

TOWER OF ULISSION

Judges Guild

by Dave
Emigh



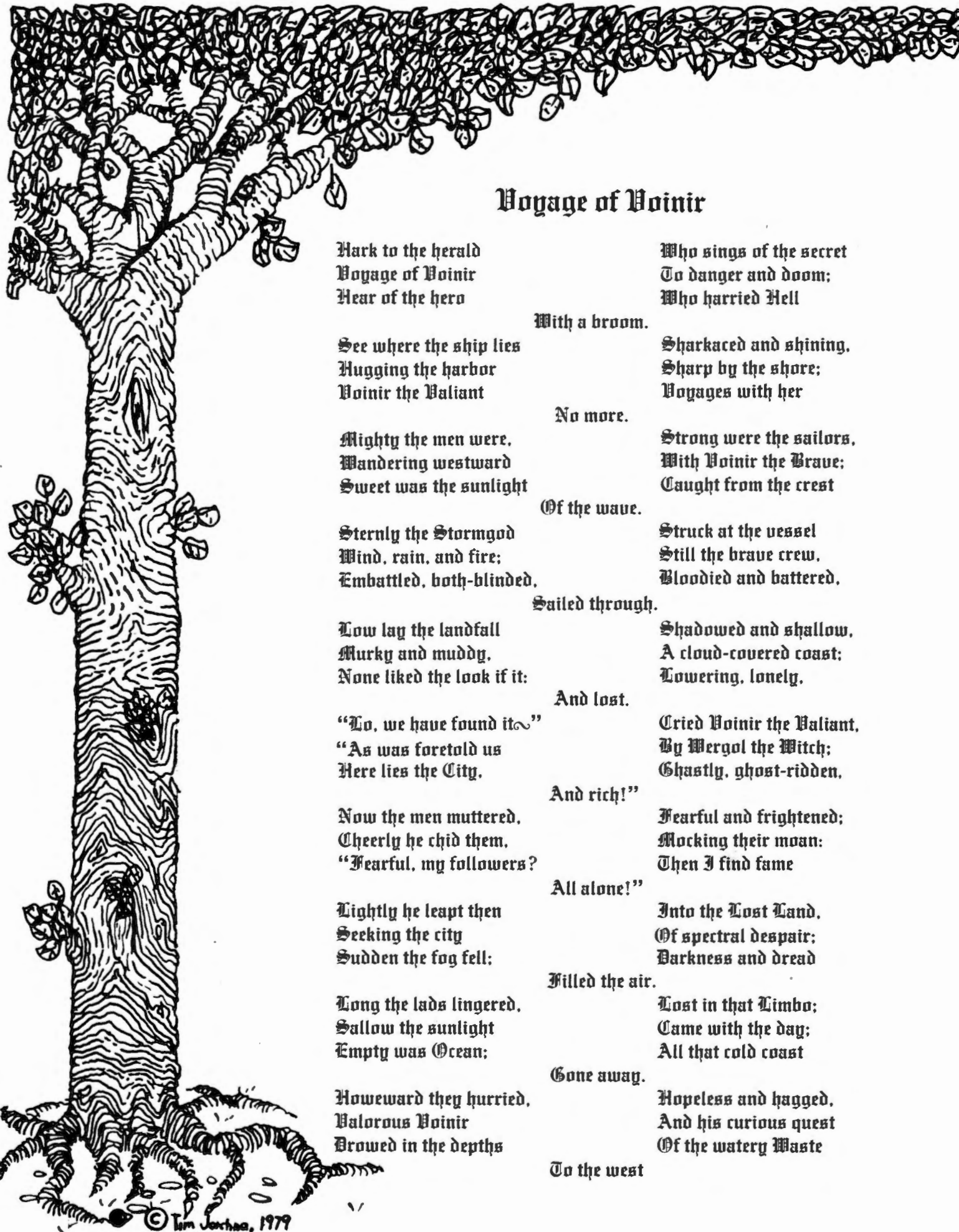
From across the sea go on to forgotten Shota, through the dead lands and on to lost Leum. From there, follow the Black River to the dead city of Pas Tonar at the joining of the waters, and on to your goal; the Cursed Tower of Uliassion, your judgement, and your fate.

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DESIGNED AND APPROVED FOR USE WITH:

DUNGEONS & DRAGONS™



Voyage of Voinir

Hark to the herald
Voyage of Voinir
Hear of the hero

See where the ship lies
Hugging the harbor
Voinir the Valiant

Mighty the men were,
Wandering westward
Sweet was the sunlight

Sternly the Stormgod
Wind, rain, and fire;
Embattled, both-blinded,

Low lay the landfall
Murky and muddg,
None liked the look if it:

"Lo, we have found it~"
"As was foretold us
Here lies the City,

Now the men muttered,
Cheerly he chid them,
"Fearful, my followers?"

Lightly he leapt then
Seeking the city
Sudden the fog fell;

Long the lads lingered,
Sallow the sunlight
Empty was Ocean;

Howeward they hurried,
Valorous Voinir
Drowed in the depths

Who sings of the secret
To danger and doom;
Who harried Hell

Sharkaced and shining,
Sharp by the shore;
Voyages with her

Strong were the sailors,
With Voinir the Brave;
Caught from the crest

Struck at the vessel
Still the brave crew,
Bloodied and battered,

Shadowed and shallow,
A cloud-covered coast;
Lowering, lonely,

Cried Voinir the Valiant,
By Wergol the Witch;
Ghastly, ghost-ridden,

Fearful and frightened;
Mocking their moan:
Then I find fame

Into the Lost Land,
Of spectral despair;
Darkness and dread

Lost in that Limbo;
Came with the dag;
All that cold coast

Hopeless and hagged,
And his curious quest
Of the watery Waste

With a broom.

No more.

Of the wave.

Sailed through.

And lost.

And rich!"

All alone!"

Filled the air.

Gone away.

To the west

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TABLE OF CONENTS

The Story	2
Equipment Record	4
Movement Rules	5
For the Judge	6
Magic Levels 1-5	8
Special Effects Squares	9
Day Encounters.	10
Room Encounters.	13
The Rooms	
Info. room 1	14
room 2-6	15
room 7-12	19
room 13-19	23
room 20-25	27
Maps	
room 1-2	16
room 3-4	17
room 5-6	18
room 7-8	20
room 9-11	21
room 12-13	22
room 14-15	24
room 16-17	25
room 18-19	26
room 20-22	28
room 23-25	31
Judges Maps	10-11
Players Maps	29-30
Treasure Vault.	32

ILLUSTRATIONS

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For The Players

NOTICE

YOU HAVE BEEN FOUND REMISS IN THE PAYMENT OF YOUR TAXES TO SIR AAEL SOGAR' DUKE OF MAGAR. YOU HAVE THREE MONTHS IN WHICH TO PAY YOUR TAXES' OR YOUR FAMILY WILL BE PUT TO DEATH!

Actually, you realize that the Duke would never kill your family. He's much fonder of prolonged torture. However, like many of your friends, you have posted your availability for some short adventure which would either bring you the sufficient gold to pay your taxes, or kill you (in which case you wouldn't be in a position to care what happens to your family). On the third day you and five of your friends are approached by two elves. They introduce themselves as Antiba and Seba. Antiba is a tall grey elf with grey hair and rainment. Seba is a tall female elf with long, full brown hair, and a beauty which only an elf can have. They say that for a certain job they will pay off your debts regardless of the outcome of the adventure. You are to meet them the next day for details to drink a toast to their new adventure.

You go to the appointed place and find that it is a rather plain building. At that time Antiba introduces himself as the Lord of the Wind. He is, of course, a ranking member of the Council of Glend. Seba is the Lady of the Mist, and is also a ranking member of the Council.

Antiba gives you the following material for your further contemplation and a scroll.

The Council of Glend has discovered that Pwatok, the Prince of Darkness, has again mobilized. His servant, Nooknor, Lord of Circa, has been seen abroad, as have the Spawn of Circa. It is now the time for heroic deeds. The Palidins, Avinor Elamon and Viaha Nokor have been sent West to gather troops to oppose any landings Pwatok may make. The Wizard Myek and the Wizardress Sellissasin have gathered their powers together again to try and locate exactly where the Spawn of Circa are, and for what they are searching. Meganan Tonor is gathering the clan of wanderers together to act as scouts. Even Meytor Pangorin is joining Meganan. The number of deeds, however, far outnumber the champions. In the first full Council in over 20 cycles (240 years), the Council of Glend decided to send several ranking members in a search for beings capable of doing the deeds that needed to be done. One party of possible candidates have been sent to the City of Light to give a note to the Lord's Council.

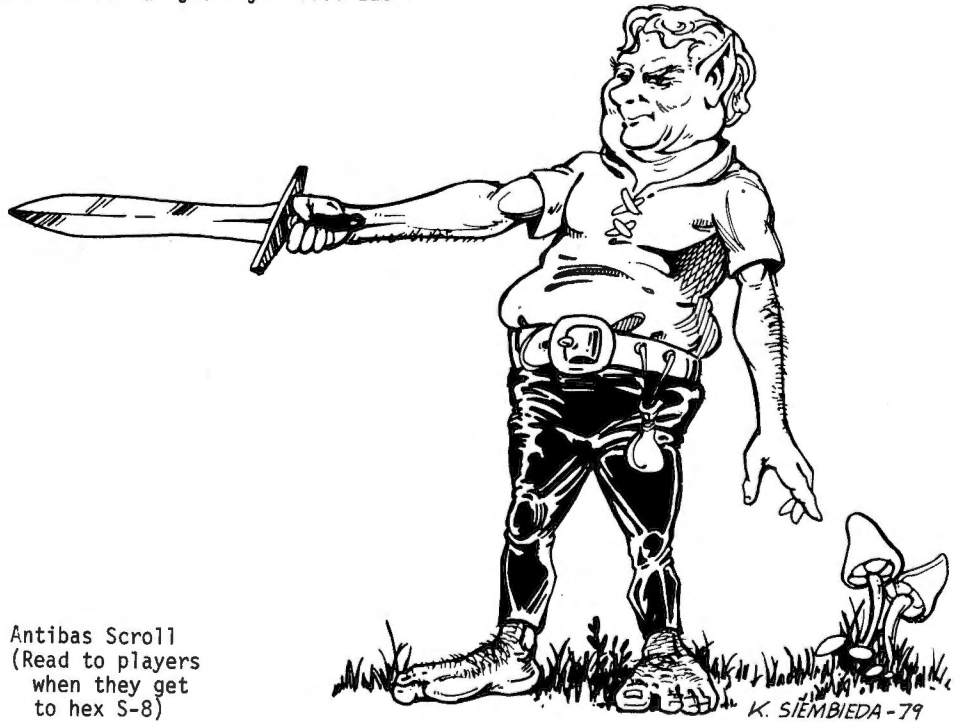
It has come to our attention that in the Dead City, the Tower of Ulission is under some eldritch magic. Something has raised the wrath of the long dead Queen Neanor. We must find out what this wizardry is, and if it is connected with Pwatok.

Are you willing to give your lives to help stop Pwatok? If so, we must send you on what might be an important mission, but doesn't expose you to the dangers of dealing with Pwatok or his minions. In this way, we can also test your skills in fighting, your imagination, your intelligence, and your ability to react well in odd situations.

The first leg of your journey will take you across the sea to the dead port of Shota. From there you must travel through the dead lands to the Dead City of Leum (that magical City of yore) which is at the headwaters of the Black River. (A thousand curses on the Empire for polluting those ancient waters.) You must follow the river until you reach the Dead City of Pas Toneh, which is at the fork of the Black River and the Clearwater River. And finally, you must cross the Clearwater River and travel to the City of the Tower of Ulission in the Black Mountains. When you reach that cursed City, you may open this scroll.

He also gives you some gold for you to purchase equipment as you see fit. The Lady of the Mist makes you a present of several enchanted items which she hopes will be of some help.

Now let us toast to a successful journey. Good Luck.



