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PREMIER ISSUE

TABLE OF CONTENTS

COLUMNS

Horse Feathers by Mike Reagan	7
<i>Mike introduces our new format.</i>	
Emperor's Counsel: Thieves Guild by Alex Muromcew	14
<i>Advice on running a Thieves Guild in your campaign.</i>	
A Stroll through the Market Place by Ron Lagerstrom	15
<i>Find out whats new in the gaming world.</i>	
Convention Compendium	83
<i>Who, What, When, and Where</i>	
Grand Promenade & Skald's Street	92
<i>Letters to the Editor.</i>	

FEATURES

Interview: Dave Arneson.	4
<i>Dave tells about the creation of D&D c and Adventures in Fantasy.</i>	
Judges Tables for AD&D by Lewis Pulsipher.	12
<i>Lewis attempts to make life easier for the FRP Judge.</i>	
The Melee Round by David Milpass.	16
<i>The story of a gamer's adventure in another world.</i>	
Minor Gods by Lewis Pulsipher	19
<i>Try these "gods" in your campaign.</i>	
Things You See in the Wilderness by Paul Elkman	22
<i>Wilderness Encounter Tables.</i>	
Diseases by Dave Arneson	23
<i>Dave's comments about using diseases in D&D.</i>	
The Forgotten Mine by Dan Goodsell	26
<i>An action packed adventure for second to third level characters.</i>	
Hit Point System by Morgan O. Woodward III	74
<i>A workable alternative system.</i>	
All That Glitters	79
<i>New and Different Treasure Items</i>	
Torch of Shadow Control by Sgt. B. Chapin	
Caffen's Undying Lantern by Paul Andrew Denisowski	
Snake Sword by Paul Andrew Denisowski	
The Skeleton Key by Edward R. G. Mortimer	
Amulet of Sobriety by Edward R. G. Mortimer	
Bracelets of Burning Hands by Michael A. Wilson	
Things That Go Bump In The Night	81
<i>Add these nasties to your campaign</i>	
Woggies by James A. S. Leigh	
Mountain Cat by Geoffrey Dale	
Aether Elemental by Geoffrey Dale	
Elemental of the Void by Geoffrey Dale	

GUILDMEMBER INSTALLMENT

The Black Ring by Dan Hauffe.	31
<i>City State Campaign Aid.</i>	

REVIEWS

Adventures in Fantasy	9
D&D Basic Set	85
Knights and Magick	86
Sewers of Oblivion.	87
Duel Arcane.	90

STORY BOARD

Armageddon by Mike Reagan	88
Art by Ken Simpson	

ART

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Ed Perry: 12, 13, 20, 29, 30, 31, 43, 63, 67, 68, 75, 79, 80, 81, 82, 83, 85
Rick Houser: 48, 50, 55, 57, 60
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Here's Dan Hauffe thinking up something "nice and deadly" for the Guildmember Installment.

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an Interview with DAVE ARNESON

The infamous *Blackmoor Campaign*, *Dungeons & Dragons*™, and *Fantasy Role Playing* games all began during the summer of 1970. At that time, Dave Arneson was active with the **Midwest Military Simulations Association**. The group was mostly interested in *Napoleonic Miniature Campaigns* and a segment of that group met every weekend in the basement of Dave Arneson's parents' house in St. Paul. One weekend, instead of hundreds of *Napoleonic Miniatures*, the gamers discovered *Blackmoor*, the first *Fantasy Role Playing Adventure Campaign*. After some initial groanings about trying something new, the players descended the now well worn, main staircase to *Blackmoor* dungeon. Once play began, the players were hooked and the *Blackmoor Adventures* came to dominate the group's interest with only an occasional break for *Napoleonics*.

From that inauspicious, but sometimes rowdy, beginning grew the concepts that became *Dungeons & Dragons*™. The "rules" developed from notes Dave kept on decisions he made. News of the game spread beyond the Twin Cities to Lake Geneva, Wisconsin and Gary Gygax. Both Gary and Dave had been active in the *Castles and Crusades Society*, a wargaming group devoted to play with miniatures in a medieval setting. They had also worked with Mike Carr on a set of *Napoleonic Naval Combat Rules* entitled *Don't Give Up The Ship*™. So they frequently corresponded regarding gaming news and ideas, and Gary was quite interested in the *Blackmoor Campaign*. After Dave visited Gary in Lake Geneva during February, 1976 and led him down into the *Blackmoor* Dungeon for his first adventure. Gary was fascinated with the game and immediately began a similar role playing campaign, *Greyhawk*, for his wargaming group in Lake Geneva.

Within a month after that visit, Gary and Dave decided to collaborate in writing a set of rules so that other groups around the country could play and enjoy this exciting new game of *Fantasy Role Playing*. After extensive correspondence and play testing, by both groups, they managed to complete the original three booklets entitled *Dungeons & Dragons*™ by the end of the year. *Tactical Studies Rules*, predecessor of **TSR Hobbies, Inc.**, was formed to publish and market the game after several companies failed to show interest in the game. From its first publication in February, 1974, *Dungeons & Dragons* took off. By 1975, the first supplements were being published. At that time, Dave was active in promoting *Dungeons & Dragons* and **TSR Hobbies, Inc.** In 1976, Dave moved to Lake Geneva, Wisconsin and worked directly for **TSR** as a Creative Director. Late in 1976, he left **TSR** to pursue a career as an independent game designer. At this time, some differences arose between Dave and **TSR** regarding his creative and royalty rights in *Dungeons & Dragons*. This dispute was settled on March 6, 1981 in Milwaukee, Wisconsin.

Pegasus: Tell me a little about some of the major products you have designed.

Mr. Arneson: Back in the early 1970s I did some design work on a *Napoleonic Naval Game* called *Don't Give Up The Ship* c. I also fooled around with some regular war game designs, mostly miniatures rules, for the local group. From there I went on to *Dungeons & Dragons* c. After completing *Dungeons & Dragons* c and the supplements I did *Dungeon Masters Index* c which was an index of the first six volumes of *Dungeons & Dragons* c as well as articles in *The Strategic Review* and early *Dragon*.

Then I did some work for *Discovery Games* on a fantasy supplement for *Source of the Nile* c. This project grew out of a single evening of playing *Source of the Nile* c. My adventurer

had become ill in the middle of Africa and was hallucinating (he was seeing Gold Dragons flying around), before I knew it I was sketching out the rules but I don't know if they will ever be published.

Since then I've been staying with the design of *Fantasy Rules*. Soon after *Source of the Nile* supplement I started work on *Adventures in Fantasy* which we will be expanding. I'm also working on some modules for *Judges Guild* and a set of *Japanese role playing rules*. Within the past year, I also came out with some computer *Air Combat* games which are being marketed by *Discovery Games*. I did a series of three of them in the space of six months while working for a company called *4-D Interactive Systems*. The first was quite a success and the other two will be out in the near

future. I am real excited about them because although they are traditional war games, I could see a lot of the applications for *Fantasy Role Playing* on the computer. They could be far more interesting than the tapes that I've seen on the market now would indicate.

I think that is where my view point is shifting, away from traditional boxed games to computer games.

Pegasus: That seems to be a general trend.

Mr. Arneson: Yes, a lot of people are getting into computer games.

Pegasus: What is your favorite historical gaming period?

Mr. Arneson: *Napoleonic Sailing Ships*.

Pegasus: *Have you designed any games in this period other than Don't Give Up The Ship?*

Mr. Arneson: No, I've done some stuff with Napoleonics for the local group but I'm probably never going to publish any of it. I have different Sailing Ship Rules that I use now instead of the ones that came out in **Don't Give Up The Ship**. I was going to modify the system but by the time I was done there was nothing left. They are uninteresting but would probably work on a computer, otherwise they would be unplayable unless you grew up with the system like the locals did.

"I just applied the idea of (role-playing) to fantasy."

My favorite period other than Napoleonic Naval is Civil War Naval. I have done some rules for this period that the locals enjoy playing but I don't think they'll see the light of day. I get as much satisfaction out of interacting with the players as I do when I have something published.

Pegasus: *What inspired you to co-author Dungeons & Dragons?*

Mr. Arneson: Back in 1972, I started doing dungeon explorations with the local gamers building up a set of rules as we went along. I kept track of my rules decisions in a big black notebook as we went along so I didn't contradict myself too often.

We were in correspondence with the group from Lake Geneva through the Napoleonic Campaigns at that time, so we mentioned that we were doing fantasy stuff on alternate weekends and they became very interested in it. After I made several trips down there so they could go down in my dungeon, they became very excited about it.

At the time, they had a lot more spare time than I did and they had a lot of ideas, so they came up with their own version of the rules. They sent theirs to us and we fooled around with them for a while. We exchanged

letters for awhile and just kind of slipped into it. It just felt natural that Gary and I worked together on the D&D rules because the two groups were associated and Gary and I had worked together on projects before.

Pegasus: *I assume that the Lake Geneva group is what went on to become TSR.*

Mr. Arneson: Yes, but TSR wasn't actually formed until 1973 or 1974.

Pegasus: *Tell me a little about the Blackmoor Campaign.*

Mr. Arneson: Well, as I've quoted in other articles, I was judging Napoleonics so much that I just started getting tired of it. That happens after you do the same thing for three or four years. So I began with a variation of Dave Wesely's **Brownstine** game where you go into some Banana Republic. Your object was to become dictator or try to overthrow the government or something like that. You had a role that you were playing. I just applied the idea of having a role to being in a fantasy world (an idea I got from reading **Conan** for awhile).

I had a weekend off, so I sat up reading books, eating popcorn, and watching the boob tube. I drew up a maze and populated it with creatures. Then the next time someone showed up for Napoleonics I said that we were going to do something different. Unfortunately, at that time I visualized that I wouldn't have to keep track of all those records and maps. I really thought that it was going to be easy (just draw up one map and use it forever along with all kinds of other ideas on how to make things easy for the Judge). Needless to say, my illusions were soon shattered but I had gotten excited about it because it was different and I wasn't tied to historical restraints. I could let my imagination run rampant which it wasn't usually allowed to do. By the time I was done, there was little left of Wesely or **Conan** but a lot of rules for fantasy role playing!

Pegasus: *So historical gaming did influence you when you set up Blackmoor.*

Mr. Arneson: It certainly did. We established (in our historical campaigns) the principal of having a Judge

who everyone listened to and who set up the battle or campaign. That's where we were coming from, traditional wargaming.

Pegasus: *It's nice to hear about a campaign where people listen to the Judge. I've seen a lot of campaigns that are a little more chaotic.*

Mr. Arneson: Yes, but it took a lot of forceful diplomacy on my part (the baseball bat helped). The games were held in my basement and I have thrown out disruptive players. That way I established the fact that I was in charge and when I talk you had better listen. Then when others would Judge, I could use my influence to back them up by saying "If you don't listen to this Judge, I'll remove you". Before I knew it, even I was listening to the Judge whether I liked it or not. I think in 15 years only one person was ever removed (and that by popular demand!).

"By the time I was done, there was little left of Wesely or Conan, but a lot of rules for FRP!"

Pegasus: *What have you been doing since you left TSR?*

Mr. Arneson: After I left TSR I went back home to Minnesota and wrote the **Dungeon Master Index c**. Then a friend and I tried working for **Heritage Models** for about a year and a half. That's when I finished the **Dungeon Masters Index c**. I also did a set of fantasy rules and a fantasy printing guide for them which they never published.

I was doing a lot of work for them but they weren't doing anything with it. I got tired of waiting a year and a half to get something published so we parted. Then I did **First Fantasy Campaign** for Bob, which was exciting because I was able to gather all of my old records into one place. After that I got involved with programming computers for which I was being paid

every day instead of some time in the future.

At about that same time **Chaosium** asked me to do a set of Samurai rules and since that has been one of my favorite topics in previous years I said yes. Since then, two other people have beaten me to being published. But, time will tell which one is best.

Pegasus: *That does seem to be a popular period, even TSR's Dragon has been publishing articles about it.*

Mr. Arneson: Yes, it is a quite popular time period, especially with the movie **Shogun** coming out. My problem has been due to the fact that the more I read, the more I feel I have to read. I now have 27 books on Japanese Culture and Society. The last playtest session fell apart because there was just too much. The system needs to be cut back but I have a problem taking the scalpel to the baby. I can't bring myself to do it (I guess I'm a bad editor when it comes to my own work). I have some people working for me now that may be able to do the hacking and slashing while I whimper in the other room.

Then **Judges Guild** approached me to do some game modules. So all of a sudden three years ago, I had more jobs than I could handle. I was very remiss because I said yes to a lot of people and I'm still doing the work that I promised them. It keeps me busy but I like to finish what I've promised before I go on to something else. **Adventures in Fantasy** also came up about that time (that was an outgrowth of the fantasy gaming I've done since leaving **TSR**). I had a local company publish it because **Heritage** was going to do it but decided not to. I had also approached a couple of other publishers who weren't interested (that wasted about a year).

Pegasus: *Why did you develop another Fantasy Role Playing System?*

Mr. Arneson: Fantasy Role Playing began to lack the role playing aspects that the original adventurers enjoyed so much in **Blackmoor**. They enjoyed the role playing instead of hacking and slashing the monsters. They thought up clever tricks and traps instead.

I also wanted to get in something on educating your character so one could learn different skills. I also

wanted to get back to using a spell point magic which had been in the original system proposed for **D&D c** and I thought spell point superior to the system that was used (as well as simpler).

Pegasus: *I tend to like spell point magic too.*

Mr. Arneson: There are a number of Fantasy Role Playing Systems out there, but I didn't think any of them brought it all together. I guess I felt I had to try to outdo myself, so I brought everything together in my fantasy rules. We are also doing a second edition of them to clear up the typo's and such to make things even cleaner.

"I guess I felt I had to try to outdo myself."

Pegasus: *In what ways is Adventures in Fantasy c different from other Fantasy Role Playing Systems?*

Mr. Arneson: It's easier to understand than **Chivalry & Sorcery c**; it follows a more traditional medieval setting than **Runequest c**; it uses spell point magic; it didn't go into a lot of esoteric things in the basic volume that I thought were distracting. I felt that it would be a better system for getting into fantasy games because they would get more into role playing a lot of the other systems like **Tunnels and Trolls c** don't get into the whole playing aspects of fantasy gaming and they don't have an educational system. **Runequest c** has an educational system but is heavily involved in its own world.

I wanted to bring these elements together while at the same time being different. I asked myself how I would be different in my interpretations of how to deal with spell point magic and how I would bring that together with an educational system, role playing, and social status. There is probably no single element in **Adventures in Fantasy c** that can't be found in some other system, but there is no other system that brings it all together. I worked out my own systems, for example **Runequest c** has its own educational system. There I go talking about

education again but it's very neglected in most systems.

Pegasus: *I noticed that on certain books in the Adventures in Fantasy c set your name and Mr. Snider's are switched. Is there a reason for this?*

Mr. Arneson: No, it just happened that way. The order in which my name is listed has never been important. Lord knows when it got switched around, maybe it happened during proofreading. I never paid much attention to the title pages. Heck, Richard **could** have put his name there and erased mine completely and I wouldn't have noticed! Chances are, the typist did it and it was just never changed.

Pegasus: *I'm sure you would have noticed when it came out.*

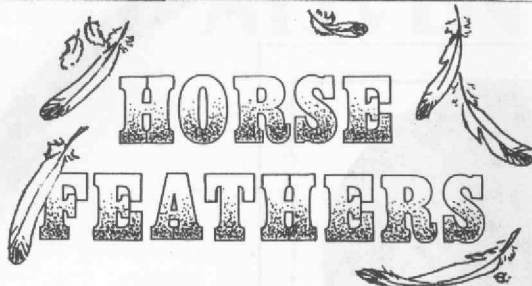
Mr. Arneson: You're right. If anything I'm glad it happened though, because there is less emphasis on who did what.

Pegasus: *Why were the books printed in colored ink?*

Mr. Arneson: That was **Excaliber's** idea, and it will not be done in the second edition because there have been some complaints about the colors in certain lights. I didn't notice that problem until the game came out. **Excaliber** had done a set of rules before using colored ink, and they thought that it worked quite well. They took the idea to the extreme by coordinating the color of the cover with the color of the print. This does make the rules hard to xerox but it also hurts your eyes.

I assure you that in the second edition that will be done away with. I have been disappointed that in some of the reviews I'm blamed for things that I had no control over at all (cost for example). Since we brought **Adventures in Fantasy c** back from **Excaliber**, the people who are working for me have gotten quotations from a dozen different printers. Of those, four have quoted a price that is 1/3 of the cost we were originally charged. This will definitely affect the cost of the second edition. Since it will be cheaper we will be adding more stuff.

Pegasus: *Is Adventures in Fantasy c really less complicated than D&D c?*



HORSE FEATHERS

AN EDITORIAL by Mike Reagan

Welcome to the Premier Issue of Pegasus...the magazine devoted to bringing you helpful information on all aspects of Fantasy and Science Fiction Role Playing Games! Each issue will stress one main theme of Role Playing and permit an indepth look at the opinions and innovations of Designers and Judges around the world.

Regular features will include reviews, convention listings, carefully selected fiction, new magical items, unique monsters, tips on structuring adventures, letters to the designers and editors, interviews with leading designers and writers in the field, variants, and the popular Guildmember Installment based upon Judges Guilds' City State Campaign. This massive Compendium of Fact and Fantasy is one of the largest magazines published in the field...96 pages of role playing material from people which actually run campaigns, roll dice till dawn, and sweat through complicated situations not covered by rule systems adequately. In short, we will lean heavily upon the expertise of Guildmembers and recognized personalities in the gaming field.

Judges Guild was founded in July of 1976 and has grown to fill the needs of Guildmembers from Australia to Scotland and Japan to Germany. The approaching anniversary will be the main theme of our next issue and will give a brief history of the development of our design, philosophy, staff, and evolution of the Judges Guild product line. A firm which virtually created the fantasy and science fiction game aid market at a time when others established in the field insisted that it was impossible should be a worthy topic for a role playing magazine. I would admit that it seems a bit trite for a Judges Guild, publication to do an article on Judges Guild, but it is warranted and others seem reluctant to acknowledge accomplishments which have created opportunities for themselves. Pegasus will not be a mouth-organ for Judges Guild (although owned by that firm). It will present factual reviews and has full latitude to criticize Judges Guild products. We will however, give credit where credit is due.

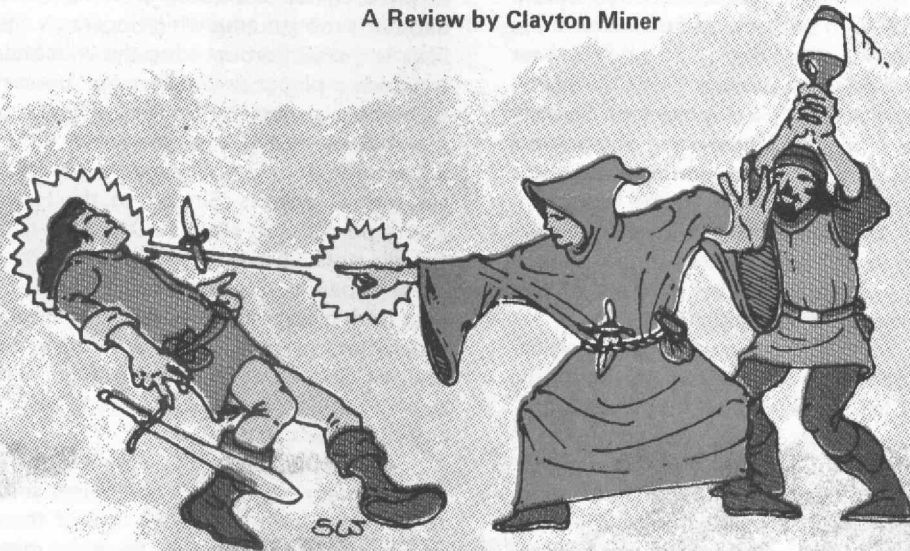




ADVENTURES IN FANTASY

Released by Excalibur Games

A Review by Clayton Miner



Since the day a small gaming company known as TSR released a patchwork gaming system titled **Dungeons & Dragons**, it has attracted thousands of enthusiastic followers. And while the number of satisfied players grew, so did the number of gamers, particularly Judges, who felt that the game lacked something and that they were capable of producing a better product. Some of these gamers went on to bring their ideas, systems, and philosophies to print in the forms of **Chivalry & Sorcery**, **Runequest**, **Warlock**, and so on. With these products, the dam seemed to burst and the fantasy role playing market became inundated with the efforts of well meaning and dedicated players who felt that their work would be an improvement in the current state of game mechanics. Some of these gamers have fared well with quality ideas or the backing of established companies, while others have been less fortunate and have disappeared from the market. One of the latest major gaming systems to become available in recent years is **Adventures in Fantasy**, authored by Dave Arneson (co-author of **Dungeons & Dragons**) and Richard Snider. Heralded as a new and exciting role playing system, many gamers awaited its release, eager to see what new ideas and systems were presented within, and like many gaming systems before it, **Adventures in Fantasy** has its good and bad points.

Retailing for \$20.00, the purchaser receives a set of three softcover books and several charts in a hefty cardboard box decorated with a slightly stylized rendition of a melee atop a mountain crag. Each of these books are printed with a different color cover for ease of identification, which is repeated through the book as the color used for the text. The first book, **The Book of Fantasy** is printed in dark blue on a light blue cover with dark blue text, and while it is not an unpleasing color, it does become somewhat unsettling to the eye after a prolonged period of reading. The second book, **The Book of Faery and Magic** follows the same pattern of a medium shade of green cover and text, while the third book, **The Book of Creatures and Treasure** is printed in red. Of all the books, the third is the hardest to read as the red on white makes for a jarring combination. The harshness found in this book is compensated for in the second book by the ability of the green ink to vanish from the page while reading it. Color coding the books is a useful feature, but to continue this to the text of the work does little more than put the gamer off. This product would have been enhanced through the use of black and white. Also included with the books are several pages of charts printed on a high gloss, thin stock cardboard, aimed at making life easier for the Judge. Before this game

is ever played, it would be a good idea to slip these sheets into high quality plastic sheet protectors, as they will not stand up to much use. The most regretful thing about these charts is that they are devoid of explanation, leaving the casual observer dangling as to their function. This could have easily been corrected by having someone who was unfamiliar with the tables to look them over and ask questions.

In many places there is not even the information given as to the use of the chart, an example of which is Table Q. In the rules sets it is used for Missile Combat, but nowhere on the chart itself is there any mention of its function. This is not the only example of charts which are unlabeled, again something that should have been corrected before publication. Another fault with the packet of charts on these cardboard sheets, is that not all of the useful tables are set out. Both the **Treasure Table** and **Evasion Table** have been excluded along with the **Arms & Equipment of Soldiers Table**, **Foraging Table**, and the **Underworld Encounters Table**, to cite several examples. The omission of these tables is nowhere near as big a problem as the lack of instructions for using the **Evasion Table** and **Treasure Table**. To leave out something as basic as how to use the material is a careless oversight. Hopefully future editions of this product will clear up some of these problems.

Other problems with the game include a combat system that is much too complicated for the beginning gamer to grasp. In the forward, it is stated that **Dungeons & Dragons** with all its supplements became too confusing to play unless one was guided along by an experienced player. Unfortunately, that is what this system is as well, for without help from somebody who has been there before, the combat procedures remain out of reach of the average gamer. Other things follow this same pattern of complexity, saving throws for example, must be subjected to a series of calculations and modifications before the roll can be made. Although these may make the game more balanced, or even realistic, it detracts from the overall fun and playability. This tendency of the rules to become bogged down with formulae, coupled with poor english and almost non-existent proofreading make this product appear somewhat less than professional. The disappointing thing about much of the bad grammar and spelling is that it could have been corrected before hand, if someone had just taken the time to do so.

My major complaint about this game system is the way some of the rules work against the players. A prime example of this is the rules involving a character's Health score. Generated on percentile dice, as are all of the characteristics, this score is involved with healing of wounds, contracting diseases, and natural death. When a person is wounded, they have a chance equal to their Health score per week of healing a lost point. Bad luck or a low score can keep a person incapacitated permanently. Another rule which serves well to take some of the fun out of the game is the chance of disease. When a person comes down with something, they end up being out of action for so many weeks, the number of which is then permanently subtracted from the character's Health score. This rule can easily lead to a continually deteriorating character through simple bad luck. This seems to be an example of a rule that was felt to be interesting, but never fully explored. And while there are

rules that penalize the player for this or that, there are those rules that are inconsistent with the game system. An example of this is the rule for modifiers for Missile Combat; "The Dexterity of the firing party will increase the chances of them hitting the target 1% for every point that the player has for Dexterity over 12 and reduces his chances of hitting by 1% for every point of Dexterity under 8." A person with a 40+ Dexterity is going to have an outrageous bonus added on. As it stands, the section on missile fire has that feel to it which says it was inspired by a set of miniature rules. In fact, many of the rules in this set covering movement, combat, and the like have that same quality.

What probably started out as an interesting way to set up a character's background has continued on to be yet another problem area which operates against the character. This is the section covering the education of the character, in which a player determines the 'course' taken in the past to prepare a character for play. These rules open interesting possibilities, but if a player enters into a course while an adventurer, they are effectively pulling their character out for several months. Similar to the Health rules, there are severe penalties in store for the person who runs up against the do nots of the system. Losing time for injury can be quite expensive, and it seems excessive. Even a chance illness lasting several weeks will cost the player quite a bit of money and prestige. If it was not for the system to set up courses taken before the character came into play, this system would be a wasted effort, as it takes too much of the character's time.

Although there are some serious problems with the game system, there are nonetheless some interesting ideas to be found here and there. One of these is the availability of supplies. This can make the game much more interesting as people search to find what they feel they need to go adventuring in some forgotten ruin deep in the forest. Even the desire to own a particular piece of equipment or type of armor can become the basis for a small excursion to a neighboring town. This can bring a degree of reality to the game so far lacking, after all, not everybody during the last year was able to purchase a Porsche, there are simply not enough to go around. Another rule that adds some interest to the game is the optional damage system. Listed as a Hits Location system, this only allows for the possibility of severe damage based on a generalized hit, but does not offer the detail found in other location systems. This damage chart is segmented into several columns headed by different amounts of damage. Based on the type of target, the number and type of dice to be rolled is determined by an additional percentile roll once a hit has been made. This is an interesting variation that adds some element of uncertainty to an intense melee.

Of all the books, the third, **The Book of Creatures and Treasure** is the best done. It fits well into the game and offers the necessary material to run the various creatures. All the stats, peculiarities, and oddities of the many creatures found in **Adventures in Fantasy** are listed here in easy to use form. This book is very much like the **Monster Manual** in that without it the Judge would be lost. Other than creatures, this book covers magic items and artifacts located in the world. Complete Generation Tables mark this section as being one of the most well done sections of the books. The second book covers the use of magic and

the other races in this game. Posing some interesting ideas in the form of a workable Spell Point system, it is unfortunate that it is not until the reader reaches this book that they discover that to run a Magic User requires an Intelligence of 43 or better (on percentile dice). This is information that should have been included with the characteristics section of Book 1. The many spells given in this book are divided into four different categories: Lawful, Chaotic, Neutral, and Non-aligned, which serve to govern the power of the spells as used by the Sorcerors of different alignments.

What could have been an interesting section of the game is just as muddled as the first book, as is evident in the following spell description. "Agriculture: This spell will **increase the yield of one acre of land by 25%**. The spell may never be cast more than once in any given acre. The caster must be standing in the middle of the acre. The

results of the spell occur at harvest time. **Effect doubles yield of the field.**" This deficit in the spell section is somewhat compensated for in the part dealing with the Faerry Races. Here the players will find the Elves, Dwarves, Goblins, and Trolls that populate other fantasy games. The treatment of these races is somewhat different than in most other role playing systems, and will be quite a surprise to players familiar with **Chivalry & Sorcery** and **Runequest**. Admittedly, this game does have its fascinations, especially to those who are interested in running a game with the flavor of medieval tales, rather than as Middle Earth. This is a game that should be avoided by those people who derive enjoyment from running a wide variety of character classes, as the only ones available are Warrior and Magic User. It is unfortunate that what could have been a superior project has turned out to be a disappointment in terms of playability and quality.





JUDGE'S TABLES

BY LEWIS PULSIPHER



The following tables were designed for use with **Advanced Dungeons & Dragons**™ but may easily be adopted for use with other fantasy role playing games.

Table 1A indicates what kind of noise adventurers hear behind a door if they listen successfully. 1B indicates what language is heard if a 17 or 18 is roll for 1A and it is logical that something is speaking rather than, say, growling.

Table 2 indicates the subject of thoughts received via ESP when the target is unaware of a foreign presence.

Table 3 indicates what "pets" a non-player character (NPC) leader has. In some cases, the "pet" is intelligent but may be *Charmed* or otherwise persuaded to serve. The table was constructed with Magic User NPCs in mind; separate numbers could be arranged for other classes, but this is adequate for most purposes.

When you place an individual on non-homogeneous group with a leader in a dungeon room a castle, or other location, roll a D20, add to the NPC's level, and consult Table 3A. This indicates the maximum number of pets the NPC may have. Then roll three D20 in succession, counting only 1 through 10, for a range of 1 to 1000. If the roll is more than 100 times the NPC's level, he has no pet; otherwise Table 3B indicates what the pet is. Roll until the roll is too high or the maximum number of pets is reached, whichever comes first.

Example: An eighth level Magic User and his followers occupy a small castle. A roll of 12 on a D20, plus 8 for his level, is 20 - he may have no more than 5 pets. He rolls 118, then 624, then 860. The first two rolls indicate a War Dog and a Displacer Beast or Blink Dog (depending on the Magic User's alignment), but the third is above level times 100 (800), so he has only two pets.

In most circumstances, only Humans (including other player character races) will have pets. Some pets are allowed only in specific circumstances, as stated in parentheses. Reroll if these circumstances are not applicable. Some pets are of an alignment hostile to some other alignments (e.g. Hell Hounds inimicable to Good characters). Either assume that the creature is *Charmed* (*Charm Monster*) when alignment disagrees, or roll again.

Finally, the fourth "table" is not in tabular form at all, but is explained as follows. When a lantern is thrown down with intent to cause a fire, take the Dexterity of the

thrower, subtract for restriction of armor (-1 if Leather, -2 if in Chain, -4 if in Plate), double the result, and add his Strength. The total must exceed the roll of 4D6 for ignition to occur, otherwise the lantern breaks and oil splashes but the flame goes out. A thrown torch goes out 75% of the time, a dropped one 25% (or 10% if a square flame guard and proper weighting are used). A dropped lantern shatters 5% of the time, resulting in a fire 50% of the time if not immediately smothered, 80% of the time it goes out even if it doesn't shatter, and in 60 of those 80% the oil drains out. Those who are victims of a *Sleep* spell do not drop their lights - they lay them down as they themselves lie down.

Table 1A (D20)

- 1 - 4 Noise of Moving Creature
- 5 - 10 Noise of Moving Object (chair, etc.)
- 11 - 12 Snoring (many Animals snore)
- 13 Repetitive Noise of some kind (e.g. dripping water)
- 14 Sounds of Eating
- 15 - 16 Practice of some sort (Weapon, etc.) or Horsplay
- 17 - 18 Vocalization
- 19 - 20 Other Activity

Table 1B (D20)

- 1 - 17 Creature's Own Language
- 18 Alignment Language
- 19 Common (if possible)
- 20 Practice or a Fake

Table 2 (D20)

- 1 - 3 Of Hunger
- 4 Of Amorous Intentions
- 5 - 7 Reminiscences
- 8 - 11 Thoughts about Present Acts
- 12 - 13 Planning
- 14 Of Good or Evil Deeds
- 15 - 17 Following the Course of a Conversation (you think what you say)
- 18 - 19 Of other Creatures in the Group
- 20 Philosophical Thoughts (including complaints)

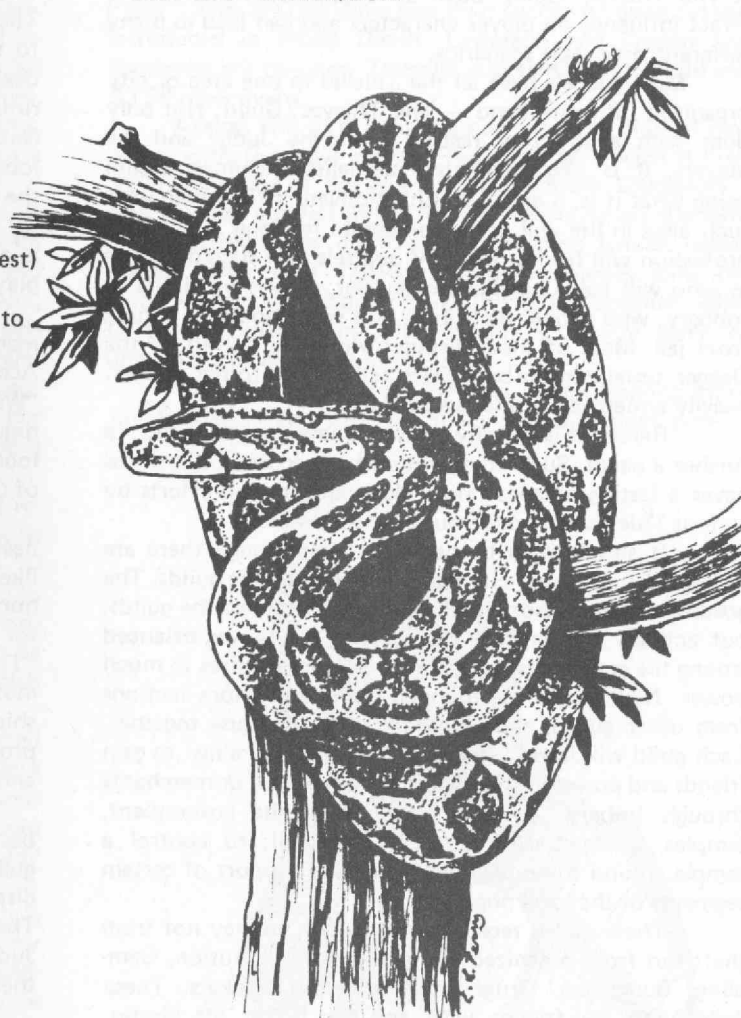
Table 3A

1 - 10	One Pet
11 - 13	Two Pets
14 - 16	Three Pets
17 - 19	Four Pets
20 - 25	Five Pets
26 - 30	Six Pets
31+	Seven Pets

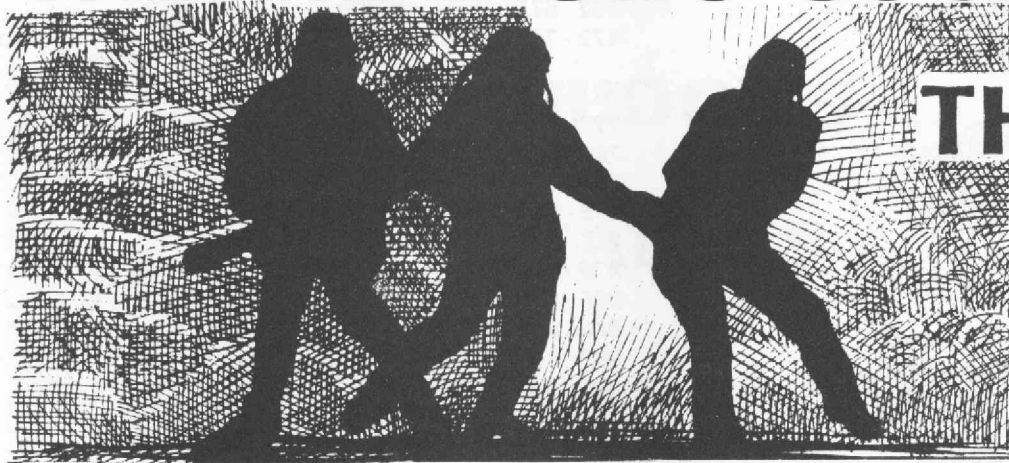
Table 3B

001 - 050	Cat
051 - 060	Small Dog (less than 30 pounds)
061 - 075	Medium Dog (30 - 60 pounds)
076 - 090	Large Dog (60 or more pounds)
091 - 095	Badger
096 - 100	Small Bird (Budgie, Canary) (frequently outdoors)
101 - 110	Medium Bird (Pigeon, Crow) (frequently outdoors)
111 - 130	War Dog
131 - 140	Large Bird (Hawk, Eagle) (frequently outdoors)
141 - 150	Wolf
151 - 160	Small Monkey (like an Organ Grinder's)
161 - 170	Large Monkey (Baboon, Orangutan, etc.)
171 - 173	Giant Beaver
174 - 193	Stirge
194 - 200	Jaguar
201 - 207	Leopard
208 - 217	Jackal
218 - 220	Axe Beak
221 - 225	Wolverine
226 - 230	Giant Skunk/Porcupine/Stag/Irish Deer (forest)
231 - 235	Giant Lynx
236 - 267	Undead (Evil Clerics only, type appropriate to Cleric's Level)
268 - 271	Giant Frog
272 - 275	Giant Toad
276 - 285	Giant Lizard
286 - 315	Mold of Some Type
316 - 322	Giant Weasel
323 - 329	Dire Wolf
330 - 339	Boar
340 - 354	Bear
355 - 369	Lion
370 - 376	Tiger
377 - 381	Carnivorous Ape
382 - 386	Giant Goat/Ram
387 - 416	Gargoyle
417 - 421	Crocodile
422 - 424	Carrion Crawler
425 - 454	Giant Snake
455 - 529	Giant "Insect" (small size - Ant, Centipede, Tick, Fire Beetle, Large Spider, etc.)
530 - 531	Giant Eagle (Outdoors)
532 - 581	Judge's Special (Moderate Strength)
582 - 601	Hippogriff
602 - 621	Owlbear
622 - 641	Displacer Beast/Blink Dog

642 - 661	Elephant/Mastodon, Mammoth/Hippo/Rhino (outdoors)
662 - 671	Pegasus/Peryton
672 - 746	Giant "Insect" (large - Beetle, Scorpion, Wasp, Spider)
747 - 776	Hell Hound
777 - 796	Rust Monster (Magic User only)
797 - 806	Troll
807 - 814	Pseudo-Dragon
815 - 824	Dinosaur (outdoors)
825 - 834	Manticore
835 - 854	Hydra
855 - 864	Griffon (outdoors)
865 - 868	Mimic
869 - 870	Dragonne
871 - 880	Wyvern
881 - 890	Chimera
891 - 900	Umber Hulk
901 - 905	Giant Slug
906 - 940	Judge's Special (Strong)
941 - 950	Dragon (Immature Ages only)
951 - 970	Giant
971 - 975	Basilisk/Cockatrice/Gorgon
976 - 995	Golem
996 - 998	Adult Dragon
999 - 000	Demon/Devil



THE EMPEROR'S COUNSEL



THIEVES' GUILD

by ALEX
MUROMCEW

It should only be a matter of time before a Judge aspires to develop his FRP game into a developed campaign. Although such a transition requires time and effort, both the Judge and players will immensely enjoy the result. One aspect of a campaign that must be developed is the social structure, and one integral part of an FRP social structure is The Thieves' Guild. Such an organization can have a direct influence on player characters and can lead to many different, enjoyable scenarios.

Most Judge's have all the Thieves in one area or city organized into one band — The Thieves' Guild. Not only does such a structure restrict both the Judge and the players, it is also completely unrealistic. Human nature being what it is, a group of Chaotic/Neutral/Evil men with such aims in life will never co-operate for long. Their very profession will lead to frequent quarrels over such decisions as who will rob Gameliel the jeweler, who is off limits to robbery, who should be bribed, and who should be sprung from jail. Most of these disputes would be solved by the Dagger, usually in the back. Such actions lead to two results: heavily armed and suspicious factions.

Rarely, historically, have Thieves co-operated to further a cause. Such co-operation has occurred, but it was never a lasting alliance. Most likely any unified efforts by various Thieves were done out of sheer necessity.

