a bit more complete, reading **HERE IS THE RESTING-PLACE OF EVIL. DISTURB IT NOT**.

**8. Laboratory.** Safely sealed off from the remainder of the tower behind two sets of *witch-knocked* doors is the laboratory. Beakers, burners, flasks and the assorted tools of the alchemist still rest upon shelves and within boxes. Numerous types of components are also here, and a group managing to gain entrance may find a ready source to replenish spell ingredients (assume a 50% chance that 1D4 uses of a common spell ingredient are available in the lab).

Celline and her apprentice conducted many experiments here, their last being the construction of a *permanized* straw golem, which lies atop a large work table at the center of the lab. Upon a lectern before the pumpkin-headed mass of sticks and straw rests a scroll listing several control and command words. The characters' unfamiliarity with magic make it extremely risky to attempt the awakening and control of the monster, although they may try. Pronouncement of the word *awaken* while holding the scroll will cause a feral light to glow in the sunken sockets of the scarecrow's eyes, and the creature will jerkily sit up, awaiting the bidding of its new master. Each 10 minutes of activation, however, results in a cumulative 10% chance of the creature's running amok and attacking its master.

**Straw golem:** AR 0; TM 15'; Level 3; BAR 16/9/45; BP 15; Avg stat 6; Spl stat Ag-18; Attacks 2 punches; Dmg 1D6/1D6; Ethics I; Size M; Spl note--takes double damage from fire.

**9. Bath.** A copper tub, now green with age, stands



## Faerie Tales--Witch's Tower

within this room, along with a brass boiler for heating a tank of water. A funnel leading to a drain pipe is set into the southwest corner of the room.



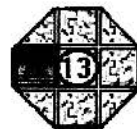
**10. Winged siren's lair.** This was once the chamber of Celline's apprentice. The rich, feminine decor of the room has been transformed into a chaotic jumble of broken furniture, water damage, and scattered bones of the winged siren's victims. Weeks earlier, the creature discovered the tower, entering here through the unlocked eastern window. Since then, it has used the large chamber as a lair, padding it with an assortment of bushes and small trees for comfort. Characters have a normal chance of *ambushing* the monster, unless they make noise or first explore **Room 12**. In the former case, the creature will immediately activate its song of *mesmerizing*, forcing the heroes to make IQ rolls or drop their weapons and stand helplessly while they are attacked for Body damage. In the latter, the monster will leave its lair through the door, attacking the heroes, who are prepared for an assault in another direction.

**Winged siren:** AR 0; TM 40'; Level 6; BAR 17/10/52; BP/SP 15/15 (30); Avg stat 12; Attacks 2 claws/1 bite or sonic attack; Dmg 1D8/1D8/1D4 or special; Ethics E; Size M; Spl note--mesmerizing *sonic attack*.

The winged siren's treasure consists of two *plaques of skill-raising* which will be found in the mess of its lair, inside a victim's purse.

**11. Library.** This was a functional, though not lavish library. Small bookcases line the walls to either side of a fireplace. A perusal of the books reveals only a few unimportant works. A desk stands in the alcove to the south, and a search will turn up a few leaves of parchment and a bottle of dried ink. (If the GM has used the treasure map introduction to the module, the portion sought by the PCs will be found inside a drawer.) Of more immediate interest to explorers is an open secret compartment in the southern wall. Spell books and other important items were kept here. They were removed by Aramis years ago.

**12. Conjuraton room.** A ghastly stench emanates from what was once a conjuration room. The odor is so strong that anyone entering the hallway will immediately note the stench. Beyond the door lay the fouled remains of the winged siren's earlier victims, placed there by the monster. Beneath them will be found a *circle of conjuration* scribed onto the floor. The chamber is otherwise empty save for several brass candle holders and a small brazier.



**13. Celline's chambers.** Entry to the tower's uppermost level will be difficult, for one must pass through the elemental *wall of stone* that seals off the stairway. Those who do will find Celline's remains lying near the top of the stairway. And one might presume that the incantrix would exist within the chamber as a wraith, spectre or other powerful undead. Such is not the case, although Celline yet haunts the tower chamber where she exists in the form of a **Poltergeist** (see the **New Monster** section): AR 0; TM 40'; Level 1; BAR 15/8/40; BP 5; Avg stat 12; Attacks 1; Dmg 1D4; Ethics E; Size M; Spl note--*BF 1 weapon needed to hit; invisible*. Each turn, the poltergeist will hurl any handy small objects--candlestick, a cup, book, etc.--at someone in her room, with a successful hit indicating that searching has been disrupted that turn. If a full 10 minutes of searching (on the part of one person--or five minutes on the part of two, and so on) can be had, the following treasure will be found:

20 pm; 75 gd; 200 sr (in a sack on a closet shelf).

A *ring of instruments* (mandolin) (in a case under the bed).

A magical comforter, enchanted to keep one sleeping under it warm (on the bed). This item has a value of 1,000 gd, and is helpful to those adventuring in cold climates.

## *Faerie Tales--Witch's Tower*

Those who bury Celline's remains will dispel the haunting.

### New monsters

#### **Badger**

Armour rating: 0(-5)  
Tactical move: 15'  
Level: 1  
BAR: 15/8/40  
BP/SP ratio: 1/4  
Average Body/Stamina: 1/4 (5)  
Average stat: 5  
Special stat: Ag--10  
Attacks: 1 bite  
Dmg: 1D4 or 4  
Ethics: I  
Size: S  
Special note: Jaws lock if its rolls 5 or more beneath what it needs to hit; immune to fear, unless from a *word of power*

**Common knowledge:** Badgers are wolverine-like creatures that live in ground burrows. They are extremely aggressive.

**Detailed knowledge:** Little different from above. These creatures are found most often in woods and forests. They are known to fearlessly attack enemies many times their size.

#### **Beaver (giant)**

Armour rating: 1  
Tactical move: 10'  
Level: 4  
BAR: 16/9/47  
BP/SP ratio: 1/1  
Average Body/Stamina: (20)  
Average stat: 15  
Special stat: IQ--6  
Attacks: 1 bite/1 tail slap  
Dmg: 1D10/3D6  
Ethics: I  
Size: M

**Common knowledge:** Giant beavers resemble their smaller cousins but for the fact they are some six feet in length. Some are said to be intelligent.

**Detailed knowledge:** These creatures make their home in isolated mountain lakes and rivers, and up to

3D6 of them can be found living in a single giant lodge made of trees, logs and mud. Normally non aggressive, giant beavers are timid and will avoid harassing adventurers unless threatened or if they are protecting newborn beavers. Their pelts make excellent parkas and are valued at 50 gd if undamaged.

While the typical specimen is unintelligent, some believe that in the Forest of Brigit there live an intelligent species of giant beaver.



#### **Centipede (normal & giant)**

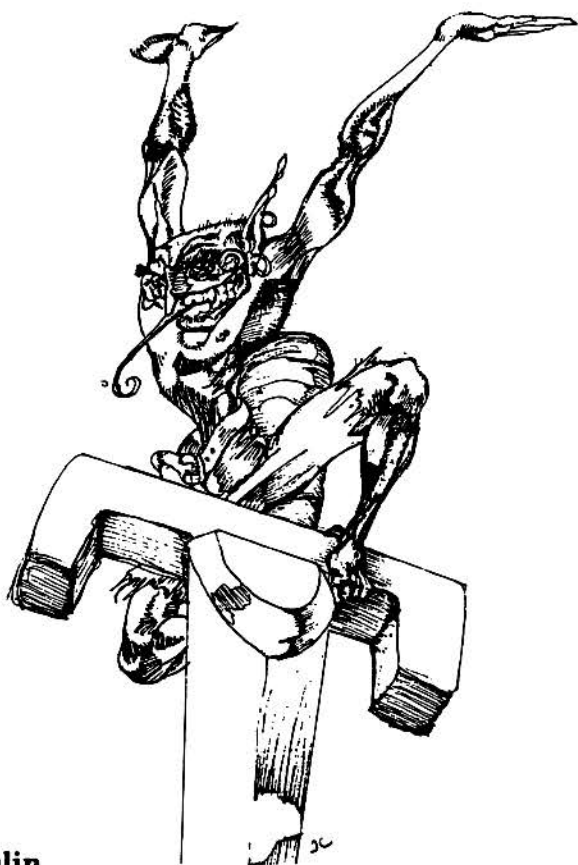
Armour rating: 0(-5)  
Tactical move: 5'  
Level: 1 (D4 SD)  
BAR: 15/8/40  
BP/SP ratio: 1/1  
Average Body/Stamina: (2)  
Average stat: 1  
Special stat: N/A  
Attacks: 1 bite  
Dmg: 1D6 Strength loss  
Ethics: I  
Size: S  
Special note: Injects cyanide poison

**Common knowledge:** Centipedes are multi-legged creatures with a poison bite. Up to several dozen may be found in the same area.

**Detailed knowledge:** Centipedes are often found in warm areas beneath fallen logs or scrambling about the fallen masonry of old buildings. Normal specimens, although they possess a bite which injects cyanide into a wound, inflict but 1D6 points of Strength loss, and this only if a Con roll is failed. *Giant centipedes*, while still 1st level monsters, employ a D10 Stamina die and inflict 2D6 points of Strength loss, halved with a successful Con roll. Organized groups of assassins often raise such monsters to obtain venom from them (a tedious--and risky--process).



## Faerie Tales--Witch's Tower



### Gremlin

Armour rating: 0(-7)

Tactical move: 10'

Level: 3 (D4 SD)

BAR: 16/9/45

BP/SP ratio: 1/1

Average Body/Stamina: (6)

Average stat: 5

Special stat: Ag/IQ--11

Attacks: 1

Dmg: 1D4

Ethics: E

Size: S

Special note: Poison bite; 80% chance of *stealth*

**Common knowledge:** Gremlins are twisted little demons that are sometimes found in old dungeons or other areas where Evil spellcasters once held power. Their bite is poisonous.

**Detailed knowledge:** Whether gremlins are true demons is debated, for they are absolutely immune to *exorcism* and spells meant to affect Nether creatures. It is a fact, however, that they can be summoned from the Nether planes, although independent colonies are known to exist on the Nexus.

Gremlins are highly mischievous and prone to stealing small objects of value. They reside most often underneath the floor boards of houses, between hollows in walls, or in areas of refuse. As noted, their bite is poisonous, and causes 1D4 points of Stamina loss. The creatures are also quite *stealthy*, possessing an 80% chance of performing actions falling within the trickster skill.

### Poltergeist

Armour rating: 0

Tactical move: 40'

Level: 1

BAR: 15/8/40

BP/SP ratio: 0/1

Average Body/Stamina: (5)

Average stat: 12

Special stat: N/A

Attacks: 1

Dmg: 1D4

Ethics: I or E

Size: M

Special note: BF 1 weapon needed to hit; invisible

**Common knowledge:** Poltergeists are mischievous spirits.

**Detailed knowledge:** Poltergeists are the restless spirits of some who are frustrated over their earthly demise and refuse to pass on to the realm of the dead. These spirits haunt the area where they died, and are extremely jealous of the living who invade "their" territory. In response, the poltergeist may hurl small objects which inflict 1D4 points of damage, the object being to drive the living away. Apart from *exorcism*, poltergeists may sometimes (75% chance) be dispelled by burying their earthly remains, assuming this has not been done previously.

## *The Star Splinter*—by Bill Burt

"The Star Splinter" is an adventure suitable for up to six, 4th-5th level characters. The scenario can be set in Torrencia, Avalon, or elsewhere as the GM prefers.

Special note: Two sorts of maps are provided in portions of this adventure: computer graphics for ease of mapping, along with more detailed drawings. The GM at some point may wish to show the drawings to the players, to illustrate what dungeon areas really look like, and how secret panels can easily be hidden in what appears to be a "thin" wall to one working from a grid map.

### An overview for the GM

Ages before life first appeared upon the surface of Jewel, a distant star exploded, showering fragments into space. One huge, glassy fragment fell upon Islay, shattering into billions of tiny shards, and it was in Hocwrath's Land of Shadows that the necromancer Sinubab first stumbled upon the valley holding many scattered pieces of the star. At first mere curiosities, it was only after some years that Sinubab discovered the fragments he had taken home possessed unusual properties, especially if made into objects of glass. In the years following, Sinubab and his henchman Algrin, a specialist in alchemy, obtained more of the obsidian-like glass shards, including a large fragment some 12" in diameter. The two eventually formulated a plan to utilize the power of the star fragments to the utmost, incorporating them into the construction of mirrors and windows of unequalled quality. What no one realizes, however, is that each window or mirror tracing its genesis to the **Algrin Glass Works** carries with it the danger of being used by its creators as not only a *scrying* device, but as a means to transport an army of enemies—or even to attack with magic from across the continent.

Play opens with the characters having accepted employment as guards by a group of teamsters making a delivery to the town of **Bevertim**, where aspects of the adventure will begin to unfold with their arrival.

The GM may read the following to the players:

*Even seasoned adventurers occasionally find that life can be boring. It has been several months since your last quest, and with the end of Winter and the beginning of Spring, your thoughts turn to the road that leads to adventure. Unfortunately, no maps to lost hordes have fallen into your hands, nor have any grizzled old mercenaries aroused your excitement with tales of treasure they were forced to leave behind for other brave souls to recover. But you have been approached by a wagon master named Ethelred, and his four sons, who seek a company of mercenaries to escort five wagon loads of sand to the glass maker in the town of **Bevertim**, which lies just to the south of the **Shadowswood**, a large forest known for the hostile creatures inhabiting it. Although somewhat routine work for veterans such as yourselves, you have accepted his offer of 300 ounces of gold to act as guards. Now, as a few flakes of snow begin falling and the sun sinks behind the wooded mountains, you make camp for the last night of the journey, for on the morrow you should arrive at your destination, where you will be paid and released from further obligations.*

Ethelred and his three sons are non-rated humans with 10 Body points each. Normally, they have no worries about the trails they use, but lately whispers have come from the Bevertim area of some unusual happenings. Several families in outlying homesteads have disappeared, and talk is that the orcs of the Shadowswood may be stirring. To play it safe, the teamsters felt it would behoove them to bring along some experienced swordsmen.

Intelligent characters may question why a teamster would treat five wagon loads of mere sand with such concern. If Ethelred is queried about this, he will answer that he has an agreement with the **Algrin Glass Works** that guarantees their underwriting of any expenses incurred in the safe transportation of the sand the company uses in glass-making. This sand, Ethelred explains, comes from Hocwrath, and is said to be of exceptional quality. No one will prevent the characters from examining the sand, and a cursory look will reveal fine white grains sprinkled with black flecks. *Detect enchanted aura* will register almost imperceptibly.

While the trip has thus far been uneventful, there will be a night encounter at approximately midnight, when the camp will be set upon by (4) **Snow wolves**: AR 0; TM 30'; Level 4; BAR 16/9/47; BP/SP 10/10 (20) each; Avg stat 10; Spl stat IQ-5; Attacks 1 bite; Dmg



## Faerie Tales--The Star Splinter

in snowy areas. The wolves will avoid the humans in favor of the horses. If attacked, however, they will certainly switch to the threat at hand.

After the wolves have been dealt with, there will be no further encounters that night and the group may continue on their way at sunrise.

### Bevertim

The town of Bevertim was founded 20 years past by Timothy Bever and his sons, who set up a trading post. Over time, other families came to settle in the area, and the post grew into a small hamlet.

Timothy Bever ended his days when a force of orcs come down from the Shadowwood fell upon the settlement. Though slain, local legend has it that Timothy felled a dozen of the monsters before taking an arrow in the chest. Headship of the town then passed to his son Joshua, who has overseen it ever since. And with the eventual establishment of the Rem Gin outpost a day's ride north, orc troubles all but halted--until recently, as the group will soon discover.

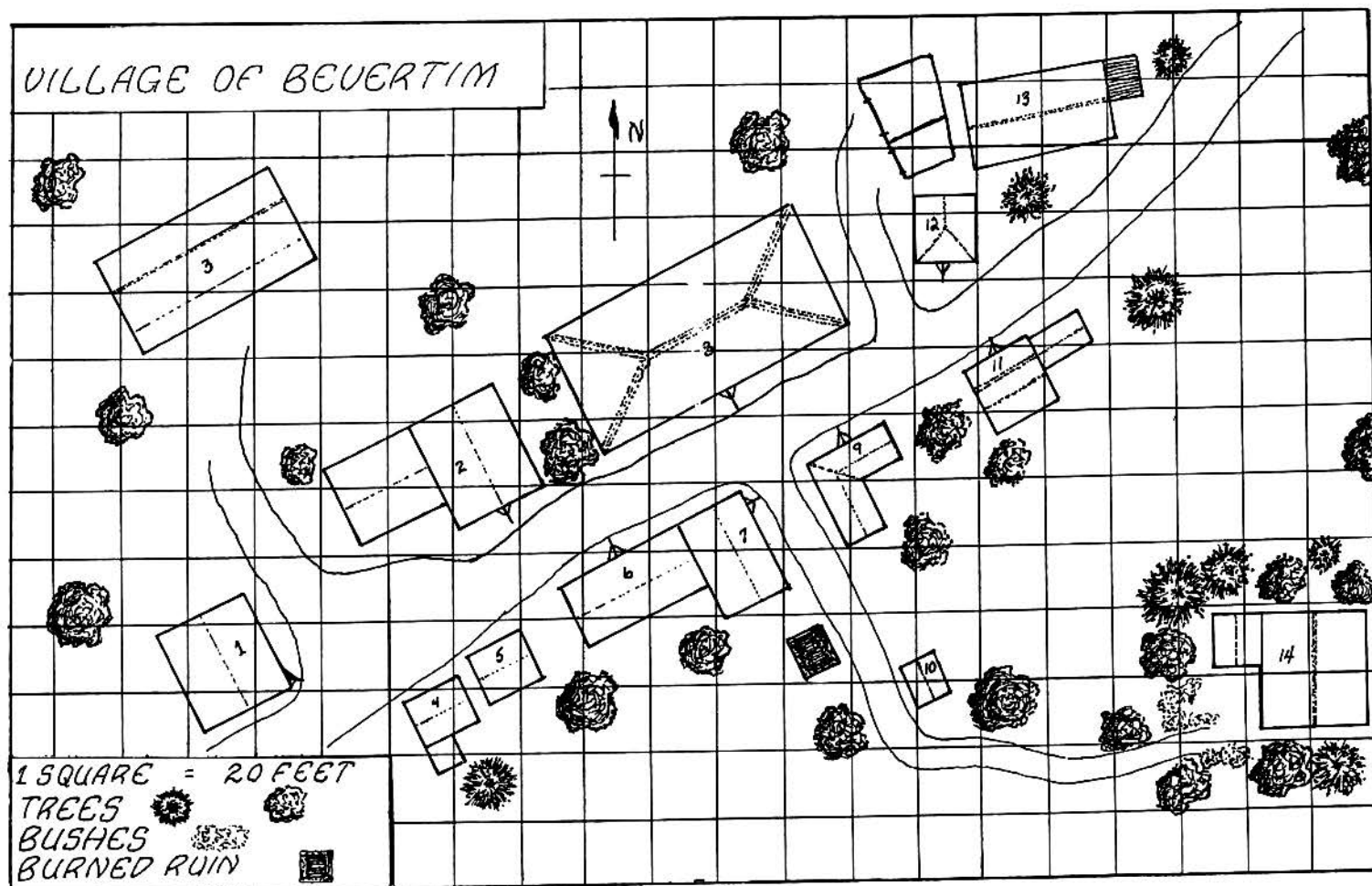
There are 14 buildings in the town which are home

to about 50 souls. Unless otherwise specified, all inhabitants are non-rated humans.