Antibas Scroll
(Read to players
when they get
to hex S-8)

city. Some commentators have argued that the object in question, which technically is a type of mantresse, but is commonly called White's Pillow, must have been promulgated at a much earlier period; the semiassociated runes in the prolegomenon show the apparent influence of an alphabetic super ideation. This view, of course, runs counter to the accepted theory as developed at this honored institution by the author and numerous congenial co-workers, which postulates an origin at once postiterrate and preexistent to the City (exactly which city is, naturally, a problem for the technicians). We confine ourselves here to an exhaustive examination of the relationship between the City inhabitants, whose multifarious skeletal remains, in variegated states of comprehensiveness, still litter the hypothetical site, and

Movement by Hexes per Day on Grand Tactical Map
(Hex = 5 Miles)

	Light Foot	Heavy Foot	Armored Foot	Light Horse	Medium Horse	Heavy Horse
Desert Dunes (Road in desert is a guide only)	1.5	1	.5	NA	NA	NA
Mountains	2	1.5	1	4	3.25	2.5
Dense Woods	1.5	1	.75	NA	NA	NA

Triumphant Grand Tactical

Campaign maps uses D&D's 5 mile per hex, that is the width of the large encompassing hex. There are 625 small hexes encompassed by the large one, each being .2 mile across (1056 feet or 352 yards). Each .2 mile hex contains 22.2 acres or 967,032 square feet. Following is a small section on a simplified rule on movement/terrain points.

Simplified Move/Terrain Points

Each turn of movement on the hexes is one hour long. Your movement 'points' is the same as your dungeon move distance in inches (see table below). Each hex costs the movement 'points' listed, to enter it; if you do not have enough points remaining to pay the cost listed, you cannot enter the hex (optionally, a player may always move one hex, despite terrain penalties).

Movement by Hours Using Campaign Hex System
(Hex = .2 Miles)
Simplified Move/Terrain Points

Movement Points				Terrain Points Cost to Enter a Hex	
Armored Foot	6	Heavy Horse	15	Road	½
Heavy Foot	9	Medium Horse	18	Dense Wood	5
Light Foot	12	Light Horse	24	Dunes	4
				Black River Fords	+3
				Slopes - Rise	4

Deduct 1/3 of movement points for extreme heat in Desert Dunes. No movement at mid-day noon to four. Daylight in summer: 16 hours in Desert; 14 hours in Mountain and Dense Woods.

If party moves at night in Dunes, there is a 60% chance they will get lost per .2 mile Hex entered. To find road again, they must be in a .2 mile Hex with road and roll 1 - 2 on one die. Road can be found in daylight by moving in Hex.

Only way through mountains is by following broken road.

Non-moonlit night turns are days 16 - 20, 43 - 48, 71 - 76.

No movement at night in Dense Woods on days 17 - 19, 44 - 47, 72 - 75.

Constitution Check

Player(s) must make a 'constitution check' whenever they attempt to climb; move, having not eaten in the last six hours; or move, having not slept in the last 10 hours. A 'constitution check' is performed by rolling a 20-sided dice with any result equal to or below your Constitution, meaning you succeeded; failing the check (by rolling higher than your Constitution) reduces your movement points by half or succeeding turns--if you do not take a turn out to rest and not move. Successive failures after the first reduce your move points by half again, until rested. The judge should give bonuses or penalties on top of this guideline, for circumstances and player actions.

For The Judge

THE BLACK TOWER

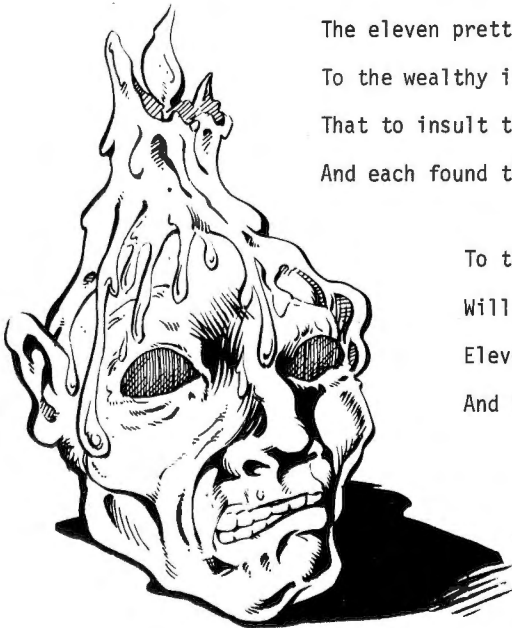
The outside of the Tower is made of very smooth obsidian. On one side of the tower is a door which is made of a slab of dark green jade. The Tower is about 150 feet tall, and is circular. On close inspection you will note that the door seems to be 'bleeding' from eleven different 'wounds'. There is a white stone in a position such as to convince the viewer that the eleven wounds and the white stone form a simple pattern. This white stone gives off a bright, cold, white light of its own. Ice has formed on the door around this white gem. Next to the door inscribed into the rock is the following drivel: (Read to party when they find door to tower.)

My door, my door, my beautiful door,
She bleeds eleven times, each an evil sore,
Once the white jewels were here embedded
Only to be stolen by Tog, the three headed.

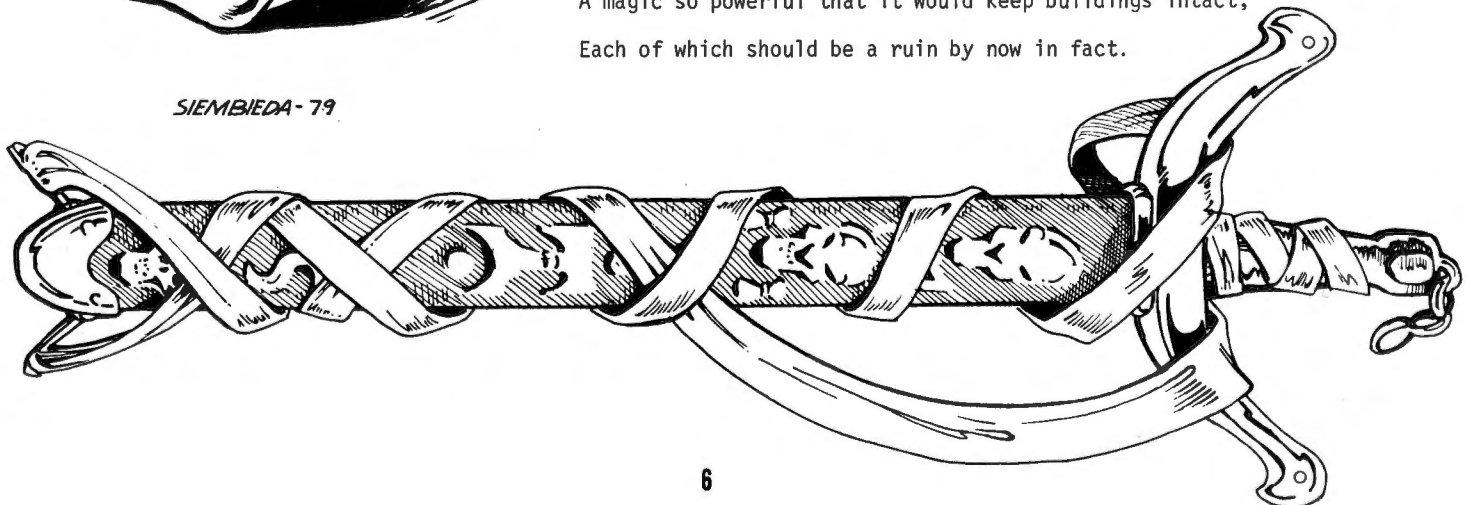
The eleven pretties plus fourteen mates were sold,
To the wealthy in the town who were so bold
That to insult their Queen was but a joke.
And each found their just reward, Death's yoke.

To them that can find but half the twenty-five,
Will be the first to see the Queen again alive.
Eleven will heal the door, one to be cast in the pit,
And the last will be put in her crown, a Queenly fit.

But beware, the jewels are as bright as they are cold
For each was built of the eldritch magic of old.
A magic so powerful that it would keep buildings intact,
Each of which should be a ruin by now in fact.

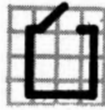


SIEMBIEDA-79



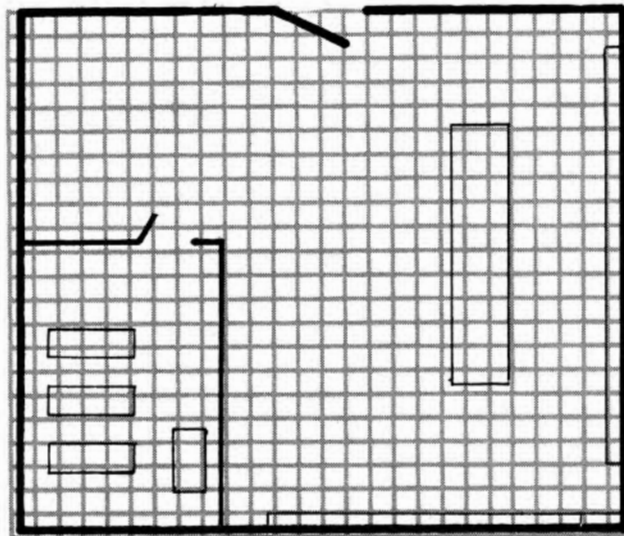
ROOM 23

This is a small smelly wooden shack having a small wooden door with a crescent moon on it. There is a small wooden seat with a hole in the center inside.



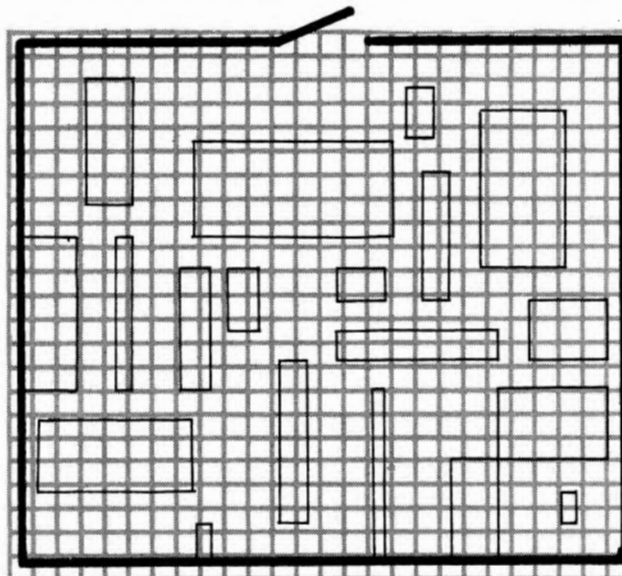
ROOM 24

You have entered a marble building; marble floors, marble walls, and a marble roof. There is a gold railing surrounding 4 desks. Behind each desk is a very well-dressed skeleton. There is also a research library, and a table with a book upon it.



ROOM 25

You have entered a stone building. It has a dirt floor, stone walls, and a tarred wood roof. There is moldy cloth throughout the building in semi-neat stacks.





The Cities

The port of Shota,
the city of Leum,
and the city of Pas Toneh,
have **NO TREASURE**,
also the buildings are very old
and may fall down at any time,
so keep the party out of them.

If they must go into one,
make it fall down as they get
close to it.

(That will keep them out.)

Available Magic Items

Party may take any 6

- Short Sword +1
- Short Sword +1, +3 vs. Trolls
- Shield +3
- Mace +2
- War Hammer +1
- Horse Shoes of Speed
- Gauntlets of Dexterity

MAGIC BY LEVELS

Level One

- | | |
|-----------------|---------------|
| Detect Magic | Light |
| Hold Portal | Sleep |
| Read Magic | Shield |
| Read Languages | Magic Missile |
| Protection/Evil | Ventriliquism |

Level Two

- | | |
|---------------------|-----------------|
| Detect Invisibility | Continual Light |
| Levitate | Knock |
| Locate Object | Darkness 5' |
| Invisibility | Strength |
| Wizard Lock | Web |
| Detect Evil | Mirror Image |
| ESP | Magic Mouth |

Level Three

- | | |
|---------------------|-------------------------|
| Fly | Invisibility 10' |
| Hold Person | Infravision |
| Dispell Magic | Slow |
| Clairvoyance | Protect Normal Missiles |
| Fire Ball | Explosive Runes |
| Lightning Bolt | Rope Trick |
| Protection/Evil 10' | Monster Summoning I |

Level Four

- | | |
|------------------|-----------------------|
| Polymorph Self | Dimension Door |
| Polymorph Others | Wizard Eye |
| Remove Curse | Massmorph |
| Wall of Fire | Hallucinatory Terrain |
| Wall of Ice | Ice Storm |
| Confusion | Fear |
| Growth/Plane | Monster Summoning II |
| Extension I | |

Level Five

- | | |
|----------------------|-----------------------|
| Teleport | Hold Monster |
| Conjure Elemental | Telekinesis |
| Transmute Rock-Mud | Wall of Stone |
| Wall of Iron | Magic Jar |
| Contact Higher Plane | Pass-Wall |
| Cloud Kill | Feeblemind |
| Growth/Animal | Monster Summoning III |
| Extension II | |

Special Effects Squares

Every so often the players will cross a square which has a label like S3 or S5 near it. At that point, survey the situation given, and give the party the required information.

