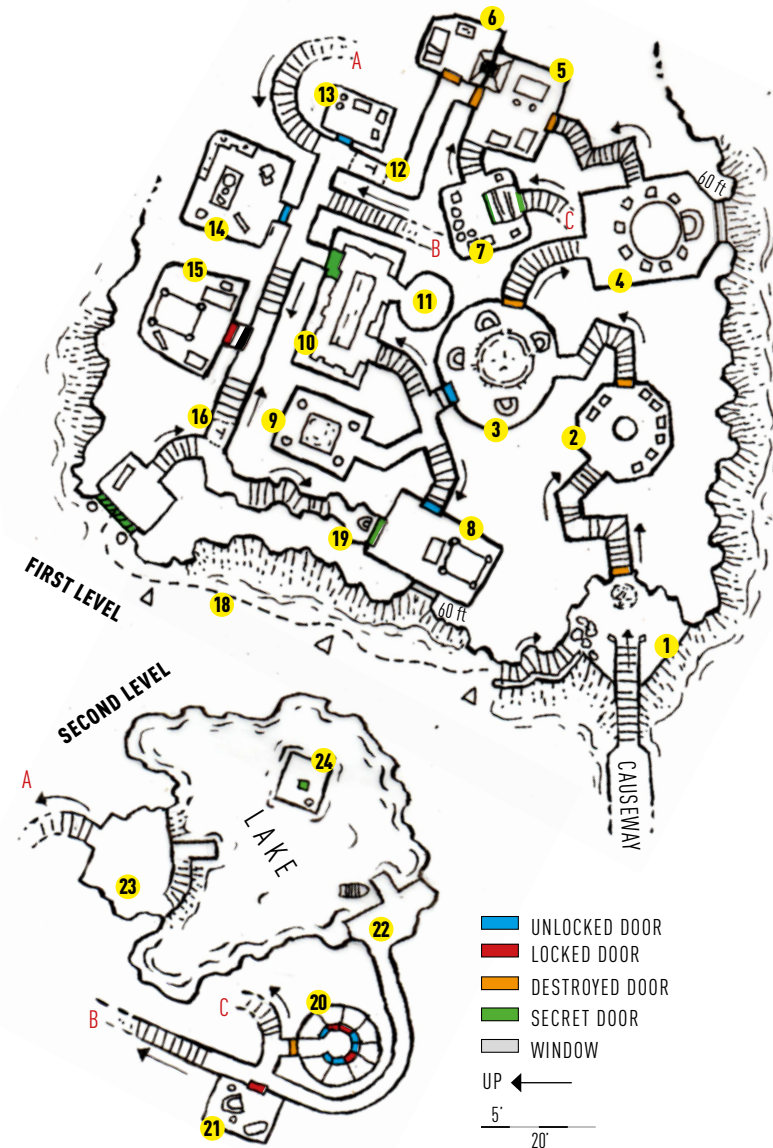
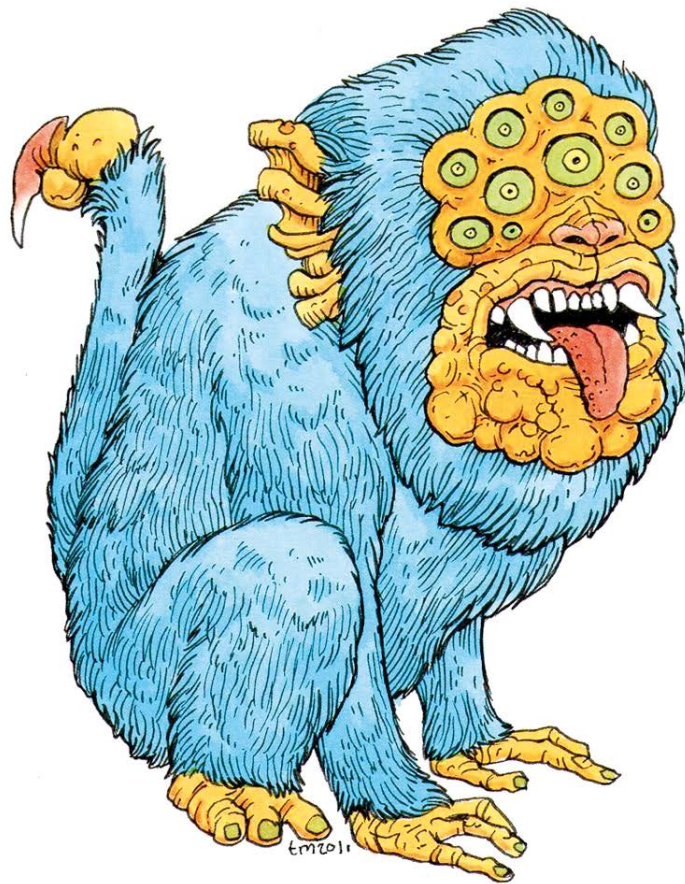


