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#3/20
Scott Moberly



THE DOGS OF MUSKOVIA

This article contains the seeds of an idea for a Hawkmoon adventure. It's not a complete scenario by any means, but it should contain enough ideas to at least get you going.

INTRODUCTION:

It is said that a single king rules Muskovia, with a hand picked council of nobles. His power is growing, and it might one day even rival Granbretan's own. As with all stories, the current tales of Muskovia contain many elements of truth and falsehood.

Although the King of Muskovia does indeed rule a great kingdom, it must be remembered that Muskovia is a tremendous land. Although the King of Muskovia does exert some strong control upon many lands near to Kerninberg, he rules the furthest regions only in name. Many villages are isolated from the power structure of Muskovia, and have been for hundreds of years. This adventure focuses on one such village, the village of Vuktil, which rests at the edge of the Ural Mountains.

SETTING UP THE ADVENTURE:

This adventure is begin when the PCs learn certain of the legends of Muskovia. Perhaps they read them in a long dead explorer's journal, or hear the stories from a Muskovian farmer, who fled the land many years ago. The legends will tell of the Dog Men of the Ural Mountains, and ascribe many magical power to them.

There are many potential adventure hooks that could get the characters interested:

* In the Tragic Millenium, only a small amount of radiation fell upon the lands of Muskovia. For an entire colony of mutated men to be thriving in the land is at least somewhat of an anomaly. A scientist may wish to study the Dog Men as part of his investigations into Biological Lore.

* The King of Muskovia could hire the adventurers to seek out the Dog Men. He has heard tales of them and begun to worry that they might unify into a fighting force, leaving him with foes on every side. He wishes the PCs to either assure him that the Dog Men are not a threat, or destroy them.

* Some legends may tell of powerful artifacts that the Dog Men guard. They are said to be great ancient items able to protect entire kingdoms. A kingdom which wishes to remain apart from GranBretan's empire (such as Kamarg) may send adventurers looking for the Dog Men.

THE TRIP TO VUKTIL:

The trip through Muskovia should be a long one. It is a trying journey across barren lands. Humanity is sparse in Muskovia, with occasional farming communities being the only true marks of civilization. Adventure ideas for the trip include:

* ENCOUNTERS NEAR KERNINBERG: Near the city of Kerninberg, where the King of Muskovia dwells, military troops are constantly drilling and training. Adventurers might easily stumble across one of these groups of soldiers. Explaining their presence in Muskovia will not be simple, for the King of Muskovia is suspicious of foreigners.

* FREEDOM FIGHTERS: In Muskovia, there are lands that have been conquered, and people who wish once more for the days of self-rule. While journeying across Muskovia, the players might stumble across such a community. Initially, they will have to convince the freedom fighters that they are not agents of the King itself. Afterwards, will they be able to abandon the freedom fighters, who seem to be warring against a regime nearly as oppressive and decadent as that of GranBretan itself?

* ANCIENT TREASURES: There are great tracts of land in Muskovia which have not been explored since the Tragic Millenium. As the players journey across Muskovia, they might stumble upon an ancient city, nearly intact. Perhaps it is now inhabited by machines, who have forgotten the ancient humans who once constructed them. Perhaps wild beasts, or degenerate natives now control the city. Alternatively, it might still be ruled by men of Muskovia who have kept the knowledge of ancient technologies since the Tragic Millenium, and now consider themselves the only True Men (they could be sadly deluded, of course, and their Technology all a sham).

Eventually, as the adventurers near the Ural Mountains, they will meet people who know of the Dog Men. They will be directed towards the village of Vuktil.

THE VILLAGE OF VUKTIL:

Arrival at the village of Vuktil will be somewhat anti-climatic. It seems that the stories of the place were a muddled exaggeration. Dogs are exceedingly plentiful in Vuktil, but they seem to be just ordinary pets to the normal humans of the village.

Of course, all is not as it seems. The dogs are a species of mutants. They are highly intelligent and able to communicate telepathically. The villagers worship the dogs and are able to communicate with them through their priest, a mutant human who can also communicate telepathically.

However, the villagers will not easily reveal their secret to outsiders. Only if the adventurers can prove themselves will the villagers open up. The villagers of Vuktil value three things above all others: bravery, generosity and honesty. They will test the adventurers in these three traits, and only confide in them if they succeed in all three tests.

When adventurers prove themselves trustworthy, then the people of Vuktil will do whatever they can to help them in their tasks.

FUTURE STORY IDEAS:

After the adventurers have come to know the villagers of Vuktil, humans and dogs alike, many new adventure ideas become possible:

- * The King of Muskovia, or another local warlord, may decide to attack Vuktil. Will the adventurers help their new found friends?
- * Tired of their cold, desolate home, the Vuktilians ask the players to bring them to a sanctuary somewhere in Europe. The migration of the Vuktilians could be an epic tale. Will the players actually be able to find a true sanctuary?
- * The priest of the dogs could be an old man, close to death, who begs the adventurers to find a replacement for him, lest the dogs leave the village after his death. The players would have to travel across Muskovia, searching for rumors of a mutant with rather unique powers.

OTHER OPTIONS:

Although this adventure is set in Muskovia, the village of the dog men could be moved elsewhere in Europe, as long as it is an isolated place, usually free of the intrigues of civilization.



Naladamar – also known as the Black Sword, Nightbringer, the Dead Sword, and the Vampire Blade

By Allan T. Grohe, Jr (grodog)

Introduction

Naladamar is my version of Michael Moorcock's Stormbringer---a sword that I first encountered through TSR's 1980 **Deities & Demigods** book (which also introduced me to Fritz Leiber and HPL). As kids, we all wanted Stormbringer or Mournblade---or, if we couldn't get those, then we'd settle for Blackrazor if we had to.... After my power-tripping Monte Haul youth passed, in college at Penn State I gamed with friends who pushed a lot of my creative D&D skills in new directions. Naladamar was one of the creations resulting from such experimentation.

Description

Naladamar is a bastard sword of dull black adamantite, the surface of which does not reflect light. Twin batwings form the crosspiece of the guard, and centered between the wings is an oval-shaped, cut ruby of huge size (worth 20,000 gp as a gemstone). The hilt is wrapped with black, tanned demon hide. At the base of the pommel is a clear crystal of unidentifiable, unbreakable material. The blade is 4 feet 4 inches long overall, and appears to be of drowic manufacture to experts in such craftsmanship.

When used in combat, the sword often hums or howls in delight at it hacks into its victims. The blade sucks the blood of those that it strikes, their blood flowing up the length of the blade and into the ruby at the crosspiece. This is not obvious if not actively looked for in the heat of battle, and cannot be easily observed unless within 10 feet of the wielder and blade (i.e., in melee range).

If a *detect evil* is cast upon the sword, it will register as such, with the degree of evil as strong, and its nature as insidious. *Detect magic* will get a very strong reading of alteration, divination, enchantment, and evocation magics. The white crystal is a necrostone, indigenous only to the 214th layer of the Abyss, within Orcus' realm. It is worth approximately 15,000 gp as a gemstone.

Powers

Naladamar is a telepathic bastard sword of **the night** +3 (see Dragon #91, November 1984). Its intelligence is 15, ego is 17 (initially, see below), and it is Chaotic Evil in alignment.

The sword can *detect life* at will. During combat, it can generate *darkness* in a 3" radius four times per day. Twice per day it can cause *fear* (as the fourth level magic-user spell) to all within

its *darkness*; the saving throw is at -3, with an additional penalty of -1 per point of damage inflicted by the sword on a victim within that round (if any). Thus, a ranger struck for six points of damage must successfully save vs. spells at -9 to avoid the *fear* spell effects.

If a natural 20 is rolled in combat, the sword will *energy drain* one level or hit die from the victim struck, and heal its wielder by *vampiric regeneration* in the amount of the total damage inflicted by that attack. Note that the DM must track levels drained over time, as these will gradually awaken the sword's additional capabilities (see below). It does not ever drain levels from its wielder.

Orcus can scry through the necrostone at will; when this is occurring, the sword glows with a pale, dead white radiance (and the sword's level of evil, if detected during the scrying, will rise to overwhelming). Once per day, the wielder may use a *sending* spell to contact Orcus.

Further powers can be evoked as Naladamar drains levels from its victims:

- When five levels have been drained, the wounds caused by Naladamar continue to bleed until bound. This effect is as a sword of wounding, including that damage inflicted by Naladamar may only be healed by normal rest, not by magical healing. The ruby at the crosspiece gradually darkens as the blood from its energy drained victims is absorbed into its depths. After five levels have been drained, Naladamar energy drains on a natural 19 or 20.
- When ten levels have been drained, the wielder gains the ability to *polymorph* into a vampiric bat once per day, at a cost of one energy level from the sword. The ruby becomes even darker, taking on a deep, dark red hue. After ten levels are drained, the sword energy drains on a natural 18, 19, or 20.
- When fifteen levels are drained, the wielder assumes *gaseous form* when 0 hit points are reached; all possessions (except Naladamar, see below) are also rendered gaseous. The wielder may also invoke this power, at any hit point total, at the cost of 5 stored energy levels. In the former activation of this ability, the owner drains into the sword, which drops lifeless to the ground, and suffers from strange dreams and visions about blood, vampirism, and undeath. When activated by choice, the wielder has complete control over his or her actions and receives no visions. By the time fifteen levels have been drained, the ruby is a deep, lustrous violet in color, nearly black.
- When the current wielder has drained twenty levels from his or her victims, Naladamar transforms: the ruby is now completely black, and the sword is completely awakened, and even more actively evil and possessive. Its ego is raised to 19 and its special purpose of *soul devouring* is revealed: on a natural to hit roll of 18-20, instead of energy draining its victim, Naladamar will devour his or her soul. The victim must save vs. spells or lose all levels/hit dice as they are drained immediately, die, and their soul is annihilated (eaten by the blade and its wielder). The wielder is healed by vampiric regeneration for all of the victim's current hit points at the time of their demise, and any

excess hit points carry over as “phantom hit points” (see Possession below). If the saving throw is successful, one-half of the victim’s levels are drained (although no corresponding vampiric regeneration occurs). No resurrection is possible for any creature slain by soul devouring.

Runes

Naladamar has three magical runes bound into blade which can be called upon to aid its wielder. The sword can activate these powers *itself*, if it deems the situation appropriate. Naladamar drains abilities scores from its wielders in exchange for granting them the knowledge of these runes. It does this to make its wielders more dependent upon the sword. The DM must determine how much and from which abilities the sword will seek, keeping in mind its purpose to create undead. The wielder must freely accede to the loss, since the sword cannot force its runes upon him or her, even when possessed.

- **Laran:** this rune *hastes* Naladamar’s wielder, at a cost of one energy level drained per round of hasted combat desired.
- **Andalar:** this rune gives the wielder six phantom levels of fighting ability and 5-50 additional phantom hit points, as a **potion of heroism**. This rune may be invoked once per week by the wielder, at a cost of three stored energy levels, although Naladamar may employ the power up to three additional times per week.
- **Malradan:** this rune allows the wielder and one other creature (and its possessions) to *plane shift* as the fifth level cleric spell. It is usable but once per week (with Naladamar having no additional usages of this ability), at a cost of five energy levels.

Whenever a rune is activated, it glows balefully upon the surface of the blade for one round per energy level required to invoke it.

Possession

In addition to the usual rules for an intelligent sword to possess its wielder, if Naladamar ever vampirically heals its wielder for more hit points than he or she has when fully healthy (i.e., the healing would surpass the PC’s maximum hit points), then the wielder is immediately possessed by sword, and becomes infected with **great battle lust**---a lust for blood, death, and souls. All **targets** are then considered only as sustenance for the sword and its wielder. The sword is as likely to attack a friend as a foe, if it is confident that it can successfully rid itself of a threat by doing so.

When possessed, the wielder of Naladamar fights at two levels higher than normal for purposes of to hit rolls and number of attacks per round (this is **not** cumulative with the rune Andalar). While under the sword’s control, the wielder will have no recollection of any experiences that occur. Possession lasts for one turn plus one turn per level stored in the blade at the time of possession, plus one turn per hit point over the wielder’s maximum

Personality

Naladamar is an insidious, malicious, and corrupting blade. It will allow anyone to wield it, regardless of alignment, and it will attempt to seduce him or her into Orcus service, with the eventual goal to eventually turn its wielder into either a life-draining undead monster (a free-willed vampire), or a mindless puppet utterly under its control.