It should now be obvious that although there are Thieves' Guilds, each city has several competing guilds. The government and assorted temples try to suppress the guilds, but actually concentrate on keeping the power balanced among the guilds, making sure no one guild acquires too much power. New guilds are founded by one or more factions from other guilds, and older guilds ally and fuse together. Each guild will have different advantages and aims: to gain friends and power in the government, temples, or merchants through bribery; to gain power from the government, temples, or merchants through blackmail; to control a temple, found a temple, or to gain the support of certain segments of the local populace.

These guilds receive most of their money not from theft but from organized crime such as Prostitution, Gambling, Smuggling, Drugs and Protection Rackets. These guilds also are friends with and the fences for Pirates, Outlaws, and Brigands. They also have contacts with other guilds in other cities and thus handle out of town Thieves.

Amidst all this, there also exists the Assassins' Brotherhood and the Slayers' Guild. The Assassins' Brotherhood is a highly secretive, tight knit organization with no contact with The Thieves' Guilds. A well run organization, there is always at least one Assassin or a representative in each city. Contacting them is difficult so that only the very serious can contact the Assassins' Brotherhood. The Assassins' Brotherhood often refers potential customers to their "cousins", the Slayers' Guild. The Slayers' Guild deals with gangland slayings, street murders, custom made riots, and the hiring out of thugs — no questions asked. Naturally, the secrecy and skills are much poorer, but the jobs are less demanding, the price cheaper, and many of the men expendable.

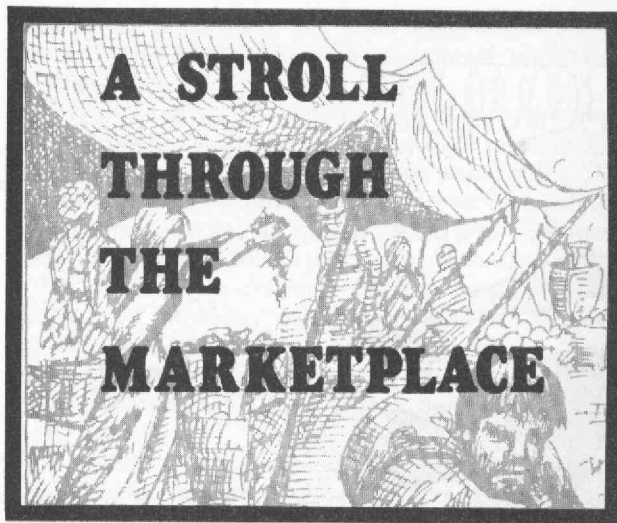
So far, the social structure has been outlined. There is a great deal of room within the guild structure for the player-character.

Training is available at all guilds. Unfortunately, many Judge's handle Thieving school as if it were the Acme Training School for Skullduggery and Thieving — "We'll proudly teach your son the latest in Thieving Techniques." All a player, a novice needing training or an expert looking for a fence, need do is inquire at the local Chamber of Commerce!

Such an approach is absurd. All a promising lad need do is let it be known in the right bars that he would like to have a difficult lock picked. Such an obvious greenhorn will be contacted by a recruiter. After an ESP to check for spies, his training begins. However, he must swear "Thieves Loyalty" to the guild, and once he graduates he must pay the guild the cost of his training plus membership dues. In return he receives a hideout, a fence, guild protection and other benefits. Training takes several months and culminates in a solo burglary job.

As soon as a player-character rises in power, he may become embroiled in the fierce, bloody competition. Most guilds have agreements on territory, still there are frequent disagreements and incursions into other guilds' territory. The inter-guild rivalry can be an exciting scenario for Judge and players alike. Players may even want to start their own guild.

The introduction of a developed Thieves structure will add to campaign depth and offer gaming variety to players.



A STROLL THROUGH THE MARKETPLACE

by Ron Lagerstrom

Since our last issue, we have added another flurry of new released products to our fold. So, without further ado, lets jump right in!

Temple Book I is now available from our line of fantasy campaign products. This product can be used for any existing fantasy role playing game in helping the Judge locate and describe various sorts of Temples to their players. The 64 page book itself includes both the exterior and interior of various types of Temples in detail. Also included are tables for such "colorful information" as Ceremonies, Curses, Temple Configurations, Artifacts and other items. **Temple Book I** can find its way into your gauntlets for a mere \$3.00.

Castle Book II, another multi-use campaign aid, is also a new release from the Guild. This campaign aid includes detailed description of various types of Castles and Fortification, and their surrounding terrain. This product, as well as **Temple Book I**, uses our campaign location system, helping the Judge locate such structures on his campaign maps. **Castle Book II** includes tables for such things as Construction, Encounters, Wall Defenses, and other information in this 62 page product. **Castle Book II** sells for \$3.00.

Book of Ruins is the third and last of our most recently released products. This approved for use with **Advanced Dungeons & Dragons**™ product contains 10 AD&D scenarios for the Judge who wishes to either add to his existing campaign or who wishes to run his players thru a short one-sitting scenario. Most of the scenarios can be finished between one to four hours. **Book of Ruins** (which is suitable for solitaire play) sells for \$4.00.

In addition to our own new products, our Retail Store and Mail Order Service has expanded to include a number of new items from other companies. So, without wasting a moment (now I wouldn't want to do that, would I? I think that wouldn't be right, or do you think it would? Well. . .) lets get started.

TSR has released two new products, one of which is AD&D Module C2, **The Ghost Tower of Inverness**; a scary adventure indeed! The other product is **Operation Rapid-strike**, their first separate module for their espionage role

playing game **Top Secret**. These products both sell for \$5.50.

SPI joins this parade with the new products **Fifth Corps** and **Hof Gap** at \$10.00. Both of these games deal with a hypothetical invasion of West Germany by Warsaw Pack Forces, and they will eventually link up in one giant campaign game (along with other yet to be published eight games), known as the **Central Front Series**. Also new (and at \$10.00) are **Across Suez** (the 1973 Arab-Isreali battle of the Suez) and **Berlin '85**, dealing with the hypothetical invasion of Berlin by Russian forces in (guess what year?) 1985. Another new product is **SPI Baseball**, their sport simulation using yearly team statistics (at \$8.00). **Dawn of the Dead** is their next entry, dealing with the movie of the same name (at \$6.00). Their last new entry is **Strategy & Tactics No. 84: Operation Grenade**. This game deals with the drive on the Ruhr in WWII (all you have to deal out is \$5.00 for the magazine).

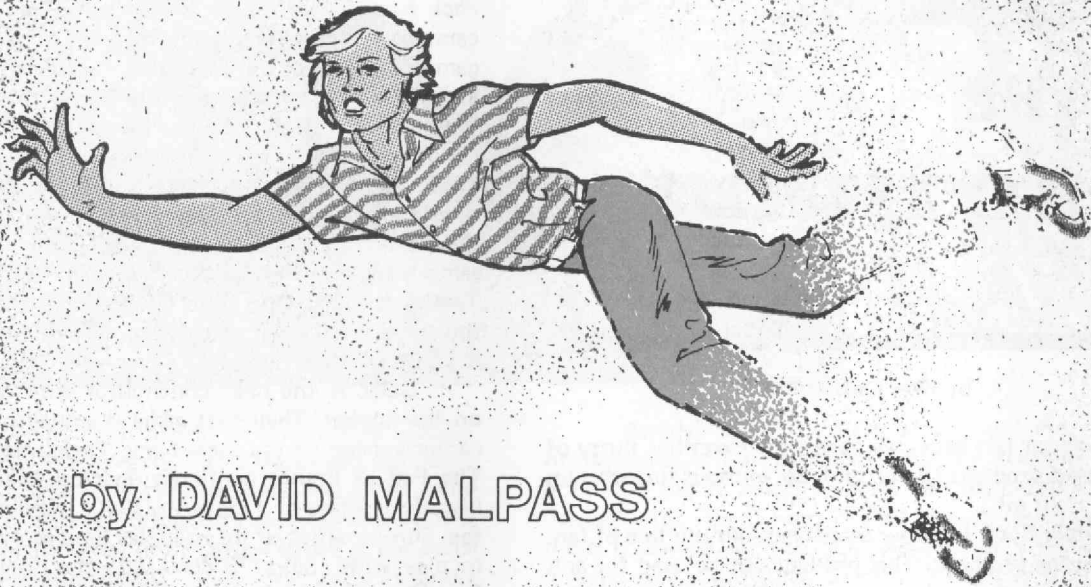
GDW is the next contributor with five new entries on the market. Their first game is actually a re-issue of an earlier version of the same name **Tripolretary** (at \$11.98). **The Fall of France** continues their Europa series, but this historical defeat of France (in 1940) is playable either with the Europa series or by itself (as long as you have \$19.98 to play with). **Suez '73** deals with the Isreali's "Operation Strongheart", which climaxed with the "Battle of Chinese Farm". This \$12.98 game sees their successful game system introduced in **White Death**. **Leviathan** and **Traders and Gunboats** are two new **Traveller** supplements at \$4.98 and \$3.98 respectively.

Avalon Hill also joins the non-exclusive club of new games with five new entries. **The Guns of August** is their \$17.00 remake of the **War to End All Wars**. **Gladiators** is man vs. man conflict in the Roman Arenas, where the term "bloodletting" was given a new meaning (which means \$9.00). Two new **TRS-80 Computer Games** joins the club, **Computer Acquire** (\$20.00) and **Conflict 2500** (\$15.00). **Bureaucracy** (at \$20.00) is they're game of unravelling government red tape.

Well, that's about all for now. Happy gaming (hope the Fusileers take Hill No. 304!) and until next time. . .



THE MELEE ROUND



by DAVID MALPASS

"Blast! I've got to go to the head." Adrian Stewart pushed his chair back from the table. "Take over my characters for me, will you, Sheila?" He gestured at a small group of metal figurines on the table surrounded by the multi-sided dice, squared paper and other paraphernalia of a fantasy wargame. One of the other players, a plump, fair-haired girl, nodded. Adrian rose, left the room and tramped upstairs. It was when he was on his way back down that the thing started.

Adrian's field of vision suddenly darkened round the edges and golden sparks coruscated across it. For a moment he thought he was having an attack of some kind, then the sparks began to swirl in a vortex and he felt himself sucked relentlessly down it. There was a moment of spinning chaos, then he was falling through a dimly-lit void. He landed in icy water, felt something cold and slimy coil round his waist. For a moment he yelled and floundered, then a tawny-bearded face framed by a conical helmet swam into his field of vision. A sword whistled past his eyes, clenched in a brawny fist, and the constriction round his waist eased. He felt brawny arms clamp round him and haul him from the water then dump him none too gently on hard stone.

He blinked water from his eyes, looked round. He lay in a windowless room of gray stone beside a circular pool; there was a white, eyeless thing in the water that flopped and thrashed in its death-throes. Then a soft cough reached his ears and he looked up to see two men standing over him. One was a bearded, heavily-muscled man in a

helmet, byrnie, fur cloak and green leather leggings, the other a forkbearded man in a crimson velvet robe who held a long Staff with a glowing tip.

Forkbeard said something in a language strange to Adrian, then on getting no reply frowned and narrowed his eyes in concentration. Adrian was aware of a groping, fumbling sensation on his mind, then a wrenching agony which passed before he could cry out.

"Now we can talk," said Forkbeard. He was a sallow, hooknosed Latin type with black hair and eyes. He was still speaking the odd language but Adrian could understand him now. "First, have you any skill in the arts mechanic of your world?"

"I'm, er, I'm a trainee Computer Programmer, but —"

"What in Thor's name is a Computer Programmer?", interrupted the man in armor. "And where did ye snatch him from?"

"A world called Earth, in one of the alternate universes. Sorcery is absent there and they do use arts mechanic, what they call science, instead. To them a simple metal-bending spell is matter of great wonder and amaze, yet in the building of engines, the properties of minerals and such lore their very schoolchildren do put our profoundest philosophers to shame.

"As for a Computer Programmer, I have come across the phrase in grimoires. It denotes one who serves a Golem of iron and crystal with lightning in its veins instead of blood. It gives oracles in a language none save

initiates can understand, and when the great merchants of the land come to seek redes the programmer doth interpret for them."

"And what help is that?" grunted the warrior. He cast a contemptuous glance at Adrain's scrawny frame, unflatteringly revealed by damp jeans and T-shirt. "There were six Stalwart Warriors with us when we came into these dismal catacombs and all save us are perished. So how can yonder slack-gutted coalbiter do better than they?"

"'Tis but a desperate outside chance that he can aid us at all, Hrothgar," said Forkbeard. "It is known that the Pipes of Panic are no ordinary sorcery. I therefore teleported a man from one of the non-magical universes, in the hope that his alien skills may succeed where normal magic has failed.

"Just a minute," interrupted Adrian, who was beginning to get back his cool. "Where is this? And how the hell did I get here? And why?"

"You are in the Catacombs of Vorth, in what for you is an alternate universe. I was able to bring you here because the game you were playing created a mental linkage with our own universe. As to why, we are engaged in a quest to destroy the Undead sorcerer Typhonides, disciple of the dread Cyaxares, and need your aid."

"Of all the arrogant, high-handed. . .!" spluttered Adrian. "Dragging me here to fight your battles for you! Suppose I tell you to go play with yourselves?"

"Why, you are perfectly free to do so," purred

Forkbeard. "Just as we are free to abandon you alone and unarmed in these monster-haunted caverns. I do not think you will live long."

"Er. . .well. . .If you put it like that I'll do my best to help. But you've got to return me to Earth afterwards."

"Of course. By the way I am the Magister Celsius, graduate in arts nigromantic from the Scholomance, and my companion is Hrothgar Bloodeagle, a Varangian Mercenary."

"And I'm Adrian Stewart."

"Must we stand and jabber with this nothing all day?" growled Hrothgar. "We've the Pipes of Panic to pass yet and time grows short."

"Very well." Celsius turned and strode to a great oaken door, the other two following. When they reached it Hrothgar suddenly stopped short.

"If we've got to take this fellow, Sorcerer, we'd best arm him. It'll have to be one of your witch-weapons, for he scarce looks like a swordsman."

"Well thought on." The sorcerer fished a weirdly-wrought silver wand from his robes, handed it to Adrian. "This is a Flame Wand. Use it after the fashion of your own world's fire-weapons, — the catch here is the trigger — but have a care. There are only two bolts left."

Adrian took the weapon and stuck it a trifle gingerly in his pocket, then they turned back to the door. Celsius swung it open, revealing a vast room like the nave of a cathedral. A double row of columns carved in the shape of gigantic cacodaemons supported the roof, and lamps in the form of Bronze Dragons gave light. The three adventurers strode inside. As they did the door slammed shut and a thunderous chord of music crashed against their ears.

Adrian whirled. High on the wall to their left was a stone gallery, and on it an immense organ. The black-robed organist turned slowly to face them and the Earthman choked back a scream. For the creature that sat at the keyboard had the death-white skin and protruding fangs of a Vampire. Then the organist turned back to his console and the insane music pealed forth in soaring chords.


"The Pipes of Panic!" Celsius screamed above the din. "First they drive men mad with fear, then they destroy the flesh!" He began to chant a spell then broke off and ran back to the door, pounding at it with his fists and screeching. Hrothgar stood firm but his skin was white and beaded with sweat, his hand clenched in a death-grip on the hilt of his futile sword. Adrian felt a visceral animal panic rising within him but fought it down. He raised the Fire Wand, aimed it at the orgainst and pressed the catch. A bolt of red flame leaped from the tip but struck an invisible barrier and vanished inches from the Undead.

The panic struck again with doubled force but somehow Adrian fought it down. Desperately he ransacked his mind for some way out, while the terrible music beat at his sanity. Then he raised the wand and fired again, this time at the organ's longest pipes.

At once the animal panic stopped. The music went on for a chord or two, but it was no longer frightening. The organist ceased his playing and screamed a curse at them, then ran from the gallery.

WHAT?!

**YOU DON'T
HAVE ...**



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Judges Guild

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"How was that done?" Celsius returned from the door, breathing heavily but otherwise calm. "My own counterspell failed."

"Because the Pipes didn't use magic at all," said Adrian. "They used infrasound, a noise too deep to hear that causes terror, even death at sufficient intensity. There's been talk in my own world of using it as a weapon, which is how I knew. So, I smashed the pipes that radiated the infrasound frequencies."

"That was well done, however, ye did it," said Hrothgar. There was grudging respect in his eyes. "But now, to the tomb of Typhonides! Time presses." He strode to the far end of the room, the others following.

There was a great door of bronze there, its panels wrought in morbid bas-reliefs; Hrothgar heaved it open, revealing a crypt dominated by a stone Sarcophagus. Gold ornaments were piled everywhere in confusion, but Adrian scarcely noticed them. He was gazing at the figure which lay in the coffin. It was a tall man in a robe of black silk figured in gold, with a golden deathmask on his face.

"The Undead sorcerer Typhonides," whispered Celsius. "He may be slain in one way only. At the slack of the tide an aspen stake be driven through his heart by the seventh son of a seventh son."

"Which, thanks to those lecherous rams my sire and grandsire, I am," grinned Hrothgar. He produced a stake from under his cloak and walked over to the coffin.

"I suppose I get sent back to Earth now?" asked Adrian.

"Why return to that gray world when you can be rich and honored here?" The Sorcerer's eyes glittered with calculation. "I have seen the value of your outland skills. Were you to place them at my service, I would reward you well."

"Thanks but no thanks. Earth may have inflation but it doesn't have Vampires."

"Very well, return there!" The Sorcerer's eyes gleamed with mockery. "Why do you not go? I do not bar your way." He folded his arms across his chest. "But you must find your way back without my help."

"Return him to his own world, Wizard." This from Hrothgar. "Otherwise I'll not drive home the stake."

"Fool!" screeched Celsius. "In another minute it will be too late and Typhonides will walk. Do you know what he will do to us?"

"A man dies when the Norns will it," replied the warrior imperturbably. "I'll not have it said of me that I betrayed a man who saved my life."

"Very well," said Celsius peevishly. He began to chant, and again Adrian saw the golden sparks. In another minute he was back on the stairs on Earth. He walked down to the room and went in; the other players raised their heads.

"Whatever took you so long?" asked Sheila.

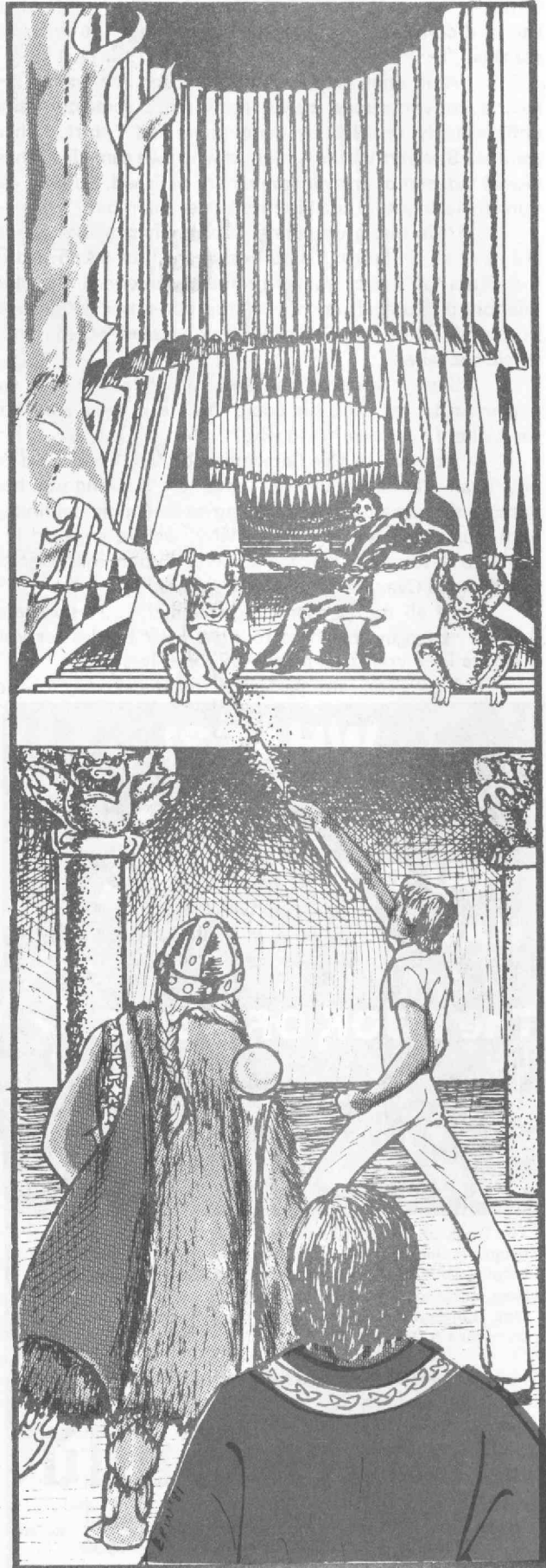
"You'd never believe me."

"Well, we're trapped in a dead end by twelve Hobgoblins," she said. "What do we do now?"

"Have the Magic Maker create a Magic Mouth," Adrian answered. "And make it generate infrasound."

The Judge shook his head. "No infrasound. You don't get that sort of technology in a sword and sorcery universe."

Adrian began to laugh. He couldn't help himself.





MINOR "GODS"

by LEWIS PULSIPHER

The following are examples of special monsters to be used by the Judge as he sees fit. They are not actually Gods but are created by the true Gods, the Lords of the Higher Worlds. Because each is unique and all are nearly indestructible they are known to most mortals as "Gods".

A "God" usually is placed on the earth for a specific purpose. For example, some guard valuable magical treasures, while others might guard artifacts, or bar the way to some ancient/arcane area, and so on. Usually a "God" will not leave its appointed task to pursue adventurers, but persistent troublemakers may be pursued as long as the "God" does not abandon its primary duty, i.e., players can't lure the "God" away from its treasure. A "God" is automatically alerted if its treasure or the area it is guarding is disturbed.

"Gods" have no Alignment and no brain-waves but may register on Detect Magic at the Judge's discretion. Players **should not know the characteristics of "Gods"** except from legend and information-gathering spell (*Commune*, *Contact Higher Planes*, *Legend Lore*). Only three examples are given here: Judges must devise other (secret) Gods as needed. Possible names are Chained, Bloated, Gorged, Hissing, Singing, Dancing, Molten, Mad, Whirling, Slumbering, Shrieking, Rotting, Dazzling, etc.

The Crystal God: The Crystal God is a man-size Humanoid with a crystalline structure. It Moves 6". It attacks as a six-die monster with a sword-like part of its body which does double normal sword damage and paralyzes unless a Saving Throw is successful. In addition, a six-die damage heat beam issues from its "eyes" every other round (half damage if Save vs. Dragon Breath), Range 1", only one victim each time. The Crystal God is immune to **every** means of harming it except two swords which shatter it if they strike (AC: 10 in this case). The location of one sword is lost in legend; the other is guarded by the God, along the Sceptre of the Kings of the West, a sword Defeat (first creature type it is used against; no Intelligence or Ego), a Crystal Ball with ESP, and a Gem worth 20,000 Gold Pieces.

The Howling God: The Howling God is a man-size bipedal creature with especially large lungs. It Moves 6", AC: 2, 50 Hits. It may be harmed **only** by weapons which

have been immersed in the **still-warm** blood of a Dragon killed in physical combat **without** the aid of spells or magic items (except weapons) affecting the Dragon (e.g., *Charm Monster* not permitted; *Strength* spell permitted). The blood may not be artificially heated. Assume blood remains warm for an hour (6 turns), 50% longer if from a fire-breathing Dragon.

The God howls when struck even if the weapon is not blood-immersed. All within 1" must Save vs. Paralysis or be paralyzed 2 - 8 Melee rounds. The Howling God attacks as though an 11 die monster with a sword. It guards a Rod of Omnilumence, Horn of Blasting, and 10,000 Gold Pieces worth of gems.

The Burning God: The Burning God looks like a man-size Fire Elemental. It Moves 12", AC: 0, 50 Hits. Any normal weapon which hits it (inflicts damage) melts away. Any magic weapon must Save vs. Magical Fire or Melt, except the Sword of Cold. The Burning God attacks by immolation, 3 - 18, requiring an 11 to hit **anything** regardless of Armor Class or Dexterity. A Ring of Fire Resistance acts as against a Balor. For each point of damage it inflicts on a living creature the Burning God **adds one Hit Point to its original 50**. The Burning God is super-aware, consequently invisibility and hiding in shadows have no effect. Magic is useless against this God. It guards an Arcane Tool of the Red Souls Cult (20 charges), a Protection Elementals Scroll, and 40,000 pieces of Gold.

Note: The Blood-stained God of Gods, Demigods, and Heroes is another example of this type.

The Sceptre of the Kings of the West: This is a silver rod with an ebony handle and diamond tip, about 2 feet long. It holds a maximum of 200 charges, and adds one every week that it is carried by a King. It commands creatures, including non-human monsters, as a *Charm Person/Monster* spell, using one charge per hit die. A Save is applicable, and if the creature Saves, no charges are expended. If the Sceptre fails due to the Magic Resistance of a monster (for example, a Balor would have 90% Magic Resistance since the Sceptre is 8th Level) the charges are expended. There is no limit to the number of creatures which the user may attempt to control at one time, given sufficient charges, but all must initially be

within 10" and in line of sight. The user automatically releases those previously under command in order to use the Sceptre to attempt to command others. This item may also be used for Monster Summoning (MS), as the spell (using GH tables) except that the monster(s) remain a full turn rather than six rounds. Charges are expended as follows: I - 1, II - 3, III - 6, IV - 10, V - 15, VI - 21. MS VII cannot be used. A form of 'final strike' may be used, destroying the Sceptre and calling forth one hero mounted on a Pegsi or one Swashbuckler with +1 Sword per charge, which serve 24 hours and then disappear. Usable by Fighters only.

The Arcane Tool of the Red Souls Cult: This item is given to the Red Souls Cult by their patron Lord of Chaos. Members of the Cult always work alone, and an initiate must accomplish a task set for him by the Cult

in order to become a full member and receive an Arcane Tool. The item appears to be an iron rod with various protrusions and attachments. It contains a maximum of 50 charges; one may be expended to accomplish any of the following: turn user Ethereal for one turn (subject to the Ethereal Wind of EW, maximum encumbrance 50 GP per Level of user), enable user to Fly 6 plus 1 - 6 turns, Dimension Door as spell, Heal user as Cure Serious Wounds spell. It is usable by Thieves only. Because members of the Cult are not invincible, despite legend, these items are occasionally found in the hands of others.

Rod of Omnilumence: This item contains a maximum of 25 charges; each charge looses at random 1 - 4 spells as from a Beholder, though the direction is controlled by the user. Only Magic Users may use.

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THINGS YOU SEE IN THE WILDERNESS

by PAUL ELKMAN

Every seasoned player of D&D knows that monsters, in great supply, inhabit the wilderness and that one must cross wilderness to enter any respectable dungeon set up by the Judge. . .but, is that all there is to see in a wilderness? In my world, Monsters are somewhat far apart (any guesses how many hexes are necessary to feed an adult Dragon regularly? About 30) and much of what is now uninhabited land was once densely populated and signs of habitation still persist. It is reasonable to assume that adventurers would also notice Terrain features like Caves (hiding, or possible ore sites), Lakes (water) and abandoned Mines, on general principles even when such are too small to appear on the Judge's maps. Because a wilderness composed solely of monsters and rare dungeons became boring for both players and myself as Judge, I evolved the following chart to provide some variety to the world. Selected parts of this chart went towards the Miscellaneous Terrain determinations that go with the **Nidevellir Map Sheets**.

In actual play, since I don't use the Map Sheet information and did not have it available during most of the time I ran my campaign, I gave a 15% chance per hex travelled through of having a random monster, as determined on the Wandering Monster Chart affixed to the Map Sheets and a 40% chance of something from this list appearing. Monsters and Terrain features are mutually exclusive; however, the determination could vary between trips through the hex since most often I did not copy down the table result - this would simulate crossing a hex (25 square miles) at different paths, some of which would miss the sights seen on previous trips.

To use the table, roll 3 die: one d4 and two d10, using the d4 as a hundreds digit and the d10 as normal percentile die a number between 101 and 499 is obtained. Simply match up the rolled number with a table entry.

101 - 110	Castle	356 - 394	Peasants
111 - 130	Well/Cistern	395 - 400	Animal Packs
131 - 140	Temple/Shrine	401 - 410	Mills (water, etc)
141 - 170	Monastery	411 - 419	Road Sections
171 - 190	Villa	420 - 430	Small Lakes
191 - 210	Village	431 - 437	Crater
211 - 239	Cave	438 - 443	Hermit
240 - 255	Mine	444 - 450	Hunting Party
256 - 275	Graveyard/Crypt	451 - 464	Merchants
276 - 300	Creek/Stream	465 - 470	Barns
301 - 315	Bridges	471 - 479	Pilgrims
316 - 330	Tower	480 - 490	Druid Groves
331 - 355	Herdsmen	491 - 499	Ruined Forts

Not included in my version but also possible or desirable for individual Judges to add could be: Army Patrols, Surveyors, Miners/Loggers, River Boats/Rafts (as applicable), Adventurers, Cavemen, Stockades, Gullies or High Ridges, Nomad Tribes, Travelling Religious Officials, Travelling Nobility, Tinkers and Craftsmen, Companies of Actors/Musicians, Walls (as per Great Wall of China or Adrian's Wall in Northumberland, England) and Geysers. This is simply intended to show that my lists are not even close to exhausting all of the logical possibilities.

By using this list, or one based on it, your wilderness' may not be any more safe, but they also may not be as predictable either. This bit of local color can make a better, and more realistic game for everybody.





DISEASE

By Dave Arneson



Sickness has always killed more people in a war than were killed in the actual battles, and has caused greater devastation than the most terrible armies of history. Disease knows no allegiance and has a tendency to strike when and where it will.

Bubonic Plague: Disease strikes suddenly (24 hours). Victim has chills, fever, headache, and body pains. The lymph glands begin to swell, and open sores appear over the body. One form (25%) attacks the lungs as well as the rest of the body. Death occurs 35% of the time; incapacitation 10%; and recovery (3 - 4 weeks) 55% of the time. Generally the disease is spread by the fleas on rats infecting all who come in contact with the victim 90% of the time. These will, in turn, infect 90% of all the people with which they come in contact. Of all the people exposed, 5% will be carriers (not have the disease themselves), while the rest will show symptoms within 24 hours to seven days. An average person will contact 20 others in a single day, while Shopkeepers and Entertainers may contact hundreds. Bubonic Plague is most commonly spread by ship; cross-country infection is caused mostly by the victim's fleeing an infected area. If survived, the victims will not contract it again.

Dysentery: Caused by bad water and food exposed to filthy conditions (prevalent in a medieval world). Symptoms are severe diarrhea and abscess in the liver or brain. Amoebic Dysentery is common in warm (Summer) tropical areas, and has an incubation period of about a week (roll eight-sided die). It is brought about by eating the local food and drinking the local water. It will last for 1 - 4 weeks; fatal 1 - 4% of the time. Once survived, it is no longer fatal but will recur if bad food or water is consumed again. There is normally a 5% chance you will pick it up in an area where you already live; a 30% chance of contracting it in another area. It is common in all climates, especially in summer. There is 10% chance that the Dysentery picked up is Amoebic

Dysentery; which is fatal 2 - 12% of the time, incapacitating 1 - 6% of the time, and recovered from (in 1 - 4 weeks) the rest of the time. You will also gain a limited immunity, reducing the effects of the disease by half each time you contract it (ignore results of less than 1%). During Winter and Fall you need not roll for contracting the disease at all.

Cholera: Transmitted by food and water infected by other victims, and also by flies (all sizes). Symptoms are diarrhea and vomiting, causing severe loss of body fluids extending to tissue and blood fluids. After 3 - 5 days this severe dehydration causes changes in the body chemistry. The patient will go into shock and die. 60% of all those contacted will catch the disease. Since sanitary measures and other preventive actions are unknown in this period, the following guidelines should be used. Note that you are never immune to Cholera. In any group of people, 4% will catch the disease each day (assuming maximum precautions); otherwise, it will spread 4/8/12/24/48/All each day with an incubation period of 1 - 6 days. It will be fatal 20 - 30% of the time, and recovery will take 2 - 12 months. The rate of spread and death will each increase 1% for: inadequate food and water, presence of swamp, confinement (ship, cell, siege), general inactivity (Garrison duty, isolation), existing infection of local population. Thus, if all of the above factors exist, the disease will spread at 9% a day with a death rate of 25 - 35%. Note that the spread of the disease is based on the remaining unaffected population. There will be some who never get Cholera.

Malaria: Occurs in tropical, sub-tropical (adj. to tropical areas), and during the Summer months in temperate areas. Symptoms are chills, fever, sweats, and great weakness. There are three types of Malaria with slightly differing symptoms:

Falciparun: (estivo-autumnal) (20%) Most dangerous with fever and chills recurring at irre-

gular intervals.

Quartan: Fever occurs every seventy-two hours.

Vivax (Tertian): (60% of all Malaria) has a fever recurring every other day. This Malaria will also cause chronic relapses with fever at random intervals; a very mild sickness.

Quinine, along with liquids and rest, is used to combat this disease. It is spread by mosquitoes that carry infected blood from one victim to another. After an incubation period of 1 - 8 days (roll die) the victim will be ill for 1 - 4 weeks. In the case of Falciparum Malaria, there is a 10% chance of the victim dying, 5% for Vivax Malaria, and 1% for the mild form of Malaria. Anemia in the blood is caused as the disease spreads similar to severe blood loss (recovery 1 - 4 weeks).

Measles: Victim suffers from headache, sniffles, runny eyes and nose, fever and exhaustion. About the fourth day, a rash appears on the face, then spreads to the neck, chest and other parts of the body. The red spots may range from pink to almost black depending on the severity of the disease. After three to four days the rash disappears. The patient's eyes become very sensitive to light, and there may be other serious complications (10% of the time). The incubation period is 8 - 12 days. Measles is spread by the coughing and sneezing of the victim. Most cases occur between ages six months to ten years. There is a 30% chance of someone not having had the disease by the time they mature. If he is then exposed to the disease, there is a 35% chance he will catch it; a 10% chance of complications. Complications will develop in the 5 - 7 weeks after the rash disappears, when the patient should stay inside and rest. If complications develop, there is a 10% chance of deafness, 5% chance of death from pneumonia after a period of 1 - 10 weeks.

Small Pox: The death rate runs from 1 - 30 per 100 infected by the disease. It is spread after an incubation period of one to three weeks. The symptoms are chills, headache, nausea, pains in the back and limbs, and fever. Vomiting is common. Red spots appear on the skin 3 - 4 days after the disease begins. After a few days the spots turn to blisters that fill with pus, reaching their largest size after fourteen days. The spots first appear on the face and arms, later on the trunk and legs. The location of the spots helps the physician tell it from other poxes. If the patient lives (after the 14th day), the blisters dry up, the fever drops, and improvements begin. The scars from the blisters may leave skin discolorations (80%) or severe pockmarks (20%). It is extremely infectious (7 - 90%), and takes six months to a year to fully

recover.

Tuberculosis: Common to all areas, this infectious disease is least common in areas of light and heat (meaning the desert is safe). It is spread via food or dust, settling in the lungs. It begins with a dry cough and fever in the afternoon. Soon one has an almost constant fever, sweats a great deal at night, then weight loss and severe chest pains. Finally the coughing hemorrhages the lungs and death follows. In the Middle Ages, rest and inactivity are the only cure. The patient will recover within a month. The chances of being infected by someone with the disease is 10%. The chance of encountering someone with it is only 2% per day in a crowded city (the only breeding ground outside of dungeons). Death rates vary, but without rest, it is 80%; with rest, about 40%.

Typhus: The disease spread by lice, fleas, ticks or mites that occur during time of war when there is excessive crowding, uncleanliness and food shortages. Siege conditions are great breeding grounds. Twenty-five out of every 100 persons who get the disease will die from it, or associated complications. Symptoms are headache, skin rash, and stupor or delirium. This will last for 3 - 4 days and cause excessively high temperatures. After this, assuming the patient lives, it will subside. The patient will recover in about a month. There is a 10% chance that the form of Typhus was Brill-Zinsser disease, and the patient will suffer another attack 3 or 4 years later. These attacks may recur every 5 years, and just as fatal as the first attack. There is no immunity. The incubation period is 3 - 4 days.

Typhoid Fever: Common among soldiers, and in populated regions which consume food or water contaminated by waste. These infected persons can pass on the disease to other persons. Ten percent are carriers who do not get the disease themselves. The symptoms begin one to two weeks after the infection occurs; headache, fever, pain in the back, arms and legs, nausea develops, patient loses his appetite, and red spots will appear on the lower body. The infection may enter the blood stream or the bone marrow (5%), causing severe complications. By the third week the disease reaches its height. By the end of the fourth week, healing will begin. Sponge baths, liquids, and rest are the most important forms of treatment. The patient will recover in 1 - 6 months. Without treatment, the patient will die about 10% of the time; recovery will be 2 - 12 months. With complications, the death rate is 40% without treatment and 10% with treatment.

Yellow Fever: Carried by mosquitoes (jungle and swamp areas), the victim will develop

symptoms in 3 - 12 days. The shorter the time, the more severe the disease. The victim's temperature rises swiftly, and he becomes restless. His joints ache. About the third day the fever drops and the skin looks yellow. In three to four days the person becomes violently ill and may (10%) go into a coma and die (50%). Otherwise, they will recover from the disease and have an immunity to it.



Disease Chart

	Where	Season	Chance	Incubation Period (days)	Duration Days	Recovery Weeks	Death Rate
Colds	Anywhere	Fall/Winter	33%	1 - 3	1 - 6	1	--
Flu	Anywhere	Spring/Summer	25%	1 - 2	1 - 4	1	--
Bubonic Plague	Fleas	Not Winter	1%	1 - 7	1 - 2	3 - 4	35%
Dysentery	Filth	Summer	*4%	1 - 7	1 - 4 weeks	1 - 4	1 - 12%**
Cholera	Filth/Flies	Not Winter	*2%	1 - 6	1 - 5	4 - 48	25 - 35%
Malaria	Swamp	Tropics	8%	1 - 8	1 - 4 weeks	1 - 4	1 - 10%
Measles	--	--	6%	8 - 12	1 - 8	1 - 10	.5%
Small Pox	--	--	5%	3 weeks	2 weeks	24 - 50	1 - 30%
Tuberculosis	All but Desert	Winter/Spring	2%	1 - 7	4 - 24 weeks	3 - 5	40 - 80%
Typhoid Fever	Filth	--	*6%	1 - 2 weeks	3 - 4 weeks	8 - 48	10%
Typhus	Filth	Not Winter	*4%	1 - 2	1 - 4 weeks	4	25%
Yellow Fever	Jungle/Swamp	Spring/Summer	4%	3 - 12	3 - 12	2 - 3	5%

* Plus special conditions will augment chance.

** Ships at sea have a 5% per week

Jubilee Olde English Faire

The Jubilee Olde English Faire is a huge demonstration on medieval arts, crafts, combat, and other facets of olden life. It will have displays on barrel-making, leather working, furniture, lace making, weaving, wool dying, rope making, herbs, pottery, stringed instruments, bag pipes, mimes, fortune reading, calligraphy, metal working, archery, axe and knife throwing. The SCA will be there with costumes, fighting demonstrations, story telling, music and song, dancing, etc. This is a camping event held at Jubilee State Park near Kickapoo, IL. There will be free camping Friday, Saturday and Sunday at the park.

June 27th and 28th



the Forgotten Mine

By Dan Goodsell



This adventure is a non-approved play aid for AD&D tm. Advanced Dungeons and Dragons is trademarked by TRS Hobbies, Inc. The Forgotten Mine is for second and third level characters.

Judge's Note:

All of Level 3 and Q-S and AA-CC of Level 2 are flooded with water. To adventure in those parts of the Dungeon the party must have a method to survive underwater. All undead are Dwarven in shape and size because many of the Dwarves became undead when they died. B-R of Level 1 and G on Level 2 are of different design than the rest of the Dungeon because they were built by the Priests of Kralkrom.