- Rooms are vaulted. Walls and floors are polished rock, diffusing crepuscular light during daytime.
- Corridors are 5' large with a low ceiling (large creatures must almost crawl. Combat is uneasy even for human sized people).
- Signs of violence and corpses in many rooms



Ragga Xygy's Random Encounter Table (2 d20)

- 2: Acolyte (d6) - 3: Black bear - 4: Crab spider - 5: Duergar (d4) - 6: Drow (d2)
 7: Dwarf (d4) - 8: Elf (d2) - 9: Fire beetle (d6) - 10: Gecko (d4) - 11: Ghoul (d4)
 12: Giant bat (d10) - 13: Giant ferret - 14: Giant centipede (d6) - 15: Giant rat (d6)
 16: Gnome (d2) - 17-21: Goblin (d4+2) - 22: Gorilla - 23: Green slime (d4)
 24: Bullywug (d4) - 25: Halfling (d2) - 26: Harpy - 27: Hobgoblin (d4) - 28: Insect swarm - 29: Crow goblin (d12) - 30: Fungoid (d4) - 31: Neanderthal (d2)
 32: Orc (d4) - 33: Ogre - 34: Bugbear (d2) - 35: Sahuagin (d4) - 36: Wererat - 37: Robber fly - 38: Skeleton (d6) - 39: Stirge (d10) - 40: Zombie (d4)
- All monsters are from OSE (Core Rules and Advanced Fantasy)



« The worthy GM never purposely kills players' PCs, He presents opportunities for the rash and unthinking players to do that all on their own »
 Gary Gygax

Mock!

#1

An Old School Gaming Bric-à-Brac



Zaratazarat's Hianse

By Nobboc the Censored
 An adventure for 1st and 2nd level characters
 Usable with all manner of adventure games

Zaratazarat is a mage of dubious reputation and average power. He lives a solitary life in the Favoriz Marshes, inside a bleak rocky hill he made his abode in. Zaratazarat spent most of his life constructing a **summoning platform** named *Ragga Gyxy's Random Encounter Table* after his inventor. The wizard was going to raise an army of monsters for his own nefarious purpose. He recently completed the construction and was ready to welcome (and bind to his service) the first summoned monsters. But when the fist d4+2 goblins appeared, the overwhelmingly enthusiastic wizard stammered... The goblins knocked him out, argued for a while about what to do with him, and finally left him when an angry ogre appeared on the Table. Since then, Zaratazarat has been hiding and trying to survive in his own lair. The Table is regularly spitting out monsters: most of them try to escape and run back home, or take the opportunity to loot or eat whatever they can...

THE VILLAGE OF YUKZ

About fifty mud and wood houses closely packed on a rise of land, loosely surrounded by a row of moss covered stakes. Yukz is a mandatory stop on the road along the edges of the Favoriz Marshes, inhabited by apathetic fisher folk.

