



# FIGHT ON!

#11  
Winter 2011

A Fanzine for the  
Old School Renaissance

J.F.



Dedicated to Greg Stafford,  
who discovered the Star Bridge to Glorantha  
and whose fantastic imagination  
led the FRP hobby down a thousand different paths



Roleplaying games are fun and educational entertainment that is absolutely contrary to the brain-killing activities that pass for entertainment today. They are the antithesis of TV. Roleplaying is active and interactive, not passive; a group social activity, not solitary; creative and thought-provoking, not mind dulling; empowering, not disabling. But even more important, roleplaying activates a critical human process that has nearly been killed by overrationalization and materialism. Roleplaying is a way for humans to interact with our deep, hidden mythological selves. They are a way to feed our souls.

- Greg Stafford, [weareallus.com](http://weareallus.com)



The bearded, bespectacled rune priest from Elsewhere surveyed the battlefield below. There was Ethilrist and his Black Horse Troop, demon-mounted; Harrek the Berserk in the skin of the White Bear God, surrounded by his Wolf Pirates; an army of dwarves, muskets and strange clockwork war machines churning forwards. Jar-eel the Razoress, at the forefront of a lunar detachment mounted on ceratopsians, faced them from across the field, with the massive Crimson Bat hovering in the air above. At the edge of the battlefield glowed a terrible jack-o-lantern the size of a cathedral, its jagged maw dripping in anticipation. A sizable detachment of dragonewt warriors and priests jockeyed for position, while lawless western sorcerers tapped vast magical energies from slaves in makeshift pens.

Glancing backwards, he saw his allies: a rune lord of the death god, an archer of living flora, a shaman of the Praxian plains, and Jemima, their guide, a duck-billed pilferer without rival.

“Pretty tough crowd,” remarked the priest. “But the Primal Chaos has need of them.”

The Humakti nodded and produced an obsidian-tipped arrow, which the daughter of Aldrya fit to her bow. The shaman called to the wind-spirits to calm the air and the archer loosed her shot, striking the prismatic crystal which Jemima had hidden amidst the crashing armies.

The ancient shard shattered, and for a moment Glorantha inverted, sending its sons and daughters to every far corner of the infinite worlds of maybe...

---

Welcome to *Fight On!* #11. We're back again with 88 pages of guts, gold and glory! This issue is dedicated to Greg Stafford, whose world of Glorantha and old-time games like *White Bear and Red Moon*, *Runequest*, and *Dragon Pass* fit well under this magazine's umbrella. It's no secret also that several of our contributors have ties to the old-time West Coast fantasy scene, and Greg has long been a big part of that along with heroes of the hobby like Steve Perrin, Clint Bigglestone, Deanna Sue White, and past dedicatees Dave Hargrave and Lee Gold, among many others. We would also like to thank M.A.R. Barker and Dan Proctor for their ongoing blessings in producing non-canonical materials for their systems. Our abbreviations should be recognizable to lovers of dodecahedron-driven dungeoneering; we use DC for Defense Class. Our authors and artists own all their own work. *Fight On!* only asks for the right to print your work in the issue it's originally published in, in perpetuity. Authors and artists own all other rights and may re-use and resell their work as they see fit. If you want to contact our authors or artists, drop us a line and we'll put you in touch (or just contact them directly yourself). *Fight On!* is a journal of shared fantasy. We who read and write for this magazine are a community of role-playing enthusiasts unified by our love of the freewheeling, do-it-yourself approach that birthed this hobby back in the 1970's. We are wargamers who write our own rules and fantasists who build our own worlds, weekend warriors sharing dreams of glory, and authors collaborating on tales of heroism

and valor. We talk, paint, draw, write, act, costume, build and roll dice in service of our visions. We game. And you're welcome to join us.

-Ignatius Ümlaut, Publisher and Editor

## Table of Contents

Level Limits & Monstrous Protagonists (John Vogel) .....	3
Sylvan Elves (Scott Moberly) .....	4
Vampire: The Delve (Calithena) .....	5
Sword Priests of Humakt (Baz Blatt) .....	7
Ducks, Dragonewts, & Draala (Jason Vasché & Cal) .....	10
The Barbarian King (Gabor Lux) .....	14
Knights & Knaves (Kristen Lee Knapp) .....	25
Have Sword – Will Travel! (James A. Smith) .....	27
Scrolls Gone Wild! (John Laviolette) .....	28
Grognaard's Grimoire (Baz Blatt) .....	29
Tables for Fables (Age of Fable) .....	30
...and three more: (Jeff Rients) .....	32
Creepies & Crawlies (Erin "Taichara" Bisson) .....	34
Caverns of the Sea Hag (David Coleman) .....	37
Education of a Magic-User (Douglas Cox) .....	44
Doxy, Urgent Care Cleric (J. Linneman & K. Green) .....	45
Sir Tendeth (Tim "Sniderman" Snider) .....	46
Artifacts, Adjuncts, & Oddments (Erol Otus, Jason Sholtis, Jennifer Weigel, & John Hitchens) .....	52
Cavern Adventuring (Calithena) .....	54
Of Dungeons Dreaming (Sean Wills) .....	57
Twelve Free-Standing Tombs (Geoffrey O. Dale) .....	58
Pernicious Undercroft of Dark Matrimonies (L. Barber) .....	61
Handy Tables for Hexcrawling (Alexey Fotinakes) .....	63
On Fantasy Chronography (Del Beaudry) .....	67
Heroquests (Steve Marsh and Calithena) .....	70
The Darkness Beneath (Matthew Riedel) .....	72
Bust-up at the Moon and Parrot (Baz Blatt) .....	81
Doomquest (Scott LeMien) .....	86

Front cover by Mark Allen (marjasall.com). Back cover by Kelvin Green (junkopia.net/kelvinsdirtybits/main.html). *Fight On!* logo by Jeff Rients. Greg Stafford photo by Suzanne Courteau. Interior art and cartography by Fat Cotton (3,30,70), Alja Škutchanová (4), Peter Schmidt Jensen (5,36,56), *Swords & Wizardry*/Frog God Games (talesofthefroggod.com: 6,68), Keshar (8,11), Black Blade Publishing (blackbladepublishing.com: 9,33), Jason Sholtis (10,35), Ndege Diamond (13,19,58,74,81), Jason Vasché (13), Gabor Lux (15,16,21), Patrick Farley (electricssheep.com: 22), OSRCon (osrcon.ca: 24), Mark Allen (25,26,53,54), Bronze Age Miniatures (bronzeagemin.com: 26), Lawrence Raymond (27), Hudson Bell (31,60), Jennifer Weigel (32,47,52), Ed Heil (34,51), Claude Monet (37), David Coalman (38,42,48), John Larrey (39,64), Douglas Cox (44), Kelvin Green (45,49,88), Tim "Sniderman" Snider (46), DEI Games (deigames.com, 46), Carlos "Celurian" Torreblanca (53,57,76), Spellbook Games (spellbookgames.com: 59), Lee Barber (61,62, *Creepies & Crawlies* logo, *Knights & Knaves* logo), Robert S. Conley (batintheattic.com: 72), Matthew Riedel (75), Scott LeMien (79), Baz Blatt (82,83), and Anthony Stiller (84).





## Level Limits & Monstrous Protagonists in Nordmark

rules variants by John Vogel

Why limit what kinds of being players can play? And why insist that their characters can only rise to a certain level? Different GMs give different answers to these questions, but I don't like to do either in my Nordmark campaign. So here is what I do instead:

- Level limits for all humanoid races are removed. Elves, dwarves, hobbits, etc. can all rise as high as they like.
- Beast & monster PCs are OK. As a baseline I use Lew Pulsipher's "My Life as a Werebear," *White Dwarf* #17.
- Monsters can become Legendary Monsters, gaining one hit die per level to a maximum of 9, then 2 hit points/level thereafter. I start monsters at 1 HD like everyone else, but one could also have e.g. a 4 HD Ogre start at 4<sup>th</sup> level and go up to 9<sup>th</sup> from there instead.
- Ordinary beasts (which can talk) can become Legendary Beasts, gaining 1 HD/level to a maximum of 9 and 2 hit points per level thereafter. In addition, beasts (though not monsters) can multiclass as beast/druids if desired.

This of course puts humans at a disadvantage, as the other races have the ability to multiclass and/or various special powers. To compensate for this, each human player character (not NPC) is given a special ability, which can be anything agreed to by the player and GM. Some examples:

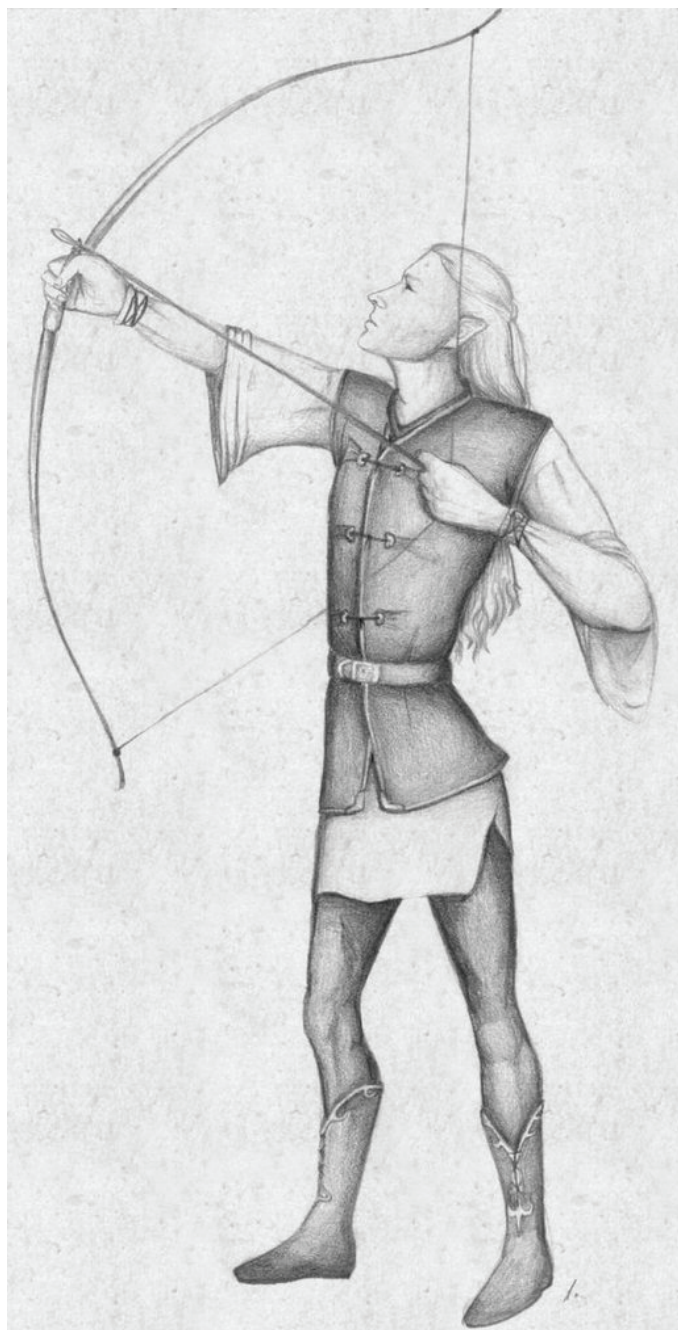
- **Scion:** The character is the first son or daughter of a great noble house..
- **Indomitable:** The character is strong willed, and is not subject to mind-affecting powers/spells or illusions.
- **Weapon Master:** Character gains +2 to hit and damage with weapons of a single type (e.g. longbow, longsword).
- **Heirloom:** The character begins the game with a single magic item. The player should have some input into what they get, but ultimately it is the GM's call.
- **Lucky:** Twice/day the character can choose to reroll (or force the GM or another player to reroll) any single roll that affects his or her character in any way. The second roll is final, even if it is worse than the first.
- **Minor Magician:** A non-magic-using character gains the ability to use any magic item usable by a first level mage. This could be extended into similar classes, such as Minor Illusionist, Lay Priest or Lay Druid. Ω



# Sylvan Elves

racial class for *Labyrinth Lord* by Scott Moberly

Sylvan Elves (sometimes referred to as Wood Elves) are the somewhat more reclusive, deep forest-dwelling race of Elves. They have fair complexions, typically blonde, light brown or copper red hair, and light brown, green or hazel eyes. They prefer to live deep within the woods, far from Human cities, and have a natural distrust of other races. They would however associate with such beings or even join an adventuring party if there were serious enough a cause. They are typically muscular but slender and often a bit taller than other races of Elves.



Level	Hit Dice	Experience to Attain
1	1	0
2	2	2001
3	3	4001
4	4	8001
5	5	16,001
6	6	32,001
7	7	64,001
8	8	120,001
9	9	240,001
10	9+2	360,001
11	9+4	480,001
12+	+2 hp/lvl	+120,000 xp/additional level gained

**Alignment:** Any possible, but most are Neutral.

**Combat:** As fighter.

**Hit Points:** 1d6 (1d8 if advanced hit die rules are in use).

**Minimum Attribute Scores:** Dexterity 15.

**Armor:** Leather only (finds metal too restrictive)

**Martial Abilities:** The preferred melee weapons of the Sylvan Elf are swords (long, broad, or short) and daggers. Sylvan elves are highly proficient with bows long and short and may take 3 shots every 2 rounds with such at 1<sup>st</sup> level. Upon reaching 4<sup>th</sup> level this increases to twice per round.

**Spell-Like Abilities:** At 1<sup>st</sup> level, may *Speak with Animals* once/day; at 3<sup>rd</sup> level, may *Speak with Plants* once/day; at 6<sup>th</sup> level may *Commune with Nature* once/week.

## Other Abilities

- **Tracking:** Outdoors only, base 45% chance to track animals or humanoids, +3%/level. Base chance can be modified by prevailing conditions.
- **Pass Without Trace:** Can move through any type of outdoor terrain and leave neither footprints nor scent. Tracking a Sylvan Elf is nearly impossible.
- **Find Plant:** Base 23% chance, +3%/level. May try again upon failure once each 24 hour period. Must search for specific types of plant which are actually located in the local area to succeed.
- **Hunt/Forage:** Base chance 50%, +2%/level. May find enough food or water in non-desert outdoor environments to make ration/waterskin use unnecessary for 1 day for 1d8 people. Ω



# Vampire: the Delve

by Calithena

It happens. Your character gets bit on the neck and enslaved. Or maybe you're just the guy who always has to play Mr. Dark and Dangerous, and your GM is a sucker (like me) for letting players try whatever they want. Well, it turns out those bad-assed vampires in the monster books are immortal, and they've been at the blood-sucking, soul-stealing routine for a while! Your particular shlubferatu may have some experience points to gain before reaching their august heights...

**Alignment:** Generally Chaotic, and Evil if applicable.

**Combat:** As Warrior.

**Hit Points:** 1d6 (1d8 if advanced hit die rules are in use).

**Attribute Scores:** No minimums; Vampires with Strength < 18 gain 1 point of Strength/level until 18 is reached.

**Armor:** Any or by prior PC class. A Vampire's DC also increases with level, but this does not stack with armor.

**Weapons:** All Vampires may attack with natural claws and bite for 1d6+Strength bonus. They may also use daggers, and ex-PC vampires may use class weapons as well.

**Vulnerabilities:** Vampires are repelled by garlic, mirrors, crosses, crescents, the star of David, prayer wheels, idols of Ganesha, and probably some other pagan stuff too. They cannot directly attack anyone strongly presenting these things (garlic for 1-4 rounds only) and will grudgingly move away if these things are thrust towards them. They take damage from holy water and can be turned by priests.

**Resistances:** Vampires are immune to sleep, charm, cold damage, paralysis, poison, and mental domination. Magic weapons are required to hurt them at levels 4+.



**Regenerate:** Vampires regenerate 1 hp/round from 1<sup>st</sup>–4<sup>th</sup> level, 2 hp/rd from 5<sup>th</sup>–8<sup>th</sup> level, and 3 hp/rd at 9<sup>th</sup> level and beyond. They reassemble after death, turning to mist for a time if dismembered. The only way kill one is to expose it to direct sunlight for 10 minutes, immerse it in running water for 30 seconds, or drive a stake through its heart, cut off its head, and fill its mouth with holy wafers.

Level	HD	DC	Special	XP
1	1	9	Regenerate 1	0
2	2	8	Level Drain 1	2501
3	3	7	Bat Form	5001
4	4	6	Charm Gaze	10,001
5	5	5	Regenerate 2	20,001
6	6	4	Gaseous Form	40,001
7	7	3	Summon Monsters	80,001
8	8	2	Level Drain 2	160,001
9	8+3	1	Regenerate 3	320,001
10+	+3 hp/lv	1	?	+320,000 xp/level



# Swords & Wizardry



## COMPLETE RULEBOOK

COMING SOON FROM FROG GOD GAMES  
[WWW.TALESOFTHEFROGGOD.COM](http://WWW.TALESOFTHEFROGGOD.COM)



WHERE  
YOU CAN BE  
THE FROG  
. . . NOT  
THE FLIES!



**Level Drain:** Starting at second level, Vampires who hit with their regular attack (only) are assumed to have sunk their fangs into the general vicinity of their victim's neck. Vampires of levels 2-7 drain one level on a successful attack, while those of levels 8+ drain two.

**Bat Form:** Vampires of levels 3+ can turn themselves into a bat (regular-sized to human-sized) at will and fly around. Metal armor interferes with transformation to larger sizes, however.

**Charm Gaze:** At levels 4 and up, Vampires who gaze directly into the eyes of mortals may charm them (save -2). This works on garlic-bearers unless their player says they are averting their eyes, but not on mirror-bearers.

**Gaseous Form:** Level 6+ Vampires may turn themselves into a barely visible cloud of gas at will. Furthermore, upon being reduced to 0 hit points they do this automatically and may return to a safe space to regenerate!

**Summon Monsters:** A Vampire of level 7+ who calls into the night will receive a response that makes sense for their surroundings, typically a large horde of rats or bats or a pack of about a dozen wolves. These arrive in 2d6 rounds.

**Dominion:** Vampires who slay mortals through level drain may bring them back as Vampires if desired, within ordinary Charisma-based limits on henchmen. These must obey all commands from their Vampiric master, although they retain their undead simulacrum of free will otherwise. Master Vampires in effect have the ability to place a geas on any Vampire that serves them at will. Ω

**'Made' Vampires:** PCs who become Vampires by way of having their levels drained by an existing vampire follow special rules. If the PC was level 1 or 2, it becomes a level 1 vampire and progresses according to the rules presented here. If it was level 3 or higher, it becomes a Vampire of its previous level - 2 and gains an additional special ability, according to class:

- *Warrior* (Ranger, Barbarian, etc.): Level drain ability also works on their attacks with melee weapons.
- *Priest* (Paladin, Druid, etc.): Immune to clerical turning.
- *Mage* (Illusionist, etc.): May use class-specific magic items such as scrolls, wands, staves, etc.
- *Thief* (Assassin, Ninja, etc.): Retains all class skills/abilities/bonuses at level of conversion, but said abilities no longer improve.

Under these rules it is assumed that no PC Vampire retains the ability to cast magical spells, wizardly or priestly. The loss of one's soul in exchange for eternal life also cuts off the requisite channels for wielding magical energy. Needless to say, hapless NPCs turned into vampires in combat can simply be turned into ordinary monster vampires of level 9 to simplify bookkeeping for the GM.

## Sword Priests of Humakt

Glorantha-inspired PC class by Baz Blatt

Humakt is a warrior's god. He was the first wielder of the power of Death, and thus unwittingly instigated the Gods War and the near-destruction of the universe that followed. He abandoned his clan, the Storm Tribe, out of disgust at Orlanth's theft of this power and the foolish and petty use he made of it. He did many great deeds during the Gods War, always remaining above the petty feuds between tribes of gods and seeking out the greatest and most dangerous threats to the stability of the world.

Sword Priests of Humakt must be Lawful and have a 9 or better in Wisdom, Strength, and Charisma. His clergy are warriors and expected to lead, not meek chaplains hanging around at the back of a fight. They fight and save as ordinary Priests but must pay experience to rise in level as Warriors. All priests must follow the Humakti code of honour, fighting other Humakti fairly, honouring the fallen, and maintaining strict confidence and truthfulness with fellow worshippers. Most go beyond this and strive to be paragons of honesty and fair play, never using poison, not participating in ambushes, and so on. All must also donate 5% of their income to the temple, +5% per level, though at higher levels priests are supplied with weapons and armour, including magic items for the most faithful and deserving, and are assigned men-at-arms as followers.

Humakti do not use resurrection magic themselves and will not allow it to be used on members of their religion except under extraordinary circumstances. A dead follower of Humakt has been called by his god to guard the paths to the afterlife, and it is impious to bring him back. Only a Humakti who died whilst on an important quest may be resurrected, and even then he will be expected to commit suicide and return to his god once the task is completed. Some extremely devout Humakti have been known to kill other priests for using resurrection magic on them without due cause, and to regard anyone who has been resurrected as living under a grave curse for having cheated death.

### Special Rules:

- Priests of Humakt may use any melee weapon and wear any armor. They must own swords, and the vast majority wear and use only swords, some under geas. They gain +1 to hit with one-handed swords each four full levels of experience (so a 12<sup>th</sup> level Sword Priest receives +3).
- Humakti priests get +1 effective Charisma when leading followers who are warriors or men-at-arms, +2 if these follow Humakt themselves.
- Turn undead as normal. No Sword Priest can ever be raised as undead. If anyone dares try the being so created is uncontrollable and attacks the necromancer in a berserk fury, dropping dead if it succeeds in slaying her.





- Because of their emphasis on combat and leadership, Sword Priests of Humakt gain priestly spells as if they were one level lower than they actually are. Thus a 5<sup>th</sup> level Sword Priest casts spells as a normal 4<sup>th</sup> level priest.

**Gifts and Geases:** Like any great war leader, Humakt gives out special awards and gifts to his followers, but these always come with a geas attached that will test the recipients resolve and honour. A Sword Priest must take one random gift and geas at 1<sup>st</sup> level, and may take further gifts (and geases) at 5<sup>th</sup> level and 9<sup>th</sup> level if they so choose. Sense Assassin and Sense Undead abilities rise 5% each level after the level at which they are originally obtained.

d12	Gift	Geas
1	+1 to hit with swords	Never use any weapon other than a sword
2	Sense Assassin 20%	Never ambush or stab a foe in the back
3	+1 to Strength, Wisdom, or Charisma	Double tithe to temple (max. 90%)
4	One sword transformed into a <i>Holy Sword of Humakt</i> (+1, +2 vs.	Never knowingly tell a lie or the sword will shatter!

	undead, sheds light, plusses can stack w/ existing magic swords)	
5	Sense Undead 30%	Must remain fully silent one day each week (no spells, turning OK)
6	+4 on all poison saves	Never use poison
7	One sword magically blessed to do double damage (can be added to existing blades)	Never accept or use cure wound spells
8	Gain non-magical first aid ability to heal 1d3 per wound	Drink no alcohol
9	Cast spells as priest of full level (instead of -1)	Never refuse a challenge to single combat
10	GM choice of above	GM may impose special religious quest to be completed before gift & geas are obtained
11	Player choice of above	Same # geas and gift
12	Unworthy!	Apply again next level

Warrior and Paladin characters can become Initiates of Humakt if they swear to his code of honor, eschew resurrection, and tithe 10% of their income to the temple. New Initiates should roll on the Gift and Geas table, gaining the Geas immediately and the corresponding Gift after gaining two levels (minimum level 4 in all cases).

**Spells of the Sword Priest:** Humakti priests have some unique spells, while some ordinary magic works differently for them. As mentioned, they never cast *raise dead/resurrection* type spells; also, any 'cure' or 'heal' spells they cast use d4s rather than d6s, d8s etc to determine how much damage is cured. (Even a full 6<sup>th</sup> level *healing* only cures 4d4+4 rather than restoring full health, although it does remove all disease, poison, etc.) They may however cast *Slay Living* on their swords despite their Lawful outlook. Their 1<sup>st</sup> level *Detect Undead* spell goes to 120' even through walls and gives a rough estimate of undead HD. Their *Detect Lie* spell causes those who do lie in range to save or take 1d3 damage. They may only cast *Dispel Magic* through their swords, dispelling auras by touching them. Their *Holy Word* shatters all opponent swords within range (magical ones get a save) in addition to other effects. Some special Humakti spells are as follows:

**Bane of Humakt** (Level 3): Raises priest's level by 2 for a single attempt to turn undead. Undead turned take caster's level in d6 damage, while those not turned still take 1/2. Damage totals are halved if the undead save vs. magic.

**Bladesharp** (Level 2, duration 1 turn/caster level): Turns a normal sword into a +1 magical weapon.

**Heroism** (Level 3): Works as a potion of the same name, but only on Priests or Warriors who follow Humakt. A **Super Heroism** spell may likewise be learned at level 5.

**Lesser Oath** (Level 4): Any two people who swear an oath under this spell take 1d6 damage per caster level if they break it (save vs. death magic for 1/2). A **Greater Oath** cast at level 5 slays oathbreakers outright (save to take full caster level in d6 of damage).

**Song of the Sword** (Level 4, duration 6 turns plus 1 turn/level): Every ally within 40' of the Sword Priest is *Blessed*, with an extra +3 to morale.

**Sword Binding** (Level 7): A dead Humakti warrior or Sword Priest of level 7+ may be bound into a sword, giving it intelligence and ego scores and whatever abilities are appropriate to a soul-forged blade. Such swords will always be Lawful and will only permit themselves to be used by a Humakt worshipper.

**Sword Speech** (Level 6): A cross between *Speak to Stones* and *Legendary Lore*, this spell lets one converse with swords. Swords know their own entire history but can be dull, incessantly reciting a gory litany of all they have slain. Ω

Set your time machine to 1973. Earthly Destination: 330 Center Street. Lake Geneva, Wisconsin.  
Real Destination: Dungeon Level East-Eight

## Descend into the Depths below the Original Lake Geneva Castle

Explore One of its Most Infamous Dungeons ~ IF YOU DARE!

# The Machine Level by Robert J. Kuntz

brought to you by

Black Blade  
Publishing

[www.Black-Blade-Publishing.com](http://www.Black-Blade-Publishing.com)





## Ducks...

The *Durulz* of Glorantha (and, perhaps, your campaign?) are hobbit-to-dwarf-sized duck-men. An ancient curse replaced their wings with arms and hands, so they may not fly. *Durulz* typically live in marshes and are expert swimmers, divers, and boaters, receiving their full movement rate in the water in no or leather armor. A few of the bravest travel mounted on giant toads. Many Ducks are taciturn and distrustful of outsiders, though among other Ducks and those they trust one can find the same variety of character and temperament one expects among human beings. Duck PCs serve well as tragic heroes, comic relief, or classic 'outsider trying to make good'-type characters.

*Durulz* are usually neutral in alignment, though chaotic Ducks are not completely unknown. They may rise to level 4 as Warriors or Mages and to level 8 as Thieves or Priests (though in the latter case only in service to deities of death such as Hel or Humakt). They may not multiclass unless other races in your world can become illusionist/thieves, in which case Ducks can too. They receive +2 to dexterity, -1 to Strength, and -2 to Charisma (penalty does not apply among other Ducks or to any death cultists, undead, etc.).

They may use any weapons or armor a tallish hobbit or similarly sized being might employ.

## ...Dragonewts...

(Ducks & Dragonewts for classic fantasy by Calithena)

Dragonewts are reincarnating reptile-men who believe that the end progress of their spiritual evolution is to become a dragon. Dragonewts are unswervingly Lawful and adhere to a complicated code of Living Right. Dragonewts who become Neutral or Chaotic will take on mutations over time, either rolling on a mutation table or gradually turning into a creature such as a wyvern or dinosaur over several months or years. Such Dragonewts do not reincarnate until they are restored to the way of Living Right.

Dragonewts only rise in level as Warriors, with no upper limit. They do not wear armor, relying only on their natural scales for protection, though they may use magic items, shields, and weapons that enhance this. They may also fight unarmed as if armed due to their jaws and talons. The four confirmed stages of a Dragonewt's existence are:

Dragonewt Type	Lvl	DC	Attribute Mods. (Cumulative)
Crested Scout	1+	7	Str -2, Dex +2
Beaked Warrior	4+	4	Str +6, Con +2
Tailed Priest	8+	5	Str -2
Ruler	12+	2	Str +6, Cha +2

It takes a Dragonewt 20% more experience than a human warrior to rise in level. No raise dead or resurrection-type magic works on Dragonewts. However, when slain the soul of a non-corrupted Dragonewt will hatch from a new egg at the nearest Dragonewt city, with the same attribute scores, level, memories, etc. as before. The time it takes to hatch depends on the degree to which the Dragonewt has Lived Right, though unless they have actually mutated or committed true abominations they will eventually re-hatch. (The GM may assess a penalty of one experience level on reincarnating Dragonewt PCs she feels have not lived up to the role-playing and ethical standards of the race.)

To evolve to the next stage of existence, a Dragonewt must Live Right, gain the appropriate experience level, and be slain in the ordinary manner during an adventure. (Suicide is not Living Right, and Dragonewts who deli-

berately get themselves killed will not advance in form, instead losing an experience level upon reincarnating). When such a Dragonewt hatches from his new egg, he will have the form appropriate to his new stage.

*Crested* Dragonewts are weedy skirmishers with crests, about on a par with small and wimpy (though scaled) elves. They tend to fight with slings, short swords, knives, javelins, and throwing stars. *Beaked* Dragonewts are huge, buffed reptile-men with big beaks full of sharp teeth. The *Tailed* priest-nobles have more colorful scales, longer tails, and a generally more refined appearance than the first two types, between which they are intermediate in stature. The *Rulers* are huge, winged (can fly at 18") almost ogre-sized beings with an air of wisdom and authority. It is rumored that further stages of incarnation, into the Dragonewt demigods known as Inhuman Kings or even into actual dragons, are possible, but this author chooses not to speculate on such in front of your players.

One disadvantage of Dragonewt PCs is that their extreme Lawfulness and adherence to Living Right means that they always obey their superiors. This includes *all* Dragonewts of higher type (even if of lower level), *all* Dragons, and,





where such orders do not go against the tenets of Right Living and Lawfulness more generally, even leader PCs in human and mercenary bands they have joined up with. Transgression of hierarchy is a violation of Living Right and may involve mutation, cancelling of reincarnation privileges, etc.. A Dragonewt PC can only fight a dragon if personally attacked; otherwise he must remain neutral or else aid the dragon against his own party!

**Dragon Magic:** In addition to their other advantages, Beaked, Tailed, and Ruler Dragonewts may use Dragon Magic. They generally prefer not to, however: casting these spells can exaggerate a Dragonewt's personality and lead it away from Living Right. Each time Dragon Magic is used roll d20: on a 1, the Dragonewt is considered tainted as if she had violated her ethical code, and either loses a level upon her next reincarnation (d4, 1-3) or mutates and is barred from reincarnating (4) until some sort of atonement is made and/or the mutation is removed. Dragon Magic spells are described below, along with the *least* Dragonewt able to cast them (i.e. Rulers can cast any spell below).

**Dragoncall** (Ruler): A random dragon within 50 miles comes when called. It is considered friendly and willing to assist though not charmed or controlled. There is no upper limit on the power of the dragon which will answer.

**Dragonscale** (Beaked): Scales thicken and are treated as enchanted armor, adding +3 to own DC for a day.

**Dragonthought** (Ruler): This allows the dragon to cast any spell known to the player or GM once. *Wish* or *Alter Reality* type spells have a 1 in 3 chance to corrupt/mutate instead of the usual 1 in 20, however.

**Dragonewt Mounts and Weapons:** Level 4-7 (and, occasionally, 8-11) Dragonewts sometimes ride into battle on **Demi-birds**, neutral carnivorous horse-sized flightless birds with 4 HD, DC 5, and two attacks, a bite for 1d8 and a vicious kick to the rear for 1d12 (any given opponent can only be struck by one of these in a round). Demi-birds can fight with or without a mount. In addition, Dragonewts of level 4+ have access to special weapons. Their swords are obsidian **Klanths** which function as bastard swords (or just do +1 damage if you don't hassle with weapon types). They prefer these to all weapons except pole axes, and will choose a non-magical pole axe or Klanth over magic weapons of other types. Some also use a dragonbone sword-catcher called a **Gami** which functions as a shield (+1 DC) and as an off-hand weapon *simultaneously* for a skilled wielder. Finally, their **bows** are of exceptional make, longer ranged than composite bows and applying any damage bonus from the Dragonewt's strength to arrow hits. Dragonewts only supply other Dragonewts with these weapons, and other races cannot make them: Klanths cost 100 gp, Gami and special longbows 250, Demi-Birds 1000.

**Dragonwings** (Beaked): Like it says, the caster grows wings that allow her to fly at 18". Rulers grow a second pair that allow them to fly at 24" with hummingbird-like maneuverability.

**Eyecharm** (Tailed): This functions as a *charm* spell for humanoids or monsters. Eye contact only, save allowed.

**Felltalon** (Beaked): The casting Dragonewt's claws grow to absurd size for d6 hours, doing 2d6 damage each.

**Firebreath** (Beaked): The Dragonewt can exhale a gust of fiery dragon's breath, doing 1d6 damage per level in a cone 10'/level long and wide at the end (save for half).

**Firstrike** (Tailed): A Dragonewt under the influence of this spell automatically wins initiative and is never surprised in every encounter for the next d6 hours.

**Growgreat** (Beaked): This spell makes its caster giant-sized for 2d6 turns, doubling hp and damage dealt. Klanths and pole axes grow with the caster.

**Poisonsear** (Beaked): This allows the casting Dragonewt to spit a save or die poison up to 60' once.

**Regenerate** (Beaked): This regrows any severed limbs, save those lost to mutation.

**Scrollskin** (Beaked): This remarkable bit of dragonlore allows the 'newt to take any spell on a scroll or taught to it directly by a Mage and inscribe it on its skin as a tattoo. This tattoo allows it to cast the spell there inscribed d10-spell level times (minimum 1) before the tattoo fades away.

**Soulblast** (Tailed): Used on a spellcasting foe, the target must make a save for *every* spell currently memorized/held. Each failed save loses that spell until it returns normally.

**Standstill** (Tailed): Effectively allows the Dragonewt to enter a state of suspended animation for as long as desired. Neither wounds, poison, thirst, hunger, or disease will effect a Dragonewt in this state under normal conditions.

**Superleap** (Tailed): The dragaonewt may leap 10xStrength feet straight up and/or three times that horizontally.

**Stillblend** (Tailed): As long as the Dragonewt casting this spell stays still, he or she is treated as invisible and cannot be detected even by magical spells. No physical movement is possible in this state, however.

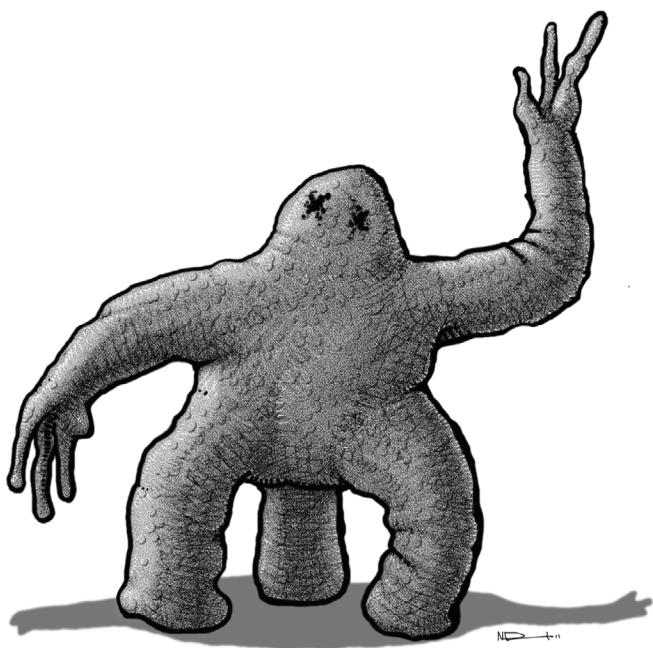
**Trueblock** (Ruler): For one battle a Dragonewt armed with a magical or dragonbone weapon can attempt to parry anything which would otherwise hurt her once per round – spells, missiles, melee attacks, whatever. A save vs. wands completely negates the effect in question.

# ...and Draala!

sci-fi homage race for *Swords & Wizardry* by Jason Vasché

Draala are highly intelligent amoebic creatures of vaguely humanoid shape (3-4' tall). Their tough, greyish, rubbery skin is very elastic, capable of sprouting up to 6 pseudopod limbs and 3-4 "fingers" per pseudopod for grasping/using tools and other tasks where manual dexterity is required. They may also adjust their form to half or double their normal height/width (although retaining their normal mass.) Note that this is not shapeshifting ability – the Draala cannot stretch into the form of a raft, cage, curved ramp, giant self-swinging hammer, or other exotic shapes. (Even the mere suggestion or passing mention of Gleep, Gloop, or the Herculoids will drive a peaceful Draala into a murderous frenzy.)

The Draala's tough, rubbery skin affords an additional measure of protection against non-magical piercing weapons, which only do 1 point of damage on a successful hit. Other weapons (and magical/techno piercing weapons) do normal damage. The Draala's dull, mottled grayish coloring provides excellent camouflage underground (5% chance to detect if stationary and hiding.) Draala communicate with one another as telepaths/empaths. Draala can communicate in these modes with other beings as well, although some speak Common (10% chance) or languages of other subterranean creatures living wide variety of delicious and nourishing oozes, puddings, and slimes. A typical community will have at least 50-100 of these creatures herded into various corrals. Adventurers may also encounter smaller groups of 1d4+1 Draala herders elsewhere in the cave system, tending to a grazing nearby (25% chance). Draala live in small, close-knit "ranch"



communities (10-20 members) in deep caverns (often near geothermal steam vents), where they cultivate a herd of 20-30 oozes or puddings. In addition to their "livestock," Draala will have a number of specially-bred, semi-intelligent Giant Puddings or Giant Gelatinous Cubes that act as guard creatures. These giant specimens (+2 HD, Morale 12) will defend the Draala to the death or perform any other action as directed.

**Draala:** HD 3+3; AC 7 [12]; AL N; Atk: pseudopod fists or 1 weapon; Move 6/9/12 (depending on the number of "legs" used); Special: elasticity; camouflage; dark vision (90'); psionics (telepathy, empathy); resistance to normal piercing weapons (1 hp damage); control gelatinous cubes, oozes, puddings, slimes, etc.

## The Draala as Player Character

**Requirements:** WIS 9, CON 9

**Prime Requisite:** WIS

**Hit Dice:** d6

**Maximum Level:** 6

**Weapon restrictions:** none.

**Armor restrictions:** Draala cannot wear armor (or conventional clothing) as it hinders their senses and natural elasticity (see below); however, they may use shields, bracers, belts, amulets, and other protective devices.

**Advancement:** Draala PCs use the Cleric tables for combat, saving throws, and gaining levels.

### **Special Abilities:**

*Dark vision:* Draala may see in the dark up to 90'.

*Elasticity:* as per the above monster description.

*Natural armor:* as per the above description

*Camouflage:* as per the above description

*Psionics:* All Draala have limited Empathy/Telepathy; in a psionic campaign, Draala PCs have double the normal chances of having additional psionic powers.

*Control puddings, oozes, slimes, gelatinous cubes:* Draala may control Puddings, Oozes, Gelatinous Cubes, Slimes, and other non- or semi-intelligent amoeboid creatures by rolling on the Clerics Turning Undead table vs. the hit dice of the creature(s). Successful "turning" results in the creature obeying the Draala's psychic command; the effect and duration is identical to a Charm spell. Ω



# The Barbarian King

by Gabor Lux

dedicated to Clark Peterson and Bill Webb

**Playtesters:** Gabor Acs (Narg, multiclassed horror, level 6), Zsolt Bagdi (Brantar, Cleric 6; Hung Sheng, Fighter 4), Laszlo Gramantik (Grey Fox, grey elf Thief 5), Akos Laszlo (Sol-Hirad, Druid 4) and Quarion, elf Bard 4 (NPC); 2<sup>nd</sup> party: Krisztina Bekefi (Cara Nefer, Cleric of Set 6), Kalman Farago (Adad Hamilsutekh, Champion of Set, Barbarian 4), Laszlo Feher (Rapesco the Unwell, Cleric of Sceadu 6), Peter Fustos (Cynrick Gaigos, Champion of Talorn, Fighter 4), Matyas Hartyandi (Hûsker Dû, nomad Archer 4), Gabor Izapy (Yad-Haran, caveman Barbarian 4)

**Background:** Beyond the border city of Velft, where the legion of General José Antonio Balazán upholds the law, the great eastern trading route leaves civilisation behind. After the ploughed fields of the townlands and the small villages and guard towers of the valleys stand only endless mountain ranges, cold and unforgiving. These harsh wastes were once the domain of the Barbarian King, whose men bowed before animalistic spirits and fought with weapons of brass. Their merciless raids left all who opposed them dead or enslaved. So it was until the death of their King, after which men in mail came from the plains, showing the barbarians as little pity as they had been shown under the King's reign.

Today the fortress-city of Castle Evening stands on the lands where the barbarians roamed, and barges plow their once-holy lake. The initial conquerors, the knighthoods of Alliria and Mitra, were eventually defeated by the fanatical inquisitor-priests of Talorn, shamefully exiled from the land of their hard-won victory. The abundant mines and rich pastures have since transformed these far vales into something else, a place of order and watchful sentries. Yet beyond Castle Evening, the peaks stand silent as ever. And it is said that, in a valley haunted by the shades of savage warriors, there is yet to be uncovered the burial place of their last warlord: the Barbarian King.

**The Valley:** The Valley of the Lost can be approached on an old road half-swallowed by encroaching forests. It is a basin surrounded by imposing peaks which can only be entered through a canyon carved by the swift mountain river that divides it. The sides of the interior slope steeply

**Note:** Part of this adventure (areas 18–25) was published in 2002 as *Tomb of the Barbarian King*. Another version containing the tomb areas was used as a sub-level and alternate entrance to *The Tomb of Abysthor* but never released. This third version adds most of the wilderness segment. - GL

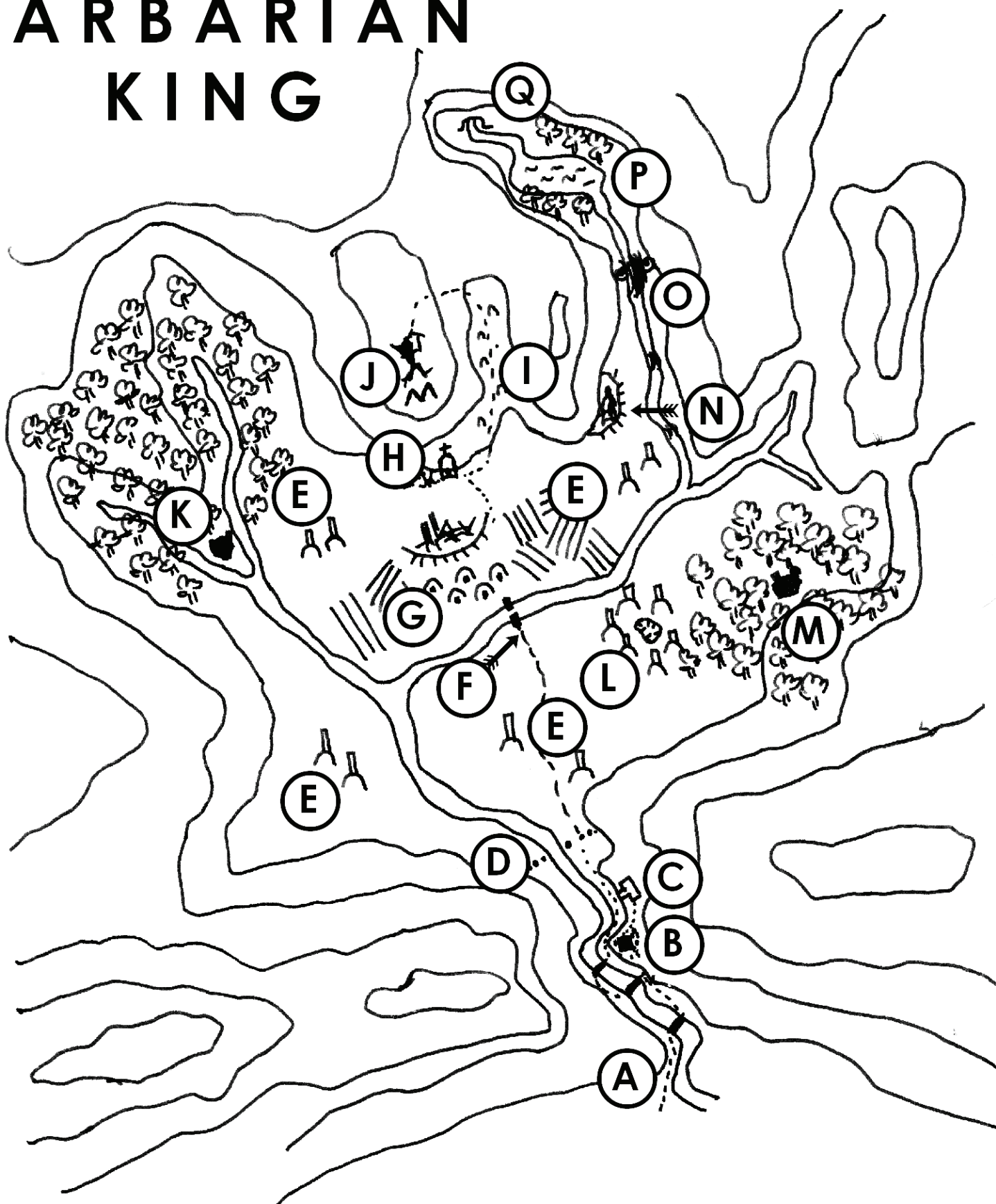
**Rumour Table** (d6 and/or select as appropriate): If the characters make an effort to learn about the Valley before setting out, they may pick up the following pieces of information in Velft and/or Castle Evening.