**1. Rugen's armory.** This shop is run by **Rugen Barnes**, 5th level human rogue: AR 0; TM 10'; BAR 15/8/40; BP/SP 10/25 (35); Avg Stat 10; Spl stat St-17; Attacks 1 dagger; Dmg 1D4+2; Ethics I; Size M, his wife Cara and apprentice Talwin. A retail shop fronting the street offers basic arms and armour for sale at 150% of normal price. A workshop and living quarters are in back.

**2. Corman's leather shop.** Here, clothing, boots, packs and other assorted leather goods are to be had for cash or barter. Corman, his wife, and three children reside in a house against the western side of the building, while his four leather workers make their home in the back of the tannery.

**3. Lumber/cartwright shop.** This large building at the north end of town provides any wood work needed, from house-building to wagon repair. It is run by the nine members of the Wolverton family.





## Faerie Tales--The Star Splinter

**4. Empty house.** This is an empty two-story cabin available for sale at the price of 500 gd. It may also be rented for 25 gd per month from Joshua Bever.

**5. Assayer/moneychanger.** Bars cover the windows of this log building, which is run by **Jon Scather, 3rd level human rogue:** AR 0; TM 10'; BAR 14/7/35; BP/SP 10/15 (25); Avg Stat 10; Spl stat IQ-14; Attacks 1 dagger; Dmg 1D4; Ethics I; Size M, and his partner **Seth Ironguard, 7th level dwarven rogue:** AR 0; TM 10'; BAR 16/8/45; BP/SP 16/25 (41); Avg Stat 10; Spl stat St/Cn-18; Attacks 1 mace; Dmg 1D8+3; Ethics I; Size S. The business exchanges coinage or converts jewels or raw gold into local coin of the realm for a fee of 15%. Seth oversees the assay department, and can readily identify metals or gems, noting their value +/- 5%. His fee is 10 gd.

**6. Bower/fletcher.** This log structure has a decidedly elven appearance, and is overseen by **Asquith, 9th level elven woodsman:** AR 0(-2); Armour Absrp. 1 point (jerkin); TM 10'; BAR 19/12/60; BP/SP 10/40 (50); Avg stat 10; Spl stat-Ag/IQ 17; Attacks 2 w/gladus or recurved bow; Dmg 1D6/1D6; Ethics G; Size M; Woodsman skills--Cmflg 60%; Climb 70%; Track 42%; Herb 50%; Stlth 55%; Asn blow + 5. While not a native of the region, asquith is well familiar with the local terrain. He is married to Ronda Fairweather, a local woman, and thus he has settled down here. Asquith will hire out as a guide for 2 gd per day, or he will freely volunteer any information he has about the area. He is suspicious of the fact that Algrin's glass company was conveniently ignored by orcs who raided the town recently. Thus, he also distrusts Sheriff Stieffel.

**7. Tailor.** This shop is owned by Molly Yarbrough, an elderly but outstanding seamstress skilled in both cloth and leather-working.

**8. Red Hare Inn and Trading Post.** This combination of two businesses is owned and run by **Joshua Bever, 3rd level human woodsman:** AR 0; TM 10'; BAR 17/10/50; BP/SP 10/15 (25); Avg stat 10; Attacks 1 broadsword; Dmg 1D8; Ethics G; Size M; Woodsman skills--Cmflg 33%; Climb 56%; Track 32%; Herb 30%; Stlth 30%; Asn blow + 2, his wife, daughter and three sons. Excepting those items carried by other town shops, general equipment and goods are available here for 125% of the normal price. The inn offers a common sleeping room (3 sr/night) and eight small rooms upstairs (1 gd/night). Meals (5 sr) are prepared by wife Shonda, and are simple but tasty.

If any of the PCs come here, a few locals will be gathered in the common room, quaffing ale and

discussing recent events. If the group stay here for the night, an event will occur late in the evening which may encourage them to investigate the glass shop, and the following may be read to one selected player:

*Late in the evening, you are awakened by the sound of a scuffle coming through your window, which overlooks the street. Arising to investigate, you observe two men struggling with a third in the middle of the street heading south. The man is quickly overpowered and the trio fade into the shadows.*

The PC has just been witness to an escape attempt by a prisoner held at the glass shop (14). This has occurred minutes after Endall, an employee of the glass works, has finished drinking at the inn to return home to the shop. Encountering the escaped prisoner, a scuffle ensued between the pair, which soon included Yovash, the remaining employee at the glass works, who foolishly allowed the prisoner to get past him.

If the character leaves the inn to investigate, no sign of the men will be noted, although the lights of the glass shop burn brightly in the distance

**9. Fur shop.** Run by two brothers, Oskar and Rolf. Here, one may buy or sell pelts.

**10. Empty cabin.** This cabin is owned by Joshua Bever, and is available for rent at 20 gd/month.

**11. Animal/horse trainer.** Here lives **Tubo Kosmalski, 5th level human gypsy:** AR 0; TM 10'; BAR 14/7/35; BP/SP 10/11 (21); Avg stat 14; Spl stat Ag-15; Attacks 1 BF 1 dagger; Dmg 1D4+1; Ethics I; Size M; Gypsy skills--Fsttk 40%; PP 40%; Hsmnshp 35%; Asn blow +3; Songs memorized/casting slots:

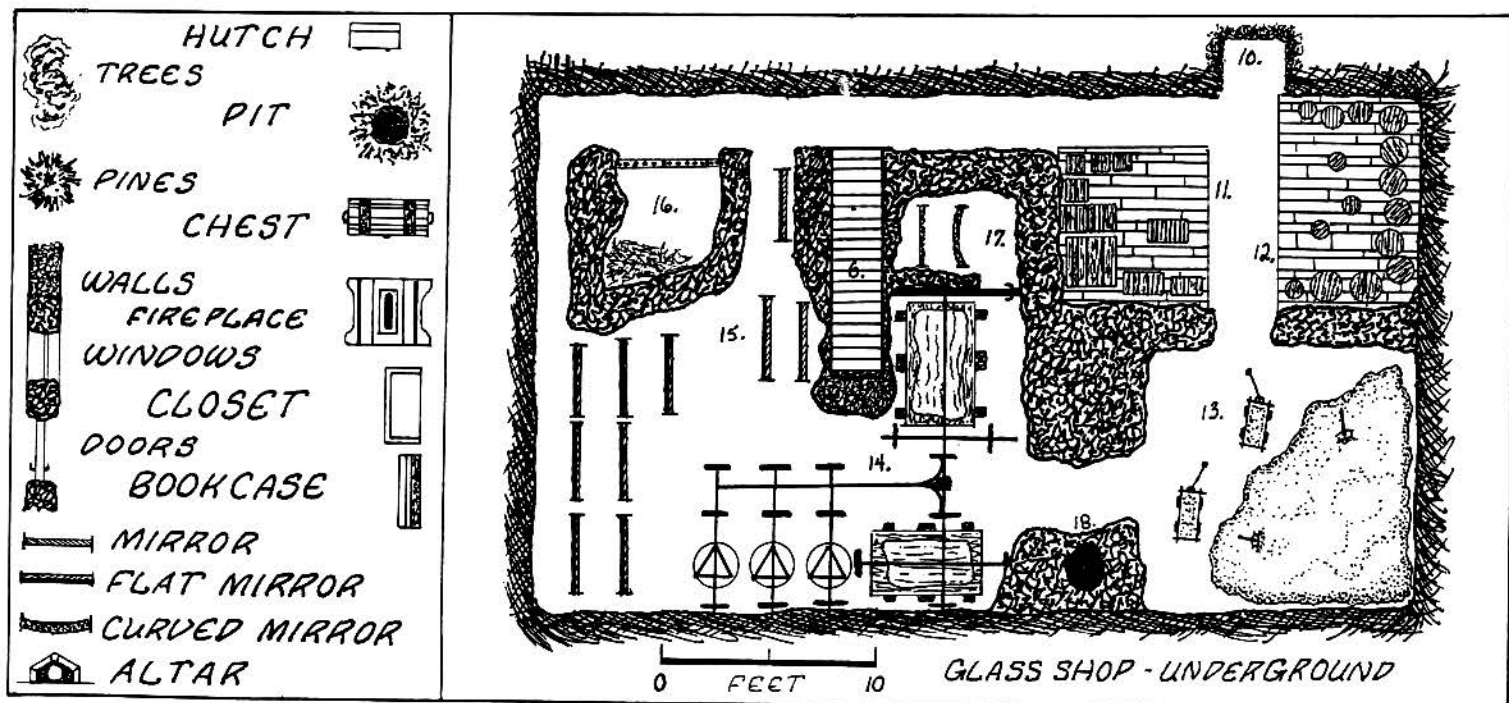
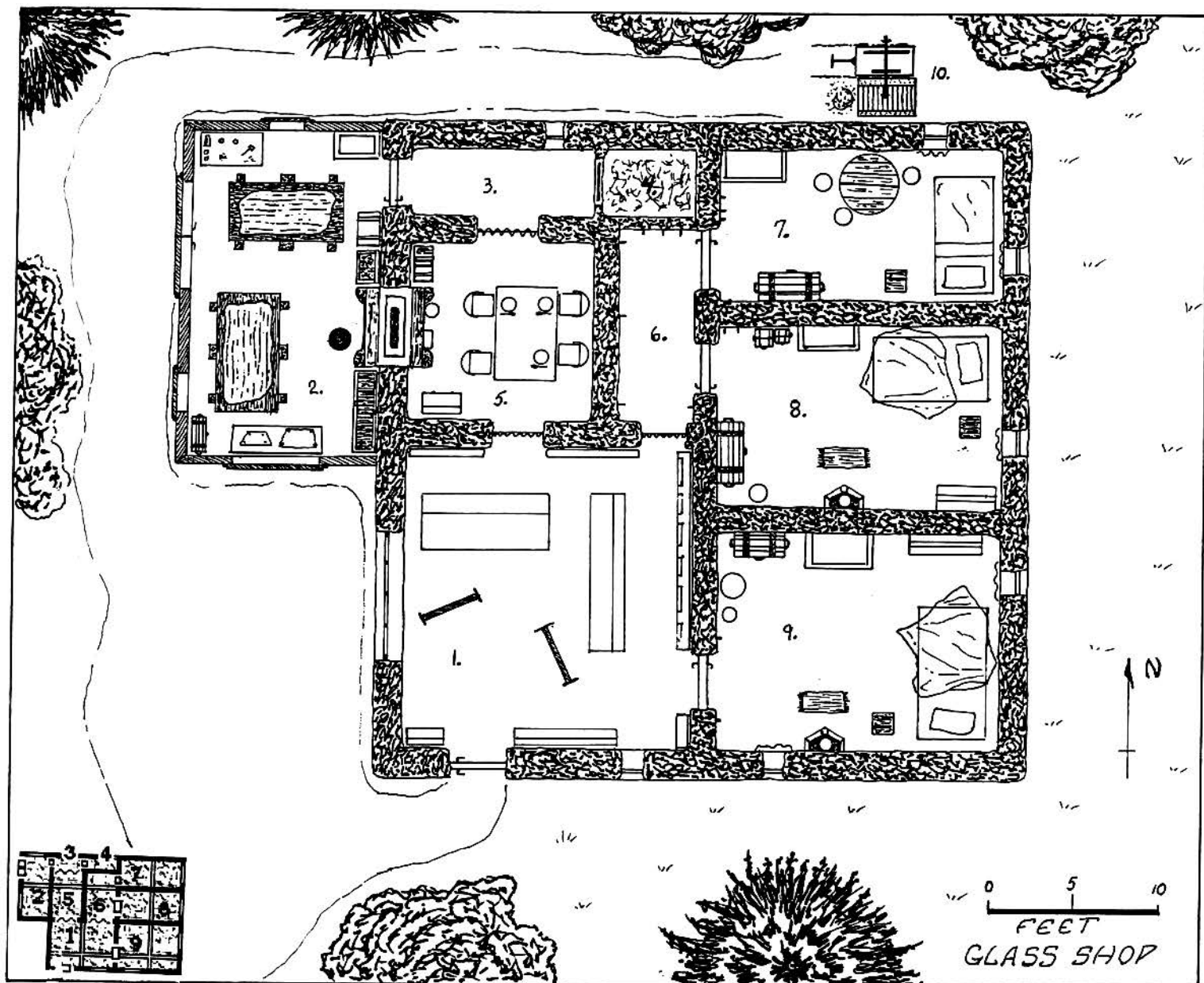
**Rank 1:** Beguile; fog; slumber/1

**Rank 2:** Windstep/1

Tubo, a native of Sarvia, settled here a couple of years ago and largely keeps to himself when not working at the stables. Known as a skilled trainer of animals, especially horses, the gypsy represents himself as a former trainer in the Czar's cavalry. His only companions are (2) **Guard dogs:** AR 0; TM 20'; Level 5; BAR 17/10/50; BP/SP 5/5 (10); Avg stat 10; Spl stat IQ-4; Attacks 1 bite; Dmg 1D10; Ethics I; Size S.

**12. Gaol.** The local gaol is overseen by **Sheriff Stieffel, 8th level assassin:** AR 0(-4); TM 10'; BAR 22/15/76; BP/SP 13/45 (58); Avg stat 10; Spl stat St-16 Ag-19; Attacks 1 BF 3 broadsword; Dmg 1D8+3; Ethics E; Size M; Assassin skills--Disg 42%; Info 63%; Stlth 70%; Clmb 65%; Cnclmt 45%; Dtrp 45%; Lckpk





## *Faerie Tales--The Star Splinter*

60%; Asn blow +8; Magic items--*Cloak of pockets*. A new resident to the area, Stieffel recently took up the post as sheriff and ostensible head of the town militia when the orc activity came to a head, while keeping his position as an employee of Algrin's. Soon thereafter, he was joined by **Yovash, 3rd level human rogue**: AR 0; TM 10'; BAR 14/7/35; BP/SP 10/25 (35); Avg Stat 14; Spl stat St-16; Attacks 1 dagger; Dmg 1D4+1; Ethics E; Size M, and **Endall, 4th level human assassin**: AR 0; TM 10'; BAR 14/7/35; BP/SP 10/12 (22); Avg stat 10; Attacks 1 broadsword; Dmg 1D8; Ethics E; Size M; Assassin skills--Disg 32%; Info 33%; Stlth 40%; Clmb 35%; Cnclmt 32%; Dtrp 31%; Lckpk 36%; Asn blow +4. Endall, an acquaintance of Stieffel's, moved here a few weeks ago to work as a glass-blower. At the same time, he was appointed deputy.

Sheriff Stieffel is currently at the Rem Gin outpost, seeking to locate tax money he believes is held there.

**13. Stables.** Overseen by **Minster Huggins, 5th level human rogue**: AR 0; TM 10'; BAR 15/8/40; BP/SP 10/35 (45); Avg Stat 10; Spl stat St-18; Attacks 1 dagger; Dmg 1D4+3; Ethics G; Size M. Along with two assistants, Tubo the gypsy often works here, breaking and training horses.

**14. Algrin glass works.** Four years ago, the sorcerer Sinubab and his assistant Algrin moved into Bevertim with several wagon loads of sand. Setting up a house and glass factory to the south of town, the pair soon garnered a reputation for outstanding glass work, fashioning panes of extremely durable glass, many of which have found their way into nearby homes. In the years following, the glass works have gained an outstanding reputation for quality, and etched or stained glass windows made by the company have become a status symbol with many of the well-to-do.

In time, Sinubab left the normal running of the operation to Algrin, and has spent his time away from Bevertim consolidating his plans to use their enchanted glass to advance their position in the world.

As noted in the night encounter at the inn, a prisoner held here attempted a night escape but was recaptured. If one or more of the heroes come to the glass works to investigate, they will be met by a nervous Endall, who claims no knowledge of the incident. Suspiciously, a bruise is present above his right eye. Covert investigation of the premises is possible by penetrating a locked trap door into a loading shaft (**Area 10**).

**1. Display room.** Here, various sorts of glassware are offered for sale, although the main displays show the assorted windows and mirrors offered by the

business. Normal glass is extremely light and apparently brittle, from its look. However, it is extraordinarily durable and offers excellent insulation. The mirror glass is perfect in that no distortion is visible. Full-length mirrors are highly engraved with calligraphy and other symbols, and prices start at 1,000 gd. Other glassware is priced at approximately 10 times that of normal glass.

**2. Work room.** All windows to this room are shuttered closed and the door is locked. Two full-length mirrors with mahogany frames rest upon saw horses. The north wall has a basin for washing glass, while a table at the northwest holds framing tools, hammers and nails. To the southwest a locked trunk contains a set of engravers tools (value 100 gd). Against the south wall is a desk. Two pieces of parchment rest upon it, and read as follows (in Hocwrathian):

**Parchment one:**

*Type: Wall*

*Delivery to: Guild of Business & Commerce, Freeport*

*Function: Scrying*

*Notes: Gift. Engrave with crest of Guild*

**Parchment two:**

*Type: Full length*

*Delivery to: Duchess Lydia Pendragon, Freeport*

*Function: Scrying/gate/sending*

*Notes: Gift. Engrave with crest. Include normal hand mirror as bonus.*

The second parchment has a crest drawn upon it which any character familiar with heraldry will recognize to be that of **Duchess Lydia, of Freeport**. Within a drawer of the desk will be found a crystal vial holding the *essence* of an ogre. It is conveniently labeled.

To the east is a furnace where glass is melted and then poured into molds. Next to the furnace will be noted a wood box and a crate holding a few normal glass goblets packed away in straw.

**3. Storage room.** A few ordinary mirrors and stacks of glass window panes are all that this room holds. A curtain seals it off from **Room 5**.

**4. Storage room.** This room is filled with sand to a depth of four feet.

**5. Mess.**

**6. Hallway/secret entrance.** This hallway gives

## Faerie Tales--The Star Splinter

access to the back sleeping quarters. A series of pegs are driven into the walls for holding cloaks or capes. A successful search for secret panels here reveals that by twisting a wall peg in the north wall a trap door to the south springs up, showing a stairway leading down to the second level.

**7. Stieffel's quarters.** Of most interest in this room is a locked chest with a needle trap causing loss of 3D6 Strength points if not disarmed. Within are a set of burglars' tools and 250 gd in a small sack.

**8. Endall's quarters.** Against the north wall lie two barrels of wine next to the closet, inside which are several changes of clothes and a pair of soft leather boots.

**9. Algrin's quarters.** The door is both locked and trapped. Failure to disarm the lock results in a trap door opening before the door and sending anyone standing within five feet of it down a chute into a pit (18) for 1D10 points of Body damage. Noticeable against the north wall is an iron-bound chest, securely padlocked with an especially good lock (halving a trickster's chances to pick it). Inside is Algrin's spell book which has the following spells:

**Rank one:** Ball of shadow; detect enchanted aura; disenchantment; magic dart; magic script; mirror; spell warning

**Rank two:** Discern enchanted aura; fire darts; fire runes; mind shield; phantom dagger

**Rank three:** Electric arc; energy blast; phantasmal fighter; phase effect

**Rank four:** Delay spell; neutralize aura; secret door;

**Rank five:** Monster conjure; teleportal

Also held within is a pouch containing 1,200 gd in various gemstones; and a journal recording the various experiments with the mirrors. A perusal of this journal can reveal several different facts, depending on how long the book is studied:

**Five minutes:** The glass made by the company is inherently magical due to the Hocwrathian sands used in its manufacture.