• POINTS OF INTEREST (not much)

- 1 - **The Drowsy Carp** (inn, general store). Drafty, cold common room crowded at night, filthy rooms upstairs, stable, storehouse. **Chatty Broig**, mute, always tired: innkeeper and shopkeeper. **Old Solog**, moaner, lazy: handyman. - **On the menu:** fish porridge, fish mush, fish stew, fish head paté on Sundays (all share more or less the same sludgy taste). Pay extra for boiled onions. Tepid reed beer. Fisheye booze for the audacious (increases rep among locals. 1 in 6: blind and deaf for 1d6 days). - **In the store:** everything an adventurer needs and a bit more. Strongbox with Broig's savings: 135 GP in small change, half a gold bar (70 gp).

2 - **Temple of Gombo the Mucky** High wooden hut filled with sour smoke; two underground rooms (trapped chest contains 274 GP). Hag of a priestess and two scrawny acolytes, all nameless. Amiable, provide care, remedies, and minor miracles.

3 - The Pontoon

Yuzkers too old or otherwise unable to support themselves often opt for "the Deep Ending". On a full moon, they sit at the end pontoon where the barks are moored, and wait in the cold, sometimes taking advantage of offerings of booze and food. Around midnight, in absolute silence, a gigantic tentacle emerges from the water, grasps the volunteer to the cheers of the spectators and takes him nobody knows where. A memorable and picturesque spectacle! (The inn rents folding stools).

4 - The Prison

A series of muddy holes barred with bamboo near a wood cabin, home of **Bullgolg the Fatalistic**, the incorruptible sheriff, judge and executioner. Prisoners are allowed out in the day to make fishnets and hooks. Only petty criminals enjoy this life. The more dangerous are chopped up and sold as fish bait.

HOOKS

- "I found three lizard folk eggs in the Marshes. Sell them to the wizard, and bring back half of the reward. I'll have a shindig and go to the pontoon after that! Deal?" **Folg**, decrepit fisherman with gleaming eyes.
- "I came here to meet Zaratazarat the Mage a week ago at the inn. He didn't show. Would you bring him this letter for me?" **Albelia**, rich and flirty traveller.

RUMOURS (1d6)

- 1 - "The old snob passes through once a month with his apprentice. Comes back, his two mules laden with imported food and wine and stuff! Dunno where he finds the coin!" (T)
 2 - "He usually spends the night at the inn, meets some foreigners, and goes back in the morning." (T)



3 - *“He’s a good host, always opening a fancy bottle for his unexpected visitors.”* (F)
4 - *“There’s only one road that goes in the Marshes. Half a day to Wizard’s Rock and no further!”* (T)
5 - *“The lizard folk have left us alone for years. Marshes are safe if you stay on the road...”* (T)
6 - *“Some of the wizard’s guests were never seen again...”* (T)

ZARATAZARAT’S MANSE

At the end of a raised causeway, protected from the Marshes’ many dangers by conic runestones, stands a mossy hill 90’ high. The causeway becomes a staircase into the rock (to 1). Climbing on top of the hill itself is a risky affair, but it comes with a 1-in-6 chance of finding a chimney or skylight every hour (to 5, 6 or 10).

• **Rooms descriptions**
- What can be seen at **first glance**.
- “Who’s here?”: **roll 1d4 the first time** the adventurers enter this room. If they return **later**, **roll 1d6** (unless the room was barred or otherwise impossible to get in). If you roll the same encounter twice, just use the one above or below. If you rolled all of them, roll on **Ragga’s table** (see sidebar).
- **The room’s features**. Details appearing after closer inspection are *in italics*.

• **Encounters’ attitude**
The letter, a, b, or c after an encounter shows which reaction table to use (see sidebar). The text may give some **priority** indications, though. Monsters are aware they were summoned away from their daily life.

• **Random encounters**
1 in 6, every 2 turns or every turn the adventurers are particularly noisy. Use Ragga’s Table. On a 2, clamour, shrieks, or calls for help can be heard.