1	The barbarians venerated four great spirit entities, patrons that had lived with the tribe in appropriate locales. These also represented stages in a man's life: worm (childhood), eagle (youth), wolf (young adulthood) and bear (late adulthood).
2	After the barbarians were slain, missionaries of Alliria and Mitra went to the valley to proselytize. Thus the place must have still been inhabited at that time.
3	Undead warriors will attack those who set foot in their valley. To stay is tantamount to suicide.
4	Where barbarians once lived, a dragon now hunts its prey. (False: the "dragon" is in fact two wyverns nesting in the valley's upper region, but they only hunt far from their nest.)
5	After their victory, the good-aligned gods called potent guardians to warn travellers of the dangers here.
6	The inquisitors of Talorn have forbidden anyone to set foot in the valley. Perhaps they are wary of the evil that lingers there, but it is more likely that they wish the old victory of Alliria and Mitra forgotten. (Half-truth: while the inquisitors do not condone visits to the valley, there is no specific interdiction.)

up to high mountains. The land is covered in mist day and night: only three or four hours around noon (ca. 11 AM to 3 PM) are clear. The majority of the land is covered with rich pastures, and only two mountainsides are forested.

The valley still bears the curse of evil memories and the unseen presence of the Barbarian King, alive even in entombment. In its center stands a small village populated by slave-pariahs, where the chains of servitude remain unbroken many years after the barbarians' doom. Nearly everywhere beyond its periphery the shades of warriors haunt when mists shroud the valley. When intruders arrive, they will have no random encounters until the mists fall on the first afternoon. However, every four hours after that there is a 1:6 probability of a random encounter with 1d10+2 phantom warriors or 1d6+2 shade wolves. After major confrontations the GM should immediately roll for another encounter with same. The shades will not rest until all intruders are driven from their homeland or killed. Only a few locations marked in the text (**C**, **H**, and **Q**) and some areas of the tomb can be made safe for uninterrupted rest. If the characters spend their night at an especially dangerous location, they will certainly encounter phantoms or shade wolves at least once. **Phantom Warriors (1d10+2):** HD 2; DC 7; Atk incorporeal spear 1d6 or incorporeal longsword 1d8 (ignores armour); immune to cold and mind-affecting. **Shade Wolves (1d6+2):** HD 2; DC 4; Atk incorporeal bite d8 (ignores armor); immune to cold & mind-affecting.

# THE BARBARIAN KING





**A. Canyon:** Looming cliffs over the rapid river create permanent gloom even during the day. The road crosses the river multiple times; old bridges and fords follow in succession. Up the river, there are more and more remains of the ancient battle: discarded and useless shields, weapons and armour.

**B. Tower:** The rectangular ruins of a watch tower stand on the cliffs above the road. This barbarian fortress was demolished by the armies of Alliria and Mitra, and only some of the exterior walls remain. From **C**, a winding mountain path leads to the stone piles, which still cover skeletons. Around and in the rubble, there are several round limestone balls, leftover missiles from siege engines.

**C. Memorial:** At this memorial site lie the champions and priests of Alliria and Mitra, buried after their armies' great victory. Two great marble slabs embedded in the mountainside list the fallen, perhaps three or four hundred men. One name, that of Saint Bofred, was once gilded, but the paint and gold has faded, leaving behind bare stone which strangers have tried to smash on multiple occasions. To the south a steep mountain path ascends to the ruined watch-tower, while between the marble slabs a dark entrance once sealed by portcullis opens to an underground hall. The chapel and tomb here hewn from the rock has been looted, and the statues of the Goddess of Knights and the God of Justice gaze disapprovingly with empty eye sockets on the makeshift fireplace, scattered bones, and smashed sarcophagi, which still bear skeletal remains and rusted equipment. If characters restore the memorial to a semblance of order, they may sleep safely here; and if they retreat here after a major battle good-aligned characters will sleep off all their injuries. After breaking the curse of the valley, the statues are able to raise one character from the dead, a one-time boon. In the pedestal under Alliria's statue there is a secret niche that can only be opened by Lawful Good characters, concealing a +2 *shield*.

**D. Stockade:** The remnants of the defensive line protecting the valley. Only a few moss-covered, rotten stakes

and the collapsed piles of towers remain. Discarded and useless equipment lies everywhere.

**E. Burial Mounds:** These mounds of earth are barbarian burial sites from before the coming of the plainsmen. Each of the major mounds, which are surrounded by multiple lesser ones, bears a standing stone with glyphs and faded carvings. Every stone is marked with the symbol of a worm, an eagle, a wolf or a bear, which are reminders of the buried person's age (worm, childhood; eagle, youth; wolf, young adulthood; bear, late adulthood). If the characters visit mounds in the hours when the valley is covered in mist, always roll for a random encounter with a



group of phantom warriors. Roll again if the mounds are excavated; each of them (one per mound symbol on the wilder-ness map) has a chance for treasure: 25% 1d12\*50 electrum, 50% 2d4\*50 gold, 10% 1d4 gems, 20% an object of art and 20% of 1d3 magic items.

**F. Demolished Bridge:** The road ends by the river. The wood bridge crossing the waters has been destroyed, and while the distance is small and the river is fordable without great difficulty, it has never been rebuilt. The villagers on the other side do not venture from their lands.

**G. Village:** A settlement consisting of dismal stone huts half-dug into the earth, gaps reinforced with moss and mud, standing under a plateau bearing the burned-out timbers of a ruined longhouse. In the Valley of the Lost, usually believed uninhabited, there lives a small community descended from the barbarians' slaves. Two centuries have passed since the passing of the "Masters", but the bonds of servitude yet prevail. The villagers fear the memories of their captors as they once feared their physical presence. In their eyes, the barbarians have merely marched off to war, and may return at any moment; the Barbarian King is a living sovereign; and the longhouse over the village is an intact structure – although forbidden to mere thralls. If intruders claim the opposite, the villagers nod but do not believe them. They will go to any length to preserve their illusion (e.g. if the PCs bring a villager to the longhouse ruins to see the proof of its destruction, he or she will be killed soon after return). They have no accurate concept of

time, hopelessly confusing seasons, the valley's history, and even the narratives of their own individual lives.

The villagers do not leave the village and the poor ploughlands that surround it. They while away their days tilling the mud or tending their meagre crops, and do not venture further if they can help it. They consider the resting places of the Masters and the dwellings of the four spirits protecting the freemen (**L** – worm; **J** – eagle; **K** – wolf; **M** – bear) holy sites, and the ruins of Mitra's chapel (**H**) accursed. During the feared "Festivities" (occurring twice each year) they offer age-appropriate human sacrifices to each spirit in turn, ideally careless travellers (the bear's turn is due soon). These sacrifices are performed by the oldest member of the community, who serves as an informal leader of sorts – this person lives in the separate hut of the elderly villagers, and is distinguished by slightly nicer-looking rags than the others wear. The villagers are reserved and distrustful of strangers, secretly hating them for their freedom. Therefore, while they will offer food and shelter if asked, they will not bother to mention anything dangerous, and characters who appear weak and/or separated from their comrades will be killed and their bodies hidden. If the characters spend the night in the village, the kindling in the hut emptied for their use will be mixed with poisonous herbs, and the smoke-hole covered in the darkest night with a wet tarp to suffocate them.

The villagers have no knowledge of the King's tomb. If they are asked about Mitra's chapel and its priest, the most they say is "he came here once or twice" and "then he didn't come any more". The longhouse above the village is a ruin. A few wooden carvings are visible by the entrance, but nothing of interest is to be found among the wreckage. When the mists are thick, there is a 1:6 probability of an encounter by day and 1:3 by night, always with 1d10+2 phantom warriors – with another 1d10+2 somewhere in the vicinity. **Able-bodied Villagers (30):** HD 1; DC 9 (thick rags); Atk sticks and clubs 1d6; hp 2, 2, 8, 2, 7, 3, 2, 6, 7, 3, 1, 8, 1, 1, 4, 3, 2, 3, 2, 2, 2, 1, 6, 6, 1, 1, 7, 2, 2, 5.

**H. Mitra's Chapel:** This mission, erected after the death of the Barbarian King and the defeat of his people, succumbed soon thereafter to the curse of the valley. Its small stone structure with a simple tower, visible from a distance, stands open and empty. Wind blows through the entrance and windows. The head of the idol has been knocked off and smashed, and the symbols of crown, chalice, and sceptre have been effaced. The choir/attic above the chapel and the priest's adjoining dwelling (rough wooden chair, bed and lectern) contain only old knick-knacks. If restored and blessed the chapel offers safe rest.

From the chapel, a small rock path leads to a well. Halfway there, a curious memento rises from the earth: a man buried upside down from the shoulders. The protruding body is long decomposed but still perceivable as a mixture

of moss-covered clay, earth, and a network of tiny roots that form a sort of mesh growing through it. This is how the surviving followers of the spirits slew Mitra's priest and condemned him to existence beyond death. By telepathy or similar means the man can be communicated with, but in this state is only occupied with his terrible torment. If the form is uprooted a crown of thick roots becomes visible where the head should be; the snaking roots attack to suck out the characters' brain fluids. If defeated, the vegetable horror collapses with a sigh. A *remove curse* slays it instantly, while a successful turning attempt by a Lawful Good cleric halts its progress, compelling it to fall to the ground and receive mercy in death. In the ground beneath the roots are objects buried with the body: a golden holy symbol of Mitra (25 gp), a +2 *mace*, a +2 *chain shirt*, and a *potion of improved healing* (2d8+3 Hp). If extracted in time, the resinous "blood" of the roots has the effect of a random potion with 1d3 doses. **Cursed Priest:** HD 6+6; DC 2; Atk 4\*roots 1d6+2, save vs. paralysis or entangled; Spec entanglement (if roots are not removed, automatic damage for 2 rounds, after which the character's brain is sucked out of its skull), ½ damage from fire, electricity and cold, immune to mind-affecting; Str 18; hp 28.

**I. Path:** The rock path leading to the summit bypasses a number of graven stones. The writing is faded, but a character who understands ancient glyphs can identify them as the ancient magic of the Druids. Studying the writing, a successful spell learning roll allows a character to memorise the spells as extras over capacity (one-use only). Druids receive a +15% to the probability, but priests, mages, and illusionists may also try. Some of the stones are no longer legible, but the remaining six contain the following: *faerie fire*, *obscurement*, *flame blade*, *augury*, *call lightning* and *control winds*. The last two spells are learned at -5% and -10%, respectively. (*Illustration p. 19.*)

**J. The Stone of the Eagle:** A round, smooth boulder standing on the bare mountaintop, overlooked by a tall wooden structure constructed from decaying logs that may represent the shape of a man (this landmark is visible from all over the valley in clear weather if the characters examine the mountains). The boulder is surrounded by small bone piles, clay vessels, strings of beads and other worthless sacrificial objects. This is the holy site of the eagle, one of the spiritual beings protecting the barbarians, as confirmed by the carved symbol of an "M", or a bird with spread wings. If someone takes a careful look around, he may easily find smashed bones down the cliffs below the mountaintop, the remains of old sacrifices. The eagle ("The Spirit of the Sky") still slumbers within the boulder, and if sacrifice is performed or the site disturbed, it awakens from its sleep, demanding in a distant booming voice to know the purpose of the intruders' visit. It is evil, but not necessarily hostile. In exchange for revealing its secrets, it demands human sacrifice, or a character to survive its trial. However, appeals to its desire for freedom,



a precious (preferably shiny) gift, or a clever trick not described here may also work. If a character volunteers for the trial, he must remain standing on top of the boulder for four rounds without being swept off to his doom. One way to conduct the trial is saves vs. breath, where two consecutive failures mean disaster (7d6 damage). If the champion is victorious, the spirit reveals two pieces of information leaving to the King's resting place (*"Two stand guard before the house of my Lord. And when the unseeing stone will see, will you see my Lord likewise."*), and if the party has not been disrespectful or hostile, it may gift them with its treasure: the boulder rises into the air, revealing a cavity with 370 gp, a 400 gp gold bowl with the figures of birds and a +1 *shield* made of supple dark wood strong as the best steel. If attacked or if the site is desecrated, the spirit fights until slain. **The Spirit of the Eagle (Lesser Elemental Force):** HD 8+6; DC 0; Atk slam 3d6 and save vs. breath or fall; Spec +1 or better to hit, invisible, immune to mind-affecting; hp 40.

**K. The Stone of the Wolf:** This smooth, round boulder stands on a peninsula at the confluence of two mountain streams, and bears the carved symbol of a stylised wolf's head. The surrounding half-ring of trees have ropes with nooses affixed to them, but the only thing remaining of the sacrifices tied up this way is the gnawed bones scattered over the area. This place is the holy site of the wolf (*"The Spirit of the Woods"*), one of the spiritual forces protecting the barbarians, which animates as soon as the characters approach, filling the boulder with its presence and bringing a chorus of howls from the forest. The spirit demands bloody sacrifice for its knowledge, or a character to stand its trial; however, someone who radiates power and shows no sign of fear or doubt may force it to back down through sheer confidence. Moreover, characters may also exploit its ravenous hunger. The spirit recognises deceit and if it does, it destroys the characters without mercy. If a character volunteers for the trial, he must remain standing atop the boulder while the spirit tries to devour him in the form of shade wolves leaping from within. There is one wolf in the first round, two in the second, three in the third and four in the fourth. The wolves don't bite at first, and a successful hit just means the character must save vs. paralysis or be knocked off. However, if the character is on the ground, they will have no mercy and attack until the character or the four shades are defeated. If the champion emerges victorious, the spirit reveals a piece of information leading to the King's resting place (*"When the falling waters show the way, will you see the house of my Lord."*), and if the character had fought without fear or hesitation, it may gift them with its treasure, which it retrieves from a buried cache: a leather sack with 440 electrum, 30 gp, two *potions of healing* and a +2 *scimitar* made of horn. If attacked or if the site is desecrated, the spirit attacks as a pack of eight shade wolves and does not rest until the characters are dead. **The Spirit of the Wolf (Pack of Shade Wolves) (8):** HD 2; DC 4; Atk

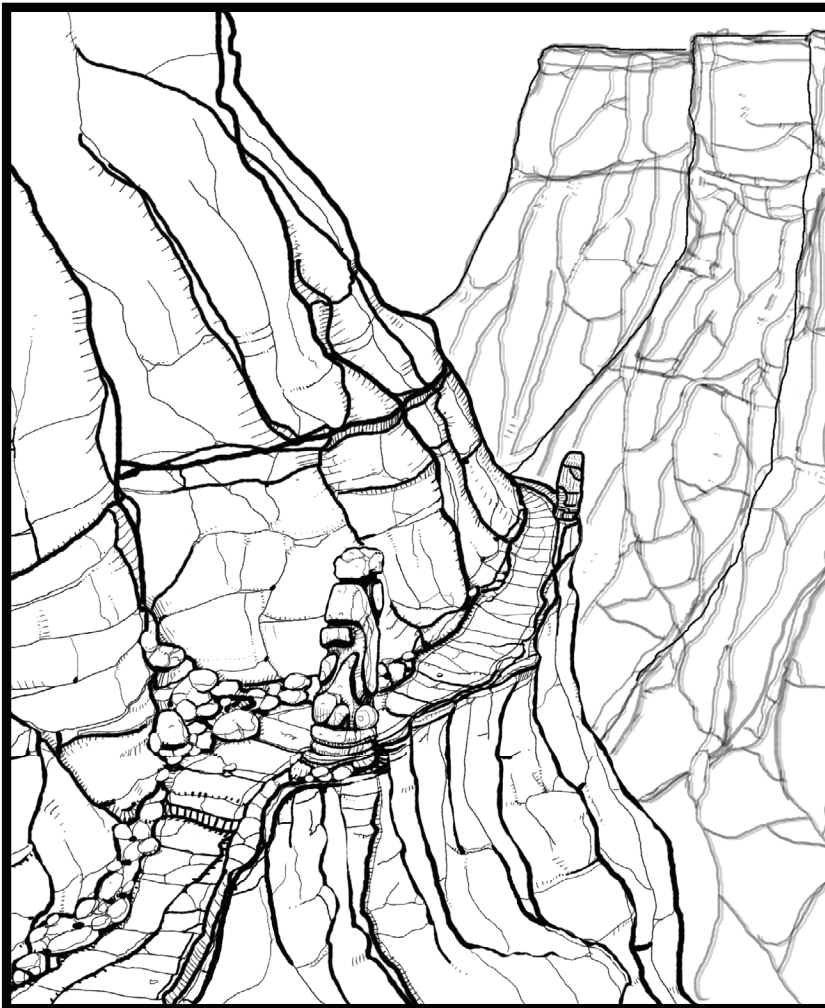
incorporeal bite 2d6 (ignores armour); Spec immune to cold and mind-affecting; hp 16, 16, 16, 16, 16, 16, 16, 16.

**L. The Stone of the Worm:** In the middle of a cluster of burial mounds gapes a wide 20' pit in the ground. Skulls of variable age from the relatively fresh to the mossy are mounted on spikes on the perimeter; the muddy interior resembles an opened grave. Bones intermixed with mud, clumps of hair, tangled muddy bodies and sacrificial goods of no value lie on the bottom. The sides are very treacherous to climb, and require a save vs. paralysis to climb out even with a rope, and two consecutive saves without one. On the bottom, the top of a large half-buried boulder is visible, carved with writhing shapes. Next to the boulder, the corner of a rotted wooden casket sticks from the mud. This is the holy site of the worm (*"The Spirit of the Dark Earth"*), one of the spiritual beings protecting the barbarians. Unlike its companions, the worm is not communicative but extremely malevolent. It only speaks to the characters if they call it out or disturb its pit, but even so, only reluctantly. It only offers a trial if asked for one; otherwise, it prefers human sacrifice, whether it is given one or if it can take it. If a character volunteers for the trial, he must stand on top of the boulder and defeat the worms emerging from the ground before they devour him. The worms come for three consecutive rounds, four each time. If the champion emerges victorious, the spirit imparts its piece of the puzzle leading to the King's resting place (*"When from the fivefold burial he is unearthed, will you see my Lord. He was buried under the mountain, under two stones, under the earth, under a hundred stones and under a double stone and wood. But if you see him, sees he you likewise!"*). The rotted casket can be broken with bare hands, and contains the worm's treasure, 470 electrum and four 300 gp opals, but anyone who steals from it earns the eternal enmity of the spirit. If attacked or if the site is desecrated, the spirit attacks first as a mass of worms emerging from the earth anywhere near the pit, and then, if 24 of the former, are slain, in its true form (a leathery rotund body supported by strong rubbery stalks which attacks with appendages sprouting from the top). **The Spirit of the Worm (Worms):** HD 1+2; DC 8; Atk bite 1d4; Spec attacks as 2 HD monster, immune to mind-affecting; hp 10, 5, 10, 9, 5, 5, 3, 4, 7, 5, 7, 9, 8, 6, 10, 4, 4, 9, 7, 10, 4, 6, 8, 9. **The Spirit of the Worm (Bonesucker):** HD 6; DC 4; Atk 4\*arms 1d6 and save vs. poison or bones liquefy; Spec bonesucking (automatic damage until appendage removed and -2 to all rolls; permanent if not healed after combat as bones re-solidify in a wrong way); hp 29.

**M. The Stone of the Bear:** A large, round boulder standing deep in the woods has been overgrown with moss; the carving of a stylised bear's head is barely visible. Scattered bones, broken trees and disorderly (worthless) sacrificial offerings are also found in the area. This place is the holy site of the bear (*"The Spirit of the Mountains Unmoving"*), one of the spiritual beings protecting the

barbarians. The bear slumbers within the stone and is rather sleepy, but persistent disturbance draws it forth, roaring to ask who dares disturb its peace. It demands human sacrifice for its knowledge, or that a character stand its trial, but is actually in no mood for a fight – nagging requests, a sufficiently tasty treat or similar trick may win the secret. (Playtest note: rubbing the boulder with a piece of bearskin is NOT a good idea.) If a character volunteers for the trial, he must wrestle the spirit for four rounds without being crushed. The spirit does not attack to kill, but if it hits, it will hug for damage that round. If the champion emerges victorious, the spirit reveals a piece of information leading to the King's resting place (*"When you the mountain-depths see, will you see the house of my Lord. But if in his house my form you see, beware; for one alone is harmless, but more may kill you with but a sigh."*), and if the characters have been respectful or given him an especially tasty morsel, he gives them his gift: the boulder splits temporarily to reveal a *torc of bear power*, which grants 18 Strength when worn. If attacked or if the site is desecrated, the spirit attacks until dead. **The Spirit of the Bear (Lesser Elemental Force):** HD 8+6; DC 0; Atk paws 2d6+2 and hug 2d6+2; Spec +1 or better to hit, invisible, immune to mind-affecting; hp 48.

**N. Smithy:** Constant hammering sounds from this small plateau. The source of the noise is a primitive building constructed of stones; a long house ending in a large chimney. The forge is cold and the interior of the place is a wreck: the attic has collapsed on the lower floor, and the ground is littered with pulverised bones, destroyed brass objects and flat, mangled cakes of metal, once weapons, shields and armour. The invisible force holding the hammer is hammering on the shapeless remains of a helmet; if it is disturbed, it attacks. The hammer is a +1 weapon. **Phantom Smith:** War 4; DC 4; Atk +1 *smith's hammer* 1d8+3; Spec immune to cold and mind-affecting; Str 18, Con 18; hp 37.



**O. Tomb Entrance:** Here a narrow serpentine stair climbs the right side of a waterfall cascading down from the upper valley. It is treacherous without a rope – save vs. paralysis or fall for 6d6 damage. On the two sides of the falls stand two statues, each fifteen feet tall. The forms of Alliria and Mitra are barely recognisable beneath worn stucco. Only hints of the first's royal blue gown and the second's red-gold tunic are still visible. The faces are broken and pitiful. Once, these guardians warned men who stepped through the waters of the dangers facing them. Now, all they can produce is a strange, sad wail. Beyond the waterfall there is a large natural cavern filled with bones in its grotto-like recesses. A long, winding passage runs northwest to the tomb-complex proper.

**P. Lake:** This small, cold mountain lake is surrounded by stunted trees and shrubs.

**Q. Wyvern Lair:** The source of the river is a large cavern mouth, emerging from a shallow underground lake filled by many small streams. The rear chamber of the cavern is inhabited by two wyverns, usually away on a hunt (1:6 for each to be present). A horrid stench emanates from a pile of decomposing, mangled carcasses they have collected. Their single treasure is a golden ewer worth 1000 gp. From the wyverns' lair a small passage leads to a vertical chimney. Travelled upwards, it terminates in crags close to the mountain summit;

downwards it enters the tomb-complex at 8. Multitudes of bats lair in the chimney. 16 are vampiric, and attack if they detect characters ascending or descending. **Wyverns (2):** HD 7+7; DC 3; Atk bite 2d8 and sting 1d6 + deadly poison; hp 42, 41. **Vampire Bats (16):** HD 1+1, DC 8, Atk bite 1d4 plus drain blood 1d4/round; hp 2, 2, 8, 8, 2, 4, 2, 4, 7, 4, 4, 6, 6, 4, 4.





**The Tomb:** The southern section of the dungeon complex (1–12) consists of rough-hewn passages covered in stucco. The northern section (13–17) is natural caverns, while the tomb of the Barbarian King (18–25) is mostly constructed of smooth stone with a stucco cover. Except in the caverns the walls are greasy and covered with ugly, primitive frescoes applied in black and red colours. These depict distorted, demonic animals as well as motifs hinting of vegetation and geometric patterns. In the southern part, random encounters occur 1:6 every 20 minutes, or 1:3 if loud noises are made (battle, loud spells, significant structural damage etc.). Each encounter is with 2d8 zombies until they run out; there are a total of 22 wandering zombies in the dungeon. **Zombies (22):** HD 2; DC 8; claws 1d8; hp 12, 8, 5, 14, 4, 14, 6, 7, 9, 9, 4, 13, 13, 12, 8, 8, 5, 10, 6, 9, 12, 6.

1. Sooty and faded frescoes and discarded torch butts scattered on the floor. Opposite the entrance stands a brutal bear idol, talons and maw painted blood red. Next to this larger-than-life monument are two rune-graven stones.

2. A burial chamber, entrance blocked by unclean, heavy cobwebs. Inside is the choking smell of dust and dried mildew; clay jars lie everywhere on the ground and in recesses. 6 wights lair here, wearing cobweb-heavy shrouds and a total of 20 gp worth of jewellery. **Wights (6):** HD 4; DC 5; Atk claws 1d6+LVL; Spec silver or +1 to hit; hp 22, 18, 6, 18, 16, 24.

3. A mural decorating the southern niche depicts a bearded man painted in grey colours with a piercing silvery stare. Before him on the ground are offerings of brass and silver vessels, glass beads, and the like, to a total of 220 gp. If someone steals from these he must save vs. charm or attack his companions in a shrieking frenzy until incapacitated. Destroying the fresco brings a *curse* (the character's desiccating skin gradually peels off like the grey fresco; losing 1d3 hp daily with no chance of natural healing and only half effect from spells) and uncovers a wall erected of rough stones. Breaking through this layer reveals the old man's dried-out cadaver wearing a +1 *cloak* – it attacks as a wight if disturbed. **Wight:** HD 4; DC 4 (*cloak* +1); Atk claws 1d6+LVL; Spec silver or +1 to hit; hp 14.

4. Extensive, low-ceilinged burial chamber with an uneven floor. Rotund, sooty-necked clay pitchers standing on the ground, wrapped corpses stooped in wall niches. From the rotting linen hang beardlike growths of porous, dirty grey moss. If disturbed, the spores act as airborne poison, save twice or lose 1d6 Constitution for each failed save. The exit to the north is flanked by stylised depictions of bowing, obese human figures.

5. A stele standing by the northeast wall shows a muscular, bearded man with no face, and is flanked by two rampant

bear idols. The eyes are empty holes. If someone does not approach here in genuflection or crawling on the ground, 22 of the dead the in the previous cavern animate as zombies and attack. The bear idols have polished topaz eyes (4\*160 gp), but if someone touches them, the statue to the left breathes flames, and the one to the right, acidic vapours (3d6 Hp each, save vs. breath halves). If gems are inserted into the eye sockets of the stele, the massive stone shifts with a grinding noise, revealing the crawlway to the inner tomb. **Zombies (14):** HD 2; DC 8; Atk claws 1d8; hp 7, 11, 8, 10, 6, 5, 6, 7, 16, 10, 11, 4, 10, 12.

6. The frescoes are incomplete here, amounting to nothing but faint sketches in places. The ground is covered in a thick layer of sooty bone fragments and ceramic flinders. In the middle, the layer of debris sags, and the explorer who lacks caution may sink to his knees among the jagged shards, suffering 1d4 damage and having leggings below chain strength destroyed.

7. This isolated, natural grotto is avoided by the undead. If the characters don't call attention to themselves, they may rest safely here. In a shallow basin, water dripping from the ceiling has formed a small pool. Within, there is a curious object resembling molten, clear green glass. It is actually green slime. **Green Slime:** HD 2; DC 9; Atk slime in 1d4 rounds; hp 13.

8. Another natural grotto. From the eastern corner, a wide chimney leads upwards, bypassing the Wyverns' lair (Q) and terminating in crags near the mountain summit above. Multitudes of bats lair in the chimney, of which 16 are vampiric, attacking if they suspect victims (for stats see Q).

9. Burial chamber. On the ground, especially near the archway to the south, lie valuable offerings – metal vessels, ivory carvings, strings of beads made of semi-precious stones etc. – with a total value of 300 gp. Five withered, blackened corpses have been nailed to wooden racks by the walls with copper nails. The eyes of the slumped heads are shrouded with linen. If the offerings are disturbed or the southern chamber desecrated, these guardians exhale a black smoke, which coalesces into shadowy forms with burning eyes. **Shadows (5):** HD 3; DC 7; Atk touch 1d6 Str; Spec silver or +1 to hit; hp 10, 21, 11, 9, 16.

10. As the archway raised from smoothly polished blocks, the chamber's regular rectangular form, and the superior frescoes show, this is the resting place of a distinguished person. A short flight of steps leads up to a sarcophagus covered with beaten brass plates, before which stands a cauldron full of gold dust (630 gp). The linen-wrapped body in the sarcophagus is in good shape, wearing a copper mask, an instrument on his hands that transforms them into bestial claws, and several bracers, buckles and wires around his arms and legs. The corpse also wears a faded purple *cloak* +1. If it is disturbed, it attacks from sur-

(*cloak* +1); Atk slam 1d12+rot; Spec fear, +1 or better to hit, weapon resistance; *ring of fire resistance*; hp 21.

21



issues the smell of rotting vegetation and damp earth. The occupants of the coffins are wights waiting to strike, six normal and one a magic-user who knows the ancient magic of the Druids. The valuables in the coffins are all together worth 510 gp; in addition to multiple normal weapons, there is a *dagger* +1. The pit is 30' deep and, like the inside of a jug, broadens downwards. Anyone who falls in suffers no damage from landing on the vegetation, but this awakens the otherwise dormant (unless grown by the wight druid) shambling mound that lairs in the pit. There are further valuables beneath the plant matter: 10 silver ingots worth 32 gp each and a *horn of blasting*. **Wights (6):** HD 4; DC 5; Atk claws 1d6+LVL; Spec silver or +1 to hit; hp 15, 18, 18, 15, 20, 13. **Wight Druid:** HD 6; DC 5; Atk claws 1d6+LVL; Spec silver or +1 to hit; robes of druid power (spells function 2 levels higher than normal); hp 24; *Spells:* 4/3/2; 1: *entangle*\*2, *feyfire*\*2, 2: *heat metal*, *produce flame*, *warp wood*; 3: *cause disease*, *plant growth* (used on the mound in the pit, it allows it to attack opponents in the chamber with its tentacles). **Shambling Mound:** HD 6; DC 0; Atk 2\*tentacles 1d10; Spec entanglement, suffocation, immune to fire, electricity adds 1 HD per three dice, cold ½ damage; hp 33.

**12.** A tall chimney above this chamber is lost in shadow. Blackened floor with ashes and soot. Between exits, 15' tall stone blocks hold great bear idols, with eyes of polished topaz (6\*160 gp). If someone passes through, the eyes glow and all three breathe – one flame, one acidic vapours, one a lightning bolt (3d6 damage, save vs. breath for ½). The effect can only repeat every 3 rounds, but it continues until everyone within the place is dead and even the remains are utterly obliterated.

**13.** A large, natural cavern whose floor is covered in damp piles of soft earth. Poking through the soil are human bones, the final remains of odd rotted cadavers; from this rich environment sprout vines, ferns, small shrubs. In the centre of all this is a gnarled little tree radiating a golden light, bearing four fruits resembling yellow tomatoes. These juicy fruits restore 4d6 hp each and rejuvenate the

character who consumes them by two years. Since they are very ripe, they may not be kept for long.

**14.** Grotto with a pool of water. The water leads through an underwater passage to a different underground complex. At its tightest point, the passage is clogged by a gelatinous cube, nearly invisible in the water. **Gelatinous Cube:** HD 4; DC 8; atk gelatine 2d4 + paralyse; engulfment, transparency, immune to lightning and cold; hp 25.

**15.** A burial chamber decorated with several frescoes. By the walls stand six wooden coffins, containing wights waiting for an opportunity to attack. They have 320 gp worth of valuables in minor decorative objects; the rightmost coffin to the north also holds a vial of orange oily liquid, a *fire bomb* that explodes as a 5d6 fireball if subjected to fire or concussion. **Wights (6):** HD 4; DC 5; Atk claws 1d6+LVL; silver or +1 to hit; hp 22, 20, 14, 13, 13, 15.

**16.** The cavernous passage is blocked by a collapse here. On top of the jumble of stones, a skeletal arm tries to reach between the ceiling and the rocks, grasping a small metal tube. This is a scroll case covered in contact poison (save twice or take 2d6 damage on each failure) which contains a druidic scroll (*heat metal*\*2, *stone shape*).

**17.** A vegetation-filled cavern similar to **13**. Sizeable quartz crystals burning with a pale light reach from the ground. The five of them would be worth 130, 220, 100, 100 and 100 gp, respectively, but they are rather bulky and heavy.

**18.** This corridor is the entrance to the Barbarian King's inner tomb-complex. The walls are polished stone, decorated with frescoes of worshipping men and women, processing down the hall bearing gifts and lead by a priest wearing animal hides and a bear mask. On the other side, other men, this time armed, are going down the same hall, but they are stopped by animal-men (hybrid monstrosities) who hurl them into a fiery inferno. The corridor is trapped: there is a double pit in the middle. The first is badly concealed and only 30' deep; the other is more care-



fully hidden, 40' deep and lined with rusted spikes (1d6 spikes, 1d6 damage each plus save vs. poison or contract gangrene). The pits close on their own after eight rounds. Unarmed characters approaching in acts miming worship do not trigger the pits.

**19.** This used to be a sacrificial area before being converted into a tomb. Murals depict barbarians laying their offerings before huge, fearsome-looking animals (there are figures of the wolf, bear, eagle and worm), and in turn receiving blessings. The room has been set up as a false crypt: A crude stone bier, flanked by two idols depicting snarling bear idols painted red and black (magical but no discernible function) holds the remains of a warrior. He wears fine, if decayed clothes, an iron crown, copper plate mail (treat as scale due to age and poor materials), a battleaxe (also copper), golden jewels worth 300 gp around the neck and a +1 *shield*. There is a secret passage to the northwest. This is no secret door, but rather the entrance was closed off with a hastily constructed mortar-less wall of rough stones, the gaps filled with earth and clay, and the surface stuccoed and painted over. Removing the stones and creating a man-sized entry takes twenty minutes.

**20.** This circular hallway is vividly painted from floor to ceiling. The murals are a connected series, going clockwise from the entry point, depicting the soul's journey: first as a worm crawling up from the earth (southern quarter), then as an eagle (western quarter), wolf (north), bear (east), and finally as a worm once more. All depictions are unpleasant to behold: the worm feasts on terribly mutilated human corpses, the eagle claws out the eyes of bound captives, the wolf tears apart helpless infants, and the bear stomps small human forms to a bloody pulp. The inner ring has a number of small alcoves. These contain sacrifices appropriate for the creatures on the opposing side – clay urns of human ashes and dirt for the worm, crushed rodents for the bird, lamb skulls for the wolf and human bones for the bear. All exits to chambers are hidden as in **19**, but these entrances are easier to open, only needing ten minutes to remove the rocks blocking the way in.

**21.** The tomb of animals: this room has an arched ceiling and painted walls. The paintings are of animals and man-animal hybrids torturing and eating faceless human victims. The air is heavy and the lights burn with a faint greenish tint – there is a weird, unpleasant smell from the combination of musty spices used in mummification and old grave-stench. Heaps and heaps of carefully mummified animal remains lie along the walls, wrapped in dyed cloth and preserved with incense and herbs. At the end of the room, there is a sealed well (painted with the eye of a cat) covered in the same stucco as the doorways. If the stucco is scraped off and the lid of the well is removed, the noxious gases inside ignite if there is any sort of open flame, exploding in a ball of fire (6d6, save vs. breath for ½). The well is 30' deep with a 20' diameter lower room

below. This is filled with even more corpses, animals and humans alike heaped together pell-mell. If someone takes great pains to search these remains (six hours digging), he finds 210 gp worth of low-value jewellery and a *ring of protection* +1 – but must save vs. polymorph or contract lycanthropy and save vs. poison or contract grave fever (fatal in 1d3 weeks, character returns as undead monster).

**22.** The tomb of plants: arched ceiling, frescoes on the walls depict a dark and twisted forest where humans are strangled by tree-monsters. The air is heavy and fetid, smelling of earth and mould. Along the wall sit or lie a number of human mummies in contorted poses, betraying intense agony and pain. Roots and vines grow from their insides, tearing their grave-wrappings apart. The southern end of the room has a small depression filled with ceramic jugs, sealed with resin and tar. There are 15 such jugs, and each is completely intact. If the jugs or bodies are disturbed, four mummies (or rather, the vines under the wrappings animating them) attack, preferring to strangle intruders with their appendages. As to the ceramic jugs:

- Five contain sweet mead. This brew is ancient and would fetch 40 gp per jug if a buyer could be found.
- Three contain thick, green syrup. It cures 3d8+3 hp per dose if applied externally, or 1d8+1 if swallowed.
- Five contain a red liquid with a strong, acrid taste. Drinking it raises Strength to 18 for six hours, but also lowers Wisdom by 2 and incites paranoia (GM should feed false clues to the character's player until the effects wear off).
- Two smaller vessels are wrapped in thin bark strips in addition to being sealed. The orange liquid inside is fermented from the crushed berries of killer vines and toxic mould. If it is swallowed, the drinker will at first feel nothing, but three hours later he will experience extreme stomach pain and convulsions, losing 25% of current hp every third hour as a killer vine grows within. These injuries can't be cured, but the process can be halted for 1d3 days with *cure disease* until a cure is found or some extreme poison is ingested to kill it off (PC and vine both save). If the victim dies, the body is reanimated as with the mummified corpses in the room.

**Killer Vine Zombies (4):** HD 4; DC 4; Atk vines 1d6+entanglement; Spec strangle 2d6/round, immune to cold and mind-affecting; hp 10, 9, 16, 22.

**23.** The tomb of servants: similar but significantly less decorated. The murals, depicting servants working in a village, seem to have been hastily done and are of a uniformly poor quality. There are many human bones here, strewn about and mixed with rags. There can also be found 45 gp worth of jewellery, but taking it invites the Curse of the Servants (-4 to all rolls until removed).

**24.** Collapse: opening the doorway to this area, it appears that the ceiling of the passage had collapsed and blocked



the stairs. This, however, is a ruse; the rocks are piled against a wooden door set at a 45 degree angle, and can be removed within an hour of work. The steep stairs leading down are flanked by frescoes of the tomb's builders, hewing the corridors, painting the walls and finally – just as the passage terminates – being immured.

25. The Barbarian King's burial chamber, consisting of a northern antechamber (10' ceiling), a more spacious inner tomb (25'), and a sealed burial vault. As always, the walls are full of frescoes, depicting conquests and war (burned villages, captives, the bloody sacrifices of animalistic priests), feasts and orgies. There are many miscellaneous items here, left for the afterlife: clay jars with wheat, knives and household tools (looms, hand mills etc). The inner tomb is where the Barbarian King's horse and wives were buried: unearthing these remains takes two hours of digging. The horse's saddle is too decayed to be used any more, but the golden bits and gems are still worth 300 gp, while the three female skeletons have 620 gp worth of jewellery and a tattered cloak that used to be magical. If these two locations are disturbed, however, the party will be attacked by a horse-shaped wraith and three shadows crying in mournful lament within the week. The southernmost wall contains the vault of the barbarian king: it is sealed by a pair of stone doors, which take a bend bars roll or three hours of work to open. Beyond is a short flight of stairs, leading up to a second (wooden) door. This door is covered in paintings, although badly deteriorated – a

depiction of the Barbarian King, a muscular, faceless man wearing an iron crown, sceptre and sword. If this wooden door is opened, the king's corpse, along with his surrounding cohort of 22 skeletons that have followed him into undeath, comes to life, issues a challenge to the intruders and attacks. If the undead warlord and his aides are defeated, his treasure is free for the taking: there is an iron pot filled with golden jewels (1600 gp total), 2 *potions of giant strength* and 2 *potions of heroism* in addition to the fallen warlord's personal equipment. **The Barbarian King:** HD 8; DC -1 (skeleton, *chainmail* +2); Atk *brass two-handed sword* +2 1d10+4; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 12; *sceptre of command* (as clerical spell, 2/day); hp 44. **Skeletons (22):** HD 1; DC 7; Atk *longsword* 1d8; hp 7, 4, 5, 6, 1, 2, 7, 4, 2, 6, 2, 4, 4, 5, 2, 5, 5, 5, 8, 1, 5, 6, 5, 6.

**Epilogue:** If the characters manage to break the Barbarian King's power, his sway over the valley fades away. The mists retreat, to return only with the rains. The resting places of the dead in the valley are silent; the spirits are banished from this world and forgotten with the memory of the barbarians. And as for the people of the village, the accursed slaves: they also gain their freedom. Returning from the tomb and descending into the valley, the characters find them all dead, with each person fallen where the living spirit had left them. Ω



# OSRCon The Old School RPG Weekend

A Minicon for Role Playing Games  
Old Games From 1975-85  
New Games Inspired By That Era  
12-13 August, 2011  
Toronto at the Lillian H. Smith library

Ed Greenwood  
James Maliszewski  
Alex Von Thorn

osrcon.ca

# Knights & Knaves

peerless protagonists by Kris Knapp (with Calithena)

## Igral

7<sup>th</sup> Level Lawful Warrior

S 17 I 11 W 6 C 18 D 17 Ch 15; hp 84, DC -1

**Possessions:** Igral will be outfitted in a way which makes sense for her situation, traveling in leather armor or light chain but suiting up for war and combat-intensive adventure in plate and shield. She usually carries a longbow and 20 arrows, a hunting dagger, and the demon sword Akjik (+4; all struck must save vs. wands or die as their body is devoured from within unless protected somehow from demons (*protection from evil* e.g.); sheds light; empathic communication; wielder fights without penalty blinded (sword guides hand); Neutral Evil, Ego 18; anyone who sheaths Akjik after drawing it without taking a life must save or die, again devoured by the demon living within).

**Description:** Igral was born daughter and heir to Hastald, a northern lord of some repute. She was and is in many ways a model warrior, and her fierce love for her father together with her natural gifts ensured that he never had reason to regret his lack of sons.

Their filial happiness was ended by the brutal campaign of Auric, who triumphed over Hastald and many other northern lords more than three decades ago. At the battle of Muradk, Hastald was slain and Igral raped and humiliated, forced to deed her lands to Auric to spare her life and retain her father's blade. From there Igral found her way to the Wizard Under the Mountain, determined to get revenge. This wizard conjured the demon that now in-

Translating fictional characters into your RPG setting can be a good way to come up with interesting NPCs and stories. Igral and Rykweh come from Kris' stories *Weregild* and *Scaling the Tower*, both of which may be found in *Fight On!*'s fantasy fiction anthology, *Roll the Bones*. Check it out at [stores.lulu.com/FightOn](http://stores.lulu.com/FightOn), or just search for *Roll the Bones* at [amazon.com](http://amazon.com) under Books or in the Kindle store.

Characters in fictional settings usually but not always have fewer magic items than their gaming counterparts. I sometimes run low-magic worlds in which this is not true, but if you are playing a more standard fantasy campaign, I would add +2 Plate Mail and several magic potions and arrows to Igral's possessions, and two magic rings and several potions to Rykweh's. - *Calithena*



habits her supremely potent blade, but also placed Igral in a state of suspended animation for thirty years while he carefully completed the enchantment and used her blood for a variety of arcane experiments. Finally free with the sword, she has come into the world to find Auric old but still ruling the northern kingdoms, his three sons Altor, Faylek, and Royac largely maintaining his rule. Igral is determined to raise an army and kill them all, though there will be complications – for one, Altor and Royac at least are not particularly bad people.

Igral is an attractive, healthy, and muscular woman, though she takes little care with her appearance. She is direct, brutal, and uncompromising. Because of her rape and her continuing grief over the loss of her father, Igral is an unlikely romantic partner, but she does have a sensual nature – which for the time being mostly finds its outlet in bloodletting and rivers of strong wine.

**Using Igral:** Igral could cross PCs' paths during an adventure, looking for treasure, allies, or ancient magic to help her overcome Auric. PCs might join her army and help win back her kingdom, or alternatively could fight with Auric against her. If any PCs are northern nobility, they might be children of other lords displaced by Auric's conquest – or perhaps even Auric's sons themselves...