**Ten minutes:** It is possible to imbue windows and mirrors with the ability to be used as *scrying* devices, teleports, or sending foci to direct spells through at long distances.

**Thirty minutes:** Mirrors can be used in conjunction with each other for *scrying* or as connecting *teleports*. Sending spells through the glassware is keyed to a crystal ball kept in Sinubab's fortress in the Shadowwood.

**One hour:** Algrin's experimentation with

teleporting conjured monsters through windows accounts for the recent attacks in the area.

Last of all, a scroll case holds two *greater* scrolls of *permanize*.

In the northeast, a book case is filled with volumes dealing with the manufacture of glass, while along the south wall is a dusty altar to a Dark God.

**10. Pulley system/loading shaft.** Here, barrels, boxes and sand are lowered to the cellars. Free egress through the shaft is prevented by a padlocked trap door.

### Cellar

**10. Loading shaft.** (See above.)

**11. Storage area.** This area is filled with different sorts of glassware.

**12. Storage area.** Here are several barrels filled with different colored (normal) sand.

**13. Sand pile.** A large pile of Hocwrathian sand lies upon the floor here.

**14. Construction area.** Enchanted glassware is made here. Currently, two large mirrors are being crafted.

**15. Mirrors.** Ten enchanted mirrors stand in this corner of the cellar. Anyone casually looking into one is entitled to make a Luck roll. Success indicates he is enabled to see where that particular mirror is keyed to. Characters concentrating upon the surface of a mirror with the specific intent of *scrying* may instead make an IQ roll to successfully see through it. Each of the mirrors reveals a different scene:

A. A busy street scene in Torrence.

B. An ocean or inland sea, under very stormy conditions.

C. An entrance to a cave in the side of a snow-covered mountain.

D. A path into a green valley. The construction of a castlelike building is apparent in the background.

E. The King's court in Torrence. A group of people sit at two long tables before the throne, discussing something.

F. A sandy desert.

G. The courtyard of the Rem Gin outpost, as will be evidenced by a sign over a building. There is no activity, but several bodies will be observed lying on the ground.

H. An alchemist's workshop.



## Faerie Tales--The Star Splinter

### I. A busy street in the city of Talon.

16. **Cell.** This storage room has been converted into a cell. Currently, there is one occupant--**Sergeant Faubus, 4th level human rogue:** AR 0; TM 10'; BAR 14/7/37; BP/SP 10/25 (35); Avg Stat 15; Spl stat Ag/IQ--10; Attacks 1; Dmg as per weapon; Ethics I; Size M. Faubus, a paymaster, was taken alive at the Rem Gin outpost, and transported here via the flat *gate* mirror in **Room 17**. Endall has been denying him food until he reveals where the region's tax money is being kept. Feigning unconsciousness one evening, Faubus was able to rush past an investigating Yovash and make a break for town. Yovash and Endall, on his way back from the inn, chased down and recaptured the weakened man-at-arms, returning him to his cell.

If rescued--and given nourishment--Faubus will obviously be grateful, and can relate the following facts:

Several days ago, a force of orcs, ogres and Evil humans attacked and overcame the outpost Guard, though many of the attackers were themselves slain in the process.

The enemies literally appeared out of nowhere, and Faubus believes that the enchanted mirror through which he was brought reveals how they infiltrated the base.

The force was led by Algrin, the glass maker, and Stieffel, the local sheriff.

The attack was apparently made in order to steal the yearly tax revenues, which are kept at the base until they are shipped to the capitol.

The money, which is kept in a secret compartment at the base, hasn't yet been located. Stieffel and Endall apparently are still there, searching for it.

Faubus will appeal to his rescuers to go to the base and stop Endall and Stieffel. Though obviously weakened, he will volunteer to accompany them. (The GM may thus use Faubus as a GMC to provide extra fighter support if necessary.)

There are two means by which the adventurers can reach the outpost: By horse, it requires a day of riding the trail leading north. The most direct way is through the *gate* mirror in **Room 17**. Faubus will explain that he observed Algrin touch the sides of the flat mirror and speak the word "gate". The face of the mirror then shimmered, and Stieffel then walked through.

17. **Mirror room.** A locked iron door seals off two enchanted mirrors. The first, nearest the door, is a curved mirror with the ability to act as a gateway to several places, though it is currently set to Sinubab's fortress in the Shadowwood, teleporting those passing

through it to the upper level of the tower. The flat mirror behind functions similarly, but is keyed only to the Rem Gin outpost, and creates a two-way *teleportal* to **Area 17**, just outside the stableman's quarters. As noted, one seeking to detect where a mirror is keyed to need only stand before it and concentrate. A successful IQ roll will then permit the character to see through it. Sergeant Faubus can reveal the means by which the mirror-gates can actually be activated. Yovash and Endall can provide similar information with a bit of gentle persuasion or the offer of letting them leave town with their skins intact.

### 18. Waste disposal pit.

## The Rem Gin outpost

A day's ride north of town sits the Rem Gin outpost within sight of the Shadowwood. Several dozen men are stationed here, their purpose to act as a deterrent to nearby monsters considering raids into the lower valleys. Wooden log walls 25' high ring its inner buildings, and the outpost had never fallen in its 10-year history--until Algrin's recent raid. Now, the bodies of men and monsters are scattered throughout the base.

1. **Gates.** A watch tower sits atop two stout doors of iron-shod oak. The gates are open, and are guarded by a somewhat lazy **Orc:** AR 0; TM 10'; Level 1; BAR 15/8/40; BP/SP 4/1 (5); Avg stat 12; Spl stat IQ--7; Attacks 1 dagger or crossbow; Dmg 1D4 or (1D10); Ethics E; Size M. The orc is only half-heartedly keeping watch, and there is a 75% it will be napping and therefore unaware of any stealthy approach to the outpost.

2. **Quartermaster's office.** The interior of this building has been torn apart by monsters searching for the tax money. The quartermaster himself lies dead in a corner, having fought to his last breath during the initial assault. His assistant, **Sergeant Faubus**, was taken alive and has claimed not to be privy to the secret location of the money, actually held within a secret compartment in the watch tower in **Area 17**.

3. **Office.** Reports were once filed here. Now, a chaotic jumble of papers litter the floor, along with the bodies of two orcs.

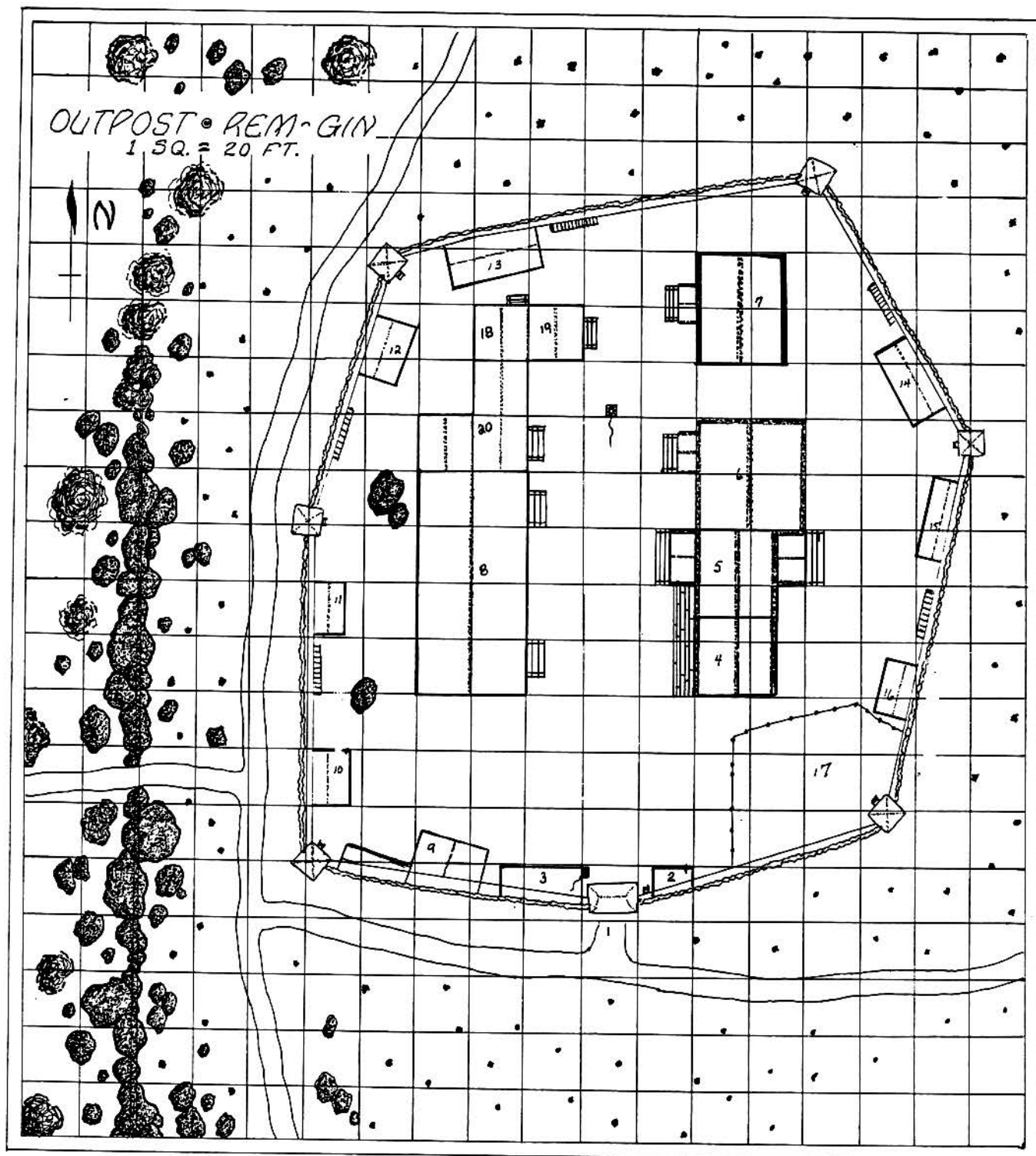
4. **Sub-lieutenant's quarters.** Presently away with a patrol, Verba, the outpost's second in command resided here. The room, while searched thoroughly, is

## Faerie Tales--The Star Splinter

relatively clean.

5. **Commander's office.** This office has undergone so much trashing that it is virtually impossible to move through the chaotic jumble of papers and furniture.

6. **Commander's quarters.** Napping in the bed here is **Sheriff Stieffel** (see his description at 12 in the town). If taken alive, Stieffel will spill his guts to save his skin, revealing Algrin's plan to attack the fortress and seize the tax revenues. Now, with the fortress secure, his hired mercenaries and most of



## Faerie Tales--The Star Splinter

Algrin's monsters have retreated back into the Shadowwood, heading for the tower, which they will reach in three days' time. The remainder here were to locate the hidden tax money and follow their fellows home.

Stieffel will draw a map to Sinubab's tower in the Shadowwood or explain how it can be reached through one of the mirrors in the glass shop. He is otherwise treacherous, and will betray the group at the first opportunity unless treated as the criminal he is.

7. **Officers' quarters.** Currently here are (2) **Ogres:** AR 0; TM 10'; Level 6; BAR 17/10/52; BP 30 each; Avg stat 6; Spl stat St--18/Cn--20; Attacks 1; Dmg 1D12+3; Ethics E; Size M. One of the monsters has a pet of sorts, a **Wolf:** AR 0; TM 30'; Level 4; BAR 16/9/47; BP/SP 6/14 (30); Avg stat 10; Spl stat IQ--5; Attacks 1 bite; Dmg 1D8; Ethics I; Size S. The wolf's master is drunkenly asleep, and will lose a turn of combat awakening and retrieving his club. His wolf will fight to the death to protect his master, however.

8. **Soldiers' quarters.** Using this building to sleep in are (15) **Orcs:** AR 0; TM 10'; Level 1; BAR 15/8/40; BP/SP 4/1 (5) each; Avg stat 12; Spl stat IQ--7; Attacks 1 gladius; Dmg 1D6; Ethics E; Size M.

9. **Armourer/stables.** The eastern area is open on three sides, and contains a forge and work area for armour repair and the shoeing of horses. Stables to the west are empty but can hold 20 warhorses.

10. **Bowery.** Once holding an assortment of missile weapons, most usable equipment has been looted by the marauders.

11. **Armoury.** Now looted, stores of armour and weapons were once cached here.

12. **Stockade.** The purpose of this building is obvious to any who observe its barred windows and stone walls. Cells for holding up to 10 prisoners are available within.

13. **Wagoneer.** Wagons and their assorted components are to be found here. Most notable is a small gypsy wagon taken from a Sarvian band who made a nuisance of themselves several months ago.

14. **Tannery.** The sole occupant of the tannery shack is an **Orc:** AR 0; TM 10'; Level 1; BAR 15/8/40; BP/SP 4/1 (5); Avg stat 12; Spl stat IQ--9; Attacks 1 broadsword; Dmg 1D8; Ethics E; Size M. This monster is somewhat brighter than most orcs, and if it has

become aware of an armed incursion into the fort, it will hide in a locker, gaining *ambush* on anyone opening the locker.

15. **Cooper/woodshop.**

16. **Stableman's quarters.**

17. **Corral.** 20 draft horses and a few stock animals were once held here. None remain, having been slaughtered and eaten by the marauding ogres and orcs.

Buried in the sod floor under the watch tower is the tax money sought by the marauders--a total of 4,200 gd.

18. **Kitchens.**

19. **Officers' mess.**

20. **Mess hall.**

### Securing the outpost

With Stieffel captured or slain, any remaining monsters will lose morale and seek escape from the outpost. A short time later, **Lieutenant Verba**, the outpost's second in command, will return from patrol with a dozen mounted soldiers. A quick explanation by the group of recent events will gain them Verba's thanks for overcoming the monsters and avenging his dead comrades. Verba will set his men to guarding the outpost, and will send word to his superiors in the lower valleys to send reinforcements. As for the heroes, they are faced with two choices if they choose to remain in the area: Having successfully thwarted the plans of Algrin and Sinubab, they may end their adventure for now and stay at the outpost as hired mercenaries until the reinforcements arrive in a couple of weeks. After that, they are welcome to remain for as long as they wish, acting as troubleshooters and using the outpost as a base for undertaking adventures in the area not only for treasure and experience, but to help bring order to the region.

The group's second choice is to mount an assault on Sinubab's tower in the Shadowwood. Verba's first duty is to guard the outpost, and thus he will not send his forces on an incursion into the Shadowwood. The PCs are more than welcome to strike against the heart of Sinubab. Wisdom, however, dictates that they strike quickly. Verba will use all possible persuasion to keep the group from traveling through the Shadowwood itself to reach the tower as it is far too dangerous a



## Faerie Tales--The Star Splinter

place for any but the most hardened adventurers to traverse. Use of the mirror in the glass shop (eight hours' ride south) will take the group directly to the tower while most of its defenders are still a day or two away. Any other course of action will set the PCs against an alerted Algrin with his reinforcements in place.

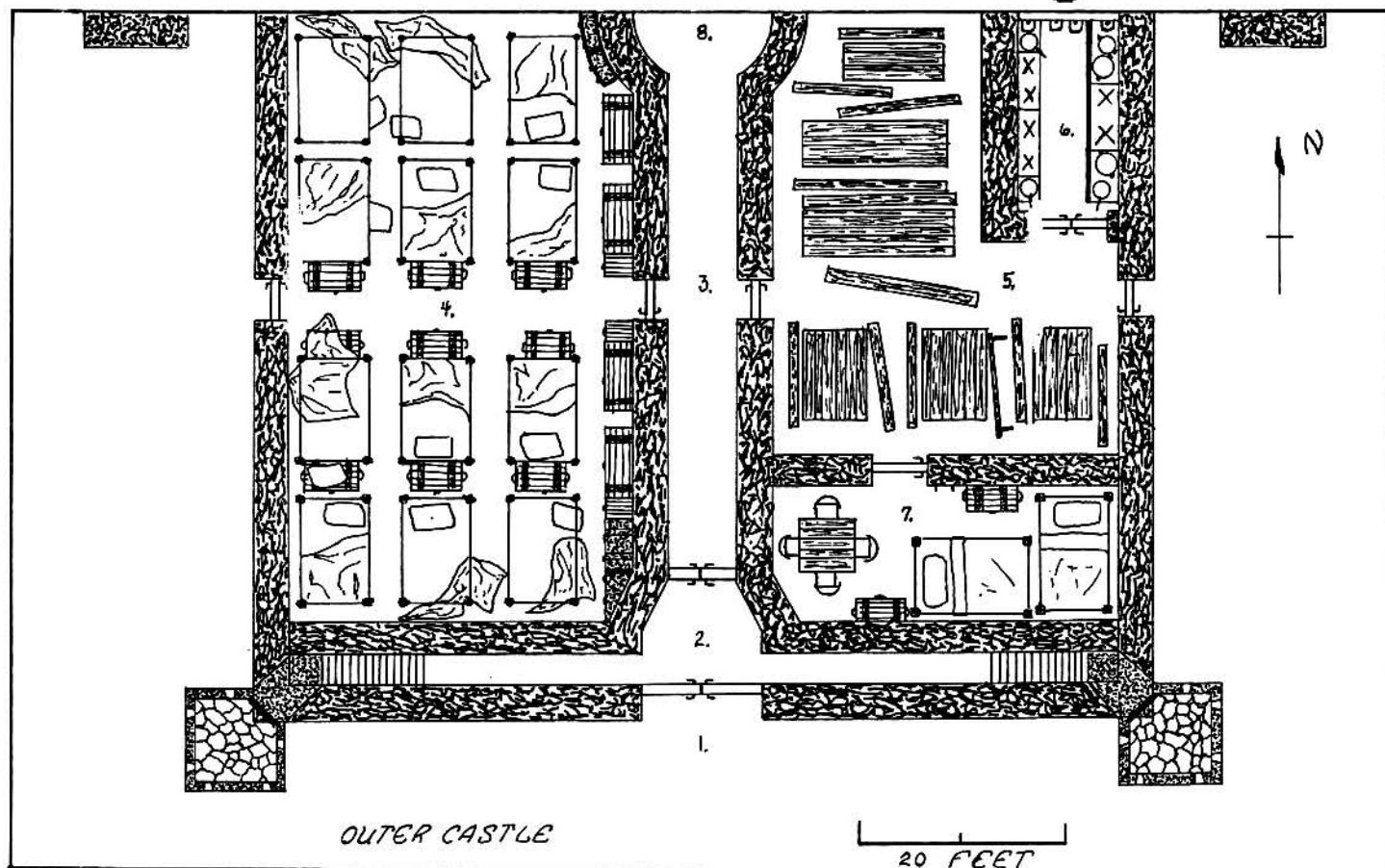
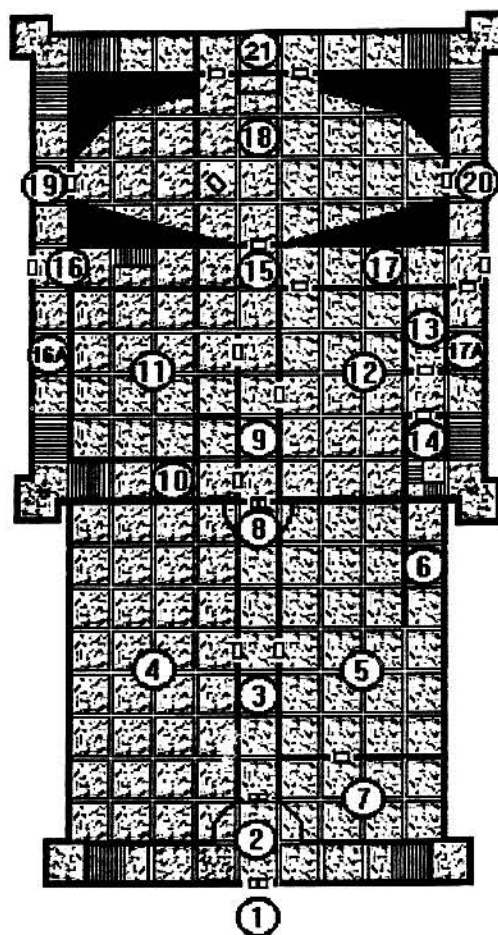
### The tower

Sinubab's fortress, though ringed with an impressive set of stone walls and guard towers (courtesy of *elemental wall* spells), is virtually unguarded with the bulk of his forces employed against the Rem Gin outpost. Currently, each wall is patrolled by a single **Ogre**: AR 0; TM 10'; Level 6; BAR 17/10/52; BP 20 each; Avg stat 6; Spl stat St-18/Cn-20; Attacks 1; Dmg 1D12+3; Ethics E; Size M.