History

In the year 267 a group of priests of the Fire God Kralkrom, (it looks like a large flaming Demon), built a small underground complex in which they could perform their evil rites. Later in the year 279 they fled when hearing rumors of a planned search for their complex, but it never came.

By a strange coincidence a group of Dwarves set out to construct a mine near the still hidden complex. They began in 467 and finished in 474. Two years before finishing, they discovered the complex and began to explore. The

Dwarves came across a blocked passage and began to tunnel around it. When they were half finished, the God Kralkrom heard of that they were doing. Kralkrom had become the God of a large tribe of Lizard Men. He sent a group of Lizard Men to destroy the Dwarves. The Lizard Men diverted an underground river and it flooded the mines killing half the Dwarves. Then the Lizard Men attacked. The Dwarves held out but they were forced to retreat from the mine. Four Dwarves escaped alive and one transcribed a map showing the location of the mine. Some of the Lizard Men stayed in the mine but most of them left.

Now it is the year 483 and the party has found the map which was made by the Dwarf. The map shows the position of the Dwarven building on the ground level.

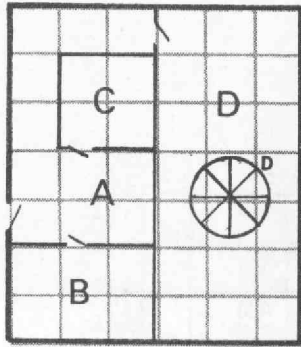
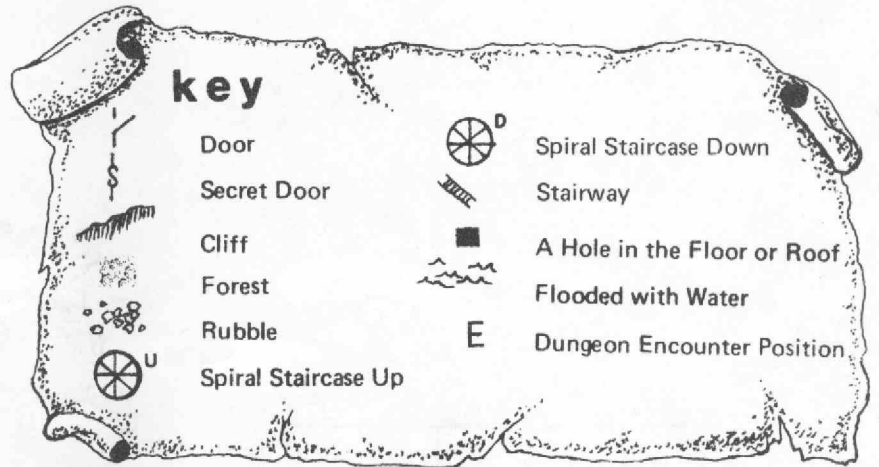
Ground Level

- A) Entry Room: In this room is a table. The floor is covered with dust.
Judge only: Nothing special.
- B) Bedroom: In this room is a bed.
Judge only: Living in this room are 3 Stirges, AC:8, HD:1+1, HP:2, 9, 3, Damage:1-3 and blood drain (1-4).
- C) Store Room: This room is filled with rotting food.
Judge only: Nothing special.
- D) Stair Room: In this room is a stairway leading down to Level 1, A.
Judge only: Nothing special.
- E) Hidden Building: This building is very old. Inside is a stairway leading down to Level 1, R.
Judge only: It was built by the Priests of Kralkrom.
- F) Hole: This hole leads to a crawl way down to Level 2, X.
Judge only: Nothing special.

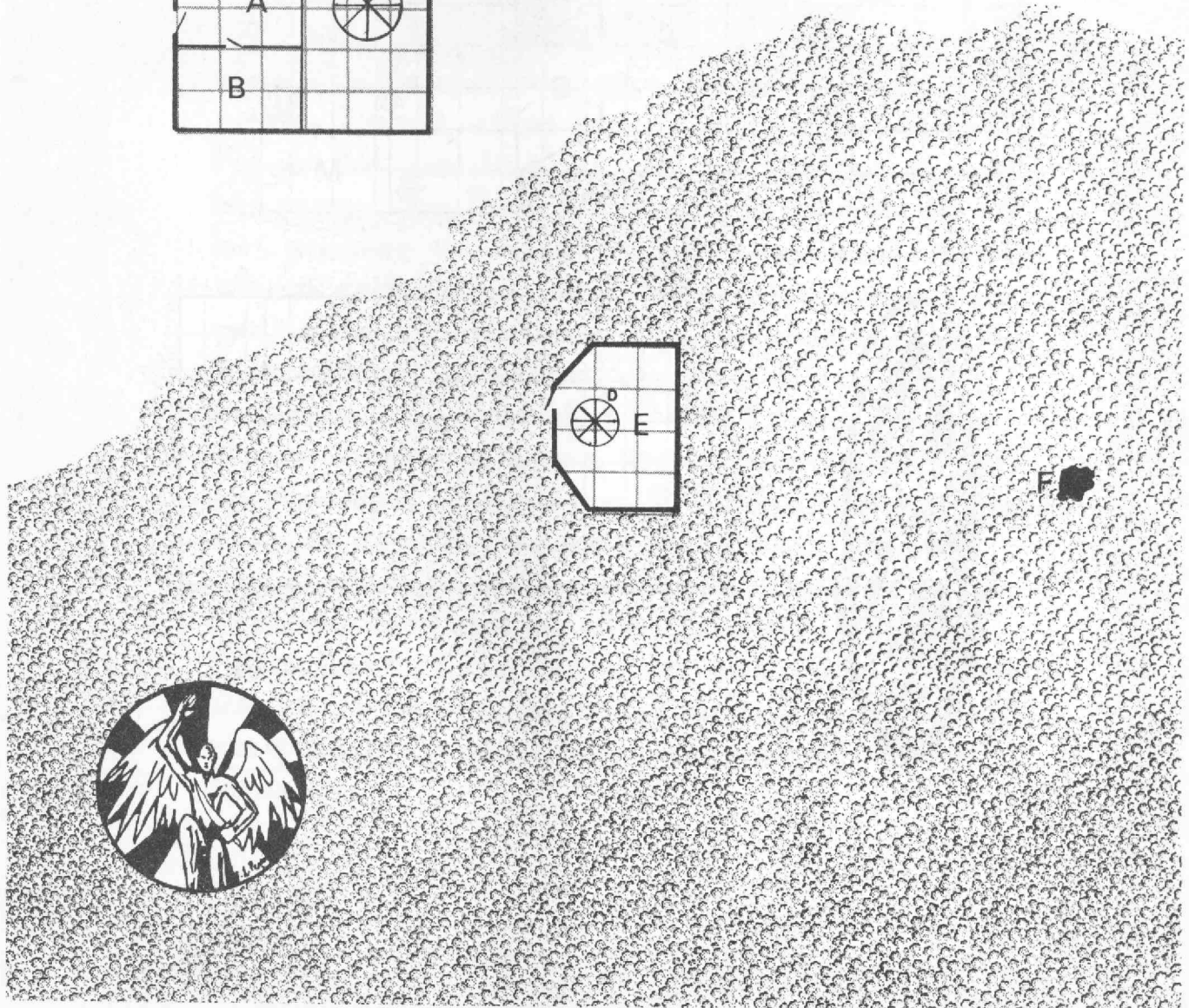
Level One

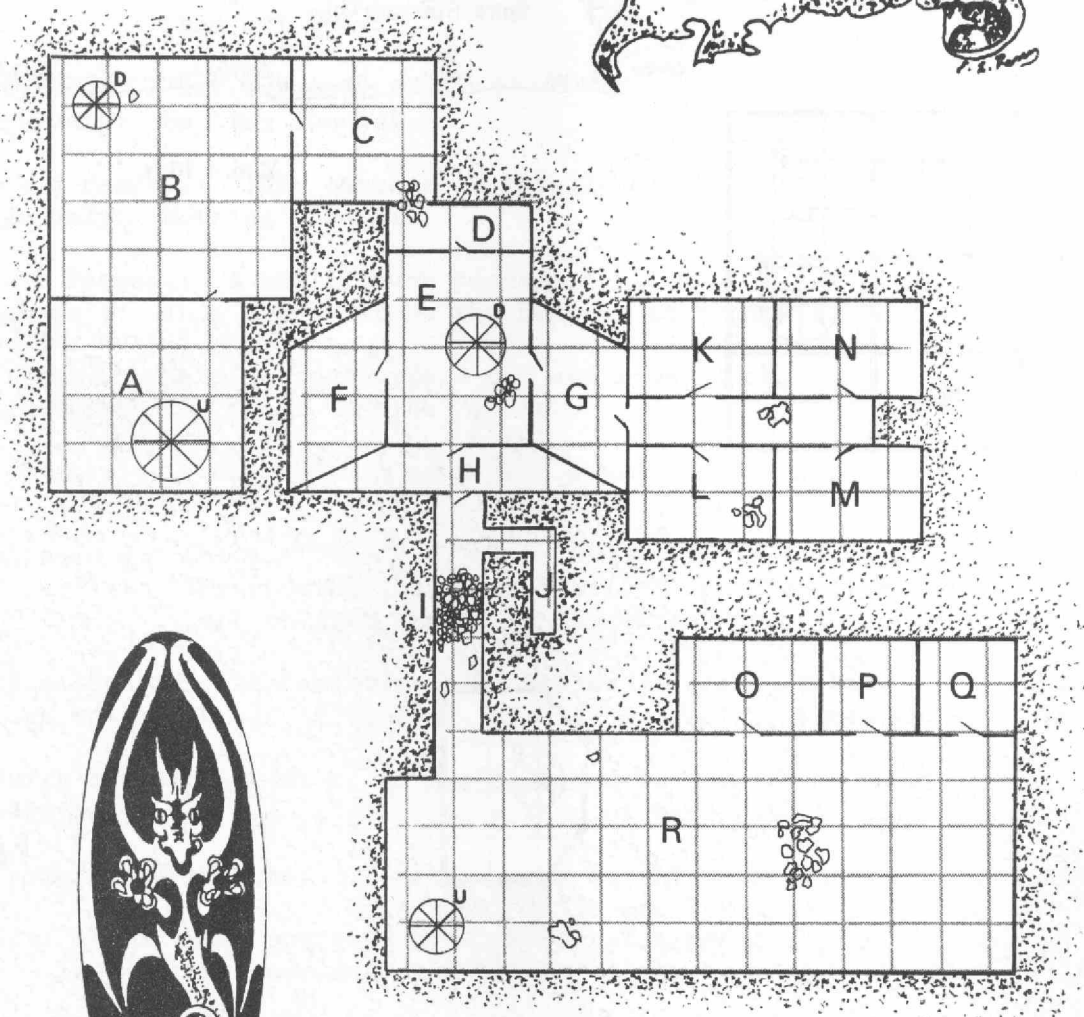
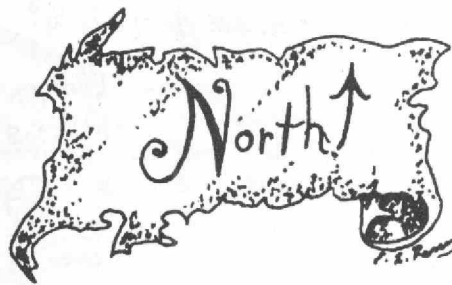
- A) Entrance Room: The spiral staircase in this room leads to D on the ground level. The floor is covered with dust.
Judge only: Nothing special.
- B) Stair Room: The staircase in this room leads to Level 2, A. On each wall there is a red shield with a white stripe. On the floor is a broken table and 3 broken chairs.
Judge only: Nothing special.
- C) Rat Bedroom: There are 3 old beds in this room. By one bed there is a small chest.
Judge only: 5 Giant Rats live in the bed. Rats AC:7, HD:½, HP:3, 1, 4, 2, 1, Damage:1-3. The chest holds 96SP.
- D) Old Paintings: The walls of this room are covered with paintings of the God Kralkrom. The paintings are old and fading.
Judge only: Nothing special.
- E) Another Stair Room: The stairs in this room lead to Level 2, G.
Judge only: Nothing special.

- F) High Priest Room: There is a bed in this room. A figure can be seen under the covers of the bed. At the foot of the bed there is a chest.
 Judge only: The figure in the bed is a Wraith AC:4, HD:5+3, HP:18, Damage: 1-6 and energy drain. The chest is locked. It contains 400SP, 4-100 GP, Speed Potion and a Scroll of Protection from Demons.
- G) Robe Room: On the walls of this room are four red robes.
 Judge only: These were the robes of the Acolytes in Rooms K-M. Inside one of the robes is a slithering tracker, AC:5, HD:5, HP:23, Damage:Paralyzation. It will follow the party until it catches them off guard.
- H) Empty Room: A barren empty room.
 Judge only: Nothing special.
- I) Blocked Passage: This passage is totally blocked.
 Judge only: Nothing special.
- J) Bypass Passage: A small rough passage.
 Judge only: This was built by the Dwarves to bypass I.
- K) Acolytes Chamber: A room with a bed and a small chest.
 Judge only: The chest has 16GP in it.
- L) Second Acolytes Chamber: A room with a bed and a small chest. Standing in the room is a ghoul.
 Judge only: Ghoul AC:6, HD:2, HP:9, Damage:1-3/1-3/1-6, and Paralyzation. The chest holds 3 Scrolls:1) Protection from Undead, 2) Protection from Magic, 3) Protection from Elementals.
- M) Third Acolytes Chamber: In this chamber is a broken bed and a Zombie.
 Judge only: Zombie AC:8, HD:2, HP:13, Damage:18. The Zombie has 7SP.
- N) Fourth Acolytes Chamber: There is a bed in this room.
 Judge only: Beneath the bed is a Wand of Fear with 3 charges.
- O) Braziers and Pouches: In each corner of this room there are 2 Braziers. On a small table are 3 Pouches.
 Judge only: The Pouches contain a very flammable powder. If thrown and a hit occurs 3-10 points of damage will be inflicted.
- P) Sacrificial Dagger: In this room is a table with a box on it.
 Judge only: The Pouches contains a large Dagger. The Dagger is +2, +3 vs Cold Creatures.
- Q) Hell Hound: The door to this room is locked. Inside there is a dead Hell Hound.
 Judge only: Nothing special.
- R) Sacrifice Chamber: This is a very large chamber. Against the north wall is a 10' long bench. The air of this room is very musty.
 Judge only: Lurking in the shadows are 11 Giant Ants AC:3, HD:2, HP:9, 16, 13, 8, 12, 10, 11, 16, 9, 8, 10, Damage:1-6.



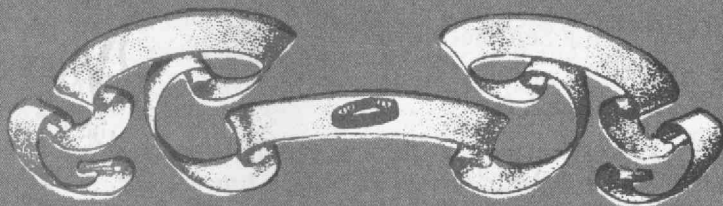
¼ in. = 10 ft.





¼ in. = 10 ft.

CITY-STATE CAMPAIGN INSTALLMENT



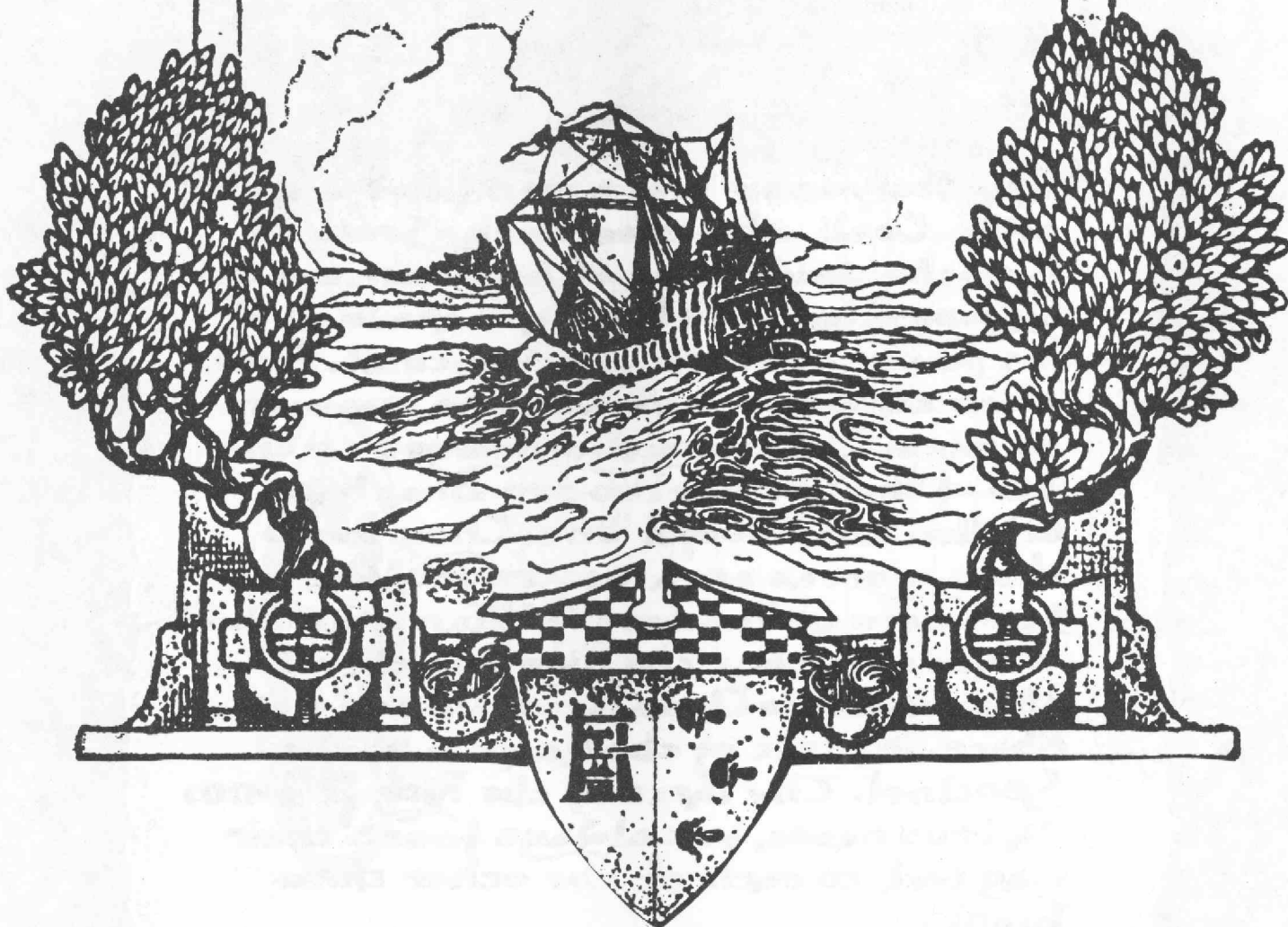
THE BLACK RING

BY DAN HAUFFE

and Kharrandir was a man filled with pride. To all who came to the Sentinel Keyes he would boast of his power, and of his ring- the Black Ring, and above all of his power to reach the Sentinel. And then came the time when he was seen no more. The curious journeyed to the Isle of the Sentinel to see what had befallen the Prideful One. They found there a great area destroyed, blasted by powers unknown. Of Kharrandir there was no trace, but the Ring was there, shattered into three parts. And so was Kharrandir last of the Keepers of the Sentinel. The Parts of the Ring fell into various hands, but always found their way back to each of the other three Islands.

Table of Contents

Map of the Sentinel Keys.....	34
History.....	35
Cast of Characters.....	36
Weather.....	39
Carrasthinian's Isle.....	40
Isle of Hestrin.....	48
Isle of Lonesome Shoulders.....	54
Isle of the Sentinel.....	60



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THE BLACK RING



Introduction

This scenario is designed for Characters of Levels 10 - 15. It is set in Hex 3427 of Map 12 of The Judges Guild World (Isles of the Blessed - **Magic Realm** - not necessary for play). It involves the restoration of the Sentinel of Time to its proper balance. In order to reach the Sentinel, the Black Ring, an ancient artifact, must be found and reformed. Most of the adventure deals with recovering the three parts of the Ring which are scattered on nearby islands.

The scenario involves a mixture of Wilderness and Dungeon adventure. Most of the Wilderness adventure is in travelling between the islands and exploring them. Travel between the islands is very hazardous, and unless the players take some extraordinary precautions, they will probably be shipwrecked at least once. The Dungeon adventures are very short, but dangerous (at least in relation to the supplied characters). It is not meant to be a pushover. If it appears that your party will blow away the monsters, you should feel free to double or triple the number of them, or substitute more powerful creatures. On the other hand, if it looks as if the monsters will roll over the party, the monsters should be reduced in number and power.

Players Information

(To Be Given Out As The Judge Desires)

Ships coming from the Isles of the Blest have reported oddities of weather which could not be explained - sudden hurricane followed the next day by calm, beautifully sunny days followed by blizzards, etc. The Learned and the Wise were consulted, and they determined that these effects were centered on the Sentinel Keyes. Much concern was expressed over this fact since the Sentinel of Time located there was supposed to keep the balance of the Seasons. Therefore, in their infinite wisdom, they decided that someone should go to the Keyes and check on the Sentinel.

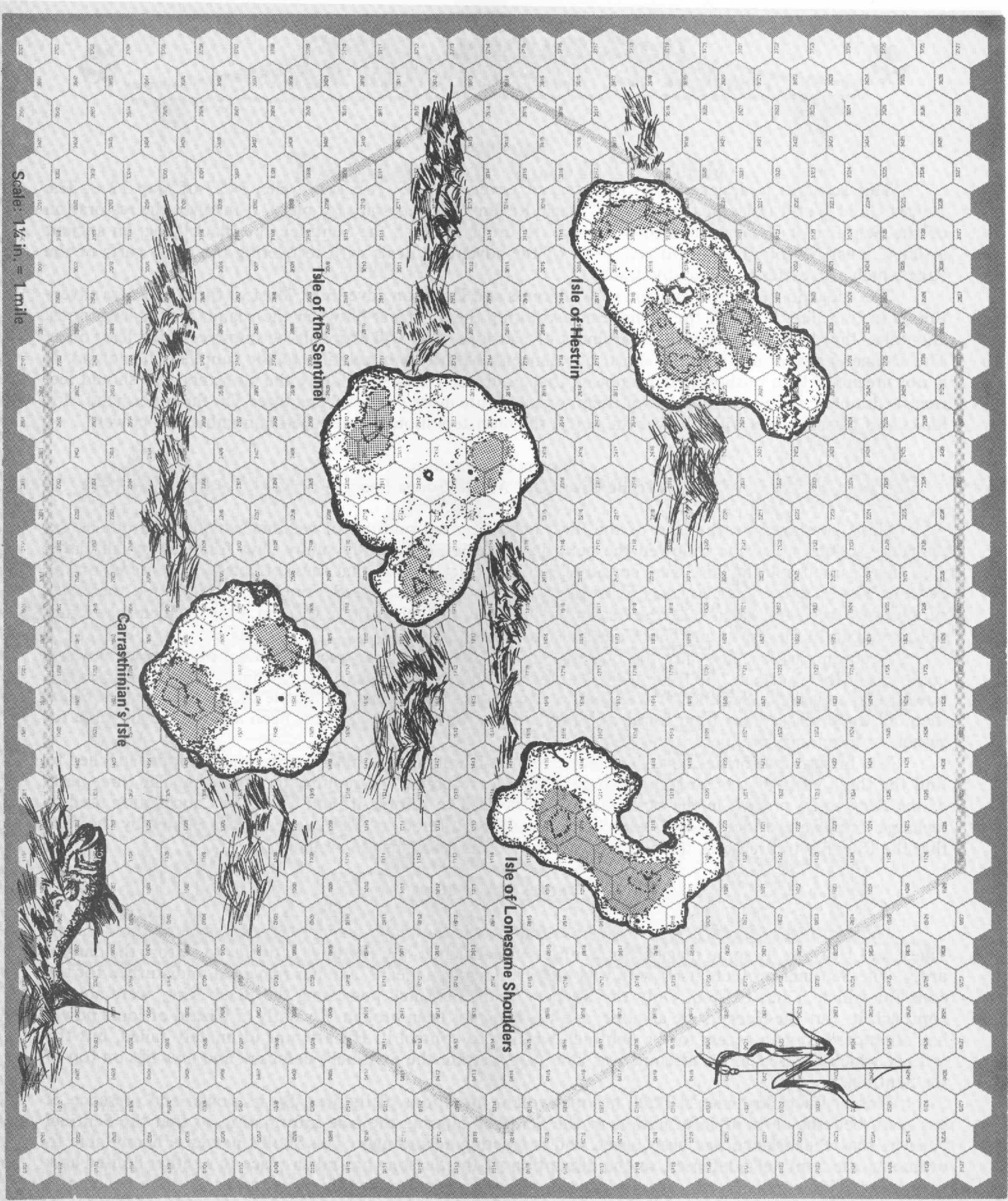
According to legends, only the possessor of the Black Ring, an ancient artifact of unknown powers, could reach the Sentinel. The Ring had been possessed by the Keepers of the Sentinel, Wizards of unknown power who served the Sentinel. It was shattered centuries ago during the Battle of the Last Keeper. Since then, all three pieces have been found at various times, but no one has ever been able to get all three together, or to remove any piece from the Keyes.

The highest authorities have determined that it is imperative that a great expedition be launched to find the three parts of the Ring and reforge them. The reforging will require the following: The three parts of the Ring to be present in the same place, a Wish used to reforge it, and a Rod of Cancellation used to recharge its powers. Judges Note: None of these will be offered to the players. It is suspected by the Wise that the Ring has insured that the objects necessary for its reforging are available.

Judges Information

The Sentinel of Time is a device whose function is the maintenance of the balance of the Seasons, Tides, and Heavens. If some magical force upsets this balance, the Sentinel activates to restore the natural order. The Sentinel protects itself with very powerful magical means, and has remained undisturbed for the eons for which it has existed. Only the Keepers of the Sentinel, possessing the Black Ring, were able to approach it. But the Keepers are all gone, and the Ring has been broken. Recently, a Wizard of some power has attempted to gain access to the Sentinel, wishing to control it. His attempt ultimately failed, but the artifact which he used in his attempt was able to penetrate the Sentinel's defenses, and now lies on top of the Sentinel.

This artifact, Ardissian's Skull, has malevolent intentions of its own. By its power and presence, it has disturbed the flow of information to the Sentinel, altering the true information so that the Sentinel believes that the balance has been upset, and is reacting accordingly. The Skull's power is barely able to overcome the Sentinel's defenses, so the disruption of the Seasons has taken place in a rather limited area at present. This area is growing, however, and will soon engulf major shipping routes, so time becomes a factor.



The Sentinel Keyes

The Keyes are four small islands, mostly rocky but with some vegetation. The area around the islands is replete with reefs, and travel to the isles has become so hazardous as to be abandoned. The only visitors to the islands are occasional adventurers, and their casualty rate has been so high as to discourage even these minor visits.

If the players choose to reach the islands by ship, they will find it extremely hazardous. With the description of each island are listed chances for grounding or destroying a boat, either large or small. A small boat may be defined as a rowboat or whaleboat, or any other boat of that general size, usually carried aboard a larger craft. A large boat would be typical Light Galley or Merchantman. Any larger boats will be automatically grounded if they attempt to cross the reefs.

Grounding is not too serious, as it only results in a 1D8 hour wait until the rising tide lifts it free. However, each time a craft is grounded, there is a 10% cumulative chance that the grounding will be violent enough to punch a fatal hole in the craft in question.

Destruction of a boat is a little more serious. It is assumed that the ship has been caught by some large waves and thrown against the jagged rocks which line the coasts of all the islands. In order to avoid the problem of having someone drown in the sea with no chance of recovering the body, assume everyone is washed onto the shore, taking 1D10 x 5 points of damage each. Unless some precautions (such as floats attached or cords tied to the owner) are taken, hand held objects will be considered lost. Shields are assumed to be strapped to the arm. There is enough wood on each island to build a raft if it becomes necessary, taking 1D4 + 1 days.

The percentages listed may be altered if the players take precautions. The amount of the change is up to the Judge. Weather also may alter the chances.

History of the Keyes

Much of the history of the Keyes is dominated by the Sentinel and its Keepers, guards whose function was to act as a first line of defense. Their power, combined with that of the Black Ring, was sufficient to keep the isles free of Humanoid inhabitants. This power vanished in a titanic battle between a Keeper and an unknown opponent. Little is known of the battle as there were no witnesses, but it became apparent that the Keeper had been destroyed. The curious soon arrived at the island, and found only a blasted area on the Isle of the Sentinel, and parts which had once formed the Black Ring.

The other three islands soon became Strongholds of various Princes and Wizards, but the Isle of the Sentinel remained abandoned. Those who remained on it tended to disappear, and it soon became a shunned area.

The other islands, however, had no such problems, and the difficulty of reaching them through the reefs was counterbalanced by the safety thus provided. Eventually, Hestrin, a Merchant Prince, was able to gain control of all three, and he established a large palace on one of the islands, which he proceeded to name for himself. Not all of his guardians were Human, and following his death some 50 years after seizing the isles, rumors began to spread that these non-Human guardians were still defending the island according to their Master's wishes. This evil reputation grew after the disappearance of Hestrin's son and the slaughter of servants and guests alike by unknown beings less than a year after the death of Hestrin. People have since tended to stay away from the isle.

The Isle of Lonesome Shoulders received its name from the words of a dying sailor picked up off it several years after Hestrin's death. Up to that point, it had been considered an ordinary isle, but no search party which went ashore after the sailor had been found returned, and the island came to be regarded as a place of the greatest evil.

The last island has had many different persons and groups who controlled it at various points in history. It was the easiest to get to, and also had the most vegetation, and provided a minor military base in the area. Various military forces held it, and a major Temple dedicated to Hades was built on the island. Eventually though, a more powerful person decided that he wanted the isle as a refuge. Carrasthinian, a Wizard of immense power, appeared on the island one day, obliterated the garrison, destroyed the Temple, and drove everyone off the isle. Within a week, a great Tower was seen on the southern coast, and all attempts at investigation were met with doom and destruction. Even recent attempts to investigate the island have resulted in disappearing search parties as well as ships.

All of the isles have thus become avoided. The difficulty of reaching them combined with the auras of evil that surround each separate isle has made travel to them quite rare. The players will find it very difficult to find a ship to take them to the area, having to pay exorbitant rates. Nervousness is high among the sailors and any hurricane or blizzard will cause them to mutiny if the ship does not return to its base.

The Cast of Characters

Supplied for those who don't run campaigns, or whose campaign is not of the appropriate level.

- 1 Tonik: Wizard, LG, LVL 14, AC: 0, HP: 36, Bracers of Defense: AC: 0, +2 Ring of Protection, Staff of Power, Wand of Cold. Potions: Flying, Healing x 2, Undead Control.

Tonik is very interested in reforging the Black Ring, mostly because he plans to continue using it after the mission is completed. He is totally self-confident in his abilities, and exceptionally aggressive for a man of his age. He will always support pushing forward, no matter what the circumstances. His attitude toward the Thieves and Fighters is one of master to servant, regarding them as simple-minded types with no appreciation of the real powers that be (spells). His attitude toward Addatta is one of master to wayward pupil, constantly criticizing and complaining of wasting one's energy. Toward Feh'Tang, his attitude is one of indifference, not being too impressed with Clerical spells.

Tonik is one of the truly curious, wanting to investigate everything, no matter its relation to the present mission. He is also constantly checking for hidden doors and compartments. He is a meticulous character, demanding perfection in thought and action from all those around him.

He will automatically regard himself as the leader of the party, and will not take orders from anyone else. When the Ring is reforged, he will demand to be the wielder. If he is not allowed to wear it, he will become surly and withdrawn, and holding back on the use of his spells.

- 2 Feh' Tang: Cleric, N, LVL 12, AC: -1, HP: 61, +2 Plate, +1 Shield, Mace: Artifact, +1 vs. Neutral, +4 vs. Good, +5 vs. Evil. Abilities: Dispell Evil/Good, 2 per day, Raise Dead Fully, 1 per week, Fear in a 30' radius, 3 per day; Boots of Travelling and Leaping. Potions: Extra Healing, Healing, Fire Resistance, Clairaudience.

Feh'Tang's only interest in this venture is the acquisition of money. He will search high and low for it, always believing that there is more hidden nearby. He will also be in favor of carrying every last Gold Piece back to the ship.

His attitude is that each person should do what they are trained to do. He expects the Magic Users to throw spells, the Thieves to scout and find traps, and the Fighters to fight. He sees his role as that of Fighter and Healer, swinging into melee whenever possible and not holding back the curing when people have been injured doing their job. Anyone shirking their responsibilities is liable to hear loudly about their inactivity from Feh'Tang.

In regard to other members of the party, Feh'Tang will associate mostly with the Thieves. He's really not fond of Fighters or Magic Users, preferring the quiet method, but he is well aware of the advantages of having the Fighters and Spell Casters around. As long as they do their job, he will tolerate them.

- 3 Chanst the Terrible: Fighter, LG, LVL 15, AC: -5, HP: 90, +4 Plate, +3 Shield, +4 Sword: Intelligence: 10, Ego: 8; Abilities: Detect Magic, Detect Evil, Clarivoyance once per day, 3 turns duration. Potions: Stone Giant Strength, Invulnerability, Healing x 3, Ring of Fire Resistance, Lockstone, Bronze Horn of Valhalla, +3 due to Strength.

Chanst is rather intelligent for a Fighter, and is always attempting to figure an easy way around problems. He's not afraid of fighting, but if the obstacle can be overcome without melee, that's fine by him. Once a battle begins, however, all intelligence and plans of action disappear. Chanst will batter the nearest foe to the ground, and then move to attack the closest foe still standing. His concern for other people's safety is minimal at these times.

For Chanst, the mission is just an adventure to be directed by someone else. He'll let other people decide the overall plans while he works on the immediate future. To him, the world is a set of obstacles which he must overcome as they come along.

Chanst has a healthy respect for any Magic Users, and will tend to support Tonik and Addatta. He is also fully aware of his reliance on Feh'Tang, and will attempt to avoid antagonizing him. With regard to the Thieves, he is mildly suspicious at the best of times, and not afraid to mention it. Between this suspicion and Chanst's Dwarf jokes, he and Kraken'race do not get along well at all.

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- 4 Addatta Doomsayer: Elven Fighter/Magic User, N, LVL 10/11, AC: -2, HP: 45, +5 Chain, +1 Shield, +2 Black Dragon Slayer. Potions: Healing, Extra Healing, Levitation, Human Control. Ring of Invisibility, Bag of Holding, Wand of Lightning Bolts, Chime of Opening.

Addatta is a conniving little fellow whose main interest is in enhancing his own position. He particularly is interested in picking up magic items, and he is not concerned whether they come from loot or fallen party members. With regards to his profession, Addatta prefers spell use to fighting, but is not at all afraid of a good melee.

Addatta would not mind having the Black Ring for himself, and will argue for his wielding it once it is reforged. He is not ready for a face-to-face showdown with Tonik or Chanst over it, however, and will bide his time if one of them gets it. If the wearer should fall, Addatta will leap for the Ring as if his life depended on it.

He is really not impressed with any of his fellow party members, but especially resents Tonik's power. If the Wizard should happen to fall in battle, Addatta will grab Tonik's Staff and begin utilizing it. He will be very hesitant about giving it up, and will probably only do so if he is guaranteed the next magical item found. His opinion of Chanst is rather low, and he will make several comments about the Fighter's inability to use his brains, while engaged in a fight. Feh'Tang he regards merely as a tool to be used when needed and the Dwarf as something less than useless. Challestace he will tolerate only because of the common race.

- 5 Kraken'race Demondoom: Dwarven Thief, N. LVL 12, AC: 0, HP: 50, Cloak of Protection +3, +2 Ring of Protection, +2 Sword which gives an additional +2 to Armor Class. Potions: Diminuation, Treasure Finding x 2, Extra Healing, Gauntlets of Ogre Power, Onyx Dog, Bag of Holding.

Kraken'race is a Mercenary in the employ of the highest authorities. His job is to ensure that what must be done will be done. His pay upon completion of the mission is his main concern, and he will therefore push for all possible haste at all times. He will fight against sidetracking the mission at any time.

Kraken'race is not fond of Spell Casters. He has a healthy respect for Chanst's Sword arm, and Feh'Tang's willingness to fight. At the earliest possible moment, he will strike up a friendship with Chellestace, mainly to keep an eye on the little sneak.

- 6 Chellestace Wanderer of Many Ways: Elven Thief, N, LVL 12, AC: 3, HP: 42, +3 Leather, +1 Amulet of Protection, +3 Dagger which paralyzes the target (no saving throw) if a natural 20 is rolled. Potions: Healing x 2, Flying, Oil of Slipperiness. Elven Boots, Elven Cloak, Arrow of Direction, Flying Carpet.

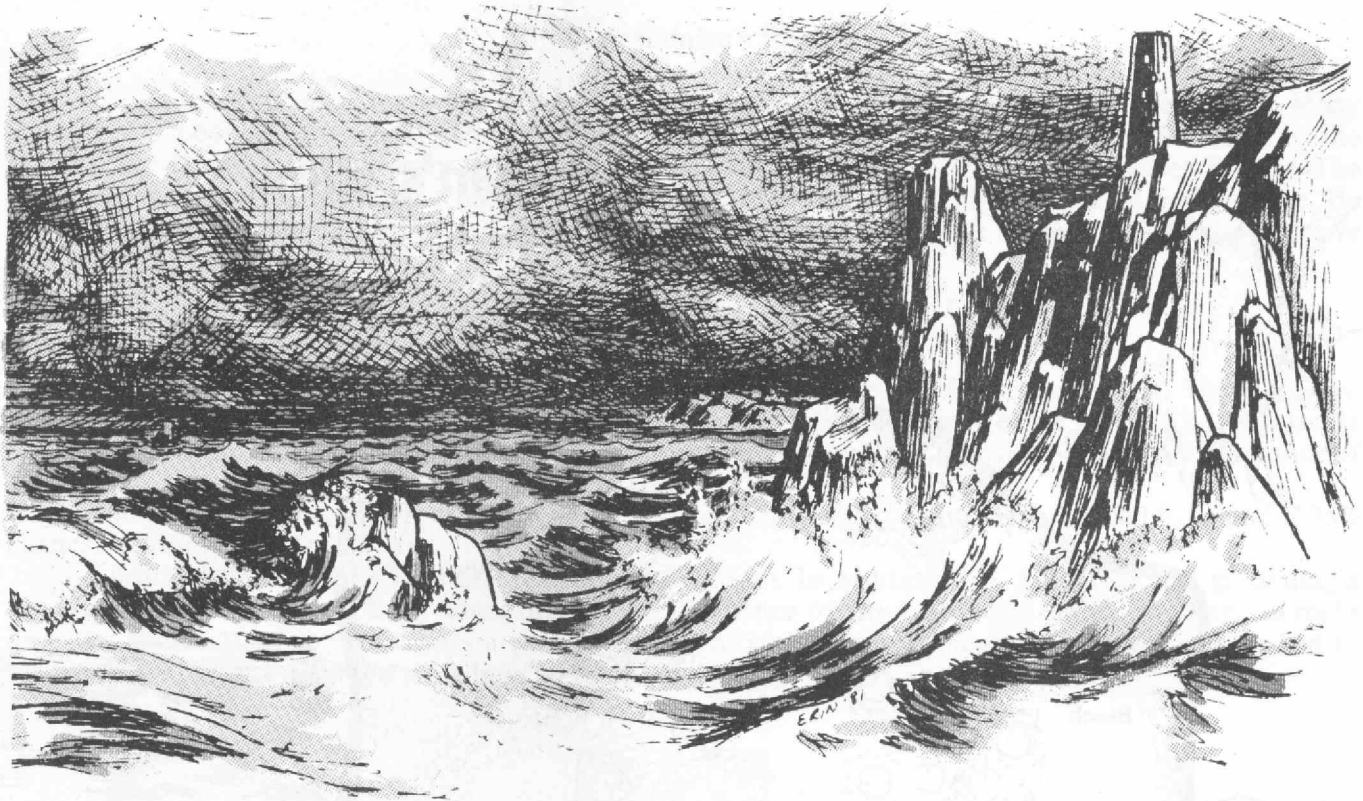
Chellestace has agreed to come on this mission in lieu of having his hands cut off. He is not a volunteer. He will loudly profess his determination to see the mission through, but will all the while be trying to figure a way out of this mess ahead of the rest. He is very hesitant about putting his life on the line for this cause and will hang back as much as possible.