• **Meeting Zaratazarat**
When the party enter new room, roll 3d20. If all the rolls are lower than the room’s number, the wizard is here, naked and pathetic. If he doesn’t show up before they visit room 23, that’s where the party find him. See sidebar for his stats, personality and goals.

• **Most of the loot** can be sold in a city or to important people. Some pieces draw attention, especially Zaratazarat’s if he’s still alive.

1 - EXTERNAL PLATFORM

Engraved pentacle just ahead of a destroyed door. A few corpses, burnt to ashes, on the pentacle.

• **Who’s here?**
□ **1.** Elf, running like hell to the causeway.
□ **2.** 2 orcs, playing ball with an Elf’s head.
3+. Nobody’s here.
- **Door**, smashed *from inside*.
- **Pentacle**, ineffective now, *out of charges*.
- **Slippery stone stairs**, *well hidden* by bushes, lead to 18.

2 - AUSTERE WAITING HALL

Greenish marble column in the centre, 8 chairs, coat and hat rack.
• **Who’s here?**
□ **1.** Badly wounded **ogre** (b), (4 hp) trying to hide behind the column.
□ **2.** Crawling **dwarf** (a), covered in **green slime** (c). Clothes and armour will be consumed in 1d4 rounds.
3+.. Nobody’s here.

- **Marble column**. Engraved: a myriad of animated globular eyes *scanning the room. Small holes* at the top.
- **On the rack**. **3 silk and fur coats** (30 gp each). *In the pockets*: 38 gp, small ivory key, pipe that lights on «Smoke!» (50 gp), silver nail clippers (1d2 damage) (10 gp), 2 ebony mules figurines (turn into living mules with «Oh-giddy giddy up!», back with «Oh-whoa whoa!»)(300 gp each). **3 conic hats** matched to the coats. *Giant centipede (c) well hidden in a fur hat*.
- **Chairs**. *Maliciously grumble* when you sit on them.

3 - CONFORTABLE LOUNGE

4 comfy armchairs. Levitating silver bowl. Circular rug.
• **Who’s here?**
□ **1.** Drunk **bullywug** (a, c when sober) in the silver bowl.
□ **2.** 1d4 **goblins** (b) on all fours, fascinated by the rug, while a **halfling** (a) hides in shadow.
□ **3.** **Elf** (b), recovering arrows from a dwarf’s body.
4+. Nobody’s here.
- **Never-ending punch bowl** comes closer when you snap fingers (300 gp). *Always full of strong booze and improbable fruit*. When drunk, roll 1d6. 1-3: gain 1D100 XP, 4-6: lose 1D100 XP
- **Silk rug with animated patterns**. *Shows picturesque yet fantastic landscape, slowly changing* (300

gp). Save vs spells if watching for more than a few minutes or be dazed. Save every turn to overcome daze. Strong slaps (1d4 damage) also grant a save.

4 -SOBER DINNER ROOM

Circular stone table, 8 chairs, imposing stone armchair.
• **Who’s here?**
□ **1.** 4 **goblins** (b), at the table, yelling *“Food! Food! Food!”*
□ **2.** **Black bear** (c), sleeping and snoring under the table.
□ **3.** **Drow** (b) in the armchair, invites the newcomers to have a sit.
4+. Nobody’s here
- **Wooden chairs**, bolted to the floor. *Weird tiling*: trapdoor under every chair.
- **Stone armchair**. Engraved on the armrests: *8 tiny skulls with silver balls for eyes* (5 gp each). *Press on one* and the corresponding chair’s trapdoor opens, leading to cells in 20.

5 - VANDALIZED KITCHEN

Large fireplace.
• **Who’s here?**
□ **1.** Grumpy **dwarf** (b), stocking up on rations.
□ **2.** 3 **goblins** (b), cooking improbable dishes.
□ **3.** 2 **orcs** (c), roasting a half halfling.
4+. Nobody’s here.
- **In the chimney**. *Hidden gnome* (a). Knows about the stirges in 6. Chimney flue *blocked by iron grate* 12’ from bottom. 1d4 hours of noisy work to remove it.
- **Locked closet**. 3 boxes: sil- verware, finely engraved with grotesque figures (400 gp) including a *large silver knife* (1d4+1 damage).