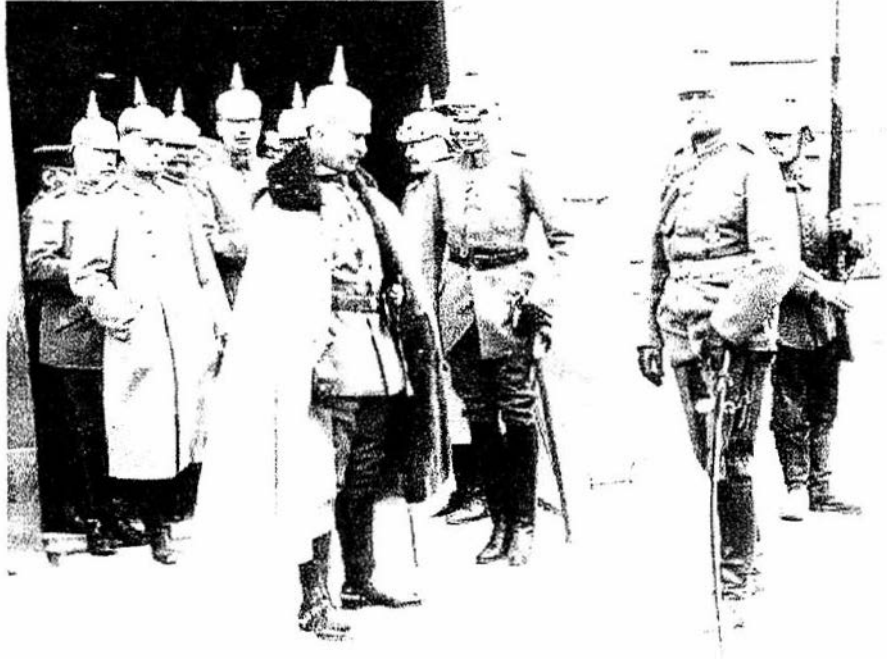
Naladamar is a jealous, demanding blade, and desires to be fed at least once per day, preferably by killing its victim (although it only requires blood to be shed to feed). For each day after the first that its wielder refuses to sate it, Naladamar's ego increases by one point until it possesses its wielder and seeks sustenance on its own---sometimes from the wielder's own friends or family. Once the soul devouring purpose of the sword is awakened, Naladamar's ego increases by two points for each day that it is not fed, instead of one.

The sword will continually advise its wielder to take command of his or her party if they are not already its leader, and to rid the party of members that it dislikes or fears. It will often lie to its wielder to help achieve its aims. These lies can be especially effective after its wielder has been possessed, since the blade may then fabricate any tale it wishes with no fear of reprisal. As an example, Naladamar could say that a good cleric in the party was attempting to summon a deva to take the sword away, which is why the sword possessed its wielder and attacked and killed the cleric---it was merely trying to defend its wielder. This is a favorite tactic of the sword, especially when it has slain someone dear to the wielder whom he or she would not normally have attacked.

The sword will whisper to its wielder of secrets it knows---of lost troves of magic, of hidden knowledge that will increase his or her power, of additional runes and abilities that it could reveal, of the perils of death and of danger that it can help assure its wielder will defeat, of living forever. What more the sword can do, and what are its cunning lies that tie its wielder closer and closer to it, are left for the DM to decide....

Gold Piece Value: 50,000, considering only its material value as adamantite and gemstones; as an artifact of evil, its GP value is considerably greater, in the range of 225,000 gp

Experience Point Value: 22,500 (a cumulative total after learning all of the sword's abilities; these XP should be meted out as the PC learns each power and uses it successfully)



POST APOC GERMANIA, 2512 A.D

For the Hawkmoon RPG (Copyright Chaosium Inc 1986)

This Adventure is meant as a short introductory encounter for a beginning party in **Tragic Millenium Europe**. The party takes a job working for the **Government/Army of Germania**, sent on a mission to **Danzig** to the northeast. A recent message has not been returned/been replied to and there is mounting concern. The party is sent to investigate for a fee of **50 large gold coins** and a **Victoria Cross relic** (worth 200 gold coins). The message was destined for the southern coast of The **Baltic Sea** to the **City of Danzig** ~ to a high ranking official named **Otto Von Rittendorf**.

The party travels via horse back for a few days. Mid-summer, staying at Inns and encamping along the way. *GM can roll some wandering monster encounters if preferred. They enter the sliver of **Northern Poland** and come to a small Village, **Zukowo** (locate on the map just west of Danzig City), at nightfall on the third day of travel. Investigation shall prove that the townsfolk have all been murdered by slashing weapons and a building is currently smoldering from being set ablaze. The smell of burning flesh and hair hangs in the air here.

Map/buildings in Village of Zukowo : Editor's note – the GM will need to draw his/her own crude Village map. Most of the town is in a state of smoldering/total ruin. The most intact structures of the town are described here.

1. Old Church: Two Mutated bi-pedal Mole creatures may (93% chance) be encountered

in an old gothic Church feeding on corpses. They attack the party with crude weapons (a screwdriver and iron bar).

Mutated Mole Creatures:

DEX 11/10, HP 16/12, ARMOR 1D6

<u>WEAPON</u>	<u>ATTACK</u>	<u>PARRY</u>	<u>DAMAGE</u>
Screwdriver	43%	40%	1d4+1
Iron Bar	60%	60%	1d6 + 1d4

2. Ruins of an Old Mill situated on a swift stream slightly off to the west of the main road. After two rounds of actively searching have 35 % chance to find a buried item (more than one item may be found),

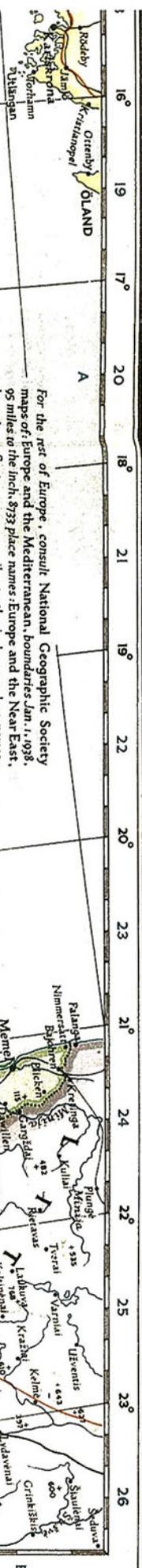
Roll 1d6 on this Items Table.

1. Hunting ax
2. Broken hammer
3. Two Iron pieces
4. Cleft shield depicting a silhouetted black Vulture's head.
5. Lockpick Ray
6. Brass telescope

Travelling on in the morning, and entering into **Danzig** they will encounter a band of refugees fleeing the area. Mass slaughter is reported to have taken place. The perpetrators – hundreds of militant **Granbretanians** of various bestial Orders.

A large scouting party (2d10+6 members) of the **Order of the Ants** as noted by their black ant etched round metal shields and their masks will then encountered further up the road to the East.

Seeing the visor-less plate mail of the Sergeant and the flamelance he weilds the party may rightly feel outmatched and escape on horseback into the gloomy coniferous forest - presumably headed back to Berlin now to report their findings.



For the rest of Europe, consult National Geographic Society maps of Europe and the Mediterranean, boundaries Jan. 1, 1938, 95 miles to the inch, 833 place names; Europe and the Near East, boundaries Sept. 1, 1930, .95 miles to the inch, 933 place names; Central Europe and the Mediterranean, .79 miles to the inch, 680 place names; Asia and Adjacent Areas, from London to Tokyo and Solomon Islands, .79 miles to the inch, 6950 place names; and The British Isles, .35 miles to the inch.

T I C S E



Order of the Ant soldiers:

DEX 12, HP 11, ARMOR 1D8-1 CHAIN

<u>WEAPON</u>	<u>ATTACK</u>	<u>PARRY</u>	<u>DAMAGE</u>
Shortsword	55%	50%	1d6+1
Javelins (thrown)	50%	--	1d8+2

1st Lieutenant Cross (leader):

DEX 15, HP 19, ARMOR 1D10+2 PLATE

WEAPON	ATTACK	PARRY	DAMAGE
FLAME LANCE	70%	70%	5D6

Treasure: Lieutenant Cross carries a chipped medium green amethyst (worth 340 gold coins). The Ant militants each carry 2 Iron pieces.



THE HOUSE OF THE SPHINX by Lord Dunsany

When I came to the House of the Sphinx it was already dark. They made me eagerly welcome. And I, in spite of the deed, was glad of any shelter from that ominous wood. I saw at once that there had been a deed, although a cloak did all that a cloak may do to conceal it. The mere uneasiness of the welcome made me suspect that cloak.

The Sphinx was moody and silent. I had not come to pry into the secrets of Eternity nor to investigate the Sphinx's private life, and so had little to say and few questions to ask; but to whatever I did say she remained morosely indifferent. It was clear that either she suspected me of being in search of the secrets of one of her gods, or of being boldly inquisitive about her traffic with Time, or else she was darkly absorbed with brooding upon the deed.

I saw soon enough that there was another than me to welcome; I saw it from the hurried way that they glanced from the door to the deed and back to the door again. And it was clear that the welcome was to be a bolted door. But such bolts, and such a door! Rust and decay and fungus had been there far too long, and it was not a barrier any longer that would keep out even a determined wolf. And it seemed to be something worse than a wolf that they feared.

A little later on I gathered from what they said that some imperious and ghastly thing was looking for the Sphinx, and that something that had happened had made its arrival certain. It appeared that they had slapped the Sphinx to vex her out of her apathy in order that she should pray to one of her gods, whom she had littered in the house of Time; but her moody silence was invincible, and her apathy Oriental, ever since the deed had happened. And when they found that they could not make her pray, there was nothing for them to do but to pay little useless attentions to the rusty lock of the door, and to look at the deed and wonder, and even pretend to hope, and to say that after all it might not bring that destined thing from the forest, which no one named.

It may be said I had chosen a gruesome house, but not if I had described the forest from which I came, and I was in need of any spot wherein I could rest my mind from the thought of it.

I wondered very much what thing would come from the forest on account of the deed; and having seen that forest--as you, gentle reader, have not--I had the advantage of knowing that anything might come. It was useless to ask the Sphinx--she seldom reveals things, like her paramour Time (the gods take after her), and while this mood was on her, rebuff was certain. So I quietly began to oil the lock of the door. And as soon as they saw this simple act I won their confidence. It was not that my work was of any use--it should have been done long before; but they saw that my interest was given for the moment to the thing that they thought vital. They clustered round me then. They asked me what I thought of the door, and whether I had seen better, and whether I had seen worse; and I told them about all the doors I knew, and said that the doors of the baptistry in Florence were better doors, and the doors made by a certain firm of builders in London were worse. And then I asked them what it was that was coming after the

Sphinx because of the deed. And at first they would not say, and I stopped oiling the door; and then they said that it was the arch-inquisitor of the forest, who is investigator and avenger of all silverstrian things; and from all that they said about him it seemed to me that this person was quite white, and was a kind of madness that would settle down quite blankly upon a place, a kind of mist in which reason could not live; and it was the fear of this that made them fumble nervously at the lock of that rotten door; but with the Sphinx it was not so much fear as sheer prophecy.

The hope that they tried to hope was well enough in its way, but I did not share it; it was clear that the thing that they feared was the corollary of the deed--one saw that more by the resignation upon the face of the Sphinx than by their sorry anxiety for the door.

The wind soughed, and the great tapers flared, and their obvious fear and the silence of the Sphinx grew more than ever a part of the atmosphere, and bats went restlessly through the gloom of the wind that beat the tapers low.

Then a few things screamed far off, then a little nearer, and something was coming towards us, laughing hideously. I hastily gave a prod to the door that they guarded; my finger sank right into the mouldering wood--there was not a chance of holding it. I had not leisure to observe their fright; I thought of the back-door, for the forest was better than this; only the Sphinx was absolutely calm, her prophecy was made and she seemed to have seen her doom, so that no new thing could perturb her.

But by mouldering rungs of ladders as old as Man, by slippery edges of the dreaded abyss, with an ominous dizziness about my heart and a feeling of horror in the soles of my feet, I clambered from tower to tower till I found the door that I sought; and it opened on to one of the upper branches of a huge and sombre pine, down which I climbed on to the floor of the forest. And I was glad to be back again in the forest from which I had fled.

And the Sphinx in her menaced house--I know not how she fared--whether she gazes for ever, disconsolate, at the deed, remembering only in her smitten mind, at which the little boys now leer, that she once knew well those things at which man stands aghast; or whether in the end she crept away, and clambering horribly from abyss to abyss, came at last to higher things, and is wise and eternal still. For who knows of madness whether it is divine or whether it be of the pit?