Chellestace doesn't really like anyone in the party. He will, however, attempt to strike up a friendship with Feh'Tang and Kraken'race. Once these friendships are established, he will attempt to manipulate both to keep himself out of trouble, while trying to figure out which of their belongings he could best use.

The Black Ring

Once the three parts of the Ring have been gathered, the ring can be reforged. Reforging will require tools for normal reforging, found on Level 5 of the Tower of the Liche Carrasthinian; a Wish, found amongst the Scrolls of the Old One on the Isle of Lonely Shoulders; and a Rod of Cancellation to recharge its powers, found in the Tomb of Hestrin. (Note: If some of these devices are destroyed or used before the Ring is reforged, the Judge may wish to place replacements on some nearby isle, forcing the players to go on an adventure of the Judge's own making.) Any Dwarf or a Wizard of Level 11 or better will know how to reforge the Ring.

Once the Ring is reforged, its powers come back into being. If the Ring is worn, no magical spells, devices, or effects occur within a 10' radius of the wearer. +5 Swords act as normal Swords, Wands are merely sticks of wood. Rings of Wishes do nothing but tempt Thieves. These devices will resume their magical abilities when removed from the 10' radius of the wearer of the Ring (or if the Ring is taken off). The Ring also functions as a Protection from Evil 10' radius spell. Note: No spells may be thrown when the caster is within 10 feet of someone wearing the Ring. Note No. 2: The Ring's powers come into effect only when it is worn, so that its effects can be bypassed when so desired.

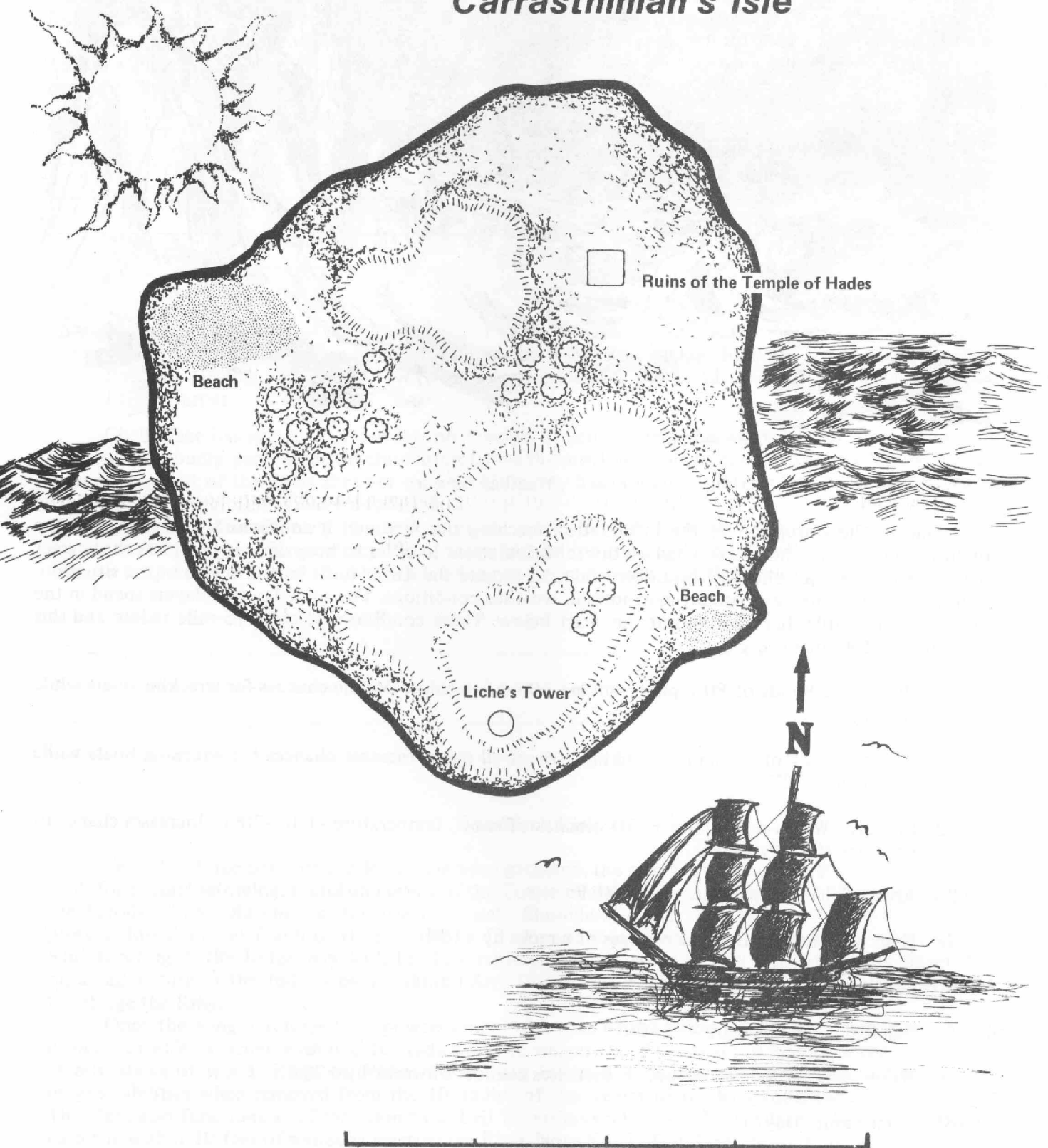


Weather

Due to the disruption of the information reaching the Sentinel, it continuously misinterprets the conditions in the area and reacts based on this misinformation. In order to keep what it considers the correct balance, it reorders the climatic conditions and tides around the Keyes to fit its perception of the situation. Each day brings some new, usually not normal, weather conditions. For each day the players spend in the Keyes, roll percentile dice and consult the chart below. These conditions affect a 15 mile radius, and this radius grows 1D4 miles every day.

- 01 - 05 Hurricane: Winds of 80 mph +, sinking 30% of all ships. Double chances for wrecking boats while landing.
- 06 - 15 Storm: Winds of 50 mph +, sinking 10% of all ships. Increase chances for wrecking boats while landing by +30%.
- 16 - 22 Blizzard: Winds of 40 mph +, 3D6 inches of snow, temperature -1 to -20° F. Increases chance of wrecking ships by +20%.
- 23 - 30 Arctic Cold: Temperature -1 to -60° F.
- 31 - 38 Rain: 2D4 inches. Increase chances of wrecks by +10%.
- 39 - 46 Summer Heat: Temperature 86 - 105°.
- 47 - 55 Fall Chill: Temperature 41 - 60°.
- 56 - 60 Wind Storm: Winds of 50 mph +. Increases chances of wreck by +20%.
- 61 - 85 Calm Sunny Day
- 86 - 00 Roll Twice - First Roll indicates Morning Weather; second indicates Evening Weather.

Carrasthinian's Isle



Scale: 3/4 in. = 1 mile

Carrasthinian's Isle

The southernmost of the islands, Carrasthinian's Isle is also covered with the most vegetation. Many animals also populate the island. The island is home to a Liche who has found one of the pieces of the Black Ring. There are two primary structures on the island. The first is the ruins of an ancient Temple. The other structure is a 60' tall Tower on top of a cliff on the south coast. This is inhabited by the Liche. He guards not only the fragment, but also information about the Ring and about the Sentinel which will prove very useful to the players.

Approach to the Isle

Approach to the isle is fairly difficult, with numerous jagged reefs surrounding it. There are two usable beaches, one on south coast approximately ½ of a mile from the Tower of the Liche. The approaches to this beach are particularly dangerous, with a 30% chance of grounding a small boat, and a 55% chance of grounding a large boat.

The other beach is on the west coast. There is a 15% chance of grounding a small boat and a 35% chance of grounding a large boat.

All other areas of the island are hazardous to land on. In addition to a 35% chance of grounding a small boat and 50% chance for a large, there is a 25% chance of any boat being dashed to pieces on rocks near the shore. The south coast has a cliff 85 feet high, with a 50% chance of any boat being dashed to pieces if a landing is attempted at its base.



Terrain (Carrasthinian's Isle)

The land rises steeply from the coast. The interior of the island is rolling, with heavy woods in many areas. Most of the trees are Almond trees, but there are a few Balsa trees.

Encounters on the Island

- 1 Pride of Lions: 5 Males, HD: 5 + 2, AC: 5, HP: 30, 25, 20, 18, 16, Claw/Claw/Bite 1D4/1D4/1D10. 8 Females, HD: 5 + 2, AC: 6, HP: 33, 28, 27, 24, 20, 19, 19, 16, Claw/Claw/Bite 1D3/1D3/1D6.
- 2 Three Giant Scorpions: HD: 5 + 5, AC: 3, HP: 33, 29, 26, Pincer/Pincer/Sting 1D10/1D10/1D4 plus a Saving Throw vs. Poison.
- 3 Two Giant Serpents: HD: 9, AC: 0, HP: 53, 46, Bite/Constriction 1D8 and a Saving Throw vs. Poison causing unconsciousness (½ Strength) for 2D4 days/2D8.
- 4 One Leprechaun: HD: 1, AC: 8, HP: 4, 75% chance of pickpocketing, Invisible, Ventriloquism, Create Illusions, Polymorph non-living objects, all at will.
- 5 Three Horned Devils (in search of the Black Ring fragments for themselves): HD: 5 + 5, AC: -5, Whip 1D4 and a Saving Throw vs. Magic or stunned for a similiar number of rounds, Tail 1D3 (wound will bleed until cured or bound, lose 1HP per turn), Abilites: 50% Magic Resistant, Exude Fear 5' radius (Saving Throw vs. Wand or run), Pyrotechnics, Produce Flame, ESP, Detect Magic, Illusion, 50% chance of Summoning another Horned Devil, once per day may produce a Wall of Fire causing 3D8 points of damage.
- 6 One Basilisk: HD: 6 + 1, AC: 4, HP: 27, Bite 1D10, Gaze turns to Stone unless a Saving Throw vs. Petrification is made.

Tower of the Liche Carrasthinian

This 60' Tower is located on the southern coast of the island. The land within 500 yards of the Tower is clear, allowing the Liche to see anyone who approaches (70% chance) unless they approach invisibly or at night. If the players landed on or sailed by the southern coast during daylight hours, the Liche is 60% likely to have seen them and thus be forewarned that strangers are on the island. If he is aware that strangers are on the island, his chance of spotting them approaching in the daylight improves to 90%, and his chances of detecting a nighttime raid or invisible party becomes 50%.

The Tower is made of a dark green-grey stone which is covered with various slimey growths, reducing chances to climb it by ½. The single door in the first floor is *Wizard Locked*, as is the trap door leading to the roof. The 2nd, 3rd, and 4th floors have windows in them, 1½ feet wide by 4 feet high. The Tower is old and appears to be in some danger of crumbling. It is actually stronger than the day it was built, being held together by various magical means.

Carrasthinian is cruel, even for a Liche, and enjoys watching his enemies suffer. He especially likes for them to believe they are winning before springing some dastardly trap. A defence scheme for him is presented below, but of course is subject to the Judges choice and the players actions. He is normally on the second level, but the Judge may place Carrasthinian as he or she chooses.

The Liche Carrasthinian

HD: 12, AC: 0, HP: 59, one Attack 1D10 and a Saving Throw vs. Paralyzation, 20th Level Magic User. Spells:

Level 1: *Magic Missile x 3 (Fires 7), Protection/Good, Ventriloquism, Charm Person x 2.*

Level 2: *Detect Invisible, Invisibility x 2, Phantasmal Forces x 2, ESP, Wizardlock.*

Level 3: *Fly, Dispel Magic x 2, Fire Ball, Lightning Bolt, Slow, Haste.*

Level 4: *Fear, Ice Storm, Polymorph Others x 2, Dimension Door x 2, Confusion.*

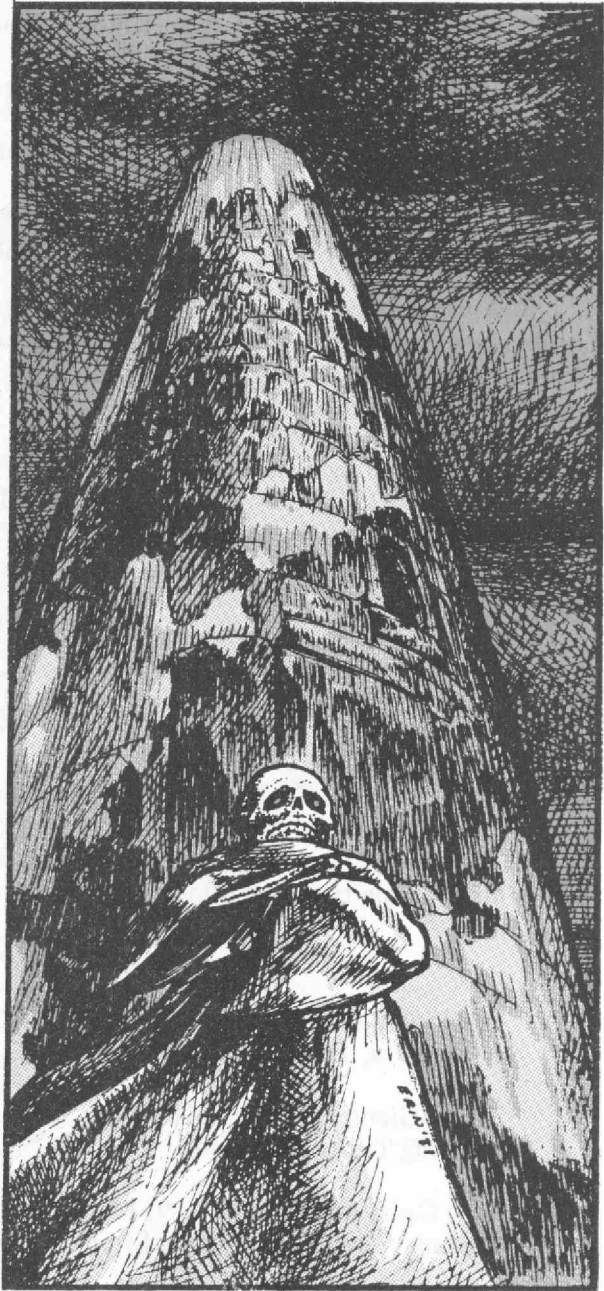
Level 5: *Teleport, Transmute Rock to Mud x 2, Wall of Stone, Feeblemind, Extension II Telekinesis.*

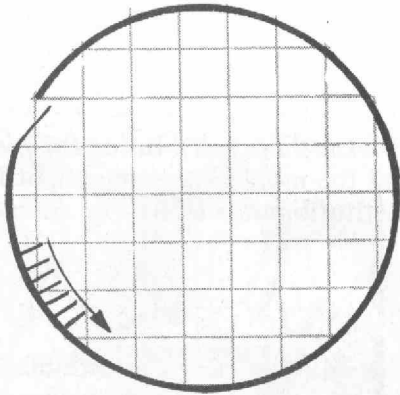
Level 6: *Projected Image x 2, Disintegrate x 2, Monster Summoning IV x 2, Anti-Magic Shell.*

Level 7: *Phase Door, Monster Summoning V, Delayed Blast Fireball.*

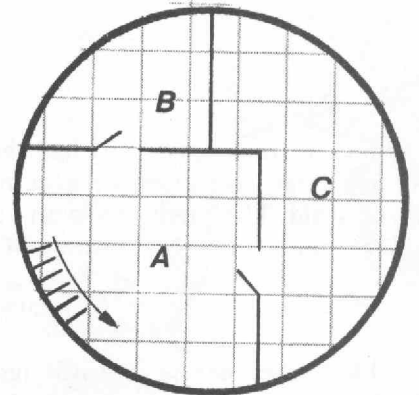
Level 8: *Symbol of Stunning, Monster Summoning VI, Symbol of Fear.*

Level 9: *Shape Change, Maze.*

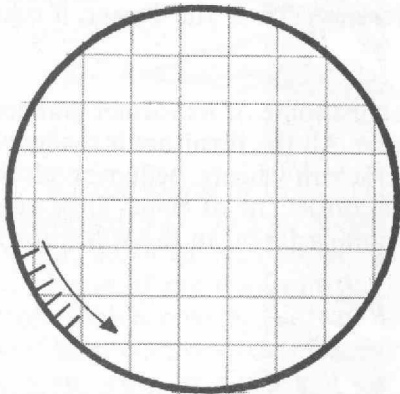




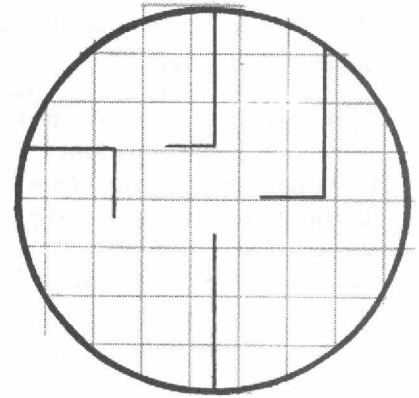
LVL 1



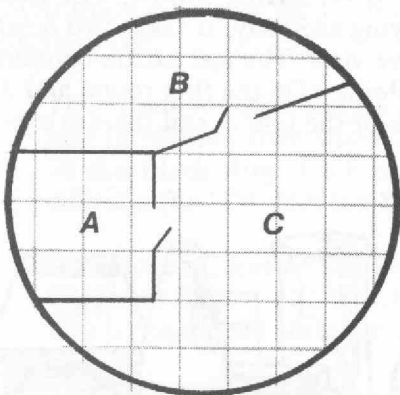
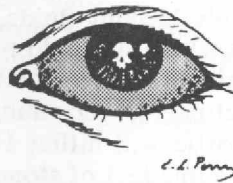
LVL 2



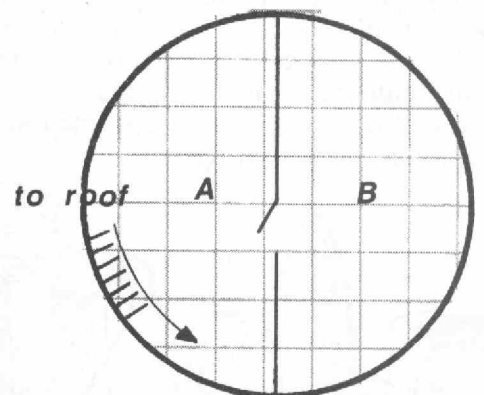
LVL 3 alchemy



LVL 4 library



LVL 5 cut off



LVL 6 torture

1/4 in. = 10 ft.

The Tower

Level One

The bottom most level has the Tower's only normal door (which is *Wizard Locked*). Inside the room itself is a large collection of accumulated garbage, broken furniture, and the moldering remnants of life 600 years old. The smell of age and decay is overpowering (roll under Constitution on a D20 or be nauseated for 1D4 rounds). There is nothing of value in the room.

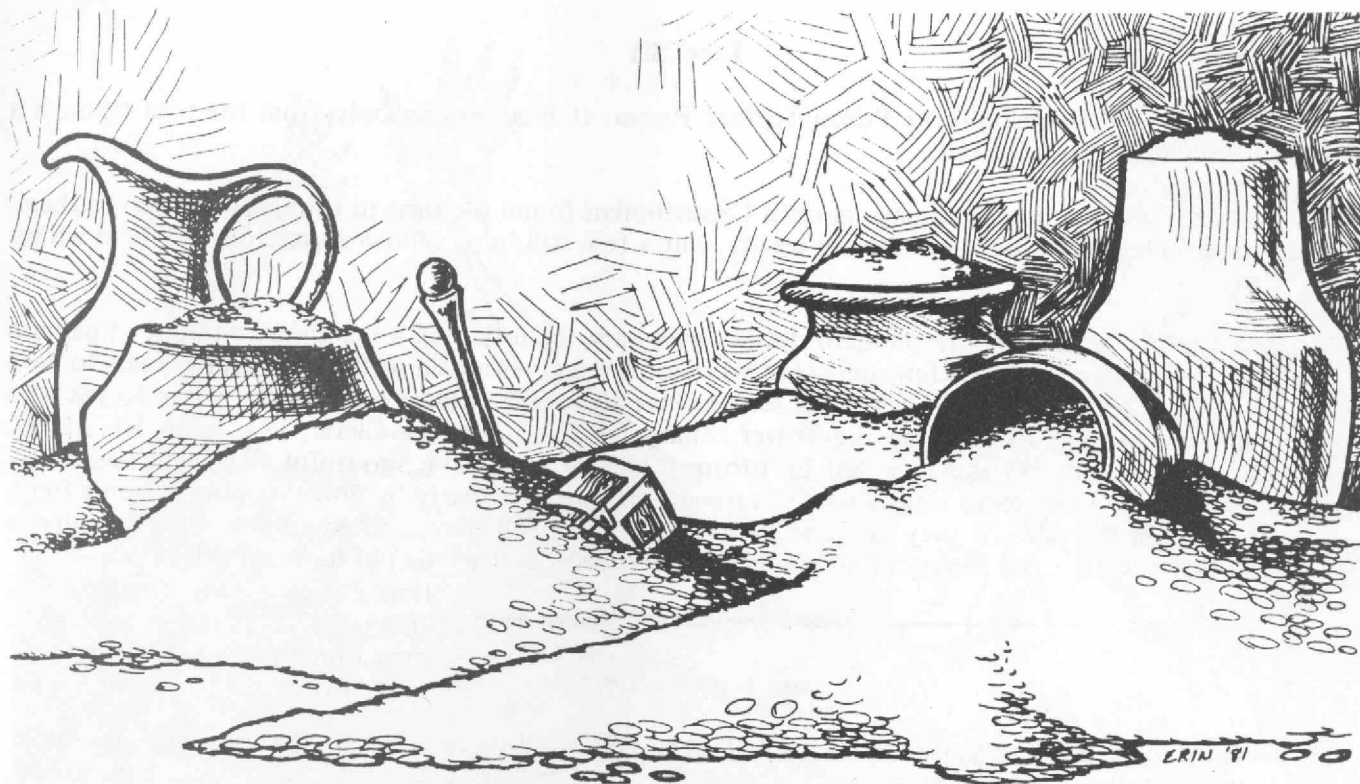
Level Two

- A This room has no furnishings save a rotted tapestry hanging on the wall depicting Carrasthinian in his prime. In the corners of the tapestry are maps of the other islands in the group as well as the locations of important structures (some of which are not present anymore). If anyone takes the time to carefully study the tapestry, they will be able to find the entrance to the Tunnels of the Sentinel on the Isle of the Sentinel marked with a rune for weather.
- B In the center of this room is a massive cauldron solidly secured to the floor. In the cauldron is a grey cloudy liquid. If anyone in the room speaks the name of a location, a vision of that location will slowly form in the liquid. The vision tends to be imperfect, often (40%) merely showing a wall in the named location. Otherwise, the vision gives a clear view of a wide area which lasts for two rounds. Only two locations may be seen in a day, and if the cauldron is removed from the Tower, it ceases to function.
- C This was Carrasthinian's private room when he lived, and it still retains some of its former grandeur. Furniture present includes Bed, Dresser, a large Mirror, and Wardrobe. All the furniture is made with thick oak, and is quite strong in spite of obvious age. Objects made of cloth (sheets, bedcover, clothes in the Wardrobe, etc.) have not been as successful in combating the onslaught of time. They are in shreds and tatters, threadbare and useless. In a well hidden secret compartment in the Wardrobe are two tiny Diamonds - worth 11,000 GP and 15,000 GP respectively.

Level Three

This level is composed of a single room, and contains a great quantity of alchemical paraphernalia. Dozens of flasks and beakers, many chipped and cracked, bottles with heads pickled within them, sealed jars of strange components, bottles of thick, oily looking fluids, all are present here. Most of the chemicals are old and useless, but there are three bottles which still hold potent fluids. Finding them will take several hours of search as they are well hidden within the other bottles, as well as covered with dust. The first contains what appears to be blood, but is actually a very dangerous acid which will eat through almost anything but glass. The total liquid in the bottle will inflict 10D10 points of damage to any creature it touches. By using one tenth of the liquid, 10 cubic feet of stone or metal, or 20 cubic feet of wood can be dissolved. The second bottle contains an extremely powerful poison, -6 on Saving Throw. The poison causes a death-like coma for 2D6 days, with a 15% chance of actually dying each day. It takes two *Neutralize Poisons* to negate this poison. There is enough present to fill three vials. The last bottle contains a slightly sulphurous smelling liquid which burns with a fierce intensity, doing 6D6 the first round and 3D6 the second if it is splashed on a creature and lit. This damage is per flask of the liquid, and there is enough of the liquid to fill four flasks.





Level Four

All the rooms of this level are lined with bookshelves crammed with old, crumbling books. The books are arranged according to subject, and in the history section several works can be found on the Sentinel Keys. (The Judge may supply as much or little history from the background section as he or she chooses.)

None of the books in the library are magical. However, hidden between the pages of three books are Scrolls. One is covered with Explosive Runes, one is a Curse causing its reader to follow the orders of any Dwarf he encounters (the affected person will not be aware of what the Curse has done to him until a Dwarf issues an order to him), and the third is a Scroll with three spells: *Hold Monster*, *Wall of Stone*, *Animal Growth*. Unless Magic is detected for, there is only a 01% chance one hour per person of finding the Scrolls among the thousands of books which line the walls.

Note: There are no steps leading up from Level Four. Level Five is inaccessible without magical means, and Level Six is only accessible through the roof of the Tower.

Level Five

Level Five is the Liche's refuge. It can be reached only by Dimension Door or some similar means, or by putting a hole in the ceiling of Level Four or the floor of the 6th Level. All doors on this level are *Wizard Locked*.

- A This room contains the Liche's magical items. Present are the following: A Wand of Illusion, a Necklace of Missiles (five Missiles - 1 of 9D6, 2 of 7D6, and 2 of 5D6), a Cube of Force, and one fragment of the Black Ring. Each is inside its own stone coffer, locked and trapped with poison gas causing delirium for 1D4 days if a Saving Throw vs. Poison is not made.
- B The Liche's Treasury: Stored in pottery jars and metal urns, it cascades onto the floor in a river of Gold and Silver - 22,900 GP, 57,000 SP. There are also 400 Gems worth 10 GP each, 20 Gems worth 200 GP each, and three Gems worth 1000 GP each.
- C The Liche's Workroom contains various equipment for the manufacture of various magical items. Of particular interest to the players is a small forge and other equipment necessary to reforge the Black Ring. There is also a small supply of Wands and Rings, none of which have any magical properties yet, but which have had all necessary preparations done.

Level Six

Level Six was Carrasthinian's Prison/Torture Room. It is accessible only from the roof through a trap door which is *Wizard Locked*.

- A This area was for holding prisoners until Carrasthinian found the time to turn his attention to them. The shackles in the walls are mostly empty, but a few still have yellowed skeletons still held within them.
- B The Torture Room has the standard devices necessary for inflicting a maximum amount of pain on Human Beings, as well as a few non-standard ones. A man is strapped to the rack, and appears to have been there for a while. He is a scout sent to investigate the strange occurrences in the Keyes who made the mistake of scouting the Tower. Zhargrave the Mournful: Cleric, LG, Level 10, AC: 9, HP: 10 (normally 43, but lowered by torture). He is a depressing, mournful man, who constantly bemoans how near death he is, but will probably surprise the party by never running out on a fight. He will join the party if they ask, and if they equip him well enough to give him a chance to survive (the Liche threw all of Zhargrave's equipment into the sea as it smelled of Lawfulness).

Carrasthinian's Defense

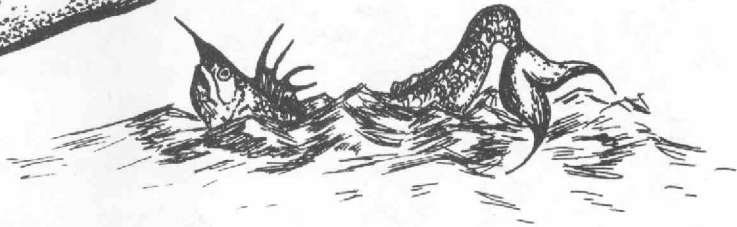
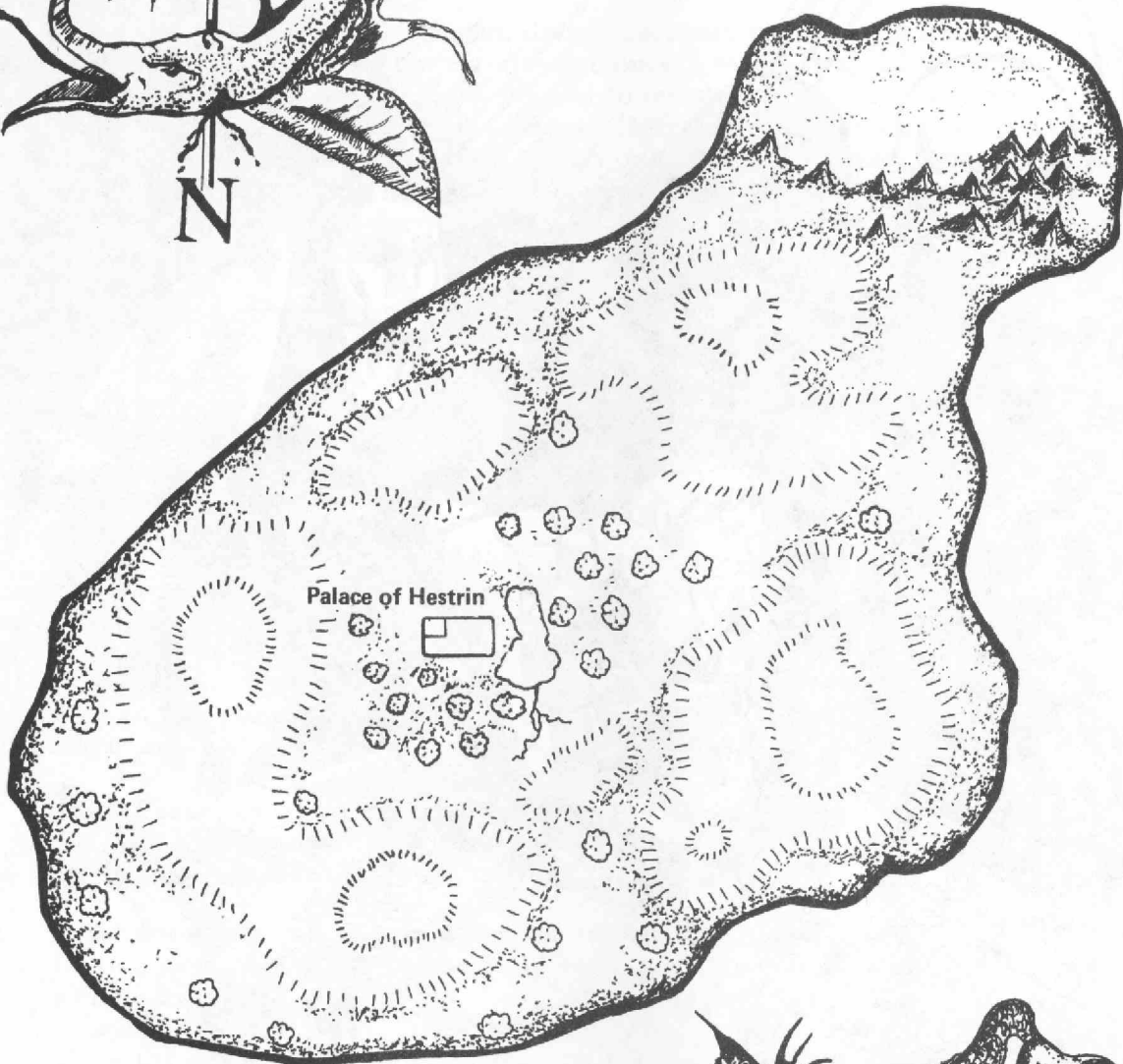
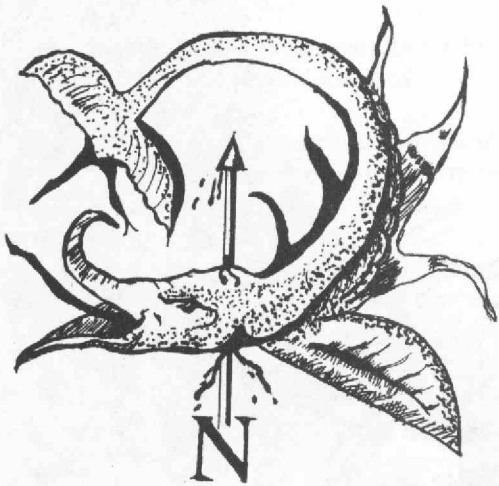
As mentioned previously, Carrasthinian's pleasure is derived more from watching his enemies suffer rather than the actual destruction of them. Instant destruction is not his style. Confusion, harassment, traps, and surprises are his primary weapons. His ego is immense, and he cannot conceive of the idea that anyone could actually defeat him.

As soon as the Liche is aware of the party's presence, either by seeing them outside or hearing them inside the Tower, he will immediately cast his *Shape Change* on himself. He will then fight a battle using a *Project Image* at the top of the stairs between the 1st and 2nd level, utilizing his *Slow*, *Feeblemind*, *Poly-morph Fear*, and other non-lethal spells. When it becomes obvious that the party will make it up the stairs, he will move to the third floor leaving a *Delayed Blast Fireball* behind to slow up the onrushing party. From then on, the players actions will determine what the Liche will do. Some of his favorite actions are listed below.

- 1 *Shape Change* to an insect. This allows him to sit in corners and watch the party dash around. Anyone who gets separated from the party is very likely to find the insect he heard buzzing around behind him has suddenly become a Liche.
- 2 Reach some safe spot outside, either the roof or base of the Tower, cast *Fly* and *Invisibility* on self, fly to a window and wait for the party to enter the room which the window opens into, and unload a *Fireball*.
- 3 Using the insect routine in (1) above, move to an area where the players have already been and enscribe the Symbols on the stairs.
- 4 Using the *ESP* to determine the location of the players and disintegrate the floor beneath them.
- 5 Using the *Projected Images*, *Ventriloquism* and *Phantasmal Forces* continuously making the players believe they've finally managed to come to battle with the real Liche. Also useful in distracting attention.
- 6 Using the various *Monster Summonings* all in one room, preferably behind the players.
- 7 *Wizard Lock* doors, *Transmute Rock to Mud*, *Wall of Stone*, etc. behind the players.



Isle of Hestrin



Scale: 3/4 in. = 1 mile

Isle of Hestrin

The northwest island, it is a harsh looking, rocky island with several patches of vegetation. There is a certain sense of desolation about the island. The players will notice as they approach that even the Seagulls tend to wheel away from the island.

The island was formerly the stronghold of the Merchant Prince, Hestrin, and it was here that he built his luxurious last refuge. Unfortunately, he was not satisfied with the natural defenses, he arranged for some highly unnatural defenses. With the assistance of several well-paid Magic Users and Clerics, he established an army of Statues and Golems. Even this group of unswerving Servants could not stop the onset of time, and both Hestrin and his Palace both succumbed. The ruins of the Palace is the only major structure on the island, and the Tomb of Hestrin lies beneath it, still guarded by his unliving servants.

Approach to the Isle

Reaching the island will be very difficult due to the rocky shoreline. There are no usable beaches. On the west side of the island is a relatively smooth landing area. There is a 20% chance of the boat being dashed to pieces here, 35% chance everywhere else along the shore.

The reefs around the island are minimal. There is only a 10% chance of grounding a small boat, 20% chance for a larger craft.

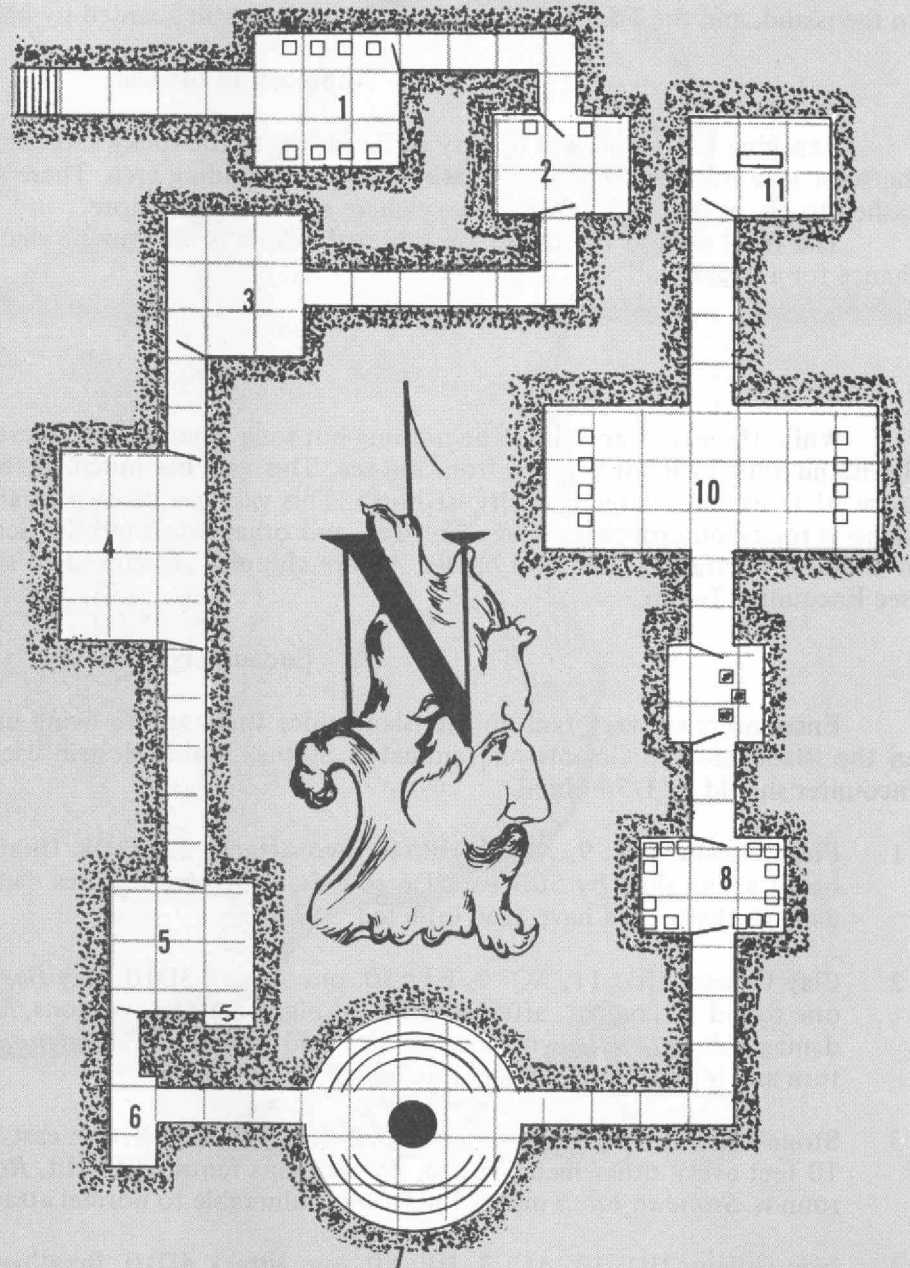
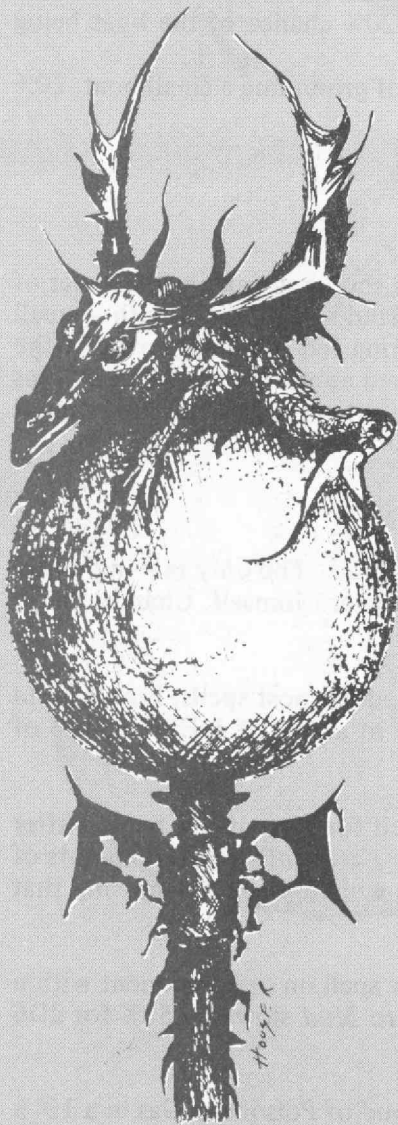
Terrain

While the island appears to be nothing but rock from the sea, there is a sheltered vale in the center of the island which cannot be seen from the sea. This vale has much of the island's vegetation, with a small grove of trees and a large quantity of brush. This vale has its own small spring fed pond. The rest of the island is rocky outcroppings, crags, crevices, and other rough terrain. Scattered about the island are dozens of Statues, portraying men and beasts. All are chipped or cracked to some extent, and some are magical (see Encounter Table).