6 - APPRENTICE’S ROOM

Spartan bedroom. Fireplace.
• **Who’s here?**
□ **1.** 2 **hobgoblins** (b) busy trying to fix the door.
□ **2.** **Giant ferret** (b) in the bed.
3+. Nobody’s here.
- **In the chimney**. *3 stirges* (c), busy building a nest. *Blocked by iron grate* (identical to 5).
Unsealed brick hides apprentice’s savings (122 gp in small gems) and personal diary (pathetic fac- totum life for an irascible master.

Mentions Ragga’s table *«the old fool will kill us!»* and the alem- bic *«I did it! can’t wait to make potions!»*)
- **Locked chest**, containing: 1 magic object of Chris Tamm’ list (**Knock!** page 116), portrait of young lady.

7 - CELLAR

Kegs, boxes, wine racks. Huge barrel lying on its side against the wall.
• **Who’s here?**
□ **1.** Jolly **dwarf** (a), stocking up on booze.
□ **2.** 2 **giant rats** (b), eating cheese in a barrel.
□ **3.** **Bugbear** (c), his head stuck in a keg of honey
4+. Nobody’s here.
- **Wine racks**. *Connoisseur can find* 4 bottles of Unknown Bordelo wine (50 gp each).
- **Huge barrel**. *Sounds empty. Opens like a door, hidden handle*. Inside: frightful **Razalg** (a), wi- zard’s apprentice. Can tell about about Ragga’s table, alembic, pit traps and meditation room. Helps if feels he can trust the PCs. Lies and tries to escape if not. Dislikes and fears his master, but doesn’t say it at first. *Bottom of the barrel: trapdoor to 20*.

8 - GUEST ROOM

Austere but comfortable with four poster bed, chest, mirror on the wall, window.
• **Who’s here?**
□ **1.** 2 **crab spiders** (b) on the ceiling.
□ **2.** 2 **orcs** (c), throwing darts on a crucified duergar.
3+. Nobody’s here.
- **Window**. No glass. Gloomy view on the marshes 60’ below. Neatly written sign: *“Do not lean out the window”*. If living matter goes *through the window’s frame*, guillotine **blade** falls (trap rearms itself immediately). Save vs para- lysis or 3d10 damage.
- **in the chest**, hidden **gnome** (a), looking for his cousin (see 5). Gi- ves an item from Chris’s list (see **Knock!** page 116) in return.
- **Mirror**. Sealed in the wall. *Small hinges on the side*. Touch or hit mirror: 1d10 electricity damage. If destroyed (AC 7 [12], 20 hp), passage to 19.

- **Four poster bed**. *Concealed in the canopy*: heavy grid with pointy **spikes**. **Deadly device** released by button in 19.

9 - BATHS

Pool of ever lukewarm water. 4 columns. Pots and flasks.
• **Who’s here?**
□ **1.** 2 **zombies** (c), busy eating soap and spitting bubbles.
□ **2.** 3 **acolytes** (b) of the Cyclops God relaxing in the pool. Insist on converting visitors by gouging out their left eye.
3+. Nobody’s here.

- **Pots & flasks**. *Rare perfume and soap* (120 gp)
- **Columns**. Bas relief of ferocious aquatic animals, *and a rabbit*. *Press on the rabbit*: bell rings, and 1d4 **giant lampreys** from the lake below enter by a trapdoor at bottom of the pool.