Assuming the characters enter the fortress through the mirror gate in the glass shop, they will emerge in **Room 30**, the tower's highest level. The Fortress' description follows. (All rooms are 15' in height unless otherwise noted.)

### Level one

1. **Outer doors.** Twin 10' double doors of iron





## Faerie Tales--The Star Splinter

bound oak allow passage to and from the outer grounds. At present they are unbarred.

2. **Entry.** Hallways left and right will take explorers up to the inner watch towers, which are usually unguarded. Several crows have nested in the rafters of the western tower and will scatter at the group's approach.

3. **Hallway.** Twin doors swing inward to a hallway framed by stout timbers and a vaulted ceiling from which hang lit chandeliers.

4. **Quarters.** Although constructed with human troops in mind, a dozen orcs reside here, and the room is typically dishevelled. A search of the trunks will uncover coinage equal to 53 gd.

5. **Mess hall.** This hall is reserved for the human residents of the fortress.

6. **Kitchen.** Swinging doors open into the kitchen, where basic foodstuffs will be found along with a small well.

7. **Cooks quarters.** (2) **Cooks, non-rated humans:** AR 0; TM 10'; BAR 10/3/15; BP 10 (each); Avg stat 10; Attacks 1 dagger; Dmg 1D4; Ethics E; Size M are quartered here.

8. **Atrium.** This semi-circular atrium is decoratively panelled with panes of etched glass created to capture and reflect the light from a crystal chandelier.

9. **Hallway.** This hallway is made of stone, and, like the previous one, is vaulted. Unlit torches line both sides of the hall.

10. **Hallway.** This stone hallway leads to an unguarded watch tower.

11. **Conjuration room.** The door into this chamber is locked. However, the faint sound of spellcasting can be heard from behind the portal. Within this chamber, Sinubab and Algrin undertake various sorts of conjuration magic, binding certain creatures within a huge mirror at the back of the room for later use. As the PCs hit the door, Algrin will be engaged in conjuring a **Lightning bug:** AR 0(-3); TM 50'; Level 3; BAR 16/9/45; BP/SP 3/12 (15); Avg stat 8; Spl stat Ag--20; Attacks 1 sting; Dmg 1D6 electrical discharge; Ethics I; Size S; Spl note--*Can be banished by druids.* The characters' sudden presence will disturb the sorcerer, causing loss of control of the bug, which will attack a random target--including Algrin--

each turn until slain. (Note that each turn during which the heroes fail to force open the door and enter, thus exposing themselves, the bug will only attack Algrin.)

**Algrin, 9th level human sorcerer:** AR 0(-1); TM 10'; BAR 15/8/40; BP/SP 13/20 (33); Avg stat 13; Spl stat Ag--16; Attacks 1 BF 2 dagger; Dmg 1D4+2; Ethics I; Size M; Sorcerer skills--Read text 56%; Alchemy 60%; Magic items: *Wand of shattering* (see below); Spells memorized/casting slots:

**Rank 1:** Disenchantment; magic dart; mirror/5

**Rank 2:** Phantom dagger/5

**Rank 3:** Delay spell/5

**Rank 4:** Secret door/3

**Rank 5:** Monster conjure/0

Algrin will fight to the death. If his body is searched, an ebony wand with a silver cap will be found tucked into his belt. Silver filigree along the side of the wand spell out the word *shatter* in Torrencian. This is a *wand of shattering* which holds two charges of that spell.

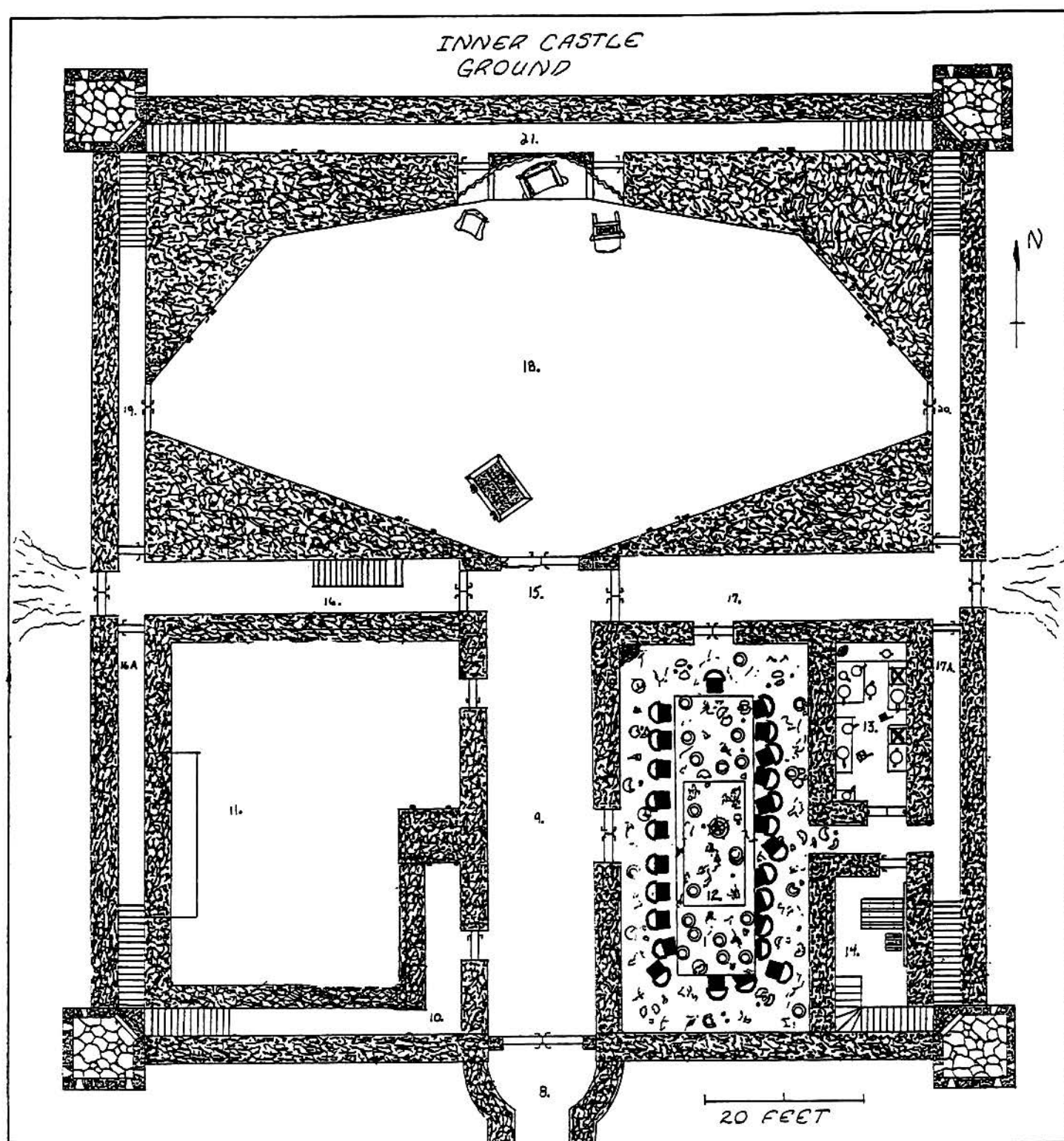
A huge mirror is set against the west wall of the chamber. As noted, creatures are occasionally kept in a state of limbo within a *pocket dimension*. Currently, there is a lone occupant: **Lindolas, 3rd level elfen woodsman:** AR 0(-3); TM 10'; BAR 17/10/50; BP/SP 10/15 (25); Avg stat 10; Spl stat--Ag 18; Attacks 1; Dmg as per weapon; Ethics G; Size M; Woodsman skills--Cmflge 35%; Climb 50%; Track 34%; Herb 32%; Stlth 35%; Asn blow + 2. The disarmed elf was captured in the area several days ago and imprisoned within the mirror. He can be freed by pronouncing the word "open", which activates the *gate* feature of the mirror. Using the wand or smashing the mirror will also expel him from within, although Lindolas will suffer the effects of the 7th rank *shattering* spell. The damage he takes if the mirror is smashed varies with the number of turns it takes for it to fail its resistance roll against *crushing* (treat as turns of exposure as if the spell were being cast upon him). If the wand is employed, he takes 1D4 points of Body damage.

His presence within the mirror can be detected by a *scrying* attempt (i.e. concentrating open the mirror's surface and making an IQ roll).

12. **Orcs mess.** Lounging here amidst a chaotic jumble of dishes and food scraps are (5) **Orcs:** AR 0; TM 10'; Level 1; BAR 15/8/40; BP/SP 4/1 (5) each; Avg stat 12; Spl stat IQ--7; Attacks 1 gladius; Dmg 1D6; Ethics E; Size M. With most of their comrades away, the orcs are enjoying a leisurely meal of bone soup.

13. **Kitchen.** A selection of orcish food will be found in the various cupboards, as well as a boiling pot of





unappetizing goop.

**14. Office.** The most notable feature of this room is a simple table and chair. Papers atop the table penned by Stieffel reveal sketches of the Rem Gin outpost and a general plan of attack by the monsters. Stairs at the back of the room lead to an empty watch tower.

**15. Doorways.** Three sets of double doors are at the head of the hall. Those to the north are most elaborate, being constructed of brass-bound cedar inscribed with an S-like rune (Sinubab's personal sigil).

**16. Hallway.** PCs descending from the upper tower will reach a stone hallway lit only by the feeble light of

## Faerie Tales--The Star Splinter

two burning torches at each end. Doors to the west open to the courtyard, where the stone walls ringing the fortress are quite visible.

**16 A. Hallway.** Midway down this hall is the underground warren of a **Tunnel rat**: AR 0; TM 15'; Level 5 (D4 SD); BAR 17/10/50; BP/SP 7/3 (10); Avg stat 6; Spl stat St-12; Attacks 1 bite; Dmg 2D4; Ethics I; Size S.

**17. Hallway.** A vaulted, cathedral-like ceiling is the dominant feature of this darkened hallway. As with **Hallway 16**, double doors open to the courtyard.

**17A. Hallway.** PCs entering this hallway through the northern door will detect the odor of the orcish food in **Room 12**, as well as the sounds of the diners.

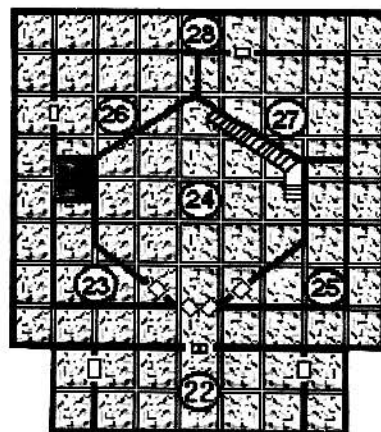
**18. Throne room.** Large brass doors swing open to reveal a massive room of granite. Reliefs on the walls depict scenes of a bald-headed wizard (Sinubab) destroying assorted elves, dwarves, humans, and demons. To the north, two small thrones stand before a larger counterpart upon a raised dais. Of most immediate interest, however, is a huge, ornate door of solid bronze apparently set into the floor near the southern portals. The door is locked, and its mass is such that a Strength of 30 is required to lift it away. When it is opened, an unusual sight faces the characters: A "window" of sorts looks down upon a horrid scene of smoke rising from a sea of fire. This is a mirror portal keyed to the Hells. As a means of intimidating Sinubab's minions, every so often a hapless ogre or orc is hurled through the portal while his fellows watch.

Neither heat nor noise is apparent to anyone peering down. However, any probing of an object through the transparent portal results in the exposed portion suffering immediate fire damage. Living flesh endures 1D4 points of Body damage per phase of exposure.

**19. Hallway.** Dust covers the floor of this empty hallway.

**20. Hallway.** Lying on the dusty floor before the throne room doors of this hallway is a bronze helm of orcish design. It was carelessly left here after falling from the head of its owner during a hurried assembly.

**21. Hallway.** A pair of locked doors at the center of this hall open to reveal a set of tapestries blocking the view into the chamber.



**22. Rooms.** This area can be developed by the GM as he wishes. Otherwise, it consists of bath chambers and a full alchemical laboratory.

**23. Library.** Most of the shelves in this room are empty, their contents having been moved to a new base Sinubab is constructing. Bards in the party will note that much of the shelf space is constructed to facilitate storage of score sheets, and upon one of the shelves is a bardic song book with the following songs:

Rank 1: Pacify snakes; unlock; wall walk

Rank 2: Enchant clothing; fire mites

Rank 3: Stone form

The nature of the book will be unapparent to any but bards.

**24. Conference room.** Heavy, featureless bronze doors bar entry into an octagonal conference room. The doors are locked, although the key in Algrin's chambers can provide egress.

Inside the unlit room will be noted two octagonal tables of black walnut. A throne-like chair of ebony dominates the chamber, over which is draped an extraordinarily fine pelt of black horsehide. It is actually the pelt of a black unicorn with a value of 2,000 gd. Any elf will recognize it for what it is and be outraged.

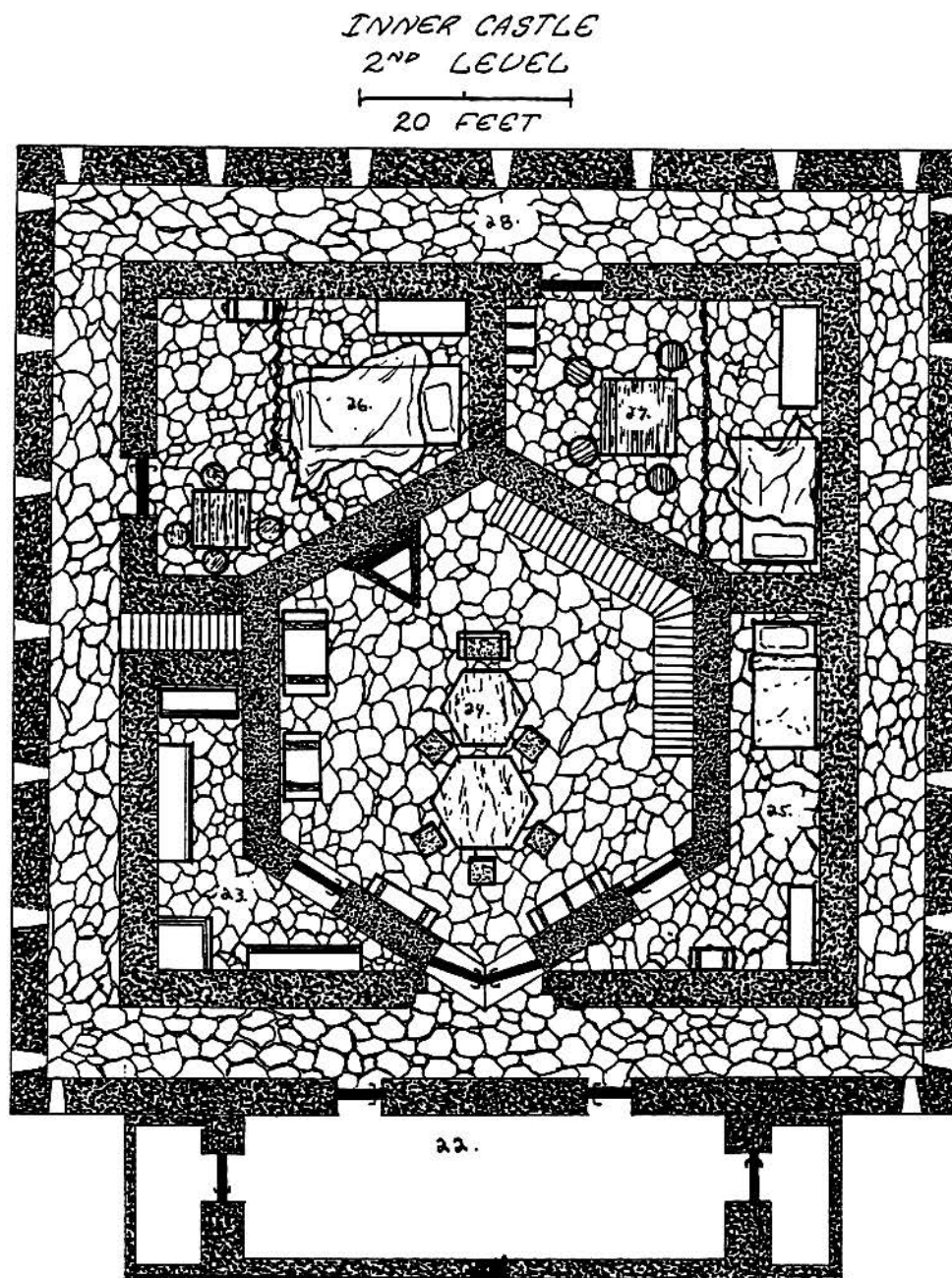
To the northeast, a triangular mirror with a shimmering surface is visible. It is keyed to a similar mirror in the uppermost tower level, providing quick access to and from these areas.

Four locked iron chests ring the west and southern walls. They are detailed below, starting with the northernmost chest.

1. Unlocked. Empty. This chest, the interior of which is partitioned into three sections, was intended to hold platinum, gold and gems. Most notably, the base tax money was intended to be stored here.

2. Locked. Holds 750 sr.

3. Locked with a needle trap that causes loss of 3D6



Con points, halved with a successful Con roll. Inside are various coinage totaling 390 gd.

4. Locked with a pair of trapped padlocks, each of which causes damage as with the last chest. Inside are: A fur parka sized to fit a large human (value 150 gd); a silver flask (value 20 gd) holding a *potion of water-survival*; an elf-sized black silk cloak (value 30 gd) with numerous pockets and pouches for holding spell ingredients; and a bar of *soap of curing*.

To the east, a long stairway leads to the tower's upper levels.

25. **Endall's chamber.** A set of human-size chainmail is stuffed beneath the bed of these Spartan quarters, while a few outfits of clothing hang in a wardrobe. An unlocked chest holds Endall's stash, which consists of coinage totalling 370 gd, and a silver-hilted dagger worth 30 gd.