S1

The party sees an old man sitting on a big pile of money. There appears to be a lot of gold and gems. The old man is one hit, is totally inoffensive, and watches the party at all times. He says nothing to the party unless they give him food or water or some consideration. If they do, he tells them that a Blue Dragon has a lair with lots of gold and jewels in it. He says it's about a day up the road. If they kill the old man, the gold turns to Copper (8000 CP) and the party will keep this cursed copper over everything they have (will drop armor, swords, food, water, everything, just to keep the copper). If they ignore him, nothing happens.

S2

There is one Blue Dragon (see special Blue Dragon Chart). If the party help the old man, the dragon is asleep, and the party get 2 rounds of beating before the dragon starts fighting. If the party did anything but help the old man, there is no surprise and they see each other at 30 feet. Dragon breath will zip one player at a time.

S3

The road disappears and the party sees a Lammasu. It will lead party to the road if they don't try to hurt it.

S4

The party sees a stone pillar at the mountain pass inscribed is the following message:

When the road diverges it is clear to me,
That sinister is dexter, for all to see
That dexter is as sinister as can be.

S5

The Clearwater River is 200 feet across and about 80 feet deep in spots. The party must get across. When the party approaches the river, they come to an old ferry. The ferry itself is rotted apart. If the party has a rope they may build a raft. It will take them eight days to build if they have an axe. Otherwise, it will take 16 days. A Fly Spell will not get the horses across the river.

S6

(Read to the Party) You have entered a peculiar yellow wood, and you notice the road diverges. The southern route looks very unkept and not used much at all. The northern route looks very well traveled. It looks as if there are the remains of an Orc camp at the junction.

S7

The party has had several clues not to go this way. So 400 Orcs led by one big Red Dragon (see special Red Dragon and Orc chart) surprise the party from all sides. They must surrender or die!! Any motion except to surrender will cause the dragon to lay a 66 Hit breath on the party followed by 200 arrows. The arrows will be divided among the party evenly. This ends their participation in life.

S8

Give player map of the City of Ulission to the party at this time. There is a ground fog that lets the party see only in to an adjacent hex.

DAY ENCOUNTERS

Day 7) Hill Giants

No. Appearing.....3
 AC.....4
 Move.....12"
 Hit Die.....8
 Damage.....2-16
 Intelligence..... Semi-Intelligent
 Alignment..... N/C

Treasure
 1500 Au
 6 Gems

Day 16) Manticores

No. Appearing.....2
 AC.....4
 Move.....12"/18"
 Hit Die.....6+1
 Damage...2 Claws 1-3
 Bite 1-8
 24 Spikes 1-6
 Intelligence..... Semi-Intelligent
 Alignment..... C

Blue Dragon (S2)

No. Appearing.....1
 AC.....2
 Move.....9"/24"
 Hit Die.....8-10
 Damage...2 Claws 1-4
 Bite 2-24
 Lightning 10 x 1/2 line
 Intelligence..... Semi-Intelligent
 Alignment..... N/CE
 Talking..... 70%
 Spell Use..... 15%
 2nd Level

Lair

44,000 AG; 29,000 AU; 60 gems; 21 jewels;
 Potions: Fire resistance, Growth, Animal Control;
 Scroll: Shape Change (one time use); Broad Sword
 (Flaming +1, +2 vs. Trolls, +3 vs. Undead); Broad
 Sword (+2 vs. Blue Dragons).

Day 24) Wyvern

No. Appearing.....2
 AC.....3
 Move.....9
 Hit Die.....7
 Damage..... Bite 2-16
 Sting 1-6
 Saving Throw vs.
 poison

Intelligence.. Intelligent
 Alignment..... CE

Day 31) Frost Giant

No. Appearing.....3
 AC.....4
 Move.....12"
 Hit Die.....10+1
 Damage.....4-24
 Intelligence..... Semi-Intelligent
 Alignment..... N/C

Treasure
 3500 Ag
 1000 Au

Day 37) Griffons

No. Appearing.....5
 AC.....3
 Move.....12"/30"
 Hit Die.....7
 Damage...2 Claws 1-4
 Bite 2-16
 Attack Horses
 Intelligence.. Unintelligent
 Alignment..... N

SPECIAL EFFECTS SQUARES ENCOUNTERS

Day 43) Spectres

No. Appearing.....2
 AC.....2
 Move.....15"/30"
 Hit Die.....6
 Hit only by magic
 weapons and silver
 arrows.

Damage.....1-8
 ..plus 2 levels drain
 Victim becomes Spe-
 tre after death and
 controlled by slayer.
 Intelligence.. Intelligent
 Alignment..... CE

Treasure

1 Scroll
 Explosive Runes
 1 Scroll
 Monster Summoning
 1 Sword
 +1, +2 vs. Lyeanthrope

Day 52) Chimeraes

No. Appearing.....2
 AC.....4
 Move.....12"/18"
 Hit Die.....9
 Damage...2 Claws 1-3
 3 headsGoathorn 1-4
 Lion Bite 2-8
 Dragon Bite 3-2
 Breathes fire 3 die
 at 15 feet
 Intelligence.. Unintelligent
 Alignment..... N/CE

Red Dragon (S7)

No. Appearing.....1
 AC.....2
 Move.....9"/24"
 Hit Die.....9-11
 Damage...2 Claws 1-4
 Bite 3-30
 Fire/9 x 3 Cone
 Intelligence..... Semi-Intelligent
 Alignment..... CE/N

Day 58) Invisible Stalker

No. Appearing.....1
 AC.....3
 Move.....12"
 Hit Die.....8
 May be dispelled
 He will take a ran-
 dom magic item and
 leave.

Damage.....4-16
 Intelligence.. Intelligent
 Alignment..... N

Day 65) Minotaur

No. Appearing.....3
 AC.....6
 Move.....12"
 Hit Die.....6
 Damage..... Butt 2-8
 Bite 1-3
 or weapons type
 Intelligence.... Highly
 Intelligent
 Alignment..... N/C

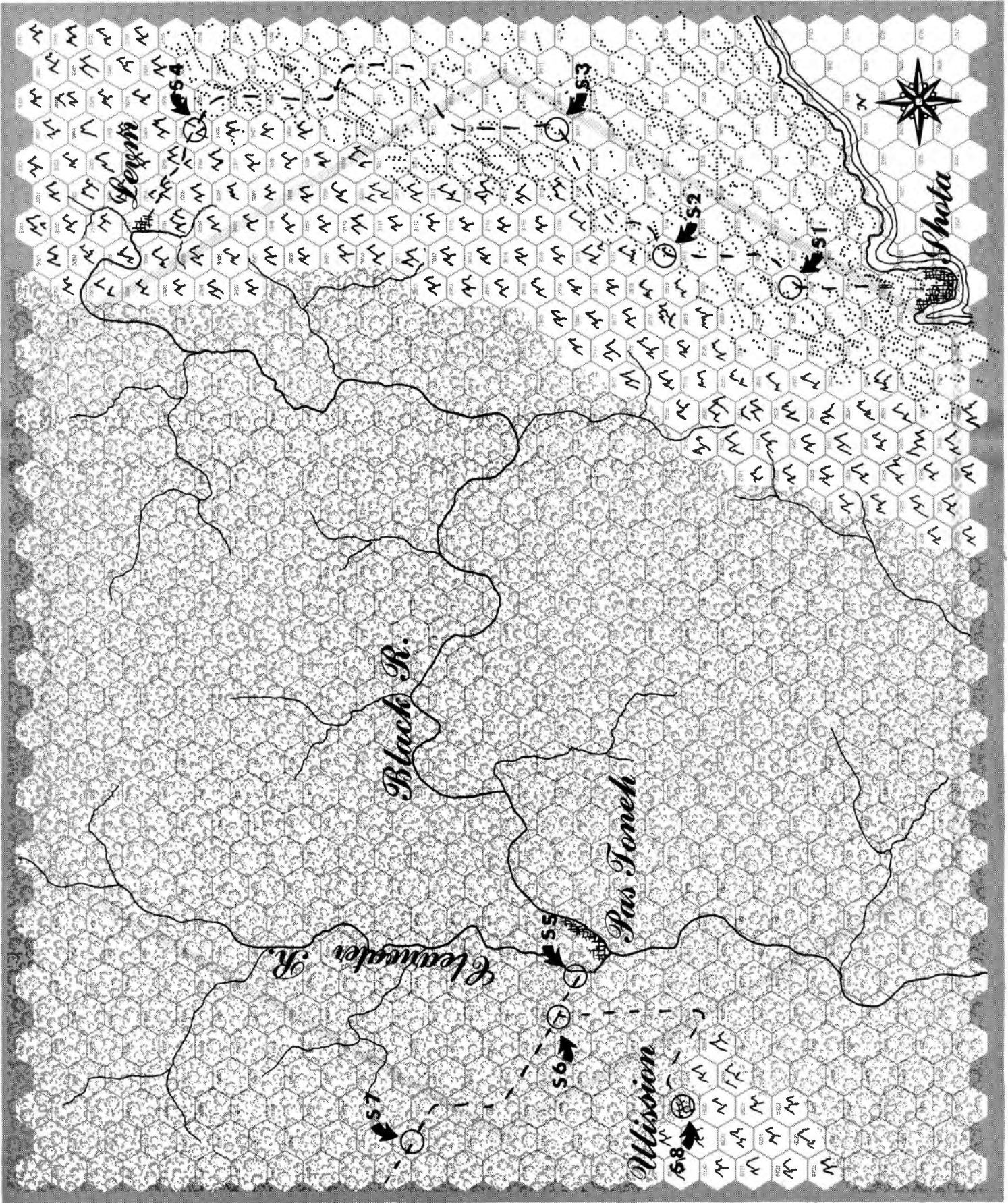
Treasure
 20 Jewels

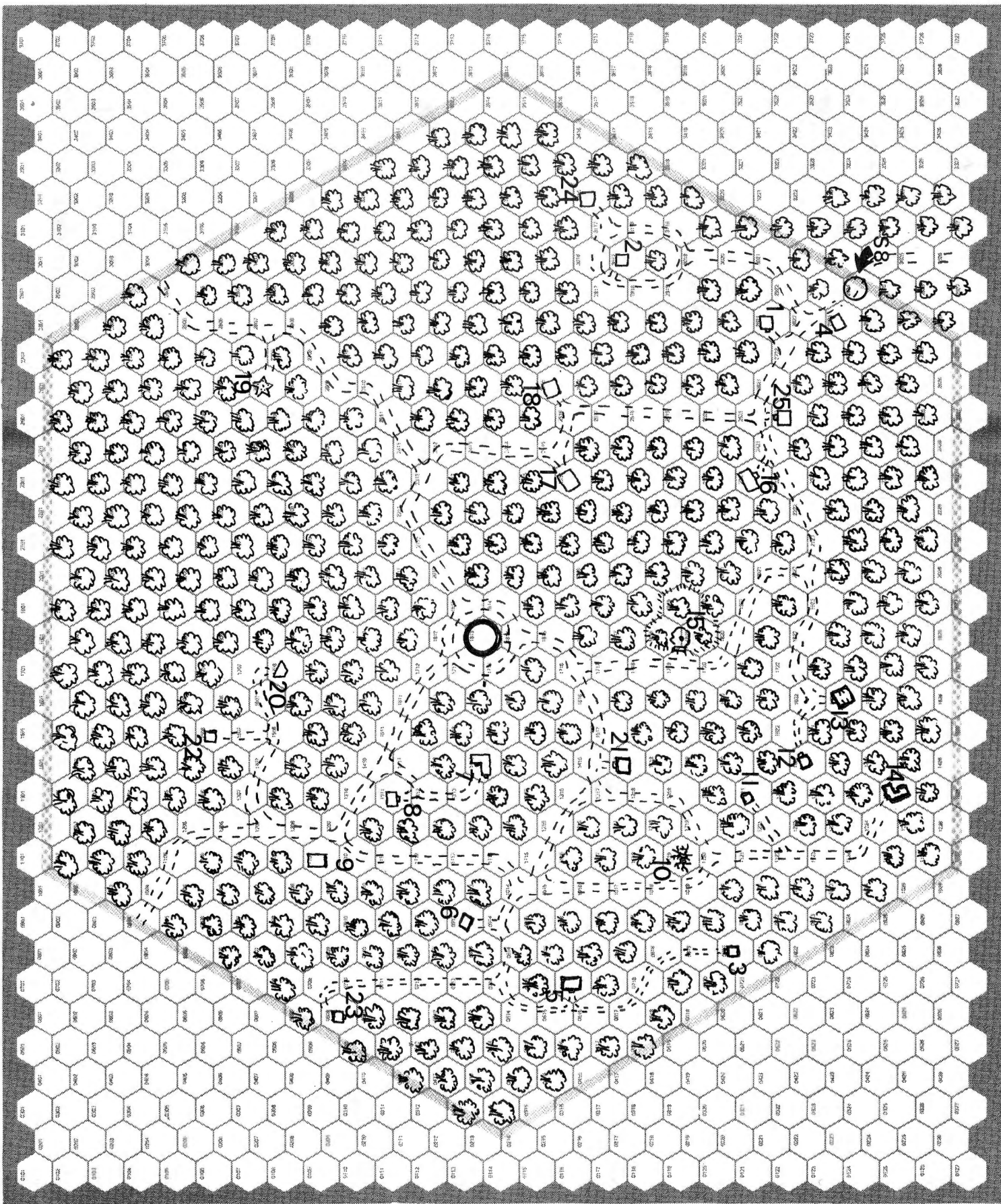
Day 72) Fire Giant

No. Appearing.....2
 AC.....4
 Move.....12"
 Hit Die.....11+3
 Damage.....5-30
 Intelligence..... Semi-Intelligent
 Alignment..... N/C