10 - CLUTTERED LIBRARY

Books everywhere, long table. Skylight in ceiling.
• **Who’s here?**
□ **1.** Two **ghouls** (c), busy chewing on books.
□ **2.** Albino **gorilla** (b), on the table, peacefully looking at the skylight. Wears golden and dia- mond earrings (100 gp each).
□ **3.** **Gecko** (c), on the ceiling, waiting for lone prey.
4+. Nobody’s here.
- **Books**. *Mundane topics*. If you read the letter in 14, or meet Razalg in 7: 1d4 hours to find Zegerim’s *“Alambicology - A Good Start”* (see 14). An hour of research by PC with INT 13+: find a rare book (12 can be found, 50 gp each).
- **Row of fake books**. See list of titles on p.3 of **Knock!**, also a spine titled *“Going Further”*. Pul- ling it opens **secret door** in west wall. Touch any other book: 1d6 electricity damage.

- **Skylight**. 4’x4’. Blocked (see 5).
11 - MEDITATION ROOM
Hemispheric room, encrusted with pulsating gems in interla- cing patterns.
• **Who’s here?**
□ **1.** 2 **fungoids** (b), softly hum- ming. Get mad if one touches the gems.
□ **2.** Peaceful **swarm of flies**(b).

TIMELINE - The adventurers arrive at Yukz on **Day 1**. If they don’t destroy the table, or prevent the monsters to spread... **Day 8**: more monsters escape, some raid the area. Bullgolg the sheriff and a trained militia come to Zaratazarat’s manse and investigate.... **Day 12**: news of the fall of the wizard spreads. Borotoboros, Zaratazarat’s intimate rival floats in on bat-winged slippers and carefully investigates. **Day 15** and after: adventuring parties show up to do their thing.

□ **3.** **Duergar**, stealing gems from walls (b).
4+. Nobody’s here.
- **Magic-users memorizing spells here** store one extra 1st level spell.
- **Gems**. 1 hour of work: 40 gp of gems per worker (max: 800 gp).

12 - TRIGGERED TRAPDOOR

Open pit, 9’ long, with 3 dying **goblins** on spikes. *One has a crossbow and 10 silver tipped bolts*. Narrow passage on the sides. Lever on east side closes the trapdoor.

13 - CRAMMED STOREROOM

Piles of dirty laundry, linens, brooms, buckets, etc..
• **Who’s here?**
□ **1.** 3 **giant rats** (b) nibbling on a barely alive **goblin**.
□ **2.** 3 **goblins** (b) petting a **giant rat**.
3+. Nobody’s here.

- **Hidden in linens**. *Funny looking person with black eyes and long front teeth* (actually a **wererat**). Affable, offers to join the party. Regularly and insistently asks if anyone has silver or magic weapons. Acts accordingly: he’s hungry but careful.

14 - LABORATORY

Messy collection of lab equip- ment, and a bubbling alembic on a workbench. Anatomical skele- ton. Cluttered shelves.
• **Who’s here?**
□ **1.** 2 **skeletons** (c), busy trying to wake up the display skeleton.
□ **2.** **Goblin** (b), just mixed in- gredients in test tube, gazing at resulting sparks. Explosion in 1d3 rounds, 1d6 damage in most of room. If goblin survives, remem- bers the formula and can prepare 2d4 similar grenades.
3+. Nobody’s here.
- **Alembic**. Contains a bubbling, glittering liquid. *Open tap to slowly fill a flask with potion base liquid* (1 hour).
- **Ivory box on shelves**. *Poison dart* on the lock (save vs poison or die). Can be opened by **ivory**

key from 2; **contains**: 12 small pots of coloured powder (4 blue, 4 magenta, 4 yellow), 6 small iron flasks and letter (*“Dear Raz’, I heard your alembic is ready. As agreed, here are my special powders. Don’t mess it up, consult the book! - Zeg.”*). As explained in Zegerim’s book (10), mix two measures of powder and one measure of the alembic liquid to get a magic potion. **Blue** mix: Healing - **Green** mix: Diminution - **Yellow** mix: Flying - **Orange** mix: Speed - **Magenta** mix: Strength - **Violet** mix: Polymorph Self.