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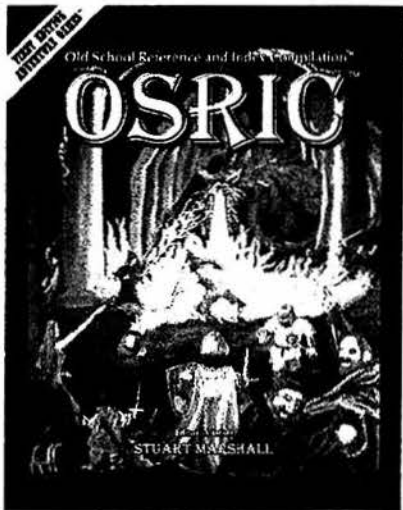
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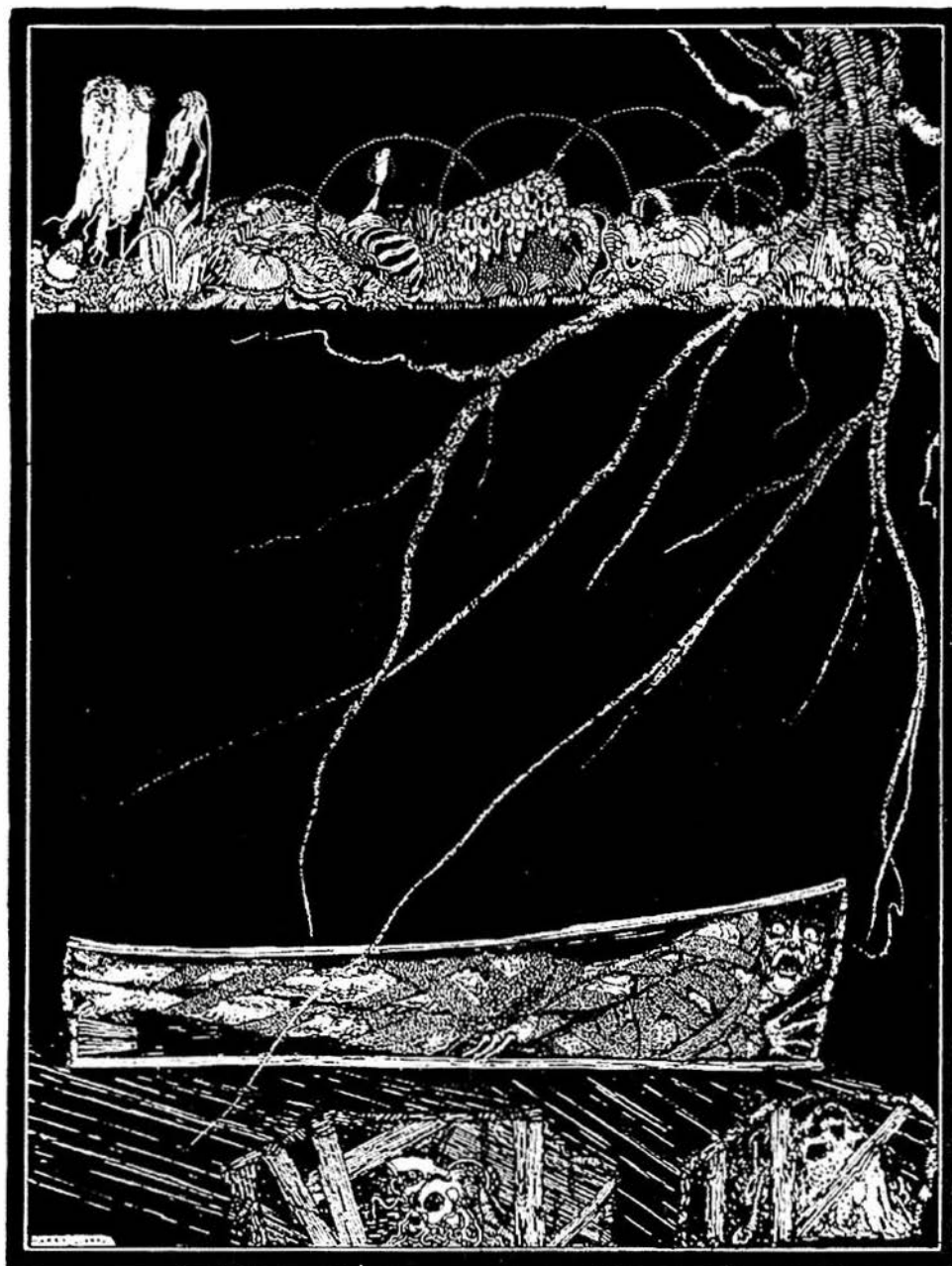
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HOWLING CAVES OF SORROW

Plot hook/ Background/ Campaign placement:

The Howling Caves of Sorrow can be placed into your campaign preferably in a mountainous inhospitable region. The party may likely be passing through the area.

They may hear the wind whipping through the caves region making eerie sounds for miles around and find it worth investigating. They may have possession of a treasure map with a skull symbol next to a mark on the map with the enticing label '*Howling Caves*'. They may have heard legends of the caves, and it's supposed ancient treasure hoards and of brave adventuring parties who have set forth to the caves never to return or be heard from again.



THE HOWLING CAVES OF SORROW

By Tim Hartin © 2011

MAP 1:

WANDERING MONSTERS: Check for wandering monsters once every three turns. There is a 1 in 12 chance of wandering monsters appearing.

1. **1-10 Giant Ants:** See Cave #3
2. **1-6 Blood Griffons:** AC 3; 39 HP; 425 XP.
3. **2-8 Ogres:** AC 5; 19 HP; 90.
4. **1-10 Orcs:** see Cave #6.
5. **1-2 Rust Monsters:** AC 2; 23 HP; 185 XP.
6. **1-3 Ochre Jelly:** AC 8; 31 HP; 150 XP.
7. **1-4 Giant Scorpions:** AC 3; 26 HP; 650 XP.
8. **1-4 Hill Giants:** AC 4; 36 HP; 1400 XP.
9. **2-16 Gargoyles:** AC 5; 24 HP; 165 XP.
10. **1-3 Cockatrices:** see Cave #10.
11. **2-8 Ogres:** AC 5; 19 HP; 90.
12. **2-8 Hell Hounds:** AC 4; 33 HP (6 HD), 352 XP.
13. **1-10 Giant Ants:** See Cave #3.
14. **1-4 Subterranean Lizards:** AC 5; 30 HP; 350 XP.
15. **1-10 Orcs:** see Cave #6.
16. **1-2 Cave Bears:** see Cave #2a.
17. **1-4 Giant Scorpions:** AC 3; 26 HP; 650 XP.
18. **1-6 Blood Griffons:** AC 3; 39 HP; 425 XP.
19. **1-4 Hill Giants:** AC 4; 36 HP; 1400 XP.
20. **1-2 Stone Giants:** see Cave #2.

1. CAVE LEDGE: There is a 50% chance that a cave bear is resting just inside the entrance and will be disturbed should anyone try to climb the stone steps that lead to this cave entrance. Should the bear detect any intruders, it will let out a loud roar to warn the stone giants who will grab some boulders, alert the remaining cave bears, and then

investigate the noise (they will appear in 1d3 rounds).

2. STONE GIANT LAIR: Three stone giant brothers live in this cave. They are Gundonakoraq (HP 55, Int 9), Trakonanak (HP 44, Int 8) and Fikonabak (HP 36, Int 10). They are armed with giant-sized clubs. There is a pile of boulders at the north wall of the cave. The brothers like to throw these rocks about for fun at night.

3 Stone Giants: AC 0, MV 120 ft; HD 9+1-3; HP 55, 44, 36; THACO 12; #AT 1; D 3-18; SA Hurl Rocks (3-30); SZ L; Int Avg (8-10); AL N; XP 1800 each.

In a large locked chest are 6000 ep, 4000 gp, 4 pearls (120 gp each), 2 pieces of jewelry (a golden pin studded with rubies worth 6000 gp & a silver medallion studded with fire opals worth 1000 gp), a Potion of Speed (100 XP), a Bag of Holding (Wt 15 lbs, Wt Limit 500 lbs, Volume Limit 70 cubic feet) (2500 XP) – inside the bag of holding are a Javelin +2 (wrapped in cloth) (375 XP) and a Carpet of Flying (Size 6' x 9', Capacity 4 persons, Speed 24") (3750 XP).

a) Cave Bear Den: Three cave bears have made this cave their den. Only the stone giants may enter this cave and not have the cave bears attack. The cave bears are cared for by the stone giant brothers. That is one of the reasons the stone giants have been sending the orcs on raids, to find better quality food for the bears. Many gnawed bones litter the south end of the cave. There cave has a wet fur mixed with urine smell to it.

3 Cave Bears: AC 6; MV 120 ft; HD 6+6; HP 33, 31, 28; THACO 13; #AT 3; D 1-8/1-8/1-12; SA Hug (2-16); SZ L; Int Semi (2-4); AL N; XP 475 each.

3. GIANT ANT NEST: The ceilings of the passages in this area are only 6 ft tall. The ceiling of the main chamber is 18 ft tall. The stone giants have blocked the cavern passage with a large boulder in an attempt to stop the giant ants from entering their lair. Fikonabak the stone giant has acquired a taste for roasted giant ant so sometimes he will remove the boulder and scoop up some ants for the fire.

150 GIANT WORKER ANTS: AC 3; MV 180 ft; HD 2; HP 2-16; THACO 16; #AT 1; D 1-6; SZ S; Int Animal; AL N; XP 20 each.

30 GIANT SOLDIER ANTS: AC 3; MV 180 ft; HD 2; HP 2-16; THACO 16; #AT 1; D 1-6; SA poison sting; SZ S; Int Animal; AL N; XP 40 each.

a) Giant Ant Tunnels: The giant ants have burrowed through the rock walls. This network of small narrow tunnels are spread out in all directions. The giant worker ants use these tunnels to access the fungi found in Cave #7a.

4. GIANT ANT QUEEN'S LAIR: This cavern has the giant queen ant that controls the whole colony. Her bloated body takes up most of the cave. Scattered on the cave floor around her are 5 vials. One of the vials is broken and empty but the remaining four consist of the following: a Potion of Giant Control (Fire Giant) (350 XP), Oil of Etherealness (300 XP), Oil of Sharpness (3 appl., +5) (150 XP) and a Potion of Flying (250 XP).

GIANT QUEEN ANT: AC 3; MV 0; HD 10; HP 49; THACO 16; #AT 0; D n/a; SZ L; Int Animal; AL N; XP 140.

5. MUDDY CAVE: Moisture has seeped into this cave and the floor is covered with a thin layer of mud and muck. There are many tracks in the mud from the orcs that inhabit

Cave #6.

6. ORC LAIR: A small group of orc outcasts from the Seeping Wound tribe have set up camp in this cave. They escaped certain death when their leader tried to kill the tribe's chieftan. They fled and have taken refuge in these caves. After a hostile encounter with the stone giants, the orcs promised to serve them for protection. Trakonanak was amused by this idea and talked his brothers into agreeing to the idea. The orcs have allied themselves with the stone giants in exchange for booty and plunder (and the occasional captive to devour).

These orcs wear scale mail armour and have shields (which are painted black with a bloody handprint on them). They are armed with morning-stars (1d6 Damage).

46 ORCS: AC 5(6); MV 90 ft; HD 1; HP 5 each; THACO 19; #AT 1; D 1-8 or 1d6 (morning-star); SZ M; Int Low (5-7); AL LE; XP 10 each.

The orcs are carrying 8 gp.

a) ORC LARDER: Any living captives are held in this chamber. The entrance is blocked with a crudely constructed but strong wooden door. The door hangs on spikes that have been driven into the cave wall overhead. Large stone blocks are then placed against the door to further reinforce it (requires an Open Door roll to open with a -3 modifier).

b) WATER SOURCE: This cave has a small pool of fresh water that is fed by an underground stream. The pool is six feet deep. There are many orc tracks at the bank of the pool.

c) VRUUGASH'S CHAMBER: Vruugash is the leader of this motley group of orcs. He wears a wolf's hide over his head and back. He killed the wolf when he was a youngling. He wears chain mail and carries a shield. He

is armed with a crude scimitar-like sword.

VRUUGASH – ORC LEADER: AC 4 (5); MV 90 ft; HD 1; HP 8; THACO 19; #AT 1; D 1-8; SZ M; Int Avg (10); AL LE; XP 18.

He carries 24 gp and has three alexandrite gems worth 100 gp, 125 gp and 500 gp respectively. He also carries a Potion of Fire Resistance (125 XP), an Elixir of Life (125 XP), and a Potion of Animal Control (Avian) (125 XP).

In his chamber is a large iron coffer that holds 2000 sp, 600 gp, and 11 gems: 4 obsidians (10 gp each), 4 onyxes (50 gp each) and 3 moss agates (50 gp each). There are also four potions in the chest – a Potion of Climbing (300 XP), a Potion of Diminution (300 XP), a Potion of Healing (200 XP) and a Potion of Plant Control (250 XP).

d) ROG, PARG & HRUK'S CAVERN: The orc assistants use this chamber as their quarters.