Encounters

Encounters are very rare on the island since there are no living inhabitants. The only moving things on the island are the Golems and animated Statues which Hestrin used to guard himself. Chances of an encounter should be 1/3 normal.

- 1 Flesh Golem: HD: 9, AC: 7, HP: 40, two Attacks 2D8/2D8. Unaffected by most spells, Fire or Cold based spells slow by 50% for 2D6 rounds, *Lightning* restores damage at a rate of 1 HP per dice of damage that would have been inflicted.
- 2 Clay Golem: HD: 11, AC: 7, HP: 50, one Attack 3D10. May *Haste* self for three melee rounds after one round of combat, affected only by blunt magical weapons, *Move Earth* inflicts 3D12 points of damage, *Disintegrate* will slow by 50% and inflict 1D12. *Earthquake* will stop it from moving that turn and inflict 5D10 points of damage.
- 3 Stone Golem: HD: 13, AC: 5, HP: 60, one Attack 3D8. Can cast *Slow* spell on one opponent within 10 feet every other melee round, +2 weapons required to Hit, *Rock to Mud* slows by 50% for 2D6 rounds. *Stone to Flesh* makes the Golem vulnerable to normal attack.
- 4 Iron Golem: HD: 18, AC: 3, HP: 80, one Attack 4D10. Breathes Cloud of Poisonous Gas in a 10' x 10' x 10' area once every seven melee rounds. +3 weapons required to Hit. *Lightning* slows by 50% for three melee rounds. Magical Fire repairs damage on a 1 for 1 basis.
- 5 Animated Statue: Human, HD: 8, AC: 0, HP: 35, one Attack 2D10. One of many broken and battered statues which dot the isle. Will not attack until it gets a back shot or is touched.
- 6 Animated Statue: Dog, HD: 10, AC: 2, HP: 51, one Attack 5D6. Details as in five above.



¼ in. = 10 ft.

Palace of Hestrin

The Palace is a disintegrating old structure. Most of the roof is gone, as are some of the exterior walls. Statues are common within the palace grounds, and 1 in 6 is magical (see Encounter Table for statistics). A search of the palace will result only in the finding of refuse and attacks by Statues and Golems, unless the Temple is thoroughly searched. Concealed in the floor of what was once a back room of the Temple is a trap door leading to the Tomb of Hestrin.



Tomb of Hestrin

The passageways which make up this tomb are very dank and slimy due to the fact that it is set at sea level. All rooms are likewise covered with a layer of slime and damp mold.

- 1 Entrance Hall: At each end of hall are four Statues. At the east end are Statues of an Elven Wizard, a Halfling Thief, a Dwarven Fighter, and a Half-Elven Cleric. Those at the opposite end are all Human: Wizard, Thief, Cleric, Fighter. These Statues are non-magical. In front of each statue is a trap door with a two in six chance per person there of setting off one of these ancient traps. Beneath the trap door is a 30' deep pit with six iron spikes at the bottom. Also at the bottom of the pit is a 1 foot deep pool of water. One in six of these pools will be inhabited by a Water Weird: HD: 3 + 3, AC: 4, HP: 15, one Attack. Saving Throw vs. Paralyzation or dragged underwater and drowned in 1D4 + 1 rounds. Edged Weapons do one point of damage per Hit, Blunt Weapons do normal damage. If "killed", it reforms in two rounds. *Cold* spells slow it, *Fire* does $\frac{1}{2}$ or no damage, *Purify Water* kills it.

- 2 Hall of Mourning: Each door is flanked by a pair of Flesh Golems in somewhat tattered shape: HD: 9, AC: 9, HP: 40, 40, 40, two Attacks 2D8/2D8. The Golem's movement is slowed to 4" per turn due to the effects of extreme age and mold. Each time one of them hits with a moldy fist, there is a 10% chance that the target will become infected with the mold. The mold will cause wounds to heal at 1/5 of their normal rate, and can only be removed through the use of two *Cure Serious Wounds* spells thrown within an hour of each other.
- The walls are filled with mold covered scenes of mourning - hooded and veiled weepers. In the background are ominous looking creatures of flesh and stone, bearing a large black coffin.
- 3 Hall of Wailing: When the players come within 30 feet of the doorway, they will begin hearing a series of low, plaintive moans and wails issuing from beyond the door. The chamber is where the dead mourn the dead, and Clerics cannot turn the Undead within as long as he is in the room. The Undead can be destroyed if the Cleric stands outside the room while making the attempt. Two Wraiths: HD: 5 + 3, AC: 4, HP: 28, 27, one Attack 1D6 and one Level Drain. Two Spectres: HD: 7 + 3, AC: 2, HP: 39, 31, one Attack 1D8 plus two Level Drains.
- 4 Hall of Prayer: In the center of the room surrounded by various stone benches, is a 6' tall Statue of the god, Dionysus. He stands on a small pedestal which is trapped with a dart firing every round at each person in the room. The dart strikes as a 6 HD monster and inflicts 1D4 points of damage and a Saving Throw vs. Paralyzation for 2D4 round. If anyone touches the pedestal or Statue, the Statue will animate and begin attacking, with its main purpose being defense of its pedestal. Statue: HD: 12, AC: 0, HP: 63, two Attacks 3D6. If the Statue is destroyed, the pedestal will explode, delivering 8D6 points of damage to everyone in the room (Saving Throw vs. Wand for 1/2 damage), and each person has a 50% chance of being struck by a piece of flying debris for 4D6 points of damage. The walls are engraved with funeral scenes, and scenes of Dionysus.
- 5 Hall of Guardians: Two Stone Golems: HD: 13, AC: 5, HP: 60, 60, one Attack 3D8. Two Flesh Golems: HD: 9, AC: 9, HP: 40, 40, two Attacks 2D8/2D8. The Flesh Golems flank the northern door, while the Stone Golems flank the southern door. Three rounds after melee begins, an Iron Golem: HD: 18, AC: 3, HP: 80, one Attack 4D10 and Poison Breath every 7th round, will appear out of the secret room on the east wall.
- 6 The floor of this alcove is an illusion. It covers a 30' deep pit with iron spikes (Hit 1D4 doing 1D8 each) studding the floor. On the east wall on each side of the pit are hidden catches which release a portion of the ceiling. This section slowly lowers to the floor and serves as a bridge across the pit.
- 7 Hall of Rites: Circles of stone benches surround an 8' diameter stone dias. The dias is engraved with scenes of death and afterlife, as are the walls. Interspersed with the wall scenes are rotting tapestries, somber black which animate if anyone should come within 20' of them. They strike as 8 HD monsters, and if they hit, engulf their victim and drag him toward the wall while suffocating them. Each tapestry can suffocate two victims at once, and it takes 1D4 + 2 rounds to suffocate a victim. Tapestries: HD: 8, AC: 8, HP: 35 each. Blunt Weapons do no damage. Any Hit on a tapestry with an engulfed victim has a 50% chance of doing as much damage to the victim as the tapestry (i.e. both take the full damage included by the blow). If someone comes within 30' of the dias, snake-like heads begin emerging from it, reaching a length of 30'. There are eight heads in total: HD: 6, AC: 7, HP: 20 each, one Attack, Bite for 1D6 and a Saving Throw vs. Poison which causes its victim to be slowed for 2D8 turns. Additional slowings are cumulative. The heads regenerate at 1 HP per turn, and if "killed" merely withdraw into the dias, until it is at +10 HP. There is no way to really stop them short of Disintegrating the dias. Note that these are not real creatures who require a hole to come in and out of the stone, but living extensions of the dias (permanently attached to it) which can reform themselves with the stone at any time. Also note that the aisle between the middle benches is out of range of both the tapestries and dias snake heads.

- 8 Hall of Statues: 14 Statues of finely dressed civilians are arranged in two semi-circles, one of Statues of Men, the other of Women. The center Statue of each row is magic, animating and beginning to dance when anyone enters the room. The purpose of these dancers is distraction as an odorless gas begins to flow into the room as soon as the statues animate. The gas will fill the room in two rounds, and after that each person in the room will have to make a Saving Throw vs. Poison or fall unconscious. This unconsciousness lasts for 2D8 turns. This Saving Throw is at -1 per round after the first. The players should not be informed of what is going on, and the Judge may wish to roll Saving Throws for them secretly. The first indication that the players should have is when one or more of them collapse on the floor unconscious. If by some twist of fate (and the dice), all of the characters fall unconscious, rather than kill them, merely have them awaken on the beach naked.
- 9 Hall of Fountains: A trio of fountains form a triangle in the center of the room. They are old and cracked, and the southernmost of the three is not functioning. It is filled with putrid black water covered with a thick green scum. The water in the functioning fountains is relatively clear, and the fountains appear to be working perfectly. Three rounds after the room is entered, the non-functioning fountain will begin to gurgle and sputter, and a tiny stream of water will begin to pour from it. Two rounds after this begins, the functioning fountains will cease spraying water and begin spewing forth a shower of acid and poison. Each round, every person in the room has a 50% chance of being hit by each regardless. (The Judge may wish to lower this chance if the players take reasonable actions - holding a Shield above the head, hiding behind the non-functioning fountain, etc.) Those that are struck by the poison must make a Saving Throw vs. Poison or be paralyzed for 2D6 rounds. Those struck by the acid take 2D6 points of damage. The effects of the poison are cumulative in duration, and if someone misses three Saving Throws vs. Poison, for each one missed after that, an additional Saving Throw vs. Poison must be made to see if they have died.
- 10 Hall of Races: This hall appears exactly as the Entrance Hall (No. 1). At the east end are four Statues, one each of an Elven Wizard, a Halfling Thief, a Dwarven Fighter, and a Half-Elven Cleric. At the west end are four Statues, all Human: Wizard, Thief, Cleric and Fighter. These Statues will all animate under the following conditions: (1) If someone reaches the north wall of the room; (2) If someone comes within 10' of or attacks any Statue. They will then attack to destroy any intruder, returning to their positions and de-animate if all intruders have left the room. Elven Wizard: HD: 10, AC: 0, HP: 40, one Attack 2D6 plus spells as a 10th Level Magic User. Spells: *Charm Person x 2, Magic Missile (fires 3), Web x 2, ESP, Levitate, Slow, Haste, Dispel Magic, Ice Storm, Polymorph Other, Fear, Wall of Stone, Feeblemind*. Halfling Thief: HD: 9, AC: 0, HP: 35, one Attack 2D6 (quadrupled if from behind). Dwarven Fighter: HD: 12, AC: 0, HP: 60, one Attack 3D6. Half-Elven Cleric: HD: 10, AC: 0, HP: 47, one Attack 2D8 plus spells as a 10th Level Cleric. Spells: *Protection/Good x 2, Light, Hold Person x 2, Bless, Continual Darkness, Cause Disease, Prayer, Protection/Good 10' radius x 2, Turn Sticks to Snakes* (there are some sticks on the floor), *Dispel Good, The Finger of Death (Raise Dead reversed)*. Human Wizard: HD: 9, AC: 0, HP: 32, one Attack 2D6 plus spells as a 9th Level Wizard. Spells: *Charm Person x 4, Phantasmal Forces, Invisibility, Web, Hold Person, Lightning Bolt, Fly, Ice Storm x 2, Wall of Stone*. Human Thief: HD: 10, AC: 0, HP: 49, one Attack 2D6 (quadrupled if from behind). Human Cleric: HD: 12, AC: 0, HP: 56, one Attack 2D8 plus spells as a 12th Level Cleric. Spells: *Darkness x 3, Protection/Good, Hold Person x 3, Silence 15' radius, Prayer, Continual Darkness x 2, Cause Disease, Protection/Good 10' radius x 2, Turn Sticks to Snakes x 2, Finger of Death x 4, Blade Barrier*.
- 11 Hall of the Dead: Hestrin's Tomb, it contains only one large stone sarcophagus, untrapped, with the mummified body of Hestrin inside. On the body are the following items: 12,000 GP worth of Jewelry, a Rod of Cancellation, a Girdle of Giant Strength, and a +4 Sword which turns its target to stone on a natural 20 (no Saving Throw).



Isle of Lonesome Shoulders

The northeast island, it appears to be a normal island, rocky but with some vegetation on it. No signs of life can be seen from the sea. On the east coast of the island, a large (30' tall) Statue can be seen from the sea.

The island has a system of Caves known as the Caverns of Morstregal. The Caverns have had an ominous reputation for centuries. They have served as a prison for an Ancient Man and his Guardian Beast, sealed in for centuries by walls of magic. The Old Man's interest in, and collection of Skulls has indirectly led to the island's name.

The Old Man has been able to take control of various beings who have wandered into his Caverns, *Charming* them to serve both as Guards and Gatherers of Skulls. At present, his Guards consists of a group of six Ogre Magi who made the mistake of landing on the island. They serve faithfully and fanatically, desiring only to fulfill their Master's wishes.

Approach to the Island

Landing on the island will be difficult. The shoreline is extremely jagged, and there is only one small usable beach. The reefs are also extremely hazardous. Any small boat approaching the island has a 45% chance of becoming grounded. Any large ship attempting to reach the island has a 70% chance of becoming grounded. If a boat attempts to land anywhere except for the beach, there is a 40% chance of it being dashed to pieces. If the party attempts a landing on the beach, there is a 20% chance of the boat being caught by the treacherous currents and crushed against the rocks. If the party lands on the beach, they will be seen by the Ogre Magi in the Cavern of the Watchers and attacked. (See Encounters and Area 1 for specifics.)

Terrain

The terrain on this island is fairly rocky, with scattered brush and groves of trees. Lying about all over the island are Skeletons rotting in the dirt. The bones of members of all major races are present in various stages of age and decay. All of the Skeletons have been decapitated, and there are no Skulls to be found anywhere on the island.

The only major terrain feature is a small cave mouth near the center of the island. This entrance leads to the Caverns of Morstregal.

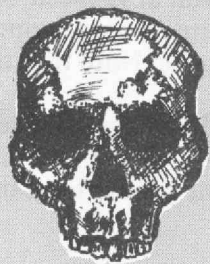
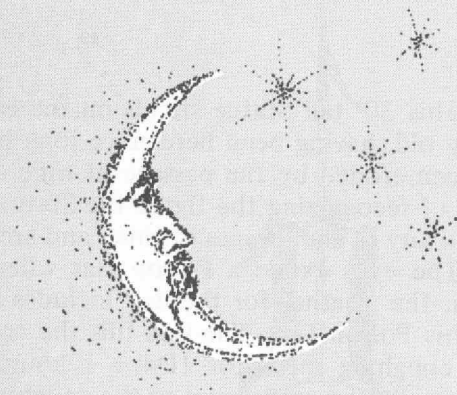
Encounters

The only living creatures which occupy this island are the Ogre Magi and their Master. Therefore, they will be the only creatures encountered on the island. The player's actions will determine the time and place of the encounter.

If the players chose to land on the beach during the day, they will be automatically spotted by the Ogre Magi in the Cavern of the Watchers (Area 1, Caverns of Morstregal). The three Magi in the Cavern will then become invisible, fly down to the beach, and begin to attack. They should quickly figure out that the party is too strong for them, and attempt to flee back to the Caverns. If one or more makes it, the Magi in Area 3 will be warned, and will be waiting for the players.

If the players land somewhere besides the beach, or on the beach at night, normal encounter probabilities result. If an encounter is indicated, it will be with one of the Magi from the Cavern of the Watchers, out on a Scouting Patrol. He will not attack, but will simply attempt to flee back to his companions. He will gather all six of them, and the combined force will track down and attack the intruders.

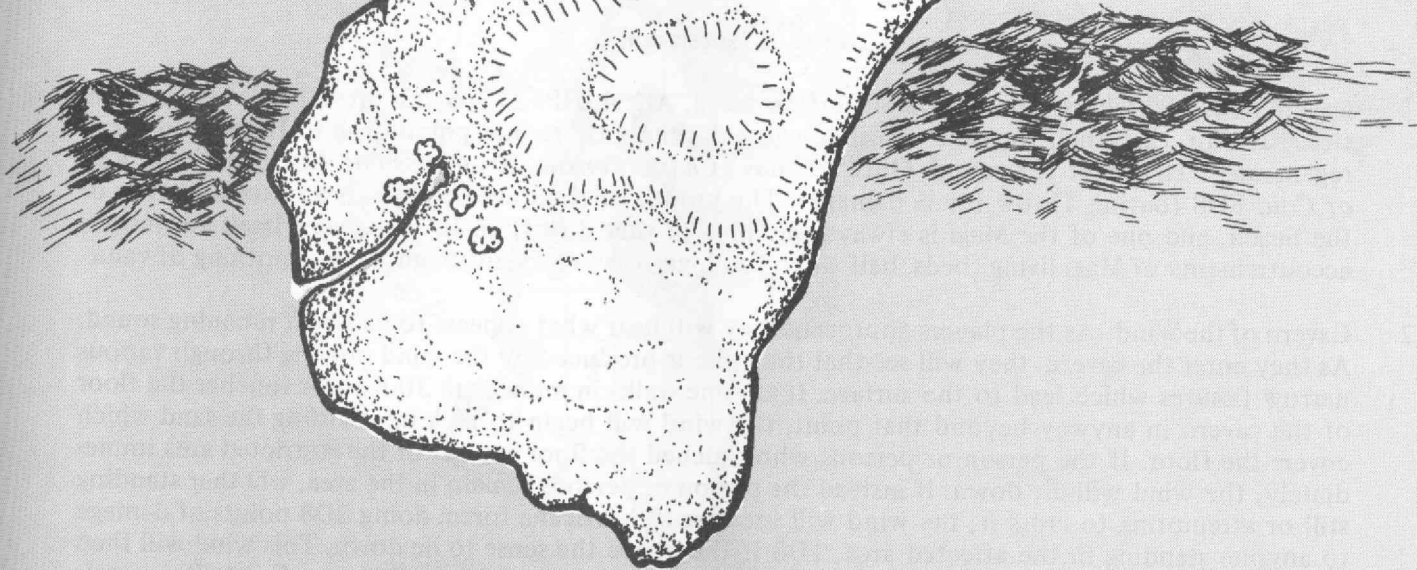
Isle of Lonesome Shoulders



Beach

Entrance to the Caverns

Statue of Anubis



Scale: 3/4 in. = 1 mile

Statue of Anubis

This 30' tall Statue stands on the east side of the island, and is clearly visible from the sea. It is extremely old, having been here since long before the imprisonment of the Old One on the island. Its features have been eroded by the passage of time and the sea winds, and the players will only have a 10% chance per person of recognizing the figure the Statue represents. A close examination will reveal that the eyes have not suffered any of the ravages of time, and are still as sharply detailed as the day they were carved.

The eyes exude a Poison Gas whenever they get wet (through rain, snow, spitting in them, etc.). Thus, if the weather for the day includes any form of precipitation, the area around the Statue will be filled with this Poison Gas. The Gas fills the area within twenty feet of the Statue. It attacks the lungs, causing severe coughing spells for 1D4 + 1 hours before the victim finally dies. Even those making their Saving Throw vs. Poison are subject to the coughing.

Anyone attempting to cast a spell while under the effects of the Gas is 20% likely to ruin the spell. Anyone who participates in a melee (or doing any other violent action) for more than three rounds has a 20% chance per round after those three to be seized by a coughing fit lasting 1D6 + 1 rounds. Anyone in the midst of a coughing fit is completely unable to attack or cast spells, although they may run at ½ speed.

Concealed within the left thumb of the Statue is a secret compartment. If this compartment is opened, the eyes of the Statue immediately begin to "cry", with Poisonous Gas produced as above. Note that this is an effect produced by magic, not by a mechanical trap which a Thief could remove.

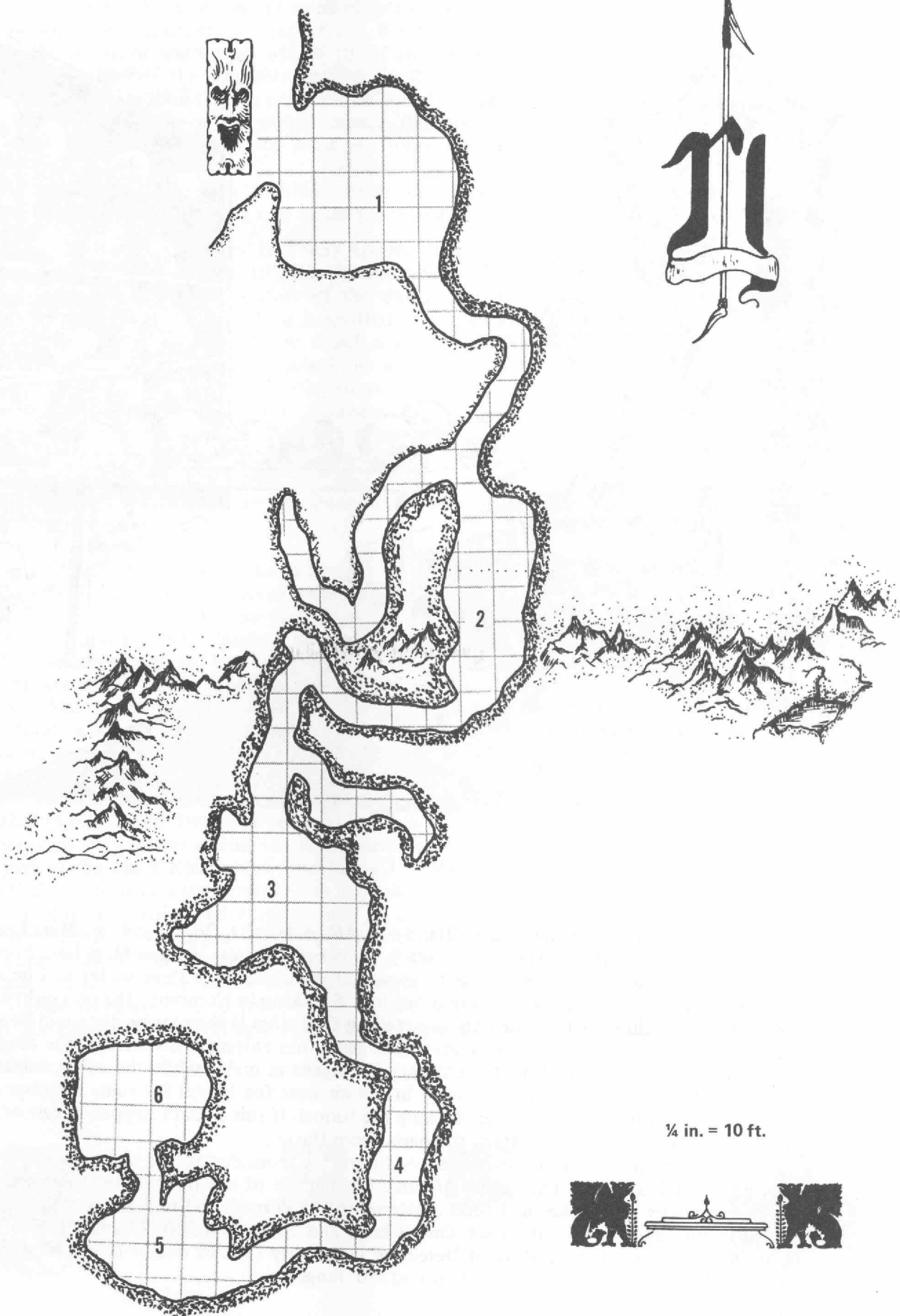
In the secret compartment is a small Golden Rod set with a large Ruby cut in the shape of a Jackel's head. It is encribed with various Egyptian symbols, and is worth 12,000 GP. Hidden within the various symbols is a map showing the entrance to the Caves of the Sentinel. The Rod has the power to grant on *Limited Wish*.

Caverns of Morstregal

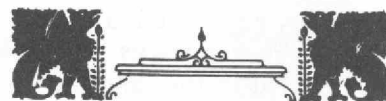
- 1 Cavern of the Watchers: Three Ogre Magi: HD: 5 + 2, AC: 4, HP: 27, 26, 23, one Attack 1D12. Abilities: Fly (for 12 turns), to come invisible, cause darkness 10' radius, polymorph to Humanoid form, regenerate 1 Hit Point per round; Once per day: *Charm Person*, *Sleep*, *Assume Gaseous Form*, *Ray of Cold* 8D8 (Saving Throw for ½ damage). The mouth of the Cave commands an excellent view of the beach, and one of the Magi is always watching in that direction. In the cavern itself are various accoutrements of Magi living (beds, half eaten food, garbage, etc.), although there is nothing of value.
- 2 Cavern of the Wind: As the players approach, they will hear what appears to be a soft moaning sound. As they enter the cavern, they will see that the noise is produced by the wind moving through various narrow fissures which lead to the surface. If anyone walks in more than 30 feet, or touches the floor of the cavern in anyway beyond that point, the wind will begin to pick up, swirling the sand which covers the floor. If the person or persons who touched the floor get out of the restricted area immediately, the wind will die down. If instead the person or persons remain in the area, whether standing still or attempting to cross it, the wind will increase to hurricane force, doing 2D8 points of damage to anyone standing in the affected area, 1D8 if they have the sense to lie down. This wind will then die down and the players will see a creature made of sand somewhat resembling an Earth Elemental: HD: 10, AC: 6, HP: 42, two Attacks 2D8/2D8, breathe of a fine sand every 3rd melee round, affecting an area 10' x 10' x 10'. Everyone in this area must save vs. Poison or collapse, choking. Choking lasts for 3D6 rounds, and each person so affected has a percentage chance dying. This chance is equal to the number of rounds for which they will be choking.

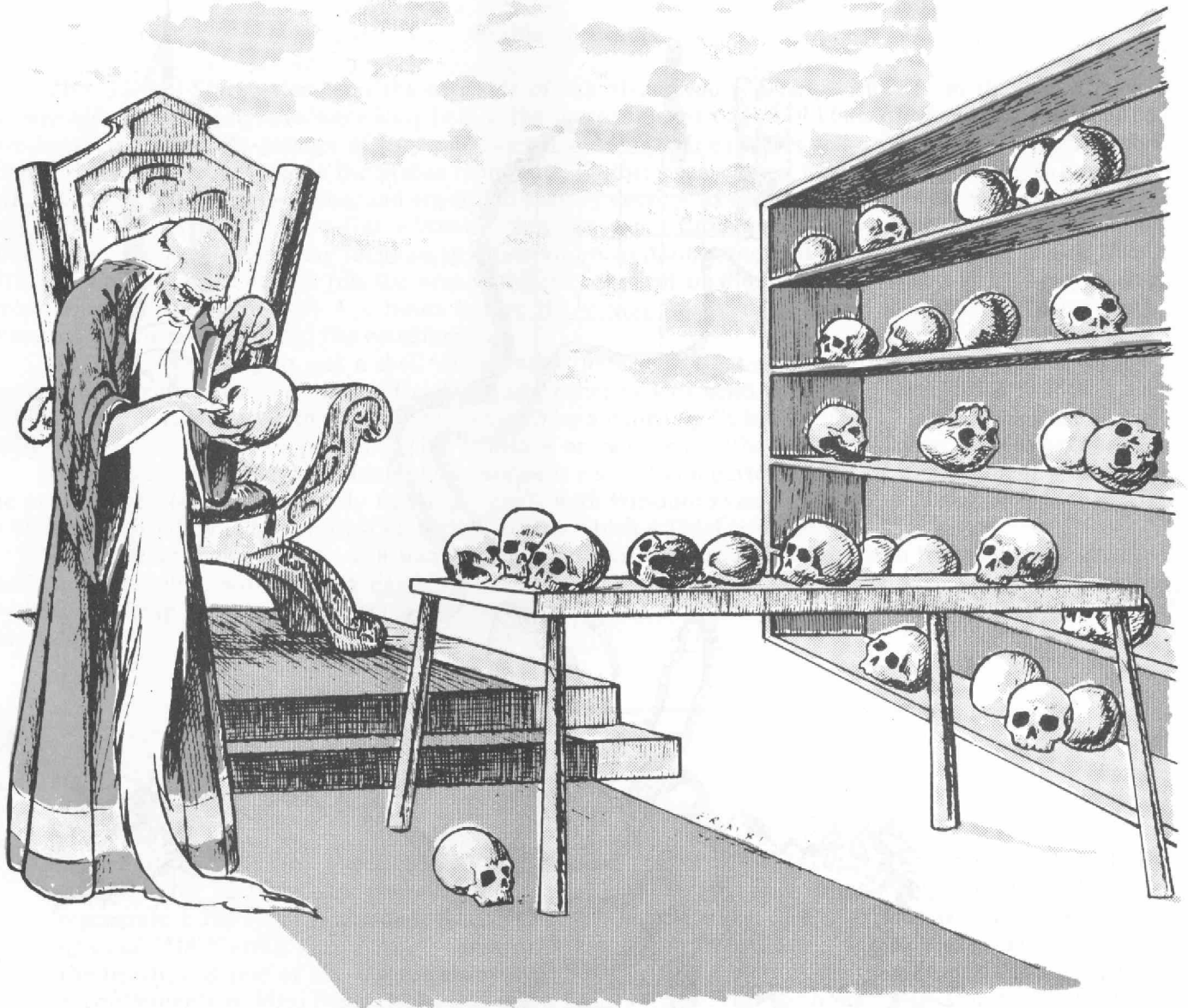
If the creature is destroyed, everything will be quiet for one round, and then the wind will begin to pick up again if someone is in the restricted zone, and the cycle will begin again, including the reforming of the monster. The cycle of calm wind, sandstorm, monster can be repeated an infinite number of times, but as soon as no one is touching the floor of the restricted zone, monster and wind will immediately disappear.

Note: All Ogre Magi will fly through this area.



1/4 in. = 10 ft.





- 3 Cavern of the Magi: Three Ogre Magi: HD: 5 + 2, AC: 4, HP: 31, 26, 24 and one Magi Leader: HD: 9, AC: 4, HP: 40, one Attack 1D12. See area 1 for other abilities. If these Magi have been warned by the others, they will be polymorphed to appear as captives, while their leader will be invisible and flying near the roof of the cavern (some 50' up). Speaking in Common, the polymorphed Magi will direct the party through the rear entrance, telling them that if they hurry, they will be able to catch the "Magi" by surprise. As soon as the entire party has entered the corridor, the Magi will attack from the rear. Two will rush to the entrance to engage in melee while the other unleashes a *Ray of Cold*. The Magi Leader will wait invisibly in the air near the tunnel for some member of the party to attempt to fly over the two Magi blocking the tunnel. If this doesn't happen in one or two rounds, he will fly down the tunnel to attack the party from the rear.

The cavern itself appears to be rather luxurious (considering the area), with silk pillows and hangings scattered about. The bodies of three Humans lie on the floor minus their heads. There are also other traces of supplies and food scattered in the corners and in shallow pits dug in the sand. Buried in the sand are several chests. One is large and contains 8,500 GP and 31,000 SP. There are two small ones containing a Ring of Detecting Invisibility (allows wearer to detect invisible objects whenever he concentrates on it for one round, 30' range).

- 4 Cavern of Song: Skulls are set in small niches in every wall of this cavern. Some of the Skulls are yellow with age, but others are quite fresh. When some member of the party moves more than 30' inside the room, or approaches within 10' of any Skull, the Skull will burst into a deep, mournful song. Those who hear the song must Save vs. Spell each round that they hear it or collapse in Fear for 2D4 rounds. Every round that a person is collapsed in fear and still capable of hearing the song, there is a 10% chance of that person going insane. A *Remove Curse* and *Bless* are required to cure insanity, and even then the afflicted person must rest for as long as they were insane, and will ever after hate any singing.

The only way to counter the affects of the song is with a *Silence* spell or destroying all 85 Skulls (figure each person can destroy two Skulls per round).

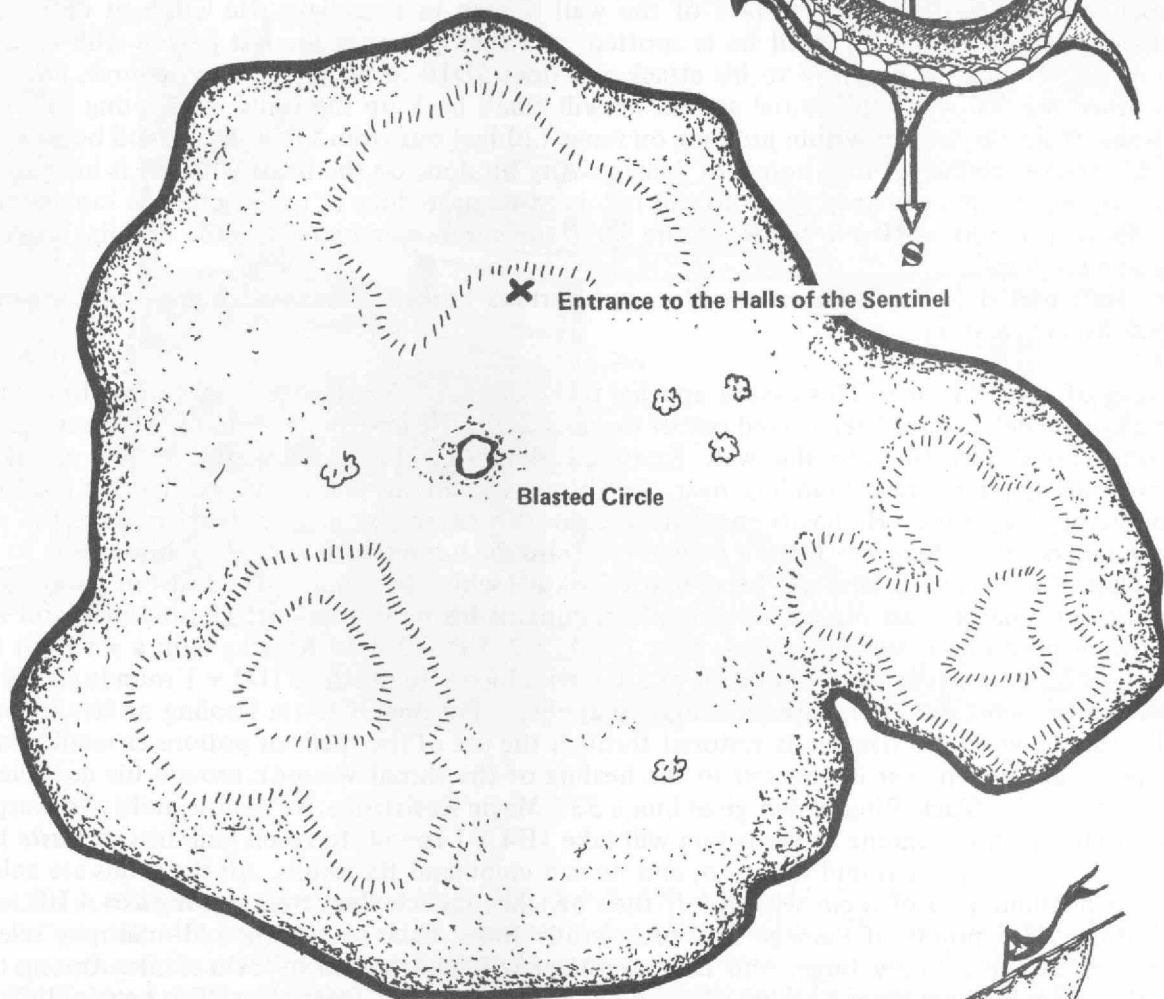
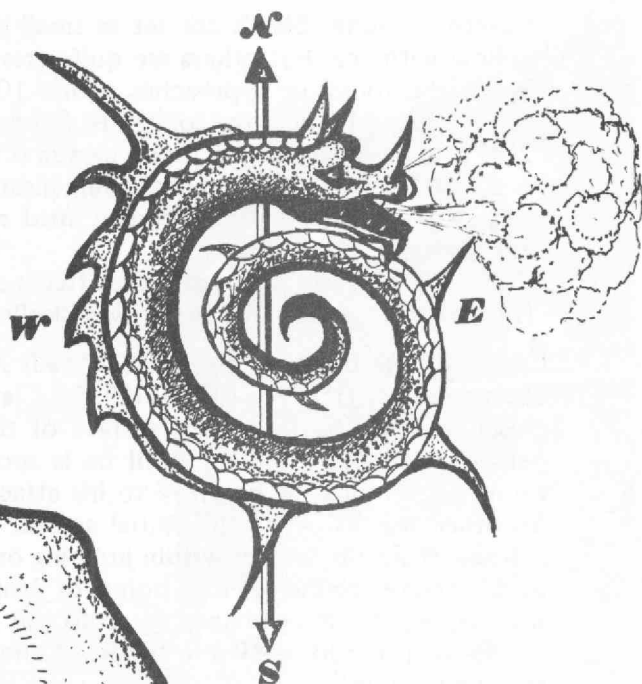
- 5 Cavern of the Beast: A gigantic (15' tall) Ape-like beast clings to the wall above the entrance to this cavern. Beast: HD: 15, AC: 6, HP: 75 Claw/Claw/Bite 2D8/2D8/5D6. The Beast is well concealed, closely resembling the rocky surface of the wall if seen in torchlight. He will wait until no more persons enter the room or until he is spotted, and then jump on the last person who entered the room. In jumping, he gains +4 to his attack and does 5D10 of damage, but of course, does not get his other attacks. After this initial attack, he will climb back up the walls, attempting to repeat his actions. If no one comes within jumping on range (20 feet out from the wall), he will begin throwing rocks, one per round for 5D6 points of damage. Any hit done on the Beast while he is hanging on the wall has a percentage chance equal to the points of damage done of causing him to lose his grip and fall to the floor doing 4D6 to the Beast and 5D10 to anyone who happens to be standing too close to the impact point.

Half buried in the sand on the floor are various broken Humanoid bones, relics of previous feasts by the creature.