15 - ZARATAZARAT’S APARTMENTS

First door is a Mimic. Moves aside with *“I am the Master”*. Four poster bed, crystal ball on pedestal, desk, full size mirror.
• **Who’s here?**
Nobody’s here if the door was closed. **Otherwise**, on 1 in 6: roll on Ragga’s table.

- **Crystal ball**. *Shine it*: shows the waiting room in fisheye view. *Press flickering green gem button*: top of the column in 2 re- leases green poisonous gas (save vs death or die every round). *Release it*: the gas returns in the column.
- **Opaque black mirror**. *Obsidian frame engraved with question marks*. Touch the mirror: **devilish figure** appears and says in sinuous voice: *“I know everything. Ask a question I can answer by yes or no. It has a cost...”*. This is true, but the character asking loses one point in a random ability score.

- **Locked chest**. **Spellbook** (*Charm Person, Ventriloquism, Read Lan- guages, Read Magic, Web, Locate Object, Invisibility, Clairvoyance*). *Trap*: cast *Read Magic* on any page, save vs spells or lose 6d100 XP. **Laser pistol** with 6 charges (1d12 damage). **Medallion** with half an 8-pointed star. Potion of healing. 5 **magic objects** from Chris’s list (see **Knock!** p. 116). **The Anarchical Grimoire of Propy- ionic Discharges** (see bookmark)

- **Cluttered desk**. Frenziedly anno- tated, imposing **rotulus** in alien language about Ragga’s table. Making any sense of this would take years of study.

16 - UNTRIGGERED TRAPDOOR

Same trap as in 12, closed and ready to use. Lever on north side.

17 - SECRET EXIT LOBBY

Marshy smell and cold air. Bench, pair of boots, sturdy coat.
• **Who’s here?**
□ **1.** 2 **Crab spiders** (c) wrapping an unconscious **bullywug**.
□ **2.** **Duergar** (b), mumbling and gazing at the south wall.
3+. Nobody’s here.
- **Boots & coat**. *Magical*, always dry, warm, clean, and to your size (250 gp).
- **South wall**. *Looks intermittently blurry*. **Illusory wall**. Must fail a WIS check when first trying to cross it to 18. Be drunk works too.

• **Who’s here?**
Safe cobbled path with a view to the putrid bog. Conic runestones. Smoother rock wall at the end.
• **Always here**.
2 lesser **gargoyles** (HD2, THAC0 18 [+1] guarding the secret pas- sage. They demand a toll: fisheye booze from Drowsy Carp.
- **Smooth wall**. *Looks intermittent- ly blurry*. **Illusory wall**. Must fail a WIS check when first trying to cross it to 18. Be drunk works too.

19 - SECRET ALCOVE

Armchair, glowing red button on the armrest. Window.
• **Who’s here?**
□ **1.** 3 sleeping **giant bats** (c) on the ceiling, hangry if woken up.
2+. Nobody’s here
- **Window**. Back of the mirror in 8, lets one see the room. *Handle to open it*.
- **Red button**. Press and spiked grid of bed canopy falls on the mattress (3d10 damage).

20 - GAOL

Cells with metal doors, 3 locked. Smells like dead meat and urine.

• **Who’s here?**
□ **1.** **Green slime** (c) on the ceiling.
□ **2.** **Ghoul** (c), hungrily trying to open the blacksmith’s cell.
3+. Nobody’s here.
- **In closed cells**.

1. Rotten **corpse** and loads of fatty worms. *Ring +1* on decayed hand.
2. **Poltergeist** (c), stays quiet, then follows and hassles adventurers.
3. **Master blacksmith** (a), Galan, near death, forced laborer for Zaratazarat on the Table.

21- TORTURE CHAMBER

Torture chair, complete rack of den- tal surgeon tools. Iron Maiden.
• **Who’s here?**
□ **1.** **Green slime** to the ceiling. Digesting a goblin. Spits out mostly dissolved body before attacking.
2+. Nobody’s here
- **Grunts from Iron Maiden**. Tied up, weakened **Troll** (c). Tank collects his blood (1 gallon a day, 50 gp). Drink a gulp: save vs death or die in agony. On a success: regenerate like troll for 24 hours.