ROG, PARG & HRUK – ORC ASSISTANTS: AC 6; MV 90 ft; HD 1; HP 8; THACO 19; #AT 1; D 1-8 or by wpn; SZ M; Int Avg (8-9); AL LE; XP 15 each.

The Orc Assistants each carry 12 gp and have 2 Jet gems each (each one worth 100 gp).

7. ANT LION CAVERN: The floor of this cave consists of loose gravel and shale. There is a large depression in the center of the cave. Hidden in this depression is an ant lion that normally feeds on the giant ants but will gladly feed on any unwary creature that wanders too close to its hiding spot.

ANT LION: AC 2; MV 90 ft; HD 8; HP 46; THACO 12; #AT 1; D 5-20; SA Grip; SZ L; Int Animal (1); AL N; XP 676.

a) Fungus Patch: This area has an assortment of fungi growing on the cave floor and walls. The giant ants from Cave #3 particularly love to feed on this fungi.

8. ROPER CAVE: In the center of this cave, along the central column is a hidden Roper. It will strike at any potential food source.

ROPER: AC 0; MV 30 ft; HD 10; HP 53; THACO 10; #AT 1; D 5-20; SA Charge; SD Immune to lightning, ½ dmg cold; SZ L; INT Exceptional (15); AL CE; XP 2750.

Should the roper be cut open, its gizzard-like organ holds 17 pp.

9. STALACTITE CAVE: This cave has many stalactites hanging from the ceiling. Seventy normal bats use this cave as their nesting grounds.

70 BATS: AC 8; MV 10 ft, 240 ft (flying – MC: B); HD ¼; HP 1 each; THACO 20; #AT 1; D 1; SA Swarm; SZ S; INT Animal (1); AL N; SV NM; M 6; XP 1 each.

10. COLUMN CAVE: This cave has many columns along the sides of it. The cave floor is slightly slippery with moisture. Any who run through this cave must make a DEX check or else fall (take 1d3 damage from the fall and takes a round to stand up again).

11. PIERCER CAVE: This cave has many stalactites hanging from the ceiling. Hidden among the normal stalactities are nine medium-sized piercers. In the center of the cave, on the floor is a prone skeleton. The skeleton is wearing chain mail armour and a battle axe and shield lie next to it. A belt pouch containing 110 gp is attached to its belt. Scribbled on the cave floor in dried blood, next to the skeleton's right hand, is the following message – 'ab ve'.

MEDIUM PIERCERS: AC 3; MV 10 ft; HD 2; HP 11 each; THACO 16; #AT 1; D 1-6; SA

95% to surprise; SZ S; INT Non (0); AL N; SV F2; M 8; XP 35 each.

Map 2:

WANDERING MONSTERS: Check for wandering monsters once every three turns. There is a 1 in 12 chance of wandering monsters appearing.

1. **1-4 Phase Spiders:** AC 7; 28 HP; 700 XP.
2. **1-6 Blood Griffons:** AC 3; 39 HP; 425 XP.
3. **2-8 Ogres:** AC 5; 19 HP; 90.
4. **1-2 Crysmals:** see Cave #2.
5. **1-2 Rust Monsters:** AC 2; 23 HP; 185 XP.
6. **1-3 Ochre Jelly:** AC 8; 31 HP; 150 XP.
7. **1-4 Giant Scorpions:** AC 3; 26 HP; 650 XP.
8. **1-4 Hill Giants:** AC 4; 36 HP; 1400 XP.
9. **2-16 Gargoyles:** AC 5; 24 HP; 165 XP.
10. **1 Basilisk:** see Cave #6.
11. **1 Mind Flayer:** see Cave #14.
12. **2-8 Hell Hounds:** AC 4; 33 HP (6 HD), 352 XP.
13. **1-3 Phase Spiders:** AC 7; 28 HP; 700 XP.
14. **1-4 Subterranean Lizards:** AC 5; 30 HP; 350 XP.
15. **1-2 Crysmals:** see Cave #2.
16. **Trolls:** see Cave #16.
17. **1-4 Giant Scorpions:** AC 3; 26 HP; 650 XP.
18. **1-6 Blood Griffons:** AC 3; 39 HP; 425 XP.
19. **1-4 Hill Giants:** AC 4; 36 HP; 1400 XP.
20. **2-4 Trolls:** see Cave #16.

1. TREACHEROUS ENTRANCE: This rough cave passage has many stone cyst-like bulges along its walls. There are eight cave morays that live in these stone cysts. They will attack any potential prey that passes through this corridor. There's one cave moray

per 10 ft (one on each side of the tunnel).

8 CAVE MORAYS: AC 0/5; MV 10 ft; HD 4+4; HP 24 each; THAC0 15; #AT 1/round; D 2-8; SA Surprise on 1-5; SD Withdraw into cyst; SZ M; INT Semi; AL N; SV F4; M 7; XP 130 each.

2. CRYSTAL BOULDERS: This cavern has four large crystal "boulders" that each have a crystal pillar on the top. These boulders are actually crysmals that have been feeding on the mineral wealth in the southern cave (#3).

4 LARGE CRYSMALS: AC 0; MV 60 ft; HD 6+6; HP 37 each; THAC0 13; #AT 1; D 3-12(2-8); SA Crystal missile 1d8+8 within 20 ft range; SD Immune to fire/cold/poison, Save for ¼ / nil damage from electricity; SZ M; INT Exceptional (15); AL N(E); XP 825 each.

Each Crysmal has 15 blue quartz (worth 10 gp each) in their bellies.

The eastern passage continues for a mile and travels deeper and deeper into the ground. The area that this passage leads to is not detailed in this adventure.

3. CRYSTAL CAVE: This cave has many colourful quartz and beryl crystals protruding from its walls. A section of the western wall has been burrowed into (actually the crysmals have begun to eat their way into the wall). A turn spent on search through the rough crystals that litter the cave floor will reveal 1d12 rock crystals (worth 50 gp each). There are three crysmals chewing on the crystals.

3 LARGE CRYSMALS: AC 0; MV 60 ft; HD 6+6; HP 37 each; THAC0 13; #AT 1; D 3-12(2-8); SA Crystal missile 1d8+8 within 20 ft range; SD Immune to fire/cold/poison, Save for ¼ / nil damage from electricity; SZ M; INT Exceptional (15); AL N(E); XP 825 each.

4. MUSHROOM FOREST: This large cavern

has a thick forest of luminescent mushrooms that grow up to 12 feet tall. Since they are luminescent, they all glow an eerie green colour in the dark. There is a main path that leads through the mushroom forest. The ceiling has many stalactites hanging from it. The height of the ceiling ranges from 60 ft. at its highest point to 30 ft. at its lowest point. The large size of this cave has an echo effect on any loud sounds. This echoing effect may alert any nearby creatures (like the ogres in Cave #5 or the basilisks in Cave #6). There is a 25% chance that one of the basilisks will be encountered in the mushroom forest.

5. OGRE LAIR: Nine ogres have camped out in this cavern. There is a large camp fire in the center of the cave. On a spit, roasting over the fire, is the poor remains of some humanoid creature – human, orc, or hobgoblin? It's too hard to tell at this point. Should the roasting meat be tasted, it will have a foul flavour to it (orc meat).

9 OGRES: AC 5; MV 90 ft; HD 4+1; HP 19 each; THACO 15; #AT 1; D 1-10; SZ L; INT Low (5-7); AL C(E); SV F4; M 10; XP 90 each.

Each ogre carries 60 gp in a foul smelling pouch.

6. BASILISK LAIR: On the way to the Basilisk Lair, one of the PCs should step in a small puddle of foul smelling "water" (actually Basilisk urine). Two basilisks (one male, one female) have made this cave their lair. The air carries a strong pungent, musky odour. As the PCs enter this cave, they will see three stone "statues" – a human male (Grum – Fighter), a male dwarf (Gorgan) and a human female (Amona – Magic-User).

In between the fighter and the dwarf is a medium-sized wooden chest. Inside the chest are 9000 gp, a *wand of magic detection* (CW: Azura; 81 charges) (1250 XP), a *potion of healing* (200 XP), three *ioun stones* (pale

blue, +1 STR; iridescent, survive without air & clear, survive without food & water) (300 XP each stone), and a water-tight bone M-U Scroll (3rd Level Spells): *Coldlash* (new spell – see Dragon 243), *Dispel Magic*, *Fireball*, *Gust of Wind*, *Infravision*, *Protection from Normal Missiles & Tongues* (300 XP). Lying on the rocky floor, covered in excrement, is a suit of man-sized *plate mail* +1 armour (400 XP).

These three "statues" were past members of a previous excursion into the Howling Caverns. The same party as Laskaris (see Cave #14).

2 LESSER BASILISKS: AC 4; MV 60 ft; HD 6+1; HP 37 each; THACO 13; #AT 1; D 1-10; SA Petrifying gaze; SD Darkvision 60 ft; SZ M; INT Animal (1); AL N; SV F6; M 9; XP 1000 each.

7. HOWLING WINDS: In the cave ceiling, there are several small tunnels that lead to the surface. The wind whips through these small tunnels producing a loud howling noise and there is a 50% chance of blowing out any lit torches. Lit lanterns suffer only a 30% chance of being blown out. While in this cave, the chances for wandering monsters are tripled (1-3, on d12).

8. CAVED IN TUNNEL: The ceiling in this tunnel has caved in leaving much rubble in its wake. The passage is $\frac{3}{4}$ blocked in the centre. Any human-sized or smaller may climb up the rubble and crawl through it to get to the other side. Dust and loose pebbles will fall from the ceiling – enough to get the characters dirty and frighten them a bit.

9. GIGANTIC CAVERN: The walls of this gigantic cavern are flushed with red, green and yellow splashes of colour. The cave ceiling reach its highest point at 60 ft and its lowest point is 20 ft.

The cave floor in the southern portion of the

cave are covered with slimy moss. Half movement is a safe rate. At that pace there is no risk of slipping. Any faster than that will require a Dexterity check to see if the PC slips and falls (must use next action to get up again).

The north-eastern passage continues for a mile and travels deeper and deeper into the ground. The area that this passage leads to is not detailed in this adventure.

a) Stone Steps: The stone steps are covered with a thick moss which makes them slippery. Half movement is a safe rate. At that pace there is no risk of slipping. Any faster than that will require a Dexterity check to see if the PC slips and falls (1d6 damage per 20 ft down the stair).

b) Weakened Ledge: Any weight over 200 lbs will cause the ledge to crumble and then collapse causing all who stood on it to fall to the cavern floor (some 22 ft down).

c) Megalo-centipede Nest: Three megalocentipedes have taken refuge in the small cavern. They will be hostile to any intruders in the area (which unfortunately covers the nearby ledge).

3 MEGALO-CENTIPEDES: AC 5; MV 180 ft; HD 3; HP 18; THACO 16; #AT 1; D 1-3; SA Poison; SZ M; INT Animal (1); AL N; SV F3; M 7; XP 125 each.

d) Kuo-toan Statues: Large obsidian statues of unknown origin. The statues vaguely resemble large heavy women with fish-like features (actually Kuo-toan fertility symbols).

10. UNDERGROUND POOL: In the north-eastern corner of the cavern is a large salt water pool. The pool is 40 ft at its deepest end (next to the cave walls). Inside the dark waters of the pool are three Kuo-Toa scouts. They are 80% undetectable while they are in deep waters. Should they be detected, they will dive deep into the pool and retreat

underwater (at least for the time being).

6 KUO-TOAN FIGHTERS/SCOUTS: AC 4; MV 90 ft, 180 ft (swimming); F2; HP 2-20; THACO 18; #AT 1 or 2; D 2-5 or by wpn+1/+1; SD Skin secretion, 180° darkvision 60', Detect Invisible, Immune to poison/paralysis, charm/hold/sleep; SZ M; INT Avg (10); AL N(E); SV F2; M 10; XP 28 each.

11. HOWLING WINDS: This cavern is full with many stalagmites leaving only a narrow path through them. The caves will give a loud blast of air (75% chance of blowing out an open flame; 25% chance of doing so with a protected flame (aka a lantern). While the wind is blowing there is a dreadful moaning noise. It is so loud that Magic-User spells that require a somantic element cannot be cast. The howling wind lasts for 1d4+2 rounds.

12. CAVERN OF BONES: Hundreds, if not thousands, of bones litter the floor in this cavern. There is a 5 ft by 5 ft chimney that leads to the surface (over 100 ft straight up). Movement through these bones makes a racket. Wandering Monsters checks are doubled while the PCs are moving through the bones (due to the sounds of crunching bones under foot).

13. ETTIN LAIR: Two ettins are camped out in this cave. They avoid the mind flayer completely while bullying their way around anywhere else. They often bicker amongst themselves about defeating their enemies but this bickering ceases as soon as their is potential food near them (aka the PCs).