## Rykweh

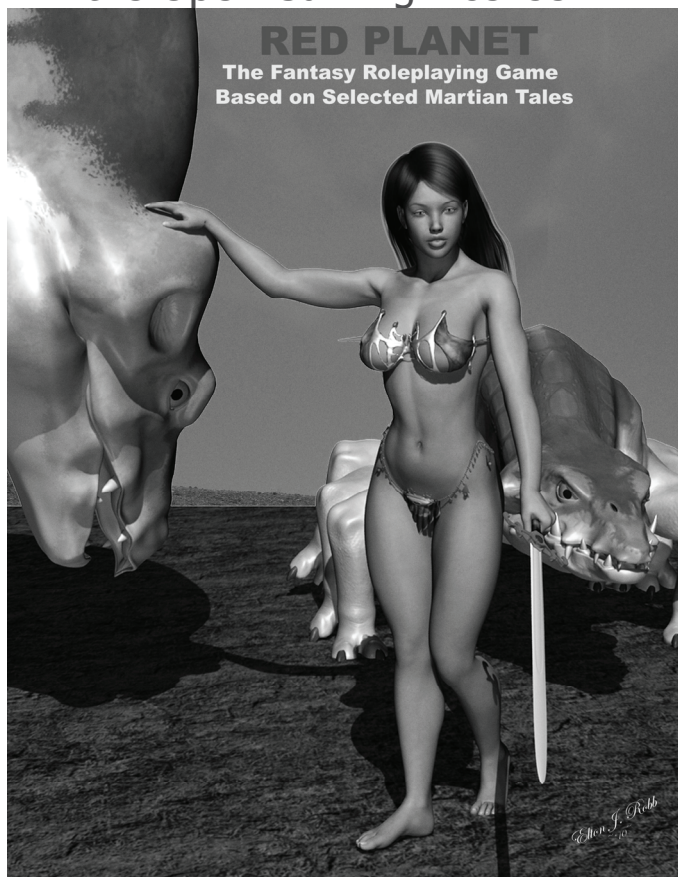
13<sup>th</sup> Level Neutral Assassin

S 16 I 12 W 15 C 17 D 18 Ch 14; hp 83, DC -2

**Abilities:** Pick Pocket 90%, Open Lock 72%, Find Trap 70%, Move Silently 86%, Hide in Shadow 70%, Hear Noise 35%, Climb Wall 99%, Read Language 55%, Backstab x 5, Assassinate, Poison, Disguise, Read Magic

**Possessions:** Pelzruk (+4 Pugio, adds two multipliers to backstab damage), Gazija (+2 Stiletto of Heartseeking, natural 20 automatically strikes heart), Piazz (+1 Iron *Kukeri of Sharpness*), Bracers of Defending DC 2, a few small tools and powders secreted around his person (Rykweh can get more of this sort of thing, but prefers to rely on his own body and abilities whenever possible.)

**IF** you are interested in a 74 page, classic RPG compatible with d20 or the Open Gaming License...



**THEN** send \$10 check/cash/MO to  
*Abbadon Inc.*

7441 Lake Mead #159

Las Vegas, NV 89128

Apologies, as of now, *free shipping*  
*ONLY* within the continental US.



**Description:** Rykweh is one of the greatest adventurers and assassins of his age, slayer of Chimek, Rossert, Erk, and the undying wizard Ciramus – among thousands of others. A confidante and regular employee of the archmage Ghaje, Rykweh is a master of disguise and maintains dozens of false identities. He is a clever opportunist who works for wealth and challenge, and among the most dangerous foes one could possibly cultivate. Despite his deadly profession, Rykweh is basically good-humored and rarely shirks from a carouse, though however languid he might seem neither his reflexes nor his awareness ever grow dull from drink or drugs. He has short-cropped black hair and brown skin striated with scars.

**Using Rykweh:** Rykweh might make a fitting companion to any group of high-level adventurers on a regular mission. He could be hired by PCs – or hired to go after one. (In the latter case, it might be good to give the PC a chance at an out by gathering evidence to change Rykweh's mind – e.g. that the one who hired him planned not to pay, or to kill Rykweh upon completion.) Many powerful wizards fear Rykweh because of his role in the death of Ciramus, and it is possible that such would try to capture or kill him or hire PCs to do the same, for whatever purpose. In the end Rykweh can fill just about any role requiring a master warrior-assassin. Ω



# Have Sword – Will Travel!

fearless fighters for hire by James A. Smith

When you need an extra strong arm to round out your group, roll d10 on this list and d6 for level. (*A similar article with mages was offered by James in Fight On! #9 – Ig.*)

**1. Zagamun of the Emerald Eye:** Human; short, bald, and stout. Has an artificial magical emerald eye that increases the value of any gems he appraises by 10%. A no-nonsense mercenary. Likes nuts.

**2. Brogimar the Haunted:** A tall, wispy elf, Brogimar is haunted by a deceased lover. She came back from the grave to save his life – but now she won't leave. Only Brogimar can see and hear her. This may be a delusion. Wields a morning star +1. Eats like a bird. Likes riddles.

**3. Russlim:** A good ol' boy. Wears piecemeal half-plate. Likes elf chicks. Carries a genuine *Lucky Rabbit's Foot*,

which adds +1 to all his rolls. Missing his two front teeth and the index finger of his off hand. Doesn't like swearing.

**4. Norris the Accursed:** Human; thinks he's under a witch's curse – he's not really, but he suffers a –1 to all rolls because his belief messes with him. Atheist. Thinks demons run everything. Believes in conspiracies. Likes really greasy foods. Won't share anything.

**5. Sarah of the Winged Helm:** Wears plate and a huge, winged helm that tends to overbalance her, subtracting 1 from her DC. The helm is cursed so that the wearer thinks it's a *Helm of ESP*. It fills the user's mind with all sorts of random weirdness that other people are supposedly thinking. As a result, Sarah believes that everyone else is crazy. Prone to catching colds. Likes to sing.

**6. Eberor, son of Garan:** Loud dwarf.Laughs a lot. Not a mean bone in his body. Insomniac. Wields a two-handed Lawful sword named *Ugly Truth* (+1, intelligent, empathic). Its wielder cannot lie, receives a +2 to saves vs. charm/enchant, and is immune to 1st & 2nd level illusions. Likes humans and elves, but has a hard time fully trusting them.





**7. Imrie:** Human. Will do whatever she has to to survive. She wears leather armor +1 which acts as a *Cloak of Elven Kind*. Used to work as an assassin, but had just enough of a conscience to lose sleep over it. A fine seamstress. Will become irrationally murderous at the sight of a bully. Not stupidly so, though – she’s not rash. Fne tactician.

**8. Yurgoa the Oath-Bound:** Crude human. Wears a chain shirt. Wields a broadsword named *Laughing Death* (+2, intelligent, telepathic, casts *Uncontrollable Laughter* on natural 20). Wicked sense of humor. Loves pranks. Sworn to avenge the death of his brother. Hates secular politicians and rulers of all sorts. Thinks theocracy is the way to go.

**9. Hezzekiel:** Elf. Always wears black. Lawful. Thinks of himself as an outcast. Feels he has more in common with humans than his own people. In love with death. Likes soliloquies, especially while standing over the body of a dying enemy. Into auto-erotic asphyxiation. Smells kinda funny. Knows everything about undead.

**10. Poppa Smiles:** Wears chain +1. Two weapon fighter. Smiles, a lot. Has some gold teeth. Used to be a gladiator. Drinks. Has a vicious streak. Friendly, until he stabs you in the back or sells your sorry butt into slavery. Ω

## Scrolls Gone Wild!

optional rules by John Laviolette

Ever wanted to inject a little more spellcasting into a campaign, but got bogged down in details? Worried that extra spells might upset the balance? Want to bring higher-level magic into the game – but under control and possibly even dangerous to cast? Want to give non-spellcasters a little magic? We already have a tool to do this: scrolls! Add one or more of these features to your game with some simple optional rules, starting with a somewhat popular house rule that’s even in the Holmes rulebook:

**Scroll Option 1:** Allow anyone who knows a spell to create scrolls for that spell. This limits the power of extra spells by charging gold to create or purchase scrolls. Scrolls take 1 week/level to create and cost 100 gp/week.

**Scroll Option 2:** Give magic-users an option to cut costs – by adventuring for the ingredients! Instead of the general cost in option 1, each scroll requires:

- One quill from a fantastic or magical creature with HD ≥ than the spell’s level. Cost: 30 gp/HD.
- Blood or ichor from a fantastic or magical creature with HD ≥ the spell’s level. Cost: 60 gp/HD.
- 3d6 gp worth of common ingredients per week.

**Scroll Option 3:** Allow PCs to cast otherwise impossible spells using scrolls. Lower-level adventurers can be sent to an area of the dungeon sealed off by a stone wall with a *Dimensional Door* scroll and explicit instructions on where to use it. More substantively, spells above 6th level can be designated “requires scroll,” making them more costly to use and harder to acquire. To further restrict impossible spells, add a chance of failure: roll a d6, add the spell’s level, and subtract half the caster’s level; on a 6 or higher the spell fails. Spell failure does not apply to scrolls of spells the caster would be able to cast.

**Scroll Option 4:** Allow warriors, thieves, and others to learn spells. (Higher-level thieves can already do this in many rulesets by reading magic, but this is an additional ability.) Such characters still can’t cast spells, but they can read them from scrolls if they know them. Learning one spell is equivalent to learning a language (takes up a language slot.) If using the spell failure rule above, do not subtract half the character’s level from failure chance, except perhaps for thieves who can read magic.

**Scroll Option 5:** Add spell fumbles for reading scrolls beyond the caster’s ability. Whether or not a spell fails, it has a potential side effect if read by non-casters and/or spellcasters using impossible spells. Note the unmodified d6 spell failure roll and roll a second d6: if the dice match, look up the result (1 to 6) on this simple table. Ω

d6	Side Effect (Spell Fumble)
1	<b>Unintended Target:</b> Everyone whose character isn’t targeted or in a targeted area rolls 1d6. Those who roll a 1 are also affected as if a separate, identical spell were cast on them or their location. If the spell affects an area, the GM may additionally roll a d6 for each compass direction to determine additional areas affected.
2-3	<b>Reversed Effect:</b> If effect is not reversible, find the spell (or the closest to it alphabetically) on the list of standard spells of the appropriate level and move 2 or 3 steps down the list, depending on the die roll. This spell is cast instead of the intended spell.
4-5	<b>Unintended Target, Reversed Effect:</b> Combines both results above, but reversed spell is cast <i>in addition to</i> the intended spell on a second randomly determined area.
6	<b>Conjured Enemy:</b> Using the spell level as dungeon or monster level, roll on an appropriate random monster chart. Creature is hostile to caster, but has a random reaction to caster’s allies. <i>Dispel Dweomer</i> within 6 turns dismisses the enemy.

# Grognard's Grimoire:

## Petty Spells for Petty People

by Baz Blatt

Tirentirion the Unlamented was a mage of the august, aristocratic, and notoriously bitchy Order of the Purple Wand, who tried every means he could conceive to reach the position of Lord Magister. Merely killing the people in his way was too nice for Tirentirion. In his tomb, a wicker picnic basket tossed casually into a lake and doomed to float slightly out of reach of shore for eternity, adventurers may find a copy of his *Lavender Spellbook*, which contains the following dire(ish) magicks...

**Curse of the Unwholesome Titter** (Level 1, range 120', no save, permanent until removed): A simple way for vindictive mages to tarnish reputations, this enchantment makes its victim find one word/caster level amusing. The target will involuntarily emit a snigger or smirk every time they hear one of these words. 'Toilet', 'underwear', and 'vole' are popular choices. The spell is cast silently with a minimal gesture (the mere upward pointing of the middle finger), and a person may not realise he is cursed for some time. Once the target knows of the curse he may roll under wisdom on 1d20 each time he hears a trigger word uttered. If he succeeds, he avoids making a fool of himself for the moment, but will laugh twice as hard and long next time he hears it unless he saves again. Rolling a 1 eliminates the curse for that word only. The curse may also be removed by finding the caster and poking him squarely in the eye.

**Sequestration of the Privy Member** (Level 3, Range 10', Duration 1d3 days + 1 day/caster level): If you really want to ruin a rival magician's day, try stealing his penis. Another low visibility spell, requiring a few yanking gestures made with thumb and forefinger in a circle, this spell magically teleports the male victim's member into a small leather bag in the caster's possession, which must immediately be tied with a gold thread. The victim feels only minor pelvic discomfort until he notices the theft. He retains sensory contact with the missing member and knows if it is hot or cold or subjected to pain, and the member reacts in its customary fashion to the owner's erotic thoughts, however distant. The victim can even urinate through it, though he will have no idea of whither the fluid is going (save when the caddish caster has cunningly returned the stolen member as an ornament decorating the victim's hat). The member can be returned and reattached with a deft twist at any time before the spell's duration ends, and always returns fully intact.

**Unravelling of Wisdom** (Level 3, touch, permanent): What wizards really hold dear, of course, are not such ephemeral matters as their reputations or masculine

organs, but their hard-won magic and wisdom. With this spell a wizard can tap the binding of a book and turn all the ink within into a single spider silk-like skein. Plucking the end of this thread from between two pages enables the caster to unravel the entire content just by pulling it, leaving the pages blank. With a reasonably sized bobbin and a miniature fishing reel, he can steal thousands of words a minute. When he returns home he can cast the spell reversed, thread the end of the skein onto a tiny silver needle, and place it in a similarly sized scroll or text of his own. As the silver needle darts here and there, the words reform as they were in the original document.

**Unravelling of Mind** (Level 6, touch, permanent): A refinement of the above that enables the theft of another's entire mental substrate, leaving them a vacuous grinning ninny incapable of speaking about anything more taxing than the weather and toenails. The caster intones the spell, taps the victim smartly on the forehead, and (if they fail a save vs death magic) a glistening skein of mind-stuff begins to drip from their nose. The caster may then seize this and pull it, extracting intelligence with every foot taken. One IQ point is lost per ten yards of skein removed, so the faster the caster can extract it the better - Tirentirion himself used clockwork bobbins built into an umbrella. The material can be inserted into the brain of any creature of sufficient size, either snuffed up as a semi-solid strand or liquidised and taken as a draught. A mouse, for example, can take a mere quarter of an IQ point, enough to contain a target's knowledge of ballroom dancing say, but an orc or bugbear can hold as much IQ as a human, and once equipped with such knowledge can become a serious bore, or even a threat. The extent of the knowledge transferred is up to the GM, but if the victim's IQ falls below 9 he will no longer be able to cast spells, and if any recipient of the knowledge of a spell-caster gains 9 points in IQ from this source, he might gain the ability to use magic himself. The recipient of large amounts of knowledge from a victim may also take on parts of the person's personality if too much is taken at once. It is best to take small measures of another man's mind mixed with whiskey and ginger as a night cap, and accept such insights and secrets as chance gives you piecemeal. Gains in IQ from this source are only temporary, fading away at one point per month, and cannot raise IQ above 18 in any case. Each time a creature gains IQ from this spell they must save vs death magic or go temporarily or perhaps permanently insane. Tirentirion the Unlamented left another secret book describing the cruellest use of this spell, how to review and edit the knowledge extracted. He used this to make his rivals remember nonsensical things as true and to forget how to tie their shoelaces and the names of their own children, and of course also edited out the episodes where he stuck a clockwork umbrella up their nose completely, leaving them permanently baffled by their permanent bafflement. Ω





### Dropped Lamp (d6)

1-2	Lamp keeps burning.
3-4	Lamp goes out but is undamaged.
5	Lamp breaks. If the surface is dirt, sand, or similar porous material oil just soaks into the ground. Otherwise it spreads, making the surface slippery

	(and flammable). In either case roll d6: on a 1-3, whoever held the lamp has a significant amount splashed on them and can be easily set on fire.
6	As above, but oil spreads and burns over a non-porous surface. In either case roll d6: on a 1-3, whoever was carrying the lamp also catches fire.

### Does It Burn? (d8)

1	Burning actually makes it bigger.
2-3	Doesn't burn.
4	Burns away in 1-3 minutes and gives off a strange smoke. Roll on the 'Gas Clouds' table.
5	Explodes for (2-5)d6 damage. The object is instantly destroyed, and anyone close is hurt.
6	Burns away in 1-3 hours.
7	Burns away in a 1-3 minutes.
8	Burns away in an instant.



## Gas Clouds (d8)

1	Poison - anyone breathing the gas will be damaged ((1-10)d6) or killed (save for half damage/not to die).
2	Rusts metal items, such as some armour and weapons.
3	Anyone who breathes the gas and fails to resist its effects goes blind for 10-60 minutes.
4	Anyone who breathes the gas and fails to resist its effects fall unconscious for 20-120 minutes.
5	Anyone who breathes the gas and fails to resist its effects will go berserk for 3-12 minutes.
6	Anyone who breathes the gas and fails to resist its effects becomes hysterical with fear and runs screaming in a random direction for 2-20 minutes.
7	Anyone who breathes the gas and fails to resist its effects loses 2d4 intelligence and wisdom for 24 hours.
8	Anyone who breathes the gas and fails to resist its effects loses 2d4 strength and dexterity for 24 hours..

## Spell Requirements (d12)

1	Special item required to cast spell (roll d6: 1-2 a very common item such as a rooster's feather, 3-4 a rare item such as a scroll made from human skin, 5-6 a rare and completely unique item (only one in world).
2	The caster must be able to see their intended target.
3	The caster must be able to touch their intended target.
4	Spell requires a long ritual (2d12 hours) to perform.
5	A personal item from the target, such as a hair from his or her head. For inanimate targets use something equivalent such as a stone from the target building.
6	Caster must conduct 2d4 weeks of research to gain the special knowledge required for the spell. If the magician doesn't have access to a magical library he or she can't cast the spell at all.
7	Spell may only be cast at a particular time (roll d6: 1-2 at a particular hour of the day, 3 on a particular phase of the moon, 4-5 on a particular day of the year, 6 at a particular hour on a particular day of the year).
8	The caster must bathe in water and essential oils and entirely shave their body (roll d6: 1-2 nothing else, 3 and abstain from sex for a week, 4 and fast for a day, 5-6 combine the results of 3&4).



9	The caster must permanently mark themselves with the details of the spell (roll d6: 1-2 tattoo, 3-4 scarring, 5-6 a brand which never heals).
10	Casting the spell will (roll d6: 1-2 disfigure, 3-4 weaken, 5-6 corrupt) the magician – or for more varied results, roll on the 'Effects of Powerful Magic' table in <i>Fight On!</i> #5.
11	A sacrifice must be made (roll d6: 1-2 a common creature such as a dog, 3-4 a rare creature such as a unicorn, 5 an intelligent creature, 6 a particular kind of intelligent creature, for example a human child).
12	The spell can only be cast in a particular place (roll d6: 1-2 a common type of place such as the confluence of two rivers, 3-4 a rare type of place such as any temple which has known no worship for at least 100 years, 5-6 a remote and completely unique place (the only one of its kind in the world).

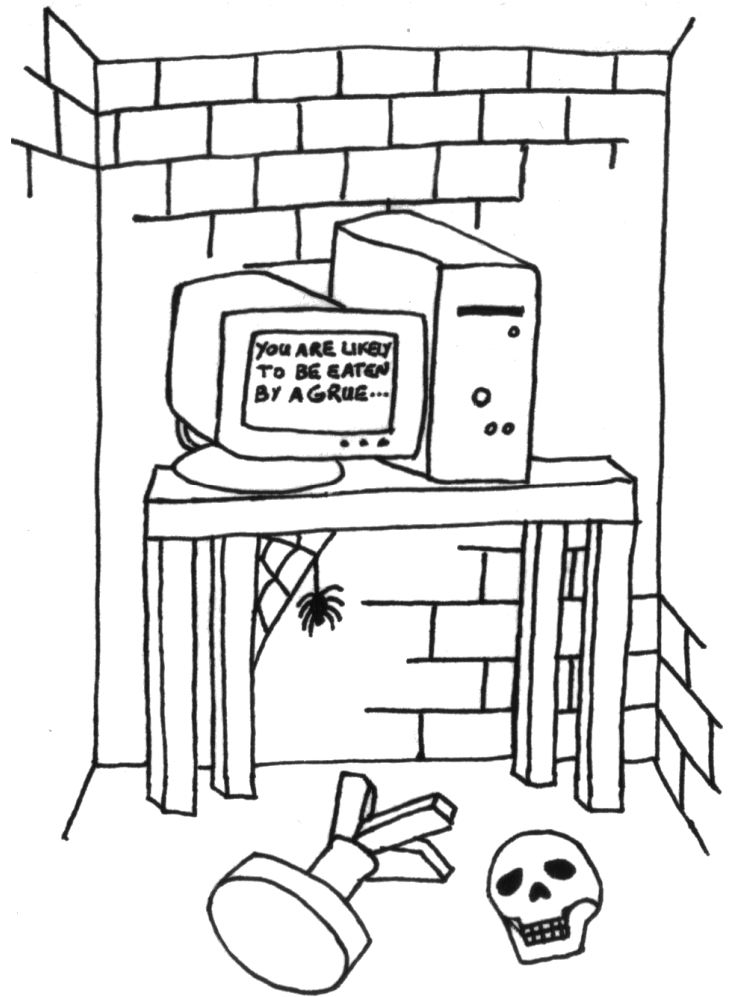


# ...and three more:

terrific tables for fabulous fables by Jeff Rients

## Eight Unusual Gems (d8)

1	<b>Full Moonstone</b> – glows equivalent to a <i>Light</i> spell during full moons.
2	<b>Glyph Ruby</b> – can use <i>Glyph Ward</i> offensively (1 charge).
3	<b>Tiger's Eye of the Tiger</b> – if possessor reduced to 1 hp then instantly healed 2d6, goes berserk (1 charge).
4	<b>Clue Chalcedony</b> – carved cameo shows ancient emperor holding long-lost artifact.
5	<b>Very Bloody Bloodstone</b> – actually drips blood!
6	<b>Smoke Quartz</b> – if thrown against hard surface explodes as ninja smoke bomb (one charge).
7	<b>Pet Amber</b> – contains entrapped tiny spider with white shaggy fur, if released it will grow to cat-sized and serve as a familiar.
8	<b>Hematite Bomb</b> – if thrown against hard surface explodes into <i>dust of wheezing and hacking</i> (one charge).



## Underworld Computers (2d6)

(Maybe your dungeons don't have random banks of reel-to-reel computers or mysterious crystalline pylons or mechanical difference engines, but maybe they should. - JR)

2	<b>Teleportation Station</b> – Up to six people at a time, as per spell. Short hops (see <i>Dimensional Door</i> ) are safe.
3	<b>Computo Sage</b> – Will answer up to 3 yes/no questions per user per day, but answers tend to be vague like Magic 8-Ball.
4	<b>Scrollprinter</b> – Burn a spell to turn it into a scroll.
5	<b>Environmental Controls</b> – Turn temperature up to <i>Heat Metal</i> levels, down to frostbite chills, or flood corridors with laughing gas.
6	<b>Beverage Machine</b> – Insert 1gp to get choice of coffee, tea or orc grog served in paper cup.
7	<b>Rune Processor</b> – 40% chance a monster on the level has left an unfinished document open, e.g. villainous monologue, potion formula or embarrassing fan fiction.

8	<b>Autodoc</b> – As per <i>Heal</i> spell once per day per person. Replaces lost limbs, eyes, etc., with shiny silver nanocybernetics.
9	<b>Skrynet Terminal</b> – As per <i>Crystal Ball</i> .
10	<b>Security Station</b> – Deactivates all traps on level if password known, otherwise activates 2d6 extra laser beams/death ray traps.
11	<b>Potion Dispenser</b> – Insert 10gp to get random unlabeled potion w/ 2d6 charges. Must provide own bottle.
12	<b>Skrynet Mainframe</b> – As per <i>Skrynet Terminal</i> (9) but can also control any construct-type monster in the dungeon. 1% cumulative chance per use of initiating Golem Revolution Protocol.

**NOTE:** Unless the dungeon has a maintenance contract or an IT department, there is a 1 in 6 chance of any Underworld Computer malfunctioning horribly.

## NPC Party Situations (3d6)

(Generating the stats for NPC adventurers is one thing. Figuring out what they are doing in the underworld when the PCs stumble upon them is quite another.)

3	<b>Pondering Key</b> – Just found a large iron key.
4	<b>Lost</b> – Something ate the map and they can't figure out how to get back to the surface.
5	<b>Doppelganged Up</b> – One or more members of the party are shapeshifted badguys.
6	<b>Where's Fred?</b> – Party member sent to scout ahead is missing.
7	<b>Removing Trap</b> – PCs arrive in the middle of a delicate operation.
8	<b>Running</b> – 2d6 trolls or demons only 1d6 rounds away!
9	<b>Wounded/Exhausted</b> – Half of spells and hit points gone, heading back empty-handed.

10	<b>Splitsville</b> – Looking for the other half of the group.
11	<b>Paranoid</b> – Shapeshifters, illusions, mirrors, weird sounds, etc. have made them all trigger happy.
12	<b>Low on Provisions</b> – d6: 1-3 hungry & thirsty, 4-6 on last torch.
13	<b>Fighting</b> – Roll wandering monster for foe.
14	<b>Poor Old Fred</b> – Stripping the corpse of a dead comrade.
15	<b>Examining Clue</b> – Puzzled by strange runes or odd statue.
16	<b>On Break</b> – Smoking pipes and sipping ale.
17	<b>Trapped</b> – In cage, pit, forcefield, etc.
18	<b>Rich</b> – As per <i>wounded</i> (9) but two members are carrying a chest full of coins and gems.

# FIRST EDITION DUNGEON CRAWLS

**Your source for first edition fantasy adventures!**

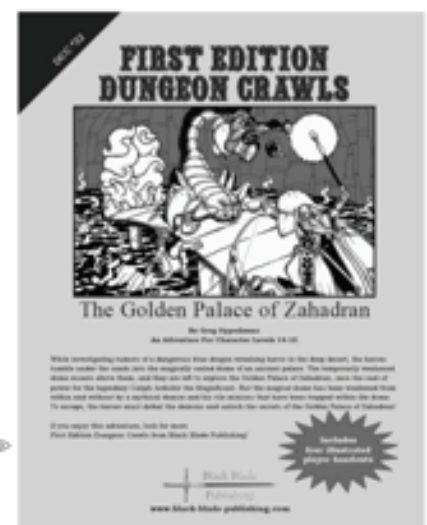


Released June, 2009

**Black Blade Publishing is your source for First Edition Dungeon Crawls, our conversions of the popular Dungeon Crawl Classics adventures from Goodman Games, as well as many other new and original fantasy adventures for your old-school campaigns.**

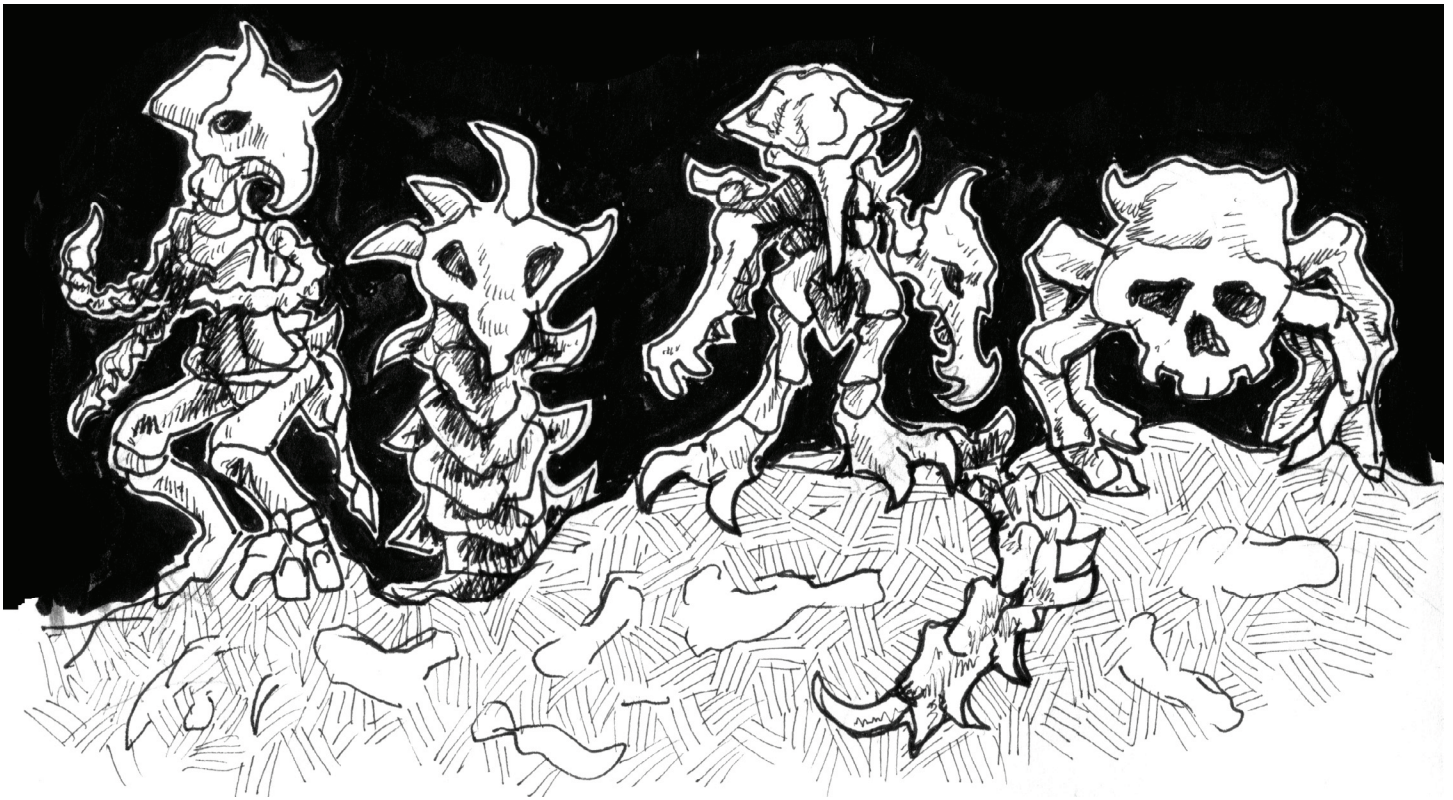


[www.black-blade-publishing.com](http://www.black-blade-publishing.com)



To Be Released: Fall 2010





hamsterish hoard of horrors by Erin "Taichara" Bisson

## Blood Slime

**DC:** N/A, can always be hit

**Hit Dice:** 1\*

**Move:** 3' (1')

**Attacks:** 1

**Damage:** See below

**No. Appearing:** 1

**Save As:** P1

**Morale:** 9

**Treasure Class:** K

**Alignment:** Chaotic

**EPV:** 13

**Description:** The brilliant red of arterial blood, this slime – which, like its "cousin" green slime, often attacks by surprise from a clinging perch on a wall or ceiling – may only be damaged by holy water or the strike of a holy symbol (which causes 1-3 points of damage to the slime). A blood slime may dessicate cloth and leather and thus destroy it, doing so in one round, but must seep through or around any metal impediments. Once it gains contact with flesh, it sticks and cannot be scraped away, as it leaches into the body and dissolves bone and blood to

absorb into itself. If a blood slime is not removed within 1-3 rounds, it will have drained all fluids and dissolved bone from its victim, leaving behind a dessicated mass of fleshy collagen fibres.

## Fossil Elemental

**DC:** 6/4/2

**Hit Dice:** 3/6/9

**Move:** 90' (30"); stonewim 90' (30")

**Attacks:** 3

**Damage:** 1-4/1-4/1-8 or 1-6/1-6/1-12 or 1-8/1-8/2-20

**Special:** Petrifying Attack (6+ HD only); magic weapons required to hit; immune to earth and cold effects and petrification; double damage from lightning.

**No. Appearing:** 1-4

**Save As:** W3/6/9

**Morale:** 12

**Treasure Classification:** I

**Alignment:** Neutral

**EPV:** 50/725/1950

**Description:** Fossils are unusual elementals: spirits of earth inhabiting the petrified bones of long-dead creatures. The animating force of the elemental draws the bones together again, granting it a physical body with which to travel through – literally! – the mundane world. The hollow eyes of a fossil shine with tiny pinpricks of gold or jade-coloured light. Despite their appearance, fossil elementals are not undead and cannot be turned, harmed by holy water, or otherwise affected by magic or objects that affect the undead. In combat a fossil strikes with



whatever natural weaponry its stony frame possesses, slamming petrified bone into its opponents. Most fossils attack with two bony arms and some sort of body slam or head smash or bite, inflicting damage as noted for their HD above. If the 'big' attack of a fossil elemental of 6+ HD strikes its target, a save vs. petrification must be made to avoid turning to stone (+2 save for 6 HD Fossils). Fossils are immune to non-magical weapons and to all damage from earth and cold. They take double damage from lightning-based attacks.

## **Jekti** (aka Cave Clams, Dungeon Oysters)

**DC:** 5

**Hit Dice:** 1-1

**Move:** 6' (2"); climb 6' (2")

**Attacks:** 1 spit

**Damage:** 1-4

**No. Appearing:** 4-40

**Save As:** Normal Man

**Morale:** 12

**Treasure Class:** Special





**Alignment:** Neutral

**EPV:** 6

**Description:** Commonly called “cave clams” or “dungeon oysters”, jekti have slippery grey-green bodies and a row of beady red eyes encased in thick, ruffly bivalved shells the size of an ogre’s head. On rare occasions a jekti may be seen slowly migrating along nearly any stony surface found in a cavern – or dungeon – but the cave clams are most commonly found clustered in colonies on walls, choking off passageways, and generally being a nuisance. Some dungeon inhabitants cultivate the clams for that very purpose. If approached, and especially if disturbed, a jekti spits a hissing stream of orange-yellow acid at the interloper, inflicting 1-4 hit points of damage with a range of 10’. The acid will inflict a further hit point of damage the following round, then go inert. The bitter, caustic flesh of a jekti is not considered palatable by humans or most demihumans, but goblinoids of all stripes consider cave clams a prized treat. The molluscs collect no treasure per se; however, each jekti has a 15% chance to carry an amber-tinted “acid pearl” within its slippery mantle.

## Myrrist

**DC:** 6

**Hit Dice:** 1-1

**Move:** 120’ (40’)

**Attacks:** 1 weapon or bite

**Damage:** 1-6 or 1-3 + special

**No. Appearing:** 2-8 (3-30)

**Save As:** W1

**Morale:** 11

**Treasure Class:** Q (C)

**Alignment:** Neutral

**EPV:** 5

**Description:** Sworn adversaries – and natural predators – of the ratlings (or *chiktik*) and hamster-folk (or *criceti*), the myrrist are small, long and lean: weasels or fishers in a humanoid shape. Standing some two and a half to three feet tall, myrrist are covered in soft fur that ranges from snow white to sable; their eyes are bottomless black, their rounded ears edged in the same, and their teeth needle-sharp. Myrrist often wear meticulously patchworked armour jacks but are otherwise austere and unpredictable in their tastes for ornamentation. Their reactions to other sapient species are equally unpredictable – save that they will not share territory peacefully. In combat a myrrist fights with a javelin long enough to be wielded in melee if necessary, inflicting 1-6 hit points of damage. The myrrist weapon possesses a long, narrow and wickedly-barbed head that lodges in the wound; tearing the weapon free inflicts another hit point of damage. A myrrist carries 2-6 such javelins but will fall back on using fangs if necessary, inflicting 1-3 hit points of damage and if choosing to do so locking its jaws to automatically inflict 1-2 hit points per round of blood drain. A myrrist so jawlocked can take no other actions unless it releases its victim. Elite members of a myrrist clan, numbering 2-12, possess 1+1 hit dice. A chieftain of 1+4 Hit Dice will be found in the myrrist’s lair, and fights as a 2 Hit Dice monster; he or she is attended by 1–4 elite myrrist.



# Caverns of the Sea Hag

delightful dungeoneering from David Coleman

In the hinterlands of the Duchy of Varrack, under a cliff face on the coast near East Fang Point, are the Caverns of the Sea Hag, a monstrous witch who has preyed on ships and sailors for centuries. Whether drawn by the promise of loot, a need to rescue one of the Sea Hag's prisoners, or an accidental crash upon her desolate beach, ample opportunities for adventure are promised herein...

**The Bleak Beach:** This roughly diamond-shaped beach stretches 500' northwest to southeast. When the tide is out it can be reached by walking along a narrow strip of land running southeast from the join between East and West Fang Points. Otherwise it can only be reached by boat or by climbing over the Seawall Mountains at its rear. A curse placed on the beach by the Sea Hag causes everyone on the beach to make a saving throw/Int roll or lose all sense of direction. Whichever way that person wants to go, he or she will inevitably turn towards the entrance to the Frog Pond (3), about halfway up the beach. (Footprints in the sand show many tracks starting out in different directions but eventually doubling back towards or otherwise converging on the Grotto.) Runfig the Giant will come out to deal with anyone who sets foot on the beach and doesn't fall under the confusing misdirection spell: he will attempt to seize the unfortunate, carry him or her into his cave, and toss them down into the Oubliette (2).

**The Giant Crab:** This creature wanders along the shore looking for leftovers. It avoids Runfig because the giant has flipped it over onto its back more than once, and the Sea Hag has told it to stay away from him. All other beings are fair game for its pincers. (HD 3, hp 12, DC 2, Str 15, Spd 12, Atk 2 pincers 2d6.)

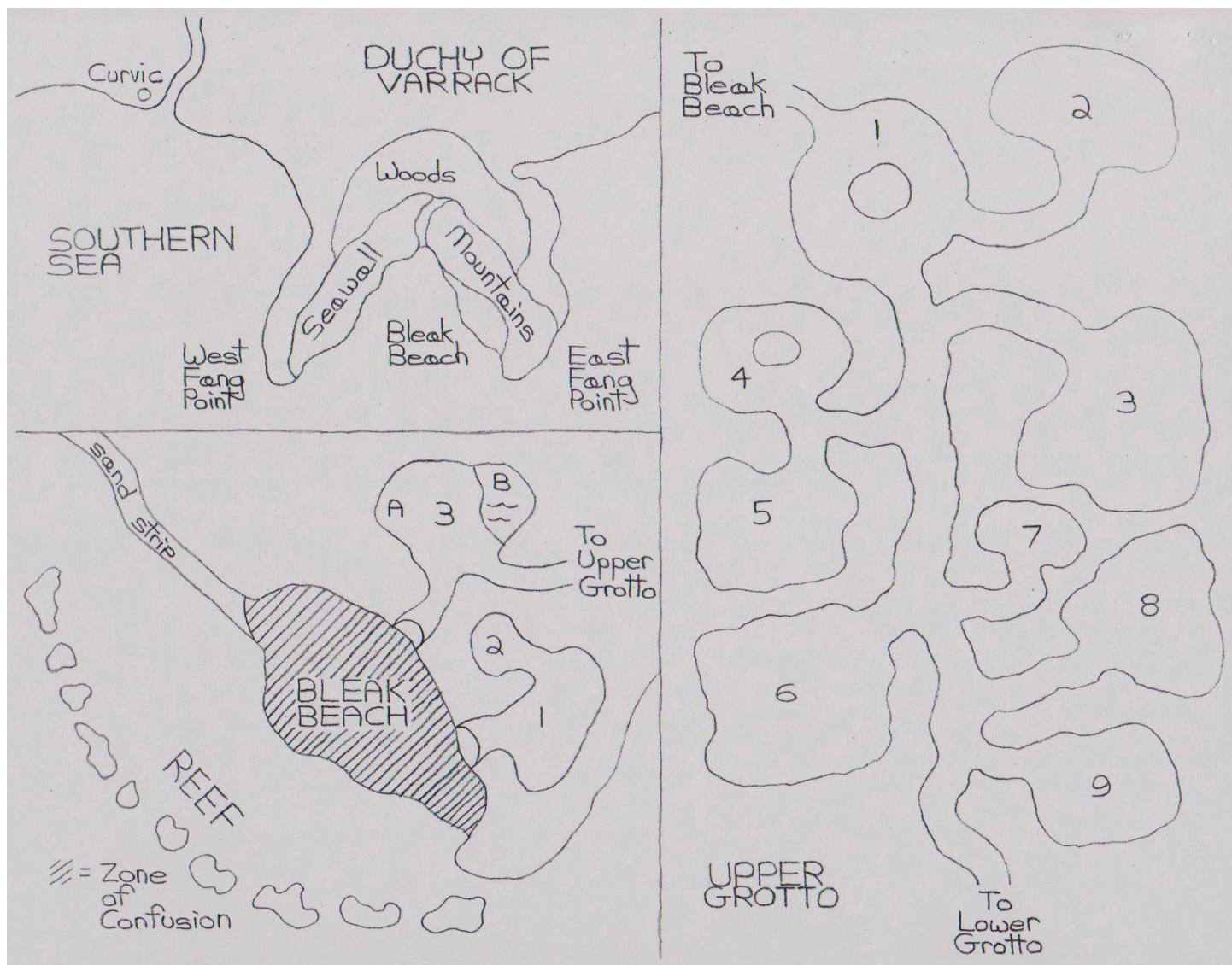
**Runfig:** Runfig is a young giant who wandered onto the beach some time ago and was enlisted into the ranks of the Hag's guardians. He actually enjoys working for her, as the Sea Hag has magically increased his Intelligence from 4 to 12 and taught him to read. He is not charmed and is not affected by the misdirection spell. By arrangement he keeps an eye on the shore and any visitors. When no-one is around Runfig generally just sits at the mouth of his cave and watches the beach. He allows all foot passage through – the Hag likes her visitors, after all – waiting until most or all of the intruders have entered the Upper Grotto before moving to block the entrance at 3. If the party came by horse or boat and left guards to watch their transport, Runfig will come down the beach after the rest of the



group is inside the Grotto and kill or subdue the guards, taking their gear and dumping it down the Oubliette. By arrangement with the Hag he is allowed to eat any mules, horses, etc. left behind by adventuring parties, as well as any adventurers who attack him or try to resist capture. If ships are washed ashore, Runfig will pick them over and take out any useful or interesting items to dump down the Oubliette. He does the same with captive adventurers or shipwreck victims if he can subdue and tie them up; such unfortunates are pulled out of the jellyfish in the Rat's Nest below (UG 4) and taken to the Sea Hag. After boats are picked over he will smash them. Once any guards are taken care of, Runfig sits down outside the mouth of 3 and waits for any lucky souls who survive entry to come back out. He is patient and can wait for up to a day before eating; if the PCs take longer than that he will roll a huge boulder (*Girdle of Giant's Strength* or two PCs with 17+ natural Strength working in concert required to move) in front of the cavern's mouth while he goes off to eat. Runfig is a 10' tall shaggy black-haired creature with arms longer than his legs and a pelt so thick he doesn't need clothing. He wears a gold headband set with a diamond; it is magical and increases the wearer's Int to 12. (If Runfig loses the headband, or the diamond gets smashed somehow, he will not be able to execute the tactics described herein any longer, and PCs might even be able to trick him into helping them.) Runfig also carries a +1 giant's dagger which could be used as a broadsword two-handed and a +1 giant's spear which could be used as a heavy horse lance by a very strong character. **Runfig:** HD 8, hp 34, DC 4, Strength 19, and Speed 10 and can strike at +1 for 2d8+9 with his spear, +1 for 1d10+9 with his dagger, or normally for 1d8+8 with his massive fists.

**1. Runfig's Cave.** Contains a bed made from plundered furs, a basin of water, and a sea chest with a quarto volume of childrens' stories and 2d4 other books (including a spellbook which contains *Icy Blast* (2<sup>nd</sup> level, 2d6), *Speak in Tongues*, *Transmute Dirt to Food*, and *Walk on Walls*). Runfig isn't able to read the tiny lettering of these human-scaled books, much less turn the pages, and it is likely that he will insist PCs he interacts with read him a story from one of these books. A firepit is dug into one wall and there are





coils of rope strewn about in the back of the cave. He uses a burlap sack large enough to hold a pony to collect invaders' possessions. At any given time he has d8x100 gp, d4x100 sp, and 2d6x200 cp in this sack – the small change.

**2. The Oubliette.** A vertical shaft leading down to the Rat's Nest in the Upper Grotto. Runfig will gather all of the possessions he finds on those captured or killed above and dump them down the shaft. It is 4' across, 30' deep, and roughly circular. Before Runfig drops something down the shaft he shouts "Halloo! Look out below!" and waits for a moment; if the guards below don't answer, he starts dumping stuff down the shaft – first any living beings he finds, then, once they've been cleared away by the guards in the Rat's Nest, their gear and other inanimate loot.