Orcs

No. Appearing....400
 AC.....6
 Move.....9"
 Hit Die.....1
 -1 Morale
 Damage.....1-6
 or weapon type
 Intelligence..... Semi-Intelligent
 Alignment..... C





ROOM ENCOUNTERS



Salamander (Room 2)

No. Appearing 1
 AC 5/3
 Move 9"
 Hit Dice 7+3
 Damage Touch 1-6
 . . . Constriction 2-16
 Intelligence Highly Intelligent
 Alignment N

Skeleton (Room 5)

No. Appearing 10
 AC 7
 Move 6"
 Hit Die 1/2
 Never Checks Morale
 Damage 1-6
 Intelligence Unintelligent
 Alignment C

Wights (Room 4 South)

No. Appearing 4
 AC 5
 Move 9"
 Hit Die 3
 Only magic weapons and silver tipped arrowhit; Magic arrows score double damage.
 Damage 1 Level Energy Drain
 Intelligence Intelligent
 Alignment CE

Wraiths (Room 4 North)

No. Appearing 1-4
 AC 3
 Move 12"/24"
 Hit Die 4
 Only magic weapons hit
 Damage 1-6
 . . . plus 1 level drain
 Intelligence Intelligent
 Alignment CE

Ghoul (Room 11)

No. Appearing 1
 AC 6
 Move 9"
 Hit Die 2
 Damage 2 Claws 1-3
 Bite 1-4
 Paralyze
 Intelligence Semi-Intelligent
 Alignment CE

Piercers (Room 15)

No. Appearing 3
 AC 3
 Move 1"
 Hit Die 1-4
 Damage 1-4
 Drops from ceiling
 Intelligence Unintelligent
 Alignment N

RANDOM ROOM ENCOUNTERS

Room 7

Treasure
 2000 Ag 1000 Au
 3 Gems 6 Jewels

Room 18

Treasure
 1000 Au

Room 22

Treasure
 3000 Ag 400 Au

1) Gargoyles

No. Appearing 5
 AC 5
 Move 9"/15"
 Hit Die 4
 Damage 2 Claws 1-3
 Bite 1-6
 Horn 1-4
 Intelligence Semi-Intelligent
 Alignment CE

5) UMBER HULK

No. Appearing 2
 AC 2
 Move 6"
 Hit Die 8
 Damage 2 Claws 2-12
 Bite 2-8
 Viewing eyes causes confusion. Make saving throw vs. magic.
 Intelligence Unintelligent
 Alignment CE

3) Minotaurs

No. Appearing 3
 AC 6
 Move 12"
 Hit Die 6
 Damage Butt 2-8
 Bite 1-3
 or weapons type
 Intelligence Highly Intelligent
 Alignment N/C

4) Mummies

No. Appearing 5
 AC 3
 Move 6"
 Hit Die 5+1
 Only hit by magic weapons at 1/2 damage
 Damage 1-12
 . . . plus rotting disease
 Heal time 10 x
 Intelligence Semi-Intelligent
 Alignment C

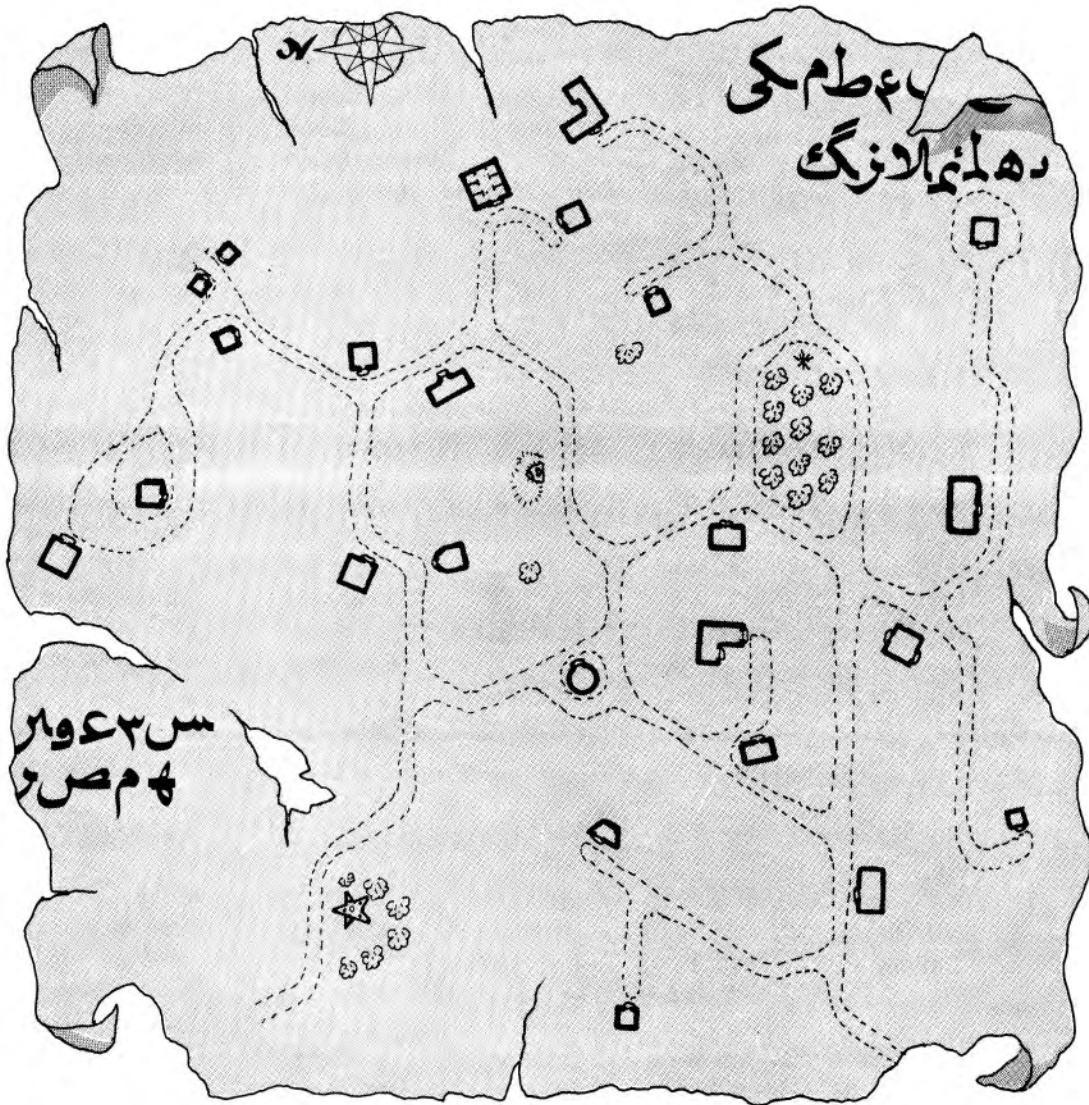
2) Shadows

No. Appearing 4
 AC 7
 Move 9"
 Hit Die 2+2
 May be hit only by magic weapons
 Damage. Touch: 1 STR Point; Victim reduced to 0 STR becomes a Shadow.
 Intelligence Intelligent
 Alignment C

6) Troll

No. Appearing 6
 AC 4
 Move 12"
 Hit Die 6+3
 Regenerates after 3rd melee round of being hit @ 3hp/turn
 Damage 2 claws 1-4
 bite 1-8
 Intelligence Semi-Intelligent
 Alignment CE

ULISSION



Ancient Map

Room 1: The Bathhouse

The bathhouse is empty, besides what the players see. The pool of water is frozen solid. The pool is, of course, where the jewel is. There is also a regular old heating brazier under the moldy towels. Possible solutions are:

- excellent--Get a fire elemental to carefully melt the ice in the pool
- good--Get an earth elemental to chip the stone out.
- poor--Fireball the pool or chip it out yourselves.
- bad--leave without solving the problem

Room 2: The Forge

The forge itself gives off a warm white glow. There is a salamander in the forge (see list of monsters). The salamander will not bother party unless they mess around in his coals, in which case he will attack. A close search will reveal that the slag pile is very cold. By searching the slag pile the party will find a slag encrusted jewel. The salamander will get the jewel for the party if the party is 'nice' to the salamander. The party can also chip the stuff away, but this isn't a good way to do it.

Room 3: The Mortuary

Search of the shelf reveals that it has three clear potions on it and 5 obsidian jars. All three potions are embalming fluid (which will do 11 pips of damage to the drinker). Four of the jars have ashes in them. The fifth jar has oil of slipperyness in it. Close investigation of the rest of the room will reveal that there are scratches on the floor near the obsidian counter, as if the counter had slid along the floor. The jewel is beneath the counter. It would be nice if the party tried to use the potion of slipperyness to oil around the counter to help it slide; otherwise, the counter is indeed very hard to move. Smashing up the counter to get to the jewel is a very poor way to do things.

Room 4: The Guard House

North Room. In one of the corners there lays a piece of plate, apparently 'sitting up'. If the party disturbs the plate, it becomes a wraith (get a special wraith from the Special Wraith chart). A very close search of the room should include going onto the roof where the jewel is. The jewel is on the roof just lying there for the taking.

South Room. This is the port of entry. If the party disturbs the pieces of chain, they get attacked by the four wights that occupy the chain (see the Special Wight Table). If somebody 'rings' the bell one of the wights comes up to talk with the party. Use your imagination. This is a port of entry and the party are aliens--hassle them.

Room 5: The Bar

Near the entrance to the Bar is a strange looking area of the floor. The wood grain is such that there is a 'face' that can clearly be seen on the floor. The face is looking up at the ceiling. Just above the face, the jewel is embedded in a beam. Only when a member of the party stands directly on the face and looks up does he/she see the jewel.

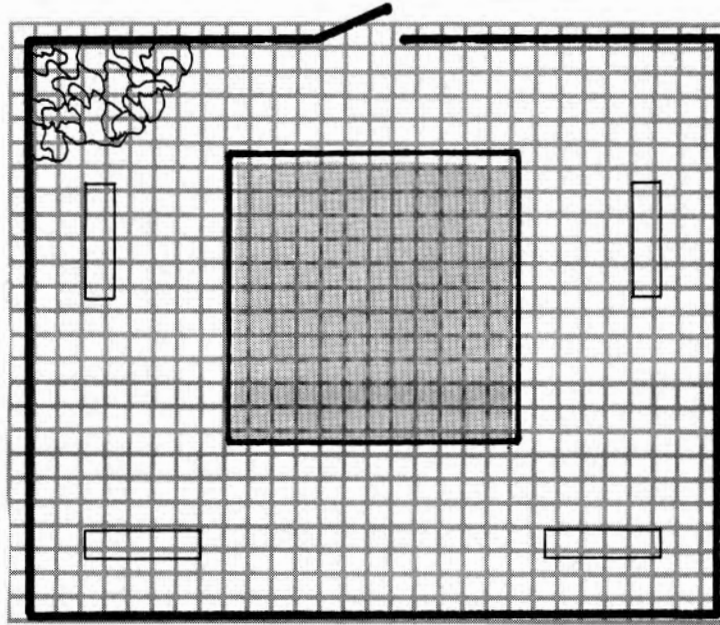
At the card table there sits a skeleton with a knife in his back. There is a pool of dried blood on the floor. The room is silent. If one of the party tries to go behind the bar or asks a bar keep for a drink, the room comes alive. It is harmless to the party. Use your imagination.