- 6 Cavern of the Old One: This cavern appears to be designed for Human habitation. Stone benches, tables, and shelves have been carved out of the rock walls. Nearest the far end of the cavern is a stone throne carved directly into the wall. Scattered about the floor, tables, and shelves are skulls of various ages and injuries. Standing near the throne examining one of the skulls is an aged man in mouldering grey robes. He has been imprisoned in this cavern by magical barriers since the days of the Keepers of the Sentinel. Once a powerful Wizard, he has retained enough of his powers to *Charm* the Ogre Magi to guard him and bring him the skulls which he studies. The beast in Cavern 5 is also his servant, guarding its master since the beginning of his imprisonment. The old man still has the following powers and characteristics: HD: 10, AC: 2, HP: 40, two Attacks with a +3 Flint Dagger which will cut a throat on a roll of 19 or 20, victim bleeds to death in 1D4 + 1 rounds unless a *Cure Serious* or two *Cure Lights* are immediately applied - Potions of Extra Healing or Healing may be substituted (Note: No damage is restored through the use of the spells or potions as would normally happen - all their power is directed to the healing of the throat wound); around his neck he wears one part of the Black Ring which gives him a 33% Magic Resistance; he has the ability to warp space such that a person running towards him will take 1D4 + 1 rounds to reach him; he can *Haste* himself once per day for a six round duration; and he can command the skulls. All the skulls are animated, and each round 1D6 of them will fly off their benches at each character, striking as a 4 HD monster and doing 1D6 points of damage if it successfully Bites. Each round, the old man may select one character as the primary target and that character will be attacked by 3D6 skulls. Among the old man's possessions are three Scrolls, which he can no longer use. Treat all as 20th Level: (1) *Stone to Flesh*, *Anti-Magic Shell*, *Disintegrate*; (2) *Dispel Magic* x 3; (3) *Wish*, *Prismatic Wall*, *Maze*.



Isle of the Sentinel



Scale: 3/4 in. = 1 mile

Isle of the Sentinel

The entrance to the Halls of the Sentinel is well concealed behind several large rocks. Unless the players have found one of the maps showing the entrance's location (from the Liche's Tower or the Statue of Anubis), there is only a 10% chance per day of finding it without magical means.

Once the rocks in front of the entrance have been cleared, the players will see before them a 10' x 10' opening, obviously of great age. Carved into the rock around the entrance are various runes of threat and warning, promising dire consequences for all violators.

The central isle, the Isle of the Sentinel is as forbidding a place as can be imagined. It is cloaked with fog 60% of the time, and when it can be seen, the viewer often wishes the fog would return. Rocky, with only sparse vegetation, its coast offers no safe landing places. No structures can be seen on the island when looking from the sea.

Approach to the Isle

Reaching the isle will be extremely hazardous. There are no visible beaches on the rocky shoreline, and dangerous reefs circle the island. Under normal weather conditions, there is a 50% chance of grounding a small boat. If the fog is present, that chance increases to 60% due to an inability to avoid some of the reefs which could ordinarily be seen. The chances of grounding a large ship are 70%, 85% when the island is shrouded in fog.

The jagged rocks on the coast make it 40% likely for a small ship to be wrecked on a good day, 60% on a foggy day. With a large ship, the chances increase to 60% normally, and 80% when the fog is present.

There is no wood to build a raft if the player's Ship is destroyed.

Terrain

The terrain is composed mostly of extremely jagged rocks. What vegetation is present takes the form of struggling yellow weeds and grasses. There are no trees or even shrubs, nor is there any source of fresh water on the island.

There are no man-made structures on the surface of the island. The only two points of interest are the Blasted Circle (see below) and the entrance to the Halls of the Sentinel, both which are near the north coast of the isle.

Encounters

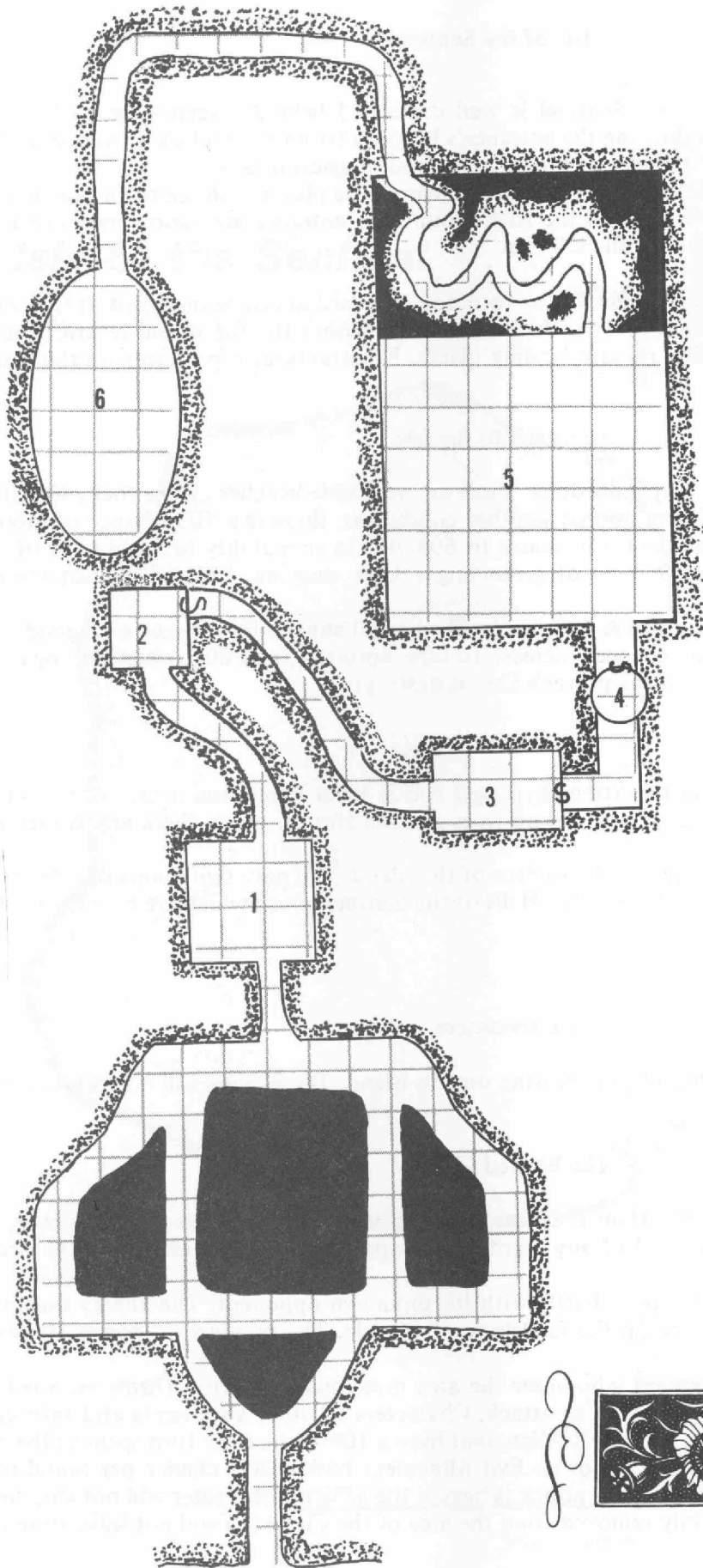
There is nothing except for the players moving on this island. The players will notice a complete lack of even birds and insects.

The Blasted Circle

Not far from the entrance to the Halls is an area of desolation known as the Blasted Circle. It is a circular area some 400 feet across, devoid of any plant life. It appears as if the rock within the circle was melted at some point in time.

This was the site of the Last Keeper's battle with his unknown opponent. The energy unleashed in the struggle has left a permanent mark on the landscape of the isle. The presence of power and evil still remains.

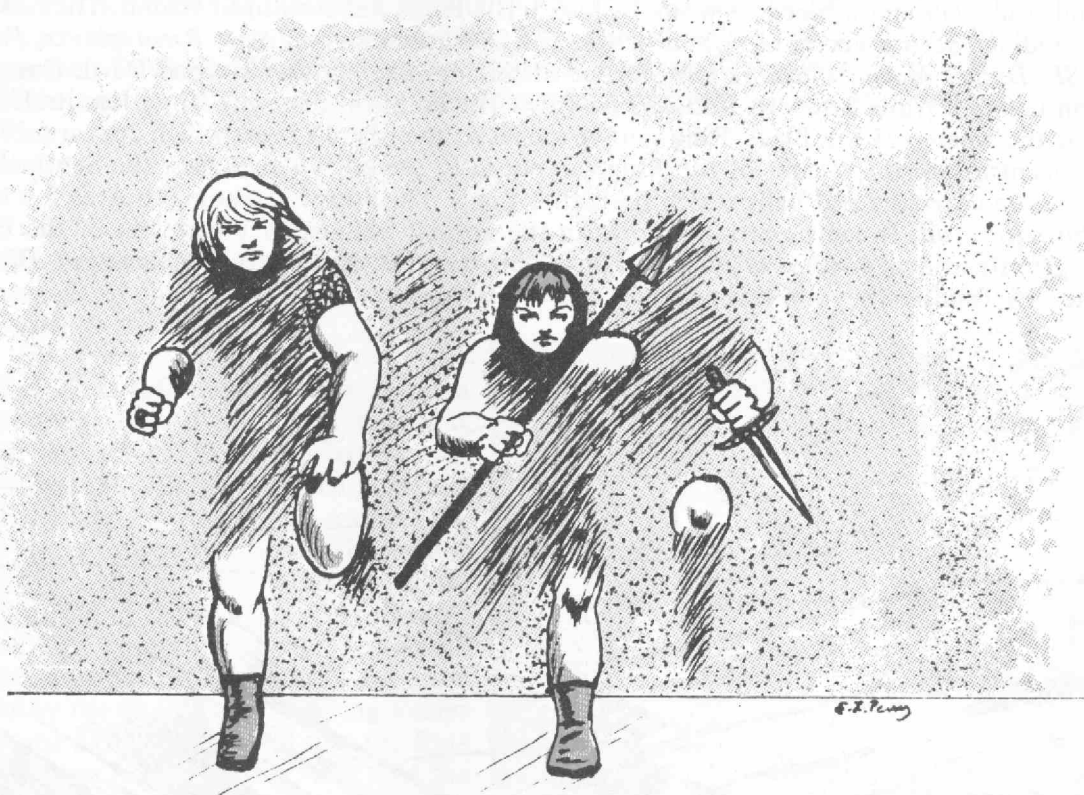
Any characters of Good Alignment who enter the area must make a Saving Throw vs. Spell or become ill for 2D4 hours, unable to cast spells or attack. Characters of other alignments also take chances when entering the area. Characters of a Neutral Alignment have a 10% chance per turn spent in the area of becoming Evilly Aligned. Characters already of an Evil Alignment have a 20% chance per round of backstabbing the person nearest to them. Once an attack is begun, the afflicted character will not stop until his target is dead, he is dead, or he is forcibly removed from the area of the Circle (he will not leave voluntarily).



Halls of the Sentinel

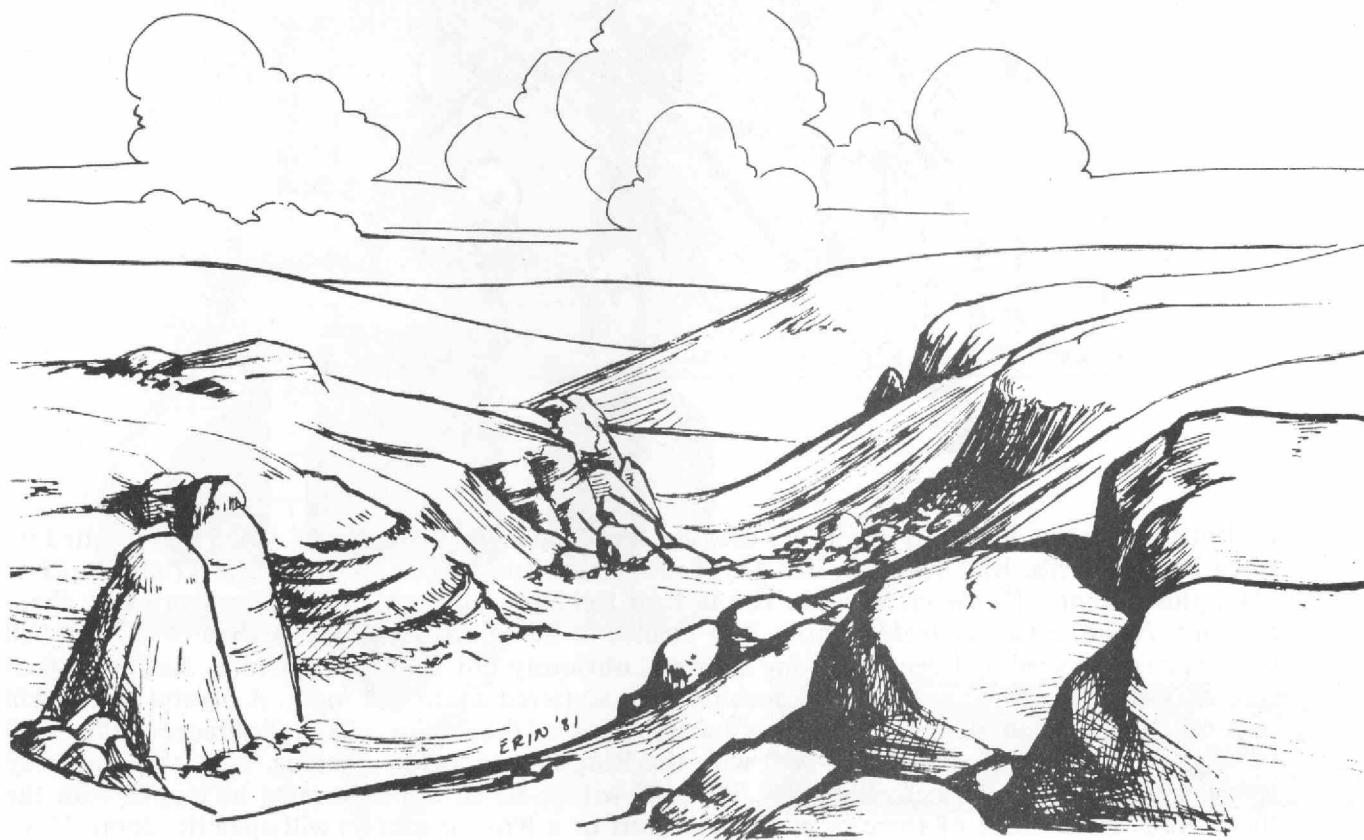
In addition to the normal defenses of the Sentinel, the Wizard who attempted to breach the defenses left some guards to destroy anyone investigating. The magical effects are the Sentinel's defenses, the Devils are the Wizard's guards.

- 1 Hall of Warning: The entrance to this hall is blocked by a simple *Force Wall*. It can be temporarily brought down with a successful *Dispel Magic* (treat the wall as 25th level), a *Disintegrate* or it can be *Teleported*, *Dimension Doored*, or *Phase Doored* through. If it is brought down, it will reform in three rounds. The hall itself appears bare. If the *Force Wall* is brought down or someone enters the room, hundreds of Magic Mouths on the walls begin a loud wailing, warning the Devils in Area 2. Anyone who enters the room while the wailing lasts (five rounds) must Save vs. Spell or drop all weapons and run through the east entrance, running for 2D4 rounds and surrendering to the first non-friendly creature he or she sees (which will be the Devils in Area 2). Anyone wearing the Black Ring may walk through the *Force Wall*, as may those within 10 feet of the Ring. If everyone in the room stays within 10 feet of the Ring, the Magic Mouths will not be activated. *Teleporting* or *Dimension Dooring* into the corridor between Areas 1 and 2 will also successfully pass the alarm.



- 2 Hall of the Keeper: Formerly the room used by the Keepers of the Sentinel, it is now inhabited by three Barbed Devils: HD: 8, AC: 0, HP: 43, 36, 30, Magic Resistance 35%, Claw/Claw/Tail 2D4/2D4/3D4, plus a Saving Throw vs. Wand or run in Fear for 2D4 rounds. Abilities: Never surprised, *Pyrotechnics*, *Produce Flame*, *Hold Person*, 30% chance of Summoning another Barbed Devil. The hall itself appears as aged and decrepit living quarters, obviously not used in some time. Ancient rags of garments and the remains of wooden furniture are scattered about the room. A careful search will turn up the fragments of the Last Keeper's diary. Most of the writing will be illegible, but there will be several references to striking the wall with the Ring and a doorway opening. This is the only way to open all the secret doors in the Halls. The wall within 10' of the door must be tapped with the Black Ring. No amount of force or any magic short of a *Wish* or artifact will open the doors. However, *Teleportation*, *Dimension Door*, etc. can be used to bypass the doors.

- 3 **Hall of Rest:** The final resting place of the Keepers, this hall contains several dozen stone sarcophagi sitting in niches carved in the walls. There are also two which have been thrown to the floor and broken open. The aura of the room is cold and foreboding and the players will all sense an angry will which wants them out of the room. Even the Black Ring will not prevent this feeling from reaching the players. After the players have remained in the room for five rounds, or someone has touched one of the sarcophagi still on the walls, the anger will begin taking its toll on them. On the sixth and all subsequent rounds, everyone in the room except for the wearer of the Black Ring must roll a D20 equal to or under their Intelligence to not be taken over by the force of the anger. Those who fail will begin attempting to force the others out of the hall and back to Area 2, attacking if necessary. The affected people will regain control of their minds when they leave the hall, but if they ever re-enter it, they must immediately make a Saving Throw as above to retain control. Note that those with purer motives (wishing to reseal the two broken sarcophagi, etc.) will not be affected. Those who make any attempt at actually ransacking any sarcophagi will have to make a Saving Throw as above with a +4 to the die roll, and failure in this case results in insanity. There is nothing of value in any of the sarcophagi.
- 4 **Hall of Sight: Two Horned Devils:** HD: 5 + 5, AC: -5, HP: 36, 27, Magic Resistance 50%, Fork 2D6 and Tail 1D3 and a bleeding wound - lose 1 Hit Point per turn until bound. They exude Fear in a 5' radius (Saving Throw vs. Wand or flee for 2D6 rounds). Abilities: *Pyrotechnics*, *Produce Flame*, *ESP*, *Detect Magic*, *Illusion*, 50% chance of Summoning another Horned Devil. Once per day they can create a triple *Strength Wall of Fire* (3D8 Hit Points of damage). The room itself is totally bare, but the wearer of the Black Ring can see scenes of the island's coast which appear on the walls. With concentration, the wearer of the Ring can choose to see anywhere within the Sentinel Keys, including the corridors and halls which lie before them. The doorway leading to Area 5 is blocked with a *Prismatic Wall*. It can be brought down in the normal fashion, or the wearer of the Black Ring can negate its effects as long as he stands in the center of it. Note: No *Teleportation*, *Dimension Door*, etc. will function beyond this point.



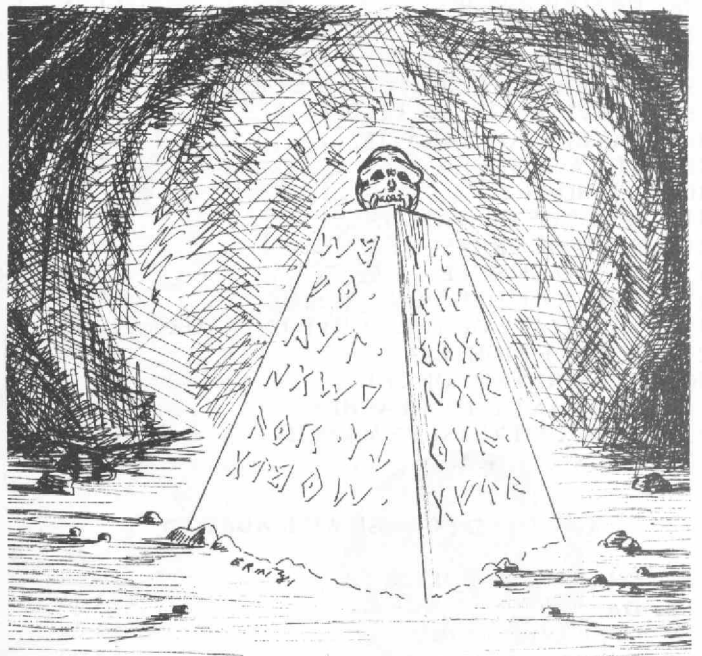
- 5 Hall of Passage: Levitating above the doorway is a very disgruntled Death Devil: HD: 13, AC: -4, HP: 60, Claw/Claw 1D8/1D8 and a Saving Throw vs. Death or die on the spot, Magic Resistance 70%. Abilities: *Levitate*, *Produce Flame*, *Dispel Magic*, *Detect Invisible*, Regenerates 1 Hit Point per round. Once per day they may enscribe a Symbol of Death killing 75 Level Points. +2 Weapon required to Hit. This Devil is much more interested in preserving the letter of his instructions than fighting, and will attempt to negotiate if given the chance. His instructions were to prevent any unauthorized personnel from passing through the hall, and for the gift of some major magic item, he will authorize one person. Otherwise, he will fight.

The far end of the hall is one mass of shimmering lights. The light is intensely painful to the eyes, and only the wearer of the Black Ring will be able to reach it without being blinded for 2D6 turns. Any blinded person entering the area of the lights (which covers fully half the room) has an 80% chance per round of falling into the 60' deep hole which makes up the north 1/3 of the room. A narrow, winding path leads down into the chasm, but only a non-blinded person (i.e. the wearer of the Black Ring) will be able to see and follow it. The sides of the path are guarded by *Prismatic Walls*, as it cannot be reached by those who have fallen into the pit. These walls also make it very hazardous for a blinded person to attempt to crawl down the path or walk down it holding on to the wearer of the Ring, as falling off is a definite possibility, and anyone who falls, falls through a *Prismatic Wall*. The wearer of the Black Ring has only a 05% chance per trip on the path of falling off, and on each trip on it may guide one person. That person will still have a chance of falling equal to 30 minus their Dexterity. Unguided persons have an 80 minus Dexterity chance of falling.

At the bottom of the path is a metal door which can only be opened by tapping on it with the Black Ring.

- 6 Hall of the Sentinel: This hall is protected on all sides by *Force Walls* and other defenses which will defy all means of entry short of a most powerful artifact. Only the Black Ring will allow free passage into the hall.

In the center of the hall rests the Sentinel of Time (see picture). It is simply a monolith covered with runes. On top of it rests the Ardissian's Skull, an artifact of some power. The Skull must be removed from the island in order to restore the Sentinel to its proper functions. The wearer of the Black Ring may carry the Skull without suffering damage, but anyone else will take 3D8 points of damage per round plus make a -4 Saving Throw vs. Spell or be *Charmed* by the Skull. Once the Ring wearer picks up the Skull, he will find that the Ring and Skull have fused together, and that the forces within each are beginning to combat. This combat will begin to build until the two artifacts destroy each other, and everything within 30 yards. This will occur 12 turns after fusing, and it is hoped that the players will have enough sense to dispose of this "bomb" in the sea or at least get away from it. The artifacts will emit a soft humming when first fused, turning slowly to a high pitched whine as the explosion nears, so the players will have some warning. The Skull will be shattered into a hundred pieces and scattered. The Ring will be shattered back into three pieces and blown into the sea, to be washed back up onto the beaches in a few years.



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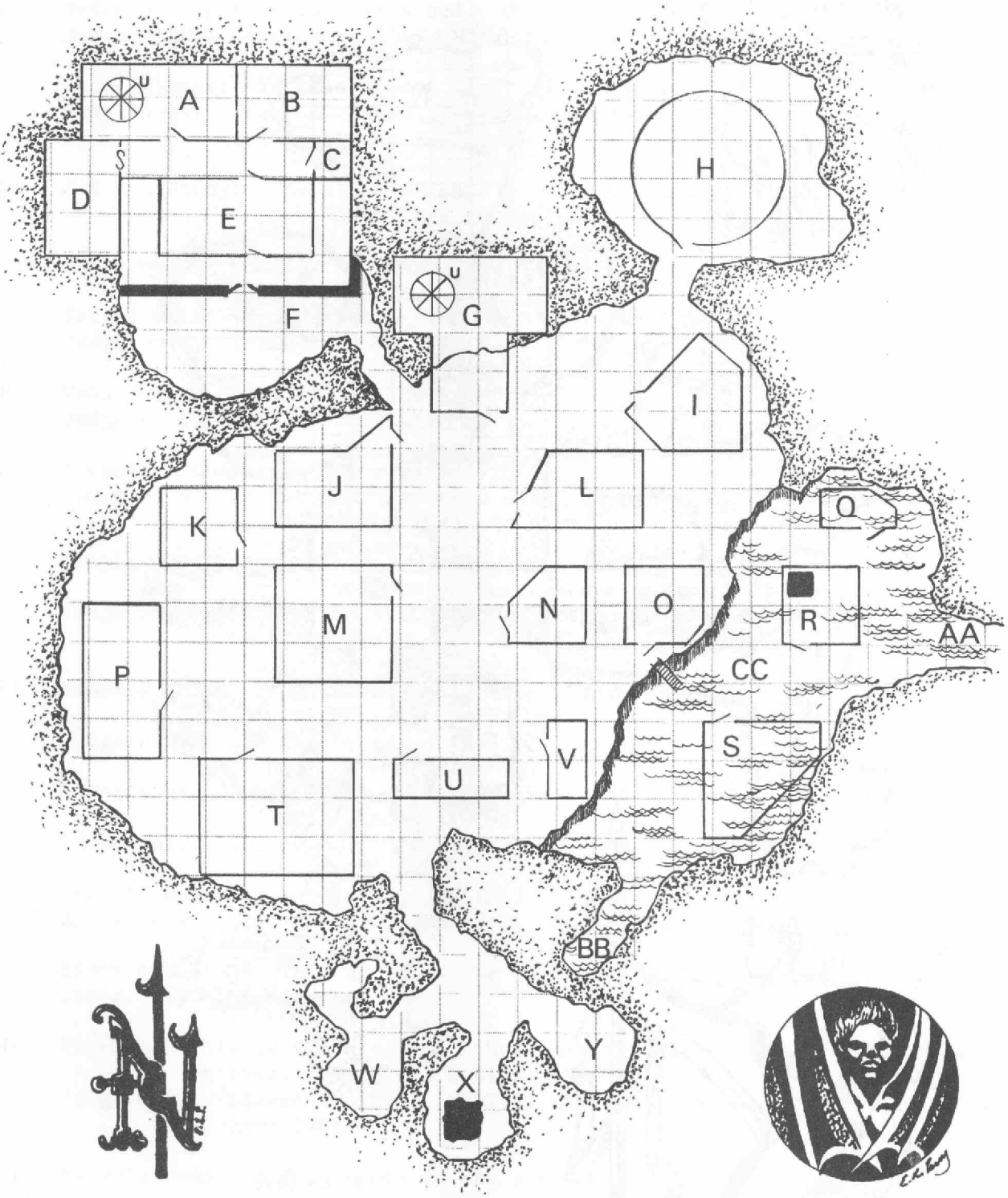
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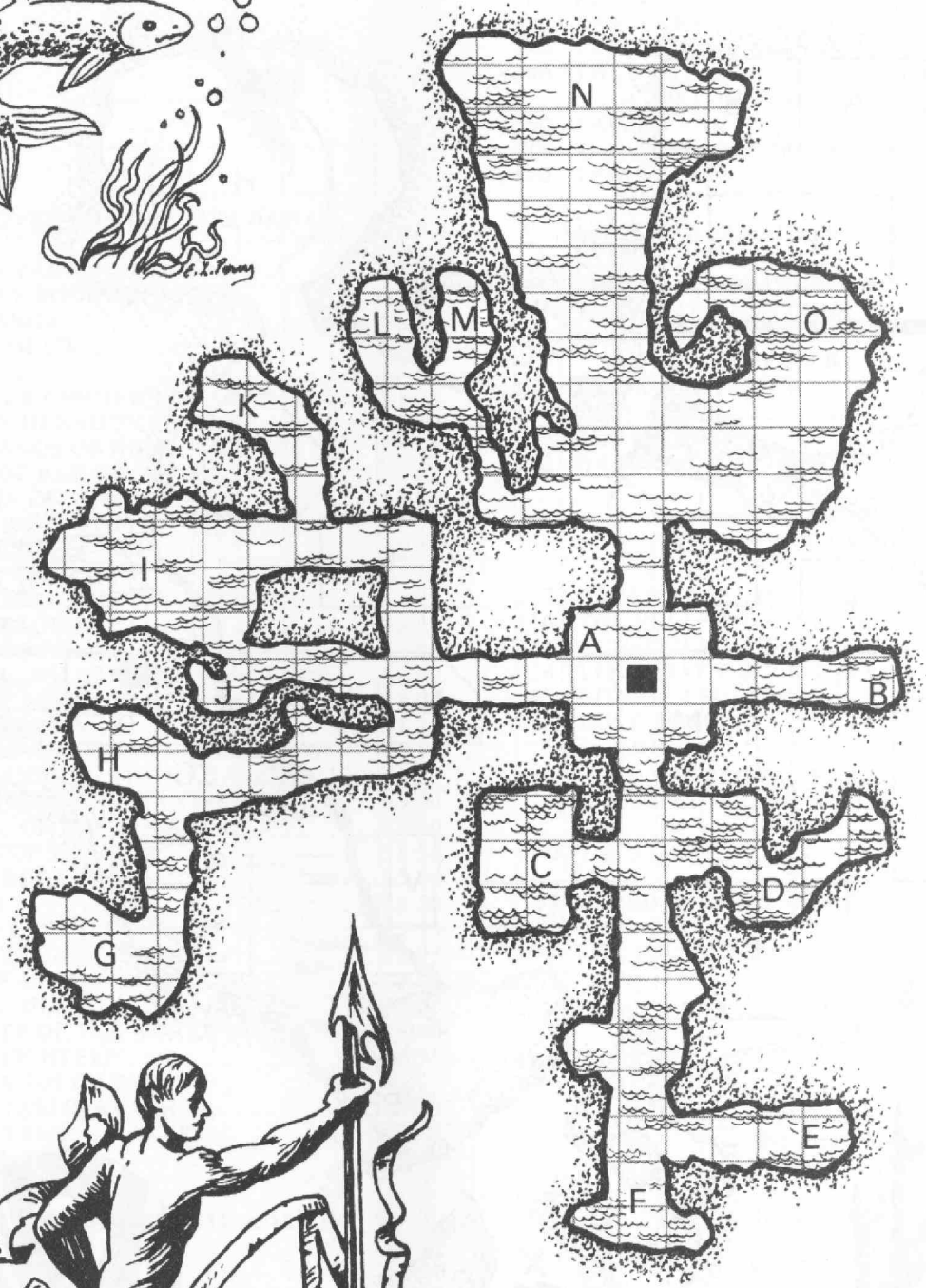
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¼ in. = 10 ft.



C. N. Perry



¼ in. = 10 ft.

Level Two

- A) Banner Room: The stairway in this room leads to Level 1, B. Along the wall is a red banner with a white stripe.
Judge only: Nothing special.
- B) Bedroom: In this room is a bed. On the bed are 3 Giant Centipedes.
Judge only: Centipedes AC:9, HD:1/4, HP:2, 1, 1, Damage:Poison.
- C) Snake Closet: In this closet is a large Snake.
Judge only: Snake AC:8, HD:2, HP:12, Damage:1-3 and 2-20 Poison. Behind the Snake are 15PP.
- D) Private Study: The floor of this room is covered with dust. Against the south wall are shelves with books on them. In the corner there is a plush chair.
Judge only: Nothing special.
- E) Record Room: On a table in this room is a book, a pen and ink.
Judge only: The book shows all records of the Dwarves.
- F) Wall: This a 12' wall. The gate is open.
Judge only: Nothing special.
- G) Forgotten Chamber: The stairway in this chamber leads to Level 1, E.
Judge only: On the ceiling are 2 Giant Ticks AC:3, HD:3, HP:6, 9, Damage:1-4. They will drop on anyone entering.
- H) Temple of Dwarves: This building has a large statue of a Dwarf in it. Two rows of benches are in front of the statue.
Judge only: Behind the statue are 3 Skeletons AC:7, HD:1, HP:4, 7, 5, Damage:Sword (1-8). The statue is of the God of Dwarves.
- I) Miner's House 1: In the house is a bed, a table, chairs and a closet. In the closet are some old clothes and a small bag.
Judge only: The bag contains 15GP.
- J) Miner's House 2: A house with the same furnishing as I. In the closet is a Shadow.
Judge only: Shadow AC:7, HD:3+3, HP:16, Damage:2-5 and Strength drain.
- K) Miner's House 3: Furnishings as in I. A Gray Ooze is in this room.
Judge only: Gray Ooze AC:8, HD:3+3, HP:15, Damage:2-16.
- L) Miner's House 4: This house is the same as I.
Judge only: Nothing special.
- M) Kitchen: This is the kitchen. There are two tables with rotting food on them. There are 2 Lizard Men in here.
Judge only: Lizard Men AC:5, HD:2+1, HP:9, 7, Damage:Sword (1-8). They have 17GP.
- N) Miner's House 5: This house is the same as I. Inside is a dead Lizard Man.
Judge only: Nothing special.

- O) Keeper of the Stairs: In this house there is a table, a chair, a hammer, 3 chisels and a Ghoul.
 Judge only: Ghoul AC:6, HD:2, HP:8, Damage:1-3/1-3/1-6. The Ghoul does not want to fight. Its duty is to keep the stairway down to CC in good condition.
- P) Miner's House 6: This house is the same as I, except in the closet is a chest.
 Judge only: Inside the chest are 200SP.
- Q) Storage Building: Inside this building are broken and unbroken picks, shovels, hammers and chisels.
 Judge only: Nothing special.
- R) Entrance to the Mines: The walls of this building are covered with places to put picks, shovels, hammers and chisels. In the corner of the room is a large shaft with a ladder going down. It leads to Level 3, A.
 Judge only: Nothing special.
- S) Miner's House 7: This house is the same as I.
 Judge only: On the floor of this room is a Giant Snapping Turtle AC:0/5, HD:10, HP:55, Damage:6-24.
- T) Rust: The door to this building is off its hinges. Inside is a Rust Monster, alot of rust and some Gold and Silver.
 Judge only: The Rust Monster has rusted all the metal in this room except for the Gold and Silver. Rust Monster AC:2, HD:5, HP:23, Damage: Metal destruction. The Gold is worth 500GP and the Silver is worth 1000SP.
- U) Forge: In this building is a large firepit and many metal forging tools.
 Judge only: This building was used to melt metal into usable bricks.
- V) Slimy Roof: This building has a small bed in it.
 Judge only: A Green Slime AC:9, HD:2, HP:16, Damage:Flesh corrosion, hangs from the ceiling waiting for people to drop on.
- W) Spider: This chamber has an awful stench to it. Sitting in this room is a huge Spider.
 Judge only: Spider AC:6, HD:2+2, HP:11, Damage:1-6. The Spider is hungry.
- X) Webs: This room is filled with Webs.
 Judge only: If 3 turns are spent hacking through the Webs a shaft that leads to Ground Level F will be found.
- Y) Another Spider: This room is the same as W.
 Judge only: Spider AC:6, HD:2+2, HP:7, Damage:1-6.
- Z) Giant Cavern: This is a large cavern with a rough roof about 32' up. The roof is covered with Stalactites. The eastern half below the cliff is flooded with water. A stairway leads down in to the water.
 Judge only: Nothing special.

- AA) River: This is the inlet of the underground river which floods CC.
Judge only: Nothing special.
- BB) Outlet: This is the outlet of the river AA.
Judge only: Nothing special.
- CC) Flooded Half: This part of the cavern is flooded. The cliff is 15' and the water goes up 11'. The tops of buildings R and S protrude above the water.
Judge only: Sitting in the water on the floor of the cavern is a Giant Snapping Turtle AC:0/5, HD:10, HP:60, Damage:6-24.

Level Three

Note: All of Level 3 is flooded with water.

- A) Entrance: A ladder leads up through a hole in the ceiling to Level 2, R.
Judge only: Nothing special.
- B) Dead End: This is a dead end passage.
Judge only: 2-50GP Gems are hidden on the ground.
- C) Lacedon: Standing in this room is a Lacedon, (an underwater Ghoul).
Judge only: Lacedon AC:6, HD:2, HP:5, Damage:1-3/1-3/1-6. It has a Silver Hammer worth 100SP.
- D) Crayfish: In this passage is a Giant Crayfish.
Judge only: Crayfish AC:4, HD:44, HP:26, Damage:2-12/1-12. Behind the Crayfish is a dead Dwarf that has a 100GP Gem.

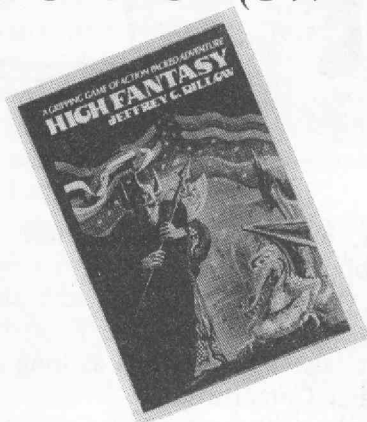


- E) Another Dead End: This is another dead end passage.
Judge only: Nothing special.
- F) Dead Dwarves: At this point there are 3 dead Dwarves.
Judge only: If the bodies are searched 47GP and 62SP will be found.
- G) Lampreys: This room is very rocky.
Judge only: Sticking to the floor are 3 Lampreys AC:7, HD:1-2, HP:7, 10, 5, Damage:1-2.
- H) Empty Room: An empty room.
Judge only: Nothing special.
- I) Lizard Men: In this room are 2 Lizard Men. Lying dead in the room are 3 Dwarves.
Judge only: Lizard Men AC:5, HD:2+1, HP:12, 13, Damage:Club (1-6). Hidden beneath one of the Dwarves is a bag of 100GP.
- J) Holes and Eels: In the wall are 3 small holes.
Judge only: If they are examined closely 3 Electric Eels will swim out and attack. Eels AC:9, HD:2, HP:11, 8, 7, Damage:1-3 and Jolt.
- K) Mithril: One dead Dwarf lies in the passage.
Judge only: A small deposit of Mithril is in the wall. It is worth 200GP.
- L) Another Lizard Man: Lurking in this passage is another Lizard Man.
Judge only: Lizard Man AC:5, HD:2+1, HP:11, Damage:Sword (1-8). If this passage is searched for 1 turn, 2 pounds of iron will be found.
- M) Iron: This is a rough cut passage with many deposits of iron.
Judge only: 3 pounds of iron will be found if the passage is searched for 2 turns.
- N) Main Cavern: Lying dead in this room are 4 Dwarves. Deposits of Copper can be seen on the north wall.
Judge only: The dead Dwarves are really Lacedon, (underwater Ghouls), waiting for victims. Lacedon AC:6, HD:2, HP:10, 11, 12, 2, Damage:1-3/1-3/1-6. If the Copper deposits are dug out they will be worth 800CP.
- O) Crab: This is an average cavern.
Judge only: Lurking in the back waiting to attack is a Giant Crab AC:3, HD:3, HP:12, Damage:2-8/2-8.

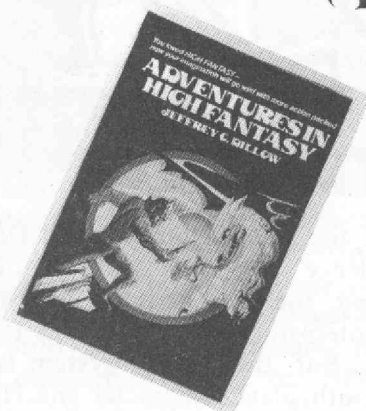
THE END?