**3. The Frog Pond.** This large cave is occupied by a **giant leech** at **A** (6 HD, hp 24, DC 7, bite & attach for 1d6 initial and 1d6 bloodsucking per round afterwards) and a family of giant frogs at the freshwater pool at **B**. One frog, Marlon, is a transformed human, formerly bosun aboard a merchantman. This unfortunate was taken in by the Hag

when his ship ran aground and he washed ashore. He promised to serve her and then tried to escape; as punishment he was transformed and left in the Grotto, hemmed in by salt water. Marlon retains his human mind and will try to communicate with PCs by writing in the sand, spelling out his name and asking for help. (The GM must adjudicate this; the PCs may take fright at having a giant frog hop up and scabble at the cavern floor before them.) Magic can enable communication with him. Marlon looks forlornly at any mages, hoping to get *Dispel Magic* cast so he can return to human form. Marlon may follow the group for some distance and even fight alongside them in hopes of winning their trust. Unfortunately, salt water irritates his skin and he can't travel far on the Beach or follow PCs beyond the air-filled chambers in the Upper Grotto. **Marlon (Frog):** HD 3, hp 15, DC 7, Str 9, Spd 13, IQ 11, Atk swallow dwarf-sized or smaller being (1d8 damage from digestive juices per round to victim); **Marlon (Human):** W2, hp 7, DC 9, Str 10, Spd 13, IQ 11, Atk by weapon (if he gets one); **3 Giant Frogs:** HD 3, hp 18, 14, 10, DC 7, Str 11, Spd 12, Atk Swallow dwarf-sized or smaller for 1d8 digestive damage/round as above.

**The Upper Grotto:** These chambers are all above water, but the cavern walls drip with moisture and the floors are dotted with puddles. There is no natural lighting in the Upper Grotto or any of the dungeon levels unless noted, so PCs will have to provide their own light – difficult in the submerged areas lower down. Most of the Hag’s servants have adapted to the dim lighting, and so will suffer when confronted with bright light, fighting at -2 for d6+1 rounds after it strikes their eyes. Once the caverns are fully alert to the PCs’ presence, denizens will be prepared and no longer suffer this penalty.

**Ensorcelled Servants:** The Sea Hag can enchant anyone she touches to become her abject slave for a week. She has done this to many of her servants, renewing the spell weekly. *Dispel Magic* or *Remove Curse* will free such unfortunates. Many of them are land-dwellers who also receive (and require) a weekly casting of *Breathe Water* to survive here, and this will also be brought down by *Dispel*, so adventurers may free one of the Hag’s slaves only to doom him or her to a grisly death by drowning. All of the intelligent creatures who have been charmed to serve the Sea Hag wear silver rings bearing her crest, an octopus shape with a shark’s mouth. By strongly presenting these to any menace living or undead in the caverns, the wearer identifies him- or herself as a fellow servant of the Hag and warns the creature off. Observant PCs may notice that the Hag’s servants thrust their hands forward when nonintelligent monsters come near them, after which the creatures in question invariably swim, shamble, or slither away. These rings *detect* for magic and have a value of 25 gp, but few would want to buy or trade for them, as the Sea Hag is a famous menace on the southern coastline, and her sigil is widely believed to be unlucky or cursed.

#### Wandering Monsters in the Upper Grotto (d6):

- |   |   |
|---|---|
| 1 | <b>One-Armed Ghoul</b> (HD 2, hp 9, DC 6, Str 12, Spd 12, Atk Claw 1d6 + Paralysis)   |
| 2 | <b>Patrol Member</b> (d8: 1 Braidon, 2 Zosp, 3 Ursok, 4 Crenn, 5 Donderth, 6 Shrag, 7 Stendhal, 8 Pluton – see below for details) |
| 3 | <b>Giant Water Beetle</b> (HD 1, hp 5, DC 4, Str 6, Spd 14, Atk Bite 2d4)   |
| 4 | <b>Skeleton</b> (the corpse of a devoured intruder – HD 1, hp 4, DC 8, Str 5, Spd 10, Atk Spear 1d6)                              |
| 5 | <b>1d3 Giant Crabs</b> (HD 3, hp 11, 9, 13, DC 2, Str 13, Spd 13, Atk 2 pincers 2d6)  |
| 6 | <b>Adventuring Party</b> (see below for details)  |

**The Patrol:** These eight individuals guard the Upper Grotto. Some have been charmed; others are paid with loot or the chance to maim and kill intruders. They attack to subdue with the intent of bringing prisoners to the Hag, but will fight to the death if PCs prove especially tough or dangerous. Braidon, the leader, has the keys to the prisoners’ shackles in the Anteroom (UG 2).

**Braidon:** Male Human W4, hp 19, DC 6, Str 13, Spd 15, IQ 11, Atk +1 Spear 1d6+1, charmed.

**Zosp:** Male Orc, HD 1, hp 6, DC 7, Str 10, Spd 10, IQ 7, Atk Mace 1d6, works for the Hag for fun.

**Ursok:** Male Hobgoblin, HD 1+1, hp 9, DC 6, Str 14, Spd 14, IQ 13, Atk Sword 1d8, charmed.

**Crenn:** Female Human M3, hp 10, DC 9, Str 8, Spd 12, IQ 13, Atk Dagger 1d4, charmed, Spells: *Detect Magic*, *Blinding Light* (all facing caster save/blinded d8 rounds), *See Invisible*.

**Donderth:** Male Human W5, hp 21, DC 5, Str 13, Spd 11, IQ 12, Atk +2 Mace 1d6+2, Dagger 1d4, charmed.

**Shrag:** Female Lizard Man, HD 2+1, hp 13, DC 5, Str 12, Spd 16, IQ 10, Atk +1 Sword 1d8+1, charmed.



**Stendhal:** Male Human P4, hp 15, DC 4, Str 12, Spd 10, IQ 9, Atk Trident 1d8, Spells: *Minor Healing*, *Detect Magic*, *Stun Person*. Stendhal used to be a priest of the benevolent sea goddess Pelagea; then he read the cursed scroll in UG 3 and became evil. Now he worships the evil sea god Dagon. Stendhal has not been charmed and serves the Hag of his own free will, but if a *Dispel Magic* or *Remove Curse* is



cast on him he will return to his old self. Sick with shame, he will then join the adventurers in battle against the Hag and her minions. He will not however be able to cast spells in this condition, as Pelagea will not accept him as her priest again until he has made penance and atonement.

**Pluton:** Minotaur, HD 6, hp 33, DC 6, Str 18, Spd 10, IQ 8, Atk Bite 1d6 and Gore 2d6, works for fresh meat.

**The Adventuring Party:** A group of lower-level NPCs seeking their fortune. It is up to the GM whether they are overconfident youngsters determined to slay the Sea Hag (and, perhaps, uninterested in getting advice or help or teaming up) or well aware that they are in over their heads and looking for allies in order to escape the Caverns.

**Tobock:** Male Human W5, hp 21, DC 4, Str 14, Spd 11, IQ 13, Atk +1 Sword 1d8+1.

**Lyndal:** Female Elf M3, hp 17, DC 7, Str 7, Spd 12, IQ 14, Atk +1 Dagger 1d4+1, Spells: *Light, Sleep, Invisibility*.

**Borse:** Male Human P3, hp 11, DC 5, Str 11, Spd 12, IQ 11, Atk 2H Mace 1d8, Spells: *Minor Healing, Speak Tongues*.

**Droo:** Female Human T2, hp 6, DC 7, Str 12, Spd 13, IQ 11, Atk Sword 1d8, Dagger 1d4, Pick Lock 25%, Disarm Trap 15%, Backstab x2, other thief abilities.

**Hillen:** Male Human W2, hp 10, DC 3, Str 13, Spd 5, IQ 8, Atk 2H Sword 1d10. Unlike the other party members who are lightly armoured, Hillen wears plate mail, and as a result is always huffing and puffing along in the rear of the group. Increase Spd to 10 if he discards his armor.

**UG1. The Basin.** This roughly circular cavern has a pool of water at its center. It is otherwise unremarkable.

**UG2. The Anteroom.** This area is a temporary prison for captives who haven't yet been interviewed by the Sea Hag or who are awaiting her decision on their fate. There are six sets of chains and manacles set into the wall. A trickle of fresh water drips from a crevice into a small wooden bowl; the prisoners' chains reach just far enough to drink from it. At the moment there are three prisoners:

**Shandy:** Female Halfling T3, hp 11, DC 9, Str 8, Spd 14, IQ 10, currently unarmed, Pick Lock 30%, Disarm Trap 25%, immune to charm and confusion. The sole survivor of an adventuring party that got lost here, Shandy wants to get out as soon as possible, but she will stick with PCs if they free her and ask her to accompany them. She will be very useful on escape as she can lead the PCs off the Bleak Beach without succumbing to misdirection. Since the Sea Hag was unable to charm her, she is debating whether to kill her outright or trick her into reading the scroll in **UG3**.

**Maximar:** Human W2, hp 14, DC 9, Str 12, Spd 11, IQ 6, unarmed. A soldier from the Eastern Marches, Maximar's Baron sent him out with a scroll case for Duke Sarmay in the city of Curvic. He made the mistake of trying to sail around the Fang Points instead of taking the longer journey overland. The Sea Hag considers him an idiot (which he is) and is trying to decide whether he's worth charming. If he is freed, Maximar will search for the scroll – he is very loyal and will not be dissuaded from this task. He does not know what the scroll says. Unfortunately, the Hag threw it away when she read it and discovered it was just a compilation of the Baron's tax records.

**Siri:** Female Human T2, hp 7, DC 9, Str 10, Spd 13, IQ 15, Pick Locks 25%, Disarm Traps 20%. Siri is a former scullery maid from the Barony of Kernse who bears a remarkable resemblance to Lady Harnidoss, daughter of Baron Dunn, and who has been impersonating her for several months. Unfortunately, Siri used this identity to talk her way on board a ship bound for Curvic, saying that her father the Baron had dispatched her on a secret diplomatic mission of great importance. She had planned to ask Duke Sarmay for a large loan to help outfit soldiers “for battles with the growing goblin-hordes in the north,” with which she would then abscond. Having nothing else to go on, she is still attempting to work this confidence game, and Shandy, Maximar, and the Sea Hag herself all believe Siri to be Lady Harnidoss (as she will introduce herself to be). The Hag is considering whether to ransom her to Baron Dunn, quietly have her devoured by sea monsters, or simply to release her to avoid trouble. Siri is both likeable and a talented actress and Shandy and Maximar will both go out of their way to help her.

**UG3. The Cellar.** This is where the Sea Hag stores items she wishes to preserve against rust and rot. They are guarded by **Berford the Bold:** Male Human W6, hp 24, DC 4, Str 15, Spd 13, IQ 12, Atk +2 Battle Axe 1d8+3, Dagger 1d4+1. Berford is a warrior from the barbarian kingdom of Graskholm. The Sea Hag saved him from drowning when his longship sank off shore, and although he is not evil, his tribal sense of honor led him to vow to serve her for seven years in exchange for his life, a term he is now halfway through. Berford is utterly honest and incorruptible, and never breaks his sworn word unless he is betrayed by the one he swore to. He will not betray the Sea Hag or his station, but if the PCs charm him or read his mind he knows about the rest of the Upper Grotto and **LG 1**, but not areas beyond. He is a tall, lean man with greying brown hair and an impressive collection of scars. In addition to metal hasps, sailcloth, and sundry goods the following magical items are stored here:

- A cursed scroll that reverses the reader's alignment. Neutral characters move to a random pole alignment instead. This scroll does not fade or disappear once read.
- A (Long)bow +1.

- 3 Arrows +1.
- A Potion of Flying with 3 doses.
- A Helmet +1.
- A pair of Elven Boots.
- A Mace +1.
- A Wand of Lightning Bolts (4 charges) in a padlocked and trapped brass-bound wooden coffer – trap is poison needle (save or die, lose ½ hp and fall unconscious for 1d10 hours if save is made). These Lightning Bolts are extremely dangerous in very damp air or underwater – use your rules or have them do x2 damage to target and everything within 60' in the same body of water, which may include the wand's user if he or she is not careful.
- The Starry Shield (see below).

**UG4. The Rat's Nest.** The bugbear **Grut** (HD 3, hp 13, DC 5, Str 14, Spd 10, IQ 9, Atk +2 Spear 1d8+2, charmed and hates/will fight against the Sea Hag if freed) and 1-2 random members of the Patrol (d8, above) are always on guard here. Hanging from hooks on the walls of this cave are several long-handled iron hooks and pairs of tongs. Several odd items float here in a pool of translucent water. In actuality this 'pool' contains a creature like an immense jellyfish which catches all the loot dumped down the Oublette from above. The jellyfish cannot get out; it is turned on its back and trapped at the bottom of a circular niche cut into the floor. At present there are 10 gp, 16 sp, and 200 cp stuck inside the creature, along with a broadsword, a bow and quiver of arrows rotted through by its digestive juices and ruined, three daggers, a half-rotted wooden staff (breaks if used), a mace, and a shield. Agility rolls of some kind may be needed to remove these items with the hooks, and if they are not cleaned first the jellyfish acid does 1d3 when it touches bare skin before getting wiped off. Anyone falling into the jellyfish's gut takes 1d6 per round inside, and must strip and wash off after being rescued or continue to take 1d3 per round thereafter. **Giant Jellyfish:** HD 4, hp 29, DC 9, can't move, Atk Swallow 1d6/round from acid, each time it is struck for damage the striker is splashed with acid for 1d3.

**UG5. The Sorting Room.** The evil magician **Heize** (M3, hp 6, DC 9, Str 7, Spd 10, IQ 14, Atk Dagger 1d4, Spells *Sleep, Unlock, Speak Tongues*), a short, balding merchant and jeweller, spends his days here, appraising the value of unusual items and cleaning them up. In the center of the room is a table made from two stout planks laid across two sea-chests and nailed to the lids. A cauldron filled with sweet oil sits beside the table. A shallow pan full of oil rests on the tabletop; in the pan are three golden rings (12 gp value each – one is cursed to make the wearer think it is a ring of invisibility, concocting elaborate rationalizations to explain away any evidence that others see him or her – for example, that the ring does not effect the wearer's clothes, and that he or she must strip in order to become invisible), a silver brooch (5 gp value), and a dagger

glowing with soft white light which illuminates the room (no other magical powers – it simply has a permanent *Light* spell on it – but Heize doesn't know this yet). In a locked chest against the wall there are three burlap sacks, with 4000 cp, 800 sp, and 1200 gp respectively.

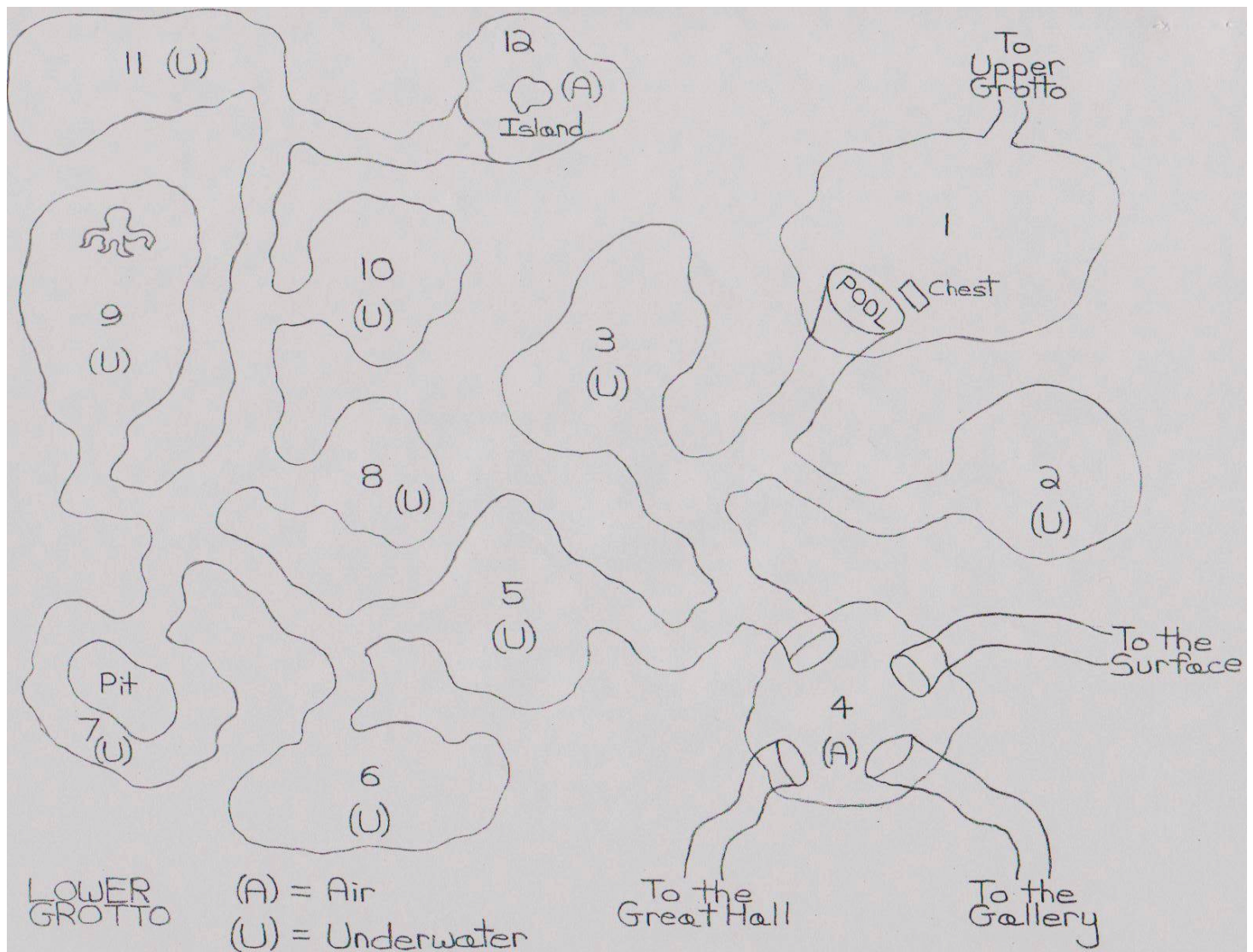
**UG6. The Barracks.** This is where the Patrol, Grut, Heize, and Berfold rest when off duty. It is furnished with twenty mattresses made from sponge and dried kelp; there are no tables or chairs, though several sets of bone dice used for gambling when several of them are here.

**UG7. The Latrine.** Self-explanatory.

**UG8. The Kitchen.** Rather grandiosely named, this cave contains a cauldron, a pair of cabinets, several large fish hanging from hooks on the ceiling, a rude table formed from a tree stump planed flat, and a stool. Sitting on the stool stirring the cauldron is **Imgrue** (hp 3, DC 9), a harmless old lady who looks like the classic conception of a hag – wrinkled liver-spotted, skin, claw-like nails, missing teeth, etc. If PCs do not overreact and kill an innocent old woman she offers them some nourishing clam chowder.

**The Starry Shield:** A +2 Silver Shield that confers infravision on its bearer, reflects like a mirror, and up to three times each night will emit a burst of silvery light that blinds all evil creatures facing it directly for 1d6+1 rounds unless a save is made. Command words ("O Stars, Shine Bright!") inscribed in elvish around the inner rim trigger this last effect, which only works for elves or warriors of good character. Goblin-folk will hate the bearer of this shield, usually fleeing or attacking enragedly depending on what they think their odds are. The Starry Shield was originally forged by the elves for Corin Hendron, a human hero who stopped a goblin-orc-ogre plot to burn down the Therault Forest. It was handed down through generations of Hendrons until its last owner, Ryard, died at the hands of the Hag. When news of it re-emerges, Ryard's wife Lady Sylvane will invite the PC who bears it to an audience, where the PC will be thanked sincerely for recovering the shield, and where it will be explained (truly) that the elves gave this shield to Corin and his descendants and that it remains the property of their family. If it is handed over willingly without haggling, Lady Sylvane will reward the PC with 5000 gp, a minor magical weapon (usually +1), and a silver ring with the Hendron crest giving its wearer *carte blanche* in their fiefdom (innkeepers will offer free room and board, priests open sanctuary, etc.). If the shield is not handed over willingly, a 4000 gp offer will be made for it. If that also is declined, then the PC will be dismissed coldly, and both elf-folk and noble families sympathetic to the Hendrons will treat the PC as a greedy churl henceforth. Conceivably the Hendrons would purchase the shield back through an agent later on for a similar or slightly lesser sum from a repentant PC, but they will never deal with him or her themselves again.





**The Lower Grotto:** Caves labeled (U) are underwater; caves labeled (A) are either dry or have large air pockets in which a land-dweller can breathe.

#### Wandering Monsters in the Lower Grotto (d6):

- |   |   |
|---|---|
| 1 | <b>1d6 Ghouls</b> (HD 2, hp 10, 10, 13, 12, 8, 7, , DC 6, Str 12, Spd 12, Atk 2 Claws 1d6 + Paralysis)  |
| 2 | <b>1d3 Renegade Mermen</b> (HD 2, hp 13, 5, 6, DC 4, Str 10, Spd 11, Atk Trident 1d8)   |
| 3 | <b>Giant Sturgeon</b> (HD 10, hp 43, DC 2, Str 18, Spd 16, Atk Bite 2d10 + swallow prey on natural 18+ to hit, stomach acid does 2d6/round, belly contains <i>Ring of X-Ray Vision</i> , 55 sp, Elven Boots, 150 gp ruby) |
| 4 | <b>1d6 Skeletons</b> (HD 1, hp 2, 3, 3, 2, 4, 1, DC 8, Str 5, Spd 10, Atk Spear 1d6)  |
| 5 | <b>Giant Crab</b> (HD 3, hp 20, DC 2, Str 15, Spd 10, Atk 2 pincers 2d6)  |
| 6 | <b>The Sea Hag</b> (out for a swim, see <b>SH9</b> for details)   |

**LG1. Chalaine's Pool.** This large, irregular cave has an ovoid pool of seawater in its southwestern corner; beside

the pool is a rusting iron chest. The chest is unlocked. Inside are a set of ten golden ruby-studded goblets (200 gp value each) and a large jug of wine (currently containing 27 cups of enchanted wine which bestows the ability to breathe water for 1 week but also causes drinkers to fall asleep for 1d10 hours 1d4 turns after drinking (save -4)). The pool leads down to several underwater caves. 1d10 turns after the PCs enter, the siren **Chalaine** (HD 4, hp 22, DC 7, Str 11, Spd 15, IQ 14, Atk +2 dagger 1d4+2, Siren Song (charms all male listeners for 24 hours unless save is made), charm immunity, *Ring of Multi-Headed Serpent Commanding* (for hydras, amphisbeanae, multi-headed dragons, etc.)) will emerge from the pool. She is a lovely woman with aquamarine skin, emerald-green hair, and gills. She claims first to be a sea-nymph who was captured by the Hag and forced to become her maidservant. She tells them that her wine will let them breathe water and brings out the jug and goblets if they are willing to drink, saying that she can lead them to the Sea Hag while she is sleeping so that they will have a chance to slay her while she sleeps. This is a lie, of course and once the party falls asleep the Hag's servants will carry sleepers down to the Gallery

(**SH1**) where the Sea Hag will determine their fate. If this ruse fails, Chalaine will attempt to use her Siren Song on male PCs, ordering them to capture any female PCs in the group and then telling them to drink the wine and force any captives to do the same. If the situation deteriorates she will immediately summon the sea-hydra **Roscalt** (HD 6, hp 48, Str 21, Spd 16, Atk 6 bites for 1d10 each) to deal with interlopers. If PCs get the ring they can command Roscalt themselves if they can speak to him somehow. Chalaine has no love or loyalty for the Hag, but fears the witch too much to rebel. The siren is also terrified of fire, and if captured and threatened with fire will promise anything, but will renege at the first opportunity. In all cases overcome adventuring parties will be taken to **SH1**.

**LG2. Chalaine's Cavern.** This cave is furnished with a bed of soft kelp and sponge. Hidden under Chalaine's sponge pillow is a gold brooch studded with emeralds worth 75 gp and a pair of ruby earrings worth 25 gp each. Chalaine will be here if PCs move fast or come from somewhere other than the Upper Grotto.

**LG3. Roscalt's Lair.** A cave littered with bones, some of which still have flesh on them. Chalaine regularly cleans the chamber of treasure. Roscalt will be here unless summoned by Chalaine or the Sea Hag.

**LG4. The Atrium.** A dome-shaped chamber containing a pocket of air at the top. There are three exits. One goes to **SH1**, another goes to the Great Hall (**SH6**), and the third is a long, winding shaft that leads up to the waters outside the caverns. PCs who follow it emerge on the sea floor beyond the reef and can swim to the surface. It is a *long* swim, though – PCs attempting it must make three separate rolls to hold their breath to get to the water's surface unless they can breathe water. Each failed roll causes 1d4+1 points of damage from drowning

**LG 5-12: Prince Trahul's Court.** The rest of the Lower Grotto is occupied by an exiled merman prince and his retinue. The Sea Hag is kindly putting these folk up while they plot revenge on the merfolk who drove them away.

**LG5. Guardroom.** Eight of Prince Trahul's exiled mermen live here. They are rogues and renegades all, brutal and cruel. The commander of the Prince's guard, **Captain Gahool** (Merman W6, hp 40, DC 4, Str 17, Spd 14, Atk +2 Spear 1d8+2, +1 chain shirt, valved wineskin with 6 doses of *Potion of Speed*), is a brave if sadistic thug. He wears an ornate golden mask (125 gpv) over the top part of his face to hide scars left by the suckers of a giant squid. He hates sea elves with a passion and will attack any elves among the PCs first. **Seven Mermen:** HD 2, hp 10, 12, 16, 13, 9, 6, 11, DC 6, Str 13, Spd 12, Atk Trident 1d8.

**LG 6. Dining Chamber.** Needing no seats, the mermen gather here around a large oval slab of rock with food piled on it.

**LG 7. The Pit.** Here the guardsmen pit giant crabs against one another in battle and bet on the outcome. There are twelve crabs here at present, kept hungry by design. If the guardsmen are bored they may throw scraps of fish in to incite the crabs to a killing frenzy and then dump a captive (sans armor, weapons, and clothing) into the pit and let him or her fight it out with the crustaceans. **Twelve Giant Crabs:** HD 3, hp 12, 14, 8, 19, 18, 15, 9, 17, 12, 17, 14, 13, DC 2, Strength 13, Speed 13, Atk 2 pincers 2d6.

**LG 8. The Dump.** This pit is where fish skeletons, crabshells, and similar debris are dumped after meals.

**LG 9. Temple of Dagon.** At the north end of this cavern sits a statue of a kraken with blood-red eyes, wielding spears and tridents with its tentacles. Several still-living fish have been skewered on the statue's spears; they writhe and twitch helplessly, fogging the water with their blood. If a PC touches this statue with bare skin and is not a follower of Dagon or does not make a blood sacrifice, he or she must save or suffer the god's curse. Upon returning to land, the PC becomes exceptionally thirsty, and no amount of liquid will quench this – except blood! The PC will have a dream in which Dagon appears to him or her and says the curse can only be broken by making a blood sacrifice to the god, i.e. taking a living animal or person and cutting it so it bleeds to death into seawater. If a PC is depraved enough to do this, it works, but only for one day; a cursed character must perform the blood sacrifice every day in order to gain benefit from drinking any liquid save blood. Magic is required to remove this curse. Lurking in the shadows here is **Lady Vorshloy** (Mermaid P5, hp 14, DC 6, Str 14, Spd 11, IQ 13, Atk +1 Spear 1d8+1, Spells: *Detect Magic, Incite Fear, Minor Healing, Speak in Tongues*). A small, slender mermaid with a wild mane of black hair and darting, restless eyes, Vorshloy is an utterly fanatical cultist of Dagon, given to biting her fingers and sucking blood from the wounds. Once the leader of a sizable cult in Fluvalos, she was exiled with Trahuul and now presides over all services here. She suffers from exile and wishes a return to power, but has no personal loyalty to anyone but her god, including the Prince.

**LG 10. Lord Boosloov's Chamber.** The walls of this cave are hung with fishskin scroll-cases and intricate tapestries woven from seaweed. At a table grown from coral a merman with a long, gray beard and a magisterial air studies a scroll; when PCs enter he looks up, revealing an ornate silver coronet around his brow, and looks inquiringly at them. This is **Lord Boosloov** (Merman M6, hp 12, DC 9, Str 10, Spd 17, IQ 15, Atk Dagger 1d4, Spells: *Darkness, Sleep, Dispel Magic, Invisibility, Sorcerous Shield* (absorbs first 1d10 damage from each foe), *Icy Blast* (2d6 cold damage)),



# Education of a Magic-User

PART THE NINTH: COUNTERSPELLING

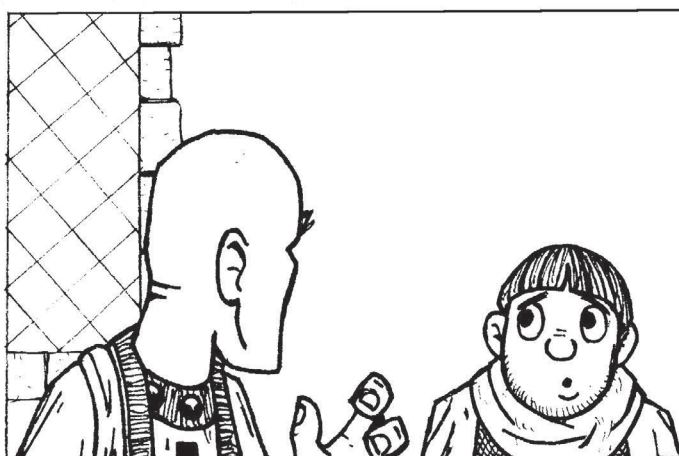
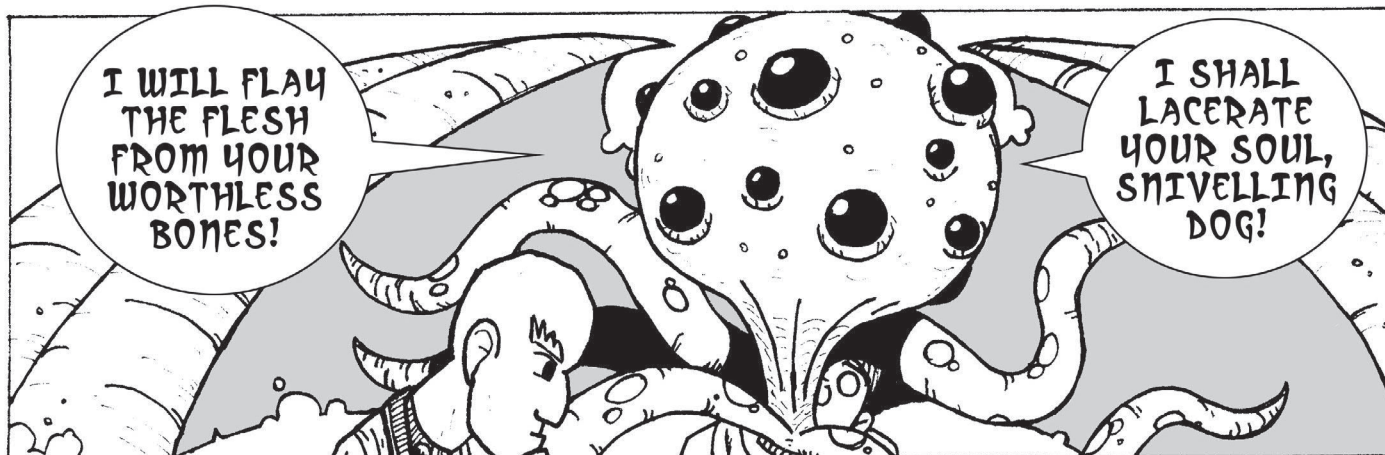
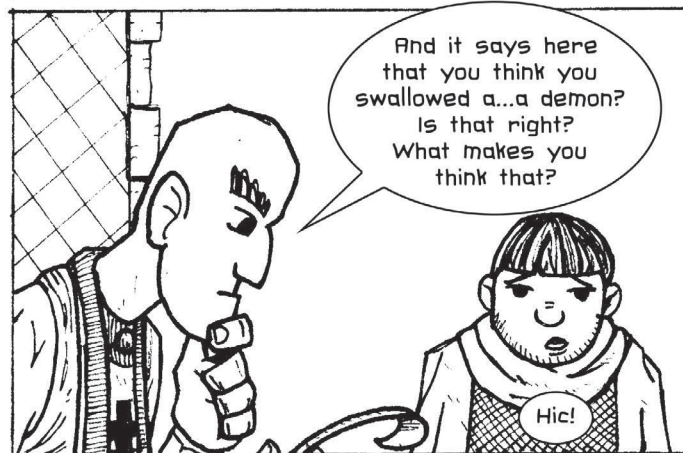
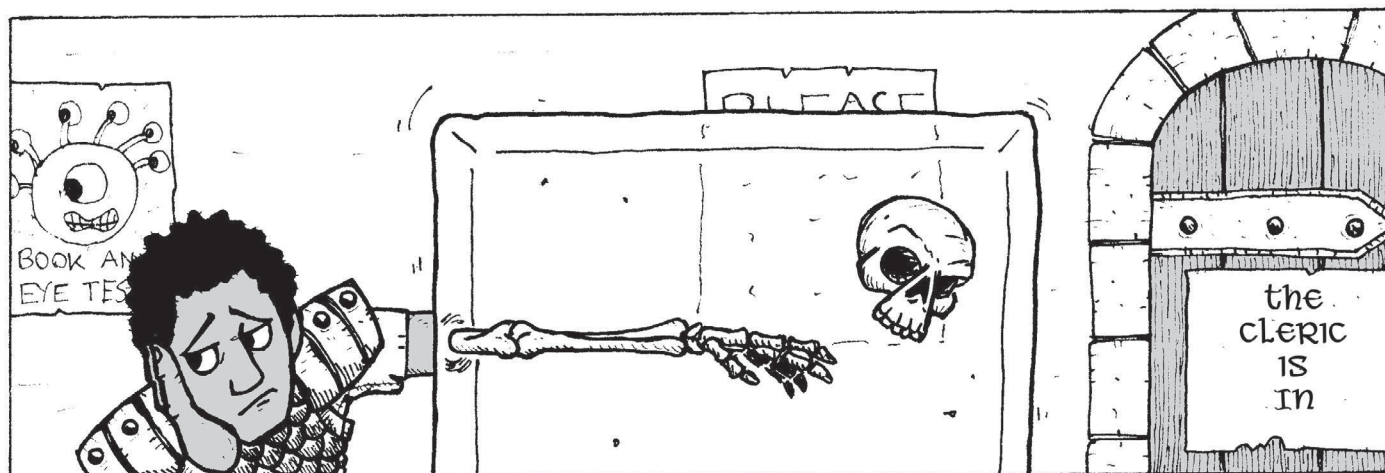


\* Sounds of spell casting



# DOXY, Urgent Care Cleric

By Jonathan Linneman & Kelvin Green





# Is your coin pouch a little light?

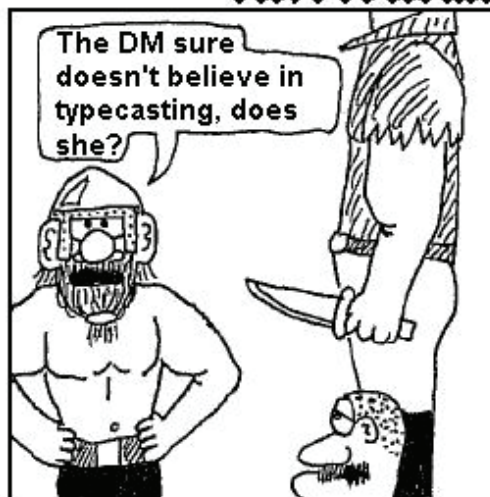
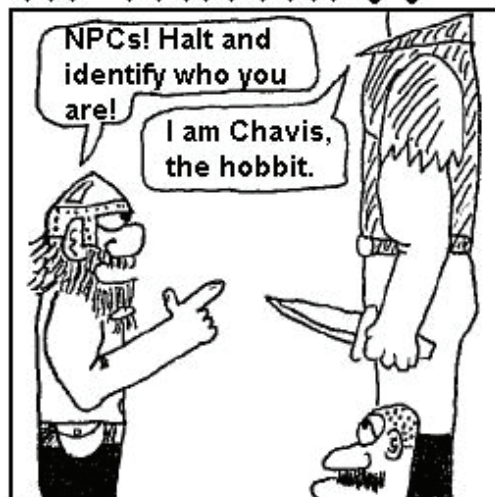
Enter Dungeon Explorers on the Internet to find original copies of out of print *OD&D* through *AD&D* 2<sup>nd</sup> Edition items at a price even a peasant can afford. Media Mail shipping is available – just e-mail us at [dei@deigames.com](mailto:dei@deigames.com) and we'll send you a PayPal request for payment.

<http://www.deigames.com>

Home of the Budget Playing Copy!



## Sir Tendeth ☠



## Sneiderman

an evil magician and the exiled Prince's "Prime Minister." He is a born liar and schemer and was the one who convinced Trahul to try to seize the throne of Fluuvolos by murdering the Lord Regent. He will welcome adventurers into his home, offer them wine from a squeeze-bottle, and act as if they just dropped by for a friendly visit; then he will cast *Dispel* on the PC who looks the strongest (hoping to nullify water breathing spells and drown that character), cast *Invisibility* on himself, and follow up with an *Icy Blast*, calling for help in between incantations. His spellbook is under his bed, and the scroll he is currently studying has a map to a castle of sea elves in the eastern ocean (details up to GM). His coronet is worth 700 sp.

**LG 11. The Prince's Chamber.** Prince Trahul's chamber is sparsely furnished: several weapons (tridents, spears, knives, nets) hang from hooks on the cavern walls and several sponges are heaped on the floor to form a bed. The entrance is always guarded by **Ripper** (HD 4, hp 20, DC 4, Str 15, Spd 17, IQ 6, Atk Bite 2d6), Trahul's fanatically loyal guardian shark. Ripper will attack anyone who isn't a mermaid or servant of the Sea Hag. The shark is a normal shark, made more intelligent by a collar like Runfig's, a gift from the Hag worth 125 gp. In his current state he understands most simple details of merfolk speech. Within are **Prince Trahul** (Merman W5, hp 21, DC 5, Str 14, Spd 15, IQ 13, Atk +2 Trident 1d8+2, +1 Dagger 1d4+1), the would-be heir to Fluuvolos, and his consort **Lady Orflane** (Mermaid M3, hp 13, DC 9 Str 9, Spd 11, IQ 14, Atk Dagger 1d4, *Ring of Illusions*, Spells: *Darkness*, *See Invisible*, *Transmute Rock to Metal*). Trahul is handsome to look at, with bright blue eyes, a streaming mane of golden hair, and a ready smile, but he is an arrogant sadist and rotten to the core. He fled Fluuvolos after poisoning the Lord Regent in order to take the throne without passing the Royal Trials. Denounced as a murderer and a cheat, he wounded his younger brother Prince Kallaadey and fled the kingdom with a small band of desperate followers. Orflane is among these, a beautiful creature with auburn hair and sea-green eyes, but utterly amoral like her lover. Orflane is jealous of Vorshloy and Boosloov for their influence over Trahul and will do nothing to help either. Her ring can make full illusions of any shape she can imagine, but they produce neither sounds nor shadows, and if either of these things are noticed they are easy to disbelieve. They will try to con any adventurers who don't seem like total pushovers into believing that they are good sea-folk who were inveigled into entering the Hag's lair and now are not allowed to leave, and offer to team up with the PCs to defeat her. If this offer is accepted Trahul and his warriors will help the PCs make their way to the Hag, although doing just the bare minimum possible along the way, and then in the final fight more or less stay out of it, attacking the PCs after they are victorious or else entering the fight on the Sea Hag's side if she looks likely to win. If the Hag is defeated and Trahul survives he will declare himself the new ruler of these caverns. A whaleskin pouch in the northwest cor-



ner of the cave holds Trahul's hoard of 2500 gp and 800 sp, along with four garnets worth 10, 20, 50, and 70 gp and a single large black pearl worth 500 gp.

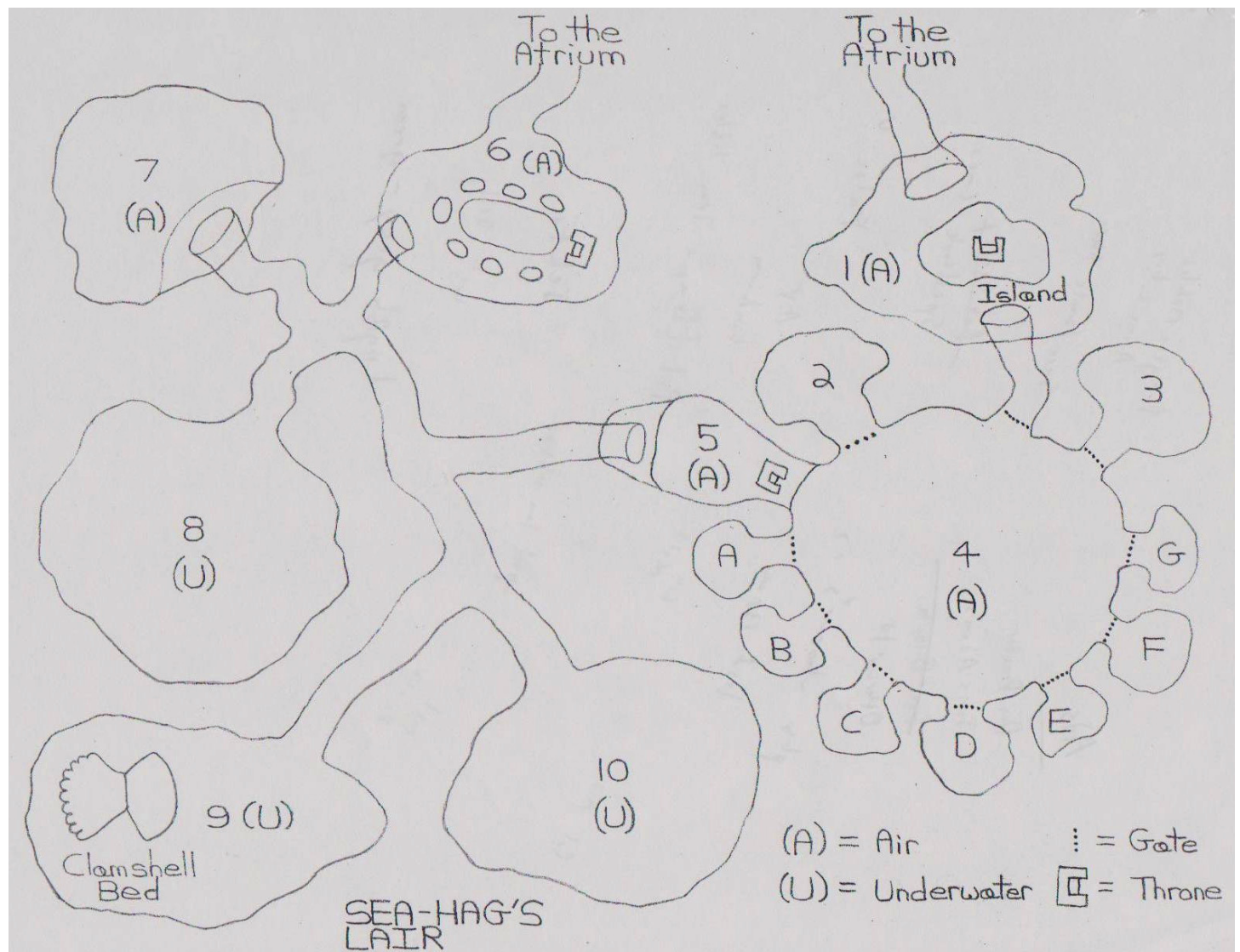
**LG 12. The Prison.** A small island rises from the bottom of this cave, which has a large pocket of air at its roof. Atop the island lies a dark-haired mermaid chained face down by her arms to the rock in a spread-eagle position, exposing most of her body to the air. The chains are so short that she is only able to dip her head and the flukes of her tail into the water. She is suffering from severe dehydration, and has recently been flogged with a coral-barbed lash hanging from the cavern wall. This is **Lady Waaluush** (Mermaid W3, hp 15 (currently 5), DC 9, Str 12, Spd 14, IQ 11), the betrothed of Trahul's younger brother Kallaadey, kidnapped by the Prince as he fled Fluuvolos. Trahul tortures and humiliates her when there's nothing else to do. Waaluush hates Trahul and his followers and if freed must be magically or physically restrained to prevent her from attacking them whenever present. If she and the PCs both survive and escape, 1d6 months later the PCs who freed her will be met by a sea elf who rewards them with a silver ring set with an aquamarine jewel worth 500 sp. This ring identifies the wearer as a friend to the noble house of Soorshay in Fluuvolos, and merfolk, sea elves, dolphins, and other benign aquatic creatures will treat the wearer with courtesy and respect.



turns unless a save is made – like the Hag, it eats its prey alive. Littering the ground in the scorpion's chamber is a great deal of detritus, but if someone decides to dig around in it they can find a few odd bits of jewelry left behind by its victims, including a silver hair-clip worth 12 sp, a pair of golden bracelets worth 35 gp each, and a necklace set with garnets worth 50 gp. **Sea Scorpion:** HD 4, hp 23, DC 2, Str 17, Spd 13, Atk 2 Claws 1d10, 1 Sting 1d4+paralysis.