Room 6: The Shipwights

There are 3 wights in the room when the party enters, which will flee. There are 24 ships on the display table: 12 of them are made of wood; 8 of granite; 3 of obsidian; and 1 of onyx. Close investigation will reveal that the one of onyx is actually made of ice. The jewel is inside. Any calm method of melting the ice is preferred. A close search of the room will get the party 2 scrolls of *control weather*. Each scroll can be used only once.

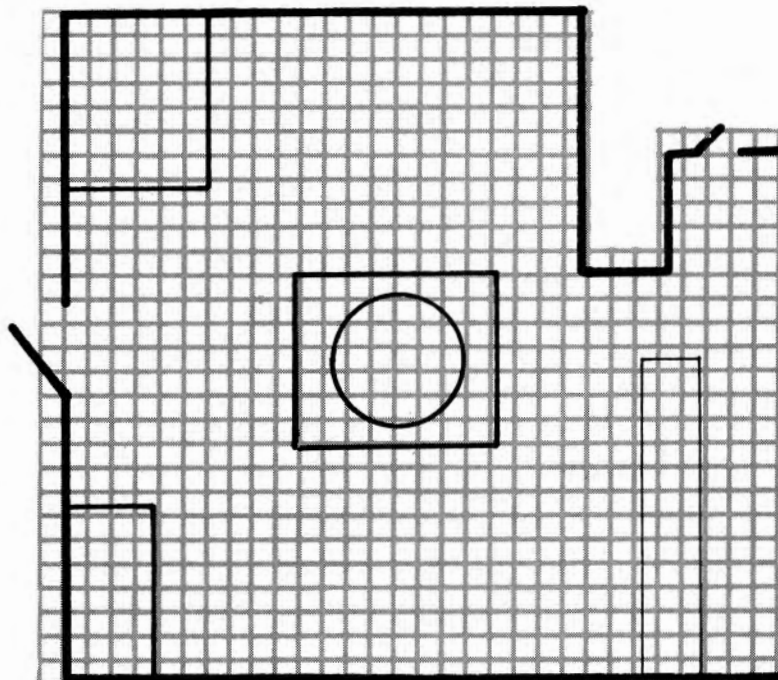
ROOM 1

This room looks like the remains of an old bathhouse. The floors, walls, and ceiling are made of chipped marble. There are 4 benches around the pool that are still intact. These benches are also made of chipped marble. There is a pile of decayed rags in the corner, perhaps old towels.



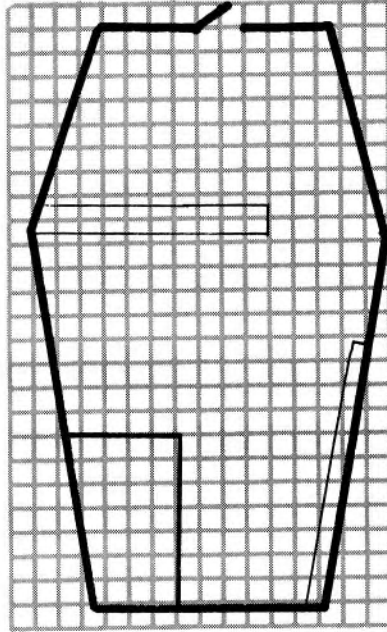
ROOM 2

This may have been an old blacksmith's forge. The floor is made of slate and dirt. The walls are very similar to cinder block. the ceiling looks as if it was built of a single huge piece of slate.



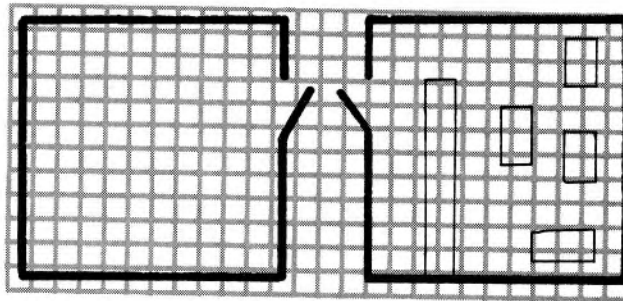
ROOM 3

Hmmm. Wonder what this was? The floor, walls, and ceiling are made of obsidian tiles which give the room a black mornful look. There is a furnace in one corner and shelves against the opposite wall. There is a beautiful obsidian counter near the center of the room. It is giving off a beautiful blue/black glow which lights the room with an erie glow.

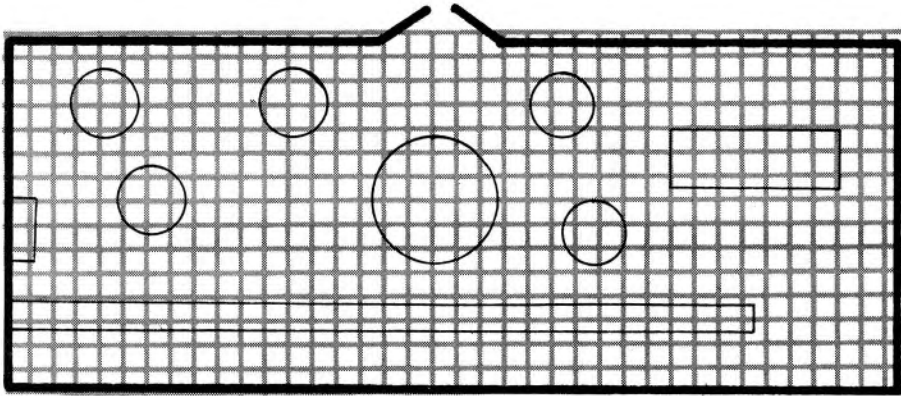


ROOM 4

The Old Gate. Both these buildings are built of solid granite. The northern room looks like an old barracks. There is old moldy cloth scattered about the room. There is a hole in the middle of the ceiling, about 5' x 5'. The southern building looks like an administrative building. There is a granite counter dividing the room, and a silver bell embedded in the counter. There are 4 metal desks in the room (would you trust the army with wooden desks?). There is a piece of chain 'sitting' at each desk.

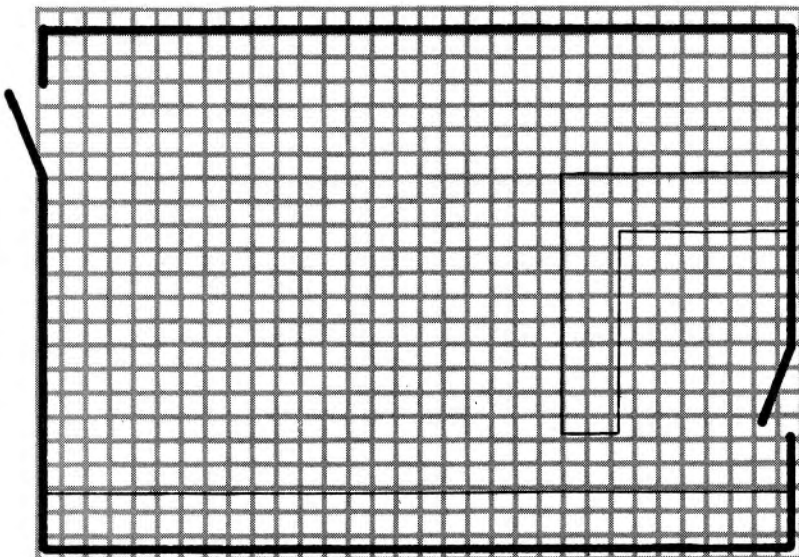


This room is an amazingly well preserved bar room. There are several boarded-over windows around the wall. There is a bar with 11 skeletons sitting at it with glasses in their hands. One of the skeletons is definitely looking at you. The walls, floor, and ceiling and indeed all of the furniture is made of the best oak. At each table there are 3 skeletons. At the card table are 5 skeletons and at the dice table there are 10 skeletons. There are hundreds of bottles of liquid behind the bar. There is a gilded mirror in the center of the wall behind the bar. There is a skeleton 'washing' glasses at one end of the bar, and another reaching for a bottle at the other end. There is a piano with a skeleton at it, and a skeleton standing next to it.



ROOM 6

This building is made of brick. It has a dirt floor and a tar-treated thatch ceiling. On display there are several beautifully made models of ships. The counter is made of brick with an obsidian top. There are remains of wooden structures all over the floor. Among this garbage are bits and pieces of paper. It is clear that the wights must have been shipwrights.



Room 7: Leather Works:

There is a monster in this room (see Monster Sheet). Everything in the shop is moldy and gross except one boot. There must be a magic keeping the boot from molding. And indeed, in the heel of the boot is the jewel. They must specifically want to rip the boot apart to get it.

Room 8: The Bank

The jewel is on the hand of one of the skeletons. The party must get it from him peaceably. Do not force them. Buying the jewel is cheap and 'nice'. Conning the jewel from the guy can be fun. Wing it. The safe is very hard to get into, of course, and the party will be the second group in the safe. The safe is therefore empty. There is a hole in the middle of the floor that has been filled.

Room 9: The Court House

There is a trial in process and the following script is suggested:

Judge: How do you plead, scum?

Defendent: Not guilty, your honor.

Judge: A likely story. HANG HIM!

Defendent: But your honor, I have a wife and 8 children, please have some mercy. At least let me see that they are taken care of.

Judge: Hang him NOW!

Defendent: You have a cold heart.

Judge: Ha Ha Ha. A cold heart indeed. Bring the next scum in. Etc...

The jewel, of course, is in the Judge's heart. I heartily recommend that the party carve it out. Pick 2 ghouls off the Special Ghoul's Chart to fight the party. The crowd will cheer the winner.

Room 10: The Park

The jewel is planted very close to the roots of the 'dead' tree. The tree itself has frost on its north side. Very close investigation of the ground will reveal the location of the jewel. For example, the ground gets very hard when probing near the jewel. The party had best not destroy the tree as there is no need.

Room 11: Land Office

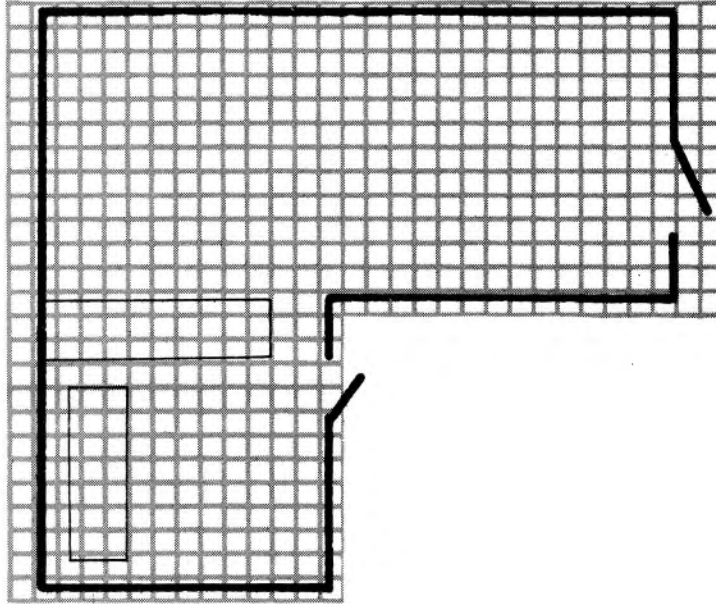
Upon entering, the ghoul tries to sell the party all kinds of land, talking continuously. The jewel, of course, is in the ghoul's teeth, and like many realators, he needs to be busted one in the mouth. The party may kill the ghoul if they wish. Get a ghoul from the Special Ghoul Chart.

Room 12: A Home

Close investigation will reveal that one of the closed up windows is actually ice. The party must specifically touch the window to find this out. However hints like: 'One side of the room is cooler than the other.' are permitted. There is garbage all over the room.