26. **Algrin's chamber.** Thick, maroon tapestries divide this room in two, hiding a bed and wardrobe. A locked chest against the north wall holds various articles for scroll and potion manufacture, including



## Faerie Tales--The Star Splinter

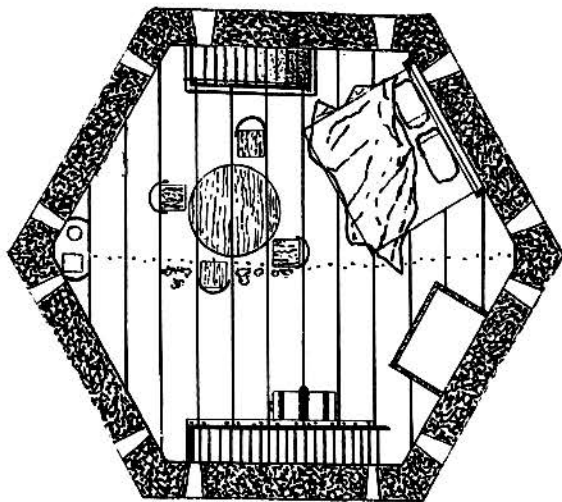
an enchanted pestle which halves the amount of time needed to fashion potions or elixirs. Also in the chest appears to be a silken bag which jingles with gemstones. This is actually a **Bag trapper** (see the **New Monster** section): AR 0; TM 0; Level 1; BAR 15/8/40; BP 5; Avg stat 10 Spl stat Ag/St-1; Attacks 1 bite; Dmg (1D6+2) or (8) Body points; Ethics I; Size S; Spl note--*jaws lock if it rolls 5 or more beneath what it needs to hit*. The monster will bite at any unfamiliar hand reaching inside it. If slain, however, assorted gems worth 650 gd can be recovered.

A search of the bed will reveal a set of keys tucked under the mattress. These fit the chests in **Room 24**. Three silk robes (colored blue, black and green) and a pointed hat are inside the wardrobe.

**27. Steiffel's chamber.** A deck of cards rests upon a stout, oaken table along with a bottle of wine. Unfortunately for the PCs, Stieffel has had a run of bad luck at gaming lately, and the unlocked wooden chest in the corner holds nothing of value.

Heavy tapestries depicting various scenes of ribaldry seal off a bed and wardrobe from the rest of the room. Tucked beneath the pillow is a ruby-studded dagger (value 2,500 gd).

**28. Hallway.** Stairs on the western side lead down to **Area 16**.



**29. Sinubab's chamber.** Moving to the third level, the group will find that the floor is built of stout timber. Open windows cause a draft and the room is quite cold.

A table and chairs stand in the center of the room, around the floor of which several parchments lie after

blowing off a writing table to the northwest. The parchments are written in Torrencian, and an examination reveals that all are apparently different versions of a letter to someone unknown. The most readable says the following:

*My dear: The travesty that an angelic voice like yours should be withheld from the public by restriction the chorus line cannot be allowed to continue. It is my understanding that your father's tragic death left you in financial hardship, and I should like to offer my services as your patron. I shall soon be sailing there on business, and desire to meet with you to discuss this further.*

*I remain your obedient servant,  
Ulrich von Sinubab*

An invisible field of magical energy also runs through the center of the room, acting as 12th level *disenchantment* against any Type G spells currently affecting a character or his possessions.

A selection of robes and cloaks hang inside a large wardrobe in the southeast corner of the room next to a richly made chest of brass-bound cedar. The locked chest has a magic trap which sets off a 5D6 *energy blast* if not dealt with. Inside is a scroll case containing a *lesser scroll of will O the wisp*; and a book of black leather illuminated with golden runes. It is in fact a *tome of evil conjuration*, and upon being opened summons an **Imp**: AR 0(-7); TM 10; Level 4; BAR 16/9/47; BP/SP 2/6 (8); Avg stat 10 Spl stat Ag--20/St--3; Attacks 1 bite; Dmg 1D4 + poison; Ethics E; Size S; Spl note--*invisible; 30% immune to Type C spells; regenerate 1 point of damage/turn if conscious; cast fog spell each turn*.

The imp will be visible for one turn before it vanishes and thereafter shadows the party to cause mischief.

**30. Room of the Star Splinter.** PCs entering the fortress through the mirror at the glass shop will emerge from a large, curved mirror on the western side of the room. Upon the characters' arrival in this chamber, the following may be read:

*No torches burn in this room, but the area is illuminated by a pulsating green crystal set upon a pedestal at the center of the chamber. A series of large, ornate mirrors ring the pedestal, and a table loaded with papers stands against the eastern wall. A stairway leading down is visible to the southwest.*

The surface of a triangular mirror against the northwest wall shimmers with magical energy. A hand or other object penetrates harmlessly through it, and

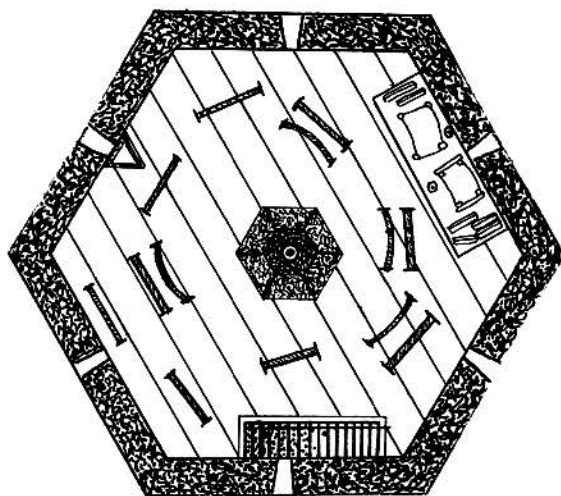
## Faerie Tales--The Star Splinter

any character who steps in walks out of a similar mirror in **Room 24**.

Scroll cases and various scrolls cover the table to the east. Interested PCs will discover three *lesser* scrolls of *monster conjure*, along with a *greater* scroll of *permanize*.

The numerous mirrors in the room are all keyed to various points of interest to Algrin and his master. Each is so heavily enchanted, however, that it is beyond the ken of the PCs to utilize them properly, and attempts to scry through them will fail.

Sinubab's crowning achievement, the Star Splinter, is solidly anchored to a granite pedestal. The Splinter has been cut into a huge, faceted gem about 12" in diameter. It is impossible to remove the Splinter without using magicks unavailable to the PCs. It can be destroyed, however, by being struck with weapons (see the next section).



### Concluding the adventure

The last act of play takes place in this chamber. As mentioned earlier, Sinubab has been away from the area fashioning a new base of operations. He has also been making his final enchantments upon another Splinter even more powerful than the first, and as the scenario reaches its conclusion, he has completed keying both Splinters to each other.

The Splinter here can be destroyed by inflicting more than 20 points of damage upon it in a single turn. Alternatively, use of the *wand of shattering* taken from Algrin will utterly destroy both Splinters--and perhaps Sinubab as well!

As play nears its end and the PCs (hopefully) prepare to exit the base, the following may be read, presuming that the Splinter is still intact:

*Suddenly the room brightens and the gem upon the pedestal flares. At the same instant, the face of a bald-headed man appears in the crystal and a voice speaks: "Algrin," it says with excitement, "it is done. Both Splinters are one! Now our powers are twice as strong!" Then the face catches sight of you and the eyes narrow. "Who are you?" the man demands. Then, instantly, you realize he begins to cast a spell.*

That turn, and each turn thereafter, Sinubab will cast a *magic dart* through the Splinter, affecting a random target with 1D4+12 points of damage. PCs wishing to respond must attack the Splinter itself. Attempts at casting through the Splinter to affect Sinubab will utterly fail as neither Splinter is keyed to the PCs. The Splinter, as noted, suffers no harm unless it receives over 20 points of damage in a single turn. This causes it to shatter into pieces and halts Sinubab's immediate threat. If, however, Algrin's *wand of shattering* is directed at the Splinter, the effects are far more lethal, and the following should be read to the players:

*As the wand is directed to the gem, a beam of silver light flashes out and engulfs it. Instantly, large cracks begin to radiate out from the core and the gem starts to emit a loud hum. At the same moment, the man who has been attacking you screams in agony as deep gashes appear in his face. A second later, the gem explodes, showering glowing dust about the room. Even as the dust in the air begins falling to the floor, the mirrors around the room begin a resonance which grows in intensity with each passing second.*

Only a fool could fail to realize that the power which created all of Sinubab's wondrous mirrors has now been broken. There remains just enough time for all to escape back to the glass shop before every mirror, window and object of glass created with the enchanted sand shatters into harmless powder, thus ending the quest!

# Faerie Tales--The Star Splinter

## New Monsters

### Bag trapper

Armour rating: 0  
Tactical move: 0'  
Level: 1  
BAR: 15/8/40  
BP/SP ratio: 1/1  
Average Body/Stamina: (5)  
Average stat: 10  
Special stat: Ag/St--1  
Attacks: 1 bite  
Dmg: (1D6+2) (or 8) Body points  
Ethics: I  
Size: S  
Special note: Jaws lock if it rolls 5 or more beneath what it needs to hit

**Common knowledge:** Bag trappers resemble sacks or bags of silk or burlap. They bite down on hands that reach inside them.

**Detailed knowledge:** Bag trappers are an unusual form of enchanted bag-being created by high-level spellcasters, and their purpose is protect inorganic valuables from pilfering by thieves. Initially, the bag is hostile to anyone with whom it comes into contact, inflicting a vicious bite with its hidden row of razor-sharp teeth around its neck. But over a process of 1D4 weeks, it is possible to train the bag to identify the hand of its "master" by tossing in scraps of meat, thus feeding the creature, which comes to recognize and accept the hand's penetration into it. Once the bag has accepted the individual, he or she may store and later retrieve inorganic items within the bag, for it can digest only flesh.

It is possible for a bag to be trained to accept more than one person's hand. Also, while gauntlets can absorb five points of the damage done by the teeth, the bag cannot be trained by a hand so protected.

Note that some bag trappers are poisonous, a result of employing an alchemist during the process of the bag's creation.

### Imp

Armour rating: 0(-7)  
Tactical move: 10'  
Level: 4 (D4 SD)  
BAR: 16/9/47  
BP/SP ratio: 1/4  
Average Body/Stamina: 2/6 (8)  
Average stat: 10  
Special stat: Ag--20/St--3

Attacks: 1 bite  
Dmg: 1D4 + poison  
Ethics: E  
Size: S  
Special note: Become invisible at will; regeneration

**Common knowledge:** Imps are tiny (1' tall) demons who serve Evil spellcasters.

**Detailed knowledge:** Little different from above. Imps are often presented to servants of the Dark Gods as familiars (a 15% chance when an Evil necromancer casts *necromantic familiar*). They can otherwise be conjured from the Nether planes and bribed or forced into servitude as guardians, mischief makers or spies.

Imps are highly magical, and possess a number of special abilities, including that of turning invisible at will and regenerating a point of damage each turn so long as they are above 0 Body. Imps can also cast a random spell chosen by the GM each turn, and they radiate an aura of bad luck which causes one who gains their ire to suffer unusual ill effects. These baneful occurrences can happen once every six hours so long as the imp is within 30' of their victim. A few selected examples can be determined randomly from the list below. Some effects last a set amount of time, while others, at GM discretion, can last up to an hour.

### Fighters

1. Fighter does minimum damage with his weapons for 1D4 turns.
2. Fighter drops weapon if his attack roll fails; one turn needed to recover it.
3. Fighter suffers an AR penalty of 3 for 1D4 turns.
4. Fighter's enemy gains an extra melee attack that turn.

### Tricksters

1. Trickster does half damage with an *assassin blow*.
2. Trickster fails a specific *detrap* roll.
3. Trickster halves his skill roll percentages.
4. Trickster fails any attempt at an *assassin blow*.

### Spellcasters

1. Spellcaster's enemies gain a bonus factor of 3 to resistance rolls vs his spells.
2. Spellcaster does minimum damage with spells.
3. Spellcaster's magic fails to activate that turn, but the *casting* slot is not lost.
4. Spellcaster loses concentration and wastes spell that turn.

If forced to fight, imps employ a venomous bite which apart from the damage done forces the victim to make a Con roll or fall into a coma for 10-60 minutes.



## ***Belshazzar's Music Show***--An on the road encounter by Bill Mercer

This minstrel show consists of a gypsy wagon and a circus tent, both of whom are the property of **Belshazzar the Bard**. The show will usually be found in open-air marketplaces or on the outskirts of towns and villages. The GM may use this encounter for adventuring parties of any level.

### **Layout**

The wagon is six feet wide by twelve feet long, and is pulled by a pair of small draft horses. Within are found two cots, a selection of supplies, and a complete array of tools for the manufacture and repair of instruments. Beneath the cots rest two chests of special interest. Under Belshazzar's cot an iron-bound coffer with a well-made padlock (which halves a trickster's chances of picking it) holds a total of 200 ounces of gold coins along with a harp which is enchanted to soothe hostile animals whenever it is played. Tucked under the cot of Belshazzar's partner, **Mordecai the Magnificent**, are an assortment of 2D4 randomly generated potions and elixirs along with beakers, braziers and other tools for a traveling alchemist and prestidigitator. A small stage at the wagon's rear unfolds to provide a platform when the men are entertaining or hawking their wares.

The multi-colored tent is constructed of heavy muslin and is dyed several colors to attract the attention of passersby. It is suspended by a center pole and anchored by a series of oak stakes driven into the ground. Entrances are found on two sides, though the one at the rear is usually blocked by the wagon's stage set-up. The descriptions of Belshazzar and Mordecai follow.

**"Belshazzar"** (8th level bard)

**Race/Nationality:** Human/Torrencian

**Armour rating:** 0(-3)

**Armour absorption:** 3 (BF 2 bracers)

**Tactical move:** 15'

**Stamina points:** 42

**Body points:** 15

**Stats:** St 16 Ag 18 Cn 13 IQ 16 Ch 16 Ap 16 Lk 7

**BAR:** 15/8/47

**Attacks:** 1

**Damage:** 1D8+3 (BF 2 broadsword + Strength) or by spell

**Ethics:** Indeterminate

**Age:** 39

**Skills:** Performance--54%; Stealth--60%; Information--40%; Trivia--46%; Masterful lute/mandolin/crowd-playing; general fluency in Avalonian and Elfvish.

**Wealth carried:** 30 gd

**Magic items:** BF 2 broadsword; BF 2 bracers

**Songs memorized/casting slots:**

**Rank 1:** Beguile; conjure animal; trick/3

**Rank 2:** Fire floor; fire mites; windstep/3

**Rank 3:** Wood form/1

**Rank 4:** Greater slumber/1

Belshazzar is a lean, strong man with grey eyes and black hair. Conspicuous by his foppish attire including a rakish hat with dyed ostrich plume and a silver-hilted BF 2 broadsword, he often wears a gold necklace once presented to him by King Lawrence, prior to the bard's departure from court after suspicion fell upon him over the fact that he alone survived a bandit ambush in which the King's sword was taken from the retainers he accompanied. Since then, Belshazzar has traveled throughout Islay increasing his knowledge of other lands and gathering tales of adventure and heroism. His acumen thus places him in an excellent position to relate tales of lost treasures which might be recovered by present-day adventurers.

Tight-lipped about the sword incident--and aware that he is wanted in Torrencia for further questioning in the matter--Belshazzar keeps on the move and avoids actions which could bring him to the attention of the local constabulary. A born showman, however, the bard puts on an amazing musical performance, passing the hat through the crowd after it is over.

**"Mordecai"** (9th level necromancer)

**Race/Nationality:** Human/Hocwrathian

**Armour rating:** 0(-2)

**Tactical move:** 15'

**Stamina points:** 42

**Body points:** 14

**Stats:** St 15 Ag 17 Cn 13 IQ 14 Ch 14 Ap 9 Lk 9

**BAR:** 15/8/40

**Attacks:** 1

**Damage:** 1D4+2 (BF 1 staff) or by spell

**Ethics:** Good

**Age:** 54

**Skills:** Alchemy--72%; herbalism--84%; general fluency in Torrencian.

**Wealth carried:** 10-40 gd + 1,000 gd diamond

**Magic items:** BF 1 staff

**Spells memorized/casting slots:**

**Rank 1:** Aura read; bless; circle of protection; magic dart/4

## Faerie Tales--Belshazzar's Music Show

**Rank 2:** Befuddle; net; guardian skull/3

**Rank 3:** Energy blast; exorcise; mesmerize/3

**Rank 4:** Cure poison/disease; wisdom of the dead/2

**Rank 5:** Nether bolt/1

Mordecai is a short, heavy man with bald head and piercing blue eyes. The aging priest attires in a simple grey monk's robe girded by a knotted white rope, and wears a pair of red sandals upon his feet. His oak staff capped with a bronze ram's head is always in easy reach.

As a youth, Mordecai was a Disdoman street urchin who was well known to the local constabulary. He was rescued from an eventual life in prison by an old monk named Thelonius, who took him in and raised him within the *Order of the Red Foot*, a cloistered group of clerical vintners famed for red wines of exceptional body and taste. Turning from his life of petty larceny, Mordecai became a devout aspirant, and in time a full monk within the order. One day, while experimenting with a new recipe, he stumbled upon an elixir which was not only tasty, but also cured minor ailments such as sore throats, minor cuts and abrasions. Departing the monastery in search of ingredients to boost the effectiveness of his concoction, he met up with Belshazzar on the road and the pair decided to travel together, with Mordecai hawking elixirs and working some feats of prestidigitatation with flash powders. Since that time, Mordecai has worked tirelessly on perfecting a means of concocting potions from natural ingredients rather than magical components, and he believes he may be on the verge of a new science (chemistry). Thus far, he has managed to brew several non-magical elixirs that cure specific ailments within 1D4 days, as well as poison from animals or plants immediately, so long as the affectee has not actually died from the effects. The cost of these various exlixirs is a mere 30 ounces of gold per dose. However, one flaw of the elixirs is that they lose potency over time, developing a 10% chance per month of age of failing to perform their required function.

### Some scenario ideas

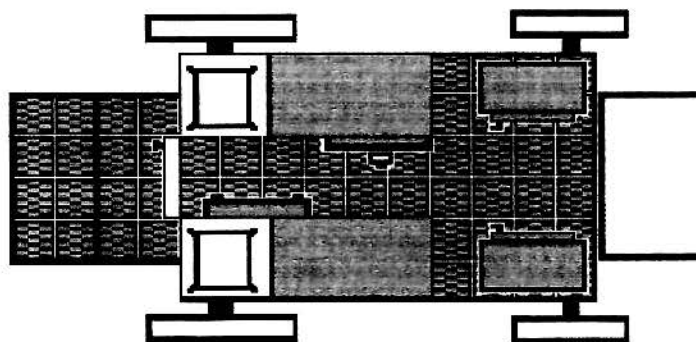
**Scenario 1.** The group come upon the show during one of Belshazzar's performances as he sings a song about a mighty sword that was taken by bandits long ago. If the party pursues the story after the performance has ended, Belshazzar will relate that he has tracked the sword to this town. If the group will aid him in recovering the blade, he assures them that the king to whom the sword belonged will undoubtedly render a great reward for its return.