**SH 3. Chamber of the Champion.** This air-filled cave is where the reigning gladiator lives. It is furnished with a comfortable sponge bed, a stream of fresh running water, and a salt water bath at its south end. The champion is **Horst** (Human W8, 37 hp, DC 9, Str 18, Spd 14, IQ 13), currently unarmed and on a 20' chain manacled to his left wrist and anchored to the wall near the bed. The Hag has the only key. Horst is a muscular fellow with a pock-marked face who washed up on the beach and defeated the last champion; he shaves his blond hair regularly to keep his eyes clear in a fight. He will do whatever he can to escape this place and although he will certainly cooperate with rescuers, he will not feel any loyalty to them.

**SH 2. Chamber of the Scorpion.** This creature sits behind a gate leading to **SH 4** and watches the combats, a very visible reminder of what will happen to any gladiator refusing to fight. The scorpion's poison paralyzes for 2d10



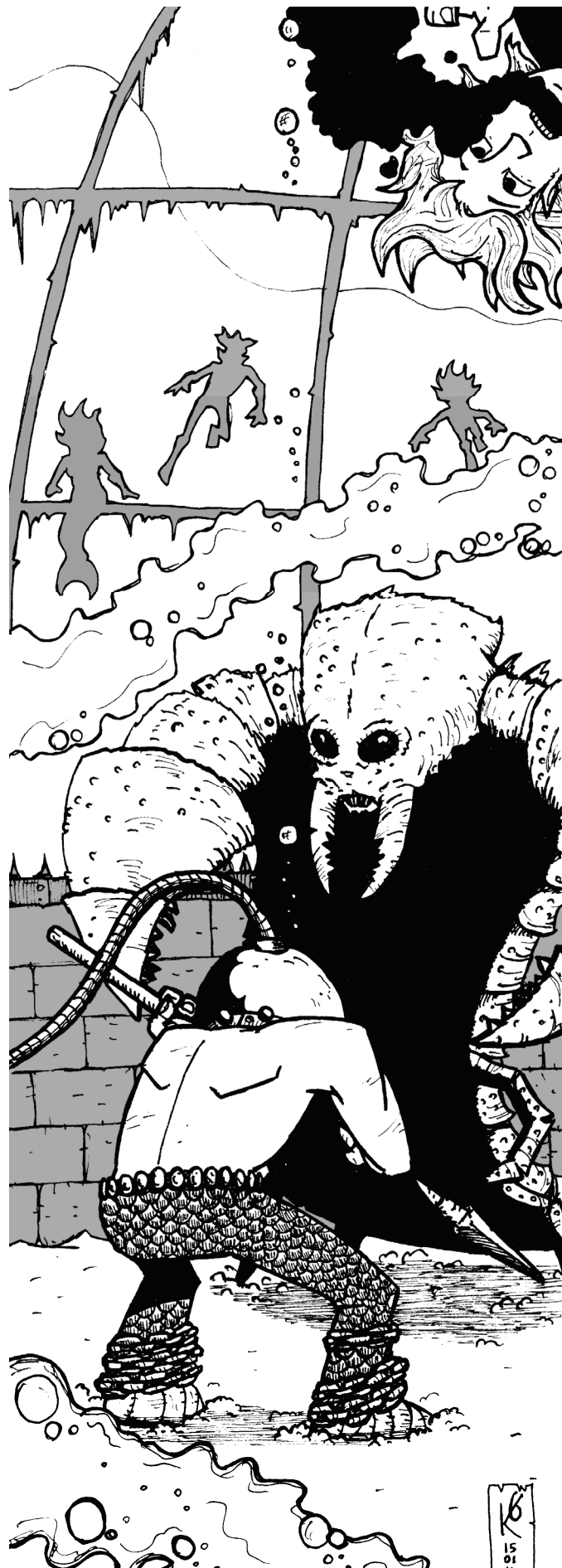
**SH 4. The Arena.** This is the Hag's primary source of entertainment, and she pits all manner of creatures, captives, and slaves against one another here. Battles for the chance to become the Hag's lover, bodyguard, or maidservant are common occurrences – all these positions are vacant at present. The arena is a circular cave filled with crystal-clear water to a depth of 3' and air above that, so that battles between land and sea creatures are possible. The cave floor is sandy and strewn with rocks which can be used as impromptu weapons. Several iron gates enchanted against rust open into the arena, connecting to **SH 1-3** and to the prison cells **SH 4A-G**. All the gates open and close at the Hag's word; *Dispel Magic* and successful lock-picking or inflicting 200 hp damage will break through them as well. Generally combatants here fight with natural weapons (hands, teeth, rocks from the floor), ensuring a bloody fight, but sometimes spear or trident matches are fought. Prisoners in the cells, invariably ill-fed and rag-clad or naked, can see the arena and their eventual fate out of small windows.

**SH 4A.** An elf-maiden named **Ysel** (Elf M3, hp 11, DC 9, Str 12, Spd 12, no spells currently remembered) is chained to the wall here. She was a friend of Ryard Hendron, the dead bearer of the Starry Shield, and washed ashore here with him when their storm-wracked ship capsized. Captured and forced to watch as the Sea Hag devoured her companions' living flesh, Ysel went insane. Now she simply sings in elvish, filling the air of the arena with haunting melody. If she is returned to the Therault Forest the elves there name those who return her elf-friends and reward them with elven cloaks and boots.

**SH 4B.** This cell is occupied by **Smyrna Skull-Splitter** (Human W7, hp 34, DC 6, Str 16, Spd 18, IQ 13), a woman warrior from the barbarian kingdoms. She earned her name killing a young Cyclops and making a helmet from his skull. Smyrna is a stocky brunette woman with several gold teeth. She is much faster than she looks and sometimes pretends to be slow and ignorant to lull others into underestimating her. Smyrna hates the Sea Hag and wants to kill her more than anything else in the world. If freed she will try to free the other captives and then recover her Cyclops-skull helmet and other gear from the Hag's vault. Whoever lets her out has made a friend for life, as long as they treat her well and act honourably.

**SH 4C.** Empty.

**SH 4D.** This cell houses a giant, intelligent clam named **Apatee** who once advised a community of sea elves who were destroyed for intruding on the Sea Hag's territory. The Hag had the clam dragged here on a sea-sled and then forced him to watch as the entire clan died in the arena. Now she seeds the inside of his shell with sand to form pearls. Apatee realizes that he has no chance of escaping the Cavern without a large rescue force coming to get him,





and is resigned to living the rest of his probably short life in the Sea Hag's lair, but he remains brave and resolute. He is an excellent strategist and tactician and can give the PCs much useful advice, including details about Trahul's court, the other prisoners in the cells, and the Sea Hag's powers and vulnerabilities. If adventurers are captured and locked up in **SH 4C** or **E**, Apatée will talk to them and offer this information. **Apatée:** Mollusc M3; hp 23, DC 7 when speaking/3 when shell closed, Atk bite 1d6 + immobilize one limb, Spells: *Blinding Light*, *Clairvoyance*, *Speak Tongues*.

**SH 4E.** Empty.

**SH 4F.** This cell is occupied by **Sarno Slitpurse** (Human T7, hp 18, DC 6, Str 12, Spd 18, IQ 14, Pick Lock 60%, Disarm Traps 55%), a suave thief currently trying to convince the Hag that she should hire him to steal things from the surface world for her. He is very competent and willing to work for anyone who pays him, but the Hag doubts her ability to control him once he is out of sight. Currently she is letting Sarno see exactly what happens to those who displease her. Sarno is a slender fellow with shoulder-length black hair and a goatee; he has a smooth, melodious voice and manages to appear gentlemanly even dressed in nothing more than a loincloth.

**SH 4G.** **Waldris** the sea-elf (M2, hp 8, DC 9, Spells: *Light*, *Sorcerous Shield*), the last of Apatée's comrades, is here. He was tortured for information by Captain Gahool and broke under pressure. Waldris is sick with self-loathing and despair, and if he is freed he will attack the Sea Hag's minions in a berserk rage, inflicting double damage with every hit. He will help in any effort to free Apatée, but will stay behind rather than fleeing the caverns. He considers himself irredeemable and deserving of death and will commit suicide rather than leave or be captured again.

**SH 5. Balcony.** The Hag watches the combats in the arena from this cave high up its west wall. A chair grown from coral and padded with sponge gives her a commanding view. Climbing up to the balcony from **SH 4** is at -10%, as the walls are damp and slippery and slant inwards. Keep in mind that even if the PCs manage to free some or all of the prisoners in this area, they will still be trapped in the Caverns unless they can breathe water!

**SH 6. The Great Hall.** This room contains a table formed from an oval slab of white marble surrounded by several small, rounded boulder seats. The Hag often holds court here, sitting on a throne of blue marble at the eastern end of the table. There is a large, pink-hued depression in the table at its head from centuries of bloodstains. A favourite pastime of the Hag's is to 'invite' captives to dinner and tell them to choose one of their number to occupy 'the place of honor.' This unfortunate is then thrown on the table, dismembered, and devoured by the Hag. 'Guests' who refuse to partake in their comrade's

flesh will be treated as having offered mortal insult and will be severely punished for their affront.

**SH 7. The Alchemical Laboratory.** This is where the Hag brews her various potions and poisons. A pocket of air fills the cavern, as most of the compounding and mixing necessary can't be done in the water. Bins filled with ingredients (gold, silver, and iron shavings, dried herbs from the surface, dried seaweed, etc.) line the walls. Several empty wineskins and underwater squeeze bottles like Gahool's and Boosloov's are also found here. A bottle-rack fixed to the east wall contains numerous potions: 3 bottles of Sleeping Potion with 4 doses each, 6 bottles of Breathe Water potion with 4 doses each, 4 bottles of combined Sleep/Breathe Water potion like those in Chalaïne's jug with 4 doses each, 2 bottles of Animal Control potion with 3 doses each, and 1 bottle of Charm potion with 4 doses (anyone drinking this will fall under the sway of the first person they see).

**SH 8. The Vault.** The floor of this underwater cavern is lined with 500,000 sp, which the Hag likes to lie on. There are three chests, a rotting sack, and a whalebone cabinet at the cave's northern end. **Chest #1:** 25,000 gp. **Chest #2:** 11 emeralds worth 500 gp each. **Chest #3:** 23 rubies worth 150 gp each, an exquisite silver-chased narwhal horn goblet worth 600 gp, an opal-studded brooch worth 75 gp, 28 orange-sized pearls worth 200 gp each, and 4 grapefruit-sized black pearls worth 500 gp each. **Sack:** 1200 cp; the sack rips apart if lifted or disturbed, spilling copper across the floor. **Cabinet:** a bronze-shod helmet made from the skull of a Cyclops, a +3 axe, and a +1 shield, all belonging to Smyrna; a +2 broadsword and a suit of +1 ring mail belonging to Horst; a ring of water walking; a djinn bottle; a +1 mace; a wand of fire rays (2d6) with 7 charges left belonging to Crenn; a very finely made -2 cursed sword with an emerald-studded golden hilt that glows with a faint blue light; and a +2 spear.

**SH 9. The Sea Hag's Bedchamber.** This very large chamber has an immense sponge and kelp bed laid in a giant clamshell in the middle of the room. A 3' circular silver mirror is set into the wall across from the bed; it is worth 700 gp, but care must be taken to remove it without damage. There are barnacle shelves on the walls; on them may be found a magical crystal ball, a +3 dagger, a silver-chased comb worth 25 gp, a brass telescope turning green with rust, a pearl-inlaid washbowl worth 40 sp, a bone flute, and the keys to the chest with the lightning wand in **UG 3** and to Horst's manacles in **SH 3**. Standing next to the mirror, 6' tall and almost as wide, is the Hag's protector, a **Coral Golem** (HD 10, hp 52, DC 6, Str 20, Spd 8, Atk Fists 1d10+1d3, regenerate 1 hp/day). The golem only animates if attacked or if the Hag is present, in which case it moves between her and intruders. Anyone striking the golem with bare flesh or gloved hands takes 1d2 damage from torn skin. Once the golem is reduced to

13 or fewer hp, it will break in half and while it will keep swinging at anyone near it, it will no longer be able to move or chase interlopers. It will eventually knit itself back together unless completely smashed and then subjected to *Dispel Magic*. If the Hag has not been encountered elsewhere she will be here as well. **The Sea Hag:** HD 10, hp 48, DC 3, Str 18, Spd 20, IQ 18, Atk Bite 1d10, +3 Dagger 1d4+3, Spells: *Charm Person* x 3, *Confuse*, *Transform Being* (aquatic or amphibious forms only) x2, *Sleep*, *Breathe Water*, *Cure Major Wounds*, *Summon Storm*, Vulnerable to Fire (x2 damage), Ring of Protection from Fire (wearer takes minimum damage from all fire attacks), rubbing her sharklike skin with human flesh does 1d3 damage, accomplished alchemist, knows tongues of all amphibious and aquatic creatures. The Hag can take the form of a beautiful young woman or a withered, skeletal crone; in either form her skin is a deep indigo blue mottled with green, her hair and eyes glow with a pale, opalescent light, and her mouth is full of sharp, gleaming teeth. She must be doused or immersed in salt water every twelve hours; she loses 1 hp each hour after this until she dies or is again immersed. Aside from this and her fire vulnerability, her other main weakness is that she can only eat living flesh: dead or cooked meat poisons and sickens her. If she does by chance ingest such food, she is wracked with spasms and

vomiting for d6+1 rounds, during which time she is vulnerable to attack. As mentioned in **SH 4D**, Apatee knows all of her weaknesses. Apart from indulging her sadistic tendencies and her love of long pig, the Hag is generally content to hold sway over her stretch of coastline and to let the rest of the world be. She summons a storm to wreck ships and restock her larders every d3 months. She is a cautious and extremely intelligent foe who will use the Caverns' resources against PCs to the fullest once she knows they are present, and should be played as such.

**SH 10. Spawning Ground.** The floor of this darkened cavern is littered with watermelon-sized translucent purple eggs, very slippery to the touch. A small fetal shape can be seen through each shell if they are studied closely. Every decade, the Sea Hag mates with a land-dweller and lays an egg. If she dies the oldest egg hatches and another Hag resembling the mother is born. There are 31 eggs here. **Skresh the Sea Serpent** (HD 6, hp 39, DC 5, Str 21, Spd 15, IQ 12, Atk Bite 2d6) will warn anyone entering to leave immediately in the tongues of the merfolk, sea elves, and sea serpents, and attack if they refuse. Skresh works for food and is not charmed, and will happily chat with anyone who stays on the cavern's threshold; it's been a long time since she had any intelligent conversation. Ω

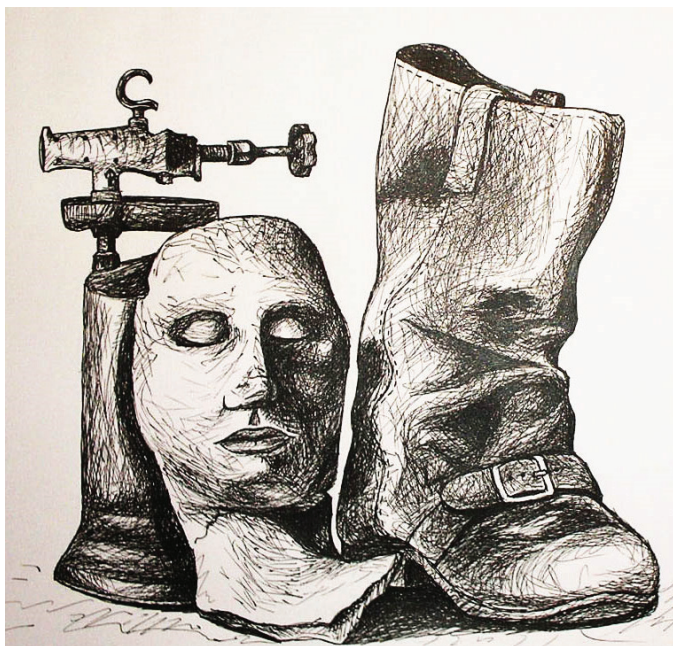




# Artifacts, Adjuncts, & Oddments

Erol Otus, Jason Sholtis, Jennifer Weigel, and John Hitchens

**Relics of Vernikus Van Slake** (JW): Vernikus Van Slake was a tinker and merchant who traveled to the Far Realms and gathered relics and items to sell and trade. These three items were in personal use at the time of his death. **The Blacksmith's Torch** acts as a variable output acetylene torch and can be used to melt or weld metal. On full blast it does 2d4 fire damage. It holds enough oil to be used on full blast five times and then must be replenished. **The Boots of the Wayfarer** appear as if made of well-worn brown leather and cannot get muddy, wet or otherwise compromised. They allow the wearer to ignore terrain, moving over any land as if on a well-traveled road. They do not grant the power to walk on water, but do ignore the effects of quicksand, mud, gravel, and other surface changes that could cause difficulty to movement or balance. The boots also enhance the wearer's resilience endurance (+2 Con while worn). **The Mask of the Doppelganger** appears to be a regular death mask, made from high quality beeswax and eerily detailed. When worn, it can be activated to allow the wearer to change form as a doppelganger once/day. The mask always has 25 charges when donned by a new wearer. Upon the first activation, however, the mask fuses to the wearer's face and becomes unremovable until all charges are used up or until the wearer dies. This item bears a curse and absorbs the true face of its wearer upon activation. If its wearer dies and is resurrected, the mask's effects are no longer apparent and the face is fully restored. However, if a wearer uses all 25 charges, the mask may be removed, but the wearer's face



now appears to be that of a doppelganger in its natural state, while the mask itself bears the wearer's original face. Many users choose to keep the mask after it is no longer useful for this reason. No other magics effecting face, eyes, ears, etc. will work on the wearer while this mask is affixed.

**Thirteen Sinister Skulls** (JH): It is a timeworn cliché in dungeon adventuring – the party bursts into an evil temple or ransacks a wizard's laboratory, and always prominently displayed are skulls. It stands to reason that the skulls themselves may have some intrinsic worth... All these skulls radiate magic and some radiate evil. The **Unholy Skull** attracts the undead. When in a locale where undead are present, any wandering monster check that results in an encounter will be with these undead, as they are displeased with the owner and seek to destroy him. If a priest uses the skull to turn them, he suffers a –2 penalty, but if successful the undead turned come under the skull-bearer's control for the next hour. The **Skull of Cursing's** true power can only be used when the skull is filled with ink. As an inkwell, it empowers a priest or mage who dips his quill in the filled skull to scribe curses on scrolls that take effect on the reader when opened and read. Such curses can be as heinous as the GM allows. It can be used only once/day, within an hour either way of midnight. The scribe must make an appropriate roll (e.g. Int or Wis) or the curse backfires on its writer. The rounded **Skittles Skull** behaves like a magical bowling ball. Hurlled underhand, it travels 50' per round, increasing in diameter by 1' every 10' it travels. When it reaches 100' away from the hurler (and 10' in diameter), it reverses direction, shrinking at the same rate it grew until it ends up back in the thrower's hand. The skull does 1d3 damage for every foot it reaches in diameter, and every foe hit must make a save or be knocked down. Many targets will be attacked twice, the second time when it reverses itself. It has a 1 in 20 chance to irretrievably shatter after each use. The **Skull of Poison** allows the owner to distill a deadly venom. Once per day, if filled with red wine, this skull will change the contents to poison (save or die). The **Mithlum Skull** gives the holder the means to defeat his enemies. The ritual demands a powdered diamond and fresh brains. When the ingredients are mixed together, it creates a magical sling stone that is +5 to hit and does x2 damage to the species of creature from which the brain is taken. So potent is the magic that the foe must save or die instantly as well. This ritual must be performed within an hour of midnight. When filled with a candle made from rendered orc or goblin fat, the **Skull of Illumination** sheds a lurid red light with a radius and brightness equal to a lantern's. The colors shed are strange, with everything seen as if through a red prism. This light pierces magical darkness and reveals secret doors. The skull radiates very strong evil, and any low-level creatures must make a morale check or flee upon first coming into contact with the light. The highly evil **Skull of Summoning** only works on High (Un)Holy Days, typically four times per year at the solstices and equinoxes. At



these times, an otherworldly creature may be summoned and bound to service for a year and a day. The personal name of the being conjured must be known, and the summoning requires the sacrifice of a sentient being. The summoner must make an Int/Wis check with a modifier equal to (Summoner's Level - Creature's HD) or be devoured by the arriving demon or devil. If a creature is rendered down to its essential salts, or its ashes are obtained, and the **Skull of Ashes** is filled with two pinches of this material, the caster may summon the spirit of the dead creature to answer up to three questions. The summoned dead must answer fully and honestly to the best of its ability. The spirit may then be dismissed by inverting the skull and scattering the ashes. If a fourth question is asked, the spirit turns into a wraith or specter and attempts to kill the summoner. This ritual must be performed within one hour of midnight. The **Skull of Control** allows the user to dominate a human, demi-human or humanoid tribe. The exact definition of a tribe is left to the GM, but 200-300 beings is typical. Control is initiated by squeezing a fresh heart into the skull. For one lunar cycle, all beings in the tribe are affected as if charmed by the skull user. To keep control, the user must renew the skull with a fresh heart from another tribesman at the time of the new moon. The evil **Skull of Blood** can restore youth to the holder at midnight of the new moon. A sentient being must be sacrificed, its blood captured in the skull. The holder then drinks the blood. A save vs death must be made: if failed, the drinker dies, but if made the drinker sheds 1-10 years from his age. The **Skull of Astral Projection**, when the correct ritual is observed, allows the user to astrally project his consciousness outside his body. The **Skull of Incense** allows the user to retain more spells than normal. When 100 gp worth of incense is burned within the skull during the user's spell preparation, the user is able to memorize one extra spell of each level he can cast. The only draw-

back is a 1% cumulative chance of addiction to the incense. Sinister **Skulls of Becoming Undead** are easily distinguishable by the green gem set in their foreheads. When five of these skulls are collected, they may be arranged at the points of a pentacle in a ritual to be conducted at midnight on the last day of the year. At the conclusion of the ritual, roll a d20 and add the character's level to determine what type of undead he becomes: 1-10 Ghoul, 11-15 Wraith, 16-20 Specter, 21+ Lich.

**Wand of Otus (EO):** This magical wand combines the powers of a rapidograph pen which never leaks and is always full of ink with an eraser which cannot ever crinkle paper or leave the faintest smudge. In addition, 3 times per day it can summon the food and drink of any cuisine on earth, from any period in history.

**Ytain's Impenetrable Tunic: (JS)** Before a magically-delivered plague at last laid low the unpopular monarch, King Ytain of Pruun survived seventeen separate assassination attempts, several of which were carried out using poisoned daggers. Refusing to allow his perpetual peril to interfere with his zest for high society, Ytain commissioned a cabal of sorcerers to improve his protection without sacrificing style or dignity. This fashionable garment, a long white tunic of shining spider silk secured at the waist with a tastefully bejeweled girdle, adds +2 DC and cannot be penetrated by edged or stabbing weapons. Arrows and crossbow bolts do only 1d2-1 damage, and edged melee weapons do half damage. Ω







M. J. Allen  
2010

# Cavern Adventuring

notes from underground by Calithena

If you're into dungeon delving, and you haven't yet, the first thing you need to do is get your meat jacket into a big cavern system and poke around a little bit. I visited Jewel Cave in South Dakota this past summer, and it completely changed my perspective on strategy and tactics in the cavernous depths. In what follows I'll offer some observations and variants that may enhance your play in caves.

**Weirdness and Wonder:** Rock formations are strange, variable, and often full of surprising color. Flowstone, spar, stalactites and stalagmites, gigantic anhydrite or amethyst crystals, rich veins of ore, and so forth can be found in abundance. Pools of clear, often drinkable water and rock etched into strange shapes by steady dripping over centuries may be found as well. Caverns come in all shapes and sizes. With pictures from a good cave book or on the internet, the cave environment can come alive as a faerie-like realm, far removed even from dusty trap-filled tunnels. And, in a world of magic and mystery, many of these natural formations can easily be extended into potions, elemental spirits, blessings, curses, and so on.

**Slow Movement:** There are relatively few flat surfaces of any kind in natural caves. As a baseline, dwarves and hobbits should have their movement cut to 2/3 normal, and taller folk to 1/2. In many cases PCs will move even more slowly, often as little as 10'/minute, as they climb up and down tricky stone surfaces without getting cut or finding footing. PCs who want to move at x2 the allowable rate for an area can, but must roll to avoid falling and taking 1d4 damage each time. GMs might consider marking map areas with standard movement rates to remind them of what is possible in different locations. Some cave monsters will suffer these same limitations, although some (e.g. spiders, cave monitors) will not. Depending on how generous your movement rules are to begin with, cave combat may require careful tactics to avoid getting stuck.

**Maziness:** Any closed interior space can offer good maze potential, but large cavern systems pretty much cry out for criss-crossing passages, circular routes, dead ends, and general directional confusion. Concealed passages make a lot of sense in this environment – there could be a hidden passage behind practically any shadowy patch or rock outcropping. (Huge cave systems connected to known areas have gone unnoticed for decades even in modern times.) Directly searching the area containing a concealed passage reveals it on a 1-4 (d6), but otherwise an elf, dwarf, hobbit, or thief needs to roll a 1 when passing close by. Another place for hidden chambers and mazy interconnections are sections of cavern cut off by rockfalls or cave-ins. An elf or dwarf has a 2 in 6 chance to know that there

is something behind a rock cascade from feeling the air or stone. Bypassing these with spells or magic items is fairly easy; alternately they can be dug out by the committed. What really differentiates the cavern maze, though, is

**Three-Dimensionality:** Cave entrances and exits go in all directions and come in all shapes and sizes. Cave maps and scenarios will be more realistic and more interesting (in some cases at least) if maps, descriptions, and challenges take full advantage of the 3-D environment. Cave depth on maps can be indicated with a color-coding system indicating depth (as indeed the US National Park Service uses): perhaps white, yellow, orange, red, purple or some such, with each level occupying say a 50' band of possible depth. Connected caves should by no means always be at the same depth, either: one dungeon level of cave might span an up and down area of several hundred feet. Precise distances and depths of each cavern can be noted on the map as desired. The more interesting possibilities of 3-D caves arise in combat, however. Many caverns will have crevassed walls, rock outcroppings, and multi-leveled surfaces that make detailed 2d maps and battleboards less useful. This is one kind of battle where imagination is probably king. You can form in your mind a rough 3d picture of where people are and what they are doing, sketching relative positions out on paper as necessary, and let PCs and monsters ad lib and improvise their behaviour in relation to the surroundings. PCs might hang from a ledge with one hand while firing their crossbow, or take cover among stalagmite outcroppings. *Levitate*, *Spider Climb*, and similar spells become much more useful than they often are if you start keeping track of where everyone is and limiting movement in three dimensions accordingly. Fairly high levels of falling damage make sense in cavern environments too – these places are made of hard rock, and if you slip and fall, you can get in a lot of trouble. One way to facilitate interesting cave battles is by setting goals. For example, a cave full of nuisance monsters like stirges, vampire bats, or tarantulas can be much more significant to navigate if you have to undertake a 70' vertical climb on a steep scree-strewn slope to get to the only exit. Can you cover the hobbit while he scampers up with the rope? The mage can burn the path clear of critters before he goes up, but the others will have ample time to crawl, slither, or fly back as the party laboriously undertakes its upwards climb. Lots of mundane challenges that are normally only significant for low-level PCs can come back sharp and dangerous if the environment gives them enough support.

**PC Size:** One big issue in cavern environments is that passages are of all different sizes, and many of them simply can't be travelled by larger PCs. You may wish to locate some microcorridors that a spider, pixie, or polymorphed PC could travel through, but no regular-sized character. More generally there may be many rooms that big human warriors in plate mail or fat dwarves simply can't get into. There are often also narrow crawls and tight bottlenecks to

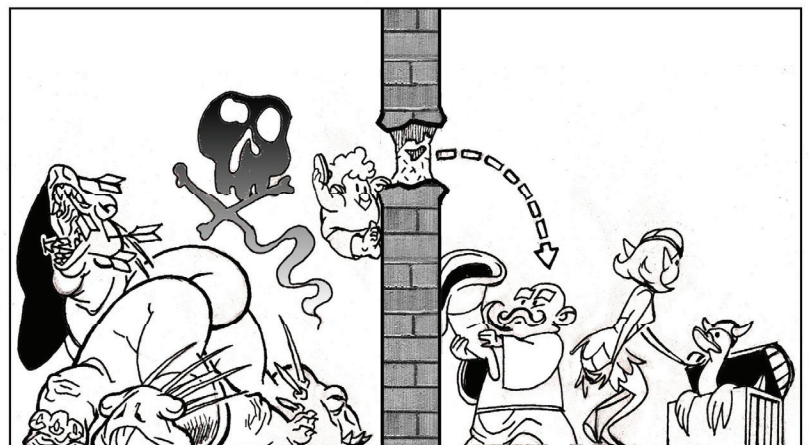
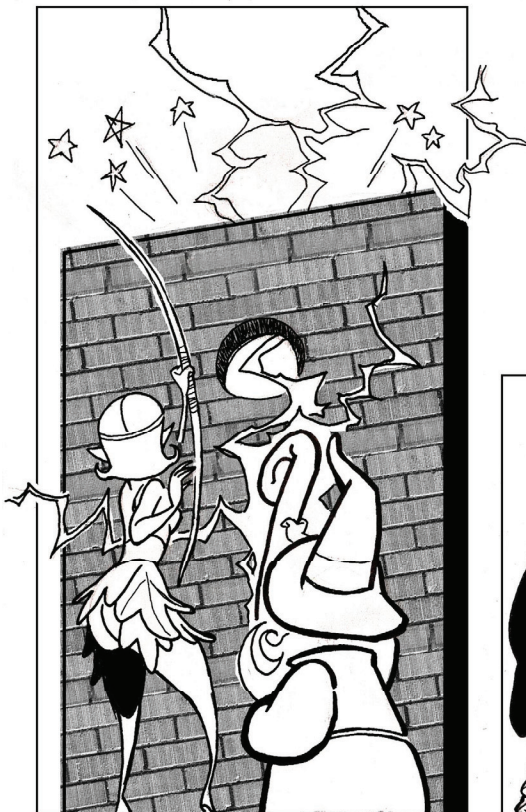
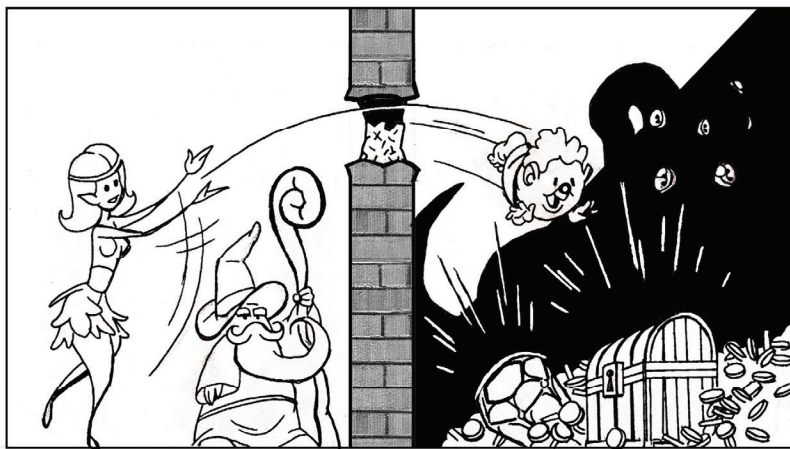


contend with. PCs may think twice about crawling to that treasure chamber if they have to go on their hands and knees across sharp stone for 100' to get there. And, of course, sometimes the monster really will catch them from behind in such tight places...If you play a BRP system such as *Runequest*, the SIZ stat can be a help here. Simply give corridors, tight squeezes, and so on SIZ ratings. Those at or under that number can squeeze through at 'normal' speed, those up to 2 over it might be able to fit in a pinch (or with oil, or being pushed or pulled – maybe with a chance of getting stuck!), and those over the SIZ + 2 threshold will simply get stuck. If you want to use a SIZ system in other fantasy games, you can roughly assume 1 point in SIZ for each 15 pounds of character weight, or alternately average STR and CON and add 2d6-7 to the total. Alternately, rate characters as tall/normal/short and broad/normal/thin and rate corridors on this scale for when crawling is necessary (tall/short) and when there is a

tight squeeze (broad/normal). Strategy and tactics when dealing with passages of limited size can be complex and fun. In the picture, only the Duck PC can get through the tiny entrance to investigate the chest. A massive hydra cuts him off, leaving him alone in the fight! But then the mage and elf loose spells and arrows through the tiny

hole, and now the opening causes problems for the hydra – he can't strike back as he is assaulted from a distance. And then there is the issue of looting the treasure...

In closing I'd like to emphasize that cavern exploration and battles are probably one area where imagination and off-the-cuff GM judgment will probably always provide a superior play experience. Keeping everything too precise in these environments will likely take a lot of prep and slow down play considerably with niggling detail. The good news is that players don't need all this to imagine the wild battles and adventures you can get in these environments, and you don't either. Visualize the area for yourself, communicate what it's like to your players, and let them find functional tactics and strategy to deal with it in real time. I predict you will find a more immersive and more engaging experience in subterranean cavern systems – and maybe elsewhere as well – if you take this approach. Ω



# Of Dungeons Dreaming

by Sean Wills

Rest periods give adventuring parties a brief respite from the rigours of dungeon exploration. Normally, only the sudden appearance of a wandering monster may intrude upon these stolen moments of relaxation – until now! With this rules variant, even during rest the underworld toys with an adventurer's fears and failings. During a rest period an adventurer may experience a flood of vivid memories that can affect his subsequent performance until he is mentally refreshed by a full and restful sleep (perhaps, outside the dungeon entirely). More experienced adventurers have more recollections for the dungeon to draw on, twisting them in order to taunt and torture the dreamer. The underworld may even conjure up false memories.

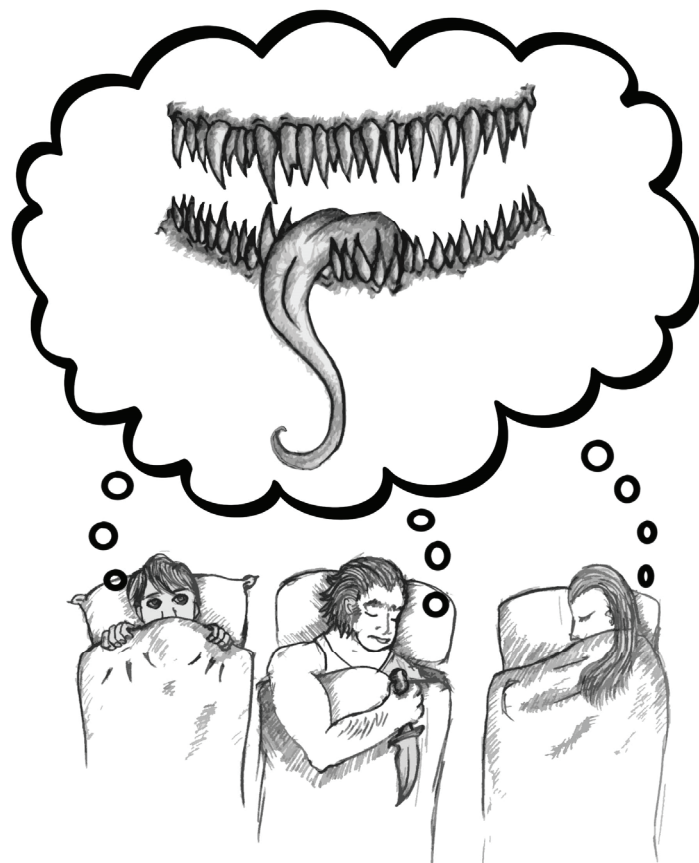
During a rest period each player should roll 1d20. Any who roll their PC's level or below experience what is commonly referred to as a 'delver's dream', featuring (d6):

1	Parent
2	Mentor
3	Other party member (living or dead)
4	Lover
5	Monster (roll Wandering Monster 1 level down)
6	Childhood Enemy

In the dream, this being tries to tempt or scare the PC out of the dungeon, either directly or by being threatened by some dungeon-related danger. One might dream a plea to return to the safety of home, a vision of eventual betrayal, scorn poured on the adventurer's prowess, and so on.

Dreamers must roll a successful Saving Throw to shake off the unwelcome recollection. The save category is rolled using 1d6: 1-2 vs. Spells, 3 Wands, 4 Petrify, 5 Poison, 6 Breath Attack. A successful save results in the repression of the dream. The adventurer suffers no adverse penalty to his actions but a -1 (cumulative) penalty to subsequent rest period rolls. An unsuccessful save results in the adventurer operating with a -1 (again, cumulative from multiple nightmares) penalty to all dice rolls until he has a full day of complete rest. His Charisma also drops by 1d4, as he seems anxious and preoccupied.

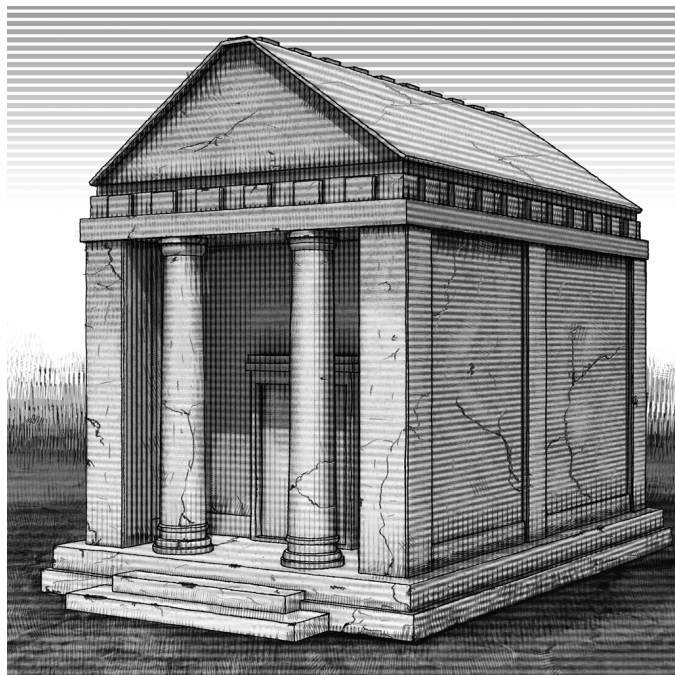
Once a PC has failed a save against a delver's dream, some treasures may trigger them as well. When a dream-afflicted PC finds large gems or distinctive jewelry or magic, he should roll again to see if he slips into reverie, with the treasures occasioning new visions as above. Ω



**Deep Panic:** In cavern complexes as well as the dismal depths of dungeons, it is possible for the protracted lack of sunlight and concomitant biorhythmic disturbance to cause serious psychic damage. Day after day, going deeper and deeper, PCs slowly lose weight, confidence, and even their minds. Consider the following additional rules:

- Each full day underground after the first, unless full rest and/or magical healing are available, all saves vs. fear, panic, and confusion take a cumulative -1 penalty.
  - After each 3 full days underground without full rest as above, PCs lose 1 temporary point of constitution.
  - After 5 full days underground without full rest, etc., adventurers start becoming so paranoid that they even distrust each other. The GM should roll under each PC's Wisdom each day after the 5<sup>th</sup>; if the roll is failed, that PC should be fed false information suggesting that other PCs are trying to rob him, abandon him, eat his food, have been consumed by doppelgangers, etc.
  - A final option is for the GM to privately roll 2d6 for each PC and add that PC's level. If the sum of (dungeon level + consecutive days underground) ever exceeds that number, the PC experiences The Raptures, an incredibly strong panic attack that leaves the PC gibbering and essentially unable to function. If pushed the PC will attack the person pushing them once and then return to crazed meandering. Such a PC can be returned to minimal functionality with a successful save vs. fear (new chance once/hour) but will be at -4 to more or less everything until they get out of the depths and rest up.
- Dwarves and goblins are immune to all these effects.





# Twelve Free- Standing Tombs

modular dungeon tombs by Geoffrey O. Dale

While Tombs are common dungeon features, most are rather large. The tombs presented here are free-standing boxes and small structures; they could be located anywhere in the dungeon, found along any hallway, or placed in any moderately-sized open area. Roll d12 or choose:

**1. The Arch of Prester Jynn.** A free-standing archway, the arch being 14' tall by 9' across at the base and embedded into a rectangular structure 20' tall by 20' across. The whole is 10' long. The rectangular building is made of brown and tan bricks with a dark red wood top. Six burning red lanterns hang on the outside, one at each corner, one halfway on each exterior side. The arch is lined with white stone. A horizontal piece of clear quartz mounted in the arch's interior allows viewing of a dehydrated grey human body with curled black hair, dressed in colorful decaying vestments, with miter and crosier. The body wears four huge, beautiful, and ornate gold rings (5420, 6002, 6771, 7428 gpv) on its left hand. The body compartment also holds a heavy mace with glowing head (+1, +2 versus Undead) and a triangular shield. The quartz panel is cemented into the wall and requires 40 points of damage to break. If the quartz is removed, poisonous gas doing 1d3 lung damage plus 2d12 rounds blindness (save to cover eyes in time) puffs out, and three **Spirits** (HD 5, DC 0, insubstantial, gaze causes panic, Atk touch drains 1 level and d4 Wisdom) attack. If a person extinguishes the

lanterns, says a prayer to Dharmo (God of Earth and Stone) before each, and then relights them all, he or she gains the ability to see hidden doors and traps for a day.

**2. Bewell's Fountain.** A white rectangular stone box, 9' by 5', waist high, the lid covered in black stone crows and fastened to the box with long silver bolts. The box sits on a 5' tall mottled marble cylinder 20' in diameter, with steps carved into opposing sides. An upright stone tablet on the cylinder says "Final resting place of Artemis Bewell, Master Builder, Centaur's Friend." Surrounding the cylinder for 10' is a grey slate floor with a low stone railing around the perimeter. Eight red sandstone statues of half-sized Centaurs are equally spaced along the perimeter, each centaur holding a large upturned urn out of which pours water (seven Centaurs have bows on their backs, the eighth a guitar). The tomb is surrounded by a pool of water 20' across by 3' with a waist-high ring of red bricks on the outside. Six streams of water spray vertically in the air from the backs of quarter-sized stone Centaurs standing in the pool. The box contains only thick bone dust. The Centaur statue bearing the guitar pours out healing waters (one gallon every 3 minutes – washing a wound with one-half gallon of this water restores 1d6 hp, but each person can only use it once, and it does not travel).

**3. Heuru's Spire.** A tan sandstone obelisk, 24' tall, 6' thick at the base. The obelisk sits on a red sandstone cylinder 6' tall by 12' in diameter. A tile mosaic 30 inches tall forms a band around the cylinder, its lower edge 2' from the bottom. A 4' gap separates the cylinder from a 3' tall circular tan stone wall that completely surrounds it. Standing in front of the wall are ten tan stone statues, each 6' tall. Five are women and five men, all dressed in chainmail with shields on their back, holding raised swords; a stone tablet attached to one says 'Heuru the Swashbuckler.' A steel plate 5' by 3' in the top of the cylinder covers the remains of Heuru of Pharhaven, a famous Rascal; the plate is fastened with 10 adamantine bolts. Inside the burial chamber are a few bones covered in a thin blue moss, a gold sunburst locket (1310 gpv), a Rapier +1, an Antidote Tonic, and a Sleeping Draught. If the bones are moved the moss gives off spores causing leprosy (save to resist). An adventurer touching all ten shields in twice as many seconds gains a +4 bonus to DC for one day.

**4. The Octo-Tomb.** An octagonal structure of polished green stone, 18' across by 7' high, roofed in a layer of white stone. A layer of white bricks surrounds the structure and extends out 8' from the base. Above each face sits a pot-bellied winged greenstone gargoyle playing a flute (1 in 6 chance for each flute to play 10 minutes when PCs arrive). Centered in each face is a featureless square white stone plaque, 3' on each side, held into the stone by long pegs. Behind the first plaque is bone dust. Behind the second plaque is an ordinary skeleton with a gold tooth (463 gpv), wearing a gold ring (1250 gpv); the skeleton has

an eye patch behind which is a carved piece of ivory (taking the ivory piece summons a **Specter**). Behind the third plaque is a white skull (inside the skull is a brass key). Behind the fourth plaque is a dried mummified male body wearing robes; in the robes are 40 gp. Behind the fifth plaque is a mummified **Cobra Zombie** (HD 4, DC 5, poisonous bite), along with three gold pendants (884, 1557, 1952 gpv). Nothing is behind the sixth plaque. Behind the seventh plaque is an ordinary skeleton with a carved ivory pipe (625 gpv) and ten packets of fine quality pipeweed. Behind the eighth plaque is an elf's mummified body, wearing +2 leather armor of poison resistance. The Tomb is guarded by eight **Ghouls** (HD 3, DC 6).