2 ETTINS: AC 3; MV 120 ft; HD 10; HP 46 each; THACO 10; #AT 2; D 2-16/3-18; SD surprised only 1 in 6; SZ L; INT Low (5-7); AL CE; SV F10; M 9; XP 1950 each.

A large cast iron casket contains 3000 cp, 2000 sp, 7000 gp, and 3 pieces of jewelry: golden necklace studded with emeralds

(5000 gp), wrought gold medallion (1200 gp), and a silver clasp studded with black opals (4000 gp).

14. MIND FLAYER: This mind flayer is scouting the upper caverns for potential food sources for his clan. The mind flayer carries 2 potions of healing (200 XP each) and a potion of undead control (wights) (350 XP). He also carries a small sack that contains 200 gp (this belong to Laskaris).

This mind flayer has Psionic Ability score of 260 (130/130). He can attack with Psionic Blast (B), and defend with Mind Blank (F), Thought Shield (G), Mental Barrier (H). He can only use Psionic Blast against non-psionic targets if his attack strength is 100 or higher.

MIND FLAYER (Illithid): AC 5; MV 120 ft; HD 8+4; HP 50; THACO 12; #AT 4; D 2 each; SA Mind Blast, Psionics; MR 90%; SZ M; INT Genius (18); AL LE; SV MU8; M 7; PSI 260; XP 1800.

The mind flayer has captured and enslaved the sole surviving member of a prior excursion party which met a disastrous fate (slaughtered by trolls from Cave #16). Laskaris is a neutral 5th level Fighter who is completely enthralled by the mind flayer.

LASKARIS (5th Level Fighter): AC 4; MV 60 ft; HD 5d8+5; HP 29; THACO 19; #AT 1; D 1-8+3 (*sword+1*, Flame Tongue); SA Cleave; SD Shield Bash; INT Low (7); AL N; SV F5; M 11 (7); XP 225.
Attributes: S 16, I 7, W 9, D 12, C 14, CH 12.

Laskaris is wearing chain mail and has a shield. He is armed with a *sword+1* (*Flame Tongue* – CW: Shakoosa) (450 XP) and has a hand axe on his belt. Should the mind flayer be killed or chased off before Laskaris is killed, then he will wake up from his trance and wonder what is going on.

15. SLAUGHTERED PARTY: A slaughter has happen in this cave recently. The shredded remains of human bodies are scattered throughout the cavern. There is a foul earthy scent in the air. These are the final remains of the remaining members of the ill-fated excursion party (see Cave #6 & Cave #14).

16. TROLL LAIR: Five trolls use this cavern as their lair. The cavern walls are covered with three types of dried & stretched skins (human, dwarven and reptilian / Yuan-ti). At the back of the troll camp is a large wooden contraption (a rack to stretch the skins).

5 TROLLS: AC 4; MV 120 ft; HD 6+6; HP 40 each; THACO 13; #AT 3; D 15-8/5-8/2-12; SD Regeneration 3/round, Darkvision 60 ft; SZ L; INT Low (5-7); AL CE; XP 525 each.

Hidden in the south corner under a tarp of damp woven vines are a large, locked chest containing 5000 gp, an Amulet of Life Protection (2500 XP), a Wand of Illumination (CW: Seeasi; 91 charges) (1000 XP), a Potion of Healing (200 XP) and 9 gems: 3 amethysts (100 gp each), 3 moonstones (70 gp each), 1 jet (70 gp), 1 peridot (1000 gp) & 1 aquamarine (500 gp).

Map 3:

WANDERING MONSTERS: Check for wandering monsters once every three turns. There is a 1 in 12 chance of wandering monsters appearing.

1. **1-2 Yuan-Ti (Halfblood):** AC 4/0; 43 HP (7HD); 400 XP, See MMII P.130.
2. **1-6 Blood Griffons:** AC 3; 39 HP; 425 XP.
3. **2-8 Ogres:** AC 5; 19 HP; 90.
4. **1-6 Margoyles:** see Cave #12.
5. **1-2 Rust Monsters:** AC 2; 23 HP; 185 XP.
6. **1-3 Ochre Jelly:** AC 8; 31 HP; 150 XP.
7. **1-4 Giant Scorpions:** AC 3; 26 HP; 650 XP.
8. **1-10 Hill Giants:** AC 4; 36 HP; 1400 XP.
9. **2-16 Gargoyles:** AC 5; 24 HP; 165 XP.
10. **1-3 Cockatrices:** see Cave #10.
11. **2-8 Ogres:** AC 5; 19 HP; 90.
12. **2-8 Hell Hounds:** AC 4; 33 HP (6 HD), 352 XP.
13. **1-2 Yuan-Ti (Halfblood):** AC 4/0; 43 HP (7HD); 400 XP, See MMII P.130.
14. **1-4 Subterranean Lizards:** AC 5; 30 HP; 350 XP.
15. **1-6 Margoyles:** see Cave #12.
16. **1-3 Trolls:** see Cave #18.
17. **1-4 Giant Scorpions:** AC 3; 26 HP; 650 XP.
18. **1-6 Blood Griffons:** AC 3; 39 HP; 425 XP.
19. **2-8 Hill Giants:** AC 4; 36 HP; 1400 XP.
20. **2-4 Trolls:** see Cave #18.

1. HILL GIANT LAIR: Nine hill giants have set up camp in this large cave. There is a large camp fire in the centre of the cave. Flea infested skins are scattered in various spots of the cave. These are what the giants sleep on. Out of the nine giants, four are males (HP 54, 45, 40 & 39), three are female (HP 38 & 37), and the last three are adolescents (HP 33 each). There are several piles of large rocks next to several of the furs.

9 HILL GIANTS: AC 4, MV 120 ft; HD 8+1-2; HP 54, 45, 40, 39, 38, 37, 33 (x3); THACO 12; #AT 1; D 2-16; SA Hurl Rocks (2-16); SZ L; INT Low (5-7); AL CE; SV F8; M 8; XP 1400 each.

7000 sp in 9 large sacks, 4000 gp in a medium sized chest (locked and trapped with a poisonous needle – Type C) and 6 gems: an aquamarine (1000 gp), a tourmaline (500 gp) & 4 carnelians (50 gp each).

2. SMOKEHOUSE: The hill giants use this cave to smoke the meat that they capture in their raids. Coals lie in large metal bowls (actually shield pounded into a bowl shape).

3. GIANT LIZARD LAIR: The hill giants allow their pet giant lizards to use this cave as their den. The walls at the entrance have been marked with lizard urine. The whole cave is strong with reptile stench.

2 GIANT LIZARDS: AC 5; MV 150 ft; HD 3+1; HP 20 each; THACO 16; #AT 1; D 1-8; SA Swallow; SZ L; INT Animal (1); AL N; SV F3; M 7; XP 125 each.

4. HOWLING WIND: In the cave ceiling, there are several small tunnels that lead to the surface. The wind whips through these small tunnels producing a loud howling noise and there is a 50% chance of blowing out any lit torches. Lit lanterns suffer only a 30% chance of being blown out. While in this cave, the chances for wandering monsters are tripled (1-3, on d12).

5. YUAN-TI STONE IDOL: A 10 ft tall idol of a naked woman with the head of a snake (a halfblood yuan-ti) stands in the centre of the cave. The yuan-ti (from Map 4, Cave #7) placed this statue here to remind the other inhabitants of their presence.

6. GIGANTIC CAVERN: The cavern ceiling is 50 ft high at the highest point and 30 ft high at its lowest. This gigantic cavern has an

equally gigantic chasm in the centre of it. There is an old, tattered rope bridge that crosses the chasm in the centre of it. The rope bridge cannot hold any weight over 100 lbs. The rope will begin to fray and then snap should any greater weight be applied to the bridge.

About forty feet down, along the eastern side of the chasm, is a cave that holds three wyverns. Any loud noise from the upper area will attract their attention.

3 WYVERNS: AC 3; MV 60 ft, 240 ft (flying – MC: E); HD 7+7; HP 40 each; THACO 13; #AT 2; D 2-16/2-16; SA Poison; SZ L; INT Low (5-7); AL NE; SV F4; M 9; XP 925 each.

In their cave are the following scattered among the wyvern nests of hay, cloth and animal bones: five pieces of jewelry – a silver choker with a large jade gem (3000 gp), a wrought gold earring (500 gp), a golden goblet studded with garnets (3000 gp), a wrought platinum headband (1800 gp) and a wrought silver & gold comb (800 gp). At the back of the cave is an elven skeleton wearing Plate Mail +1 (400 XP) and a pair of Boots of Striding & Springing (1250 XP). Next to the skeleton is a Wand of Frost (3000 XP) and a battered shield.

On the otherside of the cave is a blood stained burlap sack. Inside the sack is a bone scroll case that has a Cleric Scroll (4th Level): Cure Serious Wounds (x2), Exorcise, Neutralize Poison (x2) & Sticks to Snakes.

7. BAT CAVE: 90 normal bats use their cave as their nesting grounds. The floor is covered in bat guano.

90 BATS: AC 8; MV 10 ft, 240 ft (flying – MC: B); HD ¼; HP 2 each; THACO 20; #AT 1; D 1; SA Swarm; SZ S; INT Animal (1); AL N; SV NM; M 6; XP 1 each.

8. ANCIENT STONE FACE: A giant vaguely

humanoid-like stone face protrudes out of the southern cave wall. In the face's forehead is a depression that looks like it might have held something at one point. Should anyone approach within 10 ft of the face, it will slowly open its eyes and then speak.

The face is 'Shrada the Ancient' and it has been in this cave for thousands of years. It has an intelligence of 23, a wisdom of 22, and its alignment is Neutral. Shrada can detect magic, identify and know alignment at will. It knows of the margoyle/gargoyle lair, the hill giant lair and the stone idol (Cave #5). Should the PCs appear to be up to the task, Shrada will ask if they can retrieve his soul gem – a foot long emerald. If they can find it and place it in its proper resting place, then Shrada will grant the PCs a wish.

Should the soul gem be placed in its proper spot, Shrada will grant the PCs their wish and then the face will melt into the cave wall and disappear (moving through the earth to another location somewhere else in the world).

9. DRIPPING WATER CAVE: The sounds of dripping water echo throughout this cave. The cave floor is slippery from the dripping water. Half movement is a safe rate. At that pace there is no risk of slipping. Any faster than that will require a Dexterity check to see if the PC slips and falls. The ceiling has many soda straws hanging from it. The longest soda straw is 6 ft in length.

10. COCKATRICE NEST: Five cockatrices have set up a nest in this small cave.

5 COCKATRICES: AC 6; MV 60 ft, 180 ft (flying – MC: C); HD 5; HP 5-40; THACO 15; #AT 1; D 1-3; SA Petrifying touch; SD Darkvision 60 ft; SZ S; INT Animal (1); AL N; SV F5; M 7; XP 315 each.

There are 700 gp in loose coins mixed in with the straw and moss that the cockatrices are

using for nesting materials. Also among the nests are 10 gems: a blue quartz (6 gp), 2 bloodstones (45 gp each), 2 jaspers (50 gp each), 3 smokey quartz (50 gp each) and 2 aquamarines (200 gp each). In a durlap sack are 2 pieces of jewelry – a golden statuette of a beautiful elven maiden (7000 gp) and a golden brooch etched with stars (3000 gp).

11. GARGOYLE LAIR: Twelve gargoyles use this cave as their lair. The floor is covered with the chewed bones and odd personal item from the gargoyles' past victims.

Scattered about the floor are six gems: 3 eye agates (10 gp each), 2 corals (100 gp each) and 1 fire opal (2000 gp).

12 GARGOYLES: AC 5, MV 90 ft, 150 ft (flying – MC: C); HD 4+4; HP 22 each; THAC0 15; #AT 4; D 1-3/1-3/1-6/1-4; SD +1 weapon to-hit; SZ M; INT Low (5-7); AL CE; SV F8; M 11; XP 165 each.

Each gargoyle carries 70 gp in a small belt pouch attached to their persons (at the back of their waist, just under their wings).

12. MARGOYLE LAIR: Seven margoyles use this cave as their lair. These margoyles are ruled by an exceptionally large margoyle (40 HP) who dominates both margoyle and gargoyle alike. Each margoyle carries 2 amber gems (200 gp each) on their persons in camouflage pouches like their gargoyle cousins.

7 MARGOYLES: AC 2; MV 60 ft, 120 ft (flying – MC: C); HD 6; HP 28 each (leader 40 HP); THAC0 13; #AT 4; D 1-6/1-6/2-8/2-8; SD +1 weapon to-hit, Camouflage; SZ ML; INT Low (5-7); AL CE; SV F8; M 11; XP 350 each.