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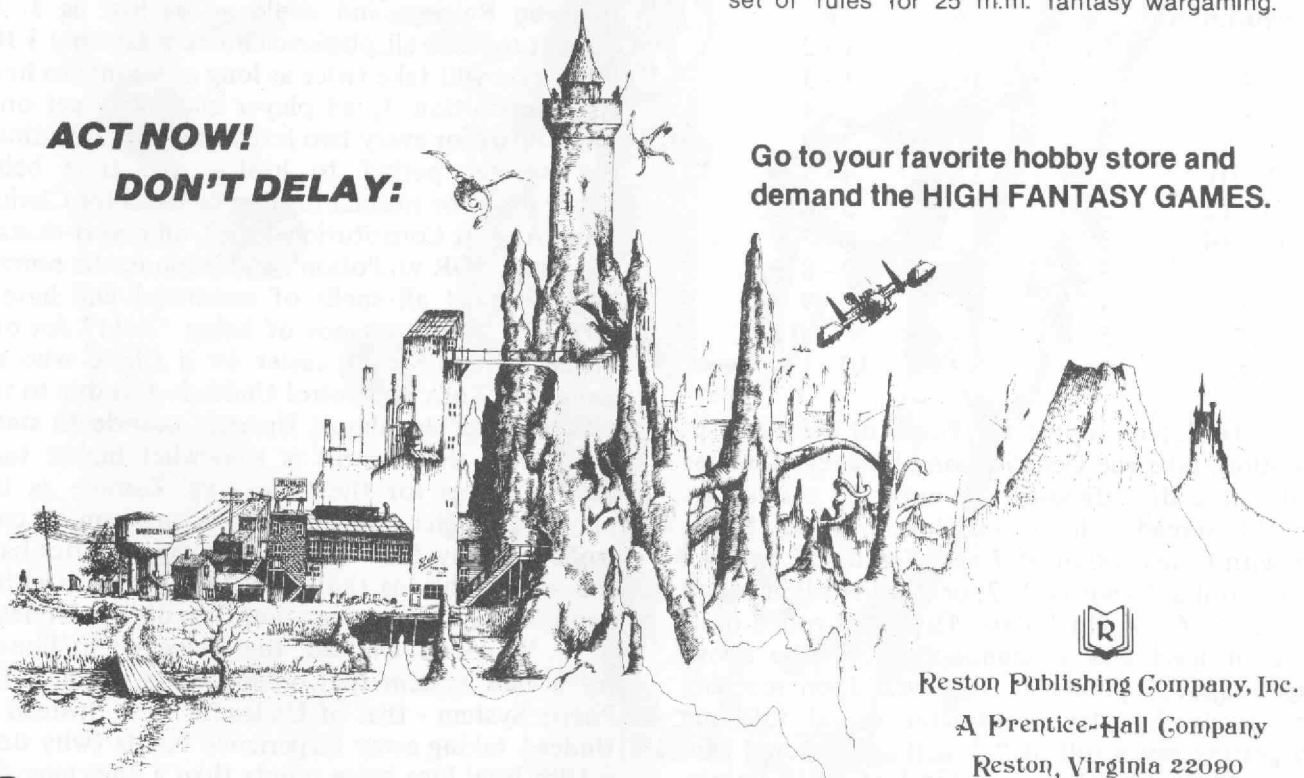
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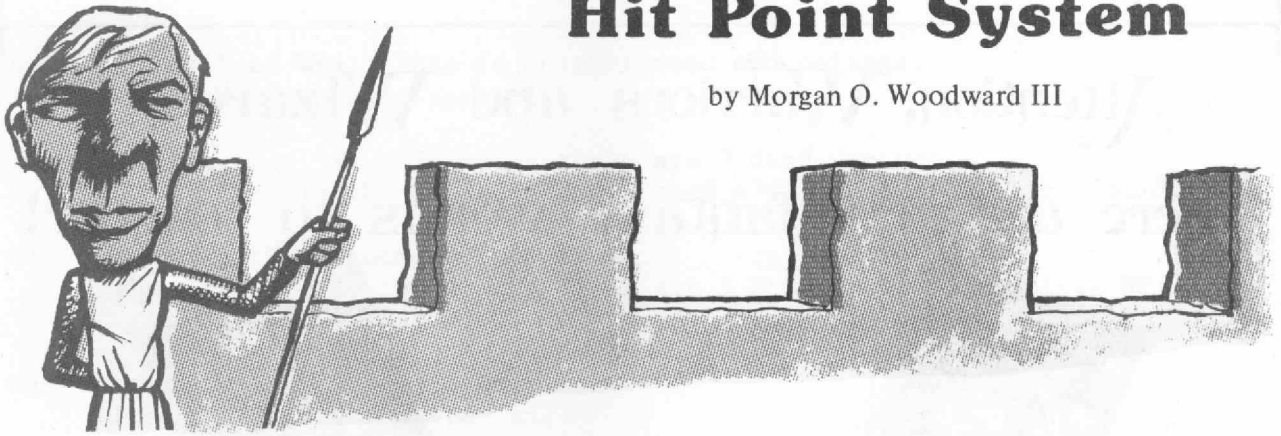
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Hit Point System

by Morgan O. Woodward III



One of the greatest problems in D&D™ is the unfair balance created by the present Hit Point system. Agreed, the present random system does keep things interesting when it comes to fighting monsters, etc. But, the current system lacks consistency for both player character and NPC alike. The design of the "Lacy-Morgan" system started when a case occurred in a game such that a Mage with a 7 Constitution had more Hit Points than a 13 Constitution Fighter. The old system (*Greyhawk*) works in the long run of averages, but, for the 1st levels, the wait for the long run can be fatal! Note that this system is also compatible with the new *Advanced Dungeons and Dragons*™ as the extension to D10 is easy.

Constitution	Type of Die Rolled (As per Greyhawk System)		
	4	6	8
3	1	1	1 - 2
4	1 - 2	1 - 2	1 - 3
5 - 6	1 - 2	1 - 3	2 - 4
7 - 8	1 - 3	2 - 4	3 - 4
9 - 10	2 - 3	3 - 4	4 - 5
11 - 12	2 - 3	3 - 5	5 - 6
13 - 14	3 - 4	4 - 5	6 - 7
15	3 - 5	5 - 6	7 - 8
16	4 - 5	6 - 7	8 - 9
17	5 - 6	7 - 8	9 - 10
18	6 - 7	8 - 9	10 - 11

To determine the Hit Points of the player in question, take the Constitution of player character and roll a d6 - dividing the outcome among the possible spread of numbers. Thus, a player character with Constitution of 7 as a Fighter at 1st level would roll a d6 with a 1, 2, or 3 = 3 Hit Points and a 4, 5, or 6 = 4 Hit Points. This d6 is rolled once at each level and is cumulative. Say the above Fighter got 4 points at 1st level, upon reaching 2nd level, the player character would roll one d6 getting say a roll of "6" - thus he would gain four additional points or a total of 8 Hit Points. Note that the maximums are still imposed in

Greyhawk, but, the minimums have been raised considerably. The score is always cumulative and therefore you need only roll one die per level - the average is already worked in and you receive a constant raise in Hit Points as long as you maintain the same Constitution.

If a player character loses Constitution Points, as for Raise the Dead, the new Constitution is applied to any further advances in Hit Die. For example, our fighter gets to 3rd level, dies and is brought back. At 3rd level he rolls a d6 getting 3 Hit Points addition for a total of 11 Hit Points/3rd Level. After he is raised, his Constitution loses one point. At 4th level, he will roll on the "5 - 6" table, his new Constitution. Say he rolls a "1". His Hit Points is now 11 + 2 (1, 2 = 2/3, 4 = 3/5, 6 = 4) or a total of 13 Hit Points. If he dies again, the Constitution will change according to the rules on Raising, and could go as low as 3. At Constitution 2, all player characters get only 1 Hit Point and will take twice as long as normal to heal. At Constitution 1, all player characters get only 1 Hit Point for every two levels and take four times the normal period to heal...the time being either days for normal healing or turns for Clerical type. Also at Constitution 1 or 2, all player characters must SDR vs. Poison in addition to the normal Magic against all spells of command and have a 50% (1, 2, 3d6) chance of being "Held" for one melee round/level of caster by a Cleric who attempts to Turn or Control Undead - this due to the player characters almost Undead, near-death state. Note that the percent is somewhat higher than some chances for the Clerics vs. Zombie as the player character still has a mind that can be controlled. I play that Evil/Chaotic type Clerics have the same table as the Good/Law types to either control (vs. turn) or summon (vs. dispel) Undead.

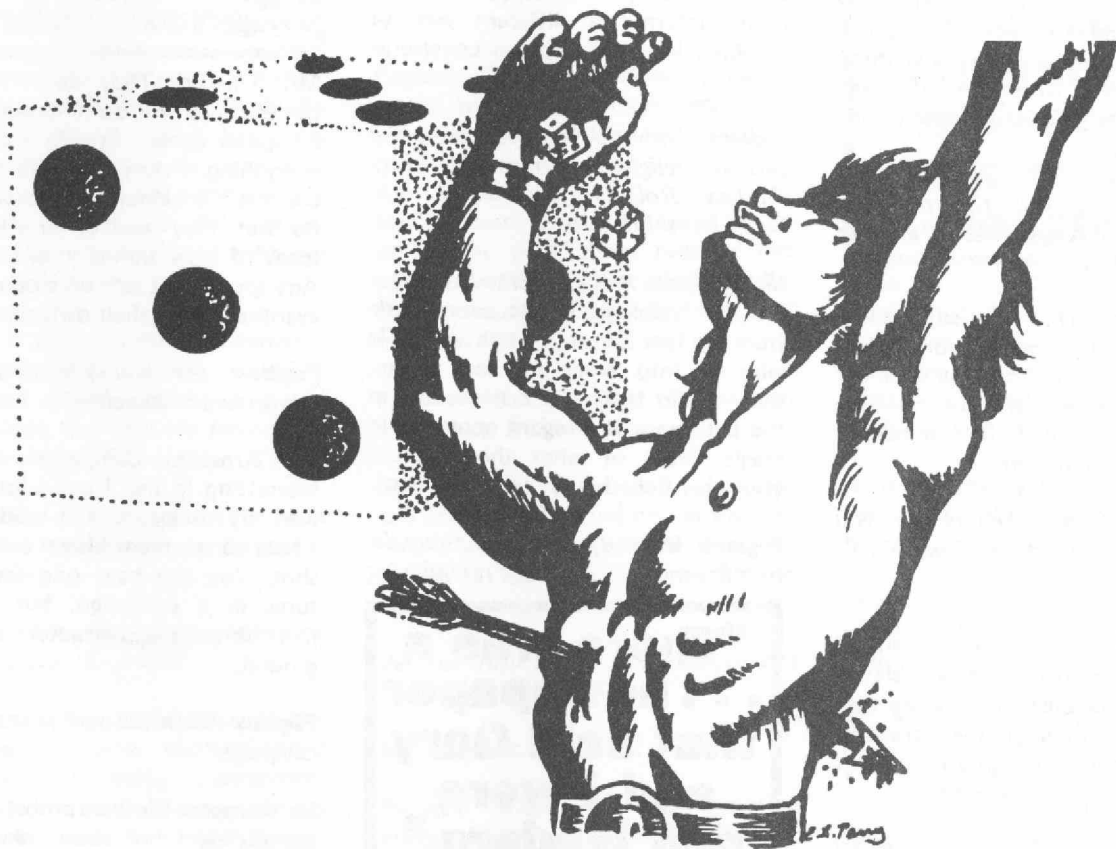
While on Undead, the Judge might like to try a new system that compliments the new Hit Points System - that of Undead affects. Instead of Undead taking away Experience Points (why does a 10th level lose more points than a 2nd) have the Undead "Touch of Death" take away Constitution

Points. This will result in fewer deaths per melee to Undead (because there are usually more Constitution Points/party than experience), but, the individual effect is greater. I once had a 16 Constitution Fighter go to 6 Constitution due to an encounter with a Spectre. If the Judge wants to maintain the Experience Points loss, he may additionally penalize the victim the loss of level for a short time, at say 1 turn/1 level lost - at which time the player reverts to his old level for combat/spell purposes. This gives both a short term and long term effect, allowing the victim to gain experience from Undead encounters.

Until now, I haven't said anything about the Monsters and their Hit Points. I offer two means of determining Hit Dice and Hit Points for them. The rather obvious is to roll Constitution for each Monster's Hit Die and add any modifiers after the total is gotten. Two examples: a 2 + 2 Hit Die and a 1 - 1 creature. Constitution for the 2 + 2 is 10, given a Fighter type creature (Judge decision) gets two rolls (a 3 and a 5) for 4 + 5 = 9 Hit Points, then modify with a +2 for 11 total. The 1 - 1 gets a Constitution of 14, given a Fighter type, for (roll a 6) 7 Hit Points and modify with a -1 for 6 total. Unfortunately, this can be somewhat time consuming and isn't really necessary. The alternate is to arbitrarily assign each Hit Die a

value of 5, this being close to the average of a d8 (4.5). Then multiply the modifier by the number of Hit Die and add. Our two examples: 2 + 2 Hit Die becomes 5 (2) plus 2(+2) or 10 +4 = 14 Hit Points for the 2 + 2; 1 - 1 Hit Die becomes 5 (1) plus 1 (-1) or 5 - 1 for a total of 4 Hit Points. The rationale is simply that the modifiers represent the Constitution modifiers, so that a Troll (6 + 3) is in essence a 6th level Fighter with the Constitution of a human 18 (+3 in **Greyhawk**). The tables for Constitution can be expanded for Demons and the like as far as d10 and d12 is concerned. This system allows the Judge to quickly figure the Hit Points for any given creature - with the total bearing some rationale to the human Constitution. Please note that I intend the use of NPCs to be done as humans - that is the **Judges Guild** material now in print is readily adaptable to this system as the Constitution scores for NPC are already there - just roll the Hit Die for the particular table. Also note that the original **Greyhawk** restrictions apply as far as Hit Points for level maximums goes - after Lord status, you only get that +2/level.

Hopefully this system is smooth enough for easy use and understanding. It will take care of those complaining "Heros" with 4 Hit Points fighting for their life against that 16 Hit Point Thief type (but, that "%\$&*! Thief is only a 4th level!). Good Luck!



Mr. Arneson: I think so.

Pegasus: *Are you completely satisfied with Adventures in Fantasy c?*

Mr. Arneson: No, and I would be disappointed if I were completely satisfied. There isn't any set of rules that I have done, or seen that I didn't want to fool around with. We had problems putting **Adventures in Fantasy c** to bed, but I'm not dissatisfied with the way it came out. When we do another edition, there will be changes but anyone that purchased the first edition will get a complete set of the changes or we will cheerfully exchange the game. I am concerned with public relations and keeping my good name because I try to do quality stuff.

Pegasus: *Do characters have to spend too much time recovering from wounds, fatigue, and sickness?*

Mr. Arneson: Not if you look at the real time that it would take someone to recover. What has happened is that in fantasy role playing you can usually recover in a week if someone doesn't have a zippo cure all healing potion to sell you. In my system, while part of the party is recovering, the rest can be off learning some new skills or earning money to back their next adventure. The Berserker in Norse literature even took time off to raise kids if nothing else.

Pegasus: *When will the promised supplements to Adventures in Fantasy c be made available?*

Mr. Arneson: The first supplement which Richard is working on, **Ritual Magic c**, will be out this summer (by GenCon). We will also be releasing a module to go with it, but neither project involves me directly.

Pegasus: *To what factors do you attribute the success of fantasy role playing games?*

Mr. Arneson: The escapist element of it (the chance to go out and slay a dragon) not escapist in the sense that you are trying to ignore the real world but the chance to act out your dreams (you are the hero of the book).

Pegasus: *What psychological and social benefits do you see from fantasy role*

playing gaming?

Mr. Arneson: I think it relieves a lot of tension. Players get to act out their aggressions without actually hitting anybody. People assert themselves in an adventure which can give them a little more confidence in themselves. It also helps develop teamwork because most successful dungeon expeditions are teamwork. Those are some positive aspects, but like anything else, there is a chance that someone will get carried away with it.

Pegasus: *Like the guy who went down into the tunnels?*

Mr. Arneson: Yes, as it turned out, it had nothing to do with the game. It was just so exciting for the media to pick up on. There was even a Canadian newspaper that said Gary and I were cult leaders (I don't feel like a cult leader, but if anyone wants to make any donations. . .).

Pegasus: *It gave Fantasy Role Playing a lot of free publicity though.*

Mr. Arneson: That falls into the old advertizing cliché, "There's no such thing as bad publicity", but I would have preferred a different way of breaking into the national consciousness.

Pegasus: *How do you feel about the various religious groups that say Fantasy Role Playing delves into Satan Worship?*

Mr. Arneson: Well, I don't want to get into a theological discussion aside from the fact that if you talk to people who are into magic and such things, they would laugh their heads off at the **Dungeons & Dragons** approach to magic. Most of what those groups you mentioned say is poppycock.

Pegasus: *What segment of the population began playing fantasy role playing*

"There was a . . . newspaper that said Gary and I were cult leaders."

games first?

Mr. Arneson: My group was pretty much college age.

Pegasus: *Why did the concept appeal to them?*

Mr. Arneson: When you're in college, you need to get your mind off of your studies now and then, and fantasy role playing fit right in.

Pegasus: *Has this situation changed much?*

Mr. Arneson: The people I see at the conventions seem to be getting younger, but then again, I'm getting older, so I'm not sure. I do think that its getting into other segments of the society though. As people get married or settle into jobs, they quit playing. The game requires time, imagination and brains as well. Not everyone can play **D&D** (not everyone wants to). I think you still find the time and inclination more in college age groups than any other area of society.

Pegasus: *How do you view the tendency of experienced players to modify published rules systems to suit their campaigns?*

Mr. Arneson: They do it with war-games. They will do it tomorrow with computer games. Everyone does it to everything. I do it. We ask people to use their imaginations and when you do that, they tend to have their own ideas of how things should be done. Any group that sets up a dungeon will eventually have their own rules.

Pegasus: *Do you prefer one shot dungeons or campaigns?*

Mr. Arneson: Campaigns are more interesting to me. I put a lot of work into my dungeons and modules, and I hate to see them blown away in one shot. You can have one shot adventures in a campaign, but overall I like the campaign structure and background.

Pegasus: *When did you first start your campaign?*

Mr. Arneson: We were probably fooling around with it about three years before **D&D** was published. Before

that, we were playing Dave Wesely's **Brownstine**.

Pegasus: *Are all or most of the original players still involved with the campaign?*

Mr. Arneson: I have to say no because some of them have moved all over the country. This spring I hope to get everybody back together. About half of the people involved in my local campaign are old timers and the other half have been playing for less than four years. I also run **Blackmoor** at the conventions, so there are actually several hundred **Blackmoor** adventurers out there.

Pegasus: *How many people are involved in your local campaign?*

"When a character gets killed, I let the player run the monsters that the party encounters."

Mr. Arneson: I'd say about a dozen. They range in age from 12 to 35. We have one little girl who has been playing since she was six years old, so she's actually an old hand (she's a pretty good player too. She's sharp, she knows when to stand and fight and when to run away).

Pegasus: *It seems to me that someone who starts that young wouldn't understand all of what happens and why it does, but they do have some pretty good ideas.*

Mr. Arneson: Like I said, she has been doing it for six years now, so she knows what is going on.

Pegasus: *How has your campaign developed over the years?*

Mr. Arneson: We started out with the **Blackmoor** dungeon and expanded into the surrounding countryside. These days the characters stay around the original areas (they know there is adventure there), but occasionally

they'll hop on their horses (or ships) and take off for some far corner of the campaign map. For the most part, they pretty much stay at home though. At the conventions, 9 out of 10 groups go down in the dungeon (it's a little more exciting for them), so after a flurry of expansion, the old empires of the past pulled back on themselves.

Pegasus: *When judging a campaign, do you allow your players to roll their own hits and saving throws? Why?*

Mr. Arneson: Yes I do, because it gets them more involved. As a matter of fact, when a character gets killed, I let the player run the monsters that the party encounters. This way he or she stays involved, rather than becoming a spectator or leaving. When the party encounters intelligent monsters, I brief them on what that monster's life goals are (usually "Guard this room, don't let anyone in"). Then if the party wants to negotiate, they negotiate with him rather than me. That system also takes a little pressure off of me as a Judge. Besides the players always feel that if they roll the dice, they are more likely to get the number they need.

Pegasus: *You just mentioned pressure on the Judge. How many players would you consider optimum for an adventure?*

Mr. Arneson: I usually prefer to run adventures with about four or five people. Twelve is about all I'll handle, and in that case, I insist that they stay together.

Pegasus: *Have you ever worked with an assistant Judge?*

Mr. Arneson: Occasionally, but not too often. I try to use one at the conventions if I can, because there are always a lot of questions that an assistant can answer.

Pegasus: *How many people do you run at the conventions?*

Mr. Arneson: Twelve, at one time.

Pegasus: *What are your opinions concerning the inequalities of Magic Users?*

Mr. Arneson: What inequalities?

Pegasus: *The argument that low level Magic Users are less effective in combat and killed more easily than any other character class. Then if they survive to higher levels, they become the most powerful characters.*

Mr. Arneson: In a way there is a balance. It's harder for them to live a long life. You find Wizards in most fantasy books, and in every case the experienced ones are implied to be very old.

In **Adventures in Fantasy c**, of course, there are no character classes so I urge anyone starting out to learn how to use a Sword. There is no reason not to know how to use a Sword even if they are planning on developing magic skills. It's a good idea to be able to protect yourself, and that is the basic complaint, people feel that low level Magic Users are easily bumped off, and they are correct. In **Adventures in Fantasy c**, on the other hand, characters have to take the time to learn how to use a weapon and keep up that training. The system

"I usually prefer to run adventures with about four or five people."

takes up time they could spend on magic, but they usually realize how important the weapon training is because we are dealing with field Magicians, not Wizards that are sitting back studying old books. The Magicians don't usually develop their warrior skills but the party feels a little more comfortable about having them around if they can wield their own Sword.

Pegasus: *How do you deal with new players or low level characters entering your campaign?*

Mr. Arneson: Try to team new players up with the more experienced players. I have enough control over the role playing aspects of the game that if someone goes out with a party and no one else returns, that person will get

a bad reputation that will keep them from recruiting non-player characters in the future. This practice causes a tendency to look after the new characters that come in.

I also try to get the new people together by themselves for a couple of practice adventures first. This gives them a chance to get to know the game, and advance a few levels before joining the others. By doing this, I can tailor the campaign to the party, which is impossible to do if you have first level characters with twentieth level characters because anything that could touch twentieth levels would destroy the first levels.

Pegasus: *How do you deal with characters of differing alignments within the same party?*

Mr. Arneson: I don't! The only alignment that I allow to join with others is neutral.

Pegasus: *How do you deal with intraparty conflict?*

Mr. Arneson: I don't allow hostile alignments in together. If the players

"I . . . try to get the new people together by themselves for a couple of practice adventures."

themselves have a problem, I often have the players use written orders to tell me what they are doing. If it happens that two of the players are going to have it out with each other, then I let them do it. There is a problem though, non-cooperative players get bad reputations and will have a tough time raising a new party.

Pegasus: *A few months ago you informed Judges Guild that you were working on several projects. Tell me a little about how they are coming along.*

Mr. Arneson: Harpoon c is going to the printers tomorrow (4/22) and should be done fairly soon. **Mutant c** should be out for the conventions this summer. **Star Probe c** and **Star Empires c** are going to be presented in a series of about six booklets which will be released one at a time. All these are projects being done by **Adventure Games** and not necessarily by me.

Pegasus: *What are your plans for the future?*

Mr. Arneson: We will be following up on **Adventures in Fantasy c**, of course. David Megarry, designer of **Dungeon c**, is planning some new rules sets. We are working on a computer version of **Harpoon c**, and a set of rules for Horse and Musket period role playing called **No Guts - No Glory c** is coming up. By no means are we ignoring other fields but our emphasis will be role playing.

Pegasus: *Thank you for your time.*

Mr. Arneson: You're more than welcome.



PRESS RELEASE

TSR Hobbies, Inc. and Dungeons & Dragons (D&D) authors Gary Gygax and Dave Arneson resolved their creative rights dispute in an out-of-court settlement March 6 in Milwaukee.

The terms of the settlement insure authorship credits on the D&D game for Arneson as well as clarifying his rights to future D&D royalties. Arneson also received a financial settlement for his stock in TSR Hobbies, Inc., the firm which markets the game.

Dungeons & Dragons, the original fantasy role playing game, was created during the early 1970's by Gygax and Arneson. Since that time, the two authors have followed separate careers in the gaming industry. Gygax is President of TSR Hobbies, Inc., Lake Geneva, Wisconsin, which markets a varied line of D&D and other game products. Arneson is President of Adventure Games, Inc., St. Paul, Minnesota, which markets Adventures in Fantasy created by Arneson and Richard Snider. Arneson's firm will also soon come out with a new game of modern naval rules called Harpoon.

D&D and Dungeons & Dragons are registered trademarks owned by TSR Hobbies, Inc. Adventures in Fantasy and Harpoon are trademarks owned by Adventure Games, Inc.



ALL THAT GLITTERS . . .

Torch of Shadow Control by Sgt. B. Chapin

Appears as a normal Torch, however, upon close examination, some almost indistinguishable runes can be found near the base (15% chance).

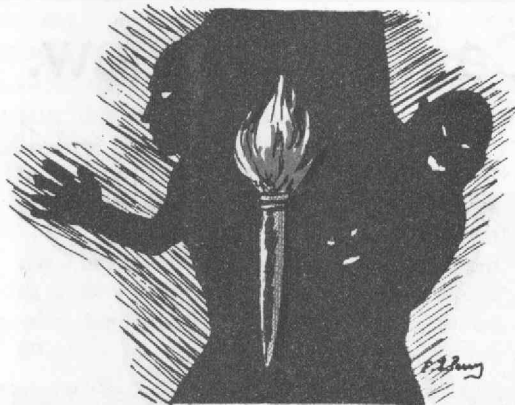
This Torch when lit will control up to 6 Shadows or 3 Shadow Giants. When it goes out, the Shadows will immediately attack. It will burn six turns (a wind or water could put it out). It can be relit from 1 - 8 times. Predetermine this.

It is often guarded by one or two Shadows. Note: A reverse of this Torch may be found which instead summons a like number of Shadows or Shadow Giants that immediately attack.



Caffen's Undying Lantern by Paul Andrew Denisowski

This Lantern will burn forever with a light that can be adjusted from the light of a torch to a continual light source. If a *Dispel Magic* is cast on the Lantern, it becomes a non-magical Lantern of high quality.



Snake Sword by Paul Andrew Denisowski

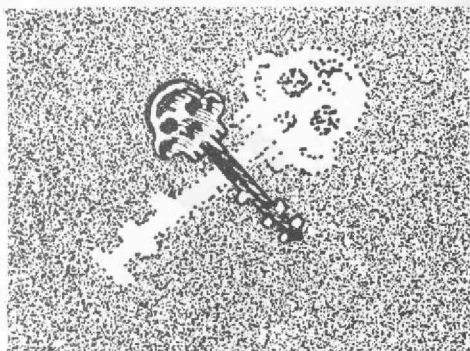
This Sword, upon the verbal command of its user, will polymorph its blade into a poisonous Snake. The Snake is AC: 6, HD: 4, and does 1 - 8 points per strike plus injecting a lethal poison every successful hit. Saving throws are allowed. If the Snake is killed, the Sword disappears.



The Skeleton Key
by Edward R. G. Mortimer

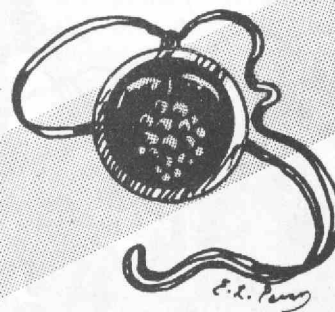
This magical Skeleton Key can be used by anyone who knows the command word. It will shrink or enlarge in order to fit any key hole. Consult the table below to find out what happens when the Key is turned:

- 1 - 30 Opens lock, does **not** set off any traps
- 31 - 50 Opens lock but sets off any traps
- 51 - 65 Does **not** open lock but sets off any traps
- 66 - 00 Will not turn, **nothing** happens



Bracelets of Burning Hands
by Michael A. Wilson

At will, the wearer can attack another creature bare-handed and do 2 - 12 (2D6) points of heat damage. There is no effect on inanimate objects.

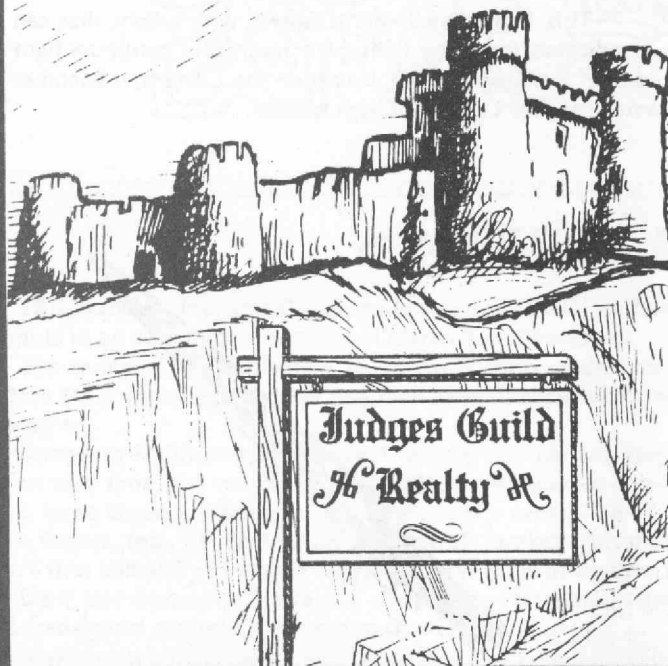


The Amulet of Sobriety
by Edward R. G. Mortimer

This Silver and Amethyst Amulet appears to be worth 2,000 GP. It operates automatically when it is worn around the neck. The wearer will be able to drink any amount of alcoholic beverages, without getting more than a bit unsteady on his/her feet. If, however, the Amulet is removed before the alcohol leaves the person's system, he/she will no longer be immune to the alcohol that was ingested.



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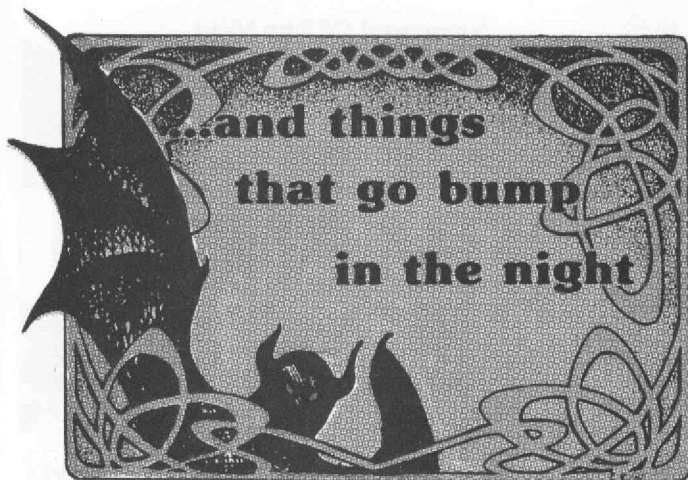
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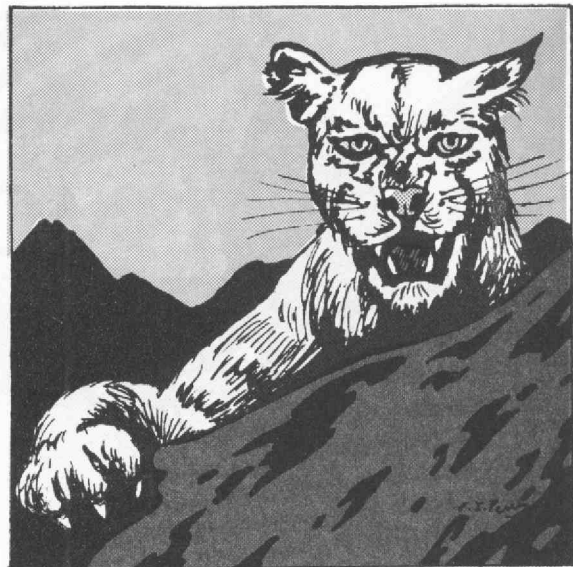
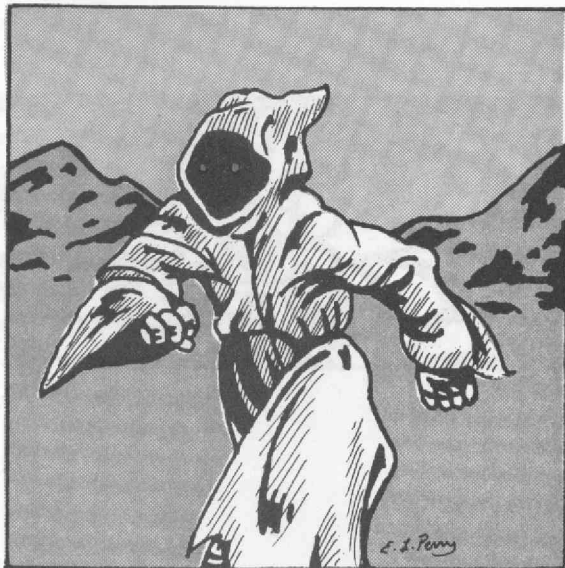
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Woggies
by James A. S. Leigh

Frequency.	Uncommon	Woggies are a faceless
No. Appearing.	2 - 24	people with glowing
AC.	5	red eyes. The average
Move.	130"	Woggie is a fourth
Hit Dice.	3 + 2	level Thief with abili-
% in Lair	30	ties of a Thief one level
No. of Attacks.	1	higher. Daggers and
Damage/Attack. Weapon		Short Sword are the
	Type	usual weapons and they
Alignment.	N	like to capture people
Size.	S (4')	and sell them into

slavery to others. Wo-
man and men are found together only in their
caves. Woggie Fighters have the fighting ability of
thieving one level lower than their own. Mages,
though few (25% per 50), have Thief abilities equal
to their own. Mage throwing their first *Charm* on a
person do so at -2 due to their hypnotic eyes.
There are no Clerical Woggies.



Mountain Cat
by Geoffrey Dale

AC.	4	The Mountain Cat is
HP.	5D10	a larger and more
Damage Bite	1 - 10	aggressive member of
2 Front Claws	2 - 6	the Panther and Puma
2 Rear Claws	1 - 6	families. It stands close
	each on jump	to 60 inches at the
		shoulders and 76 inches

at the top of its large ears; it is 9 - 16 feet long
in its adult growth though individual specimens
have been reported at 20 feet length. Its eyes
are a pale blue and though its pelt is usually
dark brown or coal-black their are packs
whose dominant color is light yellow or white.
A Mountain Cat is known for its great en-
durance, being able to run for up to 6 hours
at an average speed of 18 mph. It is able to
make a standing jump of up to 30 feet and
up to 45 feet when running. Cats are able
to use their Rear Claws as they jump over
a prey and land and strike with their Bite
on the same round. The Mountain Cat is
a pack animal, like the Wolf and Packs gen-
erally run from 6 - 18 animals with 1 - 8 Cubs
along. Lone specimens are usually Rogue
Males who have been driven from their packs
by the King Male (6 - 8D10) or are Females
hunting just after mating season. The Cubs
take from 3 - 6 years to fully mature and
stay with the mother during that time. The
average lifespan of the Mountain Cat is 30
years. A cornered Cat will fight to death
and the Cubs do not make good pets or
train easily - going wild after 2 - 8 years.

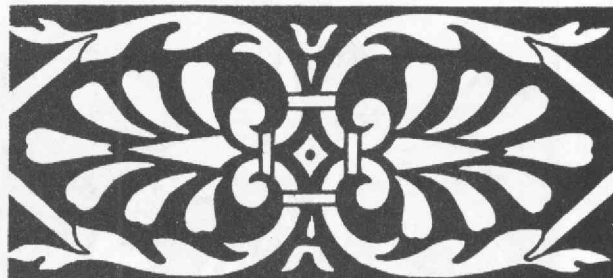


Aether Elemental
by Geoffrey Dale

AC.....-3 A creature found generally on the Ethereal Plane, it must be summoned to exist at all anywhere else. They appear as Spectres of double size and have a Silver Aura visible around it. If encountered on their plane, they may either attack by Magic or Hands. Its Hands do 2 - 16 per round with a 10% chance per attack of breaking one's silver cord back to the Material Plane. Their Magic Attack is to form an Ethereal Malestrom around the person and this storm will do 4 - 24 points of Damage; in addition it has a 20% chance of breaking the cord and a 40% chance of throwing the player from 100 - 1000 miles away in a random direction (onto the Material Plane). Each Malestrom takes 1 - 3 rounds to form, lasts 1 round and only 3 can be made in a day. Off of their home Plane this Magic Attack is ineffective. Aether Elementals have a 35% Magic Resistance on their own Plane and 55% when summoned to the Material. Magical Weapons of +3 are needed to damage them. Otherwise, they must be controlled as other Elementals and will break control and attempt to attack as per others. Their summoned strength is usually 15D10.

Elemental Of The Void
by Geoffrey Dale

AC.....-5 A Being of the outer-
HP..... 12D10 most Plane, comprised
Damage.... Special entirely of the Prim-
eviel Void in which the
multiverses are suspended. The sight of this creature is awe-inspiring: it is a cylinder 15 feet tall and 3 feet wide, whirling at 3 revolutions per second. It can stop moving when it wants and then it can be seen that the body is flecked by white points of light, as stars seen in a black body from a great distance. These Elementals typically hate all living creatures (85%) and if so they will attack mindlessly. Creatures of 5D10 or less are returned to the Void which created them (permanently) if touched; all others must make a System-Shock roll and if successful they will only lose 1 point of STR for 1 hour; failing the System-Shock roll will cause the victim to become unconscious for 1 - 6 days. Because of their extreme alien-ness on the Material Plane only weapons of enchanted material which **also** are silver bladed, do them damage. Elementals of the Void are virtually Magic Immune (90%) and take ½ Damage from Magic based on Fire or Cold. They can only be controlled through Talismans similar to those of the Sphere (50% chance that a Talisman of the Sphere will control one if used by a Magician) and summoning without one will bring instant doom.





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Convention Type abbreviations are: G - Gaming; SF - Science Fiction & Fantasy; C - Comics; M - Media. Any more specialized Conventions are noted as such.



D & D BASIC SET

RELEASED by TSR™

A Review by Clayton Miner

The game of **Dungeons & Dragons** has undergone several transformations from its first publication as a three box set in the early Seventies, although none has been of more consequence than the division of this successful role playing system into two levels of play, the Basic game and the Advanced. Since that time, both the Original and the Basic versions of the game have sat relatively unnoticed as **Advanced Dungeons & Dragons** steadily grew in popularity. While it seems that the Original set, now labeled the **Collectors Edition**, is forever doomed to gather dust, there is some hope for the Basic game. Recently re-released by **TSR**, **Basic Dungeons and Dragons** has undergone a rework designed to improve the playability of the product. Marketed under the name of **Dungeons & Dragons Basic Set**, and put in a new package, this product offers the purchaser a bit more for their money than did the first basic set. Included in this boxed set is a basic level book, conveniently predrilled for use in a three ring binder, a basic instruction module, and a full set of dice. The module in particular is an improvement over the dungeon geomorphs previously offered.

The module is the standard version of **B2, The Keep on the Borderlands**, as available on hobby and gaming store shelves, and offers no surprises in the form of reworking. As it is only an instructional module, designed to familiarize players and Judges with the game, it holds little challenge for the more experienced gamer. As it is, this package will keep the new gamer interested and enthused for a number of adventures. The dice included with this set are something different from the standard **TSR** fare. Instead of the typical plastic 'marbles' that were included in the earlier set, the purchaser receives a heat sealed bag containing a complete set of miniature polyhedral dice. What must be the smallest polyhedrals available at this time, these dice are roughly one half the size of those manufactured by **Gamescience** and the **Armory**. Cast in an off-white plastic, these dice unfortunately have somewhat of a greasy feel to them, which does complicate marking them. Not the top quality, high impact dice currently available, it is foreseeable that these will soon be replaced in favor of the better ones. The color is somewhat of an improvement in that it causes the numbers to stand out more

fully. In an interesting variation on the usual practise of marking 20-sided dice with contrasting colored sets of 1 - 0 and 1 - 0, this small sized die is marked with the numbers 1 - 20, truly a twenty-sided die instead of half of a set of percentiles. Included with the set of dice, now marketed individually as **Dragon Dice™ Randomizers**, is a small black wax crayon to use in marking the dice. Unfortunately the numbers engraved on the dice are substantially smaller than the crayon point, making this a time consuming and messy job.