**5. The Tomb of Anselm Fairweather.** A vertical slab of glossy black stone, 7' high by 5' by 5', sitting on a square slab of dark blue stone, 8' on each side by 2' high; a line of silver solder runs vertically around the slab, separating it into two sections of equal size. The white marble face of a bearded man protrudes from the slab 5½' off the floor, and his outstretched hands reach from the black stone. Parts of his shoulders, back, buttocks, and legs are done in the same white stone and protrude from the opposite side. The face moans softly on a 1 in 6. Crossed swords of light-colored blue stone are attached to the left and right sides. A blue stone plaque attached to the slab reads 'Anselm of Raoddorbach, scion of the Fairweathers, met his doom at Troll's Forge, scared to death by a Ghost.' If the solder is chipped away (requires at least 30 minutes) the stones can be pulled apart with a total Strength of 40+. Inside the slabs is a tall bleached skeleton with long white hair wearing a platinum-turquoise ring (8738 gpv). On the three nights of each new moon, the illusion of a **Ghost** (HD 4, DC -10 ferrous, 10 silver, aging gaze, Atk touch -1d6 temporary dexterity drain) is seen within 100' of the tomb.

**6. The Tomb of Deridaellus.** A white marble box, 12' long by 5' wide by 4½' tall, with a blue stone lid secured to the box by eight long gold screws. The lid is carved in relief sculptures of many coiled, winding, and overlapping snakes. The box is carved in reliefs of four-legged reptiles. An inscription along the lid's edge says, 'Deridaellus the

Magnificent, Serpent Speaker, Lord over Cold-Blooded Creatures.' When the lid is lifted, an illusion of three **Giant Spitting Cobras** (HD 3, DC 6, spits poisonous venom 15') is triggered (roll or save to disbelieve). Inside the box is found the skeleton of a reptile-headed humanoid wearing brown desert robes, a hooded cloak, a pair of Traceless Shoes, a silver-bloodstone Cursed Ring (DC-5, right hand), and a platinum-ruby Ring of Protection +4 (left hand). If Deridaellus' body is desecrated a **Great Wight** (HD 10, DC -10 ferrous, 0 silver) is summoned on a 1 in 6.

**7. The Tomb of Merkeedes.** A rectangular tan marble box, 9' long by 5' wide and waist-high, with a dark brown stone lid (the lid is cemented to the box). The box's short ends are decorated with sculpted dark brown stone monkey's faces 3' across. A metal plaque attached to the long side says, 'Merkeedes of Althion. Explorer. Adventurer. Monkey's Dinner.' On each corner of the lid is a white marble statue of a winged monkey, 2' tall. The box holds a **Skeleton** (HD 2, DC 6, Atk scythe 1d8), three emeralds (1104, 1436, 1883 gpv), a Potion of Healing, and a silver Ring of Speaking to Animals. Any person rubbing the stomach of the winged monkey standing on the northwest corner three times gains a +1 to all saves for a day.

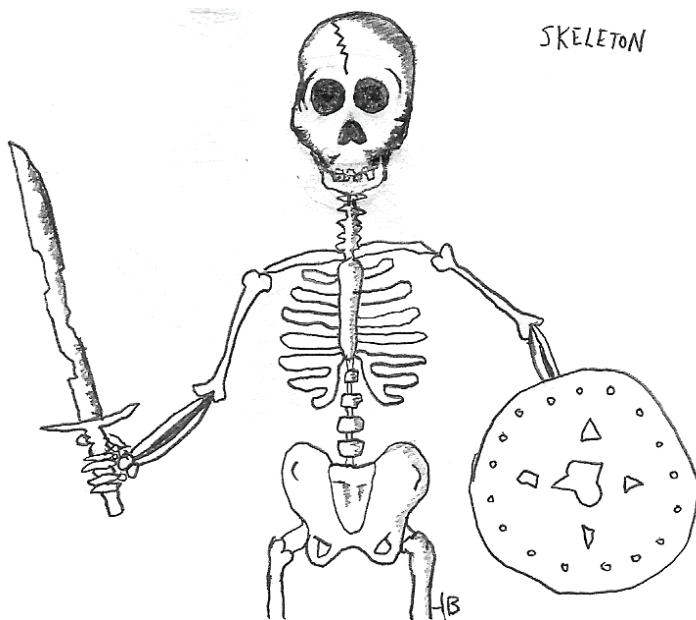
**8. The Tomb of Salthazer.** A rectangular red marble box, 10' long by 5' wide, waist-high, the top is part of the box. A 6' white stone figure lies on top of the box in a sleeping position – a human male with long beard and elaborate hair, dressed in robes and pantaloons, a wand in his left hand. One of the short ends of the tomb is completely covered by a fine wood panel on which is engraved, 'The mortal remains of Salthazer, husband of Andatha, beloved by Anarchy, struck down by Order.' Behind this panel is an adamantine door, 4' wide by 2½' high (gold keyhole lock, found locked). Behind the adamantine door is a mummified male body with long black hair and beard, wearing *No Magic Gloves* (appear to be enchanted to detect auras of items they handle, actually cursed to prevent spell-casting by their wearer), and a *Girdle of Vole Strength* (1). When a PC tweaks the statue's nose, all evil creatures that attack them for the next day receive a -2 to hit them.



Spellbook Games is pleased to announce  
the release of Portal to adventure.  
A rules light classic feeling game system  
for the fast paced modern gamer.

[www.spellbookgames.com](http://www.spellbookgames.com)





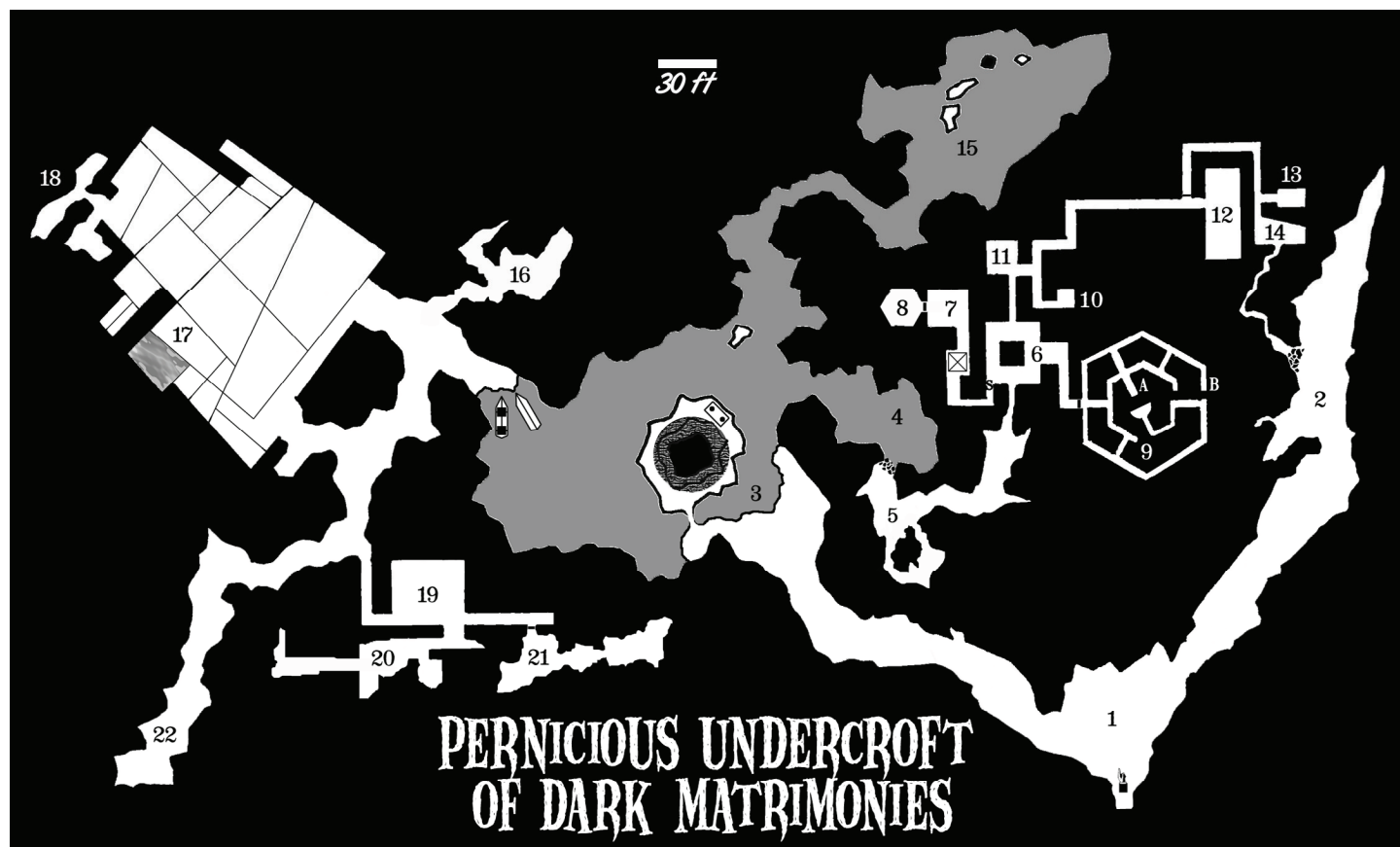
**9. The Tomb of Swords.** An aquamarine stone box, 9' long by 5' across, standing chest-high, with a black stone lid fastened to the box by long gold screws. The carved black stone pommels and short sections of 50 sword blades appear to pierce the long sides of the box and the lid. A brightly-painted wood plaque fastened to a short end of the box says, 'The resting place of Balthus and Matillee, first pierced by the arrows of Cupid, later by the blades of the Kyenii.' When the lid is lifted, 1d8 **Skeletal Warriors** (HD 4, DC 3, scimitar, dirk, iron cap, small metal shield) are summoned. The box contains two ordinary skeletons. One skeleton wears a jade ring (1525 gpv) on the left hand and a silver-amber-ruby ring (975 gpv) on the right hand. The other skeleton wears a copper-ivory armband (539 gpv), two silver-turquoise rings (731, 1058 gpv), and a twisted gold chain (426 gpv). An Earring of Telepathy is beneath the skeletons. When a sword's pommel is grasped and pulled, there is a 1% chance that it will transform into metal and come out (+2, Chain Mail Ripper).

**10. The Tomb of Urien.** A green stone box, 6½' long by 4' wide, waist high, with green lid; the lid is fastened to the box with a complicated arrangement of adamantite clips. The lid is engraved with four scenes of dwarves working in mines. The ends are decorated with crossed picks in white ivory. A vertical black stone plaque attached at the lid's head is carved in Dwarvish runes that reads, 'Urien of Deep Hollows, died protecting the Sellskirk Clan against the Fell Wraith.' The box contains the mummified body of an emaciated Dwarf with long red beard, a silver-emerald locket (1167 gpv, Sellskirk Clan token), a double-bladed war axe, a pair of studded leather gauntlets, and a pair of green leather Boots of Spider Climbing. The tomb is guarded by three **Zombies** (HD 2, DC 8, spiked clubs) and a **Zombie Master** (HD 5, DC 4, casts spells as level 3 Shaman, throwing axe, raises and summons **Zombies**).

**11. The Tomb of Vannas Taori.** A light blue rectangular stone box, 10' long by 5½' wide and 4' tall, with a light purple stone lid. A thick bead of lead seals the cover. The lid is engraved with a picture of a forest in front of mountains. The long sides of the box are decorated in tile mosaic of lush grapevines. A plaque of polished green jade attached to one end of the box by silver screws reads in Elvish glyphs, 'Here sleeps Vannas Taori, a well-respected Elf of the Wismark, taken from this world by the Giant, Morsijan.' The box contains an elf's skeleton, the bones covered in a harmless black coating that easily flakes away. The skeleton's skull is partially caved in and shows other injuries consistent with being badly beaten. Part of the body compartment's bottom lifts out (-4 to find), revealing a metal strongbox in a sunken area (lock -3 to open). The box holds a skeleton key, a glass cutter, a five-power magnifying glass, a magnetic compass, a platinum music box made by Dwarves (1684 gpv), a piece of rhino horn scrimshaw (957 gpv), a gold Holy Symbol of Vaettiri, an Armorskin Tonic, and a Flying Potion.

**12. The Tomb of Willis Athee.** A rectangular black marble box, 8' long by 4' wide and waist-high, with a heavy rectangular black marble cover that overlaps the edges 6". White soapstone carving of dancing satyrs and minotaurs are attached to the box's exterior, with carved stone lion's paws on each corner. On top of the cover is a white stone statue of four satyrs holding a stretcher on their shoulders, on which is laid a bearded dwarf in chainmail. An upright black plaque says, "Willis Athee, Warrior of Redstone, Now Dancing with the Gods." The box contains a handful of grey dust, a dented open-face helm, a silver-bladed Rapier, and a human-sized chain mail shirt.





two page dungeon scenario by Lee Barber

**Background:** These brackish caves are available for rent to evil beings seeking a glamorous altar for unilateral weddings and arcane rituals. The shrewd stewards, the **Crusty Chin Goblins**, create a grand banquet and decorations for paying guests. However, the lifeless hall is popular not for the food, but for a ghostly blessing given by a giant Serpent Idol that gleams with witch-fire after the dire deed! Players might learn of the Undercroft after interrupting the crusty chinfolk in their search for a main course, a plump Halfling. If physically coerced, the goblins will tell of a new reservation – by a horrific entity known as the **Calamitous Ministrant of Gloomwaddy**.

**1:** The entrance is guarded by three weighty **Ogres**, sitting on stacks of stolen tombstones. If PCs inquired about a password, the Goblins gave an incorrect one (unless ESP was used). The Ogres will retreat to **3** for reinforcements.

**2:** At the end of this cave arm is a nest of **Gargantuan Bag Worms**. They will only attack if their mulched cocoons are assaulted, or if the PCs make too much noise investigating. Imbedded in the pulp of one of the assembled “bags” is a mail hauberk +1.

**3:** Centered in a foul reservoir is a huge support column of raw stone, wrapped at the base by an equally large snake statue. The scales are the size of dinner plates, and the serpent head with crystal eyes is nearly 20 feet above a carved altar. Floating in circular formation around the edifice are 10 **Lizardfolk Zombies**, face down with melted candles

on their backs. An **Ogre Berserker** named Vikjaw blocks the bridge from **1**. If the party has synchronized their arrival with the Ministrant’s wedding, his party and all the Goblins will be present. Docked on the west bank are two rowboats, one with brazier-heated platforms for serving food. The water in this area is 7-10 feet deep. **Secret:** The statue eyes function like slotted bolts, and can be removed. This causes the serpent head to slide into the water, revealing a niche holding the magical Wand of the Slaking Pool. This item can create a wall of Stinging Seaweed or shoot a cluster of Shearing Claws. The lizardfolk undead will rise and attack if the wand is taken.

**4:** Rusty iron bands from dumped barrels litter the floor of this flooded cave, a danger to swimmers or Goblin boats. With light PCs see a tunnel entrance blocked by rubble.

**5:** Once the entry is cleared this cold passage can be explored. In front of another support pillar are five **Mummified Giant Spiders**, stacked like a set of sitting stools. These infectious vermin will attack until destroyed. On the ground under the spiders is an unholy medallion.

**6:** This man-made vault features three visible exits and a fourth hidden by a secret door. A cube of stone floats on glowing mist, which trails like an unfurled carpet to the east. Opening the door to (or from) **9** pulls the hovering block into the side passage like a tendon. Once sealed, the mist vanishes for one full day. PCs can push the block off center as it glides to keep the route clear.



7: An unpleasant trap awaits those venturing past the secret door; a pit some 30 feet deep and potted with **Stinging Seaweed**. Beyond is a square chamber with a hanging censer cast in the shape of a cyclops head. The stone door to 8 is locked and trapped with Corrosive Gas.

8: Decorating the north and south walls are two identical clover-shaped gold platters (850 gpv). If both are removed, the angered ghost of Saint Sfaxxiron appears on the ceiling for a few seconds and a random treasure materializes (1d6: 1-2 silver jar with incense, 3-5 double dose potion in glass beaker, 6 folio of spells written in Goblin) on each tray.

9: The undead remains of Saint Sfaxxiron, an evil abbot who held sway over the entire region centuries ago, are entombed in this minute maze. His lingering energy is responsible for the serpent statue effects. At the end of corridor A is an **Animated Trident**, which attacks the PC with the strongest magic. Ghostly cackles will be heard during the fight. The dead-end marked B shows an illusion



of a manacled Mermaid. In reality, the nymph is a hollow statue, in which nests a **Biting Mite Swarm**. The blighted crypt is at the maze's center, where the priest's skeleton is plastered to a wall of cut glass runes. Glowing vapor, like the mist in 6, will pour from all the runes touched by the remains, moving ethereally to the serpent altar. There the disembodied spirit will warn of "defilers". The mist can be turned by a priest and locked in the crypt wall. Behind the skeleton's clenched teeth is a magic periapt.

10: Decayed mining tools are strewn about here, covering a glass plate etched with one 2<sup>nd</sup> level priest spell.

11: A fetid guardroom occupied by a **Giant Monster Arm**, with oozing nostrils where fingernails would normally be. Any PC successfully grappled by the hand will be smeared with mucus, ruining non-magical items. Nothing else is in the room but pulverized spiders and roaches.

12: The floor of this simple chapel is completely veiled in mist, which glows with a pulsating rhythm. When brightest, the surface becomes frictionless, impairing movement. At the south end of the room is another cyclopean censer, although this ornament sparkles with encrusted gemstones.

13: A stockpile of empty urns fill the east wall. One containing a curious **Immature Bag Worm** will shatter as the creature slithers toward the crevice in 14.

14: Dozing in this chamber is a **Goblin Spearman**. He has attuned himself to wake if any noise echoes from the cramped crevice winding to 2. His actual duty is to hurl his collection of 15 spears down on intruders trying to gain access this direction. He is completely unaware of the tomb beyond the old chapel door.

15: The sound of mournful singing fills this deep cistern as the human bride of the Calamitous Ministrant performs for her loathsome consort. Luminescent moss reveals two tiny islands - on one a steaming cauldron, on the other a silken tent. The Ministrant is not so distracted by his captive as to miss a boat or swimmers entering the area. The patron of this vile celebration is an **Equudaemon** (HD 6+10, DC 4, Speed 3, Atk kick 1d6 and +1 Tipstaff of Hysteria 2-7 & drain 1 point Strength, Tipstaff can also cast Cone of Fear 2x/day as wand, Spec detect magic and comprehend languages at will, immune to normal weapons and charm spells), which looks like a blistered mix of boar and donkey. Taking a new "wife" is part of his yearly vacation from service to infernal lords, which principally involves supporting evil priests pretending to serve gods of good. The equudaemon will generally use the fear power of his staff first, followed by melee. The young bride will swim to another rock during the fray. In the nuptial tent is a ritual axe with an inlay of black pearls and the remaining payment due the Goblins.

**16:** A sweaty den for the hired Ogre muscle, the space is empty while the giants are on duty. Underneath a coppery bear skin is their locked coffer, containing 4 bars of gold and a velvet sorcerer's cap with a very dry toad inside.

**17:** Great hewn stones are fit together like a puzzle in this abandoned quarry. Stones were unearthed from here to build Saint Sfaxxiron's temple above (since razed). In one corner of the cavern is a **Ruderal Jelly**, flattened across the top of one block. The Goblins dispose of their cooking scraps and offal here, which makes the necromantic blob almost docile. Still, if aggravated it will attempt to engulf any man-sized target.

**18:** In this small niche is a strange helmet which casts sharp beams of white light from the eye openings. Any PC that dons the item must save or be compelled to lay siege to the nearest wizard tower. The helm can absorb spell damage equal to the wearer's constitution bonus. The wearer will also see the other pieces of this plate suit in a dream; the leg tassets are beneath the water in **3**.

**19:** The males of Crusty Chin are having an argument here amid a wide array of cooking utensils, vats of grease, and crates of grain. They are annoyed that their Halfling hunting party hasn't returned, and how a substitute may cost them dearly. The debate is being derided by the matrons in **20**. Nine of the **Goblins** will attack intruders, with one scrambling for help from their shaman in **21**. On a hanging scroll is the menu for this evening's event: Spicy Surprise Rolls, Kitten Fricassee, Eyeball Skewers with Plums, Coffin Sprout Soup, and Glazed Halfling Rump.

**20:** Hard at work in a cramped kitchen are five **Goblin** females, each willing to attack a party in **19** with thrown knives or hurled mallets. A large kettle of soup smells repulsive, but the other dishes are quite pleasant. The surprise in each baked roll is a skinless mouse. One of the kitchen knives is actually a Dagger +1.

**21:** The **Crusty Chin Shaman** is a very old Goblin, who hasn't battled humans in over 11 years. The leader keeps him around for the astounding number of monster languages he knows, which helps advertise the shrine. The senior spellcaster will appear after the PCs have dispatched most of the tribe. Cleverly, he will cast Fireball from a scroll, inflicting damage from the evocation and exploding grease tubs. In his flea-ridden study are a few common gems and a ledger of customers with interesting notes.

**22:** Beyond a row of hammocks, three stunted **Goblins** pack extra candles and bone decorations into a wheelbarrow. These items go into the banquet boat before the food – they could encounter the PCs anywhere along the route. Hidden under an inconspicuous rock are 8 bars of gold. Ω

# Handy Tables for Hexcrawling

by Alexey "Monk" Fotinakes

My home campaign is set on the Lost Continent, a large landmass cut off from the civilized world and completely unknown to it. Player characters are the 2<sup>nd</sup> and 3<sup>rd</sup> generations of colonists living on the edge of this mysterious land. This premise certainly bends our gaming in the direction of the hexcrawl sandbox format, so we've embraced it and had a lot of fun. One thing that proved difficult for me at the beginning as GM was figuring out how to fill this huge area of land. My solution was to make these Wilderness Discovery Tables that allow me to quickly figure out what the party finds when they enter an unknown hex while traveling.

Finding what's in a hex is based on how fast the party moves through it. There are three layers of possible discovery. Layer one is the general terrain, which is discovered no matter how fast a party is moving, and includes a general description (e.g. "You pass through a forested area with at least one stream and some hills to the north."). The second layer is comprised of the special features of the hex. There is a lower probability of discovering this information, especially at fast rates of travel, but it includes information about individual lakes and ponds, plateaus, canyons, good spots to hunt/camp, and so on. The third and hardest to discover layer is that of special landmarks. These are the unique, interesting places that often turn into encounters: cave systems, mountain altars, magical glades, spaceship crashsites, pools of zombie-producing ooze, etc.

These tables are based on unencumbered daily travel rates for 3-mile-wide hexes in the Untamed Lands region of the Lost Continent. (The Untamed Lands have few roads and the wilderness is quite thick, thus full speed travel by foot is approximately 3/4 normal daily movement.) They can be easily modified for your hex size and movement rates.

## Discovery Tables:

### Full Speed on Horseback – 12 hexes (2d6):

2	Discover general terrain, special features of land, and landmark.
3-6	Discover general terrain and special features.
7-12	Discover only the general terrain.

### Full Speed Travel on Foot – 6 hexes (1d6)

1	Discover general terrain, special features of land, and landmark.
2-3	Discover general terrain and special features.
4-6	Discover only the general terrain.



### Half Speed Travel on Foot – 3 hexes (1d6)

1-2	Discover general terrain, special features of land, and landmark.
3-5	Discover general terrain and special features.
6	Discover only the general terrain.

### Searching on Foot – 1 hex (1d6)

1-4	Discover general terrain, special features of land, and landmark.
5-6	Discover general terrain and special features.

**General Terrain Table (d12):** This simple table suits the Untamed Lands, but any random terrain generator will do.

d12	General Terrain
1-2	Brush
3	Thick brush
4-5	Sparse Trees
6	Thick Trees
7-8	Hilly
9	Rocky
10	Rocky Hills
11-12	Plain



**Special Features of Land Table (2d12):**

2	Blighted Land
3	Burnt Forest
4	Deep Narrow Fissure
5	Fallen Trees (Lots)
6	Field of Bones
7	Forest of Ancient Trees
8	Fungal Gardens
9	Gigantic Trees
10	Hidden Lake
11	Hidden Pond
12	Massive Mineral Deposit
13	Overgrown Garden
14	Partial Ancient Road
15	Petrified Forest
16	Pristine Meadows
17	Sinkhole
18	Spring
19	Standing Stones
20	Sulphurous Pools
21	Volcano
22	Waterfall
23	Water-filled sinkholes
24	Wide chasm

**Landmarks Table (d20):**

1	Ancient Tomb
2	Barrow Mounds
3	Cave System
4	Cavern
5	Cursed Shrine
6	Fort
7	Grass Huts
8	Graveyard
9	Hidden Altar
10	Lone Tower
11	Magical Glade
12	Palace
13	Sewer Entrance
14	Spaceship Crashsite
15	Stronghold
16	Temple
17	Treehouses
18	Underworld Entrance
19	Vehicle Junkyard
20	Ziggurat/Pyramid

**Landmark Status Tables:** Roll on these to determine the landmark's status and occupants.

d20	Status
1	Biohazard
2	Burnt
3	Decrepit
4	Enchanted
5	Flooded
6	Gore-smeared
7	Haunted
8	Inhabited
9	Lodged in Crevice
10	Moldy
11	Partially Covered
12	Partially Sunken
13	Precariously Balanced
14	Recently Abandoned
15	Reeking
16	Ruined
17	Skeleton-strewn
18	Swampy
19	Vermin-infested
20	Web-covered

d20	Occupants
1	Aliens
2	Arachnids
3	Bandits/Highwaymen
4	Children
5	Dangerous Cult
6	Demons
7	Faeries/Pixies
8	Forgotten Villain
9	Hobbits
10	Hot Amazons
11	Intelligent Penguins
12	Kindly Mystics/Monks
13	Long Lost Friend(s)
14	Lycanthropes
15	Oozes/Jellies
16	Serpents
17	Sorcerer
18	Time Travellers
19	Tribal Humanoids
20	Undead

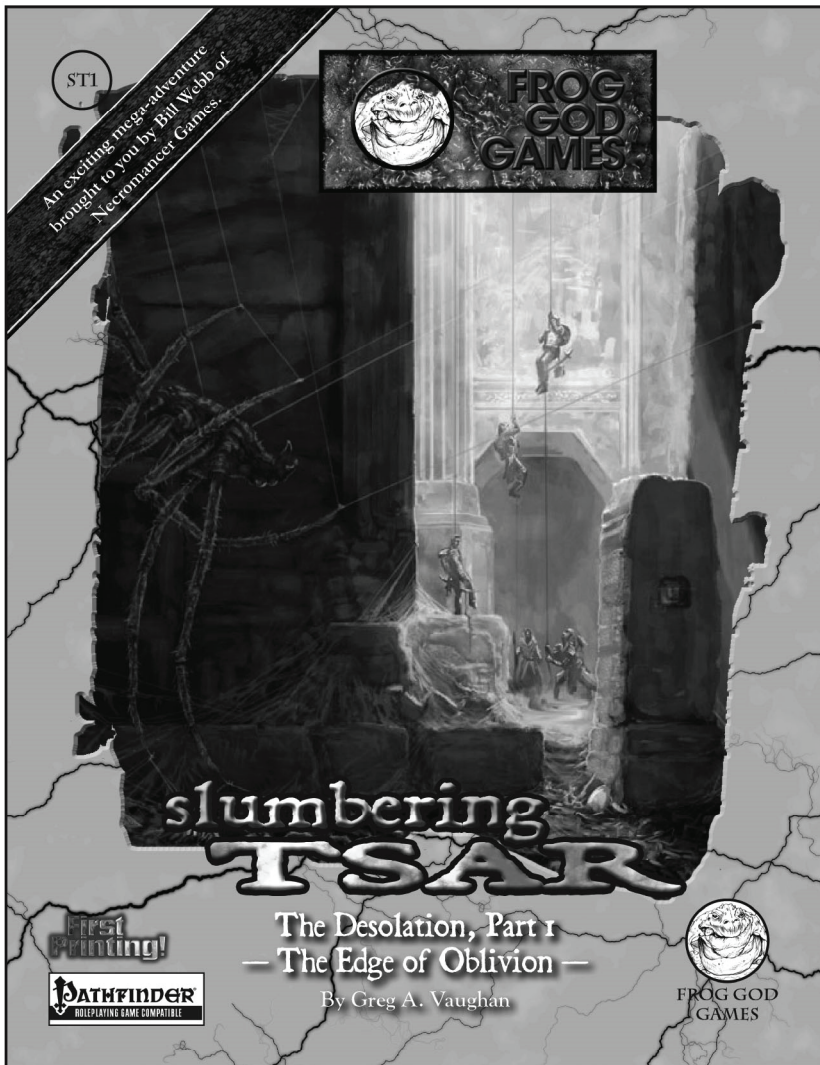




Where you can  
be the frog . . .  
not the flies!

WWW.TALESOFTHEFROGGOD.COM

Available Now!



- SLUMBERING TSAR -  
AN EPIC ADVENTURE,  
IN 14 CHAPTERS, EXPLORING THE  
LONG-BURIED CITY DEDICATED  
TO THE GLORY OF ORCUS AND ITS  
SURROUNDING ENVIRONS.

BY GREG A. VAUGHAN

CHAPTERS 1-4  
CURRENTLY AVAILABLE



Coming Soon!



- FANE OF THE FALLEN -  
SAVE THE KINGDOM OF MYRRIDON FROM EVIL FORCES AND BE  
HAILED AS A HERO IN THE SONGS OF BARDS FOR AGES TO COME.

BY WILLIAM L. CHRISTENSEN



- STRANGE BEDFELLOWS -  
A CIRCUS SHOW ERUPTS IN MAYHEM WHEN GOBLINOIDS  
CRASH THE PERFORMANCE, SLAUGHTERING PERFORMERS AND  
AUDIENCE MEMBERS ALIKE. WHEN YOU INVESTIGATE THE AT-  
TACK, IT LEADS YOU INTO AN ANCIENT DUNGEON WHERE YOU  
UNCOVER ANCIENT SECRETS AND HARBORED GRUDGES

BY CARLA HARKER

# On Fantasy Chronography

timely thoughts from Del Beaudry

Gamers love maps. Not all of us, I suppose, but most, and Game Masters most of all. For many the practice of cartography is integral to the larger enterprise of world-creation. And for good reason: maps are extraordinarily useful. At minimum, they provide GMs with a rough picture of the environment through which the PCs maneuver. Indeed, many of us would rather run an adventure without rule books than without a map, even if one must be drawn on the spot. Maps are that important.

But time-keeping is another matter. It gets no respect. Our make-believe worlds may dazzle with rivers of gold and seas of fire and darksome crevasses stocked to overflowing with fanged horrors of every description, but their wonders are divided out by measures altogether unfantastic, in twenty-four hour days of sixty minutes per, and with hardly a second thought. To my mind, this is a remarkable oversight. Why, when we make up new worlds, do we pay so much more attention to imagining space than time?

When I talk about time, I am not talking about rounds or turns or similar mechanisms used to regulate play. Rather, I refer to time as it is understood in the imaginary setting proper – the ways in which people in the game-world might measure time and therefore, by extension, how they might experience it. To judge from the literature, game designers have small interest in this topic. Consider the following well-known FRP milieus: Greyhawk, Arduin, Tékumel and The Forgotten Realms. Each is notable for long-standing popularity, ongoing influence and aesthetic virtue; yet despite the prodigious volume of material produced for all four, they have relatively little to say on our subject, and time in all four is mostly structured in familiar ways.

Oerth (Greyhawk), Khaas (Arduin), Tékumel and Faerûn (the Forgotten Realms) are planets in the conventional astrophysical sense. That is, they are round, subject to gravity, and ensconced in orbit around a stellar body. All rotate. None are flat or oblong or irregular or shaped like a spiny ocean creature. Nor are they wedged into the skulls of dead gods or suspended in cosmic bubbles, adrift on the seas of eternity. None seems at particular risk of being devoured by Chaos. They are, in short, pretty tame places, cosmologically speaking, compared to many of their science fictional counterparts or even to the planets and moons of our own solar system. When we look at specific astrophysical features that pertain to time-keeping, it's the

same story: earth-normal is the rule. Each has a twenty-four hour day<sup>1</sup> and the length of the year is generally earthlike.<sup>2</sup> All orbit a single sun. All have moons: Greyhawk has two; Arduin, four<sup>3</sup>; The Forgotten Realms, one; and Tékumel, two. All except Khaas<sup>4</sup> (Arduin's planet) orbit counterclockwise like Earth. Given such parameters, you would expect time-keeping to be very Earthlike as well; and so it is. Oerth, Tékumel and Faerûn have nice, unproblematic calendars that, like the Gregorian, divide the year into twelve months.<sup>5</sup> Khaas has fifteen. All but Tékumel ignore what is, to my mind, a more intriguing aspect of the topic — daily time-keeping. Or, put another way, how to divide up the day in an alien society which (presumably) lacks clocks? Tékumel specifies a time-measurement system governed by sundial or clepsydra (water-clock), which divides the day up into eight intervals of one hundred-eighty minutes/per. Given the dense, complex bureaucracies of the Five Empires, it seems safe to assume that highly precise time-keeping is a basic part of these societies. But what of the others?

By contrast, fantasy and SF literature abound with worlds nothing like our own. Niven's *Ringworld* has a surface area millions of times greater than Earth's, a solid ring in orbit about a sun. On the quasi-earth of Zelazny's *Jack of Shadows*, one side always faces the sun, the other away. Cosmic law is likewise bifurcated: science rules the dayside, while in the night world magic holds sway. Between lies a weird twilight plane whose cosmic laws are uncertain and from whence the eponymous hero draws his own weird power. Varley's *Titan* is divided into zones of perpetual day and perpetual night, adjoined by relatively narrow zones of twilight. In the Helliconia novels of Brian Aldiss, a single season lasts for generations. A man born in winter expects it to last his entire lifetime. He has no concept of summer; the reality of such a thing lies outside the scope of his worldview. Even more traditional fantasy fiction has its share of riskier worlds: consider Moorcock's Young Kingdoms, Lee's Flat Earth or Leiber's Nehwon. And a whole host of real-world mythologies offer up cosmic visions that run the gamut from sere (Sumeria) to baroque (ancient India) to flat-out weird (the Mayans). And so on. The world's literature and mythology abound in made-up worlds profoundly alien in matters of space and time.

---

<sup>1</sup> To my knowledge only Barker proffers an explanation for this phenomenon: Tekumel was settled by human spacefarers long ago, who terraformed the planet so that "its day was made to conform to the standards of ancient Terra, now long lost."

<sup>2</sup> Arduin's year is 453-5 days, and the others are 364-5.

<sup>3</sup> Though one moon is visible only once every thousand years.

<sup>4</sup> Notwithstanding some contradictions in *The World Book of Khaas*, this seems to have been Hargrave's intent.

<sup>5</sup> Oerth's months have 28 days, the other three worlds' 30. All employ a suite of intercalary days (usually holidays) standing outside the monthly system to keep bookkeeping tidy.



Surely there are campaigns in existence which have treated time-keeping with flair, but the general tendency seems hard to deny. It does seem that if we want to develop a fantastic chronography of our own, we need to look mostly outside the FRP tradition for useful ideas. Fortunately, help is easy to come by. Over the millennia, humanity has cooked up a smorgasbord of far-fetched and fascinating schemes. Take Europe, for instance. For those of us raised in the shadow of the western tradition, it would be easy enough to presume that the timekeeping standards which prevail today, indeed which have been adopted worldwide, are somehow natural or optimal or at the very least enjoy a long and illustrious history. But this is not so. Actually they are relatively recent developments, the latest in a series of paradigmatic upheavals<sup>6</sup> which have yielded the absolute dominance of current conventions: the twenty-four hour day, the sixty minute hour and the sixty second minute.

The ascent of this particular scheme into widespread use dates to the late 13<sup>th</sup> and early 14<sup>th</sup> centuries. It was occasioned by technical advances in clock-making and the subsequent installation of campaniles in village squares across the continent<sup>7</sup>. The Church underwrote this construction so that the peasants, upon hearing the bells toll, would know when to head to church for prayers or mass. Their usual habit of arriving whenever they pleased was not popular among the priesthood, and the Church was eager to curb such slackness. Feudal lords also benefited from the advance. The campaniles provided a convenient means for organizing a variety of civic events which, although mandatory, did not enjoy universal popularity among the commonfolk: ditch-digging, tin-mining, fort-building, miscellaneous drudgery, and immediate conscription into the lord's ragtag militia, for which service a peasant was expected to provide his own weapon, armor (had he any), and provisions while leaving his own fields untilled during the several months of campaign.

Given such demands, we may safely assume that the peasantry was not unambiguously overjoyed by the advent of clocks. Before that, most Europeans lived in a world devoid of exact time<sup>8</sup>. The day was divided into rough and ready periods according to the progress of the sun: dawn, noon, afternoon, evening, night, which caused no end of problems for coordinating people's activities. On the bright side, the Puritan mania for punctuality that governs so much of contemporary life was altogether inconceivable. Indeed, to the medieval mind it would have looked

like a type of madness, and the king who tried to install such a program by force judged a tyrant or even a demon. Revolt would have been guaranteed. By and large, medieval people did things when they pleased or when they needed doing, and that was that. Aside from the Church, widespread organization was rare or absent, and time-keeping depended on local custom and commonsense categories. In short, medieval people thought about time in very different ways than we do now.

So why shouldn't the people in our fantasy worlds be different, too? It is, after all, a *fantasy* world, right? That means we should have *more* freedom to invent, not less. Not just how our characters look, but how they think and what they believe on an elemental level. Why make up a wondrous, deadly, glittering fantasy world and then people it with legions of Ayn Rand-style rational optimizers, sourpuss bean-counters, and groovy, self-actualizing New Agers dressed up in shiny armor, cloaks of protection, and boots of striding and springing?

But how to go about designing a chronographic scheme suited to your own world? If it's a conventional planet like the four we've already discussed, a great deal can be settled by answering a few key astrophysical questions. What kind of sun or suns does your solar system have? How far away from it or them is your planet? How big? How dense? How old? How fast does it rotate and in which direction? And so on. The Internet has many good articles on world-building for SF writers written by folks far-better versed in the science than I am. So if you plan to build a planet from scratch – or just want to add a timekeeping scheme to your planetary campaign world – that's probably a good bet.

But what if you don't? What if all that jazz about worlds shaped like sea urchins and pancakes and so on got you thinking about doing something more radical, the sort of world where standard astrophysics, even science itself, just wouldn't be much use? Here you will have to give more thought to what the structure of your world suggests about how people experience time within it. You might also try asking Greg Stafford. Glorantha, a lozenge-shaped world whose continents float upon the seas of eternity beneath a series of heaven-domes, the highest of which is pricked with stars – which are also at once divine spirits and balls of distant flame – is an older example which bucks our trend somewhat. Glorantha is also distinct in that broad-scale time is reckoned mythically rather than historically: there are ancient ages of water and 'place' which humans cannot even access, followed by a Green Age, a Golden Age, a Storm Age, and many others, which are even in a sense still ongoing in that PCs may Heroquest to the Spirit Realm and in some sense interact with those times in a mythic and (perhaps sometimes) even a historical sense.

My longstanding secondary world, Oceania, is not so radical in conception as all that, though it is possible for

---

<sup>6</sup> See G.J. Whitrow's *Time in History: Views of Time from prehistory to the Present Day* to learn more about this.

<sup>7</sup> Pedants will note that these early bell-towers tolled as per the canonical system of watches employed by the Church, not the twenty-four horal day to which we are accustomed.

<sup>8</sup> Monastics were the exception. They divided the day and night into a series of "watches" so that prayers would be said on a regular schedule. Time was measured by the melting of candlewax.

interaction with gods and demons and ‘mythic’ play to take things in world-transformative directions. But the basics are pretty conventional. Oceania is round (or at least, that’s what most educated people believe), a little smaller than Earth, and rotates counterclockwise. Its year is rather longer than our own, but not so much that it makes a great difference. It does, however, have two suns — the red giant Vermillion and the smaller blue sun, Azurelle — which sets it apart from the crowd. Also four moons, though there used to be only three...

What follows is a simple daily time-keeping system based on Oceania’s major celestial bodies: Vermillion, Azurelle and Lune, the largest moon. Since Oceania is an island world, the sea is the governing metaphor. The progress of bright and dark across the sky is seen as a kind of mirror

or double for the action of the seas. Thus, the name used to describe these phases: sky tides. Day and night are not seen as distinct (and opposed) phenomena, as we are accustomed to think of them. Instead, day and night are conceived as ongoing processes whose movement has been divided up into easily recognized stages, rather like our own phases of the moon. While people do speak of “day tides” and “night tides,” these are really mere colloquialisms. Popular thought lacks any clear-cut concepts equivalent to our categories of day and night. Perhaps the best way to express this difference would be to say that from the Oceanian standpoint day and night behave as verbs rather than nouns: they describe actions, not objects. When you read the chart below, keep in mind that Azurelle rises and sets before Vermillion and that Vermilion’s dawning takes a good deal longer than Azurelle’s.

### The Sky Tides

<u>Name of Phase</u>	<u>Period</u>	<u>Notes</u>
Glim (or Terst)	From Azurelle’s first light until blue dawn.	A pale blue half-light. Eldritch and beautiful.
Dawntide	From blue dawn (Azurelle’s full dawn) to red dawn (Vermillion’s full dawn).	Blue and red sunlight vie for precedence in spectacular displays. A landscape awash in purples, greens, red of every description. Well-off types like to breakfast al fresco and enjoy the light show.
Overnoon	From red dawn to noontide.	Like our own morning. A time for duty and commerce. Busy.
Noontide	From low noon (when Azurelle is at apogee) to high noon (when Vermilion is at apogee).	A hearty midday meal for those who can afford it; bread with butter or oil for those who can’t.
Undernoon	Period after high noon but before sallows.	Early risers, like fishermen and farmers, are already wrapping up now. The night folk won’t be out till sallows. Lazy and languid, especially in summertime.
Sallows	From Azurelle’s sunset to Vermillion’s sunset.	Unlucky. A time of bad omens and ill portents. The worst possible time to begin a new task or start a journey. Wise fishermen are back in port before sallows break.
Vespers	Period from Vermillion’s sunset to full darkness.	Like own twilight, though of greater duration. For the faithful, a time of prayer.
Near Lune	Period from Lune’s first appearance above the horizon to its apogee.	Will sometimes overlap with vespers or even sallows depending on season and latitude. This is not regarded as especially odd or confusing.
High Lune	The brief period of Lune’s apogee. No more than ten minutes by our reckoning.	Used mostly as a divider or marker rather than a period. Of great symbolic import.
Far Lune	From apogee to Lune-set.	The favorite playtime of faerie-folk.
Overdark	Whatever period of darkness remains after Lune-set but before glim.	Conceived as something like our “dead of the night,” the period when terrible things run loose. Season and latitude play a role here, too. In summer, there may be no overdark whatever. In the far north, where the suns do not rise for a whole seasons, overdark is long dreadful.





# Heroquests

by Calithena and Steve Marsh

Glorantha is in many respects a unique fantasy world, and as such it contains a great deal of material useful for inspiration, imitation, and outright theft. In this article we would like to consider the heroquest concept, sundered somewhat from its Gloranthan origins, as a tool you can use in your own world to enrich your play.

Heroquests are rituals wherein mortals partake of immortal natures and participate in eternal patterns. In game, these may involve quite dramatic spectacles, re-enacting and even changing ancient myths or doing battle at the very courts of the gods. But at the same time, many real-world activities, such as the Stations of the Cross in the Roman Catholic tradition or even saying the US Pledge of Allegiance, have a heroquesting aspect to them as well. They are supramundane and involve participation in greater cultural and religious, historical and mythic wholes; they occur whenever a mortal reaches out past the ordinary world and takes part in the deeper structuring of psychic and historical reality. Regardless of the status of such acti-

vities in the real world, moreover, in fantasy realms where myth and reality blend they can have permanent effects on PCs and campaign worlds alike.

At the general level, there are several elements to be considered when running a heroquest. The first is the story itself. The classic story-types are well-documented in gaming products (David Emigh's *The Quest* and the "Myth of the Month" feature at [glorantha.com](http://glorantha.com) are both good sources) and in the Jungian tradition (check out Joseph Campbell, Mircea Eliade, Carol Pearson, and Jung himself for ideas). Alternatively, instead of learning about things at one or more theoretical removes, you could simply read myths plucked from various real-world mythologies and tailor them to fit your own world's needs. But in any case the stories that really matter here are the ones relevant to your campaign's own mythological cycle. How were your gods and heroes born? What did they do? What are they doing 'here and now' – whatever that means in your cosmology? Once you answer these questions you will be in good position to consider what heroquesting in your world might look like. (You should remember to consider the story from multiple points of view – how would the giant tell the story of *Jack and the Beanstalk*?)

The next thing to consider is what the heroquest means for the hero – usually a PC, since it's often lame to play adventures where the PCs are the supporting cast in some NPC's big story. In game terms, heroquests are activities beyond the mundane wherein a putatively non-mythic creature (a normal, mortal PC) gains access to mythic powers and abilities. During a heroquest, one or more of the PCs will probably embody a heroic or divine persona and relate to other such heroic or divine personas through their adventures; enough of this and the PC will start to become a hero or demigod him- or herself. This gives PCs a chance to interact with supernatural and divine beings, sometimes bestows temporary powers upon him or her, and usually grants some more permanent kind of special blessing or magical ability to the PC if the quest is successful. The hero's transformation is the sort of thing that most GMs will be familiar with, since PCs gaining new and wondrous mystical powers is a staple of most fantasy RPGs. These transformations can sometimes be more complete and far-reaching than those offered by spells and magic items, however, given that the hero's journey through the quest makes the PC him- or herself at least a tiny part of the mythic fabric of your campaign world. If there are special statuses for some PCs in your world – demigod, exalted, rune lord, rune priest, culture-hero or divine emissary prestige classes, and so on – specific heroquests can be great points of entry for them.