At the north cave wall is a large iron trunk. The trunk is unlocked and contains 3000 sp. Hidden in a secret compartment there is an additional 1400 ep and 5 gems: 1 carnelian (50 gp), 1 chrysoberyl (100 gp), 1 deep blue

spinel (500 gp), 1 emerald (500 gp) & 1 topaz (1000 gp).

13. GARGOYLE/MARGOYLE CLUTCH:

This cave has six depressions in the cave floor that each have 1-10 large stone "eggs". The eggs are extremely sturdy and worth 500 gp each to the right buyer. Each egg weighs 30 lbs (50 cn) and are worth 300 gp to the right buyer. Both the gargoyles and margoyles will defend these eggs at all costs (ignore Morale checks).

14. CISTERN CAVE: This cave has a 18 ft diameter cistern at the north-western end. The cistern is crafted from copper and has a silver rim along the outside perimeter. It is filled with clear water and is 6 ft deep. A lone skeleton, wearing leather armour and a cloak, lies next to the pool. Its hand still rests in the water. This unfortunate soul was poisoned by one of the wyverns (from Cave #6) and died before he could drink from the cistern. Upon closer inspection, a large hole is visible in the belly of the leather armour.

The water has a magical dweomer about it. Anyone who tastes the water will find it cool and refreshing. It will heal 2d4+2 HP with each drink and has the additional benefit of neutralizing poison as well. Should the PCs fill their waterskins with this water, the water will maintain its magical nature and benefits for 1d4 hours and once the time has past, the water becomes just normal water.

15. ROTATING DAIS: This cavern has a raised dais of dull red stone in the centre of it. The top of the dais stands 5 ft above the cave floor. Above the dais, is a large clear red ruby (5000 gp) hanging from a metallic tether. Should Detect Magic be cast, the dais will glow revealing it is magical in nature.

Should anyone stand on the top of the dais, the red stone will begin to flow like liquid and encase the character's legs (a saving throw vs Paralysis is required to escape the trap). Should a character become trapped, the dais

will begin to turn in an anti-clockwise rotation. At first this rotation is slow but with each passing round, the speed increases in speed. After 1d4 rounds, the dais will reach full speed (1 revolution per second, or 10 revolutions per round) which will require the trapped character to make a saving throw vs. poison or else lose 1 point of constitution per round, cumulative. Should a character's constitution reach zero, the character dies from the strain of the rotating dais. Lost constitution will be regained in 1d4+1 hours should the character manage to escape. The rotating dais can be stopped by a Dispel Magic spell or by causing 50 points of damage to it (AC 4).

16. CARVED COLUMNS: The natural limestone columns in this cavern all have strange geometrical symbols carved on them. The origin of these symbols are unknown but what is known is they are very old.

17. HOWLING WINDS: In the cave ceiling, there are several small tunnels that lead to the surface. The wind whips through these small tunnels producing a loud howling noise and there is a 50% chance of blowing out any lit torches. Lit lanterns suffer only a 30% chance of being blown out. While in this cave, the chances for wandering monsters are tripled (1-3, on d12).

18. TROLL LAIR: Six trolls from the Blackheart clan reside in this cave. The trolls are in the middle of a meal as they rip and tear the human remains of the previous excursion party. The trolls will not like being interrupted while they eat.

6 TROLLS: AC 4; MV 120 ft; HD 6+6; HP 45 each; THAC0 13; #AT 3; D 15-8/5-8/2-12; SD Regeneration 3/round, Darkvision 60 ft; SZ L; Int Low; AL CE; SV F6; M 10 (8); XP 525 each.

Among the possessions of the unlucky party are two suits of chain mail, a suit of leather

armour +1 (human-sized) (300 XP), and four shields of which only one is magical – shield +2 (500 XP). Among the booty are three large sacks that contain 400 gp each and the last one also has a potion of clairaudience (250 XP).

Hidden behind a loose stone in the western wall are 3 pieces of jewelry: a golden ring set with a diamond (5000 gp), a wrought gold and silver anklet (900 gp) and a silver choker set with peridots (1000 gp).

Map 4

WANDERING MONSTERS: Check for wandering monsters once every three turns. There is a 1 in 12 chance of wandering monsters appearing.

1. **1-2 Yuan-Ti (Halfblood):** See Cave #7.
2. **1-6 Blood Griffons:** See Cave #5.
3. **1-6 Ogres:** AC 5; 19 HP; 90.
4. **1 Umber Hulk:** see Cave #11.
5. **1-2 Rust Monsters:** AC 2; 23 HP; 185 XP.
6. **1-3 Ochre Jelly:** AC 8; 31 HP; 150 XP.
7. **1-4 Giant Scorpions:** AC 3; 26 HP; 650 XP.
8. **1-10 Hill Giants:** AC 4; 36 HP; 1400 XP.
9. **2-16 Gargoyles:** AC 5; 24 HP; 165 XP.
10. **1-3 Cockatrices:** see Cave #10.
11. **1-6 Ogres:** AC 5; 19 HP; 90.
12. **2-8 Hell Hounds:** AC 4; 33 HP (6 HD), 352 XP.
13. **1-2 Yuan-Ti (Halfblood):** See Cave #7.
14. **1-3 Subterranean Lizards:** AC 5; 30 HP; 350 XP.
15. **1 Umber Hulk:** see Cave #11.
16. **Trolls:** see Cave #18.
17. **1-4 Giant Scorpions:** AC 3; 26 HP; 650 XP.
18. **1-6 Blood Griffons:** See Cave #5.
19. **2-8 Hill Giants:** AC 4; 36 HP; 1400 XP.
20. **2-4 Trolls:** see Cave #18.

1. HUGE PIERCER CAVERN: Eleven huge

piercers live among the stalactites of this cavern.

HUGE PIERCERS: AC 3; MV 10 ft; HD 4; HP 20 each; THACO 15; #AT 1; D 1-6; SA 95% to surprise; SZ M; INT Non (0); AL N; SV F4; M 8; XP 60 each.

2. SINKHOLE: There is a 30 foot diameter sinkhole in this cave. Should any character get within 3 ft. of the hole, they may fall in as the earth under their feet gives way. The character must make a DEX check to avoid falling in. The sinkhole leads to a pit that is 40 ft deep.

3. SEVERED ARM: There are plenty of stalactites and stalagmites in this cave. The wind howls and blows from the northern entrance. On the cave floor is a severed arm (cut just above the elbow). The hand wears a leather gauntlet and the arm appears to be several days old. It is infected with flies and maggots. The smell is something fierce.

4. GIGANTIC CAVERN: This gigantic cavern has a ceiling of 50 ft in height. The ceiling is covered with stalactites and soda straws of all sizes. The wind in this cavern is strong but not strong enough to blow out torches. To the west is a cliff wall that is 30 ft in height. The cliff is rocky (non-thieves may climb it; thieves gain a +20% to their climb walls ability). Along the northern portion of the cave are large two-toed footprints (foot prints from the umber hulks from Cave #11). Three 9 ft tall, 6 ft wide tunnels lead to the umber hulk lair in Cave #11. There is a 25% chance that one of the umber hulks will be present in this section of the cave.

In front of the large boulder are many wooden beams that have been tied together to form X shapes and then were hammered into the ground. These beams have been decorated with human skulls and tattered rags died red and purple. This is a warning sign left behind from the hill people to warn

others not to venture beyond this point (see the wights in Cave #6).

5. BLOOD GRIFFON NEST: Eight blood griffons nest in this cave. The nests are crafted from a mix of torn clothing (from unfortunate NPCs), straw, mud and other vegetation. The cave floor is littered with the bones of past victims. Inside one of the nests are a potion of speed (200 XP) and a potion of longevity (500 XP).

8 BLOOD GRIFFONS: AC 3, MV 120 ft, 90 ft (climbing); HD 7+2; hp 7-54; THACO 13; #AT 3; D 1-6/1-6/2-16; SA Blood Frenzy, Surprise (104, d6); SZ L; INT Animal (1); AL N; SV F7; M 9 (11 Blood Frenzy); XP 350 each.

6. SEALED CAVE: A large boulder blocks the entrance to this cave. It will take two or more characters with a Strength of 16 or higher to move this boulder. Should the boulder be moved, a strong stench of decay will bellow from the cave. There are five wights in this cave. They were a group of evil demon worshippers from the hill people who were sealed in this cave to die by their own people. These wights have no treasure and the cave is otherwise empty.

5 WIGHTS: AC 5; MV 120 ft; HD 4 + 3; HP 20 each; THACO 15; #AT 1; D 1-4; SA Energy drain (Save vs Death Ray to resist); SD +1 weapon or silver to-hit; SD Immune to sleep/charm/hold; SZ M; AL CE; INT Avg (8-10); SV F3; M 12; XP 540 each.

7. YUAN-TI LAIR: Four halfblood yuan-ti have set up their lair in this cave. Along the south-western cave wall is a large 18 ft tall statue of a two-headed reptilian demon with tentacles for arms and two baboon heads (Demogorgon). There is a blood stained altar in front of the statue.

The four yuan-ti who live in this cave like to capture others for their demon worship. Their preferred sacrifices are humans (especially

women and children) but any neutral or good aligned being will do.

The first & second halfbloods have snakes for arms (1-6 damage per strike) and snake's heads (1-10 damage per bite), the third has a snake-like torso (MV 90 ft) and the fourth's body is covered in scales and has a snake tail growing out of its backside. Those that can use weapons are armed with sinister looking scimitars (treat as swords). These scimitars have a +1 to hit due to the exceptional quality of the blade (a non-magical bonus) and each scimitar is worth 425 gp to the right buyer.

4 YUAN-TI HALFBREEDS: AC 4/0; MV 120 ft; HD 7; HP 43 each; THACO 13/12; #AT 2; D 1-10, 1-6 or 1-4 or by weapon; SA Cause Fear, Darkness (15 ft), Snake Charm, Sticks to Snakes, Neutralize Poison, Suggestion, Polymorph Other (1/day), Psionics; MR 20%; SZ M; INT Genius (17); AL CE; SV F7; M8; XP 400 each.

The yuan-ti have 3000 ep, a Helm of Underwater Action (500 XP) and a MU Scroll (4th Level): Confusion, Monster summoning II & Remove Curse (400 XP) locked in a large treasure chest. The chest is trapped with 1d3 spring darts that fire from the front of the chest. The darts attack as a 6 HD monster and do 1d4 damage and are coated with poison (save vs poison or fall unconscious for 1d4 hours).

Hidden in a small niche, just south of the statue, is a large foot long emerald (Shrada's Soul Gem). This emerald is worth 10,000 gp on the open market. Its magical properties are only accessible by Shrada. The Soul gem is literally an extension of Shrada's being. Any neutral or good align characters who handle the gem will receive a comforting sensation and a natural desire to return it to Shrada.

8. GREEN FOG: This area has a cloud of

green fog hovering in place. The fog has a slight sulphuric smell and taste to it should someone venture into it. Visibility in the fog is only 3 ft in either directions (normal sight and infravision are both affected). This fog has a caustic effect on all exposed non-living materials (saving throw vs acid or else the item becomes damaged by the fog).

9. UNDERGROUND WATERFALLS: At the north-eastern corner of this cave is a large waterfall. The falls is 20 ft tall and makes a tremendous noise in the cave. Conversations or spell casting requiring a somatic component cannot be done when within 30 ft of the falls. The floor of this cave has many stalagmites that are tallest near the cave walls.

10. HOWLING WINDS: In the cave ceiling, there are several small tunnels that lead to the surface. The wind whips through these small tunnels producing a loud howling noise and there is a 50% chance of blowing out any lit torches. Lit lanterns suffer only a 30% chance of being blown out. While in this cave, the chances for wandering monsters are tripled (1-3, on d12).

11. UMBER HULK LAIR: Two umber hulks use this cave as their lair. There is the half-eaten 18 ft long anhkheg corpse lying on the cave floor.

Along the eastern wall are 5 metal urns that stand 5 ft tall each. Each of these urns holds 4000 gp each (total of 20,000 gp). Hidden under the 4th urn is a small cubbyhole that has a large sack which contains 7 pieces of jewelry: a wrought gold decanter (1400 gp), a wrought gold crown (1300 gp), a golden headband studded with opals (5000 gp), a wrought silver fob (300 gp), a wrought silver and gold ring (1000 gp), a silver statuette of a discus thrower with its base studded with aquamarines (3000 gp) & a wrought gold chain (800 gp).