The new version of the Basic book is by far the most important part of this set, as it is the new instruction manual for the novice gamer. Printed with a bright red cover framing an inset from the box art, this book, for the most part, suffers from poor artwork. Other than one or two good illustrations such as the Troglodyte, the artwork is below standard. This is an unfortunate failing with this type of thing, as many gamers will be in part attracted by the efforts of such people as Morrissey and Burton. Hopefully, the upcoming Expert Set which is designed to extend the range of this set will have better artwork. Aside from this problem, the book is a vast improvement over the earlier version. Better organization and well written rules are the main features of this edition. While the Basic game still only runs from 1st to 3rd levels, the inclusion of many previously overlooked creatures and the addition of magical items also overlooked allows for more action and rewards. Whereas the game was too limited previously by its top level being only 3rd, the production of an Expert set to take characters from 4th to 14th levels will expand the game much further for those unwilling to tackle the intricacies of **Advanced Dungeons & Dragons**.

Now that **TSR** is drilling many of their products for insertion in a three ring binder, Judges will find it easier to keep their material in one place instead of scattered about in cardboard boxes and ziplock pouches. A decided improvement over the earlier edition of the Basic book, this product will be of much use to the beginning Judge or player, and may be of some use to the more experienced player. A fine product, this is an item that should be looked into by many gamers.



KNIGHTS AND MAGICK tm

by Heritage USA

Reviewed by Clayton Miner

Contained within the confines of a cardboard box, **Heritage** presents a new set of miniature rules, marketed under the title of **Knights and Magick tm**. These rules are just a part of a larger series which includes two Paint and Play sets and many bubble pack figure sets. **Heritage** states that their **Dungeon Dweller tm** line and the **Lord of the Rings tm** line will mesh with this group, and at first glance it appears that **Knights and Magick tm** is intended to be used with the **Dungeon Dwellers tm**. The box itself is well done, with color artwork of an action scene on the front and a spread of four full color photographs of a battle using their figure sets and the **Scenormics tm**. These photos can be very useful painting ideas, however, the box does not appear to be strong enough to stand up to much use as a carrying case for the rules and miniatures. Upon opening the box, the buyer will find four packs of figures and five rules books, in addition to several miscellaneous one of which is a summary sheet of all the useful charts in the rules.

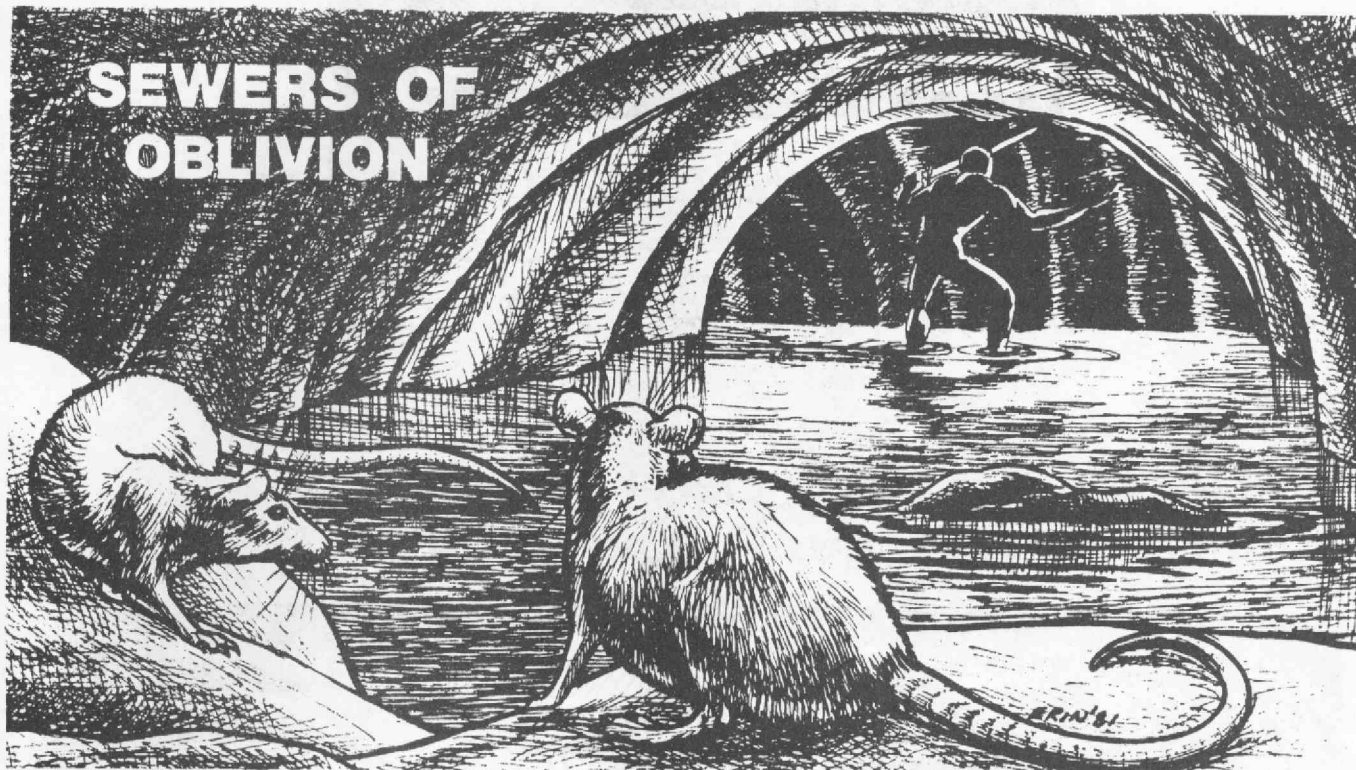
The packs contain enough miniatures to stage a small skirmish, or a tournament melee. On the backs of the display cards the figures are mounted to, are small blurbs with painting techniques, something which will be of great help to people new to miniatures painting. The first pack (No. 1400) is a Theme pack, containing a Warlord both mounted on Horse and Standing, with a Squire or perhaps a Bodyguard. Box two (No. 1403) contains 6 Knights, each armed with a melee weapon. This pack has an assortment of men with Greatswords, Battle Axes, and one each with a Broadsword and Hand Axe. The third box of figures is No. 1405, and is a set of Men at Arms equipped with various types of Pole Arms. Again there is a selection of different weapons in this pack, a nice touch which makes for a greater variety on the battle field. The fourth set, No. 1421 brings up the religious concerns of the campaigning army, as is demonstrated by the presence of a rather pious looking Cleric, a Nun, a Priest, and a Crucifier bearing what is supposedly the True Cross. Again another nice touch, and one fitting in with the time period these rules are focused upon. Overall, the quality of the 19 figures is good, with acceptable detail. There is a bit of flash on some of the figures that the ones in this set are conspicuously lacking in animation, looking as if they are posing for a heroic portrait instead of defending life, limb, and their Leige Lord in combat.

These figure packs represent a large portion of the weight of the set, but for those who like to paint miniatures there will be much enjoyment here.

The rules to this game set come in five Volumes, and at first may be somewhat reminiscent of **SPI's Dragonquest**. The first Volume covers the Game Rules and Systems, while succeeding volumes go into the Recruiting and Preparing of Armies; Adventures, Scenarios and Campaigns; a Monster Index; and a Magic Spells Index. All of these books contribute to a game which can be played on four levels, the Historical Mediaeval, the Fantasy Mediaeval, High Fantasy, and as Adventure and Battles. Added into this are Basic and Advanced levels of play, resulting in a widely diversified game offering alot to the buyers. The rules are divided into sections, each brief introductions, and usually explanations or definitions of terms and abbreviations used. These sections are clearly laid out, and are concise and easy to understand. Frequently a rule or an explanation is done so as to provide an effect on the figure, or describe the conditions that must be met by a figure in relation to the rule.

Included in the rules are such things as Personal Combat, Fortresses and Sieges, Chariots, Magick, Monsters, and many other topics, all of which are subdivided so as to make the game comprehensible to the beginner, and yet the systems remain interesting to the more experienced gamers. Every part of the rules books is set up with the game in mind; for example, the guide on Preparing Armies is for a large part concerned with painting the miniatures and developing heraldic devices for the men. To help get the games going, there is a large section on armies and their make up, a definite aid to the gamer. Over all, this set of rules is well done, with good and interesting illustrations throughout the books, and on the covers of each. The charts necessary for play have all been organized on a summary sheet for easy reference during play, as well as being printed on the backs of the appropriate rules books. The entire project has been put together with an eye towards maintaining a concise and interesting rules set with a lot of appeal and high playability. When all put together, **Knights and Magick tm** has a flavor similar to **Chivalry and Sorcery**, with alot of fun mixed in.

SEWERS OF OBLIVION



RELEASED by FLYING BUFFALO, INC.

A Review by Clayton Miner

After spending an evening, and a handful of coins, at the Red Guardian Inn, one of the local pubs, it is time to amble on home as best as is possible in an alcoholic fuzz. Taverns have a tendency to attract thugs, and the Red Guardian is no exception. Within a few moments you have been beaten into an even deeper stupor while the band of ruffians proceed to remove your valuables. Interrupted by the approach of the City Guard, the muggers stuff you and some of your belongings into one of the drains, and let you fall into the slimy water running through the sewers. Luck is with you however, as you find a small red ring that conjures up an imp guide and boat when you pick it up. How you are going to get out of here and back to the city is the subject of this new **Tunnels and Trolls** solitaire dungeon from **Flying Buffalo, Inc.**

Divided into a number of paragraphs ranging from a few lines to a quarter of a page in length, this product allows people to enjoy the challenges of a dungeon expedition without having to set up a large sized game involving several players and a Judge. While the format of a solo dungeon is not the ideal way to run through an adventure, **Sewers of Oblivion** offers a surprising number of choices and outcomes. A lengthy work, an adventurer would have to spend a long time in the sewers, or make several trips in to cover all the possibilities. Operating on the standard solitaire format, of having the players choose which of the several lettered and numbered paragraphs that can be reached from their present location, this well done dungeon unfortunately suffers from the same flaw as other solo adventures, the repetition of results. This seems to be the one problem that cannot be overcome in this type of product. Despite this the **Sewers of Oblivion** is an interesting and challenging adventure. The addition of rules governing

in the water fighting and the chances of contracting some disease and the effects that disease will have on you make this adventure even more of a challenge.

One of the more discouraging things about this dungeon is that the character must face what appears to be insurmountable odds before they are able to leave, such as going over a waterfall, or running over two slippery ricks that have been magically enchanted to clash together. After having faced some rather tough opposition during this visit to the sewers, it seems like a bit of overkill to have to dodge these and other major obstacles before escaping. When this is considered in view of the recommendation that characters who have from 150 to 425 in combat odds be the ones to enter, the challenges do not appear to be quite as overpowering. Players who are interested in running through this dungeon should be aware that they will be in for a rough time, and that they should have on hand a copy of **Deathtrap Equalizer**, **City of Terrors**, **Arena of Khazan**, and **Nakeddoom**, as it is possible to reach any of these other four from here.

Leaving the sewers is not the end of the adventure, as the character must find his or her way back to the City of Gull. Along the way many things can occur to either aid or hinder the character, and may result in a whole new life or death situation at the hands of an outraged enemy. While this product shows a lot of hard work and creativity, it lacks the variety that normally comes about from the interaction of several adventurers and a Judge. Despite this, and the repetition that occurs, this is a good effort, and one that is well worth the price. Many hours of good play await any who is unfortunate enough to be waylaid and thrust into the **Sewers of Oblivion**.

ARMAGEDDON

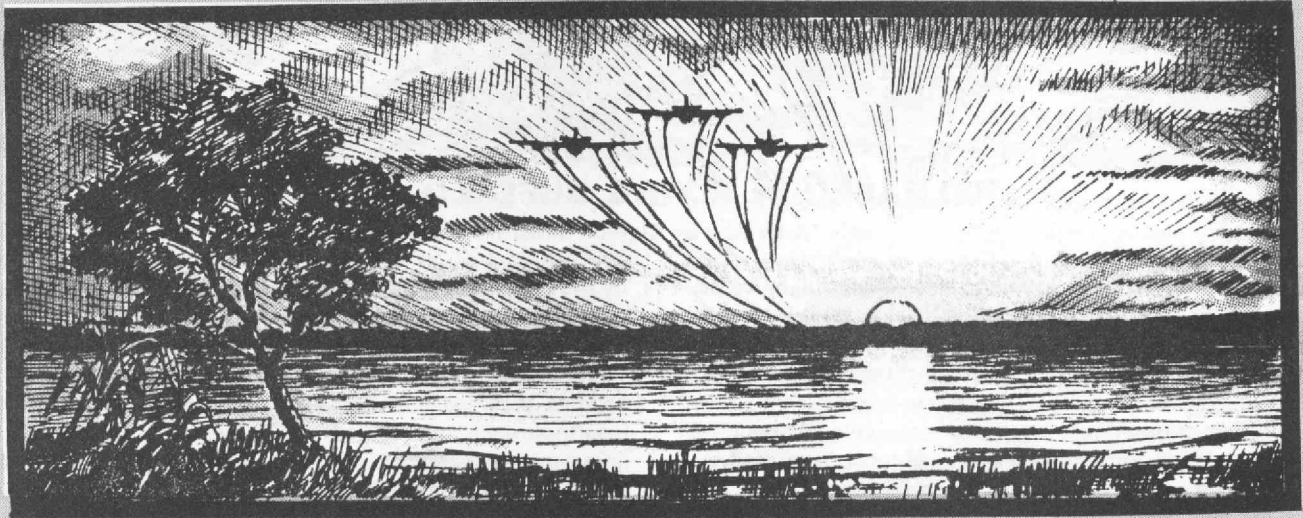
AN ALTERNATE REALITY ?

by MICHAEL D. REAGAN

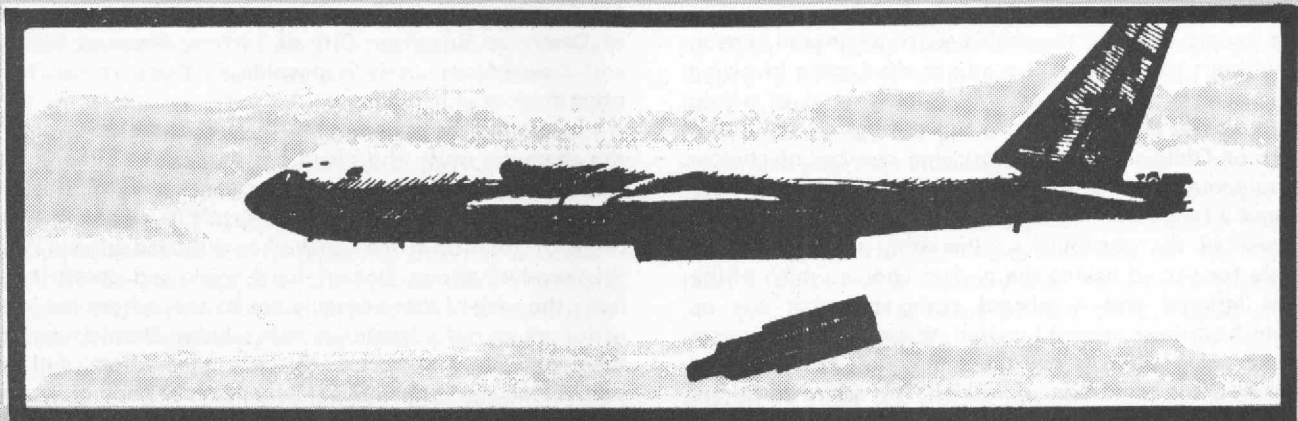


ART by KEN SIMPSON

*In the Beginning of the End of Man
Fire Birds flew across the Land*

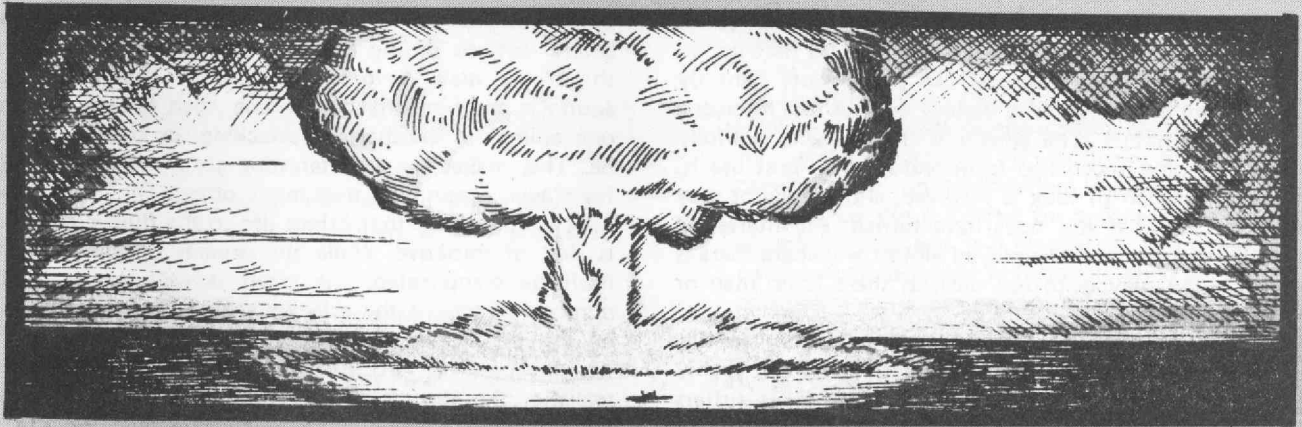


*From Silver Bellies Destruction fell
To turn the Earth into a Man-made Hell*

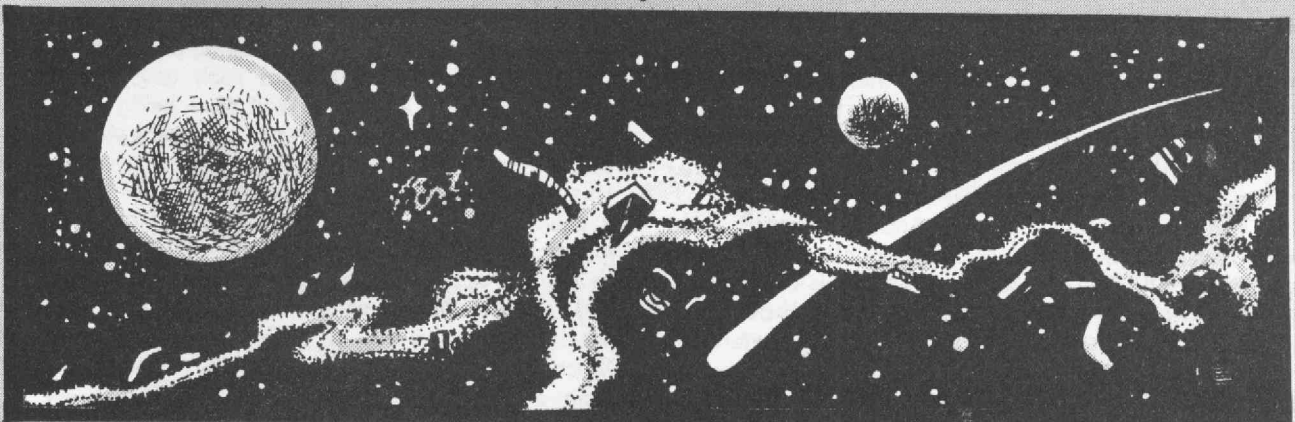


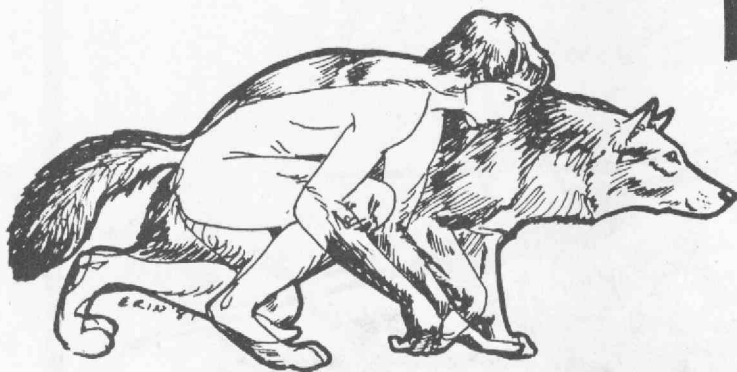


*While fiery Ghouls devoured the Planet
Eating down through Rock and Granite*



*In the Sky the Black Clouds climbed
To spread their Death to the End of Time
And of the Men who caused this Fate
Through Greed or Lust or Savage Hate
Their ashes float now through Space
To mark the End of a once proud Race*





DUEL ARCANE

by GAMELORDS
LIMITED

REVIEWED by CLAYTON MINER

One of the newest products to be released by **GameLords Limited** is **Duel Arcane**, a game of magical conflict in which opposing Wizards strive to outguess their enemy and set up appropriate counter measures. Unlike other games involving warring Magi who hurl spells of mass destruction at each other, in **Duel Arcane** the participants fight by transforming themselves into various animals of a mundane or a magical nature. The winner is the one who skillfully selects the time to change form and how to best use it. However, a touch of luck is involved, and the victor may suddenly find that the tides have turned. An interesting game, **Duel Arcane** can be played almost anywhere there is room for the players to roll dice, as there is no map or counters to keep track of.

Other than 6-sided dice, players need only pencils, the rules, and their character sheets to play this highly portable game. While the game is interesting, it suffers from several problems which obstruct the smoothness of play. The first of these is the amount of die rolling necessary. It seems that to do just about anything in this game, a player must make a roll, and frequently this one roll of the 6-sided die will lead to several. Even to establish a character takes a fair amount of time, and a chunk of that is dice rolling. To set up a character, the player rolls 2D6 for each category, and then adds 6 points, resulting in a scale of 8 to 18. In the case of an 18, then there is a procedure for determining a bonus number which involves more dice rolling. If a player were fortunate enough to have a couple 18's they could spend the rest of the day generating a bonus number for each.

Duel Arcane is similar to **F. G. U.'s Chivalry and Sorcery** in that the characteristics are used to generate the numbers necessary to determine Fighting skill and things like Hits and Fatigue Points. Because of this, more time is required to complete all of these formulae and establish the character. And after all of this is finished, the players must determine what animal forms they may take, what the costs to take and maintain the form are, what special abilities are received, and so on. This all takes quite a while to complete. Another problem with **Duel Arcane** is that during the course of play, the various die rolls for Hit and Damage change, and it is very important to remember which attribute or base number must be used. The problem comes in that continual reference to the rules is needed to do this, further slowing up the game. An index for each rule would help to cut down

on the time spent in trying to find the right rule.

Once started, the game is based entirely on actions, not on a time scheme which states that only so much can be performed during the turn. If a player can perform several actions during a phase, the turn is longer than if the player may perform only one or two actions. An action is anything that takes time, such as changing from one animal to another, or attacking, or fleeing if needs be. This makes for an interesting game that allows more for player imagination than many others. One of the many rules of the game that brings life to the fluid game phase is that of initiative. While the process of initiative may itself be complicated, the result is well worth it. The number of actions the attacker may perform is the result of the difference between his initiative score and that of his opponent. To further make this interesting and realistic, the turn is then split up into three parts, Attacks Before Enemy, Simultaneous, and After Enemy. This idea can bring an end to a duel very quickly if one of the players is tired and wounded, or has made a mistake and chosen the wrong form in response to his enemy.

The various creatures that the player may transform themselves into are all well thought out with respect to advantages and disadvantages to each other, and in terms of difficulty of becoming and maintaining. Included with the game are copies of complete, well arranged character sheets. The only problem with these is that they were originally run off on a line printer, and as a result are difficult to read in some spots, and as a whole look hurriedly done. The few spots where alterations are needed are mentioned in the rules. One point of confusion is the Healing of Damage, and the question is, does Damage taken Heal when the Mage transforms from one animal to another? This is not really covered, and while there are rules about recovering damage each day, there is also mention made of a Mage in Wolf form being able to hamstring his opponent, and that the opponent will be unable to perform any ground actions while in hamstrung form. This then suggests that this damage disappears when form is changed. If this is so, and the Mage's damage is figures for each form he takes, most games of **Duel Arcane** will be lengthy.

Overall, **Duel Arcane** is an interesting and fun game, but it does bog down at times. There are several places which need to be cleaned up a bit, but as is, it still remains a good game.



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1/8 Page	25	23	21

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June - July	Apr. 1	Apr. 14
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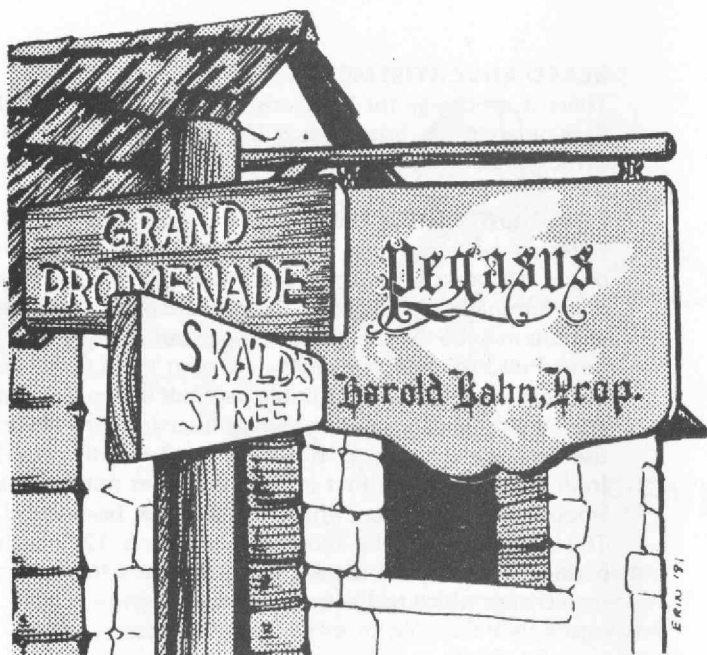
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Gentlemen:

I have just received my copy of "The Dungeoneer" #19 (the combined issue) and a fine and entertaining issue it is. However, in issue #17 (May-June 1980) there was a series of tables by D. Al Hattlestad, Jr. entitled "Solo Matrix" which was - at least in my copy - incomplete. Reference is made to Tables 10 (Statues), "(Fountains), 12 (Chests), 13 (Devices), 14 (Pools), 15 (Wandering Parties) and 16 (details of empty rooms). The inferences in brackets are made from chart 6e - "contents of room". My copy contains none of these Tables (or charts). I have waited until now with the hope that this article was to be continued in a later issue. In the current issue there is a new Solo Matrix apparently unconnected. "Dungeon Generator" by Charles L. Evans. This is fine, but I would appreciate the previously mentioned charts from "Solo Matrix". Please advise me if the copy that I have is at fault or if you plan to publish these charts in a later issue or please publish Mr. Hattlestad's address or, finally, send me personally a copy of the missing charts.

If none of the above are possible, please let me know. I await your answer with expectation of good things.

G. W. Shea
Vancouver, B.C.

Dear Sirs:

In the May/June issue of The Dungeoneer was a "Solo Matrix" by E. Al Hattlestad Jr. on pgs. 43-53. The Matrix was not complete as it referred to charts up thru #16 and the charts in the article only went thru #10. I waited for my next Dungeoneer to come to see if the remainder of the Matrix was in, but it wasn't. Is there any way to get the missing charts?

Chad Hogue
Las Cruces, N.M.

Chad, G.W., and others,

We have recieved several letters concerning that article so we have written Mr. Hattlestad and will be reprinting his article in our next issue.

Harold

Dear Sirs,

I'm happy to say that your games have caused hours and hours of enjoyment. I have really enjoyed Modron, City State The Invincible Overlord, and Theives of Fortress Badabaskor. Could you please tell me if Traveller tm is very enjoyable? I'd just like to say how much I liked your games.

Teddy Riederer
Rockville, Maryland

Teddy,

Thanks for the compliments about our products. They are always greatly appreciated. As for your question about Traveller TM it, like all games has a following that finds it very enjoyable, but there are always those stubborn few who dislike the game. My best advice to you would be to play the game and decide if you like it yourself.

Thanks Again,
Harold

Gentlemen:

In Judges Guild Journal W, you had a list of character classes and the issues of Strategic Review and Dragon in which they appeared. A lot of the newcomers to gaming, myself included, do not have access to these issues. I therefore suggest you publish a character booklet which contains reprints of character class data from back issues of the Strategic Review and Dragon. This booklet could also include character class data from back issues of the Judges Guild Journal, such as the witch class suggested by Phil Benz in issue P; data on character classes and variants appearing in "Dungeon Encounters Matrix" by Richard Mueller in JGJ issue N; tips on how to adapt monsters, such as centaurs, into player characters; and tips on how to play each character class most effectively. In "Dungeon Encounters Matrix," the standard character classes, such as rangers and paladins, seem to be handled differently than "official D&D" especially at the higher levels. If this is so, these variations could be a useful addition. The odd character classes, such as charlatans and inventors, which I have never encountered except in this article, are definitely worth including. I believe such a booklet would be a service to gamers and would sell reasonably well as it would contain data on character classes not included in the AD&D Players Handbook, such as samurai and alchemists, and information on the bard class, which is greatly modified in the Handbook. I find it highly frustrating to find references to alchemists, bards, and samurai in Judges Guild playing aids and in the Dragon while having so little data on them; other gamers probably feel the same way, and would therefore be happy to have a publication like this. Thank you very much for your kind attention.

Wayne F. Perkins
Bowling Green, KY

Wayne,

Your idea sounds good but articles published in magazines are protected under the copyright of the magazine. That means that the publishers of a magazine own the copyrights to all articles published therein. So Judges Guild is unable to publish a product like the one you suggest without the cooperation of the publishers of the other publishers and that's getting into a lot of hassle. You would be better off if you wrote to the magazines in question and asked for back issues. I'm sure they'd be more than willing to help.

Harold

Dear Sirs:

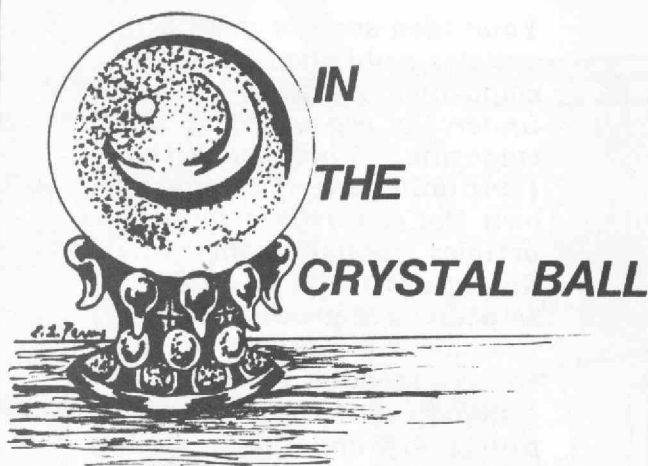
I've paid for two magazines and I'm stuck with this??? I can sympathize with you but keep your quality High, your format 8½x11, even if your prices are forced up. A lot of garbage is worse than a tiny gem. Also while I'm writing, for your Monster Matrix, no more stupid monsters pleeeeee, like the "Cops", "Hobblegoblins", And last of all overall your issue was good. Keep up Quality and Quantity and you'll do just fine.

Jesse Markowitz
Coral Springs, Fl.

Jesse,

We plan to improve both the quality and quantity of our magazine with our 96 page, 8 1/2 x 11. four color format. As for the monsters we print what you, our readers submit, so if what we print is not appealing send us something better.

Harold



Magic Item Cards

Thomas McCloud explores the use of 3" x 5" cards for holding descriptions of nonstandard items of magic. This article includes a complex example to entice the interest of those already familiar with the concepts involved.

Variant Magic System

Germain Giner presents us with a new variation for the use of magic in our campaigns. Germain informs us that his system was inspired by **Runequest**™ but is an entirely new system.

The Necromican

Clayton Miner reviews what he calls "a veritable masterpiece of creativity" released by **Fantasy Art Enterprise**.

The Tomb of Kexandran

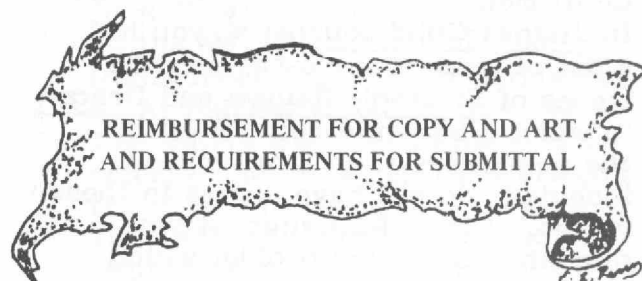
Descend into the tomb of Kexandran, the one time ruler of the Realms of Darkness to retrieve the crown with which he controlled the undead. A task that is not as easy as it sounds. Mini-dungeon by Rusty Lamont.

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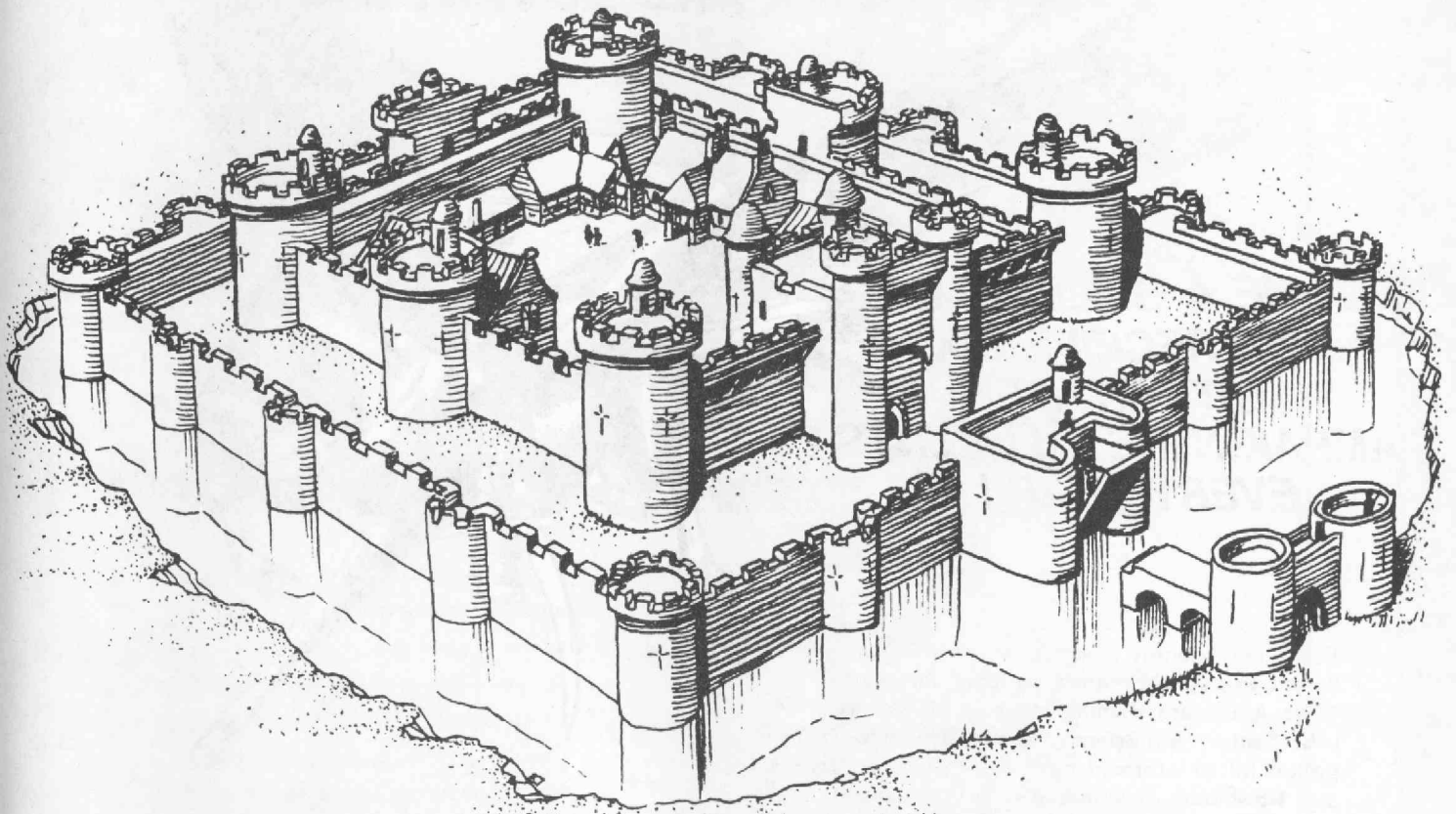
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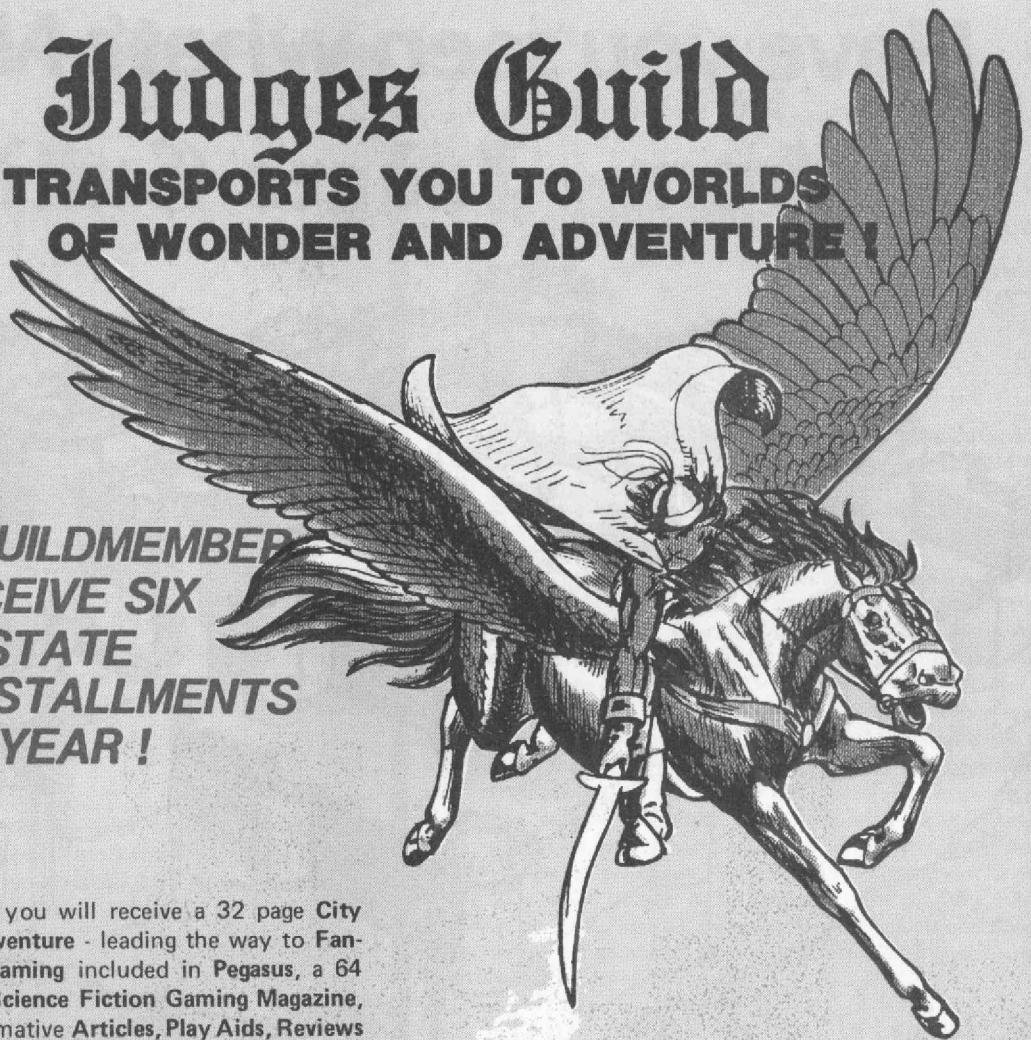
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