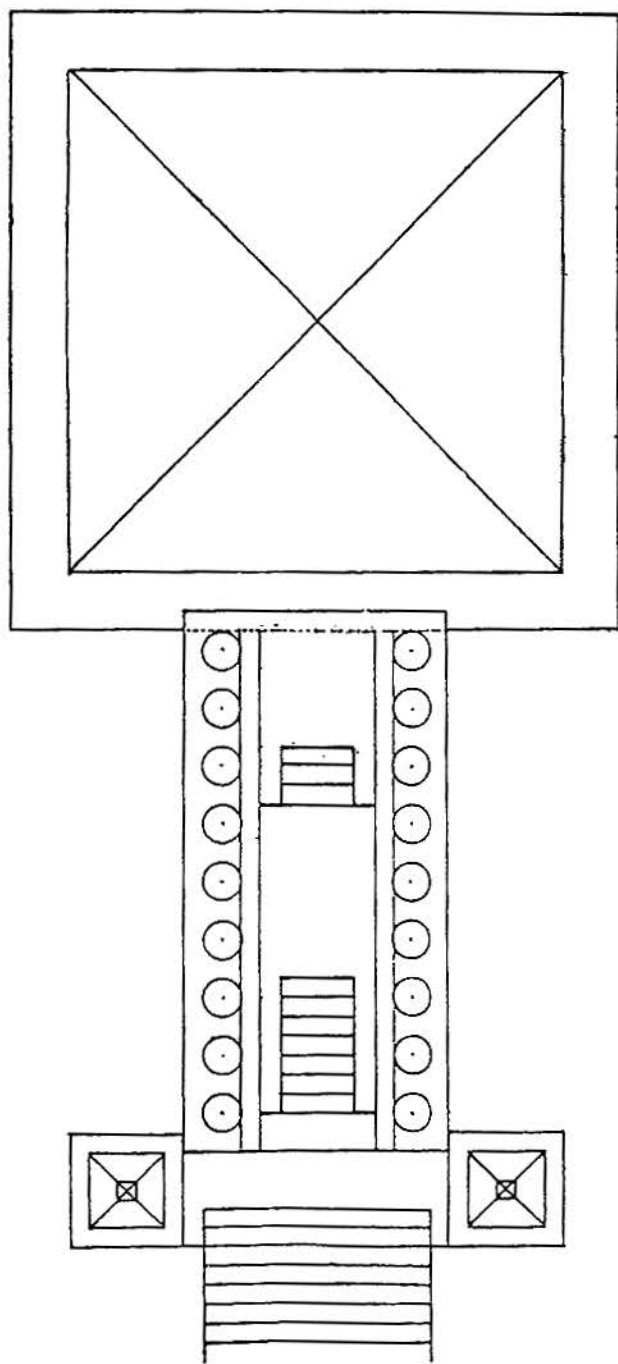
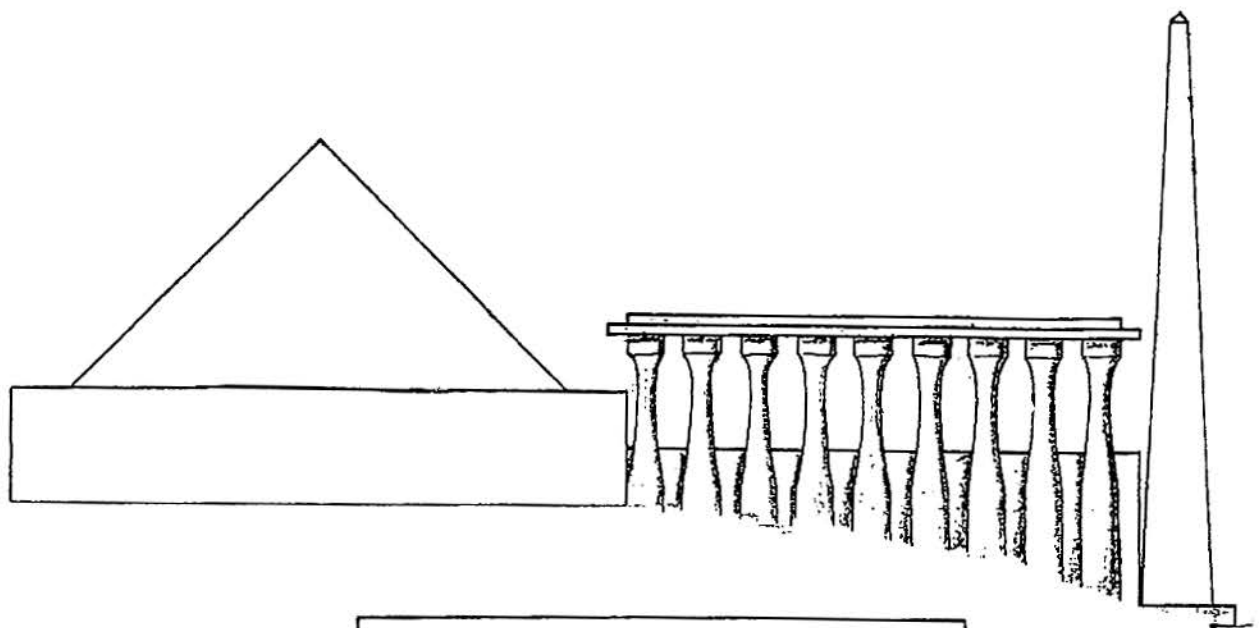
**Scenario 2:** Belshazzar may have already recovered the sword. However, his fear of King Lawrence's possible wrath makes him unwilling to risk returning to Torrence with the very item he is accused of having taken. For protection, he desires to hire the group to return it for him--just in case his liege is in an unforgiving mood.

**Scenario 3.** Mordecai has acquired a powerful healing elixir from an adventurer in a distant city. The elixir purportedly was brewed by someone from this town. He is looking for the maker, and will offer a reward for the party's group in locating Serevna, the potioner he has been told manufactured the elixir. Unbeknownst to him, Serevna is an Evil witch who dwells in an underground labyrinth beneath the town.

**Scenario 4:** The witch, masquerading as an alchemist whose experiments and notes were usurped by her "ex-partner" Mordecai, hires the group as spies to discover his secrets by stealing any journals or other useful items from the wagon.

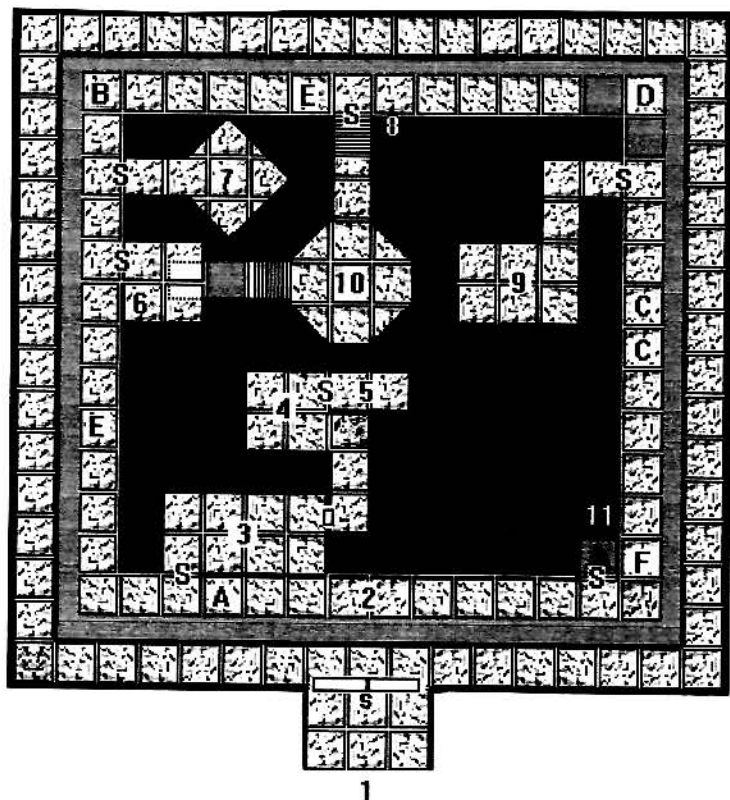
Other uses for the traveling minstrel show could include using Belshazzar's knowledge of folklore to begin an adventure, thus sending the group on a side adventure between quests. Belshazzar might also teach bardic skills to a player in search of training. Or, the group may actually be hired by King Lawrence to locate and arrest the bard for the theft of the sword.







## Hot Sands--by Carin Hall



"Hot Sands" is an adventure suitable for characters up to the 5th skill level. Play opens in the **Desert of Karnak**, that blistering expanse of sand in the southern portion of Islay, after the PCs have been separated from a caravan they were traveling with. The following introduction may be read to the players:

*Few brave the dangers of the Desert of Karnak without the strength of numbers, and fewer still survive a sojourn through it without the safety of a caravan laden with supplies. But now you must, for a sudden sandstorm has separated you from your caravan. Reduced to traveling on foot, you know only that the coast lies somewhere to the south. But in this barren land, where water is worth its weight in gold, it will take the blessing of the gods to last the many leagues of travel between wherever you are and the safety of the southern coast.*

The GM should presume that each character has at least one full waterskin (i.e. 64 ounces). As noted in Chapter One of the QA game manual under *Conditioning*, a PC must drink one ounce of water for each 10 lbs of his body weight, adjusted by activity and

heat, or begin losing Con points on a daily basis. (Note that PCs with *outdoor survival* skill may function adequately if they successfully forage for food and water.)

Under the circumstances, the PCs have no choice except to travel south in hope of linking up with their caravan or reaching the coast itself. An adventure, however, lies ahead, for they are approaching the desert tomb of K'nubbis, an Arwinian sorcerer who was laid to rest centuries earlier. There is a 10% cumulative chance per day of travel that the tomb will be spotted. Prior to this event, there is a chance for random encounters. Once during the day, and once during the night, the GM should roll a D6. A result of 1 indicates an encounter, and a D4 should be rolled against the following tables to note the specific event.

### Daytime encounters

1. A **Sand blob** (See the **New Monster** section): AR 0; TM 5'; Level 4; BAR 16/9/47; BP 20; Avg stat 6; Spl stat St-15; Attacks 3; Dmg 1D6 + special; Ethics I; Size L; Spl note--90% chance to ambush; only harmed by edged weapons; temporarily blinds characters who fail Agility rolls strikes from beneath the sand.

2. 1D4 **Anubs**: AR 0; TM 15'; Level 1; BAR 15/8/40; BP/SP 1/4 (5) each; Avg stat 11 Spl stat St-17; Attacks 1 bite or gladius; Dmg 1D6 or 1D6+2; Ethics I; Size M. These *workers* are out hunting, and will attack the PCs on sight.

3. A sandstorm springs up, preventing any travel that day.

4. A **Giant scorpion**: AR 2; TM 20'; Level 8; BAR 18/12/62; BP/SP 20/20 (40); Avg stat 15; Spl stat IQ-6; Attacks 2 claws/1 tail sting; Dmg 1D8/1D8/1D6 + 4D6 Stamina loss poison; Ethics I; Size L moves to attack the party. There is a 50% chance that the group will have one turn to take action before the monster reaches them.

### Night encounters

1. 1D4 **Anubs**: AR 0; TM 15'; Level 1; BAR 15/8/40; BP/SP 1/4 (5) each; Avg stat 11 Spl stat St-17; Attacks 1 bite or scimitar; Dmg 1D6 or 1D6+2; Ethics I; Size M. These *workers* are searching for a missing band of anubs, and will attack the PCs on sight.

## Faerie Tales--Hot Sands

2. A **Cobra**: AR 0; TM 10'; Level 1; BAR 15/8/40; BP/SP 1/4 (5); Avg stat 11 Spl stat St--17; Attacks 1 bite; Dmg 4D6 Agility loss poison; Ethics I; Size S slithers into camp.

3. 1D4 **Skeletons**: AR 0(-3); TM 20'; Level 2; BAR 15/8/42; BP 10 each; Avg stat 5; Spl stat Ag--17; Attacks 1 sword; Dmg 1D8; Ethics I; Size M; Spl note--*immune to missiles and Type A & H spells; take double damage from blunt weapons* attack from out of the shadows. These monsters are guardians of the area left behind by the servants of K'nibbis after his burial.

4. A pack of 1D4 **Jackals**: AR 0; TM 20'; Level 3; BAR 16/9/45; BP/SP 7/8 (15) each; Avg stat 10; Spl stat IQ--4; Attacks 1 bite; Dmg 1D6; Ethics I; Size S raid the camp. Although usually timid creatures, the jackals are starving and thus will attack humans whom they would otherwise avoid.

### The pyramid

Once the dice roll reveals that the PCs have come across the tomb of K'nubbis, the following may be read to the players:

*In the distance, rising out of the sand, you observe a small pyramid complex. Twin obelisks front a columned walkway leading to a pair of huge bronze portals each of which is nearly twenty feet tall and fifteen feet wide. No other buildings are evident.*

1. **Entrance and outer court.** Nothing exists to impede the group's approach, and they may safely climb the walkway to the entrance of the pyramid. The bronze portals are engraved with (relatively) modern Arwinian script reading:

*Here Rests K'nubbis, Master of the Seven Magics  
Defilers depart or face his wrath*

The doors cannot possibly be forced unless a combined Strength of at least 200 is used against them. However, a secret panel on the ground before the portals holds two levers. The right-hand lever activates a trap, releasing a huge block of basalt from overhead, crushing everything in a 10' square beneath for 4D6 points of Body damage. Those who survive are presumed to have jumped aside to avoid outright death. If the trap is activated, the basalt block will collide against and force open the doors enough to squeeze

inside, as a by-product of its fall.

The left-hand lever causes the two doors to swing open.

Those passing through the portals find themselves in the middle of a darkened, 170'-long hallway, 20' tall, lined with Basalt slabs on all sides. A walk along the empty hallways will quickly suggest that a secret panel must be located to penetrate deeper into the pyramid. In fact 64 separate secret panels exist, one on each inner 10' section of wall. However, most are trapped and cause various unpleasant effects to those who try to use them. Each time the group seek to open a panel, the GM should roll a D20 on the table following, to generate a random panel type. Trapped panels may enact their baneful effects but one time before becoming harmless.

**Key to secret panels** (note that Con rolls are allowed for half damage vs any poison)

1-3. Trapped. Poison needle inflicts 1D4 points of Strength loss.

4-5. Secret panel opens and releases a **Skeleton**: AR 0(-3); TM 20'; Level 2; BAR 15/8/42; BP 10; Avg stat 5; Spl stat Ag--17; Attacks 1 sword; Dmg 1D8; Ethics I; Size M; Spl note--*immune to missiles and Type A & H spells; take double damage from blunt weapons*.

6-9. Trapped. A ceramic vial falls from a ceiling compartment and shatters, releasing poison gas in a 30' area. Those not specifically holding their breath suffer 1D6 points of Stamina loss.

10-15. Trapped. Greek fire is released from above, burning all PCs in the square (2D6 points of damage each turn for 1D4 turns).

16-18. Secret panel pivots open to permit ingress to the inner court.

19-20. A magical effect is generated (reroll on table following):

1. Hollow laughter rings out from down the hall.

2. A *mind shadow* walks just inside the range of the group's light source. The hooded figure begins gesticulating as if casting a spell, disappearing at the end of the turn.

3. A *Will O' the wisp* (as per the spell) appears and attacks a random PC.

4. A 5D6 *illusion* of an *energy blast* explodes in

## Faerie Tales--Hot Sands

a 30' area. PCs are, of course, automatically entitled to make IQ rolls to disbelieve.

2. **The inner court.** Theoretically, the party can emerge anywhere within the inner court of the pyramid. The inner court resembles the outer in that featureless panels of basalt line all its sides. To the fellowship's relief, however, none of the panels are trapped. The floor, however, is another matter in that several sections pose various dangers to the fellowship as shown below.

### Key to floor traps

A. This is a pit trap which activates when more than 75 lbs reach the center of it, causing the hinged floor to give way, sending those upon it down 20' for 2D10 points of Body damage. The floor then swings back up and resets.

B. A special version of a *camouflage* spell that functions indoors hides a 10' pit filled with spikes. Those falling in suffer 1D10 + 2D6 points of Body damage.

C. A pressure plate at the center of this section activates a deadfall, collapsing the roof and sealing off the passage. Those caught beneath the deadfall suffer 2D6 points of Body damage and may dodge either backwards or forward to the next section--which is likewise trapped.

D. More than 100 lbs stepping on this trapped section of flooring collapses the floor sections on either side, sending those upon them into a 10' pit for 1D10 points of Body damage.

E. Darts fire down from the roof on all below, attacking as 5th level monsters and inflicting 1D4 points of Body damage if they hit.

F. This apparently stable section of limestone is actually plaster which covers a 5' deep pit filled with acid. Any character weighing over 100 lbs immediately plunges through to endure 2D6 points of Body damage, although armour absorption may be applied. Metal armour must make the proper resistance roll to keep from being eaten away.

Secret panels along the inner wall open to various areas of interest.

3. **Sand trap.** The floor of this room is covered with sand, and two potential dangers await the PCs. First, a **Bone golem**: AR 0 (-2); TM 10'; Level 7; BAR 18/11/55; BP/SP 17/18 (35); Avg stat 6; Spl stat St-20; Attacks 1 sword; Dmg 1D12; Ethics I; Size L; Spl note--*take double damage from blunt weapons; immune to exorcism* lies buried at the center of the room, awaiting only the opening of the eastern door to arise and attack. At the same time, a *rune* activates a 13th level *quicksand* spell (see the Rank 1 druid spell) when the door is opened. The *rune* is clearly visible upon the face of the door.

4. **Treasure chamber.** Mounds of (25,000) bronze, (7,000) silver and (2,000) gold coins cover the floor of this room along with a chest against the northern wall which holds two *potions of hardiness* along with a *cloak of shadows*. Buried beneath a pile of coins against the north wall of the chamber is a wooden sarcophagus. It is empty, but if the lid is tampered with, the secret panel on the opposite wall slides open to release hidden mummies.

5. **Mummy room.** This room is hidden by a secret panel which can be opened either by lifting up the lid of the sarcophagus in **Room 4**, or by locating the panel normally and pivoting open the wall. Awaiting a chance to attack are (2) **Mummies**: AR 2; TM 5'; Level 6; BAR 15/8/40; BP (30) each; Avg stat 6; Spl stat St/Cn-18; Attacks 1 punch; Dmg 2D6; Ethics I; Size M. The mummies have no treasure.

6. **Bronze sculpture.** This room is panelled in granite, and is lined with unlit torches mounted in bronze wall sconces. In an alcove to the east stands a huge bronze sculpture of a wizard driving a chariot pulled by a team of unicorns. The sculpture reaches nearly to the ceiling, and is weighted in such a way that if anyone climbs more than halfway up, it topples forward and impales anyone within 10' for 4D6 points of Body damage if they fail an Agility roll. Note that anyone who was climbing the sculpture, regardless of whether he makes the Agility roll, still suffers 1D10 points of falling damage.

After the sculpture has fallen, anyone who climbs over it to examine the base will discover a hidden stairway to **Room 10**.

7. **Brazier room.** Beyond a 20' hall lies a room panelled floor to ceiling in black obsidian. Flaming coals are piled within a 5'-wide bronze brazier resting upon a tripod at the center of the chamber. A search of the coals reveals a small stone box, intricately carved with



## Faerie Tales--Hot Sands

various sorts of serpents. The lid of the box can be pried apart, and within is apparently a small, coiled, stuffed snake. The serpent is actually a **Medusan snake**: AR 0(-3); TM 10'; Level 5 (D4 SD); BAR 17/10/50; BP/SP 2/8 (10); Avg stat 15; Spl stat St-2; Attacks 1 bite; Dmg 1 point + turn to stone; Ethics I; Size S; Spl note--*Cannot be banished by druids; poison reserves last until monster is slain; immune to Type A spells*. Upon being grasped by a character, the snake will animate and attack.