22 - UNDESIRABLE VISITORS’ CAVE

View on a gloomy lake cavern. Fetid marshy smell. Stone dock, moored rowboat, bell on the wall.
• **Who’s here?**
□ **1.** **Sahuagin** (c), emerging in panic from the water.
□ **2.** 3 **skeletons** (c), transfixed by the water.
3+. Nobody’s here.

- **Ringing the bell**. 1d6 **giant lampreys** arrive in a dozen of seconds.
- **Under the water**. Pile of gnawed **bones and skulls** by the dock.
- **Smooth wall**. *Looks intermittent- ly blurry*. **Illusory wall**. Must fail a WIS check when first trying to cross it to 18. Be drunk works too.

23 - RAGGA’S TABLE’S CAVE

Dazzling 10’ x 10’ metal platform ho- vering above the ground. Radiating

ghostly purple radiance. Smells like ozone and blood.

• **Who’s here?**
□ **1-2.** Just appearing on the table: roll on Ragga’s table.
3+. Nobody’s here.
- **Ragga Gyxy’s Random Encounter Table**. Made of alien metals, engra- ved with thousands of runes beyond understanding filled with crimson liquid.
- **Zaratazarat**. Under the table (if he wasn’t encountered somewhere else). See sidebar.
- **Destroying the table**. Automatically hit, 100 hp. Regenerates 1 hp/round. Non blunt weapons do half damage, but the hammer from 24 does double damage. Most damaging spells work too. 2 in 6 every 25 damage: roll on Ragga’s table. When destroyed: pieces turn to dust and disappear.
- **Open edge**. View on a gloomy lake cavern. Slippery stairs down to the water 12’ below. Moored rowboat

24- TREASURE ISLAND

Paved and slimy, 15’x15’ area. Docking ring on a stone bollard.
• **Who’s here?**
□ **1.** Wounded **sahuagin** (6 hp) (b) busy pondering the meaning of life.
□ **2.** 3 **robber flies** (b) devouring a dead sahuagin.
3+ Nobody’s here
- **Cavity**. In shape of an eight pointed star on the floor. *Applying the two pieces* found in 15 and on Zarata- zarat: green slab pivot and reveals the treasure cache (otherwise, 1d10 hours of noisy work to open it).
- **Treasure cache**. **Necrophidius** inside. 22 **gold bars** wearing a Z mark (140 gp each), vibrating gleaming alien metal **hammer** (+1, double damage vs Ragga’s Table and alien beings), the helmet **Xororox** (**Knock!** P. 104), short black **gladius** (+2 vs magic users, bonus +1 to Save vs Spell).

Zaratazarat. Greedy , pugnacious, sourpuss and expert manipulator.

Five-foot, puny, old, **pathetic wizard**. Naked, only wearing a medallion with half an 8 pointed star(can be combined with the half from 15). Utterly disillusioned, he still keeps his head on his shoulders. He sees the adventurers’ presence as both an opportunity and a danger. He acts as an old faded Gandalfesque figure, in need of help. **Goals**: heal and restock on spells, then take control of the table (the appropriate incantation is in the rotulus, room 15) and eliminate every intruder. However, he would rather slip away and meticulously plan his revenge than fight a party of murderous vagabonds by himself.
AC 9 [11], **HD** 6 (hp 1, max 18), **THAC0** 17 [+2], **MV** 120’ (40’), **ML** 9, **AL** Chaotic, **XP** 700. Casts spells like 6th level magic user. **Memorised spells**: *Charm person, Ventriloquism*.

A - 2-3: suspicious. 4-6: neutral. 7-12: friendly.
B - 2-3: hostile. 4-5: suspicious. 6-9: neutral. 10-12: Friendly.
C - 2-9: hostile. 10-11: suspicious. 12: neutral.

2d6
REACTION TABLES