Where do heroquests happen? One possibility is to locate them in 'other planes' – the spirit world, or the realms of the gods – and in other mythic ages of existence. From some points of view this is what happens on Glorantha; on this reading when a heroquest occurs e.g. on the God Plane, the PC who walks the path 'is' at the same time the god. This approach follows (and usually, though perhaps not in Glorantha, reifies) Eliade's general approach of separating out sacred and profane spaces: the Godsrealms or the Spirit World and the ordinary world, the outer planes and the prime material. An alternate approach, which Calithena has developed in the rigorously materialistic campaign world of Advent, is to treat the material world itself as fundamentally enchanted or magical, and to treat the space and time of heroquests as literal places – primarily in the hundreds of orbiting moons, deep within the ocean, and deep under the earth. In Advent the gods are material beings and the distinction between myth and history is nuncupatory. Del Beaudry's world Oceania as we understand it takes a third approach, wherein mythic reality has a 'planar' (or *regio*-like, if you remember *Arx Magica*) character, but is in some sense directly opened onto from the ordinary world the PCs inhabit, almost like several extra dimensions which coexist with the others but which can only be accessed at certain moments.

What resolution mechanics one uses for heroquests will be highly dependent on the nature of the world you run and the rules you use in other parts of the game. Here are a

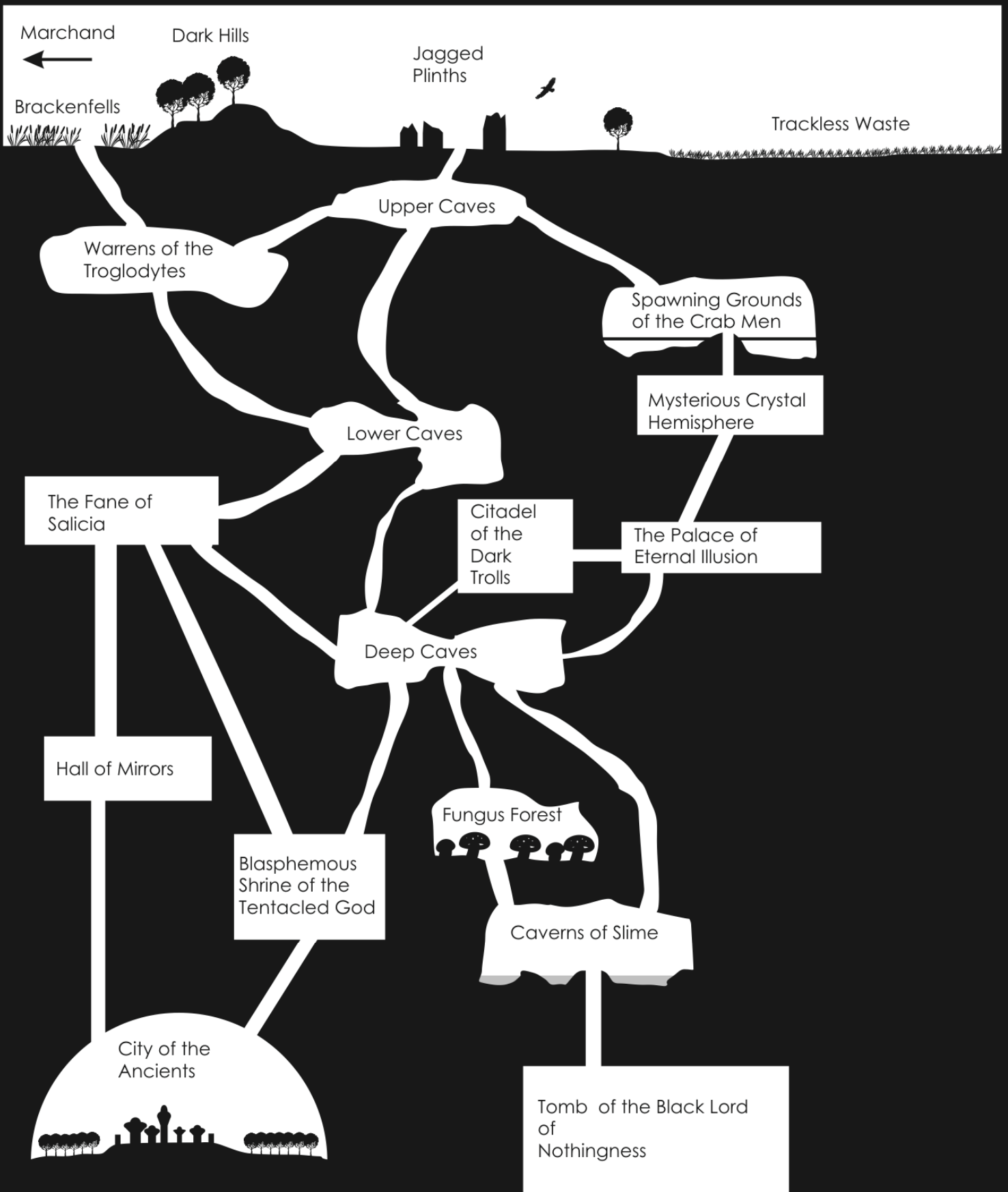
couple of observations, though. First, many of the greatest heroquests in Glorantha were originally successfully run using the highly 'naturalistic' and even 'simulationist' *Runequest* system, so you don't have to create weird metagame mechanics to mark the move from ordinary to heroic and divine adventuring unless you're inclined to do so. Second, heroquests are both the best and worst parts of an FRP sequence to revert to 'story logic' and free-form roleplaying to adjudicate outcomes. If the group and GM have it just right, there will be moments when it is obvious what should happen in terms of the underlying mythic reality, and going there can yield highly satisfying play. But at the same time, preserving the sense that something is at stake and that PCs must act themselves to influence it is critical, and so reverting to free-form can sometimes make the players feel like passive spectators, robbing them of the crucial magic that makes mythically transformative play an interesting alternative. So use the free-form approach when it makes sense, but cautiously, and to amplify your players' actions rather than to thwart or redirect them.

There are principally three types of heroquest one can undertake, with increasing stakes:

**Reenactment:** In this simplest kind of heroquest – which can sometimes be a gateway to the higher types – the PCs will simply attempt to follow out an existing pattern of history, cosmology, theology, and/or myth. Success reaffirms and reinforces the myth, often securing blessings and/or rewards for the questors; failure ejects the PCs from their engagement with mythic reality, possibly with a few wounds and/or geases for good measure. Although there are certainly some long myth cycles that can be played this way, I recommend keeping adventures of this kind short, as they are often fundamentally railroads. They can be great short flavor adventures to get blessings, magic items, or mystical keys needed to complete some broader quest, however. If you do want to use a reenactment-style heroquest as the basis of a longer adventure, my recommendation is to at least stay open to the possibility that creative play or interesting random encounters will turn it into a quest of the second or third type.

**Reconnection:** This intermediate form of heroquest, which in Glorantha was often successfully undertaken by Arkat Chaosbane, is one in which new divine, cosmological, and mythic connections are formed. As Arkat discovered, though this is often unknown even to the gods themselves, the paths of myth and the pillars of the cosmos are far more interwoven with one another than is commonly appreciated. The mysterious stranger who helped a deity from one pantheon might be revealed to be a trickster-demigod from another; the ancient enemies of one people might be revealed as the ancestors of another. Two gods from different places might even be discovered to be the same! This kind of quest often leads to interesting discoveries about the campaign world, and can





# THE DARKNESS BENEATH

be a good way to get PCs access to powers or allies from wildly disparate traditions.

**Transformation:** This is where the heroquest concept is potentially at its most radical and interesting, where the actions of the PCs actually have the potential to change the gameworld myths, legends, and structure forever. Sometimes PCs choose to ‘take the gameworld on’ directly: for a great discussion of how one group dealt with the issue of rape in relation to the Gloranthan chaos goddess Thed and the Orlanthi pantheon, check out [adept-press.com/ideas-and-discourse/other-essays/goddess-of-rape/](http://adept-press.com/ideas-and-discourse/other-essays/goddess-of-rape/). At other times, things just happen. In one game, one of our PCs participated in a heroquest involving the God of Sunrises and Sunsets, who fell in love with the PC and offered her apotheosis: she could take his hand and become Consort of the Dawn. The fate of the mortal world was more important to her, though, and though she wept with his loss, she blew him a kiss goodbye ere she departed the Godsrealms en route to completing her quest. Her kiss caught the rays of dawn and coalesced into something new, a fourth moon that ever since has orbited the world of that campaign; and though the character did not become a god in the conventional sense, that moon has now always been there, and its mythic history is tied in with that PC’s own as her adventures have continued.

How do PCs leave their mark on your campaign world, and what kind of mark can they leave? The naturalistic approach to this question is in many cases adequate. Raising armies, conquering kingdoms, leaving heirs, building castles, even holding local office or running an inn are all fine goals for many a PC. But the heroquest offers another possibility: the chance to change the mythic, physical, and cosmological structure of the fantasy world itself. At the metagame level, you can think of transformative heroquests as a kind of dialogue between players and GM, where the successful player can transform even the theology and cosmology of the campaign through his or her PC’s actions. Such is difficult, of course, usually requiring clever play and tremendously powerful characters to find success; but if it can be done then the gameworld itself can be transformed, destroyed, or made anew. Having a heroquesting option within your game also makes a clearer path for PC apotheosis; they must undertake various heroquests with an eye towards inserting themselves into one or more existing mythologies.

Such things are not easy to accomplish, though. In Glorantha, Orlanth slaying Yelm is a pretty major event. Should you wish to save Yelm, you would have to go back past the beginning of time, work your way forward to that conflict, and then face the unshielded death rune. Your PC might very well be one of the many shadows or gleams of light that Orlanth shredded as he slew Yelm. Each of those was/is someone who thought he could transverse time and make a difference. None did, of course – so far. Ω

## The Darkness Beneath, Level 7: Palace of Eternal Illusion

megadungeon installment by Matthew Riedel

**Introduction:** Ages ago, King Xanadun was a wise and powerful ruler. But greater than Xanadun’s wisdom was his obsession to extend his own life. The King sold his soul and his kingdom for immortality, thus becoming a Lich. His kingdom lost, Xanadun built his own quasi-real palace within the depths of *The Darkness Beneath*, retreating to the sanctuary of an illusionary world. But, the years have grown long and now Xanadun finds himself waiting for the world to end in his lonely Palace of Eternal Illusion ...

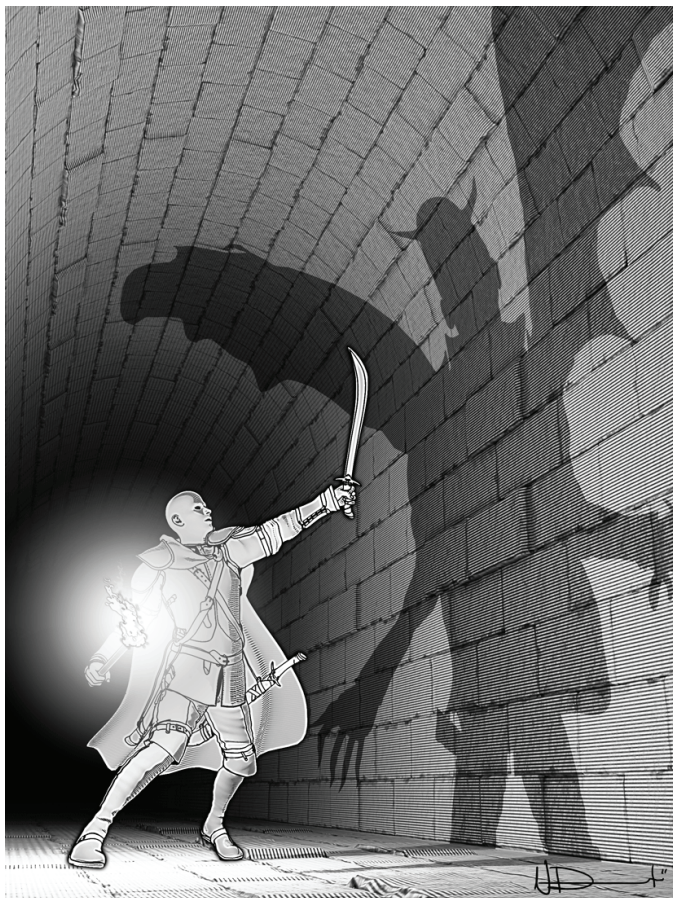
**Interlevel Connections:** This adventure may be played as a stand-alone underground palace of an illusionist lich. If you wish to play it together with the other *Darkness Beneath* levels, however, it connects to them as follows:

- A tunnel beyond the double doors of The Shadow Walk (1) leads down to Level Eight.
- An elevator in the Mechanical Room (15) leads to Level Nine – the secret entrance to the Dark Troll Citadel.
- A chute from 29 of Level Four (see FO! #4 – Ig) terminates in the Illusionary Maze (26).

**Shadow Walk (Areas 1 – 11):** This region of Level 7 borders a shadowy plane. From time to time, the denizens of that plane wander into this area. There is a 1 in 6 chance of a random encounter every 30 minutes.

2d4	Encounter
2	Shadow Dragon (DC -2, HD 5, Atk 2-5, 2-5, 3-12, SA breath, SD +1 or better weapon to hit, see 11 below for further details)
3	2-5 Wraiths (DC 4, HD 5+3, Atk 1-6 + Energy Drain, SD magical or silver weapon to hit)
4	Nightmare (DC -4, HD 8, Atk 2-8, 2-8, 4-10, SA smoking breath save or -2 on attacks)
5	7-12 Shadows (DC 7, HD 3+3, Atk 2-5 + Strength Drain, SD +1 or better weapon to hit; immune to sleep, charm, and cold; 90% undetectable)
6	4-10 Shadow Hounds (DC 6, HD 4, Atk 2-8, SA baying causes fear, SD 40% undetectable)
7	Human Illusionist (LVL d3+6 - might be an enemy, ally, or traitorous temporary ally depending on alignment and how things play out)
8	Rift in the shadow – roll for 2 encounters on this table and double the number of foes appearing





**1. The Shadow Walk:** This dark subterranean walkway borders the shadow plane. A black silvery curtain divides the outer membrane of the plane of shadow with the material world. Characters cannot enter the shadow plane unless they have the ability to become ethereal, etc.

**2. Empty.**

**3. Worst Fear:** A placard is nailed to arched double doors bearing a chromatically-hued inscription in an unknown language. A read magic, comprehend languages, or similar ability will reveal the following verse:

A treasure to be won  
For thee who dares  
To bravely overcome  
Thou'st worst fears

An oversized iron padlock holds the doors closed at the center. The lock may be picked or broken with 100 hp of damage. The first character to open the door will be confronted by that character's worst fear in the form of a phantasmal killer. The GM should select the most formidable opponent the character has faced, perhaps a memorable adversary from another level of *The Darkness Beneath*. The illusionary terror attacks as a 4 HD monster for 11 rounds and slays the unlucky character with a successful hit. The only chance of success in battle against this hallucinatory monster is to disbelieve the illusion. PCs

attempting to disbelieve may roll 3d6 (characters aware of the translation of the verse receive a -2). A result equal to or below the character's intelligence score will dispel the apparition. If the phantasmal killer is slain in this way, a brilliant gem will appear before the character. The gem is worth 2,500 gp and serves as +1 protection device only for the character that confronted his/her fear. The phantasmal killer will be invisible to the rest of the party. Other characters looking on will see nothing but the character experiencing intense fright and acting out a combat. Dispel Magic or Dispel Illusion may be effective in dispelling the phantasmal killer. However, a gem will not appear if the apparition is eliminated in this way.

**4. Between Shadows:** This room is empty save some etched words on the back wall: "TWEEN SHADOWS".

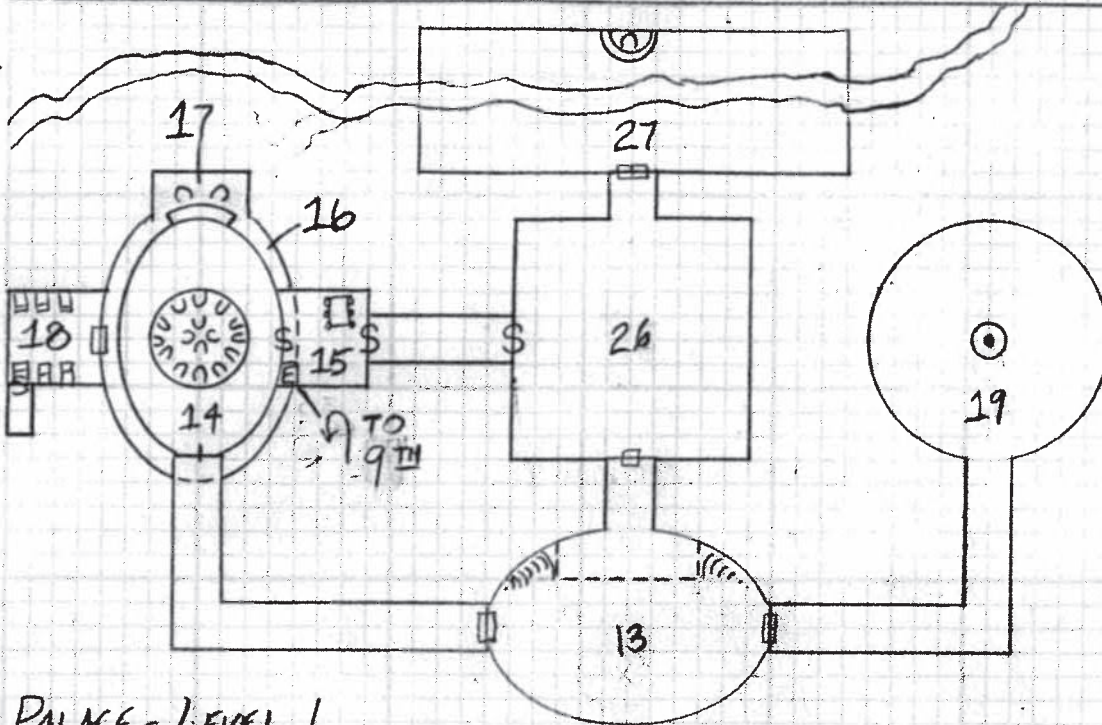
**5. Shadow Demon:** One of the arched double doors is pushed open. Inside the chamber, a robed human skeleton lies on the floor. A piece of parchment remains clutched in his hand inscribed with the single word "Seltevoor". Seltevoor is the true name of a foul shadowy creature currently banished to another plane. There is a rift in this chamber to the darkest depths of that plane. Depending on the creature's current location, uttering the name "Seltevoor" in this room will either summon the creature from the plane of shadow to wreak havoc on this world or banish it back to the plane of shadow. When the party first arrives, Seltevoor is in the plane of shadow (he was banished there by the unlucky skeleton). If anyone in the party utters the name, Seltevoor will appear in this room and combat the individual who spoke his name for 3 rounds. After 3 rounds, Seltevoor will attempt to escape to wreak havoc on this world (see below). If Seltevoor's name is again uttered in this chamber, it will return in 7 – 12 rounds, regardless of its location. It will again battle the individual uttering its name for 3 rounds before being forced to return to the plane of shadow (hence the fate of the robed skeleton). Seltevoor is a winged shadow demon (DC 9 in daylight, 5 in torchlight, 1 in darkness, HD 7+3, hp 52, Atk 1-6, 1-6, 1-8 1st round, 1-6, 1-6, 1-6, 1-6 following rounds, SA +1 to hit in torchlight, +2 to hit in darkness, leap attack, spells: darkness 10' radius and fear 30' radius). The demon's initial attack will be a leap attack (up to 30') at its target attacking with a claw/claw/bite routine. In following rounds it will attack with all four of its claws. Its small wings allow it a flying Spd 18. While in this world the demon can take the exact likeness of its summoner. It will stay within 100 miles of the conjuring character, wreaking deadly havoc in his or her guise.

**6. Empty Room:** This room is empty. Characters teleported from 25 will be transported here.

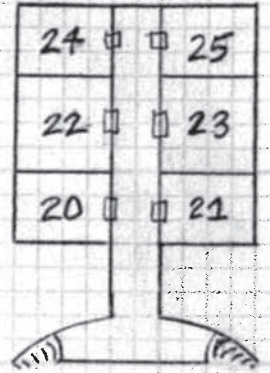
**7. Illusionist's Study:** The room contains two work tables, several shelves, and a desk. The tables are full of the records of years of study of the shadow. The shelves are



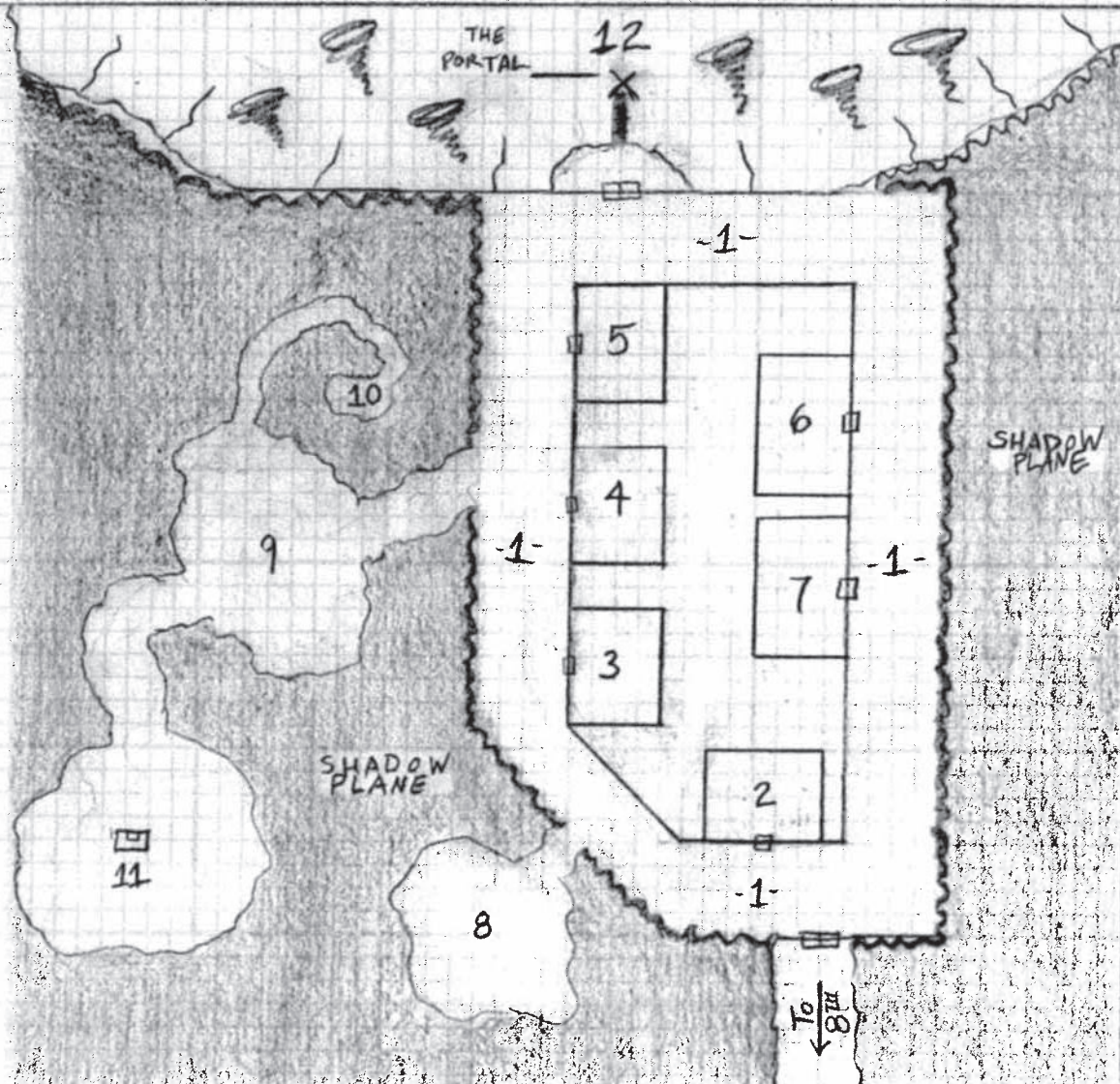
THE PALACE OF ETERNAL ILLUSIONS  
LEVEL 7 OF THE DARKNESS BENEATH



## PALACE - LEVEL 1

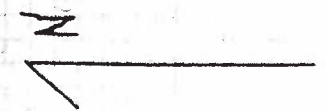


PALACE - LEVEL 2



### MAP LEGEND

-  DOOR  
 SECRET DOOR  
 STAIRS  
 FOUNTAIN  
 BRIDGE  
 ELEVATOR  
 BED  
 CHEST  
 CHAIR  
 DAIS





filled with books related to the plane of shadow, illusions & phantasms, light refraction, etc. The entire collection of notes and books could be sold for as much as 2500 gp. One of the books on the shelf is a spell book containing the following spells: audible glamor, change self, color spray, darkness, wall of fog, wraithform, blindness, invisibility, mirror image, rope trick, spectral force, and shadow monsters. The desk is covered with notes and has a single drawer, which appears empty, though an illusion hides a bone scroll case. The case contains a scroll of protection from undead and a rolled up piece of parchment with the following text: "Faith alone mends the bridge – and leads to the Palace of Eternal Treasures".

**8. Nightmare Cavern:** Somehow a cavern is cut into the shadowy membrane here. Two nightmares (DC -4, HD 8, Atk 2-8, 2-8, 4-10, SA smoking breath save or -2 attacks) occupy this room.

**9. Shadows of the Dragon:** Twenty undead shadows (DC 7, HD 3+3, hp 18 ea., DAM 2-5 + Strength Drain, SD magic weapon to hit, immune to sleep/charm/cold) hide in the dark, 90% undetectable until they attack. They are servants of the shadow dragon in **11** and fight to the death unless turned.

**10. Dead End:** Hidden under a heap of broken armor and tattered cloaks are a +2 short sword and a belt pouch containing a 200 gp bar and a folded up piece of blank parchment, a treasure map that can only be read under the light of the sun.

**11. Shadow Dragon Lair:** A large chest of black obsidian lies at the center of this large cavern. A shadow dragon is lurking above (75% undetectable) and will attack the first character(s) to investigate the obsidian chest. Obsinanyx is an ancient shadow dragon (DC -2, HD 6, hp 54, Atk 2-5, 2-5, 3-12, SA Breath weapon, SD +1 or better weapon to hit). The dragon's breath weapon is a cloud of darkness 40' long x 30' wide x 20' high. Anyone in the darkness loses 75% (save for 50%) of their vitality. Level, hit points,

spells memorized, etc. are reduced accordingly for the next 8 turns. Obsinanyx may also cast the following spells: audible glamor, wall of fog, fog cloud, improved phantasmal force, continual darkness, fear, confusion, and shadow monsters. If things go poorly for the dragon, it may attempt escape through the shadowy membrane of the cavern walls (give the party one full round of attacks). The chest is filled with 51 black opaque gems and an obsidian scroll case. Each gem is worth 100 gp. One particularly black gem is magical and gives its possessor fire resistance and immunity to light-based attacks. The scroll case contains a raise dead scroll.

**12. Leap of Faith:** A great iron door opens inward leading to a rough ledge overlooking a deep chasm. An eerie green mist swirls obscuring the air above and beyond the chasm.

A 2' wide arched bridge spans out from the cliff for 20', but is visibly broken. At the end of the first round in which the party arrives in the room the mists will begin to move more rapidly. At the end of the second round, a strong gust will slam the door shut behind the party (unless measures were taken to prevent this). The door is magically locked and may only be passed *via* magical means or after no less than 200 hp of bludgeoning damage is inflicted upon it. In

round 3, an air elemental (DC 2, HD 12, hp 50, Atk 2-20, SA +1 to hit and +4 damage v. flying opponents, SD +2 or better weapon to hit) will attack the party. After the appearance of the first elemental, a new elemental of equal strength will join the fray every five rounds. Travel on the bridge is limited to single file. Any character successfully hit by the elemental while on the bridge may be required to make some type of check to avoid falling into the void. The bridge has two permanent illusions cast upon it. The first is the illusionary break on the bridge (the bridge is actually unbroken). The second is the recurring programmed illusion which will be triggered each time a character passes the illusionary break on the bridge. All



characters behind a character passing beyond the “broken” area will see the character that passes the “break” to fall to his or her death (the GM is recommended to temporarily simulate the death of the character, i.e. rolling 20d6 hp of false damage, etc.). A small invisible portal just 8’ in height and 3’ in width is located at the “break in the bridge”. The portal is the only way out of this area and to the Palace of Eternal Illusions.

**Palace of Eternal Illusions (Areas 13 - 27):** The palace is the quasi-illusionary creation of the Lich-King, Xanadun. Its furnishings are lavish, but aspects of the place are unsettling. Many of the ceilings are unfinished and simply terminate in a greenish nebula. The view out of the windows, in the rooms with them (13 and 20 – 25), suggests the palace is encased in a greenish miasmatic atmosphere – perhaps the raw building blocks of the illusionary essence of the palace. Detect magic and detect illusion spells are useless here as the palace itself, its contents, and every inhabitant will radiate magic. There is a 1 in 6 chance for a random encounter every hour:

1d4	Encounter
1	1 Spectre (DC 2, HD 7+3, Atk 1-8 + energy drain 2 levels, +1 or better weapon to hit, immune to sleep, charm, hold, cold, poison, paralysis).
2	3 Thelidu (DC 5, HD 4+3, Atk 1-6 (x2) Claws, 1-4 Tentacles, SA Mind Powers, Brain Extraction) from the Mysterious Crystal Hemisphere (see FO! #4).
3	8 Gnome Regulars (DC 2, HD 3+6, Atk 1-6 pick, 1-3 darts). See 14 – 18 for additional details.
4	Adventuring Party (1 each Warrior, Mage, Priest, and Thief, each LVL d2+5)

Anyone surviving a visit to The Palace of Eternal Illusion will later doubt the reality of their experiences despite all evidence to the contrary.

**13. Entry Hall:** Characters passing through the portal will find themselves in a large, lavish entry hall. Royal red carpets line the floors and elegantly carved wood stairways rise to the second floor, where a balcony overlooks the room. The windows here are unsettling and the view is blocked by a green haze. The ceilings are incomplete, with wood and stone giving way to an oppressive green. Especially strange is the gigantic chandelier that hangs from the green without anchor.

**14. At the Movies:** An indestructible metal panel blocks the room entrance. A button is located to the right of the door frame. Pressing the button will cause the panel to slide into the recesses of the wall, revealing a huge domed oval-shaped room illuminated by luminescent lighting panels located on the walls and ceilings. Padded seats are arranged in circular rows facing the outer walls of the room. Shortly after the party arrives, the metal panel slides

back to closed position and the lights go out. The seating area will spin and a cinematic in-the-round 3-D action scene will commence. Each time the theater is entered roll d4 to determine the star and film clip projected:

1d4	Random Movie Monster
1	<b>King Kong</b> (DC 2, HD 24+4, hp 288, Atk 1d12+12 x2(Fists), 4d4(Bite), 5d4 x2 (Stamping), SA Squeezing Grasp 24 hp, Rend 1d20, Hurling 6d10, SD Regenerate 1 hp/Round, Resist Fire, Cold, Electricity (1/2 damage))
2	<b>Godzilla</b> (DC -2, HD 25+5, hp 300, Atk 3d6+6 x2 (Claws), 6d4(Bite), 6d4 x2 (Stamping), 4d10 (Tail) SA Squeezing Grasp 30 hp, Swallow Whole, Atomic Breath Weapon 10d10, Fire Breath 8d10, SD Regenerate 1 hp/round)
3	<b>Rodan</b> (DC 2, HD 20+3, hp 248, Atk 2d6+4 x2 (Claws), Bite 5d4(Bite), 4d4 x2 Wing Slam, 4d4 x2 (Stamping), SA Sonic Boom, Hurricane Winds, Spikes, Wind Breath Weapon 5d10, SD Resist Fire, Cold, Electricity (1/2 damage))
4	<b>Ghidora</b> (DC -3, HD 30+6, hp 320, Atk 4d4 x3 (Bite) or 5d4 x2 Wing Slam, 7d4 x2 (Stamping), SA Shock Wave, Hurricane Winds, Gravity Beams, Crimson Electricity 6d10, SD Resist Fire, Cold, Electricity (1/2 damage))

The GM is encouraged to add or substitute creatures (i.e. Predator, Alien, etc.) for the group’s “viewing enjoyment”. After three rounds, the film becomes frighteningly interactive as the floors will quake, some of the seats will be launched in the air, and the featured creature will emerge from the screen to attack the party. The attack is a combination of film projection, mechanical engineering, and illusionary magic. Characters are unlikely to successfully disbelieve the reality of the experience, especially if they are first-time viewers. A character attempting to disbelieve rolls 3d6 + 6. Only a modified result below the character’s intelligence score results in successful disbelief. Characters returning to the theater for a second viewing may attempt to disbelieve with a roll of 2d6 + 6. The third and all subsequent viewing is determined with 1d6 + 6. If the randomly generated film is a re-run for the character, eliminate the modifier. Characters that successfully disbelieve will realize the creature is not real and will no longer take damage, but they will be unable to communicate with others who have not successfully disbelieved. After 20 rounds of battle, the show stops, the lights re-illuminate, and the door re-opens. Characters “slain” in this battle will be in a state of total unconsciousness for 7 – 12 turns. If all characters are unconscious the movie operators (see 14 – 18) will take each character’s single most valuable magical item and dump their unconscious bodies in the center of the illusionary maze (see 26). If some of the characters remain conscious, the operators



will measure strength and decide to either attempt to finish off the party or remain hidden. An illusion hides a button on the south end of the room. If this button is pressed, a secret panel slides open to **15**.

**Gnome “Burrow” (Areas 14 – 18):** A small enclave of ancient and ingenious gnomes operates the cinema. There are a dozen gnomes in all: 9 Gnome Regulars (DC 2, HD 3+6, Atk 1-6 pick, 1-3 darts), 2 Assistant Burrow Wardens (DC 0, HD 5+8, Atk 3-8 w/+2 pick, 1-3 darts), and 1 Burrow Warden (DC -1, HD 6 +9, Atk 3-8 +2 pick, 1-3 darts, SA 50% summon earth elemental). All Gnomes (SA poison gas darts, save v. poison or target stunned 1 round and slowed 4 rounds, +1 to hit w/pick, +2 to hit w/darts, SD +3 on all saving throws, immune to illusions) are armed in a finely crafted mithral mail. The regulars and the assistant each carry a 100 gp gem. The warden carries a 500 gp ruby. If the gnomes are aware of an impending invasion the Burrow Warden will gather his forces and try to ambush intruders. Otherwise, the gnomes will be found at the locations below.

**15. Mechanical Room:** Various machines, camera equipment, battery-powered tools, and a small vehicle are packed into this room. Four gnome regulars (DC 2, hp 25, 22, 19, 14) are usually working here. An elevator with two buttons (one with an arrow pointing up, one with an arrow pointing down) is in the northwest corner of the room. Pressing either button will result in the door panels opening. Shortly after a character, or characters, enters the elevator its doors will close. If the up button was pressed, the elevator will ascend and open at the Observation Deck (**15**) above. If the down button was pressed, the elevator will descend rapidly for a long period of time, finally opening in the Deep Caves, Level 9 of *The Darkness Beneath*. A secret panel hides a passage leading to **26**.

**16. Observation Deck:** This area encircles the theater. Cleverly disguised one-sided windows allow the gnomes to view events in the theater below. Several screens include highlights of unfortunate movie goers. Three gnome regulars (hp 24, 22, 19), the assistant burrow wardens (hp 35, 30) and the Burrow Warden (hp 45) spend most of their time here.

**17. Control Room:** A metal control table is set into the wall just below one-sided rectangular window from which two gnome regulars (hp 22, 21) can view the entire theater and make necessary modifications to the cinematic production. The table contains built-in controls, as well as various screens on which several of the movies are running at once. Characters that experienced an attack in the cinema may recognize some of the films.

**18. Gnome Quarters:** These quarters contain six small-sized bunked beds. A secret door leading to the gnome burrow’s treasure vault is hidden behind one of the beds.

It contains 2500 sp, 1000 gp, 250 pp, 10 gems (5 50 gp, 3 100 gp, 1 250 gp and 1 500 gp), +3 spear, +1 shield, wand of illusions (49 charges), +3 mace, cloak of invisibility, plus any items the gnomes may have taken from the characters.

**19. Fountain Room:** A fountain of weaving, turning patterns of shimmering color is at the center of the room. Characters approaching and examining the fountain must save v. magic at -2 or be entranced by the fountain. As soon as any characters become hypnotized, the 4 phase spiders (DC 7, HD 5+5, Atk 1-6 + Poison (save -2), SD phase out (impervious to attack when spiders win initiative) will phase in and attack from the ceiling above. The fountain contains 500 gp and a pearl of wisdom (+1 to priest’s wisdom score).

**20. Alchemy Room:** A long rectangular table rests against the wall opposite the entrance. The right and left ends of the table are stacked with books and scrolls. The books and notes are the former possessions of a mad alchemist. To the right buyer, they could command a worth of up to 1,000 gp. However, the books are riddled with error and could produce dangerous effects for those using any of the information. Twenty containers of varying sizes, shapes, and contents are strewn about the middle of the table. The placement of the containers on the table should be determined randomly (see table at right).

**21. False Orb:** A low circular table rests in the middle of the room. A pair of chairs faces one another across the table. On the table a crystal orb rests on a gold base. Any mage or illusionist attempting to scry with this device will have normal chances of ‘success’. However, the images in the crystal ball will all be false: the GM should create believable but misleading images in the orb. The false crystal ball’s gold base is worth 250 gp.

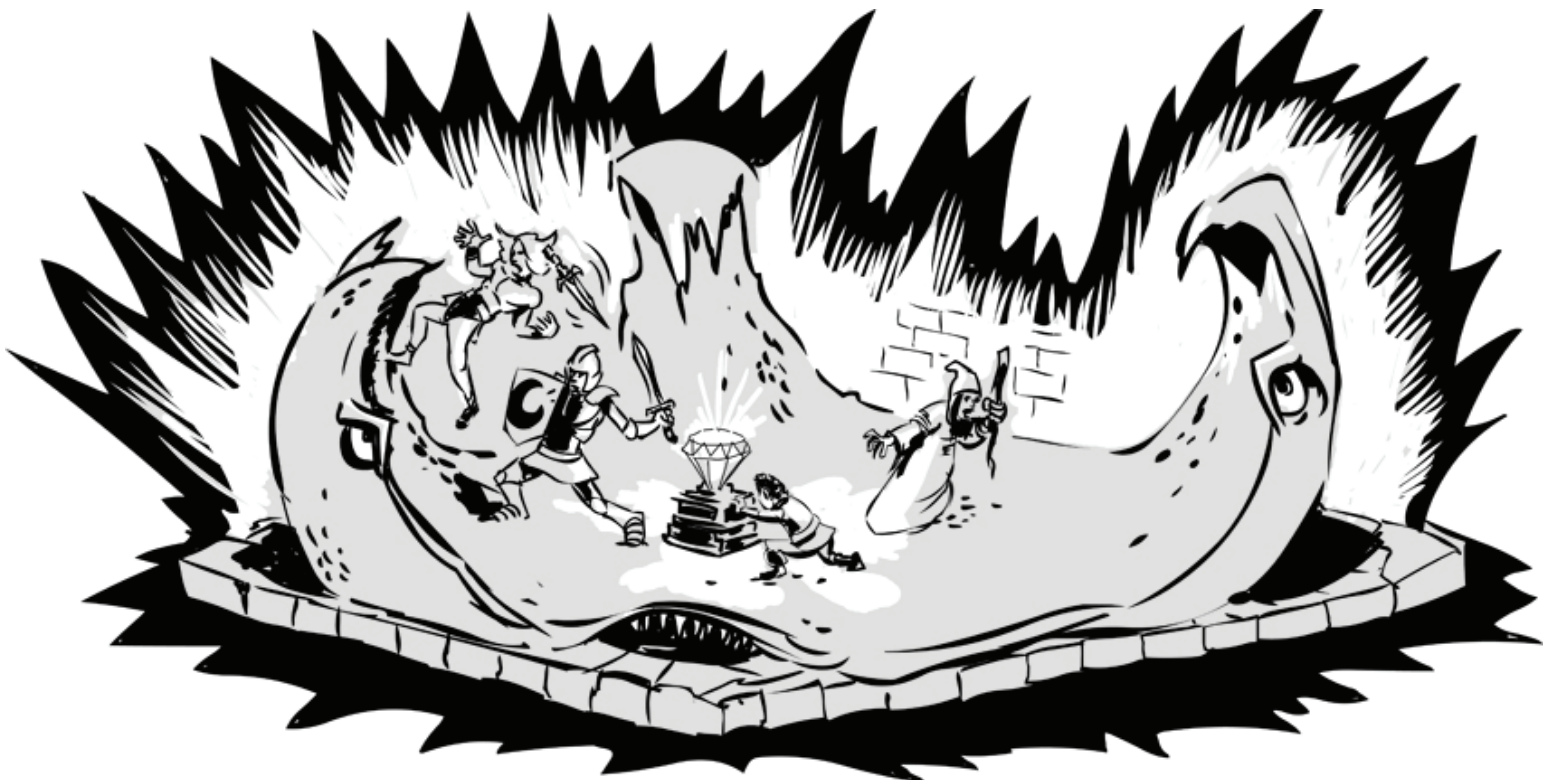
**22. Trapper:** A plush red rug covers the entirety of this square room. At the center of the room is an ivory pedestal on which rests a red ruby. The pedestal and the jewel are an illusion, and the rug is actually a trapper (DC 3, HD 12, hp 45, Atk 4 + DC value, SA envelops and suffocates prey in 6 rounds, SD 95% undetectable, resists fire/cold (half/no damage). The trapper closes itself upon its prey as soon as any character makes it to the center of the room. The trapper’s treasure lies beneath the “rug” and includes 500 gp, a 500 gp gem (identical to the illusion), a wand of paralyzation (13 charges), and a scroll of invisibility.

**23. Clear Crystal:** A clear crystal lies at the center of this otherwise empty room. The crystal is of very modest value (10 gp) and has no other distinguishing properties.

**24. Fool’s Gold, Lucky Pennies:** The room is piled full of large sacks filled with coins. There are 50 sacks containing 400 gp each. The gold is fool’s gold (the coins are really made of iron scrap) and their true properties will be

#	Container Description	Liquid Description	Properties/Effect
1	Glass Vial and Stopper	Bright Blue	Healing (4-10 hp)
2	(same as #1)	(same as #1)	X-Healing (6-27 hp)
3	(same as #1)	(same as #1)	Fullheal (restores all but 1-4 hp)
4	(same as #1)	(same as #1)	Delusionary Fullheal
5	(same as #1)	(same as #1)	Poison (save or die)
6	Glass Decanter & Stopper	Red	Wine (excellent quality - 250 gpv)
7	Unlabeled Bottle	Golden Brown	Mead (highly intoxicating – 10 gpv)
8	Bottle labeled “Old Shire”	Light Brown	Old Shire Beer (2 cpv)
9	Clay Tube and Stopper	Earthy Green	Polymorph Self
10	(same as #9)	(same as #9)	Delayed Polymorph Self (Imbiber is polymorphed into same form as next creature encountered)
11	Flask labeled “Hill Giant Control”	Light Brown	Hill Giant Control
12	Flask labeled “Frost Giant Control”	Silvery Blue	Frost Giant Control

13	Flask labeled “Fire Giant Control”	Red	Reversed (Imbiber is controlled by next fire giant met)
14	Clay Cup	Yellow	Treasure Finding
15	Silver Goblet	Yellow	Treasure Finding
16	Gold Chalice	Yellow	Leads imbiber to greatest danger within 1 mile radius
17	Glass Tube with Glass Stopper	Empty (actually contains invisible liquid)	Invisibility
18	(Identical to #17)	Empty (actually contains invisible liquid)	Invisibility
19	(Identical to #17)	Empty (actually contains invisible liquid)	Faerie Fire (imbiber glows, +2 to all opponent “to hit” rolls for 3-12 turns)
20	Glass Flask with Gold-Plated Stopper	Clear	Water





**Shadow Monsters\* Table**

d12	Creature(s)	Spec. Attacks**
1	3 Apes (DC 6, HD 5, hp 10 each, Atk 1-4/1-4/1-8)	
2	Black Pudding (DC 6, HD 10, hp 20, Atk 3-24)	Wood/Metal dissolved
3	5 Bugbears (DC 5, HD 3+1, hp 6 each, Atk 2-8)	
4	4 Gargoyles (DC 5, HD 4+4, hp 12 each, Atk 1-3/1-3/1-6/1-4)	
5	Gelatinous Cube (DC 8, HD 4, hp 13, Atk 2-8)	
6	Gray Ooze (DC 8, HD 3+3, hp 7, Atk 2-16)	Metal dissolved
7	3 Minotaurs (DC 6, HD 6+3, hp 14 each, Atk 2-8)	
8	2 Nightmares (DC -4, HD 6+6, hp 15 each, Atk 2-8/4-10/4-10)	
9	3 Owlbears (DC 5, HD 5+2, hp 14 each, Atk 1-6/2-12/2-12)	
10	2 Rust Monsters (DC 2, HD 5, hp 13 each, Atk nil)	Metal dissolved
11	Sphinx (DC -2, HD 13, hp 40, Atk 2-12/2-12)	
12	2 Sabretooth Tigers (DC 6, HD 7+2, hp 17 each, Atk 2-5/2-5/2-12)	

\*Technically demi-shadow monsters (40% normal hp). Save vs. spell to disbelieve attacks for only 40% damage.