In a trapped iron trunk are the following: a

potion of extra healing (400 XP), and a crossbow of speed (750 XP) & 20 bolts in a quiver, a ring of warmth (500 XP), a sword of dancing (2200 XP), and a bone scroll case with a Cleric Scroll (5th Level): Raise Dead (500 XP). The trunk is trapped with with a variant of the Fire Trap spell. It is safe to touch the trunk but should anyone try to open it, then the spell will be triggered. As of yet, the umber hulks haven't opened the trunk yet and as such haven't set off the trap. The trap does 1-4+10 HP of damage (save for half damage).

2 UMBER HULKS: AC 2; MV 60 ft; HD 8+8; HP 41 each; THACO 15; #AT 3; D 3-12/3-12/2-10; SA Confusion; SZ L; INT Average (8-10); AL CE; XP 315 each.

11a) UMBER Hulk Tunnels: Three 6 ft wide, 9 ft tall tunnels have been carved through the rock by the umber hulks. The area with the lines represent a steep drop off and any characters attempting to climb this area runs a risk of falling. The distance from the top of the tunnels to the bottom of the tunnels is 40 ft.

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

SIZE: L

MORALE: 9 (11 during blood frenzy)

SAVE AS: F7

XP VALUE: 350 each

Blood griffons are a sub-species of standard griffons, but this species has adapted to life underground and has lost the ability to fly (they have only vestigial wings). Instead they have much stronger claws and may climb on any rock surface with ease. Their plumage and hide are a solid red colour that resembles the colour of blood. These animals are fierce and will go on a frenzy should their be any spilled blood in the vicinity. They can smell freshly spilled blood up to 150 ft away. When they do get the scent of blood, they can track it 90% of the time. They will often climb on the ceilings of caves and pounce on their prey from above (surprise 1-4, d6).

NEW MONSTERS:

BLOOD GRIFFONS

FREQUENCY: Rare

NO. APPEARING: 1-10

ARMOUR CLASS: 3

MOVE: 120 ft, 90 ft (climbing)

HIT DICE: 7+2

% IN LAIR: 45%

TREASURE TYPE: C, S

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-6/1-6/2-16

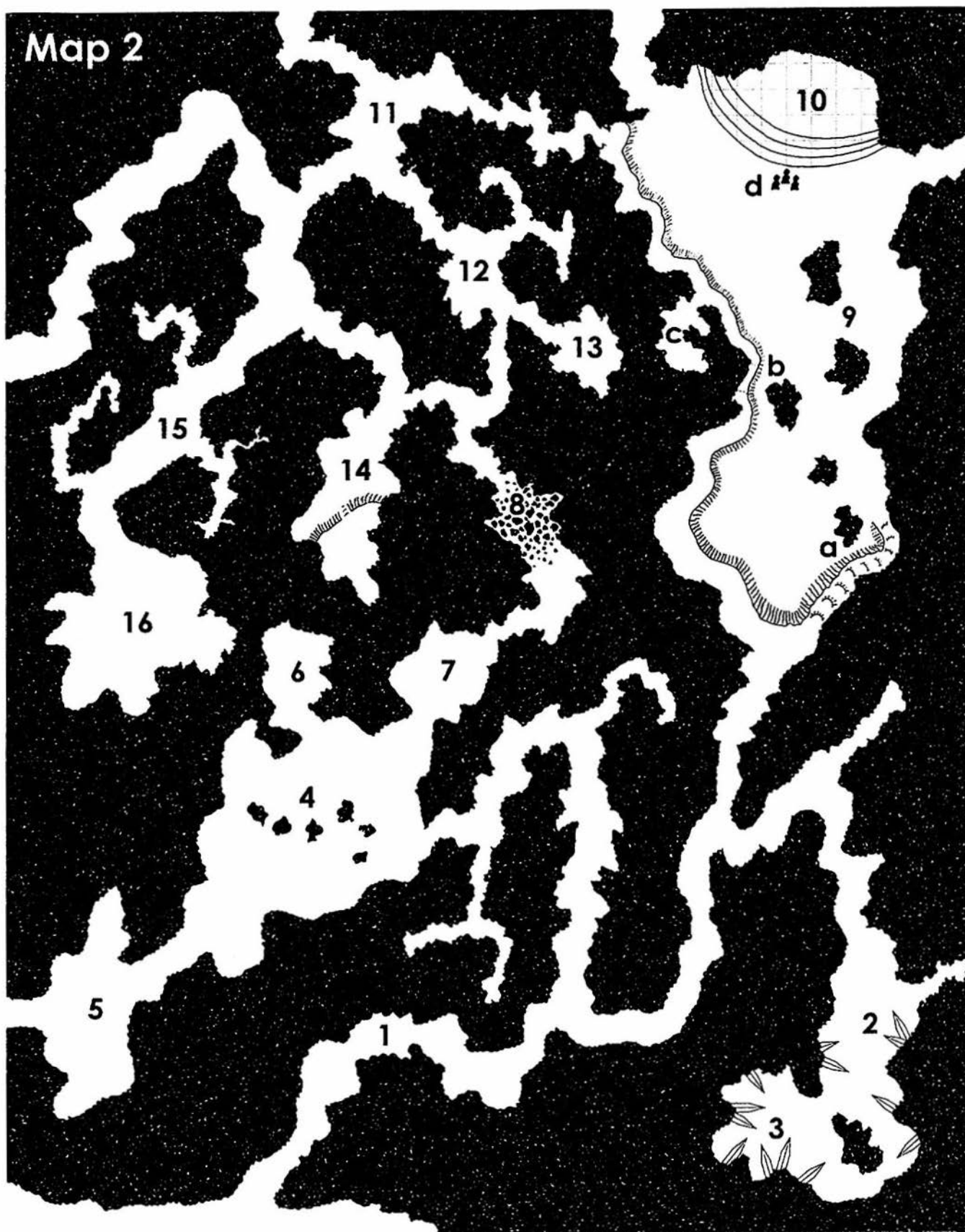
SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

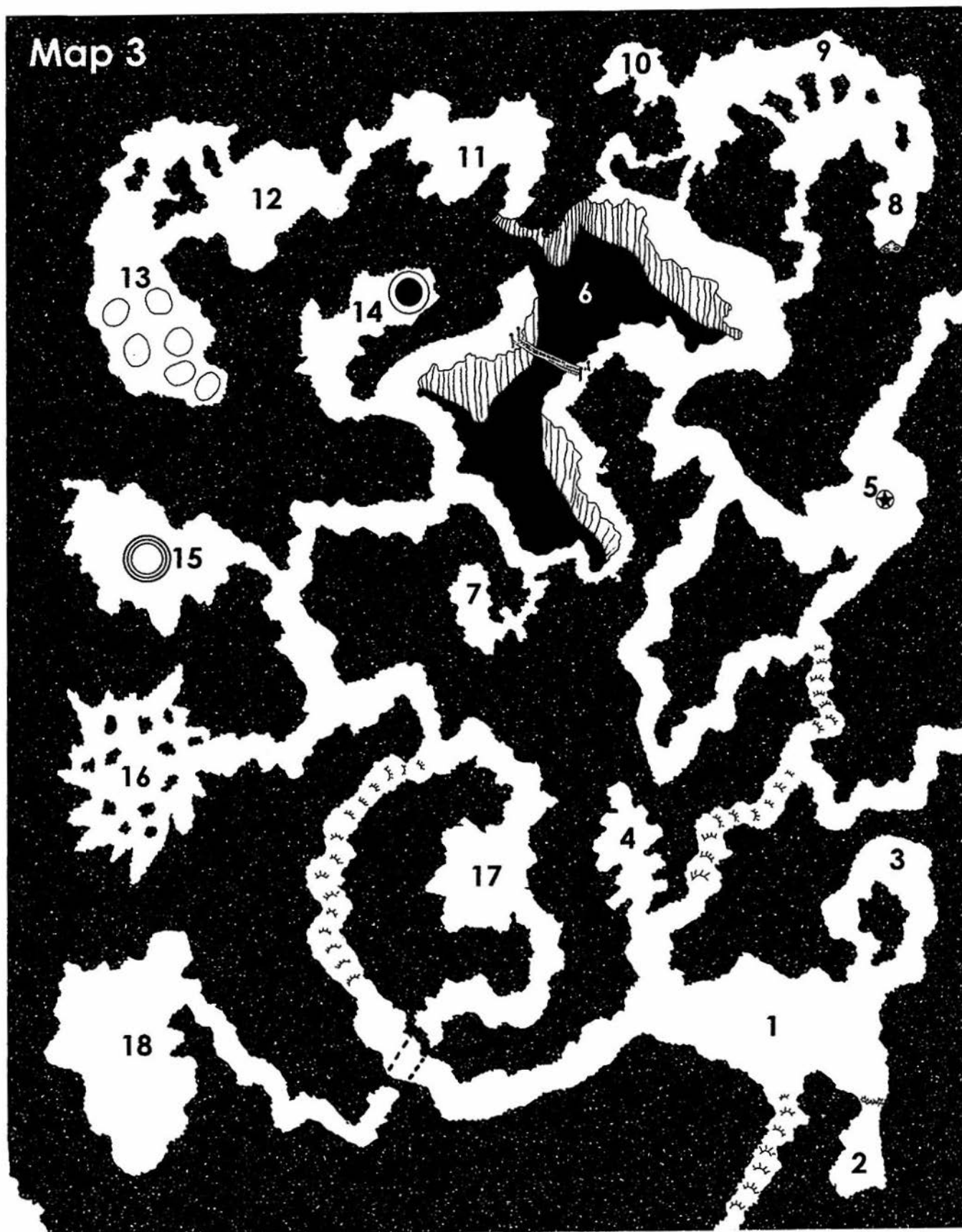
Map 1



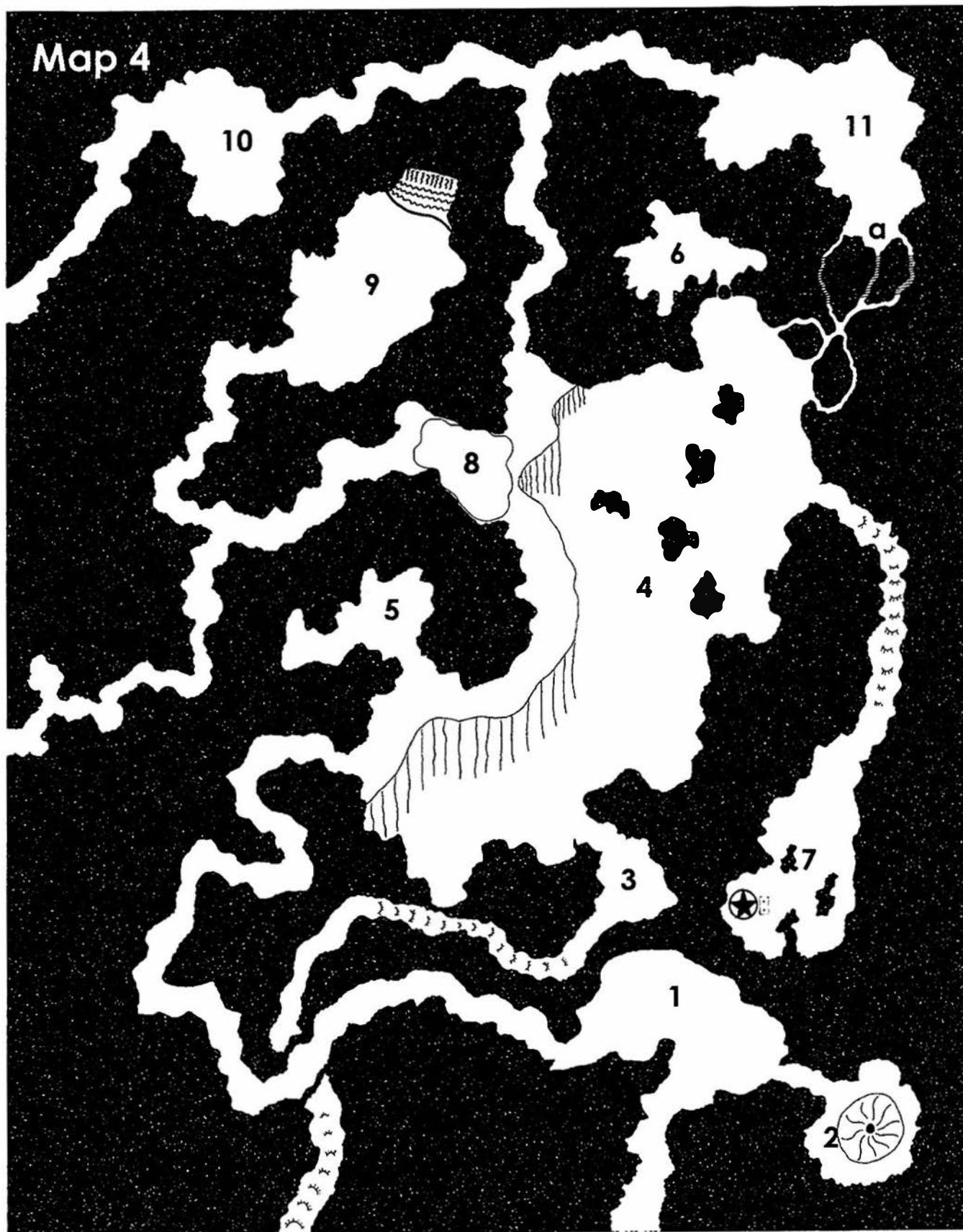
Map 2



Map 3



Map 4



THE HOWLING CAVES MAP LAYOUT



~AFS Magazine sits down with legendary game writer Ken St. Andre~

1. The Stormbringer RPG 1st edition came out in 1981. How did you originally get involved with Chaosium and the project?

Because I was a gamer and a friend of Greg Stafford, I heard about the "Elric" game when Chaosium first decided to do it. I heard that another guy that I did not respect very much was going to try and do it (no names here, to protect the guilty), so I wrote up a proposal and sent it to Greg. (He lived in Berkeley, California, I lived in Phoenix, Arizona). After seeing my proposal, Greg chose me to write the game.