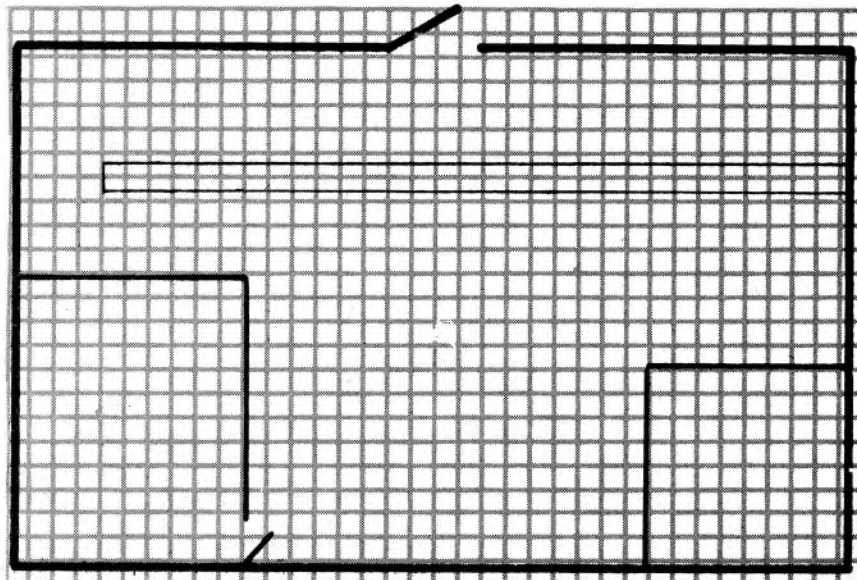
ROOM 7

The floor of this building is grass, the walls are brick, and the sky is the ceiling. There are bits and pieces of leather throughout the grass. In the southwest corner is a piece of leather armor which looks like it is 'sitting up'. Hanging from the walls are useless pieces of leather. There is a workbench behind the counter, on which is a boot.



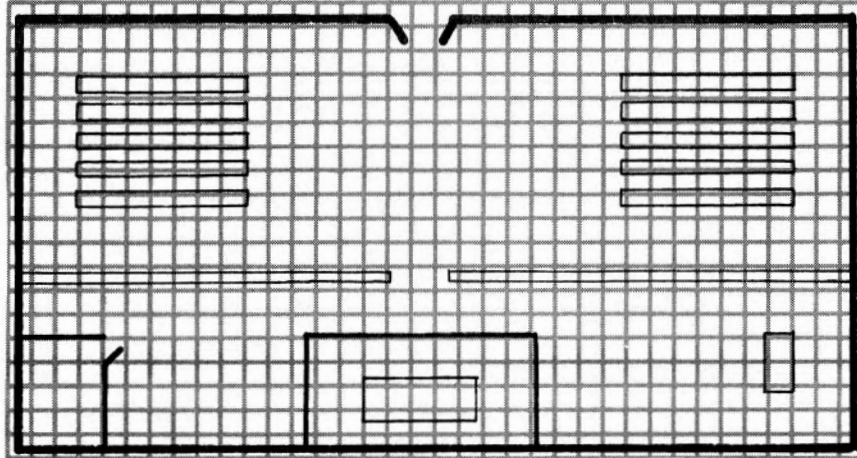
ROOM 8

You have entered a very stout granite building. In the southeast corner is an iron closet with an iron door. The counter is more of a steel cage extending from chest height to the ceiling with a granite base. In the other corner is an iron cage with three desks. There are copper pieces scattered over the floor.



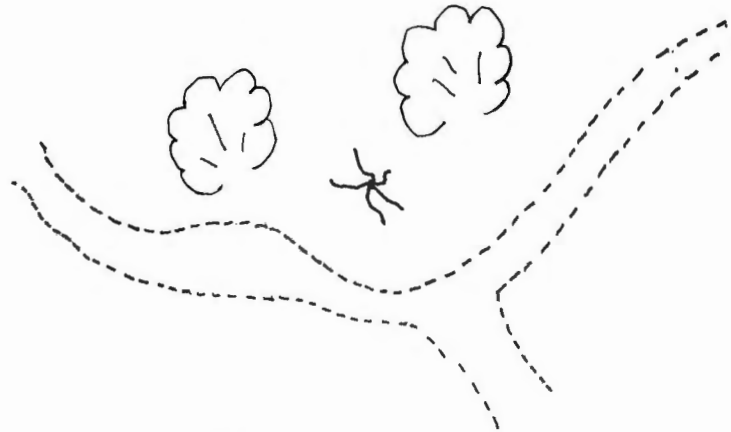
ROOM 9

This room is a well preserved courtroom. The walls and ceiling are gilded walnut. The floor is quartz streak through with crude gold. The gallery has mahogany benches and the prisoner's dock is stained pine. The judge's dias is gold streak marble. The judge's bench is a beautiful teak desk. There is a ghoul as a judge, and every spectator's bench has 6 skeletons. There is a defendent skeleton in the dock with 2 guards. There are 10 other skeleton guards around the room, and a ghoul recorder at the desk. The railing is well polished bronze.



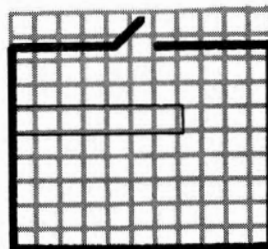
ROOM 10

You have entered a wonderfully well preserved park. There are flowers sprinkled about a well groomed lawn. All the trees are well trimmed maple trees. Most of the trees are full of summer life, each with thousands of green leaves. However, one of the trees is dormant, as if it were coldest winter.



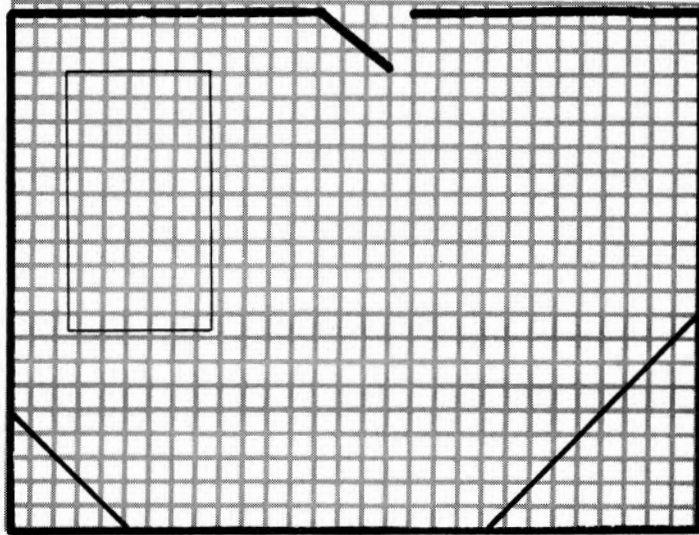
ROOM 11

This miserable little hovel is made of the shoddiest rock imaginable. Remains of paper and other assorted garbage are scattered all over the room. Behind the shoddy stone counter is probably the handsomest ghoul you have ever seen. He keeps his teeth on 'intense'. That is to say, his teeth light up the room on their own. His smile quite literally sends chills up your spine.



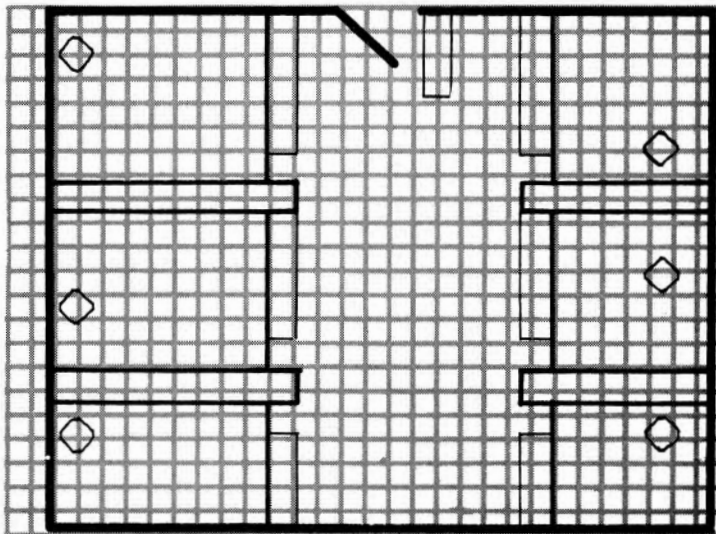
ROOM 12

This building looks like the remains of someone's home. The walls, floor, and ceiling are all made of red slate. The roof is held up by several logs which have been tarred, then whitewashed. In the southwest corner is a cooking fireplace. In the southeast corner is a heating fireplace. The bed is more aptly described as a very moldy pile of garbage with a headboard. There are metal implements scattered on the floor. There were once windows on this house, but they have been covered over.



ROOM 13

This is a granite jail house with an iron door on each cell. As you enter, there is a desk on your left which is empty. The floor is covered with a fine dust. Each cell has a skeleton in it, and a foul smelling pit. All the cells are covered with very sticky cobwebs.



Room 13: The Jail

There is a monster in this room (see Monster Sheet). The skeletons in each room will plead to be set free. There is a cold draft from the end of the hall. It comes from the door on the left (which, like all the cell doors, is slightly open). When the party enters that room there is a warmish breeze coming in the window and out the door. The jewel is in the keyhole, and is causing this slight breeze. They may poke it out with a dagger.

Room 14: Jewelry Store

The cheap baubles are just that. But make sure they realize that the baubles are just that, cheap. The furnace is glowing. Close examination of the furnace will reveal that it is a very cold furnace indeed. The jewel is under the coals and must be picked out.

Room 15: Granite Quarry (See Monster Sheet)

Close examination of the stalagmite reveals that it is made of ice. The jewel is here. See Room 1 for possible solutions.

Room 16: The Wizard's Study

Close examination of the room reveals that the box on the table looks like somekind of indexing system. The party needs to look up either : Queen Neanor; Jewels of Queen Neanor; White Jewel; or Bleeding Door. These index cards will give them the location of a book to study. This book has the jewel in it. This is the only way in which the party can find the jewel.

Room 17: The Gardener's Tool Hut

Close examination will reveal that all of the implements are very cold. All the implements are rusted and rotted with the exception of a hoe. If the party takes the hoe head off the handle, they will find the jewel. This is the only solution.

Room 18: The Glass Blowers

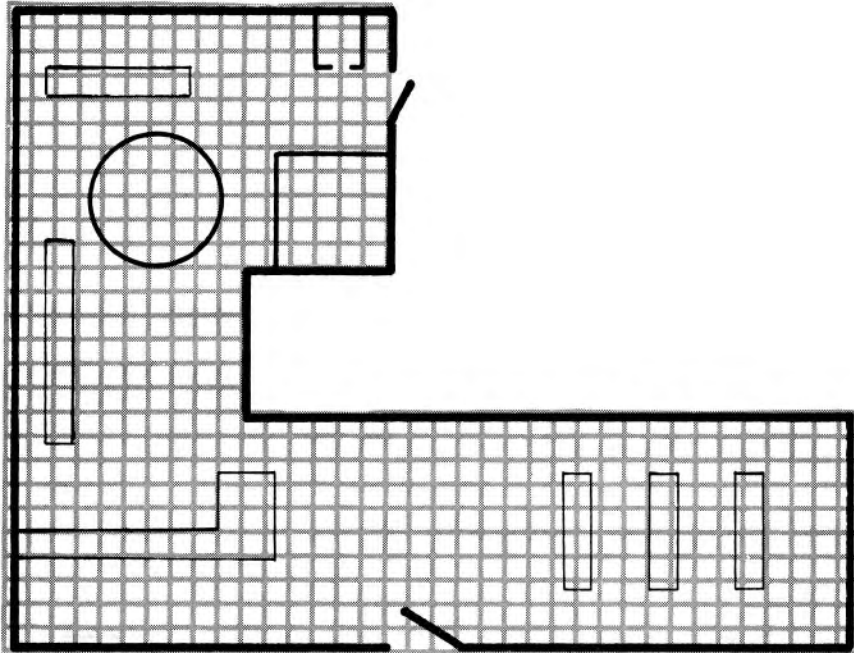
There is a monster in this room (see Monster Sheet). Close examination of the room will reveal among other things a book on glass blowing. Reading the page which has been marked will reveal that it takes a very special magic to melt and mold obsidian at glass blowing temperatures. An object of eldritch magic must be in contact with the obsidian while it is being melted. After the party reads this, it will find upon close examination of the obsidian melting pot the jewel.

Room 19: The Gazebo

Close examination of the Gazebo shows that at the center of the star is a piece of circular metal. This piece of metal has a gold circle within it. This inner piece of metal is very cold. The jewel is beneath this smaller plate. The plate seems to be very light and turns freely within the other metal disk. Any attempts to pry it out will fail, as the gold circle is very slick, and there is no leverage. There are 2 ways to get the plate off. The best way is to go to one of the pine trees, place some sap on your hand, place your hand on the disk, then lift. A second class method is to put a rope over the plate, put water on the rope, allowing the rope to freeze onto the disk. The rope can then be used as a handle.