\*\*Special attack results are illusionary. Dissolved materials return to normal after exiting the maze.

**Illusionary Treasure Table**

d12	Treasure*	Notes
1	Fist-Sized Gem	
2	2 Black Pearls	
3	Illusionary Healing Potion	Restores 4-10 hp of illusionary damage
4	Diamond	
5	Ivory Horn	
6	Illusionary Extra-Healing Potion	Restores 6-27 hp of illusionary damage
7	Glowing Shield	
8	8 Gold Bars	
9	False Maze Instructions	e.g. "To Exit Maze, Turn Right Thrice" (meaningless)
10	Gold Key	
11	Jeweled Dagger	
12	Jeweled Ring	Wearer sees true room

\*All treasures are illusionary and disappear upon exiting the maze.

permanently revealed under natural sunlight. There are 5 sacks containing 400 cp. The copper pieces are actually platinum pieces. Like the "gold", the true platinum properties of these coins will be permanently revealed under the light of the sun.

**25. One-Way Teleporter:** Anyone entering this room is immediately teleported to 6.

**26. Illusionary Maze:** An illusionary maze is programmed in this chamber. When the party arrives (whether through the door or down the chute from **29** of the Mysterious Crystal Hemisphere), describe the passage using the Illusionary Maze Generation instructions below. All passageways will appear to end in a turn. All monsters and treasures will appear at the end of the passage (just before the turn). All monsters are shadow monsters and attack immediately. All treasures are illusionary and will disappear once taken out of the maze. The maze results may seem to take the party out of the 100' x 100' room. Ignore this, as the perceived distances are part of the illusion.

#### **Maze Generation Instructions**

1. Determine passageway length: d8 x 10' long (all passages 10' wide).
2. Determine turn direction at end of passageway – d6: 1-3 right, 4-6 left.
3. Determine encounter/treasure – d6: 1-3 none, 4 monster, 5 treasure, 6 monster & treasure).
4. Determine monster (if any) on Shadow Monster Table.
5. Determine treasure (if any) on Illusionary Treasure Table.
6. Repeat when party reaches next turn.

Any character can attempt to disbelieve the illusion of the maze (save v. spells). Any character successfully saving may pass through the walls revealing the 100' x 100' room and the door leading to **27**. The terminus at the bottom of the chute from **29** of the Mysterious Crystal Hemisphere will also be visible in the northeast corner of the room.

**27. Throne Room:** Double doors open to a large rectangular room. A floating stream of green nebulous matter runs horizontally across the room. A dais is raised against the wall opposite the entrance. A skeletal man dressed in kingly guise sits upon the throne. His head is adorned by a magnificent emerald crown and he still clutches a jeweled scepter. When the party arrives the skeleton will smile, dust falling from its face. This is Xanadun, the Illusionist Lich (DC 0, HD 11 (18<sup>th</sup> level illusionist), Atk 1-10 + paralysis touch, SA fear, SD +1 or better weapon to hit; immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, death magic; wears Ring of Fire Resistance). Xanadun is the creator of The Palace of Eternal Illusions. He has long since become weary of immortality and lonesome. He will

attempt to converse with the characters. He is ancient and will gladly share information and any history he may possess about *The Darkness Beneath*. Xanadun will only attack if the party attacks him or if the party begins to leave. If the players parley with the lich, he may let them go without attack if they promise to bring back more "company". Of course, he will expect collateral (i.e. either some PCs or powerful magical items stay behind with him). Xanadun's recommended spells are - **1:** color spray (x3), darkness, hypnotism; **2:** blindness (x2), hypnotic pattern (x2), mirror image; **3:** fear (x2), paralyzation (x2), suggestion; **4:** confusion (x2), phantasmal killer, shadow monsters (x2); **5:** shadow magic (x3); **6:** demi-shadow magic (x3); **7:** prismatic spray, prismatic wall. The green stream serves as the illusionary material from which Xanadun "builds" the palace. The lich's dais is covered with a king's ransom of 25,000 gold coins and assorted fine jewelry. This treasure, however, is illusionary and will become worthless once outside the palace. The crown (25,000 gpv) and scepter (15,000 gpv), however, are real. Other real treasures include a +2 long sword, +2 shield, and a wand of paralyzation (53 charges) lying amongst the false treasure on the dais. Ω



# Bust-up at the Moon & Parrot

barroom brawl minigame by Baz Blatt

Distribute the characters on pages 84-5 'round the bar with tables and chairs as appropriate. Encourage your players to get into character (with a few drinks?) and see who hits who first!

## Rules:

- The 'MV' score noted below is the number of hexes a person may move per round.
- Changing facing by 1 hex is free, changing by 2 costs 1 MV, changing by 3 costs 2 MV.
- A character may run gaining +2 MV, but only if he doesn't change direction once he has set off.
- A character may make only one attack, but can do it at any point in his move, costing 1 MV.
- Opening a door takes 1 MV; climbing out a window or getting up off the floor takes 2 MV.
- To charge and deal +2 damage, a character must run 6 squares in a straight line before hitting his target.
- Anyone can leap onto a table for 1 MV if they roll Dex or below on d20. If they fail, they roll again or fall over.
- Bottles, beer mugs, etc. can be thrown for 1d3 damage.
- Bottles may be broken (roll STR of below on 1d20 to break) and used as daggers at -1 to hit.
- Stools may be thrown or used as impromptu clubs by people of STR 12 or above at -1 to hit and 1d4 damage or used as shields for +1 AC (not both in same round).
- Tables and benches may only be used by people of STR 16+, hit at -2, and do 1d8 damage. Anyone hit by a table or bench must roll STR or DEX (whichever is higher) or below or be knocked down.
- Attacking from the side gives +2 to hit, from behind +4, but only thieves get any damage bonus for doing so. A character can only effectively attack to his front.
- Swinging on chandeliers, reachable by a successful leap from a table, enables you to add 2 to your MV, and if you roll DEX or below you can get +2 damage at the end of the swing because of momentum, and get +2 AC for moving quickly over everyone else's head.

**Drunkenness:** Everyone can take as many units of alcohol as they have CON. Half a pint of ale, one measure of spirits or one glass of wine is one unit. When you reach 1/3 of your total you are slightly intoxicated, at 2/3 you are moderately intoxicated, and at your CON you are pissed as a newt. All characters except 1, 9, 12, 13, 17, 18 and 19 start having had 1d10 units of drink already. Each unit drunk over the limit forces a save vs poison. If this is failed roll CON or below on 1d20 or throw up (no actions for 1d3 turns), if the roll is made you merely fall asleep. Each further unit imbibed adds 1 hp. Undead are immune to drink, while women and small characters like halflings and baboons only have 2/3 their CON to work with.

**Slightly** -1 INT, -1 WIS, +1 CHA, +1d3 HP, +5% Morale

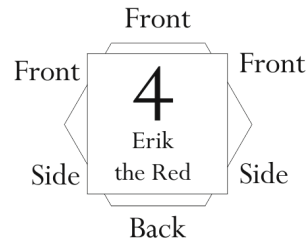
**Moderately** -3 INT, -3 WIS, -2 DEX, -1 CHA, +2d3 HP, +10% Morale, -1 to hit

**Very** -6 INT, -6 WIS, -5 DEX, -4 CHA, +3d3 HP, +15% Morale, -5 to hit

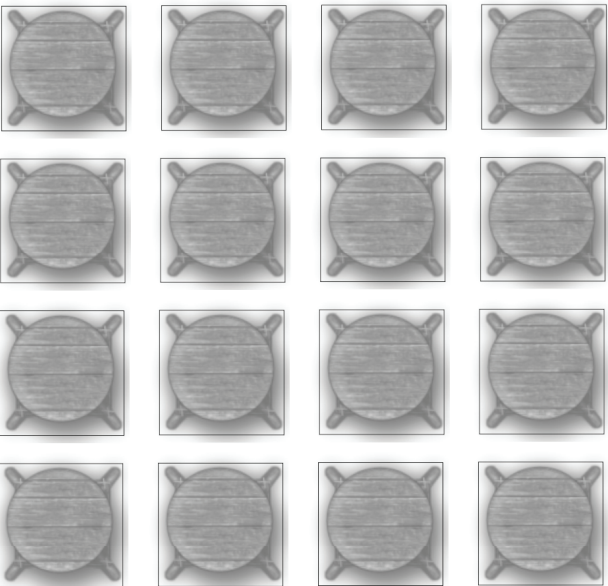



1 Darius the Thin	2 Floella the Wild Rose	3 Gimlet the Dwarf	4 Erik the Red	5 Erik Bloodax	6 Erik the Raven
7 Justplain Erik	8 Dirk Cyclops	9 Lord Vrishánu	10 The Blue Baboon	11 Migraine	12 Oik
13 Snotgobbler	14 Hobman Slithytove	15 Brother Yin	16 Paulus the Prestigator	17 Tyburn the Meek	18 Zogias the Meeker
19 Pleb the Meekest	20 Yvan the Kazzak	19a A Werewolf!	21 A Tiny Beetle...	22 A Pissed-off Pixie	23 _____ _____
24 _____ _____	25 _____ _____	26 _____ _____	27 _____ _____	28 _____ _____	29 _____ _____


NOTE: The top of the counter is consider to be the front of the person when considering facing.  
 Counters 23-29 are provided for extra brawl participants.



Stools

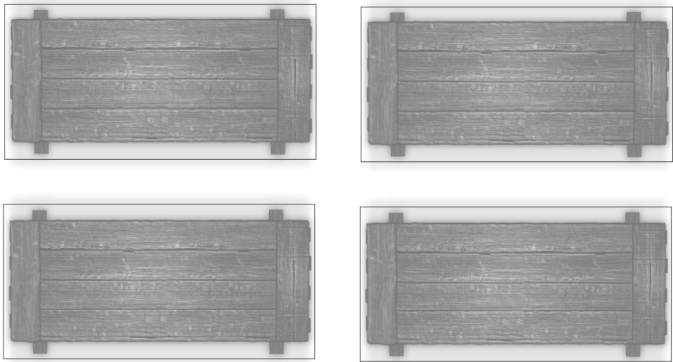


A Cheese  


A Chamber Pot  


A Piss Bucket  


Tables

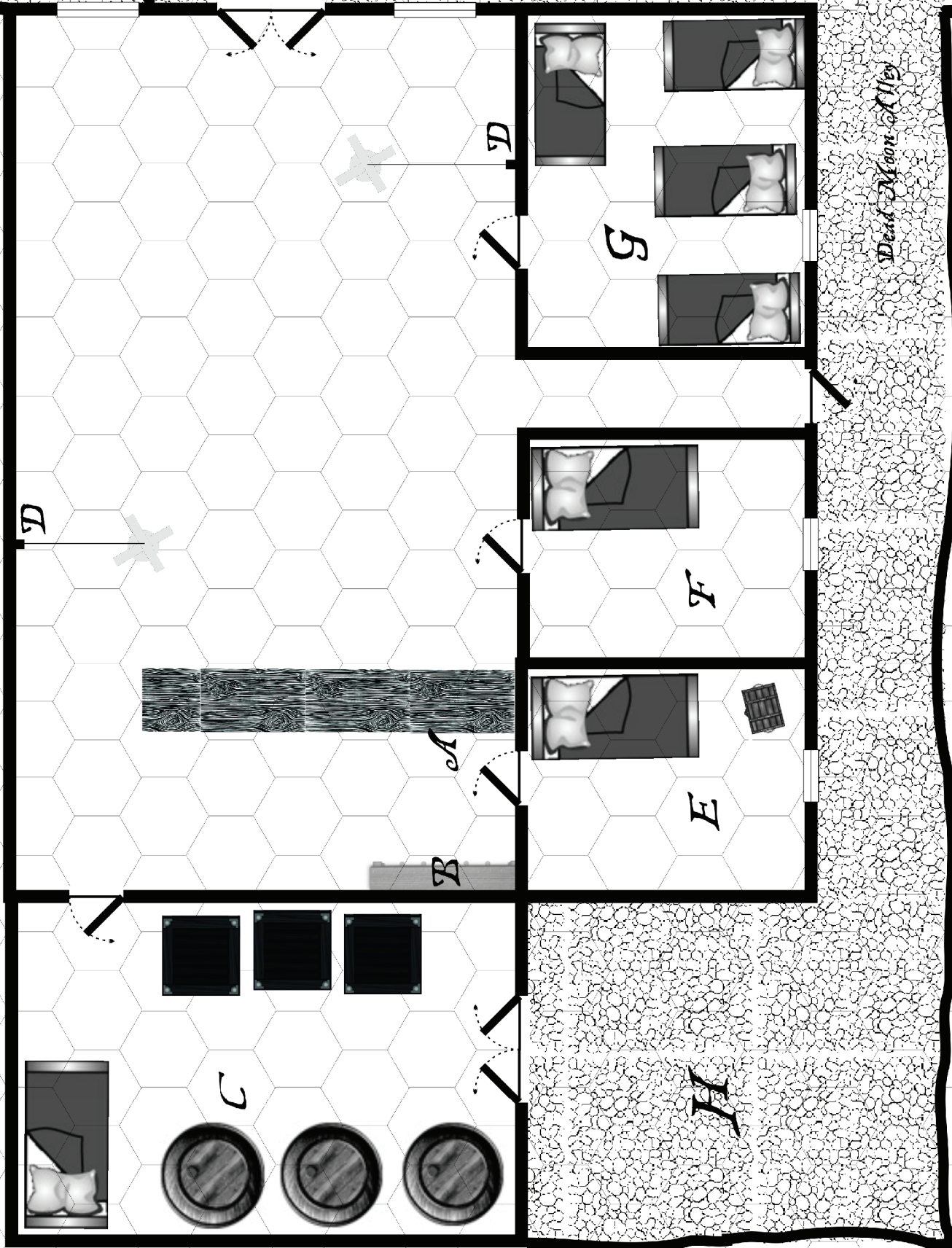


Benches



*The Moon  
and Parrot*

# *Blackspittle Lane*



*Dead Moon Alley*

**H**

**E**

**F**

**G**

**D**

**B**

**A**

**C**

**D**



**Gambling:** Secretly roll 2d6 for each person in the game, +1 if INT 13 or above, -1 if INT 8 or below, highest score wins the pot. If a person decides to try and cheat add +1 to +6 depending on how blatantly they are trying. Maximum cheat bonus any PC can use is DEX -12 or INT -12 whichever is higher, though some people get a special bonus. If your DEX or INT is not high enough you are going to make a hash of the attempt and make it harder for yourself to win. If someone is cheating and they get 13+ on their gambling roll they have been found out.

#### Key to the Tavern Map

- A Under the bar is a locked box with 14 gp, 47 sp and 152 cp. On the bar is a pile of 230 cp balanced in a hollow column on an upturned beer mug, a salty cheese round and a cheese knife.
- B Spirits cabinet. 6 bottles of various forms of rotgut in a padlocked cabinet on the wall.
- C Taproom. Backroom with three large barrels, small ale at 2 cp a pint, bitter at 3 cp a pint and porter at 5 cp a pint. Floella sleeps here, and her privy box and porcelain serve as the ladies' restroom for the whole inn. Said receptacle is currently full should anyone be looking for a really nasty missile – Flo hasn't had time to chuck the contents out into the street tonight.
- D Tying on points for the two chandeliers. Each is a cartwheel with six oil lamps hanging below it from hooks suspended on a rope and pulley. Untying the ropes enables each to be lowered and the lamps refilled.
- E Private room. Darius has a locked strongbox with 200 gp – trapped with a poison needle (3d6, save for half).
- F Guest room. Migraine has rented it for 5 sp a night.
- G Dormitory. Four bunks and plenty of bedbugs. The Erics are dossing here (1 cp/night) until their luck turns.
- H The Jakes. A small backyard with a plastered wall by way of a gents restroom, though Gimlet will fetch patrons a bucket for a small tip if they don't fancy the bother of stepping out back.

#### Brawlers:

- 1. **Darius the Thin:** Barkeep, War 5, S 14 (+1 to hit) I 9 W 9 C 16 D 7 (-1 missile) Ch 12; DC 4, hp 23 MV 4; axe, chainmail, shield, crossbow, money belt with 12 gp,

14 sp, and 78 cp, keys. A former adventurer who put his money into running a bar. The place keeps filling up with big-mouthed young snots who think they have slain it all and whom Darius has to put right. He is tall and sallow, with numerous scars that give him a permanently curled lip and a squint. If anyone starts breaking up the furniture, throwing people out the windows, or swinging on chandeliers, he will be very annoyed. **Special rule:** +1 damage to anyone damaging furniture or windows.

- 2. **Floella the Wild Rose:** Barmaid, War 2, S 16 (+1 to hit, +1 damage) I 7 W 10 C 10 D 13 (+1 missile) Ch 7; DC 9, hp 9, MV 4; wooden tray. More wild than roseline, big bad Flo is a semi-civilised cavewoman who wears a necklace of sabretooth fangs with the shrunk head of her ex-husband as a pendant. She cannot get her head round there being such things as dwarves and hobbits in the world, and continually addresses and treats such as children even when they have beards and balding heads. **Special rule:** Headbutt for 1d8, not usable on short characters.

- 3. **Gimlet the Dwarf:** Potboy, Dwarf War 3, S 13 (+1 to hit) I 13 W 8 C 10 D 14 (+1 missile) Ch 8; DC 9, hp 17, MV 3; Club, Hook-hand, 1 sp, 12cp. Another retired adventurer, Gimlet gave up after losing a leg and an arm and, most importantly, his beard, to a nasty dragon Flo, kind soul that she is, thinks he is Darius' son and keeps telling him to sacrifice his crippled offspring to the cave-bear god Rawrrr, but Gimlet is more than competent at his job of collecting mugs, lugging barrels and scooping dropped change off the floor before anyone notices they have lost it. **Special rule:** Can parry blows with his hook, +1 AC against 1 blow per round. If the attack misses Gimlet has a 1 in 3 chance of disarming his opponent in addition.

- 4. **Erik the Red:** War 4, S 13 (+1 to hit) I 12 W 10 C 18 D 6 (-1 missile) Ch 14; DC 3, hp 31, MV 4; sword, shield, +1 chainmail, 10 sp, jewelled dagger worth 12gp. Leader of the 'Four Eriks' adventuring troupe, Erik is peeved at his crew's recent lack of success and bent on drowning his sorrows in ale, though he is sure that the old windbag Darius waters it down – I mean look at how skinny he is! Proper beer should give a tavern keeper a proper gut, like the one Erik is developing, much to his chagrin and the amusement of his subordinates. And if that numpety Bloodax makes another gag about red-haired people being short-tempered he is going to get punched into the middle of next week... **Special rule:** If wounded roll over Wisdom on d20 to lose temper – will target the person who wounded him until they are out cold, and do +1 damage per hit against them.



**5. Erik Bloodaxe:** War 3, S 18/57 (+3 hit/+3 dam) I 6 W 7 C 9 D 15 (+1 missile) Ch 13; DC 4, hp 12, MV 4; 2-hand axe +1, chainmail, 3 throwing axes, 8 sp. A happy go lucky northern goon with a double handed runecaxe called 'Little Erik'. He is annoyingly hearty, slapping backs, playfully punching people on the shoulder hard enough to knock them over, and challenging anyone daft enough to not get out of his way to axe throwing contests. He thinks Erik the Red needs some cheering up, so let's have some games! His party act is balancing a round of cheese on a barmaid's head and slicing it in two from across the room with a hurling axe (the cheese, not the head – well, not usually). **Special rule:** If he misses with his 2h axe he must roll under his Dex on a d20 or accidentally hit a random target or item of furniture within 2 squares.

**6. Erik the Raven:** Pr 3; S 9 I 10 W 13 C 9 D 8 (-1 missile) Ch 7; DC 2, hp 9, MV 4; plate, shield, warhammer, eyepatch, 14 sp, 30 cp; Spells: Cure Wounds, Protection from Evil. Priest of Odin who says little, cultivating a mysterious air and watching from the shadows. When he does talk, his favourite subject is saunas, a mysterious northern ritual involving hot rocks, steam and mutual thrashing with birch twigs. He admits that he is pining for the fjords. **Special rule:** Hide in Shadows 20%.

**7. Justplain Erik:** Th 3, S 7 I 10 W 9 C 12 D 16 (+1 missile) Ch 10; DC 6, hp 8, MV 5; sword, leather armour, dagger, 3 sp, 12 cp; Open Locks 25%, Remove Traps 20%, Pick Pocket 30% Move Silently 30%, Hide in Shadows 20%. Times have been hard in the adventuring game, and Justplain Erik, the juniormost member of the Four Eriks, is having it harder than most, since Erik the Red still has him on probation for a mere half-share. He is on the lookout for pockets to pick and maybe a card game to cheat at, and just might have a go at swiping Erik the Red's prize dagger if the stingy old git is sufficiently distracted. **Special rule:** Cheat at cards maximum +6 bonus, and he doesn't get found out unless he rolls 15+.

**8. Dirk Cyclops, Private Eye:** Ogre, DC 5, HD 4+1, hp 23, MV 4; trenchcoat with turned up collar, Homburg hat, knuckleduster, 4 sp. Dirk is determined to be a detective, even though many people scoff at this ambition due to his vast size and striking appearance. Dirk is sure he is about to prove them all wrong – he suspects that the Blue Baboon, an infamous barfly and gambler well known in the docks district, is in fact Lord Damian Wethrington-Phelps the renowned jewel-thief in disguise. He is discreetly observing the azure simian, hoping he will do something to give himself away. The collar of his trenchcoat is turned up, though being eight feet tall with red skin and one yellow eye he is not exactly inconspicuous. **Special rule:** Fists the size of hams, two attacks at 1d6/1d6 damage, effective 18 CON for alcohol tolerance, DEX 5 for leaping purposes.

**9. Lord Vrishánu hiMriktoke:** Pop 5, S 10 I 13 W 4 C 7 D 16 (+1 missile) Ch 12; DC 9, hp 12, MV 4; offensive stench, alien dagger. Princess Ma'in Tlakotáni sure throws some great parties. Lord Vrishánu has just recovered consciousness from a really good belt of hallucinogenic 'Green Goddess' Tshuhóridu to find himself clad in rags and rodent turds and with no money but with a priceless iron dagger in his belt. He doesn't know if the spirit has worn off yet, whether this is some joke by the witty Princess, or whether some rival for her affections has dumped him in a wineshop in the Foreign Quarter while he was out cold. Whatever has happened he is in dire need of wine and the chance to freshen up, and has to try to get these services from the obviously Nakomé scumbags he has fallen among without dishonouring himself. **Special rule:** Arruché duellist – if he gets hold of a sword and a dagger he can make one attack with each at -2 to hit, OR gain +1AC for using the dagger to parry.

**10. The Blue Baboon:** Th 6, S 6 (-1 to hit) I 14 W 10 C 12 D 18 (+1 missile) Ch 10; DC 4, hp 16, MV 6; shortsword, 3 throwing knives, Ring of Protection +1, 3 jewelled rings (20 gpv each), 15 gp, 30 sp. Open Locks 45%, Remove Traps 40%, Pick Pocket 60% Move Silently 65%, Hide in Shadows 55%. Lord Damian Wethrington-Phelps was transformed into a baboon by a vengeful mage who resented being relieved of his jewels. This has actually been to the villainous Lord's advantage, as he is now even better at burglary than was before and has thrown the numerous persons who quite unreasonably wanted him hung by the neck until dead off his trail. He has dyed his fur blue in order to avoid being mistaken for any common or garden simian, dresses in blue velvet, and as far as possible retains his old puntilio and panache, though he does occasionally get the urge to fling poo. He is gaining a reputation as a dubious villain in his new guise however and is contemplating having a magician polymorph him into a Green Gibbon when things get too hot again. He is in this bar pursuing Migraine, a comely wench who looks kinky enough to bed him in his current guise. **Special rule:** +2 to hit when flinging poo, can use sarcastic repartee once per round – target rolls WIS or below on 1d20 or has -1 to hit due to infuriation.

**11. Migraine the Necromanceuse:** Mag 5, S 7 I 14 W 10 C 10 D 12 Ch 15; DC 8, hp 14, MV 4; stiletto, eyeliner, Ring of Protection +1, 35 gp, 20 sp; Spells: Charm Person x2, Magic Missile, Shield, Mirror Image, ESP, Suggestion. Migraine is slim and shapely with pale skin and long black hair, and dresses in black velvet. She is on the lookout for a eunuch guard for the Temple of Robartsmif, God of Wailing Cats, and will use her natural and magical charms to lead some poor dunce off to his fate. She has her eye on Erik Bloodaxe, a fine figure of a barbarian who will look divine once he has his hair back-combed and he is strapped into a leather leotard. **Special rule:** Any male assailant can be put off attacking her by a sultry glance, rolls Migraine's Charisma +1d10 vs targets Wisdom +1d10, if she wins the attack is 'pulled', only works once per target and only if she hasn't physically damaged them yet.

**12-13. Oik and Snotgobbler:** Halfling Zombies, DC 8, HD 1, hp 3 & 5, MV 3, silver hand axe. Migraine's personal bodyguards and slaves, shambling around in a thick black robe drenched in patchouli oil to cover the smell of decay. In life Oik was named Odo and was Hobman's brother-in law (see below). **Special rules:** Oik has a taste for beetles. If one should scuttle past (10% chance per round) he will pursue it with a 25% chance per round of catching and eating it. Snotgobbler can keep fighting even if dismembered, even with severed limbs and spilt viscera, though with a MV of just 1. He will fight on to -5 hp unless doused with holy water or set on fire.

**14. Hobman Slithytove:** Halfling Th 5, S 12 I 12 W 10 C 15 D 13 (+1 missile) Ch 10; DC 9, hp 16, MV 4; shortsword +1, silver chain and cufflinks, badger-skin hat, Bag of Holding, 12 gp, 25 sp; Open Locks 50%, Remove Traps 40%, Pick Pocket 50% Move Silently 55%, Hide in Shadows 45%. Activist for the Hobbit Anti-Defamation League, dedicated to countering the tall folk's unreasonable prejudice that all Halflings are thieves. Hobman is also shop steward and enforcer for the local Guild of Cutpurses, Magsmen, Dips and Allied Trades. He has heard that there is an unlicensed thief named Eric about who will get his fingers cut off if he doesn't shell out his tithes, and while he is in the neck of the woods he might as well have a little dip in the locals' pockets himself. **Special rule:** The Bag of Holding is in fact his hat. He can put it over any object, mutter the activation word and it will disappear into his hat. He has quite a range of junk currently stored in it, including 3 hexes worth of caltrops which will do 1d4 damage to anyone stepping on them.

**15. Brother Yin of the Order of the King in Yellow:** Monk 4; S 12 I 5 W 15 C 10 D 15 (+1 missile) Ch 9; DC 6, hp 9, MV 5; sword (+2 damage), 10 shuriken; 3/2 attacks, 1-8 unarmed damage, dodge missiles, speak with animals, Open Locks 45%, Remove Traps 45%, Move Silently 45%, Hide in Shadows 35%. The King has ordained that all who wear blue undergarments must die! **Special rule:** Kung Fu leap – can make his entire move airborne passing over any obstruction ≤ 4 ft tall and land facing any direction. If he rolls a d20 below his Dex he can make an attack halfway through his leap, but if it misses he must roll vs Dex again or suffer a crash landing.

**16. Paulus the Prestigator:** Elf Mag 5; S 8 I 16 W 10 C 8 D 13 (+1 missile) Ch 13; DC 8, hp 12, MV 4; Ring of Dodging (+1 AC), silver dagger, Potion of Healing x2, Love Philtre in fake ruby ring, Potion of Homicidal Fury in fake emerald ring, twelve phials fake Love Philtre, bottled pixie, 35 sp; Spells: Shield, Hold Portal, Ventriloquism, Magic Missile, Mirror Image, Pyrotechnics, Monster Summoning I. Paulus is up to his eyeballs in debt and still owes 10,000 gp to the Arcane University in unpaid tuition, making them legal owners of 2/3 of his brain. They have threatened to repossess it if he doesn't come up with the cash soon. He is looking for an adventuring group to join or for customers for his alleged Love Philtre. He has a pixie in a bottle he may offload on some unsuspecting chump; he caught it intending to grind it up for Dust of Disappearance, but didn't have the heart to go through with it. If the pixie escapes it will not be at all pleased. **Special rule:** Paulus has some talent for sleight of hand and can slip love philtre or fury potion into a drink on a Dex x 5% chance. When he has had a few beers he may forget which ring has which potion.

**17. Tyburn the Meek:** Pr 4, S 15 (+1 hit) I 14 W 14 C 10 D 10 Ch 13; DC 5, hp 14, MV 4; sackcloth robe, chainmail, 2H warhammer, 3 sp, 30 cp; Spells: Protection from Chaos and Fun, Purify Food and Water (removes all taste and alcohol), Silence. Tyburn is a disciple of Saint Cuthbert the Tedious, who believed that while the gods did not intend mankind to live forever, we could stretch out the subjective length of our lives indefinitely by embracing boredom, giving up sex, drink and smoking, not listening to bards and jesters etc. Tyburn, a huge chap with wild hair and a long matted beard, has come to the bar on a mission of militant meekness, trying to impress sinners by drinking water, sticking his fingers in his ears when anyone sings, hiding his eyes from ladies in unbecoming costume, and other such acts of self-denial. He hopes others will ask him why so he can deliver an interminably dull sermon, thus extending their subjective lifespan. **Special rule:** Peacemaker – Tyburn believes that bar-room fights are far too exciting and will attempt to convince anyone within earshot to stop and sit in the corner instead. This roll is Tyburn's Charisma + 1d6 vs Wis or Int (which ever is higher) +1d6, and will result in the victim trying to refrain from hitting people for 1d3 rounds before he realises Tyburn is talking rubbish.

**18. Yvan the Kazzak:** War 3; S 12 I 12 W 10 C 16 D 10 Ch 12; DC 8, hp 25, MV 4; leather armour, ushanka (fur hat), stringed instrument, bear fat ointment (heals 1d3 HP per application, 5 applications), morning star with the business end painted red, 3 sp, 12 cp. Yvan is an entertainer. He plucks a peculiar double necked stringed object in a vaguely tuneful fashion while wailing the incomprehensible and never ending folk songs of his faraway homeland. He also jumps up and down shouting 'hoi!' which might be some kind of dance, or a cure for bad circulation. If no one throws some coin in his ushanka he will brandish his Morning Star and demand cash with menaces – some unkind folk say he should try threatening to sing another song about yaks instead. He is a kindly soul really, and is just trying to make a living after being exiled from his clan for inventing the Macarena. He is trying to make some friends in this foreign land and will try and help people, but smearing them rancid bear fat while jabbering in broken common might be misinterpreted. **Special rule:** Hoi! If the player shouts Hoi! during his turn Yvan can make one improbably athletic leap moving 1d3 spaces in any direction (choose a direction then roll to see how far he goes and what obstacles he hits), duck one incoming missile and down one drink grabbed from a nearby table. He can hurl the flagon over his shoulder at a target behind him with normal chances to hit. ☺



# DOOMQUEST

*In the spirit of*

*'Searchers of the Unknown,' A 2 page RQ hack using concepts from D&D, Trollbabe, RQ2, MRQ2, LotFP and many others for inspiration or swiping. This hack compiled by Scott LeMien*

## Build a PC

Choose a number from 2 to 18. That's your **Sword** (Physical/Fight) stat. Your **Sorcery** (Magic) stat is (20-Sword). Your **Social** (or Suave or Seduce) stat is the lower of the previous two -1. *Ex: Bragannanious' Sword is 15, his Sorcery is 5 and his Social is 4.*

**Hit Points** Check your **Sword** stat against this chart:

Stat-Location	1-6	7-9	10-12	13-15	16-18	19-21	Each +3
Head	2	3	5	5	6	7	+1
Each Arm	1	2	3	4	5	6	+1
Chest	3	4	5	6	8	8	+1
Abdomen	2	3	4	6	6	7	+1
Each Leg	2	3	5	5	6	7	+1

**Choose/Buy Armor.** Make up your own armor! Give it an Absorb number and half that (round up) for an encumbrance (Enc) value and a cost. Absorb numbers are subtracted from damage before applying to Hit points.. *Ex: Plate, absorb 6, enc. 3, 200 lunars (per location.)*

**Weapons:** Make your own! The Concept/Damage is tied to **Size:**

**Huge** (H-Monstrous, Giant weapons, **d12** or higher damage, Enc. **4+**)

**Large** (L- 2handed weapons for man sized, **d10** damage, Enc. **3**)

**Medium** (M-1h weapons, **d8** damage, Enc. **2**)

**Small** (S-Small weapons, **d6**, Enc. **1**)

**Concealable** (C-easily hidden: knives, slings **d4**, Enc. **.5**)

**Armor Points (AP)** – weapons entirely of a strong metal and made for parrying other weapons are AP 6, those with wood or fine mechanisms or not ideal for parrying in melee default at AP 4.

**Weapon Hit Points (HP)**-default HP are double AP.

**Shields-** AP 6; Hit points= [AP+(4XEnc.)], Enc. by size class. Damage is D3+Encumbrance.

**Customization**-Melee weapons: lower AP to 4 or HPs by 2 for a +1 bonus in damage. Shields: lower AP to 4, block the same amount of HPs as a metal shield, but weigh 1 less!

*Ex: A large wooden (or bone or resin) shield! AP: 4 HP: 16, Enc. 2*

*Ex: A many-pointed Large spear: Damage: d10+2 AP:4, HP:4*

Parrying Weapon AP absorbs damage done before being applied to weapon HP. When weapon HP=0, weapon breaks.

## Encumbrance and Move

Double your Sword Stat is the maximum you can carry. Your

Encumbrance Stat = [2XSword stat-Encumbrance carried].

Maximum (full) Movement rate is [60' – Encumbrance carried] per round. You can then convert it to yards and say that's meters.

## Name, Description, Concept

Pick a name and one word description, nothing fancy.

## The System

Roll <= stat on a d20 to get things done. 20s are always fumbles. 1s are always crits. One tenth of your stat is also a critical/crit (round up—so an 11+ stat crits on a 2 also). **Opposed rolls** work as follows: Crits beat successes, which beat failures, which beat fumbles. If it's the same level of success, high roll wins, if it's still tied, higher stat wins. Stats greater than 20 exist (from the bonus system; see **Improvement**), and they can reduce opponent's chances to resist them by how much they are over 20. *Ex: a Dragon's modified fight of 25 reduces Bragannanious' fight from 15 to 10.*

## Combat

### 1. Initiative & Statements of Intent:

Every round, everyone declares intents to attack. Players may also declare intent to parry/block opponents who are attacking before dice are rolled. Characters decide number of attacks they wish to parry as well, dividing their sword stat equally amongst them (round down). Aimed blows are declared here as well. Aimed blows go at end of combat round, at **half** chance to hit of relevant stat (round down) Intentions may be later aborted, but not altered.

Who hits first? Readied missiles/spells/ambushes, then:

Combat goes in order from highest applicable stat to lowest (Look at relevant stat and Encumbrance, using whichever is *lower—let's call this their temporary initiative score*).

**Melee vs. Melee modifier:** add 2 to this initiative per size class difference to reflect larger weapons hitting first.

**Missile vs. Missile Modifier:** subtract 2 to this initiative per size class difference to reflect larger weapons firing slower.

**Note:** Weapons cannot parry missiles, only shields can.

*Parrying/blocking items must be of same size or larger than weapon to absorb full damage. Arrows and Bolts are considered their damage size for shield absorption. One size smaller items block only half of rolled damage; a weapon two sizes smaller is incapable of effectively blocking/parrying.*

### 2. Non- (Melee) Engaged Characters

Can do any of **two** of these: a half move, cast a spell, drawing a weapon or a shield, regain footing, load an arrow or bolt, or attack.

### 3. Melee-Engaged Characters

Attackers have fewer options in melee; generally they can only do **one** of those listed in step (2).

**Attacker:** Roll <= relevant stat to hit.

**Defender:** Roll <= Sword stat if parry/block was declared.

		Parry Result			
		Crit	Success	Failure	Fumble
Attack Result	Crit	T	PB	C	C + PF
	Success	CP	T	H	H + PF
	Failure	SP	SP	No Result	PF
	Fumble	SP+AF	SP+AF	AF	AF + PF

**H-** Hit. Roll Hit Location (d20): 1-4 R leg, 5-8 L Leg, 9-11

Abdomen, 12 Chest, 13-15 R arm, 16-18 L Arm, 19-20 Head.

**C-** Critical Damage: hit bypasses armor absorption. Damage is max damage + another roll of damage. Roll Hit Location (d20): 1-4 R leg, 5-8 L Leg, 9-11 Abdomen, 12 Chest, 13-15 R arm, 16-18 L Arm, 19-20 Head.

**PB** – Defender's weapon/shield takes double damage.

**CP-** Critical Parry. Parrying item absorbs all damage without consequence to item or Defender.

**T-** Tie. Parrying/Blocking item takes rolled Damage First.

**AF/PF** – AF = Attacker Fumble, DF = Parry Fumble, Roll below.

**SP-** Superior Parry. Attacker's weapon takes normal damage.

### 4. Wounds

**A.** Positive HP in an area: **A Minor Wound.**

**B. Serious Wound** = 0 HP or lower. Save vs. Sword stat. Failure: if leg, falls prone. If arm, drops whatever was held. If other Location, unconscious for number of minutes = damage. Success: keep fighting.

**C. Major Wound** = twice starting HP for area lost. Immediately incapacitated. Roll <= Sword stat.

**I.** If arm/leg: Limb useless. May be mangled, lost. Success means character retains

consciousness, failure unconsciousness. If untreated, Dead from blood loss/shock in Fight stat *minutes*.

**II.** If other body part: success means instant unconsciousness, dead in Fight stats *rounds* if untreated. Failure: horrible death!

### 5. Melee Attacker/Parry Fumbles: roll d100

1-6	You lose the next attack	
7-11	Lose your Next Attack and Parry	
12-17	Cannot Attack for D2 combat rounds due to disorientation	
18-27	Cannot Attack or parry for D2 combat rounds due to disorientation	
28-32	Shield strap (or pack if no shield) breaks; lose item immediately	
33-37	As above, plus lose next attack.	
38-42	As per previous two above, plus lose next parry	
43-47	Random piece of armor falls off; unusable until repaired.	
48-52	Same as above; plus lose next attack and parry	
53-57	Fall; Lose attacks while on ground and parry at -4, it takes D2 rounds to regain footing.	
58-62	Sprain Ankle, Half Movement until healed.	
63-65	Sprain Ankle and Fall, Apply Previous Two Items	
66-68	Partially Blinded: -2 to Stat on Attacks and Parries (takes D2 Rounds out of melee to correct.)	
69-70	Partially Blinded: Half Stat on Attacks and Parries (takes D2 Rounds out of melee to correct.)	
71-72	Blinded; Lose All Attacks and Parries (Takes D4 Rounds out of melee to correct.)	
73-74	Disoriented; Foes strike first next round at +4 to their Sword stat.	
75-78	Weapon (Or Parrying Weapon or Shield) slips/drops (Takes D2 Rounds to Recover)	
79-83	Weapon (Or Parrying Weapon or Shield) slips/drops (Takes D4 Rounds to Recover)	
84-86	Weapon (Or Parrying Weapon or Shield) breaks! (100% if unenchanted, adjust for % for magic weapons.)	
87-90	Hit nearby ally (or Self if no ally is near) for normal damage.	Parry Fumble: Drop Guard; foe hits for rolled damage.
91	Hit nearby ally (or Self if no ally is near) for maximum damage.	
92	Hit nearby ally (or Self if no ally is near) for critical damage.	
93-96	Hit self for rolled damage.	Parry Fumble: Drop Guard; foe hits for maximum damage.
97	Hit self for maximum damage.	
98	Hit self for critical damage.	Parry Fumble: Drop Guard; foe hits for critical damage.
99	Horrible error; roll two times on this table, applying both results	
100	Lethal error; roll three times, applying all three results.	

### Morale

If outnumbered, after the first death, or when suffering a Serious Wound or greater, Monsters check for morale. Rolling over their [highest Stat (Or half of it if they've sustained a serious wound) – Losses/Dead] means they will consider bargaining, surrender, or escape to get a better position. Treachery remains a possibility.

### Rest and Recovery

After battle, Players with less than 1 HP in an arm/leg will soon lose that limb, and those with less than 1 HP in Head, Chest or Abdomen will soon die. The party may declare odds of healing all body parts to 1 HP on all members. The GM applies half those odds for a separate Wandering Monster Check. If a character can heal, they can declare odds of healing all wounds (if able: strong magic is required to re-attach limbs), but GM gets **same** odds for a Wandering Monster. If the GM rolls a wandering monster encounter, no HP are recovered, as it is assumed the Monster interrupts Recovery, claiming weakened lives and limbs. *Ex: Party wants 3 in 6 odds to do a full heal (they have a healer who casts spells), GM has 3 in 6 chance of wandering monster (rolled separately).*

## Spells

Roll (d20 + Spell Level/Points) <= Magic stat to cast known spells. Some spells may be resisted. Cast as often as you like, but repeat spells offer a +1 cumulative resist to the opponents, if they so choose. Spell criticals are possible, Spell fumbles (natural 20) mean Caster must make a Sword stat save or fall unconscious for 2d6 minutes from extreme exertion.

Maximum spells and points in spells cannot exceed Sorcery stat with bonuses. Steal Spell Descriptions from RPGs or make up your own. Spells can effect up to one creature per spell point/level, but never more than one creature with a higher stat than the caster's own Sorcery + bonuses.

## Adventuring

### Special Abilities

Moving Silently, Climbing, Swimming and physical dungeon feats typically work better with less armor. Roll <= Encumbrance a d20 for hard tasks, d10 for simpler ones.

### Searching

Searching odds are, as above, declared by players. The same odds are applied and rolled separately for wandering monsters. If the GM is kind, you may find what you're looking for after the fight.

### Backstabbing

If not engaged in melee, and striking with a concealable size weapon, with a superior initiative to your opponent, you may backstab for double damage, but only if they fail in parrying you.

### Saving Throws / Conversions//Modifiers

When such a roll is needed for any reason, roll d20 <= character's relevant stat. All physical stuff is Sword, all mental stuff is Sorcery, and all talky-feely stuff is Suave/Seduce. For Runequest NPCs in modules, divide their attack types by 5 to get a modified fight stat, use their HP totals. Note: monsters are not balanced on a d20 mechanic, only PCs!! So a skeleton could have a 7 Sword and 1 Sorcery. Add pluses or minuses as game conditions change; pluses or minuses for falling, tactical advantages, etc..

### Hirelings

Character may have a maximum of Social stat in hirelings. The 'loyalty' of a hireling is the result of the successful hiring social roll (kept secret). Roll against this fixed loyalty when hireling is asked to do questionable acts. Promises of money or treasure (in good faith) can grease this roll.

## Improvement

Since only human PC stats are centered on a balanced choice mechanic, give them an opportunity to roll for a +1 bonus to one of the stat rolls (list it separately, as a bonus) when they get sufficient XP (experience points). XP gained for defeating foes is 10x their High Stat. To earn a bonus in a stat costs 1000 x bonus desired (in XP.) Also 1GP of loot = 1XP, At the end of the adventure, also offer them the chance to shift their high stat by 1 point and re-compute remaining stats. *Ex: If Braganimous wants to change his Fight to 14 instead of 15, his Sorcery would become 6, his social, 5.*

### Sample Character:

Braganimous the Brazen

**Sword:** 15 **Sorcery:** 5 **Social:** 4 **Bonuses/Spells:** +1 to Sword, Heal 2  
**Armor/HP per location:** **Head:** 4/5 **Left Arm:** 2/4 **Right Arm:** 2/4  
**Chest:** 4/6 **Abdomen:** 4/5 **Left Leg:** 2/5 **Right Leg:** 2/5 **Carries:** Battle Axe (d8, AP 4 HP 8), Medium Shield (AP 6 HP 12) and Bow (d8, AP 4 HP 8)  
**Encumbrance:** 14 **Move:** 44' (15 meters) **XP:** 1050