2. Were/are you a big fan of Moorcock's books? How much reading and research did it encompass making an RPG of the setting?

I have always been an enormous fan of Michael Moorcock's work. I read and collected all of his heroic fantasy: Elric, Corum, Hawkmoon, and more. In fact, I had already done one Moorcock-inspired game--a Diplomacy variant that I called Young Kingdoms. To do the Stormbringer game I reread all the Elric stories that had been published up to that time--many more have come out since--and kept the books close at hand while writing/rulesmaking.

3. The magic system in Stormbringer is one I really admire and is much different than the Vancian style popularized elsewhere. Was that a difficult mechanic to come up with? And how do you like the way it turned out?

I tried to replicate the magic that Moorcock actually described in his stories. There is none of this I AM A WIZARD WITH POWERS stuff in Moorcock. Every magical act performed is done by invoking or summoning something, mostly elementals, demons, and Lords of the Higher Planes. The Sword, Stormbringer is actually a demon bound into the form of a sword--that's how M explains it, and I thought it made a good explanation and way to do all magic. So, that's the system I put into the Stormbringer rules.

4. Did you have any collaboration or correspondence with Michael Moorcock during the writing of the game?

None whatsoever. At that time Moorcock was in England, and getting away from his early swords and sorcery stuff. He came back to it later with a vengeance, but no, there was no connection. Never has been really. I am often a fan of some author's writing, but I've never been a fanboy of any particular writer, if you know what I mean.

5. What are some other thoughts you can share with the readers about what went into the writing of Stormbringer and the time period it was written during? Maybe some interesting factoids or things people may not know.

Steve Perrin was my original editor on the Stormbringer project. He contributed a lot of good ideas, especially on ways to organize and describe the religious forces in the game, so much so that I told Greg, who was very much editor-in-chief of all Chaosium projects at the time, that Steve deserved a co-author credit for the game design.

Bad luck: Sandy Peterson came up with his ideas for the Call of Cthulhu game at about the same time. So Stormbringer and Call of Cthulhu wound up getting published at the same time. They wound up sharing Game of the Year honors at the next year's Origins Awards. I always felt that award could have been all mine if Sandy hadn't been "called" that same year.

Stonbringer rose out of a system called Basic Roleplaying that Chaosium was developing to be a basis for Runequest and all their rpgs. It was a D20 system not that different from the D20 system used by That Other Game. I didn't like TOG and the D20 system. I argued, and won my point, that we should make Stormbringer the first true D100 rpg, and improve all the game skills in increments of 1%, not 5% with a D20. Thus when we did Stonbringer, we gave the players 2 D10s instead of 1 D20.

I hope that will make a nice short article for you, Scott.

Best wishes,
Ken St. Andre



THE STORIES OF THE SHIP OF THE DEAD

Mariners speak of the Ship of the Dead in only the most hushed tones. To merely see its decaying, soot-colored sails is considered the worst of omens, and so most sea-men are reluctant to talk too quickly of it, lest they be cursed. Only when sitting near the fire of a cheery inn, away from the dark deeps of the sea are mariners willing to tell the full story of the Ship.

The stories all agree that The Ship of the Dead has sailed the seas for generations. It appears as a decaying antique: the hull slowly rotting; the dark sails tattered beyond recognition. The crew is entirely made of the dead, led by the Captain R'Tel Kwaglin, who might once have been a Pan Tangian. The Ship constantly searches the seas for objects unknown. Occasionally its crew attacks other ships, slaughtering any who stand in their way. Always, though, they leave empty-handed.

On one final point, all storytellers will be in agreement: if you see the dark sails of The Ship on the horizon, flee as fast as you can.

INFO ON THE SHIP

The Ship of the Dead is an ancient Pan Tangian galley. However, it is only barely recognisable as such, because it is a primitive design, a hundred years out of date.

The Ship is nearly 250 feet long, and forty feet across. Two fragile masts, shrouded by tattered, ashen sails rise above the deck. Were the Ship of the Dead manned by living men, nearly five hundred slaves would toil to move the ship, and it would be manned by a hundred warriors. Now, though, the ship is nearly empty; the oars move swiftly of their own accord, while the nearly three score inhabitants of the ship are all beyond the pale.

[If you desire full statistics on the ship, for use in naval combat, the old Stormbringer supplement, *_White Wolf_*, may be referenced. It gives information on boats in Stormbringer, and includes statistics for Pan Tangian Galleys, which may be used without change. When *_Seas of Fate_* is released for Elric!, it should include information on ships for the new system.]

CAPTAIN R'TEL KWAGLIN

Over a century ago, Captain R'Tel Kwaglin was a successful Pan Tangian merchant. He sailed the Known Seas, using greed and fear in equal proportions to fuel his dreams of greatness.

In the end, R'Tel overreached his humble station, and began to contest the power of St'Nos Deadheart, a Prelate of Chardros the Reaper. St'Nos was not amused by the layman's grasping desire for power, and as a punishment, he stole away R'Tel's soul, and damned his corporeal body to wander the seas of the world until the end of time.

R'Tel's crew fled before him, and for a while he was alone. But then, as time passed, he was slowly joined by the revenants of those that he had known and befriended in life. St'Nos' vengeance was not ended until the three score people that R'Tel had loved the most had joined him in his deathless doom.

As is his fate, R'Tel has endlessly sailed the Seas since. For decades, he has sought the soul which St'Nos stole away from him, but the task seems a hopeless one.

Chaos 37, Balance 16, Law 8

STR 14 CON 17 SIZ 13 INT 9 POW 13

DEX 9 APP 2 HP 15

Damage Bonus: +1D4

Weapons:

Sea Axe 83%, damage 2D6+2+1D4

Brawl 84%, damage 1D3+1+1D4

Dagger 67%, damage 1D4+2+1D4

Armor: 1D6-1 Rotted Skin

Impaling Weapons only do one point of damage, and all others do half rolled damage + spell damage.

Spells: None

Skills: Bargain 131%, Evaluate 93%, The Natural World 71%, Navigate 107%, Sailing 121%, Swim 58%, Young Kindoms 77%

Appearance: Once, R'Tel might have been a handsome man, but now he is a deathless ghoul. His skin hangs in strips from his body, and often the bones and decayed organs beneath his flesh may be seen. R'Tel tries to hide behind the finest silk clothing, but they only serve to make his appearance more hideous, by contrast.

Demeanor: It is part of St'Nos' curse which has allowed R'Tel to keep his sanity through the long years. He is broken, though, without hope of ever ending his ageless curse. Despite this hopelessness, he still searches for his long lost soul, but the act is solely a mechanical one, a reflexive action with no real thought behind it.

Little evokes R'Tel's curiosity, but he is willing to deal with others if they in turn offer help to him. His two main requests are for: help in searching for his soul (usually in some place that R'Tel can not venture to); and aid in hurting the priests of Chardros.

THE CREW

R'Tel's crew is made up of those whom he considered friends, allies or lovers in life. The curse of deathlessness has proven unbearable for them, and most have become mindless automatons over the decades. Not a one has spoken in the last five years, and this has made R'Tel's lonely existence even worse.

Standard Zombie Crewman

STR 3D8 CON 3D8 SIZ 3D6 INT 1D6 POW 2D6

DEX 2D6 APP 1D6 AHP 12

Av. Damage Bonus: +1D4

Weapons (Random 1D6):

1: Dagger, 40%, 1D4+2+db

2: Falchion, 70%, 1D6+2+db

3: Rapier, 70%, 1D6+1+db

4: Scimitar, 90%, 1D8+1+db

5: Sea Axe, 90%, 2D6+2+db

6: Trident, 70%, 1D6+2+db

A armor: 1D8-1 Rotted Bits of Armor

Impaling Weapons only do one point of damage, and all others do half rolled damage + spell damage.

Note: if R'Tel or any of his crew are slain, they will rise again from the sea in 1D8 weeks.

STORY IDEAS FOR THE SHIP OF THE DEAD

* (campaign idea) R'Tel Kwaglin can act as a rather odd patron for an extended campaign. He might send the players to various locations, in search of his soul, and could also use them as tools in his quest for vengeance against the Priests of Chardros. In return, R'Tel can provide many secrets of the deep, stolen from Pyaray and Straasha over the decades.

* (campaign idea) R'Tel could be used as a recurring enemy in a campaign. This would be particularly appropriate if the players were agents of Pan Tang, or some other Chaos land. The players might have to look into breaking R'Tel's curse themselves, as he will constantly return, even when slain.

* When R'Tel's ship becomes a permanent fixture near the Purple Isles, the players are asked to drive him away. What is keeping the Ship of the Dead near the merchant islands, and how may R'Tel be bargained with?

* The players become caught in a conflict between R'Tel and the Priest St'Nrn, who is the descendent of St'Nos. Neither party in the conflict cares about who is hurt in the fray, and it is up to the players to help protect the local land from the fallout.

* R'Tel's soul comes into the hands of one of the players, held within a powerful Pan Tangian artifact. Will the players seek out the Ship of the Dead, whose story is carved in pictures upon the artifact? What will they do when R'Tel explains the full story of the artifact that the players possess?



HYPERBOREAN GRIMOIRES

by the Scribe Lestrade

Spell books come in many shapes and sizes;

	Binding	ink	spine markings	fittings
1	human leather	black of the kraken	An inked demon swallowing a young man	ivory clasps
2	fish scales	tears of the worm	Three dots above a heavy lidded eye	enamel and zircon
3	A living plant	stenciled in lead	A single word script in an unknown tongue	held together with human hair string
4	copper plate	burnt onto the page	A hand clasping a bird by its wing	accompanied by silver tweezers
5	none	blood of the cockatrice	The letters T V Q	clasped with thorns
6	woven feathers	millipedes that move across the page with the readers eyes	none	locked with a claw shaped keyhole.

In any given spell book grasped from the stiff fingers of its previous owner, filched from the shelves in a dark tower, or purloined from the dusty back rooms of the old library will be some spells from the GM's grimoire of choice, but also some unknown scripts, signs, and markings on pages worn and blemished. Through diligent study a worker of the mysterious arts might glean some knowledge of spells, but he or she also might learn other secrets, or evoke forces unknown;

	Mystery or ancient threat
1	On the utterance of his name Lo'Jara'sarr stirs in the deep, soon to rise to the calling
2	With each page of the spell deciphered, the imprisoned alien spirit, Xoz Jtllqa enters further into the readers mind, soon the two spirits are at war for the body and Xoz Jtllqa's ultimate escape.

3	Every 6th word or symbol forms part of a code, a code that matches the towers that dot the eastern hills
4	This book was not written of a mortal, or in the plane that mortals can comprehend
5	The images in the book are disfiguring to the mind, not that beings with wrong proportions, and structures with impossible geometries are horrific to the battle hardened of themselves, but there is a deeply unsettling allure in the ink work.
6	As more pages are read the book seems to grow thicker rather than thinner, until the reader starts to catch up with their own memories now committed to the page

Finally the student of the unknown arts might find that strange phenomena may happen around the book in many grave and benign circumstances;

	circumstance	phenomena
1	When alone in the dark	Whispers cold and cruel heard from an indiscernible source
2	After a late nights reading	Visions of a warrior reaved in white flames mark your eyes
3	When in the presence of ones love	The book opens and turns to a page
4	When using the book as a pillow	dark smoke that appears to swallow up light drifts from its pages
5	When burning the book	ethereal many fingered hands grow out from the pages feeling for something unknown
6	When fleeing malign forces	the order of the pages in the book is utterly changed, and mayhaps some of the lore on its pages too.

*Editor's note: More of this author's work & thoughts can be found at <http://lestratesgame.blogspot.co.uk/>