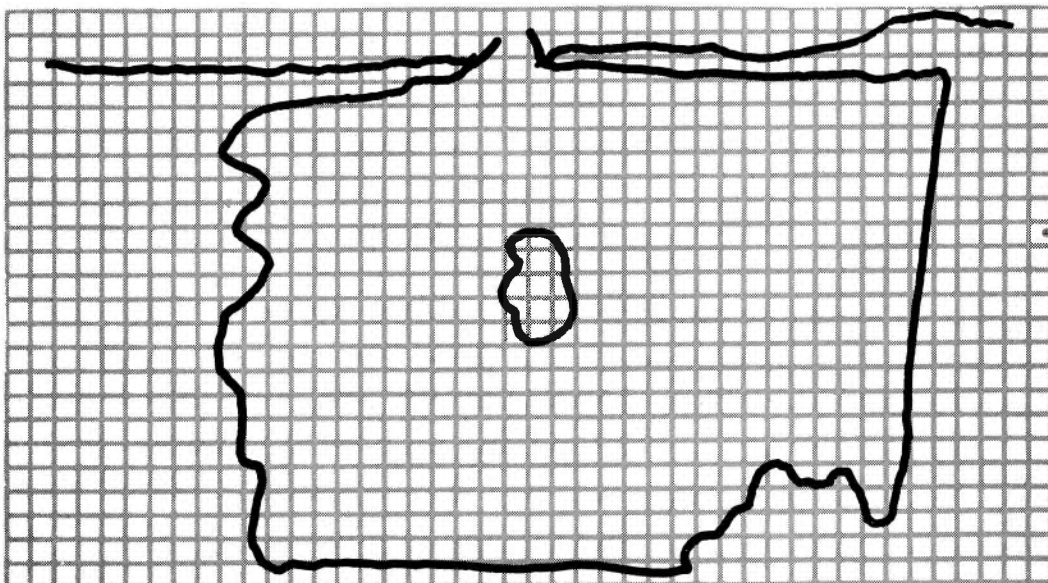
ROOM 14

This seems to be the remains of a jewelry store. There are some cheap baubles sitting here and there around the shop. The building is a rather well-built marble structure with an obsidian tiled floor. There are several small obsidian display counters in the store part of the building. On each counter is a rotted silk cloth with gold thread. The large counter is made of marble. There are several granite work benches in the back. The iron safe has been smashed open. There is also a coal bin and a small furnace.



ROOM 15

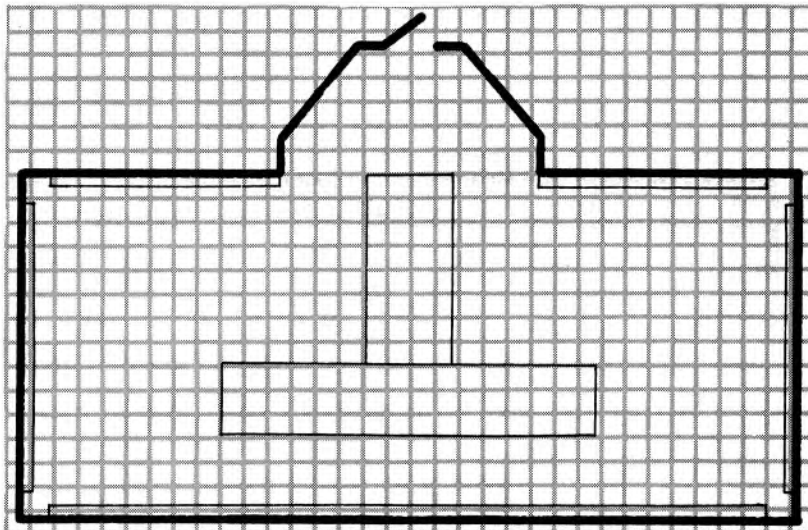
This building actually looks more like a granite mine. It has been built out of a mountainside. It has, of course, granite walls, ceiling and floors. Opposite the door there is a pile of rubble that looks like the remains of a cave-in. There are pieces of granite and metal implements all over the floor. In the center of the room is a stalagmite.





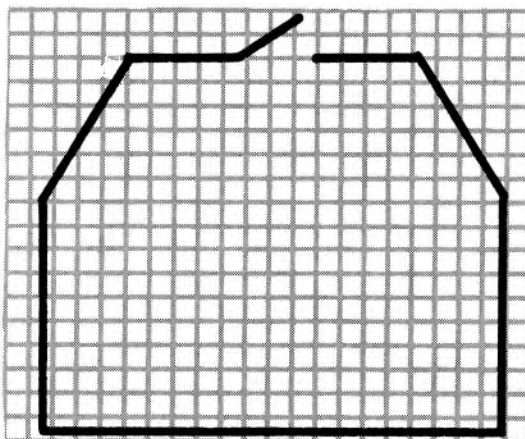
ROOM 16

This looks somewhat like a library, perhaps a wizard's study. There are bookshelves along the walls. In the center of the room there are two long tables--study tables. The building is of stone construction with marble floors. There are, of course, cobwebs and dust. There is a box on the table.



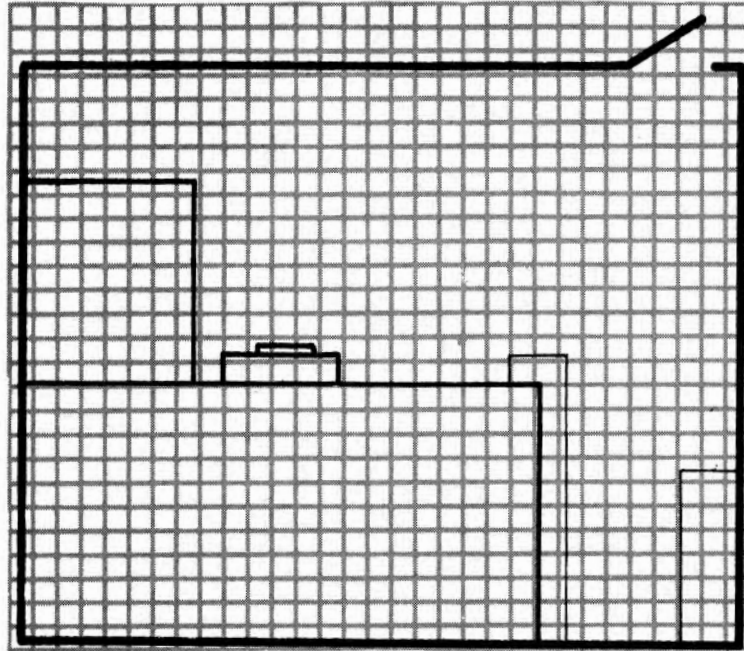
ROOM 17

This room has a grassy floor, rock walls, and no roof. There are metal implements throughout the grass. Perhaps this was a gardener's tool house.



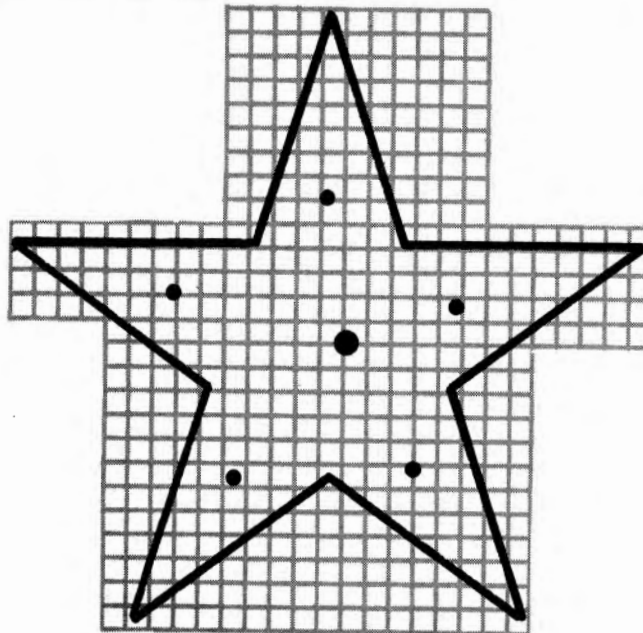
ROOM 18

You have entered a red brick building. There is a brick furnace in one corner with a coal bin next to it. There are glass shards on the floor. There are other implements from the glass blowing industry scattered about. On the table are two metal melting pots. One has assorted glasses melted around the outside, the other has only black glass, perhaps obsidian.



ROOM 19

In the middle of a rather pleasant grass field is this gazebo. It is made of a single block of marble. There are 5 very elaborate columns holding the roof up. In the center of the star is a circular metal plate embedded in the marble. All around the gazebo are rather gnarled pine trees.



Room 20: The Money Changer's Hut

The party will find upon searching the room the following garbage: \$2000 silver, \$800 gold, and 4 jewels (but not the jewel). Close examination of the \$50 gold piece weights will reveal that they are all very cold. One of the weights has the jewel. If they weigh all the weights they will find that each weighs the same amount. However, when they put these in the water, one won't displace as much water as the others. This is the jewel. The party must be specifically looking for this to see it. Another much less acceptable solution would be to put the weights in the water one at a time, and see which one freezes the water.

Room 21: The Schoolhouse

There is an encounter here (see Monster Sheet). Close examination of the desks will reveal an ink pot in the corner of each. In all the desks but one there is dried ink. In one there is frozen ink. The jewel is here. Any reasonable method of freeing it is o.k. The party must specifically mention looking at each of the ink pots to get the jewel.

Room 22: The Accountants

There is an encounter in this room (see Monster Sheet). The oil lamp is very cold. Close examination reveals that the wick is the jewel. This should be a gimme.

Room 23: The Outhouse

There is an encounter here (see Monster Sheet). Guess where the jewel is. Any method of retrieving the jewel will almost surely be rotten. Leaving the jewel in this case seems to be the most intelligent.

Room 24: The Trickster's

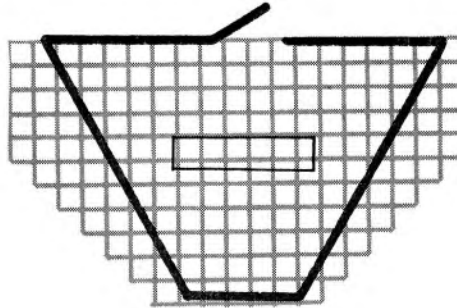
The open book on the table is blank except the page to which it is open. That page says: "I am the Law. What I say goes". All books on the shelves have blank pages. When the party enters the railed-off area, one of the skeletons will ask if he can be of some assistance. If the party asks if the skeleton knows where the jewel is, he will say, "ah yes", and searches the references. All the while he will be mumbling the legal ramifications of the jewel and cases pertaining to it (Reminds him of Hineley S. Snodelwalker vs. Rink E. Dink, blah blah). Please use your imagination. After a bit of this garbage, the skeleton will find the solution, take his head off, and the jewel will be on his spinal cord. He will give the party the jewel, put his head back on, and then fall apart. This is the ONLY way.

Room 25: The Warehouse

Close search of this room will reveal that one of the piles is not moldy. The jewel is buried in that stack. All they must do is search the pile and they will find it.

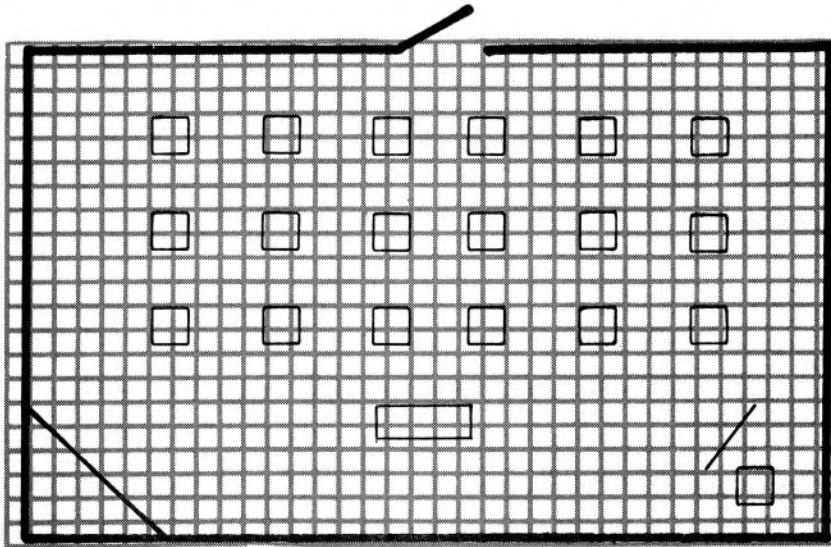
ROOM 20

This room has a dirt floor, red brick walls, and a red slate roof. There are copper pieces on the floor. On a low counter in the middle of the room are some balance scales. Next to the scales is a graduated water pan. There are ten 50 gold piece weights on the wall near the scales.