8. **Stairway**. Past this secret panel, a stairway leads up to **Room 10**, the tomb of K'nubbis.

9. **Sky boat**. A full-size funeral barge nearly 30' in length fills this chamber. Within a small cabin atop the deck lie several canopic jars holding K'nubbis' various organs. A secret compartment within the cabin also contains a silver filigree bowl (value 50 gd) containing a handful of incense. The incense is enchanted, and if thrown into a fire conjures forth a **Genie**: AR 0 (-5); TM 200'; Level 5; BAR N/A; BP/SP 12/13 (25); Avg stat 15; Spl stat IQ-19; Attacks telekinesis; Dmg 3D4; Ethics I; Size variable; Spl note--*BF 1 or better weapon needed to hit; assume smoke form; function as 5th level sorcerer*.

### Spells memorized/casting slots:

Rank 1: Conjure animal; magic dart; trick/3

Rank 2: Acid dust; net/2

Rank 3: Wall of swords/1

The genie is of the *lesser* sort, and cannot grant wishes. However, he can provide all the food and water the PCs can carry, and will even fight if commanded. The genie will return to his native plane after 2D4 turns.

10. **Tomb of K'nubbis**. A solid basalt sarcophagus rests at the center of this chamber. A *seal* spell has been employed to make the sarcophagus meld together with the floor, creating a single piece of stone. Noticeable atop the sarcophagus is a *rune* programmed to activate *sheet lightning*, delivering 13D6 points of damage to those within the room. This happens only if the sarcophagus is damaged or subjected to stone-altering magic.

If the group manage to open the outer sarcophagus, a smaller, wooden sarcophagus will be uncovered. K'nubbis' remains lie within, wrapped in bandages. If these bandages are removed, a *ring of the gourd* will be found upon K'nubbis' right hand. His left hand holds a BF 3 dagger whose mahogany handle is shaped like the head and beak of an ibis bird. A crown of gold and serpentine (value 3,500 gd) rests atop the mummy's head.

At the feet of K'nubbis is a small box of ebony. A 10 ct. ruby lies atop a black velvet cushion within the box. Although worth at least 8,000 gd, the ruby was looted from the tomb of an Arwinian pharaoh, and is *cursed*. Any hapless soul who either has the ruby in his possession or claims ownership of it suffers a penalty factor of 3 to any Luck rolls he must make!

11. **Trapped stairway**. This stairway appears to lead down to a door 20' below. The stairway is trapped, and anyone who passes the halfway point will activate a pressure plate that releases a boulder from the roof, to roll down and crush tomb looters. PCs above the halfway point of descent who wish to race back up to the inner court can make a Luck roll to barely escape being crushed. Those who instead try to make it to the door will find that it opens easily to a blank wall which has written upon it, in several languages:

*So long, suckers!*

The boulder will then crush the violators.

## Concluding the adventure

Several potential means of obtaining water have been provided in this adventure, and with a little luck the PCs will have adequate supplies to continue their trek through the desert. After K'nubbis' tomb has been looted, the PCs may then strike out south, and in 1D4 days they will encounter a caravan headed for Arwinium, which will allow them in for 20 gd per person.

## Faerie Tales--Hot Sands

### New monsters

#### **Sand blob**

Armour rating: 0

Tactical move: 5'

Level: 4

BAR: 16/9/47

BP/SP ratio: 1/1

Average Body/Stamina: (20)

Average stat: 6

Special stat: St--15

Attacks: 3

Dmg: 1D6 + special

Ethics: I

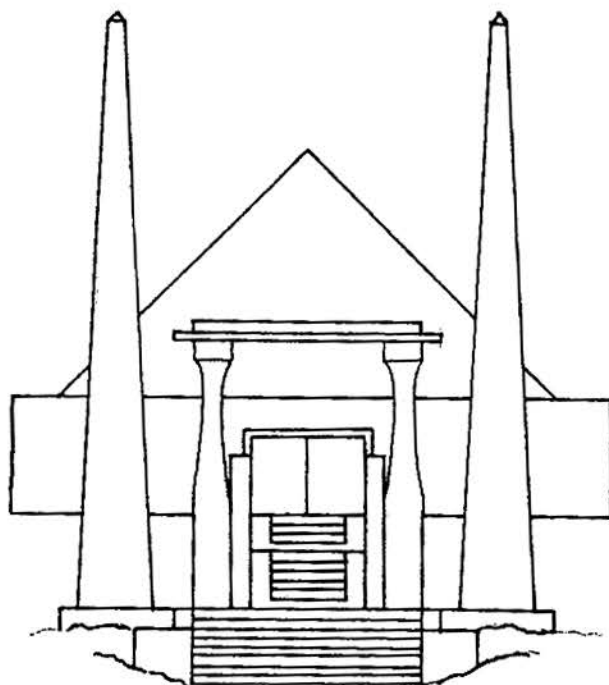
Size: L

Special note: *90% chance to ambush; only harmed by edged weapons; temporarily blinds characters who fail Agility rolls*

**Common knowledge:** Sand blobs live in desert areas, and are star-shaped denizens who strike from beneath the sand, enveloping and crushing living prey.

**Detailed knowledge:** Sand blobs are perfectly camouflaged with their desert surroundings by the sand and scrub which adhere to their gelatinous body. As with others of their sort, sand blobs are sensitive to vibration, and when living prey walks over them, the creatures lash out with three pseudopods, attempting to draw one or more victims to a crushing death. Persons struck by the blob suffer 1D6 points of initial damage per successful strike, and in addition they must make an Agility roll applying a penalty factor of 1 for each point of damage taken. Failure means that the character is blinded by sand in the eyes for 2D4 turns. Additionally, he must make a Strength roll, applying a bonus or penalty factor of 1 for each point of difference between the Strength of he and the monster. Failure indicates that the prey has been pulled into the monster, and thereafter suffers 1D6 points of crushing damage on phase 1 of every turn until he or the monster is dead. Success indicates that the victim has pulled free of the grasping pseudopod.

Creatures trapped within the blob may only attack with daggers or a gladius, and suffer half the melee damage inflicted upon the monster by others.



## Appendix

The following tables can aid in creating GMCs, and show the percentage-based skills granted the character professions, along with their improvement rate. Cossacks, for example, start play with 50% skill in *horsemanship*, and their skill improves by D6% with each level gained.

A couple of empty cells are left at the end of the second table for the GM to pencil in details of new professions as they become available.

	Cossack	Gladiator	Knight	Saracen	Viking	Woodsman
Camouflage--IQ					20%/D8	25%/D8
Climbing--St					40%/D8	40%/D8
Concealment--IQ						
Detrap--IQ						
Disguise--IQ						
End berserker rage--IQ					10%/D6	
Fast talk--Ch						
Field of knowledge--IQ						
Herbalism--IQ						25%/D6
Horsemanship	50%/D6		40%/D6	40%/D6		
Information--Ch						
Lockpick--Ag						
Parry--Ag		20%/D8				
Performance--Ch						
Pickpocket--Ag						
Miscellaneous						
Net use--St		20%/D8				
Parry--Ag						
Reaction bonus--Ch			10%/D4			
Read text--IQ						
Seamanship (if taken over <i>Tracking</i> )--IQ					(20%/D8)	
Stealth--Ag						25%/D6
Tracking--IQ					(20%/D8)	25%/D8
Trivia--IQ						



	Assassin	Bard	Gypsy	Sorcerer		
Camouflage--IQ						
Climbing--St	50%/D6					
Concealment--IQ	25%/D8					
Detrap--IQ	25%/D8					
Disguise--IQ	25%/D8					
End berserker rage--IQ						
Fast talk--Ch						
Field of knowledge--IQ				20%/D8		
Herbalism--IQ						
Horsemanship						
Information--Ch	25%/D8					
Lockpick--Ag	25%/D6					
Parry--Ag						
Performance--Ch		25%/D8				
Pickpocket--Ag			25%/D6			
Miscellaneous		20%/D6	20%/D6			
Net use--St						
Parry--Ag						
Reaction bonus--Ch						
Read text--IQ						
Seamanship (if taken over Tracking)--IQ						
Stealth--Ag	25%/D8					
Tracking--IQ						
Trivia--IQ						

Notes---

**Ambushes and Body damage.** Originally, it was the author's intent that whenever someone falls prey to an *ambush*, the damage inflicted would come off Body points, to reflect the surprise and lack of defensive preparedness. This concept was dropped--perhaps too quickly--when it was pointed out that a character *ambushed* by a dragon, for instance, would have virtually no chance of survival. In retrospect, the damage range of most monsters is such that reverting to the original intent will not overbalance the game in favor of the monsters, but will instead bring the *ambush* concept more in line with reality.

**Parrying.** It is possible for characters employing melee weapons to parry blows enough to negate some or all of the damage that would otherwise be suffered. This sort of *parrying* is entirely different than the gladiator's, and functions under the following guidelines:

1. The PC must declare his intent to *parry* at the start of the turn and then forgo *all* attacks, but roll

damage as if all his attacks had been successful.

2. The result is deducted from any damage inflicted by his opponent(s) that turn.

This sort of *parrying* is ineffective against spells, missile weapons and *assassin blows*.

Additionally, some have pointed out that granting gypsies the gladiator's *parrying* skill by taking it as a *miscellaneous* skill using bracers is a bit powerful. It is perfectly allowable to deny this bonus because gypsies are forbidden the use of a shield. Alternatively, the GM could rule that a failed *parrying* attempt results in taking Body damage even if Stamina points remain.

**Knights choosing their Cause.** Some have noticed that the *special ability* of *adopt Cause* is paid for by an extra level point requirement without providing any real benefits to the character. To balance this, knights may now apply a bonus factor of 1 to any resistance or Luck rolls made during an adventure which is undertaken on behalf of their chosen Cause.

**(Alternate) Resistance roll table for PCs.** In MMS, an alternate resistance roll table for monsters was offered, basing the resistance roll vs. all effects on the monster's level, rather than its stats. (This formula was also mentioned in Chapter 10 of the game book.) It is possible to apply the same formula to player characters, abandoning the concept of basing resistance rolls on stat scores, and instead rolling a D20 against **Table 1**. The die roll should be adjusted by the appropriate bonus or penalty of the stat which would normally be rolled against in that instance. Example: a 10th level character with a 17 Agility is hit by an *energy blast*. Under the spell description, the player would make a simple Agility roll for half damage. Under the alternate table, a 10th level PC must roll a 15 or less to indicate a successful resistance roll. He must adjust the roll by any normal bonus or penalty appropriate to that stat. Referencing the *At a Glance* table at the beginning of

Chapter One of the QA game book, we see that a stat of 17 normally has a numerical bonus of 2. The player rolls a 16 on a D20. His 17 Agility grants him a bonus factor of 2 points to the roll. This adjusts the roll down to a 14, which indicates a successful roll for half damage.

In another example, a 6th level character with a 5 Con (due to undead withering, let's say), is bitten by a poison snake. **Table 1** shows that a 6th level character has a resistance roll of 11 vs. all effects. Since a Con roll is usually allowed for half damage vs. poison, the player must adjust his die roll by the character's current Con score. A stat score of 5 applies a penalty adjustment of 2 points. If the player had thrown a 10 for the resistance roll, the penalty of 2 because of the character's bad Con score would adjust the roll up to a 12, indicating resistance roll failure.

**Table 1--Alternate resistance roll table for monsters & PCs**

Monster's or Character's level																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20+
Target number or less to resist any effect																			
6	7	8	9	10	11	12	13	14	15	16	17	18	19	(20)	(21)	(22)	(23)	(24)	(25)

Since a score of 20 always indicates a resistance roll failure, note that resistance roll target numbers exceeding 19 function only for purposes of offsetting penalty factors to the resistance roll which might normally apply.

**AT A GLANCE--Skill/attack/damage/armour rating adjustments, based on stats**

Stat score										
	1-5	6-7	8-9	10-14	15	16	17	18	19	20
Adjustment										
	-20%	-10%	-5%	0	+5%	+7%	+10%	+12%	+15%	+20%
+/-	2	1	0	0	0	1	2	3	4	5

**Spell immunity.** Spell immunity applies only to spells that directly harm or hinder a monster, and never to spells directly affecting someone or something else. Thus, a witch under a *vanish* spell would remain hidden to a demon with 100% spell immunity. Likewise, a necromancer could attack the same monster with no fear that its spell immunity would counter a mace under an *enchant weapon* spell.

## Q&A

Here are answers to some of the questions raised by you players over the past year.

**Q: The Witch takes up much of the game book. With so many of its own spells, isn't she way too powerful in comparison to other professions?**

**A:** Not at all. This question is, however, often asked by those who fail to consider a few facts. First, take any sword & sorcery game. If a 20th level thief, for instance, goes up against a 20th level sorcerer, who's going to win? The sorcerer, right? Does that mean that sorcerer professions are more powerful than the thief professions? Of course! Magic by definition is supernatural. As such, a spellcaster should be the most powerful character type in the game when compared to those who rely only on natural skills and abilities.

More specifically, in the case of the witch, there are a several reasons this profession has "More spells" than other spellcasters. One--the witch was the first part of QA that I began work on, over 10 long years ago. As such, I've simply had more time to work on its spells than I have those of other, much newer, professions. Consider, though, that all spellcasting professions cast various witch spells, which was an attempt to narrow the balance of power between true witches and other professions which have undergone less development. And in the final analysis, a 20th level necromancer or druid vs a 20th level witch would have far

more of an even fight than comparable professions in some other games would against their system's sorcerer type.

The bottom line is, in any sword & sorcery game which uses character professions, one of these will be the most powerful. In the case of QA, it's the witch. Amen.

**Q: Why aren't humans the dominant race in QA? Shouldn't elves, dwarves, etc., have restrictions placed upon them?**

A: In Heaven's name, why? This is fantasy, after all. And when I play fantasy, the last thing I want to be is what I already am. Take Tolkien's world. Elves clearly are the dominant race. Does this make the role-playing game based on his books unbalanced?

The bottom line is, you should play whatever profession and race you think will be fun. And the only reason I can see for anyone wanting to play a human is for role-playing and character development. Thus, I've gritted my teeth forever over games that think humans "Have" to be dominant. QA was deliberately written to make the statement that flexibility should be the main goal of a good RPG.

So far as the ramifications of one race being more powerful than another, I hearken back to the outstanding books of Terry Brooks (*Sword of Shannara*, *Magic Kingdom*, etc.). In his version of high fantasy, faerie races (such as elves) are far more powerful than humans. However, they are outnumbered, and typically live in isolated societies. Thus, they do not dominate the world apart from their own lands. I try and use the same sort of logic.

So, do with the game as you will. All I can do is urge the GMs out there to run the game primarily for the players' enjoyment. "Official" pronouncements should never take precedence over what the gaming group wants to do.

**Q: Why do female characters seem to have a built-in advantage over males in some professions?**

A: Two reasons: One--gaming is outrageously male dominated, and someone, somewhere, had to make the point for some balance. Two--that's the way that the author's idea for a fantasy world just coalesced.

I know some people really hate the direction QA went in that regard. But one of the most satisfying reports to come my way was from a couple of women gamers in Virginia, who, after starting to play in a QA campaign, really began to enjoy gaming after their female characters started to actually be *needed* by the male players and their characters. Besides, what real difference does it make that a female witch can be 20th level while a male can't? Who's going to get that high in level to sweat it anyway?

**Q: Can a QA character split profession and take up a new profession after going up a few levels?**

A: I do not recommend this as it is just too powerful. Single-

professioned and dual-professioned characters balance out just fine, all things considered. But if your campaign can handle it, go for it.

**Q: The fixed combat phases for initiative seems too inflexible. Can we inject more randomness into the system.**

A: Sure. In fact for convenience in my own game, I just roll a D6 for the monsters, and let the players roll a D6 for their side. The higher scoring side acts first, and we alternate back and forth from that point, not worrying about spell casting time unless the spell takes an unusually long or short time to cast.

**Q: In the explanation under *withering*, you say that undead spirits can gain up to double the Stamina allowed a creature of their level. I don't quite understand the rationale behind that.**

A: You're right. I really blew it with that idea. Withering will gain the monster up to the *maximum* Stamina allowed for a creature of its level. After this, the monster can still wither but gains no extra Stamina.

**Q: In the front of the game book, Raven TenTolliver is listed as a 25th level witch/20th level assassin. Doesn't this make her more powerful than the Witch Queen? Also, are she and Nightshadow (Cormorant TenTolliver) related?**

A: Raven is a unique individual in Islay, who will be dealt with in greater detail at some future time. In terms of sheer spellcasting power, the Witch Queen still beats her hands down. In terms of sheer versatility and the ability to walk into any situation and come out alive, no one in Islay can top her. In terms of her relative strength in comparison to other GMCs of the world, here's a short list ranking the buff dudes (and ladies).

1. Mentar
2. The Witch Queen
3. Raven TenTolliver
4. Baltar Revenwood
5. Nightshadow
6. Sarana

She and Nightshadow believe they are half-brother and half-sister.

**Q: Can we have a table for using *disenchantment* against an opponent spellcaster?**

A: You sure can. Check the next page.



**Table 2--Noting a spellcaster's chances of successful *disenchantment***

		Level of opponent magic																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Level of <i>disenchanter</i>		Number or higher on a D20 which must be rolled to overcome the magic																			
1	2	4	6	8	10	12	14	16	18	20	20	20	20	20	20	20	20	20	20	20	20
2	2	3	5	7	9	11	13	15	17	19	20	20	20	20	20	20	20	20	20	20	20
3	2	2	4	6	8	10	12	14	16	18	20	20	20	20	20	20	20	20	20	20	20
4	2	2	3	5	7	9	11	13	15	17	19	20	20	20	20	20	20	20	20	20	20
5	2	2	2	4	6	8	10	12	14	16	18	20	20	20	20	20	20	20	20	20	20
6	2	2	2	3	5	7	9	11	13	15	17	19	20	20	20	20	20	20	20	20	20
7	2	2	2	2	4	6	8	10	12	14	16	18	20	20	20	20	20	20	20	20	20
8	2	2	2	2	3	5	7	9	11	13	15	17	19	20	20	20	20	20	20	20	20
9	2	2	2	2	2	4	6	8	10	12	14	16	18	20	20	20	20	20	20	20	20
10	2	2	2	2	2	3	5	7	9	11	13	15	17	19	20	20	20	20	20	20	20
11	2	2	2	2	2	2	4	6	8	10	12	14	16	18	20	20	20	20	20	20	20
12	2	2	2	2	2	2	3	5	7	9	11	13	15	17	19	20	20	20	20	20	20
13	2	2	2	2	2	2	2	4	6	8	10	12	14	16	18	20	20	20	20	20	20
14	2	2	2	2	2	2	2	3	5	7	9	11	13	15	17	19	20	20	20	20	20
15	2	2	2	2	2	2	2	2	4	6	8	10	12	14	16	18	20	20	20	20	20
16	2	2	2	2	2	2	2	2	3	5	7	9	11	13	15	17	19	20	20	20	20
17	2	2	2	2	2	2	2	2	2	4	6	8	10	12	14	16	18	20	20	20	20
18	2	2	2	2	2	2	2	2	3	3	5	7	9	11	13	15	17	19	20	20	20
19	2	2	2	2	2	2	2	2	2	2	4	6	8	10	12	14	16	18	20	20	20
20	2	2	2	2	2	2	2	2	2	2	3	5	7	9	11	13	15	17	19	20	20

At the GM's option, an additional penalty factor of 1 per rank of the spell being overcome can also be applied to the die roll.