ROOM 21

You have entered what looks like a well preserved school house. The floor and desks are made of pine, the walls are red brick, and the roof is tarred thatch. There is a fireplace in one corner and a stand of maps in the other. The blackboard behind the teacher's desk is blank. Behind the maps is the dunce's desk.

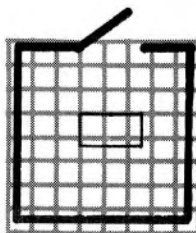


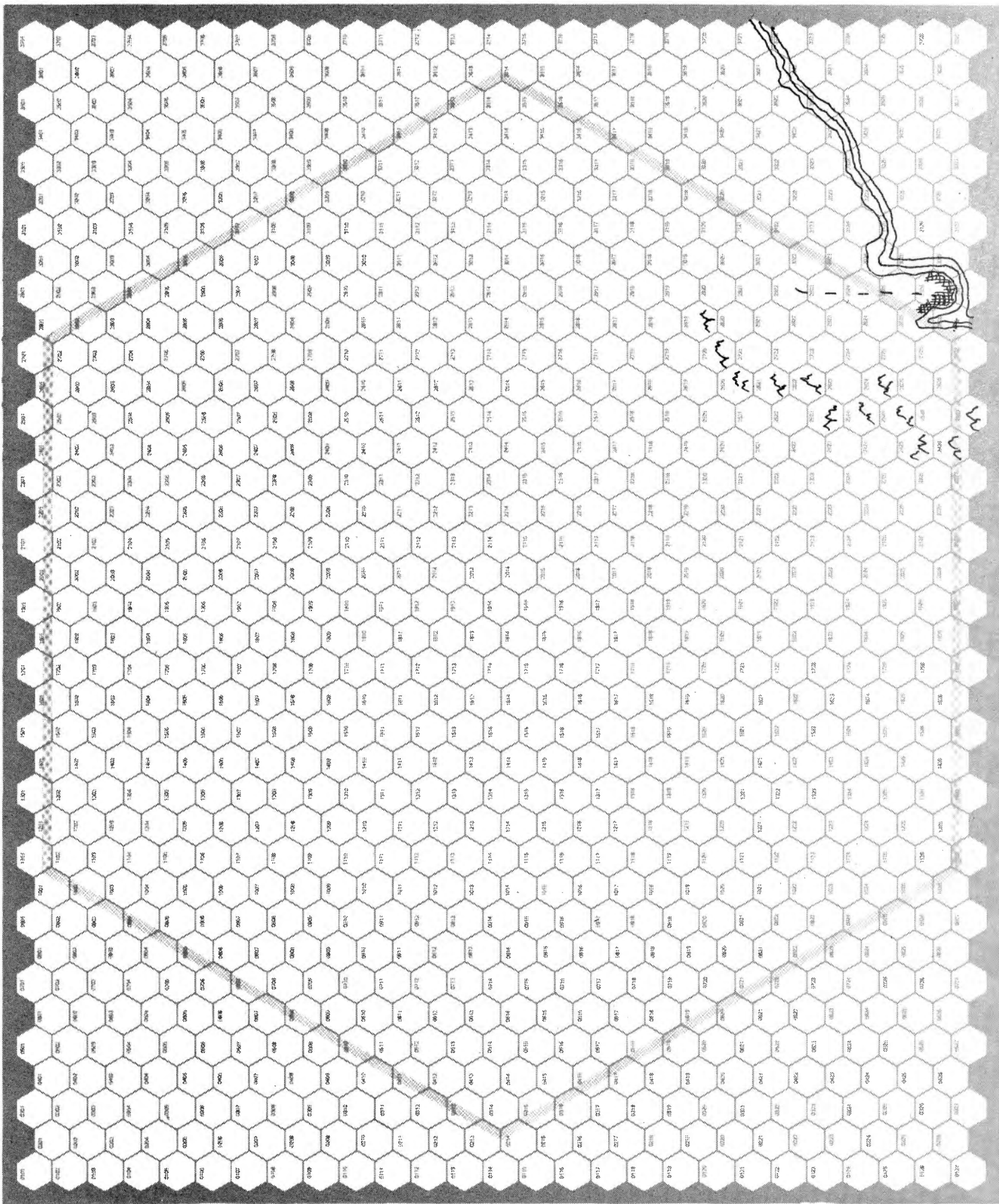
ROOM 22

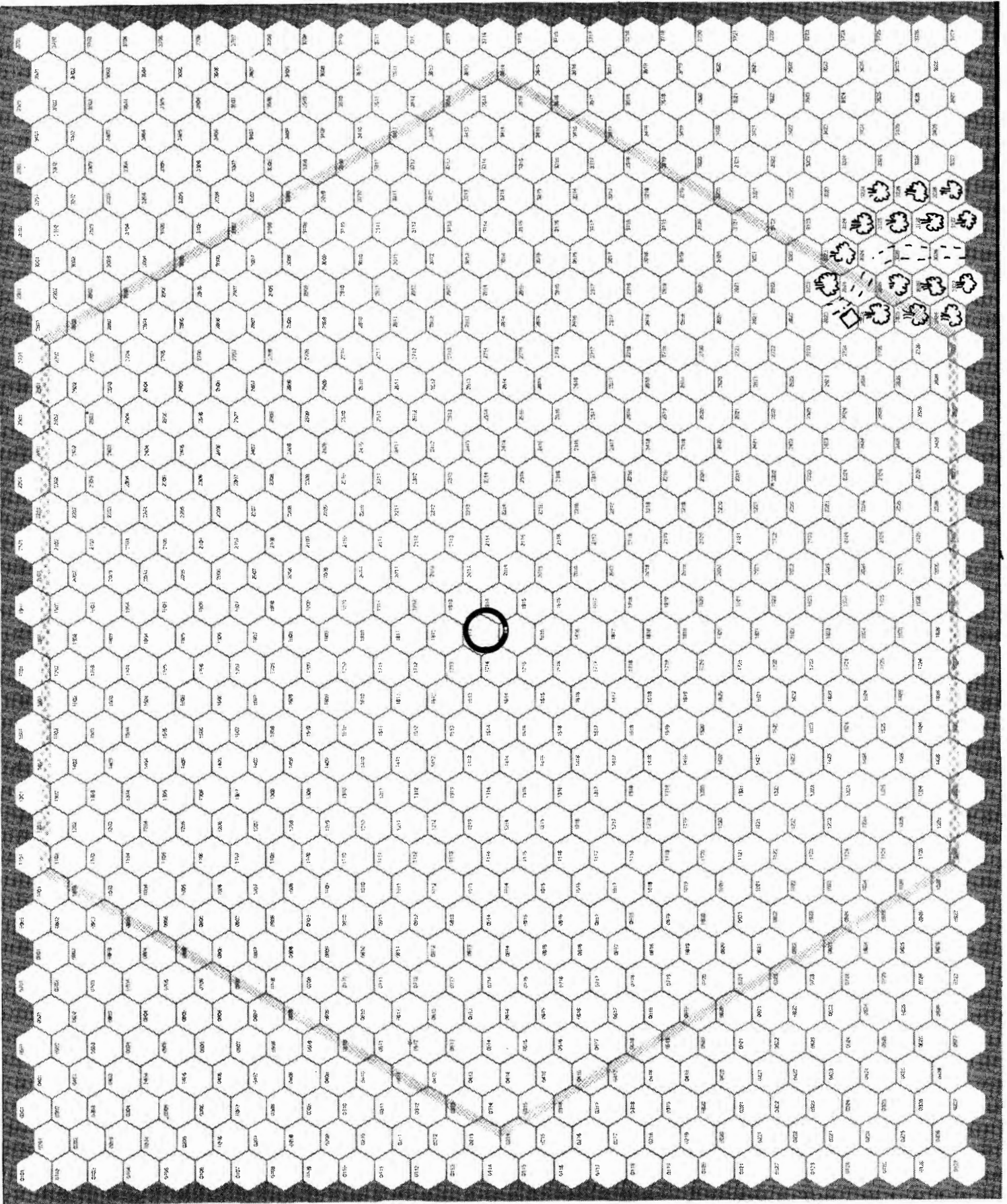
This small, crabbred brick room has a high wooden desk with a book on it. Behind the desk is a high wooden stool. There's an oil lamp hanging from the ceiling which dimly lights the room. There is a sign behind the desk which reads:

$1 + 1 = 3$ for business purposes

$1 + 1 = 1$ for tax purposes

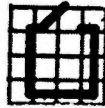






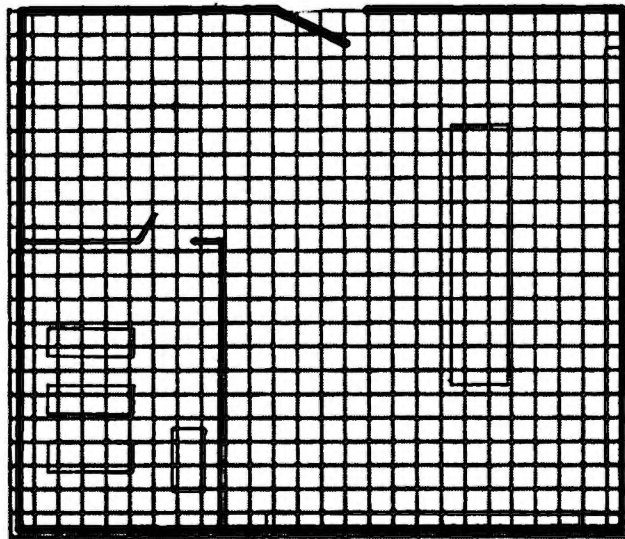
ROOM 23

This is a small smelly wooden shack having a small wooden door with a crescent moon on it. There is a small wooden seat with a hole in the center inside.



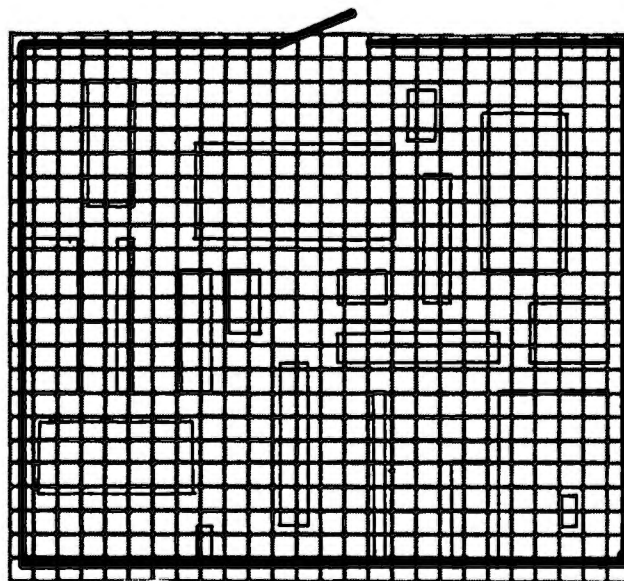
ROOM 24

You have entered a marble building; marble floors, marble walls, and a marble roof. There is a gold railing surrounding 4 desks. Behind each desk is a very well-dressed skeleton. There is also a research library, and a table with a book upon it.



ROOM 25

You have entered a stone building. It has a dirt floor, stone walls, and a tarred wood roof. There is moldy cloth throughout the building in semi-neat stacks.



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For The
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Necropolis

When evening fall the city's life begins;
The shadows spread and lengthen on the walls,
Strange creatures rise to act out ancient sins,
While on the moor the wandering banshee calls.

Here in the darkness fitful flashes gleam:
A beast with opal eyes; a spectral sword;
A silver snake, that winds a flowing stream
Of glittered scale around its golden hoard.

Deep in the ruin there lives a ragged man
Wearing a jeweled crown upon his head,
Dreaming he reigns as king in Ardustan;
Nor knows he rules a city of the dead.

Freely he roams throughout the ghastly town,
Mad but serene, all free from mundane cares;
Unknowing protected by his crown
And by the magic scepter that he bears.

What city dose he see there in his mind?
What palaces and blue-mosaic'd towers?
What silken-eyelashed damsels does he find
With whom to while away his royal hours?

Who knows? But, at one moment of the dawn,
A certain clearness come into his head;
He stop, he blinks, he yawns one mighty yawn,
Then laughs a sickly laugh and goes to bed.

So sunrise finds the city stark and still.
No life, no motion; merely broken stones,
Cracked pavements, and an all-pervading chill
Risen as from a vault of ancient bones.