# Quest of the Ancients™ writers guidelines

## About the company

Unicorn Game Publications is just about the smallest game manufacturer around, and we like it that way. In fact it consists of little more than Vince Garcia, who wrote *Quest of the Ancients*. Apart from him, the company is comprised of a group of friends and freelance writers who enjoy role-playing games and think of UGP as an outlet to share the writing end with the gaming community as a whole. Most of us are ex-hippies, musicians, Viet Nam vets and other assorted '60s people. Because of that, we take a laid back approach to things. And while that's not a sure formula to make us rich, it does make for a fun work environment, which permits writers and artists to do their best work free of hassle. So, don't look for us to become the next TSR or FASA--we don't need their problems!

## Getting on our list

After receiving this, if you would like to be placed on a special list of **freelance module designers**, please mail us a sample of fantasy-type modules you have written non-professionally for any game system; or list past works for companies we know. If you have a preference for certain types of work--**low level, outdoor, epic quests**, etc.--indicate that. You'll then be placed on a list for consideration on upcoming projects.

If instead you are more skilled at designing **monsters, spells or magic items**, we'll keep you in mind for our various monster and magic item supplements. If you're so talented that you can handle both, that's fine too.

## Freelancers approached by the company

Sometimes, UGP will contact one or more authors regarding an upcoming project, inviting them to participate. Usually, only writers we know are invited to work on these projects. Pros out there know the routine--we send you a product outline and you call back, letting us know what if anything you'd like to work on. If it's available, it's yours.

## Module writers with their own ideas

If you have a module idea, you should send a query letter. In it, address these points:

**Any previous writing you've done for other game companies, magazines, etc.** If possible, send a writing sample, and don't worry if your grammar or spelling aren't college level--we're more concerned with ideas than technique.

### **Your past gaming experience**

**Your adventure idea.** Detail title, number and proposed level of PCs, and general scenario outline. Estimate length in single-spaced pages, including map space. Also, enclose a self-addressed **stamped** envelope.

I will contact you by mail or phone to let you know if I like the idea. I may ask for more details. But if I like your idea, you can get to work. Note, though, this doesn't mean I have agreed to accept it for publication. It only means that I am willing to look at it. **I may turn it down**, so be prepared for that! Make sure you enclose a signed release form with your submission or I must return it unread! Also, enclose that self-addressed stamped envelope!

## What I'm looking for

I want fun-to-play adventure scenarios. I especially like to see interesting dungeon layouts and nice art (if you can draw). I like at least one gimmick in each adventure. By "gimmick" I mean an especially neat idea, twist or encounter that is out of the ordinary and

catches one's attention. Example: Bill Mercer and I once wrote a module in which there was a room where was a demon trapped between dimensions, with only its head sticking through a conjuration circle. Depending on what was said to it, the party could free it to attack, free it to go home, or kill it helplessly. That was the gimmick--an unusual encounter that wasn't the usual see monster/kill same scenario.

Try and keep settings generic until Islay has been better developed: "Somewhere in the Forest of Brigit"; "A small mountain village in Avalon"; "Anyplace in the campaign world", etc.

I like the length of your adventure to run at least 10 typed pages, although this isn't written in stone. (Three single-spaced pages work out to about a page of printed text.) If you can handle a full-length 150-page module, that's fine. But extended works like that are really a pain, so don't get in over your head.

If possible, enclose a 5 1/4" high density IBM-formatted ASCII disc with your submission.

## What I don't want to see

Do not base an adventure on fantasy books you've read or modules printed by other companies. Use your own ideas.

Never portray any profession (witches, assassins, etc.) as intrinsically Evil.

Never require all characters to be of Good (or Evil) ethics.

Don't include gratuitous violence or profanity.

Don't design GMCs above 14th level (excluding liches).

Don't blow the world up if the PCs fail in their mission.

Avoid overly lengthy room descriptions. Players quickly lose interest in a five-minute reading of module text, so keep things brief. You can provide more detailed information for the GM to use or not as he prefers within a room description following the text read to the players. Example **don't** do this:

*You have entered a 30'x30' room. Against the center of the north wall lies a bed with a woolen comforter that looks as if it has recently been slept in. To the left of the bed is a table upon which is an unlit candle. Against the south wall is a large oaken wardrobe.*

Do this instead--

*You have entered a 30'x30' room. Against the center of the north wall lies a bed with a table to its left, while to the south stands a large oaken wardrobe.*

If the group investigates the bed, they will find a woolen comforter still warm and ruffled, as if someone were recently lying on it. An unlit candle lies atop the table. The door to the oaken wardrobe is shut, and if anyone opens it, they will discover an **Orc**: AR 1; TM 10'; Level 2; BAR 15/8/42; BP/SP 4/12 (16); Avg stat 12; Spl stat IQ 7; Attacks 1 broadsword; Dmg 1D8; Ethics E; Size M.

## Game designers

If you'd like to try your hand at detailing one of the countries of Islay, you must be a good writer with excellent ideas. If we break the project down into separate works, a finished game pack will print out to at least 48 or 64 pages (150-200 typewritten pages, including map space). If we instead do one large book detailing Islay, length will be irrelevant. I recommend you do not consider this sort of work unless you are a professional writer.

### A note on artistic freedom

To do their best work, writers do not need the pressure of dictatorial restrictions with respect to length. UGP wants to lead the way in letting writers set their own limits so as to produce with maximum creativity. Thus, except for a general suggestion about length, you can set your own boundaries. Make your adventure as long or as short as it needs to be in order to be done well. However, I don't want to see anyone S-T-R-E-T-C-H their module! You pros know what I'm talking about, and you know we all do it. Stretched works suffer in quality, so be aware--I will penalize the guilty!

### A note on editorial license

Be prepared to see your brilliant writing cut to pieces and altered so drastically that you won't recognize it. That's what editors are paid to do.

### The serial module

Briefly, I want to mention an idea I'm really excited about. We call it the *serial module*, and we think it will be great fun if it can be pulled off. The way it works is, I or another writer will come up with a scenario outline to start an adventure, leaving off at some point with a cliffhanger. Next, this work will be passed along to another writer who will read it over to get a feeling of where the work is heading. He'll then take up where the first writer left off, leaving off with his own cliffhanger. Finally, a third writer will take the two pieces and wrap them up. Thus, we'll have an interesting hodge podge that'll let your imagination run wild, inserting GMCs and encounters for the next writer to deal with. Serial work will be by invitation only to writers whose work I know. If you want to be considered for it, drop me a line.

### Artists

Artists are paid by royalty or prearranged flat fee. Usually, you will be provided with a piece of text we want illustrated, and you may then come up with your own ideas, incorporating any suggestions by myself or the author.

All potential artists, if we don't know your work, must submit a sample of pen & ink fantasy art (keep the originals). You'll then be placed on a list for future consideration. I may also send you a page of sample module text and request you do a rough illustration so I can get an idea of how you approach things.

Cover artists are paid a flat fee of \$300-\$500 dollars, or by prearranged royalties. To be considered for cover work, we must see photos of cover-type color artwork you have done. (If you've done cover art for existing modules or magazines, listing the titles and companies should suffice.)

Note that I like Hildebrandt-style artwork with detailed backgrounds best of all.

Unless a specific contract to the contrary is made, the company retains **ownership** and **possession** of any artwork it specifically commissions.

### Acceptable page layout

1" margins top and bottom; 1/2" margins right and left, 12 pitch (or 10 point).

If your word processor allows, *italic* text to be read aloud. Also, *italic* magic items and spell names, unless the latter are listed as part of a GMC's *memorization* slots. If you can't use **bold** or *italics*, underline italics in red and bolds in black.

When listing monsters, write them as shown hereafter: The number and name of the monster(s) **bolded**; Tactical move; Level; BAR; Body points/Stamina points and the combined total of both (bracketed); Average stat; Any special stats; The number & type of attacks; The damage for each attack (note--(bracket) the damage

potential if it is Body rather than Stamina damage); Ethics; Size; and finally any special details--spell immunity; magic use, etc. Example:  
**Orc:** AR 1; TM 10'; Level 2; BAR 15/8/42; BP/SP 4/12 (16); Avg stat 12; Spl stat IQ--7; Attacks 1 broadsword; Dmg 1D8; Ethics E; Size M.

For more than one of the same monster, you can use this form (it's best, though, to give the group equal Body & Stamina unless you have a good reason not to).

(3) **Orcs:** AR 1; TM 10'; Level 2; BAR 15/8/42; BP/SP 4/12 (16)...2/8 (10)...1/4 (5); Avg stat 12; Spl stat IQ--7; Attacks 1 broadsword; Dmg 1D8; Ethics E; Size M.

If designing a new monster, detail it fully at the end of your adventure, using the format in *Monsters, Magic & Sorcery*.

If listing a relatively unimportant GMC with an adventuring profession, here is an outline you can use:

**Jarl longhand, 3rd level human woodsman:** AR 0(-1) w/small shield; Armour Absrp. 1 point (jerkin); TM 10'; BAR 14/7/35; BP/SP 10/12; Avg stat 10; Spl stat St--6; Attacks 1 broadsword; Dmg 1D8+1\*\*; Ethics I; Size M; Woodsman skills--Cmflge 32%/Climb 55%;Track 32%/Herb 31%/Stlth 31%/Asn blow + 2.

If the GMC is important enough that his stats should be detailed, use this format:

**Jarl longhand, 3rd level human woodsman:** AR 0(-1) w/small shield; Armour Absrp. 1 point (jerkin); TM 10'; BAR 14/7/35; BP/SP 10/12; St 16 Ag 13 Cn 14 IQ 11 Ch 10 Ap 12 Lk 7; Attacks 1 broadsword; Dmg 1D8+1\*\*; Ethics I; Size M; Woodsman skills--Cmflge 32%/Climb 55%;Track 32%/Herb 31%/Stlth 31%/Asn blow + 2

\*\* If the person is using a BF 1 or better weapon, factor that into the person's BAR, and note that in the *attack* and *damage* section. Example: **Gonzo, 3rd level human rogue:** AR 0(-1) w/small shield; Armour Absrp. 1 point (jerkin); TM 10'; BAR 15/8/40; BP/SP 10/12; St 20 Ag 10 Cn 14 IQ 13 Ch 12 Ap 12 Lk 7; Attacks 1 BF 1 gladius; Dmg 1D6+6\*\*; Ethics I; Size M

For tricksters, use these abbreviations: Asn blow (for *assassin blow*); Clmb (for *climbing*); Cnclmt (for *concealment*); Dsg (for *disguise*); Dtrp (for *detrap*); Fsttk (for *fast talk*); Info (for *information*); Stlth (for *stealth*); PP (for *pickpocket*); Prfrmnce for *performance*; Lcpk (for *lockpick*); Trivia (for *trivia*)

Other abbreviations include: End Brsrk (for *end berserker rage*); Hsmnshp (for *horsemanship*); Parry (for *parry*); Net use (for *net use*); React bns (for *reaction bonus*); Smnshp (for *seamanship*) and Track (for *tracking*). For a sorcerer's *field of knowledge*, list the field--alchemy, demonology, etc.

However, avoid over-detailing unimportant GMCs with non-profession skills from Chapter 3 of QA. Most of the time they don't need any other skills apart from those offered by their profession.

If detailing a spellcaster, you can use this format:

**Cassandra Evenstar, 5th level elfen witch:** AR 0; Armour absrp 1 point (bracers)\*; TM 10'; BAR 15/8/40; BP/SP 10/10; Avg stat 10; Spl stat IQ--9; Attacks 1 BF 1 dagger; Dmg 1D4+1; Ethics G; Size M; Spells memorized/casting slots:

**Rank 1:** Alter animal; slumber/4

**Rank 2:** Cure wounds; Lirazel's tree house/2

**Rank 3:** Energy blast/1

Or this format if you wish to detail his stats:

**Cassandra Evenstar, 5th level elfen witch:** AR 0; Armour absrp 1 point (bracers)\*; TM 10'; BAR 15/8/40; BP/SP 10/10; St 10 Ag 11 Cn 12 IQ 19 Ch 14 Ap 13 Lk 9; Attacks 1 BF 1 dagger; Dmg 1D4+1; Ethics G; Size M; Spells memorized/casting slots:

**Rank 1:** Alter animal; slumber/4

**Rank 2:** Cure wounds; Lirazel's tree house/2

**Rank 3:** Energy blast/1

\* If the person has no possible armour absorption, delete this category.



## **Payment**

There are three methods of payment for module work, and a writer may choose the method he prefers:

**Payment method 1.** We pay you \$1 per page\* of your work when we agree it is suitable for eventual publication; and that's it, we own it. This way's quickest, but you won't make much.

**Payment method 2.** We pay \$1.50 per page\* within 70 days of publishing it; and that's it, we own it.

**Payment method 3.** You get paid on a royalty basis for up to two years (though you agree to surrender all publishing rights of the work immediately upon acceptance). At the end of a calendar year (December 31), we total up the gross revenues for a module in which your adventure appears. 10% of this amount is set aside for the writers and artists, and each printed, typeset page of text entitles the writer to one share of the pot, while artists are paid 1 to 4 shares depending on the size of their illustration. Example: we gross \$10,000 (wouldn't that be nice!) on a 100-page module in which a writer's text comes out to 10 pages. 10% of the gross revenues is \$1,000. Your 10 pages of module entitle you to 10 of the 100 possible shares, or \$100. (Note this does not include an artist's share, however. Assuming an artist provided a full page map or drawing, he would receive four shares of his own for that work.) These royalties apply for the first two years of a module's existence. After this period, the company stops paying royalties and considers its obligations to the writers and artists fulfilled.

In the case of monster or magic item submissions, payment is made only by royalties, with the writer getting 1 share of the royalty pot for each submission accepted. Artists generally gain 1 share per illustration unless special arrangements are made with the company.

\* "Per page" refers to what you turn in from your word processor, and presumes, in our opinion, no stretched text or unnecessarily large maps. Note also that all work done for UGP is considered "Work made for hire."

## **Special note about royalties & re-use of material**

Payments, royalties and writers' credits are made only for the

original work in which they first appear. Subsequent use of the material in future products does not entitle the author or artist to additional gratuities. Why? Well, imagine if everyone who ever wrote a monster for a major game company with dozens of modules was given credit and royalties every time their monster was used in a module. The credit page would take up half the book, and the publisher would make no money. Thus, from a company's point of view, it is impractical to give credit and payment perpetually. While this might seem unfair, it's really the only way a game company can work. (If you don't believe me, start your own company and you'll see.) So, please don't think we just want to exploit your talents unjustly.

## **The release form**

For us to consider anything done by you, you must include a signed release form. By signing it, you release us from any liability if we coincidentally use similar ideas without giving you the credit. All game companies require such release forms to protect themselves. The reason is, your new monster, magic item or scenario idea might be entirely original to you, but the company may have a similar idea it is already working on. By having a signed release form, the company frees itself from needless lawsuits. As an example, I once wrote a module which was based around some enchanted dolls and puppets. Another writer approached the same game publisher with a similar plot and had it turned down. To this day, he is certain they and I conspired to steal his idea. Actually, my module had been written a year before his was, and had been sitting around awaiting publication.

In the event the publisher had considered that writer's work without a release form, he could have sued in the belief he had a valid case. With the release form signed, the writer had no chance of winning any lawsuit, which his attorney would have told him, and thus the release form acts as a buffer against needless lawsuits. Believe me, though, no company can last long if it makes a practice of stealing work submitted for consideration. Word gets out quickly on that sort of thing.

That's about it. If you have any other questions, please write and we'll try to get an answer to you.

### Release form

I offer the following *work* for consideration by Unicorn Game Publications, the working title of which is:

---

I understand that this is made on a non-confidential basis to Unicorn Game Publications, and that its acceptance for consideration does not in whole or in part establish any relationship between myself and Unicorn Games Publications including, but not limited to:

Any acknowledgement of originality

Any financial obligation except as outlined hereafter

If Unicorn Game Publications decides to publish my submission, I relinquish all rights to it, and the method of payment I desire is checked below:

☐ **Payment method 1.** I am paid \$1.00 per page\* of my *work* when the company agrees it is suitable for eventual publication.

☐ **Payment method 2.** I am paid \$1.50 per page\* of my *work* within 70 days of publication.

☐ **Payment method 3.** I am paid royalties for the first two calendar years\*\* my *work* is in publication and available on the market. (If I am submitting a monster or magic item, I understand that I must check this box and accept 1 share of the royalty pot for each submission which is published by the company.) I understand that in all cases royalty shares that would otherwise go to a writer or artist who has declined royalties in favor of a flat fee shall revert to the company.

\* "Per page" refers to what you turn in from your word processor, and presumes, in our opinion, no stretched text or unnecessarily large maps. Note also that all work done for UGP is considered "Work made for hire."

\*\* "The first two calendar years" is defined thusly: The first calendar year is any portion of a year between the actual printing of a module and December 31. The second year is one full year, starting from January 1.

I further state that I have the legal right to sell the *work* offered, and my selling of them does not violate the rights of any third party.

I understand that Unicorn Game Publications shall be free to edit the *work* as it deems fit.

I am of legal age to enter into binding contracts, or I am the authorized representative of the author (circle appropriate category): **Parent** **Legal guardian**

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_

Signature \_\_\_\_\_ SSN \_\_\_\_\_ Date \_\_\_\_\_

Feel free to photocopy this form

UGP  
Box 4284  
Fresno, Ca. 93728

Hey--is there a product of ours you don't have? Following is a list of UGP's line of gaming accessories. If your local shop doesn't carry them, you can order directly from us. We'll even take care of the postage (what a deal!).

**Product #      Title**

001.    **Quest of the Ancients.** This is our game book featuring 18 character professions, over 500 magic spells, and a selection of monsters and magic items. Both player and GM info is contained in this giant tome, which is usable by itself or with other level-based game systems. Price: \$23.00 (Note that if subsequent editions are offered at a lower price, those ordering by mail will receive a rebate of the price difference.)

002.    **Spell circle.** This is a clear plastic overlay scaled to 25 mm miniatures, showing characters within the area of effect of spells. Whatever game you play, if you use miniatures, this is an essential piece of equipment! Price : \$3.50

003.    **Monsters, Magic & Sorcery.** An 80-page manual of new monsters and magic items for *Quest of the Ancients*, with a special emphasis on Evil, challenging undead. Price: \$15.00

004.    **Faerie Tales.** A 64-page anthology of adventures for 1st-5th level *Quest of the Ancients* characters. Price: \$10.00

005.    **Monsters, Magic & Sorcery II.** More new monsters and magic items for QA, with all new devils & demons, and a selection of enchanted treasures. Price: \$15.00

**Unicorn Game Publications**

Box 4284  
Fresno, Ca. 93728





---

## *Faerie Tales*<sup>TM</sup>

---

...The old hermit wrapped his tattered shawl around him and stared into the fire. "Some think it was the spirit of a huntsman who was slain with his faithful hound, and has ever after sought out his murderers," he whispered. "I know only that many claim to have killed the beast-but it always returns. Nay, I'll not guide ye through the Heath. But if ye would go, follow the trail North. But pray to yer gods--for there, in the Heath, prowls the **Black Shuck**..."

Expand your *Quest of the Ancients* campaign with a series of short adventures set in generic locations. Each can stand alone, or can be adopted into an ongoing campaign. So, whether you're looking for a night's entertainment or something longer, you're sure to find it in *Faerie Tales*!

*Product No. 0004*

*\$10.00*

Unicorn Game Publications  
Box 4284  
Fresno, Ca. 93728